

Changeling: the Dreaming



Revised Edition

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A History of the Fae

In the beginning were the first dreams. None know whether these were the dreams of the first humans, the dreams of the animals, the dreams of the spirits, or the dreams of Gaia herself. Nevertheless, these dreams spawned the Dreaming: a vast sprawling realm of ephemeral thoughts and transitory impressions.

Thence came the chimera: beings that mirrored the dreams of the sleepers, but which were merely figments, with little in the way of true form, following the script of the dreams that created them. These chimera were just another part, indistinguishable from the landscape of the Dreaming, save that they seemed animate because they represented dreams of moving things. In those days the realm of dreams was not far from the realm of waking, and the Mists were still very thin.

In time, reoccurring dreams crystallized into the first of the fae. Taking the themes of the Dreaming to heart, they represented the deepest thoughts of the dreamers. These first fae were Seelie and Unseelie, creation and destruction, hope and fear. Immediately, or perhaps later, these first fae became the Fomorians and the Tuathans. One represented the power of creation and the other the might of destruction. Yet which was which is far more arguable.

For unknown ages, they took turns governing over the dreams of mortals, being exalted as gods, becoming more and more powerful as their continued existence caused further dreams to come into being that included them.

Yet this could not continue forever.

The War of Trees

It is uncertain which side broke the cycle of Summer and Winter first. It is known that the Tuathans overthrew the Fomorians, but it is not clear whether this was a first strike or in response to former wrongs. Nevertheless, the Tuathans ruled unquestioned for longer than their share of time.

This event is retold in nearly every mythology. The Greek gods overthrew the Titans. The Judeo-Christian God and Angels cast the Fallen out of Heaven. The Norse Aesir defeated the Giants. Egypt's Osiris defeated his brother Set. Finally, in the terms which have been most used, the Celtic Tuathans overthrew the Fomorians. Each culture places the event in a different era, and it is possible that the Dreaming, shaped and re-shaped by mortal dreams, replayed the event many times. In each instance, the Tuathans were victorious, reigning endlessly, or so they thought.

If the human conception of time can be trusted, iron began to be discovered near the time of the dark ages of Greece, at the end of the age of heroes. That this was an era surrounding the death of the Phoenix only placed more importance on the discovery. Fomorians that had long been re-building their power in the Orient noticed the importance of the metal ahead of their ancient foes. Humans ascribed great power to the metal that would not bend, and so it gained power from their dreams.

Lesser fae and chimera, those that had turned to the side of the Fomorians and which would later be called the Adhene, began to gather weapons of iron. When they struck the first blows of the Tessarakonta it was with an unbeatable edge.

As iron proved its ability to slay the gods, it became even more potent when put towards that use.

The war continued through meaningless instances of time. Eventually, the Tuathans and their children recovered from the initial onslaught and began to bring weapons of their own to bear. Armies of fae and chimera clashed on the plains of the Dreaming and in the mortal world.

Many believe that the sympathies of the fall of Rome heralded the end of the war, for the participants in the fight were unable to truly deviate from the dreams of mortals: the fate of the gods would only be in question should the fate of the Roman Empire be at stake. Regardless, the final battle is remembered to have been on the Kureksarra plain, where the Red King of the Fomorians brought his final weapon, the Triumph Casque of Sorrows, to bear. Against impossible odds, he was defeated, or some say that he realized the folly of his actions and simply surrendered.

The Fomorians accepted the rites of binding, their followers were trapped behind the Silver Path, and the Tuathans also retreated to unknown locations. Some say that the Tuathans retired to Arcadia to heal their grievous wounds. Others say that the Tuathans were all slain during the War of Trees, and only their children survived to defeat the Fomorians. None can now remember the truth, but the war ended all the same.

An Era of Darkness

In the age that would later come to be known as the Dark Ages, the fae were without leaders and without power. The ranks of the fae nobility were growing as more mortals dreamed of what it would like to be a knight or lord, yet governing true fae turned out to be harder than the metaphor of herding cats. Without the power of the Tuathans or the Fomorian, nobles that had once been functionaries and priests now had to fend for themselves.

Adding to the trouble was the lack of enough sustenance to go around. The truly great hopes of mankind had dwindled to a mere desire to get by from day to day, with a distant dream of someday doing enough good deeds to avoid being damned to Hell. Were this not enough, the demonization of the fae by Holy Mother Rome made patronizing dreamers incredibly difficult. Many peasants still remembered the old ways, leaving out the remnants of food, leaving small tokens at hidden alters, and other gestures, but gestures is all they were. The church grew in power and belief, and the mostly pagan fae felt the sting of lost worship.

Yet the end was not yet come. Gradually, the fall of Rome and the fallout of the War of Trees faded into memories. A new era of development started, and martial nations with the divine right of kings set forth to establish their dominance. Works of literature such as Beowulf and the Song of Roland found their dreams spreading across the face of Europe. Dreams which had once been comfortable with a king, priests, and a senate began to be re-molded into a feudal line. Urged to mimic the growing dreams of mortals, the fae began to arrange themselves in strict hierarchies beneath those claiming to have the Divine Right of the Tuathans to rule. Great works began to be possible, and the fae reached deep into the tales of mortals.

Yet things were soon to become much more complicated.

The Shattering and the Rebirth

The Black Death shook the very foundations of the Dreaming. Arriving from distant lands, it spread like an invisible spectre over the face of Europe. Some thought that it was another attack by the Fomorian, others thought that it was some weapon in the wars of the prodigals, while still others believed that it could only be a sign of the end of the world and the Second Coming.

Some say that the Shattering that followed was due to lack of dreams caused by the plague, but this is only partly true. Those beset by the plague were often struck with nightmares so potent that their dark Glamour could feed a faerie for days. The problem was not the lack of dreams, so much as the eventual lack of people to do the dreaming. Even the most conservative estimates tend to suspect that at least a third of the population of Europe died within only the briefest of spans. So many lives, ripped away in such a brief interval, began to tear away the building blocks of the Dreaming. Landscapes crumbled, the silver path stretched nearly to breaking, and everywhere the firchlis spun madly trying to cover up each rift left by a missing dream.

The fae did not know what to do in the face of the dilemma. Many thought that the Dreaming was finished while others thought that its heart was the only safe place left. A contingent formed; primarily composed of nobles, it contained many other fae as well. Some of them were abandoning the Earth like a sinking ship, others were hoping that by reaching the gates of Arcadia some magicks could be found that would halt the chaos, and some thought that they could find the Tuathans and beg them for help.

Later incarnations would claim that those left behind were cast off by the nobles and forced to their fate, but only in a few cases was this true. Those that stayed behind largely thought that retreat was a fool's option, and so they remained behind.

Times grew very hard for the earthbound fae. As the last rath slammed shut behind those who fled so did the Mists rise to overpowering strength. Fae that had long depended on the constant revitalizing Glamour of the Dreaming realized that they would have to look for new sources or fade into nothingness. Some went into their freeholds and cocooned their last supply of Glamour around themselves, slowly becoming the mad lost ones. But this was not a course that many would choose for themselves.

Long had the fae known that they could incarnate themselves by replacing the souls of mortals, becoming a hybrid entity referred to as a changeling by European legends. This process, unfortunately, had the side effect of

making the changeling as mortal as her host body. When the mortal body died, the soul disappeared into the Dreaming, possibly discorporating entirely. This did protect the fae soul, but it was a temporary protection at best.

The greatest remaining fae sorcerers began to work on the problem. Eventually, they reached a breakthrough, which they referred to simply as the Changeling Way. Vast sorceries empowered a series of oaths and simple rituals that could be disseminated amongst fae-kind. By undergoing the ritual, a faerie's soul was reshaped and wounded, creating a rift that could be sealed by the compliment of a mortal soul. When such a faerie incarnated in a mortal, the soul was not replaced but incorporated. On the mortal's death, the fae soul would be freed by the escaping mortal soul and could immediately seek out another mortal to bond with. By making themselves incomplete, the fae could continue to enjoy immortality.

The era of the Changelings began, as more and more of the remaining fae on earth underwent the Way. Protected from dissolution by their mortal hosts, they could pursue the sustenance of Glamour at their leisure. With the swiftly oncoming Renaissance, this process began to grow ever easier. Changelings across Europe began to steadily muse the growing mortal talents, increasing their efforts to works of true mastery. The Dreaming was still inaccessible to the changelings, but the dreams of mortals were overflowing with new ideas.

The Interregnum

The years passed and the world began to change. Having thrown off the yoke of the Catholic Church and of the other tenets of the status quo during the Renaissance, new ideas emerged almost daily. More and more discoveries were being made about the composition of the universe itself, discoveries that pointed out that it was, in fact, a mystery that could be solved.

The changelings were deeply conflicted about these changes. While the new dreams of progress and hopes of a better future inspired enormous amounts of Glamour, these dreams accompanied discoveries that more and more relegated the mystical and the religious to mere superstition and untruth. Some fae moved with the times, musing scientists and inventors across the world, while others continued to support the old ways, fading into the fringe groups that lived throughout the countryside. Great arguments were had over which was the best way, especially when the Industrial Revolution began to crush the dreams of its workers while spurring the dreams of those that fueled it.

These arguments became especially heated with the growth of a new force called Banality. Banality had existed in some form or another throughout human memory. Yet not until the modern era had it truly become a force of power against the fae. In the eyes of many workers at the new factories, a cold light of utter resignation burned. For them, there was nothing worth hoping for, no future to dream of, and nothing more that could be taken away to fear. Each day was the same, each minute was slavery to a whistle, and each night was a dreamless oblivion of rest for the body but not for the mind.

Amongst others, the case was growing as well. Some were left behind by progress, and became completely apathetic about anything as the world changed and left them behind. Some were jaded by the ease of production, and no longer bothered to dream, for they figured that the scientists would produce everything within a few years. Some became deeply nihilistic, following the new brand of philosophy that claimed that God was dead. Banality grew and the fae discovered a new enemy.

Yet there was hope as well. Gradually, the Mists of the Dreaming decreased to less impassable strengths. Changelings discovered that their mortal halves could travel with them through the Mists, and then guide them back to the waking world without needing a rath or other exit. The Mists were still high, the raths were still closed, and the Dreaming was still broken and dangerous, but it seemed to be under repair.

Enterprising changelings set out to clean up the dreamscape and to rescue chimera and chimerical materials from the Near Dreaming. Some never returned, but many came back with grand tales of adventures and beasts and resources long unseen in the waking world.

The changelings began to reorganize their forgotten associations. New ideas for government were taken from dreamers and put into practice. New works were made of chimera to create truly impressive freeholds and accoutrements. Changelings began to feel like truly a part of a society. Some even went on missions to the Deep Dreaming to look for their vanished relatives. The world was still much limited from ancient days, but it was getting better.

The Resurgence and the Accordance War

The first two-thirds of the Twentieth Century had been of mixed effect on the fae. Two world wars had created a surge of Banality as the dream of heroic warfare was shelled in the trenches and burned in a nuclear blast. The Great Depression had crushed the lives and hopes of many. Yet technology proceeded at great speeds, and every day another creation that had been merely science fiction in the 1800s came into being. By the 1960s there was no doubt that there would soon be a man on the moon, and from there, to the stars.

Changeling sorcerers were certain from auguries and predictions that the actual event of the moon landing in the summer of 1969 would create a surge of Glamour. They planned to harness this event to achieve a long-anticipated goal: the re-opening of the raths to the Dreaming. Each freehold had a doorway that had long been shut to egress from the Dreaming, and with these raths reopened travel to and from the Near Dreaming would become much easier. As one man made his small step that was mankind's giant leap, the ritual went off, blowing the doors into the Dreaming wide open.

It turned out that sorcerers on the other side of the Mists had received prophecies of this event as well. The first true fae stepped through the raths only a few hours after the moon landing. Large contingents of fae, primarily dreams of Nobility and their chimerical retainers, began emerging in freeholds across the world. These returning fae had lost much of their memory to the Mists, and could not recall whether they had been cast out of Arcadia for crimes or whether they came with an important message.

They did have, however, centuries of unbroken experience to draw upon, Glamour to burn, and a will to power, and thus many of them set about reclaiming freeholds that they had long abandoned. Many changelings were forced into oaths of vassalage that had not been used in centuries, while others were slain outright, and the Night of Iron Knives truly was an atrocity. The war of Accordance had begun.

Later talespinners would paint a very black and white picture of the Accordance War. Years of military conflict during the 70s did, in fact, promote an "us versus them" belief amongst both fae and mortal souls. However, things are never truly homogeneous amongst the chaotic fae. In some places, there were, in fact, epic battles between commoners and nobility with chimerical weapons on empty and appropriate battlescapes.

But in just as many places, there were commoner sit-ins, or changelings that called the mortal police when some noble with a sword was threatening their existence, and even changelings that were completely oblivious to the war. Many of the truly epic battles actually involved commoners and nobles siding together against thallain and nightmare chimera that had come pouring out of the Dreaming through the opened raths. There is even a tale of one "battle" which was decided by two powerful sorcerers playing a very involved game of chess with perfectly ordinary pieces and rules.

The Accordance war came to an end not out of some grand gesture, or the rise of David Ard Rhy, or any of the quoted reasons. The real ending of the war came from simple pragmatism. Most of the returning fae had become changelings to avoid dissolution (though few had undergone the full ritual of the Changeling Way). The vast array of changelings had mortal identities and mortal concerns and they began to treat the war as little more than a weekend event of sport.

Eventually, most commoners conceded that yes, dreams of rulership were probably better suited to being in charge, and the nobles conceded that yes, the commoners had done a pretty good job running the place while they were gone. The fae settled into a comfortable series of oaths and arrangements and only the most radical on either side really thought that the war needed to be continued.

The Age of New Adventures

The eighties and nineties saw an era of adventure come over the fae. Reconnected to the Dreaming and re-organized, their power became much greater than it had been since the ages of legend. Now changelings could contend with the prodigals for influence over the fate of the world. Old alliances were re-formed, old rivalries re-instated, and new friends and enemies were made out of factions in the world.

Banality was still a fear, and some doomsayers talked of a Long Winter, but few were truly worried about their chances of running into an Autumn Person or a Dautain. High King David ruled with a gentle hand, realizing that his governance was most effective when it was non-intrusive into the very individualistic roles of the commoners. Some worried about prophecies of the future, but most were content to work on improving the present.

Then, in 1998, David disappeared and the Dreaming changed once more.

Dreams of Darker Days

Things were beginning to fracture amongst the courts of the fae. Recent events had seen an upswing in the number of fae hunters and the prophecies of darkness were growing daily. Rumors spoke of a Shadow Court working actively behind the scenes to sow chaos. The bizarre summer of 1999 saw nightmares spreading across the Dreaming and emerging from hidden realms. Only the strong hand of the low kings and the hope of David's return brought hope to Concordia. And even this hope was shattered.

In early 2000, King Meilge fell to a bizarre Iron Plague that had struck the Kingdom of Willows. With the death of his fae soul, the anti-divinatory magicks protecting his role in David's disappearance also fell. David, weakened from months of captivity without Glamour, was found and brought to be rejuvenated at the hold of Willow's Shadow. Just as Seif the swordbearer was about to hand over Caliburn, David too fell in moments to the Iron Plague.

Caliburn embedded itself in the freehold and war began. The king's sister, Morwen, his wife, Faerilyth, and his heir, Lenore, began to fight over who would be the new High Queen. Neither House Fiona nor the Red Branch would choose a side. Faerilyth was assassinated, and blame was spread across all the remaining sides. None could pull Caliburn from the stone of the Freehold, and so the war drew on.

The new millennium began and the unthinkable happened. Another wave of true fae emerged from the Dreaming, the silver road snapping and tearing behind them. Fergus, King of the Red Branch, emerged at Willow's Shadow and drew Caliburn, proclaiming that Arcadia had fallen to the Fomorians and that now was the time to create a last bastion for the children of the Tuatha de Danaan on Earth. Most kingdoms on Earth were put under the control of a noble loyal to the Red Branch, and they began to prepare.

Now is the era of the darkest days.

On Being of the Fae

This section details the various facets of chimera, fae, and changelings, as well as noting other important information such as oaths and iron.

Chimera

The entirety of the Dreaming is composed of chimera, though most is inanimate. Rocks, trees, metals, water, and more all seem entirely real when in the Dreaming but are simply figments of the imagination to the waking world. Animate chimera represent dreams of living things, and may resemble animals, people, or mythic creatures of all kinds. These animate chimera typically come into being for a brief period of time and disappear after the dreamers that created them move on to other dreams.

Some manage to learn to manipulate their dreamers for continued existence while others learn, eventually, to tap the essence of the Dreaming itself. They can exist until slain by some other chimera or fae. Chimera typically form in the Waking world, soon fade into the Near Dreaming, and eventually migrate deeper into the Dreaming, finding areas and realms that best suit their temperaments.

Chimera are deeply based in the dream that created them. Even the sentient ones have a kind of tunnel vision. While they can think, discuss, and plan within the scope of their personal theme, they are easily outwitted and confused by taking actions that are not part of their existence. Spider chimera are baffled by prey that watches carefully to avoid their webs, hunting chimera will never think to burn a settlement's crops, and so on.

Chimerical creatures also tend towards chaos, even when they are dreams of order, and lack the ability to devote genuine focus to things not "programmed in" to their natures. As such, they are unable to learn abilities. Many learn the Dreamer's Skill rede to compensate for this weakness, while others build their attributes to mythic levels.

Most chimera that are slain die just as a mundane creature would die, and leave behind a corpse that can be used as materials or which rots into the Dreaming. Sentient chimera, when slain, can expend a permanent Willpower to reform elsewhere in the Dreaming, which may or may not leave behind some of their corpse (depending on the chimera in question). Potent fae rituals can sometimes trap these chimera before they reform.

Chimera are made with a pool of creation points. All traits are at zero unless bought with these points. One point buys three dots of attributes, one level of Glamour, or two Health Levels. Each level of Willpower costs three creation points. Redes cost their level in creation points. As noted, chimera cannot buy abilities and they very rarely develop Backgrounds unless it is appropriate to the plot (and, thus, requires no creation points). Chimera do not have a Lucidity score. They cannot buy Arts and Realms, but many old chimera, especially dragons, tend to develop unique redes that can simulate the magicks of the fae.

An animate chimera on the Waking side of the Mists loses a point of temporary Glamour every [permanent Glamour] days, and regains Glamour at the same rate as changelings (i.e. one every time a number of days equal to the current Mists passes). When a chimera reaches 0 temporary Glamour, she must roll Willpower against a difficulty of the Mists every day or disincorporate as if slain and fade into the Dreaming. Thus, only highly Glamorous chimera, or chimera with other sources of Glamour, can last long in the Waking lands.

True Fae

The difference between true fae and sentient chimera is a hard one to judge. All true fae are at least partially humanoid in appearance, and all seem to have a somewhat broader focus than most chimera. Many point out the difference as one of creation, claiming that the Tuathans and Fomorians gave the first of the true fae some crucial spark of divinity that has been passed through their lines since the War of Trees.

Technically, the real difference is that true fae have two distinct advantages. The first is that they can develop Arts and Realms to enact magicks that chimera cannot perform without very unique Redes. The other is that they are intimately tied to humans. True fae worshipped by humans can regain Glamour, and they may become changelings to protect themselves from the disincorporating effects of the Waking world. A true fae in the Waking world loses Glamour at the same rate as animate chimera, and disincorporates in the same way. Some specialized Arts exist to possess a mortal without becoming a changeling, but these are very rare and little used.

True fae are created using changeling character creation rules, but cannot buy Abilities or Lucidity. When one becomes a changeling, re-spend points to buy other categories, including appropriate Abilities, Redes, and Lucidity (which drops to 1 on becoming a changeling). Possessing an unwilling or unaware mortal to become a changeling requires an extended, contested roll of Glamour against Lucidity, difficulties equal to opposing contestant's Willpower. Each roll is a day of game time, and the fae needs one to ten successes (depending on how compatible the mortal's personality is with her own). A fae trying to possess a differently temperament, strong willed, and Lucid mortal might wind up disincorporating before achieving enough successes.

Changelings

Changelings are true fae incarnated in mortal bodies, gaining strength and weakness from both. They can buy Attributes, Abilities, Backgrounds, Arts, Realms, Redes, Glamour, Lucidity, and Willpower. Changelings, protected by their mortal forms, do not lose Glamour from time spent in the Waking world, and do not have to worry about disincorporating when they reach 0 Glamour (though their fae soul may become temporarily dormant, see the Glamour rules). They do continue to regain Glamour in all the same ways that true fae can, making them ideally suited to live in the Waking world.

Changelings that have not undergone the Changeling Way ritual eject their body's soul on incarnation, possibly sending it deep into the Dreaming or onto reincarnation, keeping only mind and body. On death, their souls are lost into the Dreaming. Those that have undergone the Way bond to mortal souls and reincarnate on their body's death. They do not roll to possess a body, but must bond with a soul that is either an infant or already similar in temperament. Typically, their soul remains dormant for a period, until their fae nature reasserts itself in the Chrysalis.

The Chrysalis

After incarnating in a new mortal, a changeling soul under the Way typically enters a period of dormancy similar to that experienced under incredibly high Mists or running out of Glamour and waking up. This period can last many years as the fae and mortal souls integrate more fully with one another. All purchases of Attributes, Willpower, and Abilities with the fae soul's experience typically come into effect very early in the process. This tends to make children with fae souls extremely precocious. The mortal will typically understand that something is strange about her from the bonding onward, but will not usually realize exactly what it is.

Eventually, the character will experience some kind of traumatic circumstance that starts the Chrysalis. Possible events are: seeing another fae Wyrded, being Enchanted, puberty, the death of a family member, losing one's virginity, or any other emotionally charged experience. Over the next few days or weeks, the fae soul will begin to assert itself and gather Glamour. Every night, the mortal will have very strange dreams. The rate of Glamour accrual follows all the normal means for refreshing Glamour.

When the fae soul manages to spend enough Glamour to equal the mortal's Lucidity, the sleeping mortal is surrounded by a corona of chimerical special effects, her fae mien develops, and her unconscious mind quickly replays all the former lives of her fae self (only some of which she will consciously remember). On waking, the character will now be a full changeling, and her personality and identity will be a composite of the two souls. If she had her dormant soul since birth the change will usually be incredibly minimal, while characters who acquired their soul more recently may be greatly changed. She is now in possession of all the traits bought by the fae soul on incarnation, and can begin to learn more.

The Chrysalis can be sensed by other fae creatures with a Perception + Kenning roll, at the difficulty of the local Mists, up to [new changeling's Glamour] miles away. This usually means that the new changeling will be surrounded by local curious chimera and possibly other changelings as well. Many changelings consider it their duty to track down and protect new changelings in dangerous areas and to bring them up to speed on any aspects of fae society they may have forgotten. Potent Soothsayers can often track down pre-Chrysalis mortals, and may take it upon themselves to accelerate their Chrysalis while they are in a safe location.

The amount of information the new changeling actually remembers about fae society depends on the Remembrance background. Most newly Chrysalised changelings will at least need some kind of basic refresher course from another changeling on various aspects of changeling existence, but will typically know intuitively when the tutor is being misleading about these facts.

Being a Changeling

The experience of being a changeling is very much like having just awakened from a dream. Changelings are fully in possession of rational mental faculties, but are also credulous and accepting of things learned and seen. Changelings are prone to following good ideas, no matter how nonsensical, and have a muted edge on their inhibitions. Many have dreamt of something that seemed like an excellent idea on first waking only to have its interest

fade through the day. Many have dreamed interactions with friends and family that made them especially mean or friendly after waking. This is how a changeling exists all the time. The world at once makes perfect sense and is completely confusing. Ideas that are irrational are nevertheless the best course. Actions that would never be taken by a fully conscious and sane human are one step removed and thus can be pursued from a safe vantage point.

To outsiders, a changeling seems at once both insane and yet strangely in touch with the world. The following are other important factors of being a changeling and living in fae society:

Sense of Time

Each changeling is at least a little bit unstuck from the typical progression of time, the nobles even more so. While events occurring in the current time are easily followed, looking back on the past is confusing. Events precede causes, and linear narratives reshuffle themselves in the memory. It is hard to remember if the dream you dreamed last night was a continuation of another dream, or if the entire dream saga happened in one period of sleep. This is how fae feel about nearly everything in the past, having to really focus on the order of events. Low-Lucidity characters are impossible to trust on the exactitudes of time, while those with higher Lucidity are more able to put cause before effect.

However, since they are constantly confused about the progression of time anyway, fae are very hard to manipulate with temporal magicks. Altering a changeling's sense of time requires extra successes equal to her Lucidity, and a character can spend a point of temporary Lucidity to ignore time acceleration or deceleration.

Ageing's Grip

Changelings age at the normal rate for mortals, but typically seem far more youthful than they actually are. Time spent in a freehold or in the Dreaming does not count for changelings or for mortals, and thus changelings active in the fae courts or in Dreaming quests may live far longer than they normally should.

Supernatural events to divine the age of a changeling automatically fail. Changelings do not have rule-affecting age categories, though the terms childling, wilder, and grump are still widespread to refer to preteens, teenagers and twenty-somethings, and those who are in their late twenties or older. A careful changeling can live to be as physically old as any mortal, but many reincarnate before that time due to death on adventures or in order to avoid waking fully for extended periods.

Death's Embrace

In general, full changelings do not really fear death. From the point of view of the dream, it is only partially real. From the logical point of view, it is only temporarily inconveniencing. Changelings may fear the abandonment of friends, family, and goals but they have no reason to fear the loss of their own life to anything but iron, for they will simply reincarnate. Those that have not undergone the Changeling Way are typically much more protective of their existence, but still often forget their mortality after centuries of living and due to the oddities of dreaming.

A changeling that is killed chimerically in the Waking world, a freehold, or the Near Dreaming loses all temporary Glamour, falls into a deep sleep, and fades into the Waking world if not there already. The sleeper cannot be awakened for at least a number of hours equal to her permanent Glamour, and will sleep a number of days equal to Glamour if not wakened by outside events. The fae soul becomes dormant, and she will not remember her fae nature until temporary Glamour is once more at full. The stronger the fae side, the worse a chimerical death. After this period, no further penalties apply.

The Bane of Iron

Many fae seem to think that Cold Iron is their bane because it represents the onslaught of Banality. This is only partly the truth. In most cases, iron harms changelings because mortals believe iron harms changelings. In all the tales of the fae for hundreds of years, iron has been their undoing, and so it is. This refers to any iron forged in the old way, cold or not, and excludes any alloys, such as steel. There are very small creations of so-called "Cold Iron," implements made by those without any creativity or joy in the craft whatsoever. These must be forged by a mortal with several levels of Banality, and are especially harmful to the fae. Iron, cold or not, has several effects on changelings and other fae creatures.

Attempting to enter a location warded with iron, be it a wrought-iron fence or a horseshoe over the door, requires the expenditure of a point of Willpower (to force through) or a point of Lucidity (to realize that there is no barrier). Cold Iron wards require two points. This expenditure must be paid no matter how the character enters (even magically or by being thrown over the barrier) unless there are other unwarded entrances. For example, a house with a horseshoe over the door could be entered by another door or by hacking through the wall, but a property surrounded by an iron fence would require the expenditure no matter how a fae creature tried to enter. A character that refuses to make the expenditure bounces off the entryway as if off of an invisible wall.

Touching an item of iron causes intense pain to fae creatures, imposing a -1 to a -5 penalty to all rolls (depending on how much of the character's skin is touching the iron). Additionally, a character touching Cold Iron loses a point of temporary Glamour every turn of contact.

Being damaged by iron is terrible for the fae. All wounds dealt with iron weapons do an equal amount of chimerical aggravated damage. If the wielder of the iron weapon is attacking a chimera or true fae with no physical presence in the Waking world, the successes on the attack is the amount of damage dealt. A character hit with Cold Iron also loses a level of temporary Glamour. Any changeling, true fae, or chimera that dies chimerically from Cold Iron damage has her soul destroyed utterly. This effect does not occur from normal iron. Chimerical iron is incredibly rare, but has the same effects as normal iron except for the fact that it only does non-chimerical damage when Wyrded and is never Cold. Some believe that the rarity of Dreaming iron is because agents of the Fomorians have long been gathering and hoarding it.

Banality

Banality is the antithesis of dreams, representing the complete absence of creativity, hope, imagination, and fear. While it is not unusual for many mortals to build up a small amount of Banality when burned out, it is incredibly rare for anyone to have high levels of Banality for long periods.

Banality replaces temporary Lucidity, filling the Lucidity track from the bottom up. Points of Lucidity turned into Banality cannot be spent until the Banality fades. A changeling whose Banality exceeds Lucidity immediately loses all temporary Glamour, waking fully, and cannot recover Glamour until all Banality fades. Typically, one level of Banality is lost for every week in which the character got plenty of dream-filled sleep. Fae gain Banality by denial of dreams, permanently killing fae, and by dealings with very Banal individuals.

All fae magicks have the target's Banality in successes subtracted from their effect, and are added as automatic successes to the target's resistance roll, if applicable. They are automatic successes for the Mists to wipe the mortal's mind (see the Mists section).

Oaths

One of the oldest of fae traditions is the creation of oaths upon the Dreaming. These oaths have always worked, even when the Dreaming was inaccessible, and seem to find a way to punish violations even in the Waking world. Most oaths require one point of temporary Glamour for each participant to create. One participant can spend multiple points of Glamour to create the oath if the other

participants cannot or will not spend the Glamour, or if the oath does not require the target's participation (such as the Oath of Crossed Blades).

Most oaths have no benefit for carrying them out, but attach punishment for violation. This punishment always fits the violation in a poetic and appropriate way, ranging from penalties to certain rolls or ongoing bad luck. Virtually anything can be sworn as such a binding oath with merely the Glamour expenditure and the price of failure. Some oaths, however, have become so entrenched in the Dreaming that they have benefits from being made and attach predictable penalties for failure. Some of these oaths are listed below:

The Oath of the Escheat: The character swears to uphold the laws of the Fae contained in the Escheat. She gains a point of temporary Glamour whenever she upholds the Escheat in face of great personal temptation, loss, or effort, but loses a point of temporary Glamour every time she violates the Escheat either willingly or by accident. Unlike many oaths, this oath can be renounced, removing benefits and penalties, but, once renounced, can never be sworn again.

The Oath of Clasped Hands: This is the oath by which oathcircles are created of true friends. Oathmates can, while clasping hands, share Realms. When both attempt to enspell the same target, only one of the oathmates has to have or activate the Realm involved. Oathmates can also transfer Glamour through Mercy freely, without requiring a roll. Breaking an Oath of Clasped hands costs the violator a point of permanent Willpower and leaves her hands chimerically blackened for a year and a day afterwards.

The Oath of Fealty: An oath sworn to one's lord, this oath means servitude until the true death of the lord's fae soul. Any number of these oaths can be sworn to various lieges. The character gains +2 Willpower to resist supernatural control by anyone to whom she has not sworn this oath. Breaking this oath in a minor way costs a point of temporary Willpower, while major violations strike the character blind for a year and a day.

The Oath of Lordship: This oath is sworn to accept a vassal. The oath creates a gold chimerical coin which, if accepted by the vassal, waives the cost for a subsequent swearing of an Oath of Fealty. Any Lord under this oath gains +1 die to any rolls involving protecting her vassals. Betraying a vassal costs the lord three temporary Willpower.

The Oath of Truehearts: Sworn between two lovers, this Oath is the ultimate expression of love between the fae. Both members of this oath gain the effects of the True Love merit. If the oath is ever betrayed, the betrayer loses a point

of permanent Glamour and is doomed to never find love again.

The Oath of the Long Road: An oath that is sworn on acceptance of a quest, the swearer of this oath gains +1 die to any roll made directly towards completion of the quest. However, becoming sidetracked on the quest gives the character a -1 to all social dice pools until the quest is resumed, and renouncing the quest costs two points of permanent Glamour. This oath has been found to reduce the chance of Bedlam.

The Oath of Crossed Blades: This oath designates another as a mortal enemy of the swearer. Swearing it gains the character a temporary Willpower for every victory over the enemy, and all rolls to harm the enemy gain +1 die. Every time the character is bested by her enemy she loses a point of temporary Willpower. This oath only ends on the swearing of Clapsed Hands or Truehearts between the enemies.

Seelie and Unseelie Legacies

Changelings have both a mortal Nature and Demeanor and a pair of fae Legacies. Willpower can be recovered by following either Nature or dominant court Legacy, and a character that manages to epitomize her Legacy in a crucial situation may even gain back Glamour.

The difference between Seelie and Unseelie fae is far from being as simplistic as good versus evil. If the difference must be simplified, it would be closer to say that they are dreams and nightmares. Mortals have long been motivated both by what they desire and by what they fear: the carrot and the stick. Seelie tend to represent creation and establishment, the emergence and shaping of something where it did not exist before. Unseelie often represent destruction and renewal, the testing and improving of something by eliminating all that is weak or unnecessary. Mortal minds are prone to thinking of all things involving growth as good and destruction as evil, but this is untrue. Cancer and corruption are growing things, while cleansing and polishing are acts of fundamental destruction. More difficulty comes when the lines between the two courts are blurred further. Does one create sadness or destroy happiness? Both courts tend to follow their goals and desires as would any mortal, save that Seelie fae try to justify their actions as acts of creation from base material, while Unseelie feel that any action is one of destroying an opposite. Both sides are capable of either true evil or true goodness.

Reverie and Rapture

The act of musing is not limited to the Seelie court, or even primarily practiced by it. A mortal driven to exquisite nightmares or to the brink of life-affirming terror is producing just as much Glamour as a mortal who paints a picture or writes a poem. Thus, each court has its methods to spurring creativity and Glamour from mortals. Many Unseelie do tend to accomplish their Reverie in less time, producing less lasting works of creativity which will rarely give up their Glamour more than once.

To begin a Reverie, the changeling rolls Perception + Kenning, against a difficulty of the subject's Lucidity, in order to figure out how best to spur an act of pure imagination. Successes are compared to the chart on page 213 of Changeling 2nd Edition, and the rest of the system proceeds as normal. Changelings do not have Musing thresholds unless the storyteller feels particularly strongly about their utility to the game.

The system for Rapture is also almost identical to the one on page 214 of the Changeling 2nd Edition book. The roll to create is against difficulty 6 + the character's Banality without subtracting Glamour, though the character can spend Glamour normally to add successes to artistic inspiration. Success never results in increase of permanent Glamour unless the character has experience to spend and is looking for a rationale for buying more permanent Glamour.

Ravaging and Rhapsody

Ravaging works exactly as described on page 215 of Changeling 2nd Edition, save that the difficulty is the target's Lucidity. Since Banality will typically be much less than in a normal game, this method is rarely rewarding. Success on the Ravaging roll automatically gains another point of Banality, while botching simply loses the character a point of temporary Glamour. Unseelie are no more likely to Ravage than Seelie changelings are.

Rhapsody works as described on page 216. However, the work of art need not be destroyed to gain the Glamour, and can often be shown to others as if it were a Reverie creation. The mortal is still burned out forever, but the rewards and the continued existence of the masterpiece make Rhapsody very tempting and justifiable.

Calling on the Wyrð

A changeling or chimera with the Wyrð Rede may, with effort, temporarily make her chimerical reality a part of Waking reality. The character concentrates for a full turn, spends one Willpower, and rolls Glamour against the Mists. Each success makes the effect last for an hour in areas of

low Mists (1-4), for ten minutes in areas of middling mists (5-7), or for five minutes in areas of high mists (8-10). The character may, instead of rolling, simply spend the Willpower to be Wyrded for one turn, a maneuver which is normally called the Dolorous Blow. Wyrding only ends early if a Willpower is spent or the character enters an area where the Mists are high enough that the effect's duration would already have expired.

When Wyrded, the character's fae self comes completely into the real world, along with any chimerical creatures or items that she owns (usually with the Chimera background). The character's real world wounds, if any, disappear. All Arts and Redes that the character uses affect targets in the real world as easily as they would affect chimerical targets. However, the character is now vulnerable to attacks from chimerical and mundane sources that will both have the same effects on her body. When the effect wears off, the character's mundane wounds are reset to wherever her current chimerical wounds are and the Mists come in to wipe away mortal memories of the event. A changeling can also call on the Wyrd to make mundane equipment effective in the Near Dreaming, rolling Lucidity instead of Glamour. This has essentially the opposite effect as the normal use of the power.

Fae Mien and Mortal Seeming

A changeling's fae and mortal appearances tend to be very similar. When they are very physically different, such as with large size or natural weaponry, the differences are effectively chimera, and exist in the Mists, becoming less pronounced the higher the Mists rise (see the Mists section). Since many objects have no presence in the Near Dreaming, running one's sword into a mundane wall or putting a giant in a VW Bug are not usually concerns. When an interfering object does have a Dreaming presence, the character can spend a point of Lucidity to ignore the contradiction for a scene, or can potentially cause the Mists to affect onlooking mortals should the interaction with the blocking object be "impossible." This Lucidity expenditure only works against mostly stationary chimera; the character cannot spend Lucidity to ignore chimerical attacks.

Wounds are recorded separately for both seeming and mien. A previously unhurt character shot by a mundane bullet will likely be unscratched in her fae mien, unless the bullet for some reason was also present in the Dreaming. The character suffers the worst of the two penalties, but does not add them together. Should the character become fully awake or asleep, she ignores the appropriate type of wounds until Lucidity or Glamour is regained.

Invoking the Dragon's Ire

Changeling and true fae warriors can call upon the ancient combat prowess of the fae. Attempting to Invoke the Dragon's Ire requires a point of Willpower and a point of Glamour. The character rolls Glamour against a variable difficulty. This difficulty depends on how epic and climactic the current fight, and how necessary the aid. A warrior fighting through a horde of noctnitsa to save her true love from execution would roll at a much lower difficulty than an already puissant bully trying to eke out just a little more prowess in an easy fight. Success is not limited by Remembrance. Each success is an extra die that can be added in any combination to any combat pools each turn. The Dragon's Ire stays invoked for a full scene or until the end of the battle. Virtually all fae know, instinctually, how to call up this effect, and its use is a standard action in a turn.

Enchantment

All fae, and many chimera, know the secrets of Enchantment. This is the art of imbuing a mortal or prodigal with Glamour. An Enchanted mortal can see both mundane and chimerical effects like a changeling, can be affected by chimerical effects, can enter the Dreaming if led by a Glamorous being, and is not affected by the Mists for the duration of the Enchantment.

To enchant a subject, the character must make physical contact and roll Glamour against a difficulty of the subject's Lucidity + Banality. If the difficulty is over 10, the subject cannot be enchanted. The number of successes indicates the number of points of Glamour that the enchanted can successfully hold. If future enchantment attempts are made, only the highest number of successes indicates the capacity of the subject. If successful, the character spends Glamour, up to the successes rolled, into the subject. This requires a Willpower if the subject is unwilling (but not if unaware). This process takes two full turns of contact, so subjects can also avoid the process if they can physically escape the character.

Most enchanted subjects lose one point of Glamour per day of enchantment, though many prodigals remain enchanted for longer periods. Additionally, time spent in the Dreaming or in a freehold does not count against this Glamour loss. An enchanted subject killed chimerically immediately loses all remaining points of Glamour. When the enchanted runs out of Glamour, she sinks into a restful sleep and wakes up in a few hours if undisturbed, suffering the full effects of the Mists on her memory. Mortals with low Lucidity are prone to becoming Dream-Struck when their enchantment wears off, essentially making them insane and unable to deal with the real world.

Bedlam

A less dangerous, but more prevalent, counterpart to Banality, Bedlam represents a changeling's tendency to slide towards madness when not spending enough time in the real world. Bedlam fills the Glamour track exactly as Banality fills the Lucidity track, and also makes these points unusable. Bedlam is a penalty for all of a changeling's social and mental dice pools when dealing with mundane situations. It is acquired when a character spends extensive amounts of time in a freehold or the Dreaming without dealing with anything in the mundane world, usually at one level per week. In the Deep Dreaming or a lost one's freehold, this increases to one point per day. Characters that have sworn the Oath of the Long Road typically do not gain Bedlam if they spend their time in pursuit of that quest. One point of Lucidity turns a point of Bedlam back into a point of Glamour. A character whose Bedlam exceeds her permanent Glamour must spend any remaining Lucidity to buy it back down to her Glamour or less. If the character has more Bedlam than permanent Glamour and no temporary Lucidity, the character goes completely insane, driven by her court and kith, and is controlled by the storyteller until other characters can rescue her and return her to the Waking world.

Themes of Changeling

The following are some sample themes that can be used in a game of Changeling Revised:

Loss of Wonder: Banality is not really the danger to the fae that previous editions have painted it. There is little chance that mortals will cease to dream on a massive scale and, thus, cause a Long Winter. However, there are many jaded and apathetic individuals in the world whose sense of wonder has faded to the point where they are at least no longer producing Glamour, even if they are not stealing it. The mages have recently started a large crusade to remove this crushing modern apathy, and they have every advantage in such a pursuit.

However, while mages are good at convincing mortals that there is wonderment in the world, changelings can convince mortals that wonder is where you make it. Changelings exist, in part, to make sure that mortals continue to push their boundaries, try new things, and hope for a different

tomorrow. Some changelings teach mortals to create art, others take them to visit exotic locations that television cannot begin to compare with, and others scare the living hell out of them to make them appreciate life. Whatever the route, changelings can make a difference in the world, usually one dreamer at a time.

Hybrid Beings: The old tales do not always paint a very nice picture of the fae. Wild, uncontrollable, greedy, and dangerous, they were worshipped, feared, adored, and pacified. Changelings each have a fae soul that is driven to act without real consideration of anything but its own personal dream: a soul that considers mortals a valuable resource but not necessarily worth saving or helping without some exchanged value. The Realms reward becoming a leader amongst the fae, a master amongst mortals, and the owner of a large estate of power. Each changeling has a drive to dominate and control others. Sometimes, the mortal soul and mind reject this course. Each changeling must balance the truth of her own mortality with the power of acting as one of the fae.

The Coming Darkness: Arcadia has fallen to the Fomorians. Many believe that soon they will attempt to retake the entirety of the Dreaming and, from there, the Waking lands. Others suspect that the Fomorians may not be as unrelentingly evil as the old tales painted them and wonder if their return would be such a bad thing. Already, the Dreaming is becoming a more dangerous place, especially without the protection of the Silver path. Fae society has begun to dread what comes next and wonder what has become of the Tuatha de Danaan.

Alienation: Like many of the supernatural beings in the world, changelings often find themselves alienated from mortals. Yet, these mortals are often the only thing keeping the changeling both full of Glamour and free of Bedlam. Further, each changeling wanders around half asleep, often reacting to and interacting with things that none around her can see. Werewolves have a subtle menace and mages resonate with the unusual, but both can get away with seeming merely eccentric while changelings often skirt the lines of being labeled insane. Each changeling must find a way to co-exist with the mortals that think her insane to avoid truly becoming so.

The Earth and the Dreaming

The following defines the salient details of the layout of the aspects of the Dreaming, as well as detailing the political and other important structures of changeling life.

The Building Blocks of Dream

The Dreaming is created from the dreams of mortals. Almost every living creature is constantly emitting small amounts of Glamour, flavored with personal hopes and fears. This output increases dramatically during sleep. The minds or souls of mortals do not leave their bodies when dreaming unless acted upon by a supernatural power, but the elements of those dreams are created around them, and quickly fade into the Near Dreaming. The most common and powerful dreams often find their way deeper into the Dreaming, composing realms of similar chimera.

With these facts in mind, a few generalizations about the structure of the Dreaming can be made. In and near cities, and other major human population centers, the Near Dreaming is thick with representations of important buildings, chimera of popular thoughts, and other aspects of mortal life. Things that the mortals believe strongly about have a potent existence, buildings that have been important for long periods tower over their landscape, and things which no one really thinks about much are strangely missing.

In the spaces between cities, things change dramatically. Here, the Dreaming is created primarily from the thoughts of spirits and dreams of animals, and becomes a true wilderness. The landscape becomes one of hunter and hunted, full of primary colors and strong smells. Yet it is not free of human dreams, and landmarks of human existence rise out of the brightly colored wild lands, appearing much more defined and important than their surroundings.

The Far and Deep Dreamings are accessible by following the trods that crisscross the dreamscape. The oldest trods typically all converge towards the most important destinations in the Deep Dreaming, but lesser trods have sprung up over the years as enterprising fae have blazed new trails between destinations. Without a convenient trod, it is possible, though dangerous, to follow chimera that are drifting into the Far or Deep Dreaming. Leaving trods is always dangerous, in fact, because many patches of the wilderness are deceptively thin, lacking enough dreamers to give them true consistency. Falling through a thin patch sometimes merely results in a return to the Waking world, but often deposits the traveler somewhere else.

Until recently, all regions of the Near Dreaming led to the same Far and Deep Dreaming. The silver paths had emerged out of the European dream. With the backing of their power, freeholds taken by European kithain were linked by the silver path to Europe's dreaming, wiping out the existing trods of the natives. The silver path could be followed towards Arcadia, while finding the Deep Dreaming of other cultures was virtually impossible.

After the snapping of the silver path, the old trods returned, leading to cultural Dreamings not ruled by the European dream. The Earth is now divided into roughly four major Dreamings, and several minor ones. European freeholds (and some in parts of Russia, North Africa, and the Middle East) all converge on the European dream with Arcadia at its heart. The Americas are now, once again, covered in sideways trods that lead to the Higher Hunting Ground. Africa has an intricate web of trods leading to the deeply mysterious African Dream. Finally, Asia's Dreaming is totally alien to most changelings, and seems to follow some bizarre linkage with the umbrae that Western minds are unable to completely understand.

The Dreamings are separated from the Waking world by the boundary of the Mists.

A Description of the Mists

The boundary between the Dreaming and the Waking world is called the Mists. The Mists are in many ways similar to the Gauntlet of the Umbrae and the Shroud of the Shadowlands, serving as a variable-strength division between the dimensions. However, unlike the various Umbrae, the Mists are more often a concealing cloud than a dividing wall. Chimerical creatures and objects can exist in the Mists and impact on the Waking world or the Near Dreaming. The Mists also govern how much Glamour naturally returns to fae creatures in the Waking world.

Changelings in the Waking normally perceive chimerical objects in the Mists as somewhat blurred and foggy at the edges, and this includes their fae mien and that of other changelings. Totally mundane objects and totally chimerical objects completely ignore one another. An animate chimera can walk through mundane walls and, without the Lucid Sight rede, cannot even perceive them. Mundane mirrors reflect only the character's mortal appearance, while chimerical mirrors reflect only the fae mien. An object that exists in the Waking but has a Mist-bound or Near

Dreaming reflection appears in brilliant color, while an object that exists in the Near Dreaming but not in the Waking or the Mists is only faintly visible and cannot usually interact with the character.

Most dreamed chimera are created in the Mists and eventually fade into the Near Dreaming, such that there are always some chimera in the Mists in most locations. Changelings and some sentient chimera can build structures in the Mists, such as additions to freeholds, that will stay for long periods of time and will only fade into the Dreaming if they are ignored for years. Sentient Chimera can stay in on the Waking side of the Mists indefinitely, only retreating into the Near Dreaming when they desire to do so or when they disincorporate from lack of Glamour.

From the Waking, fae beings can sometimes see into the Dreaming, but have a very hard time affecting things that are completely in the Near Dreaming, or in the Mists close to the Dreaming. Mortals can sometimes see mundane objects that are in the Mists, such as the mortal seeming of a changeling in the Near Dreaming, but will frequently forget this occurrence and be powerless to affect it anyway.

When in the Near Dreaming, the Mists work the other way. A changeling's fae mien is what is "real" and the mortal seeming is the ghostly counterpart trapped in the Mists. From the Near Dreaming, objects with a Waking reflection appear much more solid and distinct than the other chimera that make up the dreamscape. Mundane objects in the Mists, such as items that the changeling carried with her, can affect other changelings and other mundane objects in the Mists, but are completely unable to affect the chimera in the Dreaming. The Waking can sometimes be seen through the Mists, but interacting with objects and people there is incredibly difficult. The entire Dreaming, even the Far and the Deep, has a Mists rating, but this is only for determining how much of a changeling's mortal soul is dominant. When in the Far or Deep Dreaming, a changeling can only return to the Waking by finding her way back to the Near Dreaming. In some places the mortal mind and soul will become completely dormant, leaving the fae side completely in control.

To reiterate the most important point: Mundane objects are always in the Waking or the Mists, never the Dreaming, and Chimeric objects are always in the Dreaming or the Mists, never the Waking.

Systems of the Mists

The Mists in any location will have a rating from 0 to Over 10. The less likely odd things are to happen in an area, the higher its Mists rating. For example, the Mists are typically much lower in the darkness of night with few mortals around than they are in the middle of the afternoon in a crowded shopping mall. In most areas of the world the Mists are around 8 during the day and around 6 at night. The more Lucid, calm, and rational individuals in the area the higher the Mists rise, and very bright locations also have a higher Mists. If the people in the area are less Lucid, agitated or afraid, and acting irrationally, the Mists level drops, and also tends to be lower in the darkness or in heavy fog. The following chart lists some standard effects of various Mists levels. Most effects assume the character is in the Waking, and can be reversed for a character in the Dreaming.

Mists Level Chart

Mists Level 0-1: Here the Dreaming and Waking are virtually indistinguishable. Being in the Waking or the Near Dreaming is a meaningless statement, because all chimerical objects and all mundane objects can easily interact with one another. This level of Mists is rare outside of incredibly powerful or Lost One freeholds, or in the heart of the freehold's Rath. Even unenchanted mortals, or chimera without Lucid Sight, can easily see foggy images of chimerical or mundane objects. A changeling's fae mien is at its full grandeur, clearly visible to all that can see chimerical things. Even at Mists 0, sleeping characters regain a maximum of 1 Glamour from the thinness of the Mists.

Mists Level 2-3: At this level, the mists begin to take on meaning, but it is still a simple action for something in the Mists to be affected from either the Dreaming or the Waking. Unenchanted mortals can often get a glimpse of unWyrded chimerical effects, and may remember Wyrded effects for some time. This level of Mists usually only occurs in powerful freeholds or during events of incredible weirdness. A changeling's fae mien is still quite potent, and is unmistakable to any that can perceive it.

Mists Level 4-5: Mists of this level have started to become more potent, and can provide a real barrier against manipulations from one side or the other. It is rare for the unenchanted to perceive things in the Mists, but the Lucid may well still remember Wyrded events for some time. This level of Mists is common amongst most freeholds, and can be achieved in darkened areas with lots of insane, creative, or incredibly emotionally charged mortals. Here, a changeling's mien has started to wane, conforming closer to

her mortal appearance, but is still easily recognizable for what it is.

Mists Level 6-7: Typical for most areas during the night, this level of Mists is a real impediment to the actions of the fae. It is a challenge to perceive or travel to the other side of the Mists at this level, and actual interaction across the Mists may as well be impossible. A changeling's mien conforms very closely to her mortal seeming, and those who only know her by her fae identity may not immediately recognize her.

Mists Level 8-10: These levels of Mists are common amongst most areas of the civilized world during the day. Bizarre things just do not happen under the harsh light of reason and the sun. If a fae creature becomes Wyrded in these areas, virtually everyone but the most Lucid very quickly forget what happened or rationalize it as a daydream or something far more mundane. A changeling's mien at these levels is nearly completely dormant. While she can still interact with chimera and use her magicks, recognizing another's kith cannot be done purely on sight, and requires a Kenning roll to intuit the hidden fae mien.

Mists Over 10: Once the Mists exceed 10, they are functionally impassable to fae creatures. No Glamour is recovered in the location, unowned chimera are shunted to the Dreaming, crossing or perceiving across the Mists is impossible, and the fae mien becomes almost entirely dormant, forbidding Wyrding and chimerical actions.

Across the Mists

The easiest way to cross between Dreaming and Waking is by going through a freehold's rath, but this is not the only way to travel or interact through the Mists.

Traveling from Waking to Dreaming: Any fae being can attempt to travel into the Dreaming from the Waking side of the Mists. Chimera can cross without expenditure by simply taking a full-round action and rolling Glamour against the Mists. If the roll is successful the chimera begins moving through the Mists and reaches the Near Dreaming in a number of turns equal to the Mists minus the number of successes. The difficulty to affect the chimera increases by one per turn until it reaches the other side.

Changelings, who have to pull their mortal bodies into the Mists, must spend a point of Glamour and a point of Willpower but otherwise cross in the same way. Mortals, even enchanted ones, can only enter the Dreaming through a Rath or when pulled by a Changeling to which they are in some way oathbound. Bringing a mortal or more than 100 pounds of mundane equipment into the Mists costs the changeling one extra Glamour, and only one mortal or the

amount of equipment that the changeling can carry can be translated through the Mists per trip.

Traveling from Dreaming to Waking: Only possible from the Near Dreaming, leaving the Dreaming is slightly more involved than entering it. Chimera cannot normally leave the Dreaming, once there, unless they are led by a changeling, use a rath, or have the Traverse Dreaming rede. Chimera can be pulled through by a changeling that either owns them or can lift them off the ground (often making strong changelings the gatherers of fae society). Mortals in the Mists near the Dreaming can make a roll of Lucidity against the Mists, traveling through at the same rate as chimera entering the Dreaming (above).

Changelings must spend a point of Lucidity and make the same roll to bring their fae mien into the Mists. Chimera with Traverse Dreaming spend a point of Willpower and roll Willpower instead of Lucidity to make the trip. Bringing along more than 100 pounds of animate or inanimate chimera requires an extra point of Lucidity or Willpower.

Seeing and Interacting through the Mists: Changelings and chimera on the Waking side of the Mists can freely see any other chimerical objects in the Mists. Changelings and mortals on the Dreaming side of the Mists can freely see any other mundane objects in the Mists.

Mortals and changelings in the Waking can see other mundane objects on the Dreaming side of the Mists by rolling Perception + Kenning (which usually means just Perception for mortals) at a difficulty of the Mists. One success is enough to see a blur, while three successes grants complete recognition (which mortals will soon forget). Changelings or chimera in the Dreaming can make the same roll to see other chimerical objects in the Waking side of the Mists. Changelings can see completely through the Mists with a roll of Perception + Kenning against a difficulty of the Mists, but requiring five successes for full recognition.

Once something has been perceived across the Mists it can be interacted with. However, all rolls to affect a target on the other side of the Mists add the Mists to their difficulty.

Dreamer's Forgetfulness

The Mists, in addition to separating the Dreaming from the Waking, also serve to wipe the memory of the fae from the minds of mortals. Whenever an unenchanted mortal sees a changeling or Wyrded chimera do something that shouldn't be possible (which includes "existing" for many chimera), the Mists of memory are invoked. Typically, the Mists do not roll in until the event is over and there is no long a Wyrded individual present. This effect also occurs whenever

a mortal's enchantment wears off, after an unenchanted mortal exits the Dreaming, or whenever a changeling wakes up fully after running out of Glamour.

Roll the local Mists rating against a difficulty of the character's permanent Lucidity rating. More Lucid characters are harder for the Dreaming to affect because they have a better grasp of the difference between waking and sleeping and tend to believe their own eyes even when seeing strange things. Compare successes to the following chart:

- 0 The subject remembers everything that just happened, at least for the moment, though many will still attempt to rationalize away anything they can.
- 1-2 The subject forgets minor oddities and short exposures, and will typically remember anything that actually affected her as a much more mundane occurrence than it actually was. Major events or longer exposures still stick with her, but take on the quality of a well remembered dream. The subject cannot give an accurate description of anyone involved in any but the most major of events.
- 3-4 The subject forgets minor oddities completely, even ones that directly affected her, considers moderate events as dreams or rationalizes them away, and has a hard time remember exact details of even the most major experiences. The subject cannot give an accurate description of anyone involved in even the most major of events.
- 5+ The subject forgets all but the most major events and considers major events to have been a dream. Lucid characters and the supernatural may know that something happened, but will have a very hard time explaining exactly what.

Even on a low roll, after every period of [a number of days equal to Lucidity] the success level increases by one until all memory is forgotten. This means that after a month even the most Lucid characters usually forget most events completely. At the storyteller's option, characters that have been repeatedly and regularly subjected to the Mists, such as fae hunters or prodigals, may remember more than what the successes would indicate. However, all who are exposed to the Mists have their memories turned somewhat dreamlike, no matter how inured they are to the effect.

In some cases the Mists are even powerful enough to affect changelings, chimera, true fae, and the enchanted. During Samhain night, all of the night's events are usually subjected to the Mists in the minds of the fae, and all events experienced in the Deep Dreaming are usually modified by the Mists of Memory.

Memories lost to the Mists are actually stolen from the subject's mind, and thus cannot be returned with magicks or hypnotism. In most cases, a mortal that is re-enchanted regains all lost memories, as does a changeling that recovers Glamour or returns to the Deep Dreaming. Some secrets, like the truth behind the Fomorians and the origins of the fae, the Mists protect with unusual strength, and can even sometimes wipe out recordings on chimerical or mundane media.

Freeholds

A freehold is a Glamourous space that exists partially inside the Mists and contains a passageway through them. All freeholds have two features in common (the rath and heart) and otherwise are largely unique.

The heart is the metaphorical, if not physical, center of the freehold. It is an object infused with balefire, and may appear as nearly any object of about the size of a breadbox. Common hearts include a fireplace constantly burning with greenish flames, a runestone glowing with green light, a pool or cauldron full of green water, or similar things. In general, the heart is identifiable by the fact that it emits green light, which is the balefire that it contains inside it. This balefire is what burns through the Mists to provide Glamour for the freehold and to empower the rath. Many freeholds will begin to wane in power if their heart is not replenished yearly by new balefire provided by the high king's hold or a changeling with Pyretics.

The rath is the doorway between the freehold and the Dreaming. It can take any form as long as it is a portal large enough for a human to fit through, and may be a doorway, a mirror, a cave entrance, a hollow in a large tree, or something similar. Opening the rath requires either the will of the freehold's owner or the use of the Art of Wayfare. On the other side of the rath there is typically the end of a trod, leading deeper into the Dreaming and also to allied freeholds. In the past most freeholds in the Americas connected via the silver path to Europe's dream, but currently all known raths exit onto the sideways trods of the American dream, and lead to the Higher Hunting Ground.

Each freehold produces its level in Glamour every night, in addition to Glamour gained from a low Mists inside the hold. This Glamour can be allotted in whatever manner the hold's owner desires, awarding the full value to one individual, one point to multiple individuals, or any combination totaling the hold's level. Additionally, the Mists level inside the hold is typically equal to six minus the freehold level. Finally, as noted earlier, those inside the boundaries of a freehold do not age, and enchantment periods do not wear down.

What is considered the boundaries of the hold depends on its level. Typically a freehold has ground space of its level squared times 200 square feet. A level one freehold is about the size of a tiny apartment, while a level 5 freehold can cover about a quarter of the space of a football field. Holds with a Space affinity can be even larger inside than their mundane dimensions would indicate.

Each freehold has a number of Realm affinities equal to its level. Usually these affinities are focused towards one particular aspect of that Realm, such that a hold with Fae affinity might favor Sidhe, while one with the Nature affinity might favor wolves. Whatever the affinity, its effects tend to surround the hold and to be attracted to congregate there, while those that run counter to the affinity feel uncomfortable when inside the freehold. Space freeholds tend to be larger inside than they are outside, while Time freeholds allow time to pass faster or slower than normal inside in addition to the lack of aging affects when within.

Anyone using Arts in a freehold with Realms that correspond to the hold's affinities treats those Realms as one level higher than they actually are for the duration of their stay. For example, a changeling with Fae 3 inside a hold with Fae affinity treats their Fae as 4 when inside.

The ownership of a freehold is typically held by the fae of the highest rank that has lived there for at least a year and a day. If none have lived there that long, ownership defaults to the highest ranked fae. During the Accordance War, some nobles demonstrated the ability to wrest ownership of holds away from their previous owners, but this Art is a closely guarded secret, likely an alternate power of Sovereign.

The Factions of the Fae

In the new millennium the fae are divided into several governments, each with a different agenda. A character can often hold membership and title in as many factions as will accept her, but is much easier to affect with the Fae Realm by members of her own faction.

The United Kithain Empire

An alliance between the Western fae, the United Kithain Empire controls most of the Near Dreaming in Concordia, Albion, Caledonia, and the smaller fae monarchies of Europe and the near East. Essentially an organization of Celtic and Greco-Roman fae, the UKE is headed up by the Reformed Parliament of Dreams whose speaker is High King Fergus of Concordia.

The UKE was created in early 2001 when Fergus ap Scathach returned from Arcadia, and its stated goal is to protect kithain from the coming onslaught of the Fomorian hordes. To this effect, it offers membership and training to any kithain that swears an oath to stand against the Fomorians when the time comes, and also sponsors frequent trips to gather chimerical resources from the Dreaming. The largest faction of European changelings, many members are part of the UKE by default, as former membership in most kingdoms now means membership in the UKE.

A sketch of some of the more important areas of the UKE follows.

Concordia: United under the Red Branch and the Crystal Circle, the High Kingdom of Concordia controls most of the freeholds in North America. Queen Laurel of Northern Ice and Queen Mary Elizabeth of Grass have been admitted into the Crystal Circle, while Chief Greyhawk of the Burning Sun and Queen Mab of Apples have been sworn to the Red Branch. The Kingdom of Willows is currently governed by King Riordan Fellbane of the Fiona, a Red Branch knight that served as Fergus' champion on his return to the Waking. The Kingdoms of White Sands, Pacifica, and the Feathered Snake are no longer under the rule of Concordia, while the Fiefs of Bright Paradise are at best only nominal allies in the best of times, as always.

Concordia's lack of trod-based connections to the European dream has made quick transit to the rest of the UKE a matter of trusting in modern conveyances. Fergus is believed to make extensive use of airliners in his mortal seeming during his frequent trips to the parliament meetings at Stratford on Avon. Many others resort to tracking down masters of Wayfare to aid their transit.

The British Isles: The Isles remain a patchwork of fae governments, Britain alone divided into at least 16 small kingdoms. After pressure from Fergus, Lenore of House Dougal was placed as the High Queen of Britain. Her control, as a foreigner, is even more ceremonial than the mortal queen's. In actuality, Britain has its own parliament, headed up by Edgar Whitestone the Lord Chancellor of Roses and King Ross of Dalriada.

The Rest of Europe: Many of the freeholds in Europe, including France, Spain, Germany, Scandinavia, Greece, Italy, Eastern Europe, and West Russia have joined the UKE on an individual basis, and they elect leaders to speak at the Parliament. There are few actual kingdoms of any real size in Europe, as long centuries of freehold possession and experimentation with different governmental styles left little homogeneity amongst the changelings of the continent. The returning nobles did not as easily press a feudal government on the local fae. They will still honor titles with the UKE, and expect their own titles to be honored, but do not often hold with the rigid hierarchy that is present in many freeholds of Britain and Concordia.

The Nation of Khemet: Citing long traditions of friendship, the mysterious rulers of the Egyptian freeholds have also joined the UKE, though none are quite certain of their true reasons for joining, as they have offered little knowledge of themselves.

The Independent Fae of Concordia

Created after the formation of the UKE, the stated agenda of the IFC is to create an organization for changelings that wish to concentrate on their own interests and problems in the Waking world, rather than being mobilized by doomsayers to fight in a war against Dreaming-based bogeymen. A large number of freeholds in Concordia have joined the IFC, as have many individuals without their own hold. The Kingdom of White Sands is the only large collection of freeholds under the IFC, and it is still ruled over by Queen Morganna.

The organizer of the IFC is Morwen ap Gwydion, sister of former High King David and major contender for the throne of Concordia before the return of Fergus. Many have accused her of forming the IFC out of sour grapes for losing the throne of Concordia, though she claims to have the interests of earth-bound fae in mind. The IFC, while having titles, is much more relaxed about the enforcement of protocols and etiquette than the UKE, and has attracted many converts for this fact alone.

The IFC spends most of its efforts promoting artistic endeavors, following imaginative trends, and making sure that its members have access to dreamers. It is believed that

the Ranters faction also joined the IFC, but who can tell with such a mysterious group?

The Shadow Court

Finally announcing their existence after the formation of the UKE, the Shadow Court pulled out their members from that organization to found a government of their own. The Court has members and freeholds scattered throughout the world, but their primary power base is currently in the Kingdom of Pacifica where Queen Aeron has finally turned to their side.

The visible leaders of the Shadow Court are Count Vogon and Duke Dray, though many suspect that there are far more invisible leaders amongst the Court. Dray's inclusion seems to indicate that the Beltaine Blade has decided to back the Shadow Court, as it follows a feudal structure far more rigid than the parliamentary urges of the UKE. Those who have dealt with the Court before tend to believe that some elaborate game is being played and this is just another move on the chess board.

The Shadow Court's stated agenda is to accept members who want to avoid the senseless preparation for another War of Trees while also avoiding giving in to the near-anarchy of the IFC. Their real agenda is, unsurprisingly, hidden from all but their highest ranking members, but they have been accused of consorting with the Fomorian, inspiring Banality, consorting with the Wyrms, attempting to force the Long Winter, and even worse crimes. So far they have done nothing of those kinds that can be proven, and their worst seems to be fighting off kithain that try to take their freeholds.

House Fatae

In the past several years, the Norns of the Deep Dreaming seem to have been gathering members for their own faction. All members of the house gain the Bard's Tongue and instruction in several powerful fae Arts. They are discouraged from belonging to other factions, but are allowed to lend their services on a case by case basis to those that require them. Fate-bound have traveled across the Waking world and the Dreaming with important messages for kithain leaders and commoners alike. None currently understand just what purpose the fates are building their resources to accomplish.

The Adhene Courts

Composed largely of the denizens of the Dreaming that were formerly members of the Fomorian armies, the adhene claim that they have no further part in the schemes of the Fomorians. They just wish to be left alone by the kithain and allowed to go about their businesses. They hold

freeholds in out of the way places such as parts of Asia, Africa, and Australia, but have members scattered across the Waking. They have no unified agenda, other than mutual protection against those kithain that would hunt them for their former role in the War of Trees.

The Inanimate Empire

The only faction composed primarily of chimera, the Inanimate Empire is the government of the Inanimae. Each Inanimae is a sentient chimera of a particular natural formation or element, and many have developed unique and potent Redes. Some are even believed to have developed a way to form a mortal husk in which to Wyrld for long periods of time and to ignore the effects of dissolution. They do not hold freeholds as such, instead living in representations of their elements in the Dreaming. They send frequent envoys and diplomats to the other factions of the fae, with requests that seem to indicate an agenda unfathomable by flesh-bound minds.

The Nunnehi Nation

Now that the Nunnehi can again access the Higher Hunting Ground, their numbers and power have been growing. Militant Nunnehi have been actively taking freeholds in Concordia through the sideways trods, while others have been seeking forgotten lore within their Deep Dreaming. They claim to receive guidance by the Phoenix itself, and have had an unpredictable relationship to most of the factions of the kithain in the Americas.

The Submarine Kingdoms

There is a vast political structure of chimera and piscine fae beneath the oceans of the Earth. Their envoys are rare, their politics as unfathomable as their depths, and they don't seem to have any agenda that directly affects the land bound fae over the long term.

The Hsien

The fae of Asia are just as bizarre as their Dreaming. They largely ignore Western fae, though vacationers in the East have had run-ins both friendly and unfriendly with the natives. There have been some unhappy interactions between them and the Naraka and other adheene of the Orient, but their dealings do not impact most of the kithain.

Prodigals and Others

The term Prodigal refers to supernatural creatures that have a long history with the fae. It does not so much indicate that many changelings believe that these creatures were once fae, but means that many fae feel that these supernaturals have squandered the friendships and oaths that once bound them to the fae. Other supernaturals, as well as mortal hunters, are more recent occurrences and share no ancient ties to the fae, making them harder to affect with fae Arts.

Vampires

The undead are some of the only creatures that a changeling can really count on being constant from life to life. This can make them great friends or great enemies. Older vampires sometimes meet the same changeling in life after life, and can be a great boon in recalling forgotten memories. However, some vampires find changeling blood addictive and others find them useful in their labyrinthine plots, making them dangerous. Perhaps the most harmful thing about long-term association with vampires, however, is the tendency for older undead to become set in their ways, jaded, and full of the ennui that leads to Banality. A creature that lives only out of habit is deeply depressing to the fae.

Werewolves and other Lycanthropes

Lycanthropes have had a long and turbulent history with the fae. Many honor the old ways, and even more remember ancient oaths between themselves and the fae. Others remember slights done to their ancestors. While the modern werereatures and changelings share a common cause, the eradication of pointless stasis and corruptive decay, both sides have completely different opinions on how and why to pursue this quest.

Mages

The mortal magi have long been an enigma to the fae, one which many have sought to explore in great depth. While the traditional practitioners recall oaths with the fae, modern philosophies care nothing for the old bonds with the fae. Some mages versed in ancient lores attempt to manipulate the Dreaming itself, for good or for ill.

The Dead

Only one kith of fae is truly good at interacting with ghosts, and these often have long-running pacts with departed spirits. They note that recently ghosts have been in far shorter supply than times past, whispering of a great upheaval in their realm as well. Other changelings care little

for the politics of those souls trapped without reincarnation, only dealing with those they cared for in life.

Hunters and Reckoners

There have long been individuals that hunted the fae for personal reasons, be it revenge, religion, or a Banal hatred of the unnatural. They are often purely mortal and easily dealt with by use of simple illusions and the Mists. Recently, however, new hunters have arisen with strange powers of their own. They seem to be able to shrug off fae magicks and are even partly resistant to the Mists themselves. Changelings that know of them avoid them at all costs.

The Reborn

Some of the undying of Khem have long known the fae of that region. New magicks have been brought to bear to create a new breed of mummy that seem very similar to changelings in their serial immortality. For this reason, changelings that know of them have gone out of their way to make their acquaintances, sometimes endangering themselves as the chaos of the fae does not always mesh with the balance of Ma'at.

Demons

As yet, the changelings know nothing about new creatures from hell.

Kiths

Kiths are divided into six broad groups. Each has a particular theme of dreams that it embodies, though actual members of the kith can customize their abilities and appearance to fit the particular dream that they embody.

Kith Name: This is the broad description of the kith.

Other Names: Slang terms for the kith as a whole.

Common Lines: These are very common subtypes that members of the kith tend to follow. Often these various lines represent the dreams of different regions and cultures, and many ally with opposing fae governments.

Background: This is a short description of the kith in general.

Seemings: This is a basic idea of how the fae mien and personality of members of the kith changes under different legacies. Quite often the mortal form will slowly grow to favor the fae mien over a period of several years of bonding to the fae spirit.

Affinity: This is the Realm that the kith is best with. They gain the first level of this realm for free and all further realms cost as if they were a level lower (i.e. the character has a bonus dot in the Realm that does not count against further increases).

Birthrights: This is a list of redes that are common to the kith. These redes can be bought with Frailty points (see below). Further, up to twenty levels of these redes can be bought as Favored Redes. Any purchases beyond the Frailty bonus and 20 Favored levels are bought as Unfavored Redes.

Frailties: This is a list of flaws that tend to plague the kith, with point value for level of difficulty. The character must take at least one, but can take multiple Frailties. The total point value of the Frailties is the total number of levels that can be bought of the Birthright Redes. Typically, changelings keep the same frailties from life to life, not gaining more than those gained during the Chrysalis, but incarnating in vastly different mortals, great chimerical trauma, or similar events can cause a character to gain or change frailties.

Dreams of Adventure

Romantics, Vagabonds, Tramps, Players

Common Lines: Aonides, Cluricans, Eshu, Nymphs, Satyrs

Background: Nearly every mortal sometimes dreams of casting off the shackles of inhibitions and responsibilities and striking out to see the world. These fae embody this dream. Wanderers, performers, and con artists they specialize in breaking mortals out of their comfort zones and getting them into the world outside their doors. They are also messengers and guides without rival, as they gain easy access to powers of travel and movement. They provide the example that all who wish to truly know the world yearn to follow.

Seemings: Seelie members of this kith are often attractive and likable, with numerous exotic markings and trappings. They show the world what it could create if it would just stop living for tomorrow and begin experiencing today. Unseelie vagabonds become more bestial and prone to violent behavior. They embody the destructive urges that arise from casting off responsibility and the terrifying state of someone that can hurt you but can never be caught.

Affinity: Space; this kith specializes in the arts of travel, of seeing distant places, and affecting people in groups.

Birthrights: Beast Tongue (2), Epic Prowess - Dexterity, Stamina, Charisma, or Wits (4), Glamour Vampire (5), Glider (2), Minor Weaponry - Typically Hooves or Horns (1), Mythic Prowess - Dexterity, Stamina, Charisma, or Wits (2), Mythic Skill - Athletics, Perform, or Survival (2), Narrative Imperative (3), Passion's Performance (2), Phantom Form (4), Poof Begone (3), Scuttle (3), Sense Banality (1), Sense Glamour (1), Skate (2), The Pathways of Fate (2), Thick Skin (1)

Frailties:

Recklessness (4) - The character is prone to the recklessness caused by no inhibitions. Whenever presented with a challenge she must roll Willpower to avoid attempting it. The difficulty is very low for obvious suicide but rises the more likely the project seems to succeed.

Passion's Curse (6) - The character experiences more emotions than a normal human or fae has to bear. Her moods are short lived, but always extreme, especially when drunk or high. Further, the character must decrease all Willpower rolls by two dice to avoid temptation. If the character also has Recklessness, accepting a challenge becomes a temptation.

Arachne's Folly (8) - The raging emotions of the character run to overconfidence. Whenever the fae hears that someone excels at an ability that she possesses at 4 or more dots, she feels the need to challenge them to a contest of superiority. If they claim to be better or the best then she is unable to resist this urge without spent Willpower. Should the target refuse or win the contest then the point of Willpower is lost anyway.

Addictive Passion (5) - The character is easily addicted to situations that cause strong emotions. Whenever she experiences strong emotions, from sex, extreme sports, entertainment media, drugs, etc., she must make a Willpower roll against difficulty 6 or become addicted to that type of situation. Any opportunity to pursue the addiction requires a Willpower to avoid, until the character has expended ten total Willpower to shrug off the addiction.

Dreams of Crafting

Workers, Busybodies, Tinkerers, Smiths

Common Lines: Boggans, Boggarts, Dwarves, Goblins, Nockers, Moirae

Background: Some of the oldest dreams of civilization are the dreams of becoming highly skilled or of having someone so skilled to work for you. Epitomizing the power of skilled labor, the various Crafting fae are often without peer in their particular bailiwick. Each feels an unquenchable urge to master their skills and to use them to leave a lasting impression on the world. Innovation is their goal, even if people get hurt along the way.

Seemings: A Seelie member of this kith often appears slightly shorter than normal, callused, and a bit overweight from long years of successful creations. Some have odd facial features, such as long noses, extra eyebrows, or other remnants of their cultural origin. Unseelie members grow even shorter and become emaciated, as their greed and desire to consume wracks them, and they sometimes even become green-tinted to represent their envy. They tend to use their skills to manipulate the structures of the world, rather than to build and shore up as is done by their Seelie counterparts.

Affinity: Craft; this is the obvious choice for crafter fae.

Birthrights: Epic Prowess - Dexterity, Stamina, or Intelligence (4), Fix-It (3), Forge Chimera (3), Gremlin's Touch (3), Industriousness (1), Mythic Prowess - Dexterity, Stamina, or Intelligence (2), Mythic Skill - Any (2), Sense Banality (1), Sense Glamour (1), Society's Web (2), Stubbornness' Power (1), Thick Skin (1).

Frailties:

Servant's Burden (10) - The Craft-fae have long been servants. A bearer of this particular frailty experiences the weight of aeons of service. When given an order by someone the character recognizes as an authority figure, be it parent, liege lord, or other commanding individual, she must spend a Willpower to avoid carrying out the command. Additionally, when faced with any individual that needs help that the character can provide without serious inconvenience to herself she must help the needy individual or be unable to recover Willpower for a period equal to the wrong done. What counts as serious inconvenience is up to the Storyteller.

Flawed Work (5) - The character is unable to produce any perfect creation. There will always be some minor but unfixable flaw in any creation of the character, be it a craft, social group, piece of art, or even more nebulous creations. The flaw is rarely truly detrimental, but is always apparent to the creator, and will nag at the unconscious of others experiencing the work. Any botches when the character is trying to create something are often extremely bad.

Superstitions (10) - The character is particularly vulnerable to the superstitions of mortals. Whenever the character breaks a superstition that is prevalent in the region that she is in, such as walking under a ladder on Friday the 13th, she suffers the repercussions of the frailty. This takes the form of bad luck, giving the character a +1 difficulty to all rolls for the next day (or more if the violation was of a particularly bad or easy to avoid superstition).

Greedy (8) - The character must roll Willpower whenever confronted by an unguarded item of wealth to avoid stealing it. The difficulty of the roll is low for things the character doesn't need or has little chance of getting away with, but increases with the ease of taking the item and the amount of use the character would get out of it. This applies to non-physical items as well, such as electronic funds or intellectual property.

Dreams of Death

Reapers, Wights, Shades, Spooks

Common Lines: Acheri, Bogies, Ghuls, Sluagh

Background: Perhaps the greatest fears and the greatest hopes of mortals have to do with death. Dead friends and family are cared for and exalted, but they are put away so they cannot remind others of their own mortality. This kith embodies the human ambivalence over death. Both wise and terrifying, they see things that humans cannot begin to see for the fear of them, and taunt mortals with their own end. Both nightmares and dreams, they reflect the death of men.

Seemings: Seelie members of this kith personify the wisdom of the dead, full of knowledge and dark nobility. They tend to resemble well-maintained corpses, with only the slightest hint of decay, and have a look of otherworldly understanding. When their legacy shifts to Unseelie they twist to mimic the darker aspects of death. Emaciated, pallid, and milky-eyed, the darker aspected evoke the understanding of death as the end of all thought and existence. They live to spread fear of death, and may even stoop to destroy those that have forgotten their own mortality.

Affinity: Mortal; this kith truly understands mortals, for they embody the truest definition of what it means to be mortal.

Birthrights: Bane Strike (3), Beast Tongue (2), Ensnare (3), Epic Prowess - Dexterity or Perception (2), Fear (3), Fester (4), Glamour Vampire (5), Gremlin's Touch (3), Hide in Plain Sight (2), Minor Weaponry - Claws (1), Mythic Prowess - Dexterity or Perception (2), Mythic Skill - Alertness, Cosmology, or Counterculture (2), Paralytic Venom (3), Phantom Form (4), Sense Banality (1), Sense Glamour (1), Sharpened Senses (3), Skate (2), Spirit Communication (3), Squirm (2)

Frailties:

Death's Silence (10) - The character's voice comes from a long distance away, rising up from the grave itself. She normally cannot speak above a whisper or very low mutter. By expending a Willpower, she can scream for up to a turn's worth of words, which sounds only as loud as a human's normal conversational volume.

Holy Ban (10) - A character with this frailty suffers from the power of religion to halt death. She is typically unable to use redes while in a religious center (church, temple, etc.). A special case exists for holy burial sites (graveyards, tombs, etc.): when within such a place the character cannot use Redes to cause harm, but can use them for any other effect, even the illusion of harm. As a side effect of this aversion to religion, she is affected by True Faith exceptionally badly, suffering effects much like a vampire as well as those normally inflicted on changelings.

Mortality's Defense (5) - The character experiences difficulties of +2 whenever trying to harm anyone who has enacted superstitions or wardings against death within the last day. This includes religious purification rites, warding signs, or personal rituals that have taken on a mystical significance.

Cadaver's Putrescence (7) - The character exudes the eerie aura of the grave, and is quite likely rotting slightly as well. All social rolls with those who fear death (most mortals and quite a large number of supernaturals) are at +2 difficulty unless they are made to cause fear or intimidation. Things of the grave - spiders, beetles, carrion birds, and wraiths - tend to congregate near the character whenever possible, boiling out of the soil, circling in the air, and infesting her living spaces.

Dreams of Nobility

Bluebloods, Aristocrats, Usurpers, Graces

Common Lines: Angels, Demigods, Elves, Sidhe

Background: Since men have divided themselves into poor and rich, noble and common, there have been dreams of ascending to a higher station. Those dreams spawned this kith. Nobler than the highest king, more graceful than the purest blood, the dreams of Nobility spawned a kith that grew into rulership of all fae. When the Dreaming Shattered, they retreated to Arcadia, only to return to conquer the commoners that had done fine without them. However, none can doubt that they are truly made to rule.

Seemings: Seelie members of this kith are dignified, charming, and shine with the light of power used for the good of all. They embody the ability of pure-blooded governors to establish a stable and lasting government in the face of all opposition. Unseelie members are seductive, alluring, and offer a hint of decadence. They exist to show how corrupt individuals can destroy the lives of many while still being loved and adored by those same people. Both are often beautiful, but their beauty is the difference between night and day.

Affinity: Time; while all changelings have a discordant understanding of time, these fae are ancient and, as such, have become both more entrenched in and confused about the flow of time.

Birthrights: Aire of True Nobility (3), Browbeat (4), Epic Prowess - Charisma, Manipulation, or Appearance (4), Fear (3), Glider (2), Mythic Prowess - Charisma, Manipulation, or Appearance (2), Mythic Skill - Melee, Persuasion, or Society (2), Riadstradh (3), Sense Banality (1), Sense Glamour (1), Society's Web (2), Strong Flight (5), Weak Flight (3)

Frailties:

Noble's Ennui (6) - The souls of the nobility have reached heights of grandeur and lived for ages unknown. A character with this frailty has a seed of depression at the sameness of it all. Every day on the character's waking the player should roll 1d10, with a 1 indicating that she is tired, bored, and depressed that day and unmotivated to put forth any real effort. This frailty also tends to make the character somewhat more susceptible to the ravages of Banality, but the degree of this depends on the Storyteller and the situation at hand.

Empathic Blindness (8) - The character has never developed understanding for those beneath her. Because of a deep psychological divide, the character simply cannot comprehend the feelings of individuals not born into mortal or fae nobility. All rolls to comprehend the actions of commoners and former commoners and to deal with them in anything other than a leadership capacity are at -2 dice.

Curse of the Inbred (5) - The character has succumbed to the madness that tends to follow lines of nobles. Pick a 3 point psychological flaw or derangement. The character's insanity can be temporarily overcome with Willpower, and partially treated by curative magicks, but can never be removed save by death or by therapy that dampens and destroys the fae soul.

Forgotten Chain of Rebirth (10) - A very common frailty amongst the Sidhe line, the character never underwent the true ritual of the Changeling Way and, as such, does not reincarnate. When the character dies her fae soul retreats to the Dreaming and the greatest fae scholars have been powerless to determine the truth of its destination. A character with this frailty that undergoes the proper Changeling Way ritual immediately loses 10 levels of Redes as a part of her nobility is lost. This frailty is actually not unique to the aristocrats, merely the most common amongst them. Any changeling may take this frailty who is only recently come to the waking world after having retreated to the Dreaming after the Shattering, or who was born there afterwards.

Dreams of Violence

Ravagers, Eaters, Destroyers, Infernos

Common Lines: Demons, Fir-bholg, Naraka, Ogres, Redcaps, Trolls

Background: Just as cultures tell stories of the ruling gods, they also tell stories of those that came before. This kith is formed from those stories and dreams of war. Unstoppable, unpredictable, and unkillable, they are the very epitome of violence. Some would call them evil, but the wise know that each human has a restrained urge to violence, and this kith exists merely to show what would happen were it not restrained very well.

Seemings: A Seelie member of this kith is typically as tall and tough-looking as an oak tree. They embody the hopes that violence can be used to make the world a better place, and tend to restrain their ability to cause pain until it is needed to protect the structures they find worthwhile. When their legacy is of the Unseelie court, however, they become everything that is feared about violence. Tearing down people, things, and ideas that get in their way, an Unseelie member of this kith exposes the true weakness of what mortals consider permanence and the folly of abandoning fear. Both kiths tend to sport odd skin colors and various natural weapons.

Affinity: Fae; the violent kiths once ruled the fae, before the belief that anything other than strength of arms gave the right to rule, and they still possess an ancient affinity for using magicks on all things of the Dreaming.

Birthrights: Armored Plates (4), Bane Strike (3), Breath Weapon (5), Browbeat (4), Burning Strike (5), Dark Appetite (3), Epic Prowess - Strength, Stamina, or Charisma (4), Fear (3), Glider (2), Gulp (4), Medium Weaponry (3), Minor Weaponry - Usually horns, teeth, or claws (1), Mythic Prowess - Strength, Stamina, or Charisma (2), Mythic Skill - Brawl or Persuasion (2), Riadstradh (3), Scaled Hide (2), Scuttle (3), Sense Banality (1), Sense Glamour (1), Stubbornness' Power (1), Thick Skin (1)

Frailties:

Bully's Mien (10) - The character suffers from an inability to truly interact with others save in a dominant, abusive position. All social rolls with others that do not involve intimidation, disparagement, or commands suffer -2 dice.

Loser's Bondage (10) - The character has inherited ancient oaths made to restrict the losers in the conflict for fae leadership. She suffers a -1 penalty to all rolls when not oathbound to a living liege-lord. Further, she takes twice the detrimental effects from breaking or violating any oaths made on the Dreaming.

Ravager's Intellect (7) - Constant lifetimes of slaughter have made the character less adept in the mental department. All rolls involving Intelligence are made with -2 dice.

Devourer's Hunger (5) - The character must consume a somewhat rare and unprepared food at least once per week or sicken and die. For every week she goes without this meal she loses one chimerical health level that will not return until the food source is consumed again. When she loses her Incapacitated level, her fae soul dies of starvation. Alternatively, as an ancient god-king, the character can replace this hunger with a need for sacrifice. With this version of the frailty, the character sickens for every week in which she does not receive a willing sacrifice. This sacrifice can be anything that the sacrificer considers valuable and feels is a loss to offer up to the character.

Dreams of the Wilderness

Wildlings, Beast-men, Ferals, Skinchangers

Common Lines: Beasties, Doppelgangers, Fuath, Lycanthropes, Pooka, Selkies

Background: The members of this kith are inheritors of human stories of the intelligent animals and of mortal fears of the shedding of physical identity. Humans have long been both fascinated and frightened by the idea of sloughing off their skin to find a completely different person or animal underneath. This kith embodies all those dreams, and is a catchall for shapeshifters, beast-men, and those who seem as animals in human bodies.

Seemings: Seelie members of this kith personify the union of human intellect and animal power. They wear the trappings of the beast that they change into, or similar hints of their nature, like little more than clothing that empowers them but does not control them. They tend to share the qualities that mortals think of as best in their alternate form, and exude animal magnetism and confidence. Unseelie kith members are the wolf in sheep's clothing, embodying the human fear of an animal's eyes staring out of the body of a man. They are feral and unpredictable, feeling all the furies that make wild animals such a detriment to human civilization.

Affinity: Nature; the members of this kith are deeply tied to the wild areas and untamed beasts.

Birthrights: Armored Plates (4), Beast Tongue (2), Confidant (3), Epic Prowess - Strength, Dexterity, Stamina, or Perception (4), Glider (2), Gulp (4), Hide in Plain Sight (2), Limited Shapeshifting (2), Medium Weaponry (3), Minor Weaponry (1), Mythic Prowess - Strength, Dexterity, Stamina, or Perception (2), Mythic Skill - Brawl, Persuasion, or Survival (2), One Thousand Forms (4), Paralytic Venom (3), Powerful Shapeshifting (4), Riadstradh (3), Scaled Hide (2), Sense Banality (1), Sense Glamour (1), Sharpened Senses (3), Strong Flight (5), Thick Skin (1), Weak Flight (3)

A member of this kith should only take birthright redes that have something to do with the animal that she embodies.

Frailties:

The Lie of Form (4) - This character's instability of form has touched on her ability to bring stability to truth. Every statement from the character's mouth is at least slightly altered from the absolute truth, just as her body is altered from the human norm. The character must roll Willpower to tell the absolute truth, with a difficulty dependant on just how important it is that the statement be true.

Feral Rage (10) - Whenever the character enters combat she must roll Willpower against difficulty 8 to avoid entering a berserk fury. When in this state she is unable to use any abilities save hand-to-hand attacks and offensive Redes, and fights until all foes are fallen. She must roll Perception + Empathy (difficulty 8) every turn to continue to tell friend from foe. When in this state she rolls Willpower (also difficulty 8) each turn of combat. When she achieves successes equal to her Glamour she can exit the frenzy. Other friendly wildlings are never attacked in this state.

Animal Skin (10) - The character has bound her shapeshifting essence into an article of clothing. If this piece of clothing is stolen she cannot use Redes until she finds it or makes another one (a ritual taking a full week's work).

Territorial (5) - The character has a particular home environment (sea, forest, desert, etc.) to which she is bound. Every week away from this location costs the character a level of temporary Glamour.

Rules - Basic Changes

These sections outline the non-magick rules changes for Changeling Revised. The first section covers changes to Legacies, Backgrounds, Merits and Flaws, and Experience Costs. Further sections detail alterations to the Abilities and the Tempers (Glamour and Lucidity). If there are no rules covering a subject, either in this section or other sections of this revision, use the standard Revised World of Darkness rules set from Vampire Revised, Werewolf Revised, etc. If the rules are still not covered, refer back to the Changeling 2nd Edition core book.

Legacies

As noted earlier, a changeling should have both Nature and Demeanor as well as Legacies. In general, many of the Legacies in the Changeling 2nd Edition book paint a picture of Seelie fae as nice and good while making Unseelie fae petty and evil. As such, this section has ideas on how to change Legacies to better fit a morally gray outlook on both courts; ideally, most Legacies should support acting either "good" or "evil." Keep in mind that Seelie Legacies tend to focus on creating something and Unseelie Legacies destroy things. The following are revisions of the book's Legacies, and these should serve as inspiration to come up with more. Each renamed Legacy includes the former Legacy name in parenthesis.

Seelie Legacies

Clown: Happiness is something you love to create in others. You regain Willpower when you can lift the spirits of those who were truly sad or depressed. (Panderer)

Craftsman: You are focused on one particular effort of creation, such as an art or craft. Whenever you can achieve a phenomenal success at your focus, you regain Willpower. (Crafter)

Diplomat: Your purpose in life is to create and maintain peaceful interactions between others, and you regain Willpower whenever you are able to create accord out of a strongly disharmonious situation. (Courtier)

Mystic: You create wisdom and solutions to problems. Unlike the Traditionalist, you regain Willpower whenever one of your ideas is complicated and newly created for the situation at hand. (Hermit)

Orchid: Your sense of creation comes in making the world into a more innocent place than it is. Any time you can use words to re-order a situation into something far brighter than it really is, you regain Willpower.

Paladin: Creating physical solutions to challenges is your forte. Whenever you can overcome a challenge through use of your prowess in weapons or Arts, you regain Willpower.

Regent: Others follow you because of your ability to create order out of any social group. Whenever your leadership abilities transform a chaotic and dangerous situation for the better, you regain Willpower.

Sage: Whereas the Mystic tries to create wisdom for the sake of wisdom, your goal is to enlighten others. Whenever you create wisdom that another uses to gain enlightenment, you regain Willpower.

Squire: Some create positions for themselves, but you excel in improving the position of others. Whenever your efforts manage to greatly help out someone else, with no benefit to yourself, you regain Willpower.

Traditionalist: Born of a need to create simple solutions to complex problems, you regain Willpower whenever you can use an uncomplicated, tried-and-true solution to solve a sticky situation. (Bumpkin)

Upstart: What you really enjoy creating is an easier time for yourself. Regain Willpower when a position or situation you have created for yourself gives you a great advantage. (Dandy)

Wayfarer: You exist to create stories of your many and varied exploits. Whenever you escape a situation with a great story, you regain Willpower.

Unseelie Legacies

Doomsayer: Your preferred target of destruction is the complacency of others. Any time you can prove to others the fragility of their position, often through prophecy or force, you regain Willpower. (Fatalist)

Fool: Your course is the destruction of others' sense of superiority. Whenever you prove to anyone, even yourself, that their opinions of themselves are greatly overrated, you regain Willpower.

Gamist: Destruction of the opposition is your foremost goal, no matter what the cost or the method. Whenever you destroy an obstacle in your path, be it object or person, you regain Willpower. (Beast)

Juggernaut: You have one favored target of destruction, and seek to remove it whenever it becomes possible. Achieving a particularly spectacular removal of your favored target causes you to regain Willpower. (New)

Knave: Inhibitions are your favorite target, and your purpose is to destroy the mental blocks that keep people from living. Regain Willpower whenever you convince someone to do something against her better judgment that she enjoys or finds helpful.

Pandora: Many things that should be free to be known by all are kept hidden and guarded in this world, and it is up to you to set them loose. Whenever you destroy the barriers holding something that you feel the world needs to experience, you regain Willpower.

Rake: Your targets for destruction are the boundaries of your own pleasure. Regain Willpower whenever you remove something preventing your own enjoyment of some situation or just life in general.

Riddler: Enigmas and puzzles are sometimes worthwhile but often annoying. Whenever you destroy a complicated mystery with clever insight you regain Willpower.

Ringleader: Often the use of others is the best way to achieve your goals. Regain Willpower whenever you are able to command or manipulate others into destroying something that you could not have removed by your own efforts.

Savage: The modern world has led to the rise of Banality, or so you believe. Regain Willpower whenever you can destroy your own or others' dependence on modern conveniences in favor of reliance on ancient methods.

Schismatic: Many creations are built by slow accretion of parts that do not do justice to the whole. Regain Willpower whenever you can destroy something in order to save and re-use only the best pieces.

Backgrounds

The following section outlines changes to changeling-appropriate Backgrounds. If the trait is unchanged, the background is merely listed with a reference back to the book it's taken from.

Chimerical Companion

A character with this background has a friendly animate chimera, most likely a sentient chimera, which considers her its best friend, owner, or boss. If the chimera spends a lot of time outside of a freehold or the Dreaming, the character is responsible for feeding it Glamour to keep it from dissolving in the Waking world. Companion and changeling can transfer Glamour freely between one another through touch, transferring one point per full turn action.

Each level of this background gives the companion 10 creation points. In most cases the player should note what kind of companion is desired and let the Storyteller make the creature. Multiple, weaker creatures can be obtained by splitting the creation points between them.

Chimerical Item

This background represents ownership of one or more inanimate objects made of chimerical materials. Some chimera have limited access to fae magicks. These are more commonly treasures, but chimerical items with Arts typically have access to a single power affecting a single realm, and can typically only evoke this power a limited number of times. Use the Chimerical Equipment chart on page 288 of Changeling 2nd Edition to reference the value of objects.

When first making the character, choose double the level of the Chimerical Item background in signature objects. Whenever a character needs to see if she has other useful items lying around her home or freehold, she can roll Chimerical Item against a difficulty dependant on how rare the object is. If the roll succeeds by a number of successes equal to the value of the object, she has one on hand. This roll can generally only be made once per session unless recent plot events would indicate that the character has a lot of uncataloged items on hand. Any character with three or more levels in the background can assume numerous incidental level 1 items as well.

Contacts

This Background is unchanged from C:tD 2nd p. 147.

Domain/Freehold

This background does not usually mean ownership of a freehold, but more often means membership in one. Owning a powerful freehold is unusual for starting characters. In general, membership in a freehold allows access to Glamour on a sliding schedule, and the character has less access the more members of the hold there are. On the other hand, having more freehold members means more changelings that are likely to be friendly to the character, which is often quite useful.

The level of the background represents either how powerful a freehold the character is a member of, or that the character gets Glamour more frequently from a smaller hold. On average days the character gets a point of Glamour a number of nights of the week equal to the level of the background. This number will decrease if the storyteller postulates a location where more changelings have to compete for fewer freeholds. Alternatively, at the storyteller's option, a Titled character with Freehold 3 can own her own level 1 freehold, while a character with Freehold 5 can own her own level 2 freehold. In both of these cases the character will likely have other members to care for who will grow unhappy if she takes more than 3 or 5 Glamour per week from the hold.

Dreamers

This background essentially lets the character recover Glamour from Reverie without always roleplaying it out. The character can go offstage for around an hour of game time and roll Dreamers against difficulty 8, each success returning a point of Glamour. Extra time spent decreases this difficulty, while repeated uses in one session increases the difficulty.

Mentor

This background is the same as on p. 148 of C:tD 2nd. If the storyteller does not have the stats for the Mentor, simply roll the background to determine if the mentor can teach hard-to-find Arts or Abilities, the difficulty depending on how rare the trait is.

Remembrance

This background is only applicable to changelings that have undergone the Changeling Way, and essentially indicates one's memory of past lives. A character seeking to get in touch with important past memories can roll Perception + Enigmas after a few minutes' meditation. The difficulty depends on how likely the character was to have known something in a past life. Success generally indicates recovery of some forgotten secret or temporary possession of any

ability at the level of Remembrance. This ability fades after the character next sleeps, and only one roll to remember can be made per day, but success does allow the character to justify buying recovered abilities permanently with experience, even would they normally be unable to be learned.

Resources

This Background is unchanged from C:tD 2nd p. 148.

Retinue

This Background is unchanged from C:tD 2nd p. 148. However, it requires that the character has some kind of reputation or Title to buy, and the Retinue will frequently be offstage.

Title

This Background is unchanged from C:tD 2nd p. 148. However, a character with the basic Title is at the beck and call of a superior. Buying the level of Title one level above the desired rank allows the character to be an errant noble, with few responsibilities. Membership in the Red Branch, the Crystal Circle, or similar organization is effectively a knight errant for a level 3 Title.

Treasure

This Background works mostly unchanged from C:tD 2nd p. 149-150. However, the storyteller is encouraged to come up with unique and interesting effects that do not duplicate Arts exactly but are on a similar power level to other Treasures of the same level.

Many Treasures seem to be created naturally from dreams imbued in physical items, though it is said that rare fae, probably sorcerers, learn how to craft them from unpowered items and raw Glamour. Most Treasures take the form of a physical item with both a Waking and Dreaming reflection, though purely chimerical treasures have been known to exist.

Merits and Flaws

This section lists which Merits and Flaw remain unchanged, which have been altered, and which are no longer appropriate for one reason or another.

Psychological

None of these are changed from their normal version on Changeling 2nd Edition pages 153-156.

Mental

These are largely unchanged from their versions on p. 157. However, Iron Will uses its new version in any of the Revised books, while Self Confident is removed.

Awareness

None of these are changed from their normal version on p. 157-158.

Attitudes

None of these are changed from their normal version on p. 158.

Changeling Ties

Twisted Apprenticeship no longer exists, as fae are very hard to drastically mislead due to their intuitive memories of past lives. All other Changeling Ties Merits and Flaws are the same as their normal versions on p. 165-166.

Mortal Society

None of these are changed from their normal version on p. 166-168.

Physical

None of these are changed from their normal version on p. 168-169.

Supernatural

Iron Allergy and Iron Resistance apply to both normal and Cold iron. Regeneration no longer exists, subsumed into the Rede of the same name. Past Life no longer exists, subsumed into the Remembrance Background. True Love now indicates that you currently have someone bound to you by the Oath of Truehearts, as its effects are replicated by that oath. A character with Faerie Eternity gains the benefit of the Merit whenever her fae mien is active, but is more prone to Bedlam than other changelings. A character with Bard's Tongue should specify whether she feels a prohibition to speak out any dark truths she figures out

about the situation or whether she actually speaks flashes of prophecy periodically. Winged no longer exists, subsumed into the Glider Rede. Seeming's Blessing no longer exists, as it is incompatible with the new Birthright system. Sidhe's Curse no longer exists, due to the changes in the Banality systems. All other Supernatural Merits and Flaws are the same as their normal versions on p. 159-165.

Creation and Experience

The following tables list experience costs and character creation guidelines.

Character Creation

Attributes: 7/5/3

Abilities: 13/9/5

Redes: Bought with Frailties

Arts/Realms: Bought with Freebie Points

Glamour/Lucidity/Willpower: All start at 1; distribute 6 extra levels

Freebie Points: 36

Experience Table:

<u>Trait</u>	<u>Exp. Cost</u>	<u>Freebie Cost</u>
Ability (Increase)	Current Level	1
Ability (New)	2	1
Art (Increase)	Current Level x5	7
Art (New)	7	7
Background (Increase)	Level	1
Flaw (Remove)	Level x2	Level
Glamour (Increase)	Current Level x2	2
Lucidity (Increase)	Current Level x2	2
Merit (New)	Level x2	Level
Realm (Increase)	New Level x2	3
Rede (New Favored)	Level x3	Level x2
Rede (New Normal)	Level x6	Level x4
Specialty (Increase)	2	1
Specialty (New)	2	1
Willpower (Increase)	Current Level x2	2

Abilities

Abilities in Changeling Revised do not gain a specialty at level 4. Instead, specialties are purchased for each ability as extra dice for specialty-related tasks. Characters cannot have a specialty greater than the parent ability.

For skills such as Crafts and Science, specialties represent additional focuses of the ability, and are rolled at just the specialty level. For example, A character with Crafts 4 is focused in Blacksmithing, and rolls 4 dice to craft metal. The same character could buy up to 4 levels of specialty: Woodworking, and would roll that number of dice to craft wood. Characters with specialties such as these can add non-focus specialties to their focus rolls (for example, the blacksmith/woodworker could add specialty: In a Rush dice to either craft).

Characters that do not have the appropriate focus can take a +2 difficulty penalty to use their full skill for the roll for talents, simple skills, and general information knowledges.

Talents

Alertness

Specialties: Ambushes, Crowds, Forest, Twilight

Athletics

Specialties: Climb, Escapology, Jump, Run, Specific Sport, Swim, Tumble

Brawl

Focus Specialties: Boxing, Specific Martial Art, Street Fighting, Wrestling

Specialties: Specific Maneuver (not simply punch, bite, claw, etc.), Specific Terrain

Dodge

Specialties: Bullets, Large Objects, Melee, While Running

Empathy

Specialties: Animal Ken, Determine Mood, Sense Deception, Uncover Weakness

Expression

Focus Specialties: Digital, Drawing, Music Composition, Painting, Poetry, Prose, Scripts

Specialties: Color, Detail Work, On a Deadline

Intimidation

Specialties: Interrogate, Show of Force, Stare-down, Torture, Veiled Threats

Kenning

Specialties: Arts, At Range, Chimera, Close Inspection, Pure Glamour

Streetwise

Focus Specialties: Blend, Socialize, Thieve

Specialties: Fitting In, Forgery, Pick Pocket, Ransack, Scrounge, Standing Out

Subterfuge

Specialties: Conceal Motivation, Fast Talk, Lie by Omission, Seduce, White Lies

Skills

Craft

Focus Specialties: Blacksmithing, Carpentry, Cooking, High Tech, Jewelsmithing, Mechanics, Sculpture, Woodworking, etc.

Specialties: Appraise, Built to Last, Detail Work, Jury Rig

Drive

Focus Specialties: Automobile (default), Beast, Boat, Helicopter, Motorcycle, Plane

Specialties: Customized Ride, Defensive, Offensive, Recover from Disaster, Stunts

Etiquette

Specialties: Diplomacy, Falconry, Formal Dance, Heraldry, Manners, Negotiation, Style

Firearms

Focus Specialties: Archery, Commercial Arms (default), Magic, Military Arms, Heavy Weapons

Specialties: Custom Weapon, Extreme Range, Point Blank, Trick Shot, Two Guns

Leadership

Specialties: Boost Morale, Group Empathy, Inspire Fear, Inspire Loyalty

Melee

Focus Specialties: Small weapons, Blades, Chains, Clubs

Specialties: Custom Weapon, Parry, Specific Maneuver (not simple attack), Swashbuckling

Performance

Focus Specialties: Acting, Dancing, Impersonation, Oratory, Singing, Specific Instrument, Storytelling, etc.

Specialties: Specific Style/Genre

Security

Specialties: High-tech Alarms, High-tech Countermeasures, Low-Tech Traps, Pick Lock, Trap Placement

Stealth

Specialties: Camouflage, Conceal Item, Hide, Shadow, Sneak, Tail

Survival

Specialties: Fishing, Hunting, Specific Climate, Specific Terrain, Tracking, Wildlife Avoidance

Knowledges

Academics

Focus Specialties: Art, History, Literature, Philosophy, Psychology, Theology

Specialties: Research, Specific Period, Specific Region

Business

Specialties: Corporate Strategy, Investing, Management, Marketing, White-collar Crime

Computer

Focus Specialties: Basic Coding, Hacking, Operating (default), Repair, Specific Programming

Specialties: Specific Application

Enigmas

Specialties: Ciphers, Cryptograms, Double Meanings, Puzzles, Riddles

Government

Specialties: Fae Politics, Hierarchy Mapping, Law, Politics, Procedures

Investigation

Specialties: Chemical Analysis, Criminal Psychology, Deduction, Search, Site Forensics

Linguistics

Specialties: Fake Accent, Identify Accent, Pidgen

Lore

Focus Specialties: New Age Community, Specific Mystery, Specific Prodigal

Specialties: Masquerade, Research, Trivia

Medicine

Focus Specialties: Pharmacology, Physical Trauma (default), Psychiatry, Reconstructive Surgery

Specialties: Experimentation, First Aid, Specific Organ

Science

Focus Specialties: Astronomy, Biology, Chemistry, Mathematics, Physics, etc.

Specialties: Experimentation, Research, Trivia

Glamour and Lucidity

Changelings are two-fold entities, belonging to both the lands of dreams and of waking. As such, their abilities are determined by two contradictory traits. Glamour measures the power of their dreams, the amount of Dreaming energy that can be brought to bear to fuel the magicks of the fae. Lucidity measures the strength of their waking mind, the amount of focus that can be brought to mortal pursuits. Without Glamour, a changeling would lose her fae self and become fully awake and mortal. Without Lucidity, a changeling would lose her mortal side, and her fae soul would spiral off into the Dreaming with no anchor on the mortal world. Yet changelings bring synergy to their two halves, the whole becoming greater than its parts.

By being partially wakeful, changelings possess a focus that cannot be achieved by creatures purely of the Dreaming. They can give the necessary attention to learning things, they can resist faerie magicks at need, and, perhaps most importantly, they can use mortal logic to transcend fae stereotypes and the force of narrative. True fae and chimera tend to act according to a theme and a script that drives their actions. A changeling is lucid enough to recognize this trend and to make plans to work around its limits.

By being partially asleep, changelings can reach a creativity that is not often seen amongst mortals. Overflowing with imagination, they can create beyond points where normal mortals would be burned out. This imagination gives them a spark of greatness that many mortals don't understand, and which some fear, but which allows them to surpass mortals of great ability. A changeling is a composite being, half awake and half asleep, and made stronger for this fact.

Glamour

Glamour can be spent for the following tasks:

- Powering Redes, Arts, or other fae magicks (see the appropriate writeups)
- Invoking oaths (see the section on Oaths)
- Enchanting Mortals (see the section on Enchantment)
- Inspiring Creativity (The character may spend a point of Glamour to get an idea for an artistic creation (essentially +1 success to artistic rolls for each Glamour spent) or to get an idea/clue based on her current information as to where the plot of the story is headed, due to treating reality like a narrative.)
- Dream Travel (See the section on crossing into the Dreaming)

Glamour can be recovered in the following ways:

- Epiphany (see the section on Reverie and Rapture, Ravaging and Rhapsody)
- Sanctuary (The character can gain Glamour from sleeping at a freehold, should the freehold's owner allow it. She gains a number of points of Glamour per night designated by the freehold's leader, to a maximum of the freehold's production)
- Dross (Consuming dross or some chimera can recover Glamour)

- Dream Vacation (A character in the Dreaming recovers Glamour gradually, depending on which area of the Dreaming she's in)
- Natural Recovery (Characters naturally recover Glamour over successive nights of sleep. The level of the Mists in the character's sleeping area is the number of nights of sleep it takes to recover one point of Glamour. Assume one point per week in most locations, up to two or three times as quickly in a freehold.)
- Mercy (Glamorous characters can freely give out Glamour to one another with a touch and a successful roll of Willpower against difficulty 6.)

A character cannot buy any fae Arts, Realms, or Redes to a level higher than her Glamour, though they are still normally capped at five. A character who runs out of temporary Glamour must roll permanent Glamour against a difficulty of the current Mists. A failure means that she wakes up fully and thinks of her fae nature like a half-remembered dream. While the character is still at 0 Glamour but has not yet wakened this roll must be made whenever the character enters an area of higher Mists. Whenever the character recovers a point of Glamour (from any of the usual methods) she once more remembers her nature. Especially Banality-ridden individuals might be able to increase the difficulty of the roll to remain half-sleeping.

Lucidity

Lucidity can be spent for the following tasks:

- Fighting off Bedlam (One or more points of temporary Lucidity can be spent to restore sanity being chipped away by the Dreaming)
- Resisting Fae Magicks (A character can spend a point of Lucidity to subtract a success from an attacker's magick roll, or to add a success to her resistance roll. Doing this too often might gain the character Banality.)
- Dream Travel (See the section on crossing out of the Dreaming)
- Attention to Detail (A character can spend Lucidity like Willpower for a bonus success on any Perception-based roll because the waking mind is adept at noticing details that a dreamer might miss.)

Lucidity can be recovered in the following ways

- Natural Renewal (The character regains a point of Lucidity for every night of sleep in the waking world. This renewal does not happen in freeholds or the Dreaming.)
- Sobering Company (A character in the company of mundane but insightful individuals recovers one or

more points of Lucidity per hour spent in conversation.)

- Force of Logic (A character at 0 temporary Lucidity can be talked back to reality by friends. Effectively, they must roll their Lucidity against her permanent Glamour, success restoring a point of Lucidity. Most mortals are assumed to have five Lucidity.)

A character cannot use any abilities higher than her permanent Lucidity. Abilities can be bought as high as the character's Lucidity rating, meaning that characters with more than 5 Lucidity can transcend mortal limits. This is another benefit of the hybrid souls. A character that runs out of temporary Lucidity must roll permanent Lucidity against permanent Glamour (+1 to +4 difficulty in the Dreaming, depending on how close the area to Arcadia). Failure on the roll indicates that the character has fallen fully asleep. She loses all access to abilities, forgets mortal commitments, and tends to act out stereotypical behavior for her kith as well as losing many inhibitions about proper behavior. She may slip into the Dreaming the first time the Mists become very low, and is in a lot of trouble should she already be in the Dreaming. This condition persists until at least one point of Lucidity is regained, possibly requiring the intervention of friends, at which point she returns to being half-awake. When in a lost one's hold or when dealing with individuals already in Bedlam, the difficulty of the roll to resist this state may be increased.

Redes

Most chimera, changelings, and other fae beings have access to powers called redes. These are special abilities that typically have a single cost per use and a simple, single effect. Essentially, they are powers that are less versatile than fae sorcery and which are typically more expensive to use, but which take effect without casting and are more useful when in particularly mundane locations. The effects of redes are usually chimerical in nature unless the user is Wyrded, so only very personal redes, such as Scuttle, are very helpful when dealing with unenchanted mortals.

Chimera have full access to redes, but changelings may only buy redes which are appropriate to their kith or other theme. Redes are arranged by level of power, which dictates their cost.

Level 1 Redes

Enchantment

This Rede is only applicable to chimera, and allows them to use the enchantment rules exactly as changelings do.

Industriousness

Characters with this rede intuitively know how to shave time off any project. Any project wholly dependant on the character's effort takes two thirds as long (or one third as long if the character is only observed by others with this rede).

Lucid Sight

Only applicable to chimera, this allows them to perceive things in the Waking world even if they cannot otherwise affect them. True fae, as part of their mystique, gain this ability automatically.

Minor Weaponry

The character has some kind of natural weapons. This includes claws, horns, tail, fangs, or other effect. This natural weapon typically hits on an appropriate Brawl attack, and deals Strength in Lethal damage. If the character grapples or charges the target first (as appropriate to the kind of weapon), the attack deals Strength+1 Lethal damage instead. Each different type of weapon must be bought separately.

Sense Banality

The character can roll Perception + Kenning, difficulty 6, to get an idea of the level of Banality in a person, object, or area.

Sense Glamour

The character can roll Perception + Kenning, difficulty 6, to get an idea of the level of Glamour in a person, object, or area.

Stubbornness Power

Whenever a character with this rede is working towards a particular project, or for a particular cause, she is very difficult to sway from it. Treat her Willpower as two higher than its actual value when rolling it to resist temptation or when Willpower is a difficulty for some persuasive or manipulative ability. This need not be any highly detailed cause, but the bearer of this rede must choose which cause or project that gets the benefit at any given time. For example, "Resist being milked for information by this Pooka" and "Protect my lord from harm" are both valid uses of this rede.

Thick Skin

This rede gives the bearer a chimerical armor value due to natural protections. It grants +1 soak against all physical, chimerical sources, including aggravated damage. There is no real physical evidence of this power aside from a slight toughening of the skin.

Level 2 Redes

Beast Tongue

A character with this rede possesses an innate understanding of the speech of animals and can converse with them without further effort than the act of talking.

Clider

The character has clumsy wings or other such appendages, and is able to glide as needed. Though she may not normally achieve actual flight, if the character is benefiting from a power that allows flight, she increases the effects by two successes or ten miles per hour (whichever is better).

Hide in Plain Sight

The character may become effectively invisible. This may involve chameleon coloration, drawing shadows around oneself, or something similar. To activate the power, the character rolls Wits + Stealth against difficulty 6. To notice the character, onlookers must roll Perception + Alertness against a difficulty of six in average conditions (may be lower for brightly lit areas with no cover, or higher for darkness or heavy cover). Unless the onlooker beats the character's successes, she remains hidden. She may move very slowly and remain hidden, but any quick movements upset the camouflage until the character can hide again. Using this power costs nothing, but takes a full turn to enact. This power is also useful against mundane senses, but the difficulty of the roll is the Mists level (if over 6).

Limited Shapeshifting

The character has a single alternate form that is comparable to her normal form. This could be looking like another person, turning into an animal or beast, or some similar effect. The new form can impose limits and benefits on attributes of a balanced amount (e.g. a +2 increase in strength would have to be balanced with a -2 in another attribute). Changing forms costs a Glamour and takes a full turn during which the character is helpless. The change is halted by mundane onlookers but is fully real in the mundane world if it is accomplished without being viewed by unenchanted subjects. Animal forms grant their innate weapons or movement abilities, while human forms are excellent for disguise. A Perception + Kenning roll, reflexively opposed by the shapeshifter's Wits + Subterfuge, can reveal that a character is shapeshifted, with five successes giving an impression of the shapeshifter's true form. Returning to the character's normal form does not cost Glamour, but does take another full turn.

Mythic Prowess

The character with this rede chooses a single attribute that is mythically potent. This attribute is treated as one higher than its actual rating for all rolls. Physical attributes or Appearance so increased does not work unless Wyrdded when faced with unenchanted mortals.

Mythic Skill

This Rede allows the character to choose an ability. When making rolls with that ability, the character treats any botch as a failure and can spend Glamour for extra successes on such rolls on a one for one basis (e.g. two spent Glamour grants +2 successes).

Passion's Performance

The character can create performances that stir the audience into the heights of passion. The user must specify what kind of passion she is trying to inspire (weeping sadness, violent anger, carnal lust, effulgent happiness, raucous humor, etc.), spend a Glamour, and roll Charisma plus Performance at difficulty 7 (possibly raised or lowered for an especially inappropriate or appropriate passion for the situation at hand). Anyone in the crowd that does not get that many successes on a Willpower roll (also difficulty 7) is swept up in the passion created. After an hour or two of continued playing, the Banality of the audience is erased slowly as well. The passion only lasts while the character is playing continuously with only short breaks.

Scaled Hide

The character has scales, very knobby skin, or some other form of built in armor that is very visible and noticeable, but unimpeding. This rede grants +2 soak against all physical, chimerical sources, and, if the bearer also has Thick Skin, the effects stack.

Skate

The character may move very quickly when needed. Each Glamour spent doubles the character's movement for one turn, and as much Glamour can be spent as is available. This does not grant extra actions, merely greater movement speed. Outside of combat (and mundane observation), the character may spend a single Glamour to run at five miles per hour per point of dexterity for extended periods (up to eight hours or so in a single run). If used with either of the Flight Redes, one Glamour instead increases flight speed for the same period as if the character's Dexterity were two higher.

Society's Web

This rede allows the user to sense the social ties that bind sentient beings together. A roll of Perception + Empathy against difficulty 6 turns up various ties in a group. The more successes gained, the more ties that can be discovered, or the more that can be discovered about a particular tie. Characters with this rede are adept at figuring out hidden romances, secret vendettas, and growing plots. This rede works on any social group, even amongst the unenchanted.

SQUIRM

The character's form is incredibly limber and fluid when it needs to be. She adds +2 to all Athletics rolls that would benefit from flexibility. Further, Athletics rolls can be made to get out of nearly any bonds, no matter how restrictive, as long as they are not made of iron and there are no unenchanted onlookers.

The Pathways of Fate

The user of this rede is in tune with the powers of travel. She may spend one Glamour to gain an understanding of the best method for entering or exiting a situation. For example, if trapped in a cell, using this Rede might point out the weakness of the concrete around a particular cage bar, or, if seeking out a villain, the character might be led to an alley where the villain often meets contacts. The character is encouraged to remember that Best does not always equal Easiest or Quickest.

TRAVERSE DREAMING

Only applicable to chimera and true fae, this Rede allows the user to cross between the Dreaming and mortal world in the same ways that a Changeling can. When Lucidity should be rolled, roll Willpower instead.

Level 3 Redes

AIR OF TRUE NOBILITY

A character with this rede gives the impression of being truly noble. All magicks designed to make the character look foolish automatically fail, and the character also gets a +4 bonus to any rolls to avoid mundane situations that would be embarrassing. This only works when the goal really was to embarrass the character, such that the rede will not protect against all forms of harm just because the character feels that losing is embarrassing. The character does add +2 to all rolls of Etiquette.

BANE STRIKE

This rede is a lesser version of the Burning Strike rede. It allows the possessor to specify one specially targeted foe to deal aggravated damage against with natural weaponry. This could be something about as broad as a single kith or something similar. The user must have the Weaponry rede for this to have full effect.

Befuddle

This rede grants the ability to sow confusion with a gaze. The user rolls Willpower against the target's Willpower. If successful, the target loses one die from all actions for a number of rolls equal to the number of successes. This can only affect a single target once per scene.

Confidant

A character with this rede seems naturally trustworthy, and tends to make friends very easily. Unless the target has somehow been harmed, deeply offended, or truly insulted by the rede user, she will have a hard time not considering the character a friend. Once the character has made a friend, the true power of this rede comes to bear. By spending a Glamour, the character may roll Charisma or Manipulation plus Empathy or Subterfuge (depending on her method of questioning) to get answers to personal questions from the target. The difficulty of the roll is the target's Willpower, and each success is a question that the subject will answer truthfully (if not completely). If the target is a very good friend then the difficulty may be decreased, and it may be increased for distrustful individuals, at the storyteller's option.

DARK APPETITE

The character can digest literally anything that she can fit into her mouth. Anything that a normal human could not digest, such as metal or poison, costs a Glamour to eat. This is truly nasty when combined with the Gulp rede. As a corollary, the character may spend Glamour, on a one-for-one basis, for extra levels of lethal damage on a successful bite, in order to chew through truly difficult meals.

ENSNARE

The character has some kind of ability to bind a target that is at arm's reach or which stumbles into a trap. This may involve wrapping the target in spider webs, a paralytic secretion, or something similar. The character makes a Brawl roll if attempting to bind the target or a Craft roll to set a trap. Each point of Glamour spent creates a snare with two Strength (to resisting breaking) and two dice of resistance (to damage as soak or to being scraped off by allies).

Fear

The character can evoke chimerical terror in a subject. She rolls Glamour against a difficulty of the target's Willpower, and every success is a turn the target must flee in fear from the character. The subject may roll Willpower, difficulty 6, to negate successes on a one for one basis. By spending a Glamour, the character can simultaneously affect all non-friendly subjects that can see her with a single roll. The character may affect the same subject only once per scene.

Fix-It

The character with this rede gains a +2 bonus to all rolls to fix any broken device or item, chimerical or mundane. Additionally, the character can make a Manipulation + Intimidation roll to convince such an item to function temporarily until it can be fixed. The difficulty of this roll depends on how broken it is, and each success is a scene or hour in which the device will continue to function before it really must be actually repaired. This rede works even in the presence of unenchanted mortals unless the item was obviously broken beyond repair.

Forge Chimera

The character with this rede gains a +2 bonus to all rolls involving crafting chimerical items. Also, this rede is used to transform animate chimera into building materials that are thematically similar to their nature. For example, any changeling, chimera, or enchanted individual with the appropriate skill can forge a dead dragon into armor, but only someone with this rede could forge a dead dragon into a flamethrower.

Gremlin's Touch

The bearer of this rede can cause technology to malfunction. As an area effect, the character spends a Glamour and rolls Glamour against the area's Mists level, causing devices with any kind of interlocking or electronic parts to temporarily fail in crucial ways (as an example, this is useful to keep surveillance devices from recording the character). With an actual touch and the same expenditure and roll, one device can be made to break in interesting and untraceable ways, unless it is supernaturally protected somehow. This affects mundane technology.

Medium Weaponry

The character now has very scary natural weapons. This rede must be bought after taking Minor Weaponry, and increases the damage dealt by the improved weapon to Strength+2 Lethal (Strength+4 in a grapple or charge).

Narrative Imperative

The character has the ability to tell stories that influence the very chain of the world's causality. The user of this rede tells a story that is somehow applicable to the situation at hand, spends a Glamour, and rolls Charisma + Performance. The difficulty of the roll depends on the creativity and appropriateness of the story. Each success is a bonus success that anyone present at the time of the storytelling can claim to fulfill the course of the story. Each use of this rede lasts up to a year and a day, but each character can only benefit from one use of the rede at a time. For example, a character with this rede tells the story of Odysseus and Polyphemus to her friends and gets 5 successes on the roll. Later, her friends are captured and try to use a disguise to escape, and they can split 5 extra successes amongst themselves for rolls to maintain their disguises and escape.

Paralytic Venom

The character's natural weapons secrete a paralytic toxin. On successfully dealing damage, the user spends one or more Glamour to paralyze the subject. The subject is allowed a Stamina roll (difficulty 8), with each success canceling out a point of Glamour spent. Each remaining point of Glamour paralyzes the target for one minute. Should the target botch the Stamina roll, she is paralyzed for the full duration and takes aggravated damage equal to the amount of Glamour invested.

Doof Begone

The character can make limited teleportations when in the Dreaming or Wyrded. Each Glamour spent takes the character instantly around fifty feet away from where she started, in a random direction (though she can specify that she wants to stay on a trod, should she currently be standing on one, in which case the direction is randomly in either direction down the trod).

Regeneration

The character heals exceptionally quickly. She may spend one Glamour to heal two Bashing wound levels or one Lethal wound level. Healing an Aggravated wound level costs a point of Glamour and a point of Willpower. Even without Glamour expenditure, triple the character's natural healing rate. The character must be Wyrded to heal mundane wounds.

Riadstradh

The character may enter a berserk frenzy against any particularly hated foe. She spends a Glamour to enter the frenzy. When in frenzy she is limited to hand-to-hand attacks but gains +2 to attack rolls and ignores wound penalties. She must spend a Willpower to exit this frenzy before all foes have dropped to the ground or fled beyond reach.

Scuttlē

The character may act very quickly in times of duress. Spending one Glamour gives the character an extra action for the turn, but only one Scuttle action can be achieved per turn. The character's movement speed is not increased, merely reaction speed in a fixed location.

Sharpened Senses

The character can use this rede to see through illusions with ease. She is completely unaffected by illusions that affect the mind directly (such as Obfuscate) and may make a Perception + Kenning roll to recognize illusions for what they are. Rolls to bypass illusions are made at -2 difficulty.

Spirit Communication

The character is in tune with the spirit worlds. She may make a Perception + Kenning roll, difficulty of the Gauntlet, Mists, or Shroud to see into any of the spirit worlds and may spend a Glamour to talk for a scene with individual spirits, chimera, or wraiths that she sees on the other side.

Weak Flight

The bearer of this rede is able to fly under her own power. She may move five miles per hour per point of dexterity when flying. This breaks down to about 20 feet per turn per point of dexterity. Characters that also have Glider treat their dexterity as two points higher when using Weak Flight.

Wyrd

This rede is only useful to chimera and true fae, and it allows the user to become Wyrded in exactly the same manner as a changeling, becoming fully physical to the mortal world. A chimera gains the benefit of Lucid Sight when Wyrded, even if it normally does not have that rede.

Level 4 Redes

ARMORED PLATES

The character has thick, chitinous plates similar to a bug's exoskeleton or dragon scales. These are incredibly visible and strange to onlookers if the character is, in fact, not a dragon or giant bug. While the plates are arranged for maximum mobility of the character, they still make the character larger than normal and thus may make moving through enclosed spaces a problem. This rede grants +3 soak against all physical, chimerical sources, and it stacks with Thick Skin and Scaled Hide.

BROWBEAT

The character with this rede can count on special benefit from intimidating orders. By rolling Charisma + Intimidation against a difficulty of the target's Willpower, the character can order a character to refrain from doing something (like attacking). Each success is a turn in which the target must spend a Willpower point to violate the character's order. By spending a Glamour, the duration of this effect becomes one hour per success, but the subject still must spend Willpower for every turn of violation. If the character uses this power on individuals that consider her their leader or boss the statement can be an order to do something, in which case the subject must spend Willpower to do something other than what was ordered. A target that spends a number of Willpower points equal to the successes is free of the effect, even if it was extended to hours. A single target can only be Browbeaten once per scene.

DREAMER'S SKILL

The character has a skill that follows the law of dreams. Just as a dreamer can perform actions beyond her waking abilities, a wielder of the rede has pulled great unconscious knowledge from the collective dreams of mortals. Choose one ability that this rede enhances. The character need have no actual dots in the ability to take this rede. Whenever rolling the ability, the character may use her Glamour total instead of her actual ability score, even if this makes the total more than five. If she runs out of temporary Glamour, her dream-based skill fades. Chimera and True Fae use this rede extensively, as they find it nearly impossible to impress studious learning on their ephemeral souls. The character may choose to split the points in this rede amongst multiple abilities, as long as their total is no more than her Glamour level.

Epic Prowess

The character chooses a single attribute that is epically potent. This attribute is treated as two higher than its actual rating for all rolls. Physical attributes or Appearance so increased are only effectively one higher in the waking world, unless Wyrded. The character must have Mythic Prowess in the same attribute before buying this Rede (and this rede supersedes the Mythic Prowess for a total of 2).

Fester

The character's natural attacks create poisonous or diseased effects. By spending a point of Glamour after a successful attack that deals damage, and beating the target in a contested roll of Glamour vs. Stamina, the subject will continue to take one point of unsoakable lethal damage per day (occurring around sunset) until cured or dead. If this damage was dealt while Wyrded, the toxin will be baffling to mundane doctors, who will have a very hard time curing it. The character must have Weaponry to use this rede. Alternatively, a character without Weaponry can inflict a Fester after prolonged flesh-to-flesh contact of several minutes. Character with Fester may spend Glamour to overcome poisons or diseases.

Gulp

A character with this rede can swallow immobile or helpless foes whole. The target must be the same size as the attacker, or smaller, for this to work. No roll is required for a helpless or paralyzed target, but a grappled target must lose three successive contested strength rolls to be fully swallowed. When swallowed, the user rolls her strength in Lethal damage each turn, and can regurgitate the foe at will. A swallowed subject without some kind of teleportation magicks has no real hope of escape. It costs 2 Glamour to use this Rede.

Healing Touch

The character has the ability to heal with a touch. This power is most common amongst unicorns, but can be found in other subjects as well. The user must touch the subject to be healed to use this rede. One Glamour heals three Bashing wound levels, two Lethal wound levels, or one Aggravated wound level. This rede cannot be used on oneself.

One Thousand Forms

Similar to the Shapeshifting redes, this allows the character to alter her appearance. However, where Shapeshifting is a real, physical change, this rede is purely illusory and chimerical only. The character spends one Glamour to create an illusion, and can appear as any person or creature of similar (+ or - 50%) mass to the character. Disbelievers may make a Perception + Kenning roll contested by the character's Manipulation + Performance to pierce the illusion.

Phantom Form

The character with this rede is able to, after an hour's concentration, take on an immaterial state indefinitely. The character cannot be affected by physical attacks or use them on others, but is capable of using sorcery and non-physical redes (and can be affected by the same). If the user has a mortal form (a changeling), she must Wyrd the effect or she will still be vulnerable to mundane attacks and obstacles.

Powerful Shapeshifting

This rede works like Limited Shapeshifting, save that the form shifted into can have either a +5 total benefit to attributes (e.g. a +7 strength would only require a -2 to another attribute), 5 levels of redes appropriate to the form, or some combination of the two. This does not require Limited Shapeshifting to buy, but allows a second form if the character already has Limited Shapeshifting. All other rules are as per Limited Shapeshifting, including cost, time taken, etc.

Level 5 Redes

Breach Weapon

The character has some form of breath weapon. When bought she should choose what form it takes (cloud, cone, or spray) and what type of energy (fire, acid, cold, etc.). Generally, clouds affect everything around the character (including friends) out to about ten feet, cones affect about 45 degrees in front of the character out to twenty feet, and sprays affect one target up to 100 feet away. Perception plus Firearms should usually be rolled to hit. The attack does two levels (not dice) of Aggravated damage for every point of Glamour spent. Targets may attempt to Dodge if they are near the edge of the area affected.

Burning Strike

This rede allows the possessor to deal aggravated damage with her natural weaponry. Spend a Glamour to deal aggravated damage for the rest of the scene. She must also have the Weaponry Rede to make use of this power.

Glamour Vampire

The character is able to steal Glamour with a touch. This Glamour can be pulled from changelings, chimera, dross, enchanted subjects (likely unenchanted them), or anything else without permanently invested Glamour (which means that treasures and such are usually not affected by this rede). The user spends one Willpower and rolls Willpower against the target's Willpower (or 6 for nonsentient targets). Each success steals a point of Glamour up to the maximum that is available.

Major Weaponry

The character has truly nasty natural weapons. This rede must be bought after taking Minor Weaponry and Medium Weaponry, and increases the damage dealt by the weapon to Strength+5 Lethal (Strength+8 in a grapple or charge).

Strong Flight

This rede must be bought after buying Weak Flight. The bearer's speed when flying increases to ten miles per hour per point of Dexterity, or 40 feet per turn per point of dexterity. Character with Glider increase their dexterity by two to determine the effects of this Rede.

SECTION TWO: FAE ARTS

This section details the most powerful magicks of changelings and the true fae, the Arts. Where redes are innate powers and quick effects, Arts are sorceries that take great focus to pursue. Most changelings know a few levels of Arts, but few achieve true mastery. In the hands of the creative, Arts can have wide versatility and enormous power. To get full effect out of Arts, changelings must also study Realms (in the next section). However, all fae possess an innate understanding of the lowest powers of a Realm and can use great success in their magicks to offset their Realm limitations. Those who consider Arts a wasted pursuit typically refer to their use as casting cantrips. Most practitioners, however, refer to their sorcery as Invocation of the Arts.

Invoking the Arts

This system involves multiple steps. References to "Art Level" mean the level of the power currently being used, while references to "Art," when used in a roll, mean the full value of the character's Art containing the power being used.

Step One: Spontaneous or Ritual

The first thing that a caster must decide is whether the Art will be spontaneously invoked or if it will be ritualized. A spontaneous casting takes a very brief period of time, but is typically of limited effectiveness and of greater difficulty. A ritualized casting takes much more time, but is often easier and far more effective.

Step Two: Casting Time

The next step is to figure out how long the caster must take to invoke the art.

Spontaneous castings require *one action per level of Art being invoked*. This casting time can be spent performing a bunk (see below) and moving slowly, but little else can be done during this period. The character can spend points of temporary Willpower to reduce the casting time on a one point for one action basis.

A character distracted during this period must make a variable difficulty Willpower roll to avoid losing concentration. A disrupted Art generally costs nothing but time (and possibly time-reducing Willpower).

Ritual castings require *one hour per level of the Art being invoked*. At the end of this period, the player makes her first roll, as described below, but can continue casting for greater success. For each roll past the first, roll Willpower against a difficulty of the Art level + 5 to keep going (at least one success required).

For example, a character invoking a level 2 Art must succeed at a roll of Willpower against Difficulty 7, after the first two hours of casting, to continue for another two hours (with another roll at the end of this period). The storyteller may require Stamina rolls to stay awake for long rituals, or to continue producing energy for powerful effects.

Every helper in a ritual, with at least one dot of the Art in use, reduces the time per roll by 15 minutes (to a minimum of 15 minutes per Art level). Rituals cannot be disrupted by distractions unless the ritual is halted for more than 10 minutes.

Step Three: Target

An invoker must next choose a subject, or multiple subjects. Generally this is one single subject. However, with the Space Realm, a character can specify multiple targets, possibly of different Realms.

For example, a character could use Space to affect "That werewolf (Faerie 4) and that wolf (Nature 3)" or "Everyone in this room that can be affected by Faerie 2."

If the character does not have a Realm high enough to affect the target, she can spend extra successes to surpass her Realm level, on a one for one basis.

The character must pay one temporary Glamour for every Realm involved in the casting past the first.

In the above examples, the first would have cost 2 extra Glamour (Space plus an extra realm) and the second would have cost 1 (Space).

Additionally, casting on an unenchanted mortal costs an extra Glamour unless the character is Wyrded.

Glamour is not spent until the casting goes off, though the caster should specify the targets at the beginning of the invocation.

Step Four: Difficulty and Bunk

Next, the player should determine the invocation's difficulty. The base difficulty for either type of casting is *Art Level + 3 or the Mists, whichever is higher*. This means that ritual castings will frequently be lower difficulty, because the character can find an area with thinner Mists to do the casting. Some methods of resistance may add to difficulty, but most will subtract successes instead.

A character making a *spontaneous* invocation can include a Bunk in the casting to reduce the difficulty. A Bunk is some odd and creative action that momentarily thins the Mists, making the casting easier. Ideas for Bunks are on C:tD 2nd on page 205 or in the Changeling Players Guide. *Each level of Bunk used reduces the difficulty by 1*, but cannot decrease the difficulty below *Art Level + 3*.

Step Five: Roll

The roll to invoke a power is the *total level of the Art* that contains the used power added to the *lowest of the character's Realms involved* in the casting. For example, a character with Wayfare 5, Faerie 5, Space 3 trying to use the level 2 power of Wayfare on every kithain in the room would roll 8 dice (Wayfare 5 + Space 3). If she had just been trying to affect herself she would only rolled 10 dice (Wayfare 5 + Faerie 5).

Step Six: Assess Success and Costs

Total the number of successes on the roll (or multiple rolls in the case of ritual casting). Subtract any successes required to boost Realms and overcome Resistances, then compare the remainder to the spell's success chart. If there are no successes left over, the casting fails. Remember that Banality is automatic resistance. The maximum listed success is the most the power will ever achieve, but characters may wish to get extra success in case of unexpected resistances.

What follows are the various arts of the fae. The spell listed at each level is the most common power learned at that level, but many arts could have alternate levels. A character wishing to buy an alternate power pays half the cost of obtaining that power's level normally (round down). It is said that Sorcerers (those who have achieved high levels in at least three Arts and passed a test set by the Dreaming) can invent and purchase alternate powers freely, but others must discover pre-existing powers. Each power is headed by its commonly referenced name, but has its official name (in the Crystal Circle logbooks) in parentheses.

The total costs that should have been spent on the casting are as follows:

- 1+ Willpower to reduce the time of a spontaneous casting
- 1 Glamour for every Realm used after the first
- 1 Glamour to affect unenchanted mortals when not Wyrded
- 1+ Successes to raise Realms or overcome resistances

Example Casting

A changeling with Wayfare 3, Faerie 0, and Space 1 wants to invoke Wayfare 1 spontaneously to affect two fae of higher Title (Faerie 2). Casting takes 1 action, it costs 1 Glamour to add another Realm, and she rolls 3 dice (Wayfare + Faerie) against difficulty 4 (or Mists). She must take -2 successes to cast the spell, to pay for the +2 Faerie. If she rolls a full 1 successes, she gets a net 1 success on the magick.

Invocation Summary

Step 1: Is the casting spontaneous or ritual?

Step 2:

Spontaneous: One action per Art level, -1 action per Willpower

Ritual: One hour per Art level per roll, -15 minutes per assistant (roll Willpower, diff Art level +5, to keep casting)

Step 3: Pay one glamour for each Realm past the first used to affect targets, and one glamour to affect unenchanted targets when not Wyrded

Step 4: Difficulty is Art level + 3 or the Mists, whichever is higher (Performing a Bunk reduces the difficulty to a minimum of Art level + 3)

Step 5: Roll total Art plus lowest Realm

Step 6: Spend successes to overcome resistance and pay for extra Realm levels, then assess success per the Art

Chicanery (Deceiver's Domination)

Once a secret closely guarded by the rulers of the fae, this Art even now has many nobles attempt trying to keep a record of those who possess it, but to little effect. Following in the tales of Loki, Puck, and Hermes, this art is largely responsible for the fae "glamers" and illusions that crop up constantly throughout stories. Users of this Art can either create illusions for all to see (or not see), or cast them directly into the mind of one or more particular targets. A Deceiver is encouraged to remember that any large scale illusions will not be visible to Waking eyes without the expenditure of the Glamour to affect unenchanted mortals. Also remember that many targeted effects of this power can be considered Blessings or Curses if the target has done something to deserve such treatment, and can thus be extended in duration by the Time Realm. Those who have reason to doubt an illusion, or fae with Sharpened Senses, can pierce the effect by rolling Perception + Kenning or Awareness against a difficulty of the caster's Chicanery rating + 5. If the character gets a number of successes equal to the power's level, the illusion is disbelieved, and this disbelief lasts for the remainder of the illusion, even if the character leaves and returns some time later. Any Chicanery effect with an unexpired Duration can be removed by the caster, or by a counter-casting of the same power with enough success to overcome the remaining time.

Standard Chicanery Durations: 1 Success – One Minute, 2 Successes – Ten Minutes, 3 Successes – One Hour, 4 Successes – One Day, 5 Successes – One Month. Only when used as a blessing or curse can the effects of one invocation of Chicanery last over a month.

Fuddle (Puck's Deception) ☹️

This power allows the caster to make minor alterations to sensory stimuli. Basically, Fuddle allows one thing to be perceived as another, within the boundaries of one sense. Drastic changes in type can be made, but only within the scope of the existing stimulus (e.g. a loud noise can be transformed into a different type of loud noise, but not a different type of soft noise or no noise whatsoever). Also remember that the more drastic the changes, the more likely a target is to disbelieve the illusion (see above) and Fuddle's effects are notoriously easily disbelieved.

A caster affecting one or more targets directly only needs to use the Realm for that target. A caster creating a non-mental illusion, however, must use the Realm for what is producing the stimulus (e.g. cloaking the appearance of a changeling requires the level of Faerie that would cover that changeling, while masking a police siren would require Craft 4). Changing the stimulus from one Realm to another requires use of (and expenditure for) a secondary Realm, unless the change is into something within the existing Realm (e.g. using Nature 4 allows any stimulus of Nature 0-4 to be changed into any stimulus of level 0-4). Without the use of Space, the caster must have line of sight to whatever is producing the stimulus.

Realm: The Realm of this power determines either the target of deception or what is producing an altered stimulus.

Veiled Eyes (Cloak of Hermes) ☹️☹️

Once a caster has mastered minor changes to the senses, deleting stimuli entirely is the next step of progression. The target of this power becomes effectively invisible and inaudible as well as producing no smells, tastes, or tactile sensation. However, the subject is still actually present, and any character that notices motion deflected by the subject may disbelieve the illusion (e.g. seeing a veiled character's footprints or being unable to move past an invisible building). The subject is, in fact, totally invisible and inaudible, such that recording devices do not record the subject, and things can be seen through it. This can be a very effective curse, at least until the subject learns that interacting with people can make her visible to them. Finally, any veiled character that attacks or does something else equally violent becomes translucently visible to all in the area, even if they can't disbelieve the illusion.

Realm: The Realm indicates what is Veiled. Alternatively, the Realm can indicate one subject who can't see one item or person.

Fugue (Loki's Recounting) ☹️☹️☹️

A caster that learns to eliminate present stimuli often learns to remove the stimuli of the past. This power allows the caster to call down the Mists to remove one specific memory of a particular stimulus from the target. The removal is permanent, but in many cases there is nothing stopping the target from experiencing the event again or learning what happened from others. No traits learned in the period are lost, but the character may forget that she learned them until she accidentally uses them (such as using a Rede during duress).

To figure out what memories can be affected, split successes as desired and apply to the standard durations list. The first set of successes indicates how old the memory can be, while the second successes indicates the maximum length of the memory removed. For example, three successes is enough to remove one minute of memory from the last ten minutes, six successes are needed to remove the entire last hour of memory, and 10 successes allows deletion of the entire last month. The caster must recount exactly what the target is supposed to forget, from something as vague as "the last ten minutes" to the precision of "from when we started talking about changelings to when we changed the subject to basketball."

A character aware that she is being Fugued (which may require a Perception + Kenning or Awareness roll if Space is involved) can spend Willpower to cancel out successes on a one for one basis.

Realm: Usually the Realm indicates the target of the power. However, everyone within range of the power (usually line of sight, but more with Space) can be made to forget a period involving a subject that the caster can touch. For example, Fae 0 can be used to make everyone at a party forget what you were doing for the last 10 minutes.

Haunting (Morgana's Palace)

Once removal of stimuli is mastered, finally the character learns to create illusions from nothing. Created illusions can affect 1-5 senses, at the caster's desire. The illusion can be animated at will if the caster concentrates completely after casting, or can be given a set of very simple animation commands (e.g. the flag flaps as if in a breeze or the man paces in a circle muttering softly). Most characters will step out of the way of a tactile illusion, but being forced through one grants an immediate disbelief roll.

Realm: The Realm indicates what subject an illusion is being made of, or who is being targeted to see an illusion.

Captive Heart (Love-in-Idleness)

At the mastery of Chicanery, a caster learns to create and destroy not just sensory stimuli, but emotional stimuli as well. The caster can create any emotion, and even if such an illusory emotion is obvious it is very difficult to disbelieve (since doing so requires a difficulty 10 roll that gets 5 successes). For example, a subject might not have a reason why she is afraid to leave her house, but continues to feel the fear anyway. A character under the effects of this power can temporarily override it with Willpower like a derangement, but can only typically be rid of it should the caster relent, another master of Chicanery undoes it, or if some other appropriate and powerful supernatural power is used to unweave the effect. This power has a very wide degree of applicability, which is part and parcel of a level 5 power, but it should be toned down if it begins to unbalance a storyteller's chronicle.

Realm: Most uses of this power include a primary Realm for the target and a secondary Realm for the object of the emotion. Only one Realm needs be used if both target and object fit into it (e.g. causing a kithain to fall in love with you with sufficient Faerie). A target given an emotion without an object will likely fixate on the first thing she sees that could possibly fit the emotion (e.g. a young woman likely won't experience romantic love for her coffee pot, but might for a man that she sees out of her window, but if afflicted with fear she might become scared of her coffee for some inexplicable reason). An object given an emotion without a target will affect all with that emotion, but probably to a much lesser extent unless it is truly justified. In most cases, an emotion can be set to occur either when near/inside the object or when away from it (e.g. a knight can be made to be happy when he has his shield or when he is without it).

Chronos (Chronomancy)

This Art was thought lost after the Shattering, but has been returned to the Waking since the Resurgence. Largely still in the hands of the returned nobility, a number of changelings have picked it up since the 70s, such that it is rare but not impossible for a commoner to find a teacher. The Art itself plays on the unstable relationship of the fae to time, allowing them to manipulate its flow in different ways. Because of their intuitive understanding of the Time realm, noble characters learn this Art much more quickly than commoners, but still pay the same experience cost for raising it's level. Many uses of this power can be countered by other supernaturals with time-altering magicks.

Weird (Temporal Awareness) ☹

This power heightens the caster's understanding of the flow of time, creating a series of flashes of possible immediate futures, and bestows them on the subject of the spell. For changelings and anyone else who has some kind of temporal awareness (such as other supernaturals with time-related powers) this effect grants a +1 die bonus to all rolls that could benefit from knowing what is likely to happen in the next few seconds (pretty much all rolls in combat, many social rolls, and potentially other rolls). For those who do not have experience with being unstuck in the flows of time the confusion of this power applies a -1 die penalty to all rolls that the target does not take more than a turn to accomplish. The duration of the invocation is one turn per success, to a maximum of 10 turns.

Realm: In most cases, the Realm used is the target that will receive a bonus or penalty to rolls. However, this can also be cast on an subject that will flicker weirdly in time for the duration of the effect, giving all non-fae that experience the effect a +1 difficulty to physically interacting with the subject.

Backward Glance (Return of the Past) ☹☹

With the second level of Chronos, the caster learns to read the weave of time itself to see what has been imprinted on it. An invocation of this power reveals the past of its target. The casting can be made to target the short term, long term, or epic term. A short-term casting reveals anything the caster wants to know that has happened to the subject within one hour per success. A long-term casting reveals very strong emotional and magical impressions that have occurred within one year per success. An epic-term casting reveals vague hits of the most profound events that have occurred within one century per success. There is no limit to successes that can be achieved. Any memory erased by the Mists cannot be recovered with this power.

Realm: The Realm indicates the target that will have its past probed. In general, the vision will follow the subject, only gaining vague impressions of what that subject is interacting with. Cast on oneself, this allows near-perfect memory. An unwilling subject automatically knows that this is being cast, even if cast at range with Space, and can spend Willpower to counter successes on a one for one basis.

Dream Time (Expand the Moment) ☹☹☹

Using this power the user can alter a target's personal flow of time, granting extra actions or slowing her down. The power works exactly like the Wayfare 2 power Quicksilver, save that instead of speeding up by one action, the target can be slowed to losing an action every other turn for the duration of the effect.

Permanence (Enduring Moments) ☹☹☹☹

At this level, the Chronomancer can expand moments to last much longer for a subject. Essentially, the duration of any state can be maintained for longer than it would otherwise persist. The definition of "state" is vague, and can apply to virtually any contiguous part of the target's existence that the caster specifies, within reason. For example, the caster could cause a sleeping individual to remain asleep or awake for longer than she otherwise would, or can extend the length of a dream being had while asleep or a walk being taken while awake. This extension only persists if the subject is not interrupted, which happens quite often with animate things. Less easily altered subjects, such as mountains, ideas, magicks, or many other targets accessible with high level Realms, however, can be preserved indefinitely without worry of disruption. Each success extends the remaining duration of something by 10%, with no upper limit on the results from one casting (e.g. 10 successes doubles the duration). Later castings, if more successful, replace Permanence, they do not increase the already extended time.

Realm: The Realm indicates the target that is having some moment extended. Faerie 5 is needed to increase a spell's duration.

REVERSAL OF FORTUNE (INVERT TIME'S FLOW)



Mastery of Chronos allows the caster to rewind time itself, for one or more subjects. The target of this spell is returned to the state she was in at the beginning of one turn per success ago, undoing damage, knowledge, and possibly even death. The only real limit is that this does not work to undo

either the effects of the Mists or to undo the results of a Dreaming-bound narrative. For example, an evil baron could be brought back to life after an accidental fall, but not if he was cast to his doom by his arch-rival after a grand duel.

Realm: The Realm indicates what subject is rewound.

Contempt (Betrayal's Boon)

Created for the ends of the Shadow Court, this Art is virtually unknown outside that faction. However, despite their control a few anarchists have gained use of this power, and use it incessantly to confound the nobility. Essentially an anti-Sovereign, the Art's powers focus on fomentation of rebellion and rebellious attitudes. All levels of Contempt have no reduction in their effects if cast on multiple targeted subjects with Space, and still have a very definite result if cast on an entire area full of people.

In addition to the listed powers, Contempt can be used as a resistance to Sovereign. Each level of the power can be used in advance to set up a buffer against a Sovereign casting of equal level. For example, Mockery can be cast in advance to protect a subject from the use of Protocol. Each success gives the target an extra die to resist the effects or extra reduction of the power's effect. These successes fade at a rate of one per hour, or when used as active resistance. For example, a character with 5 levels of Mockery defense gains +5 dice to resist the effects of Protocol with Willpower rolls, or subtracts up to 5 successes from a Protocol cast directly upon her. In most cases, a Sovereign casting that fails due to Contempt seems to have succeeded. Only the most advantageous casting of each power for resisting Sovereign persists (i.e. the successes do not stack from later castings).

Mockery (Etiquette's End)



The first step in sowing rebellion is to create propaganda against the powers that be. With this power, that is not entirely necessary. Casting this power inspires others to have contempt for a subject, mocking her however they see fit. The target simply seems extremely contemptible in the eyes of all. If the subject suspects she is under the effects of this power she can spend Willpower to negate the successes on a one for one basis, but casting from range or hiding leaves no tell-tale signs of manipulation. Each success causes the casting to last for 15 minutes, with no upper limit save the amount of successes available.

Realm: The Realm used indicates what becomes mockable. Alternatively, the caster can target one subject who loses any inhibitions she has against mocking others, and will proceed to tell everyone precisely what she hates about them.

Disobedience (Servant's Sedition)



The next step of a rebellion is to cut the leaders off from their ability to rely on their servants. A casting of this power cuts the subject off from commands, making her take orders from no one but herself. When under the effects of this power, the subject typically does whatever she would do were she not answerable to anyone. Should a superior give a direct order (or someone use mind-controlling magicks to give an order), treat the subject's Willpower as 4 higher. Alternatively, this can be cast on a target who will be at +1 difficulty on rolls to convince anyone to do anything. This power stays in effect for one hour per success with no success cap.

Realm: The Realm indicates the disobedient subject. If the target is inanimate, it still resists being used by others, raising all difficulties to use it by +2 (e.g. Driving rolls, Computer use rolls, crossing a river ford, etc.).

Insolence (Rioter's Relapse) ☹☹☹

Now that the leadership is confused and cut off, it's time to start the riots. This power inspires subjects to lash out – likely at authority figures but quite possibly at anyone or anything they harbor resentment for. When a subject is under the effects of this power her first response to any abuse or stress is violence. If she is already a violent person, or is under the effects of Disobedience as well, the results become truly explosive. The subject of this spell must spend a Willpower to negate these violent urges, but if she is still suffering stress or abuse the feeling will overpower her again only a few minutes later. Each success causes the effect to last for 15 minutes.

Realm: Typically, the Realm specifies what animate subject becomes violent. However, it can also specify what subject will tend to inspire violent reactions. For example, a parked car, a tree, or a house can all cause those who see it to become violent and want to destroy it. This is also often cast on an entire Space full of subjects.

Devi's Advocate (Mendacity's Mastery) ☹☹☹☹

Once the leadership is on the run, it's time to make your own campaign promises and convince the people that your regime will be far different from the last one. A user of this Art becomes deviously good at convincing others of her own truthfulness and goodwill. The subject of this power gains +4 dice to all social rolls involving subterfuge, deceit, argument, and being likable. Alternatively, the user may target one individual who can be made to believe one specific thing, true or untrue, about an object (which requires a secondary Realm if the object is under a different Realm than the subject). The power can be cast secretly, but the subject must actually be told the thing she is meant to believe. Both uses of the power last 15 minutes per success.

Realm: The Realm used indicates either who gains the social benefit, or who and what are being included in a bald-faced lie.

Condemnation (Oath's Odivion) ☹☹☹☹☹

Masters of Contempt can undo even the most binding of social ties, the Oath. The subject of this power has all Dreaming and supernaturally enforced oaths, promises, obligations, and curses removed. This casting almost always requires ritualization, as each tie requires at least one success and potentially as many as seven. The subject of the ritual must expend a temporary Willpower for every bond destroyed, and she must spend experience to buy off any geasas or curses bought as flaws. The expended effects do not have their normal penalties for being broken, though any mutual effects of such an oath are also broken (such as with the Oath of Truehearts). There is no way to selectively destroy oaths, as they are removed seemingly randomly with each casting. The Shadow Court frequently uses this Art when inducting new members, to make sure that they have no hidden loyalties that can be enforced by the Dreaming. Some truly powerful oaths or curses cannot be destroyed by this power.

Realm: Normally, the Realm represents who is having oaths and such removed. However, there are other uses. Craft can be used to destroy the effects of a magicked contract. Inanimate objects suffering curses can often have these curses removed if targeted by an appropriate Realm.

Delusion

Some Shadow Court members learn a dark art called Delusion. It uses the Mists to delude, conceal, and cause amnesia. It is, in fact, far less versatile and useful than Chicanery at accomplishing many of the same effects. But it's eeeevil!

If someone else can come up with a version of Delusion that is actually useful and completely different from Chicanery, you're welcome to it. I, on the other hand, will have Shadow Court members that use Chicanery by another name to fool the rubes.

DISCORD (ΚΑΛΙΣΤΙ)

The origins of this Art are shrouded in the Mists. Some say that it was created by Eris herself for the benefit of her brother Ares. Others say that it was learned from Ourbourois, the world serpent that also inspires the Dragon's Ire. Whatever its origins, its tenets have been largely kept secret by the adhene during their long stay in the distant realms of the Dreaming. Though occasionally it was leaked to others, its role as an incredibly deadly combat Art ensured that it would be only be taught as the greatest of favors. Now that the adhene have returned, so has practice of the Art. Some have learned it from favors traded, but the adhene still control its instruction, marshalling it as one of their most powerful weapons should open war start with the kithain.

What few realize is that its role as combat art is merely Discord's simplest application. Following the inspiration of its name, the Art can be used to attack and confound in the realms of strategy and society just as it can be used in combat. Users of Discord are terrors on the battlefield, but even more terrible should they take out their prowess on the ties that bind others together.

HOUSE OF MIRRORS (Ares' Guile) ☉

The first trick learned by any good Discordian is to distract and confuse the opposition with chaos. This power makes its target unpredictable, giving expression to all the chaotic and random possibilities that can cause the simplest determination to deviate.

In physical confrontation, the target is surrounded by images of what she may be doing next, causing a twofold distraction of competing images and competing futures. All rolls to attack the subject are made at +2 difficulty.

In non-physical confrontation, the effect is more subtle, but similar. Any roll to anticipate the subject is made at +2 difficulty, as is any roll that hinges on being able to anticipate the subject. Chess and other games of skill become harder, it is nearly impossible to prepare adequate defenses, and so on. In either case, the power lasts for one turn per success if cast spontaneously, and one half hour per success if cast in ritual, with a no success cap.

Realm: For physical confrontation, the Realm often indicates who will be mirrored and unpredictable. For other uses, creativity in Realm becomes important. If used to affect specific multiple targets with Space, the bonus is not decreased, if used to affect an entire area of targets, the bonus decreases to +1.

HERMES' FLEETNESS (A Rolling Apple's Path) ☉☉

While nearly any Discordian quickly learns the benefit of chaos and unpredictability, it takes more training to realize that the real strength lies in taking chaotic steps to reach an unexpected goal. This power enables the caster to make a subject temporarily adept at moving chaotically towards a target.

In physical confrontation this simply means that the subject gains an extra four dice for every dodge roll, and can roll

four dice to dodge any non-area attack even with no actions left in a turn.

Outside of combat, the subject gains an intuitive awareness of what steps to take to find the area of weakest opposition. A boulder rolling down a hill at a fortress will skip off of a stone and reorient to the weakest place in the wall. An infiltrator who thinks about whether to take one of two doors will have insight into which way offers the least opposition.

All castings of the power last for one turn per success, with no limit on how many successes can be accrued. Keep in mind that turns are often as long as three minutes outside of combat.

Realm: Normally, the Realm indicates who gets the intuitive sense of avoidance. However, more creative uses can be made on inanimate subjects. An inanimate target will be able to benefit if it is put into motion. Like the above boulder, any inanimate object used for any kind of goal will take seemingly coincidental but still strange steps to reach its purpose, whatever that goal may be.

ARMILUSTRA (Ares' Wrath) ☉☉☉

This power imbues a subject with chaotic potential to achieve its aim with maximum destruction and pain.

For combat purposes, this means doing aggravated damage.

Outside of combat, this means that any successes on rolls intended to cause harm have extra effect.

For example, a character inspired with Armilustra who wins an argument makes the loser look like a complete moron, while a car under the power's effects could easily punch through a wall if it slammed into it with any force whatsoever.

The successes on the roll are the number of successes changed to aggravated damage or increased in effect. For example, a casting with 5 successes on a sword means that

the first five damage successes rolled by the sword are aggravated. The same casting on a person in an argument might mean that the first 5 successes on argument rolls are incredibly effective in their results, in whichever way the storyteller wishes to describe this.

Successes from subsequent castings overlap current successes (e.g. if a character has 3 successes left, a later 4 success casting means that she has 4 successes, not 7). The subject expends these successes on the next roll that could expend them, and cannot reserve them for better targets.

Realm: The Realm indicates what subject is empowered to deliver Ares' Wrath.

Whirling Dervish (Eris' Lodestone) ☉☉☉☉☉

The target of this power becomes a literal chaos magnet. Weird things just happen to the subject: dangerously weird things.

For combat purposes, the all rolls to hit the target with physical attacks are made at -1 difficulty.

Outside of combat, the target just has all sorts of terrible things happen; if something can go dangerously wrong around the subject, chances are it will. Most of these effects will not be truly enough to seriously injure or kill the target, unless there is someone consciously attempting that action. This effect lasts for one hour per success garnered.

The target can spend temporary Willpower to buy off successes on a one for one basis. The subject of this power can make a very simple Perception + Kenning roll (difficulty 6) to get a mental impression and approximate location of the caster.

Realm: The Realm indicates the subject of this curse. With higher level Realms the target can be include metaphor and magicks as well as more physical things.

Life and Limb (Kaos' Disruption) ☉☉☉☉☉

All injuries to the target of this spell are far more damaging and painful than they would normally be, as chaotic potential causes everything that can go wrong to do so at the slightest catalyst.

A physical target takes an extra level of damage whenever damage is dealt, of whatever type was dealt.

A metaphorical concept is more harmed with every non-physical blow than it would otherwise be. This effect lasts for the same duration as Whirling Dervish, one hour or one Willpower for every success, and the same roll to trace the caster.

Realm: The Realm used determines what it is that falls apart more easily under stress.

Dream-Craft (The Way of Shaping)

Like Chronos, this Art was largely missing during the Interregnum, returning with the nobility. As it is an Art of general usefulness to all fae, there are few restrictions on teaching it to others, though the information has still not become totally common. The Art's theme consists of sensing and, eventually, altering the Dreaming around trods. The loss of the silver path was a blow to the practitioners of the Art, but the past few years have seen a retooling of its powers to work more fully with trods in general. All of the powers below work only in the Dreaming, and cannot be cast from the Mists, the Waking, or a Freehold unless very special circumstances are in effect.

Find the "Silver Path" (Trod Sense) ☉

Many practitioners of Dream-Craft learn merely this initial level, as it is of the most immediate utility to Dreaming travelers. Trod Sense allows its user to find her way to trods in the area and, if on a trod, to get an idea of the dangers along the way. When searching for a trod the caster targets herself with the power.

The number of successes indicates the strength of the impression of a nearby trod, such that one success is enough to have a general idea of the trod's location while five successes leads the caster unerringly to the closest juncture with the trod, even with the interference of the firchlis.

The secondary use of the power allows the caster to get an impression of dangers along the path or just other travelers. While trods are generally much safer to travel than the open dreamscapes, they still do not often carry the powerful wards that the silver path contained. When casting the power this way, the caster specifies which Realm is being used, or which multiple Realms, and up to which level. The number of successes indicates how strong and accurate an impression of those Realms is conveyed.

For instance, a kithain is travelling towards an area where a band of changelings are fighting a mob of nervosa chimera. By using Fae 2 and getting 5 successes, she would know detailed information about the changelings, including number, kith, and hostility. By using Fae 3 and getting only one success, she would merely have a sense of foreboding and a sense of rapport (getting a faint sense on both the chimera and the fae).

Since distance and time mean very little in the Dreaming, the range on this power is up to as far as the caster could travel in the next scene, and will take into account whether she is on foot, mounted, or using a vehicle.

Realm: The Realm used either indicates the caster or the dreamstuff scryed for. For the purposes of this power, chimerical reality is treated as mundane reality as to what Realms affect it. Thus, wild animal chimera and natural hazards are Nature, items and built structures are Craft, and so on. Anything that doesn't fall under another realm, however, counts as Faerie of an appropriate level.

The Merry Dance (Determinism) ☉☉

With the second power in this Art, the caster can make minor modifications to the Dreaming as it exists around a trod, usually involving slight augmentations or protections to deal better with the Dreaming environment.

The major uses of this are to speed travel along a trod or to protect against the firchlis. For increased speed, each success lets a traveler move 10% further in a scene than she otherwise would have. For protection, each subject of the casting will be 10% less affected by the next firchlis that passes than would otherwise have happened, up to a maximum of 100% at 10 successes.

For instance, if a tree is protected with 5 successes, the next firchlis may change its type and general appearance, but will not remove the tree entirely from the dreamscape. If cast on a subject not normally subject to the firchlis, such as a changeling, the next firchlis will tend to make the landscape favorable to the subject, within the degree of success. This is very helpful if the caster sees a wave of firchlis coming that seems to have disastrous changes behind it.

Realm: Like the previous power, the Realm affects the Dreaming interpretation of what it would affect in the Waking.

Homestead (Anchor) ☉☉☉

A more potent preservation of the Dreaming, this power allows the caster to preserve a target from the firchlis for longer than one passage. The subject of the spell is preserved against the changes of the Dreaming exactly like the above power, save that the duration is measured in time rather than in passages of the firchlis.

Most casters who want to make a permanent fortress will use this near a trod, preserving a connection to the trod, because just because the area is stable does not mean that any points of reference to finding it are.

Successes: 1 success - a few turns, 2 successes - one Scene, 3 successes - one session, 4 successes - one story, 5 successes - one major plot arc, 6 successes - several plot arcs, 7 - the next few years, 8 successes - the foreseeable

future, 9 success - at least a century, 10 successes - functionally permanent

Realm: Like the above powers, the Realms affect their Dreaming analogs. Most casters looking to create a permanent stronghold will perform a ritual casting incorporating all the Realms in the structure. This power does not create new structures, merely preserves pre-existing ones.

Call the Firchlis (Dreamstorm) ☹☹☹☹

After having practiced preserving subjects against the firchlis, this level of the Art finally teaches the caster how to utilize the firchlis for her own ends. Casting this magick immediately causes a wave of change to emanate from the character out across the Dreaming. Generally, this effect will change the landscape in whatever way is common to the firchlis of the area (e.g. an area that is rarely the same from one moment to the next may be changed drastically, a slowly-changing region will be set to the next step of the process, etc.).

The primary use of this power is to help allies and inconvenience foes. If the landscape is inhospitable to fae life, a wave of firchlis might change it for the better. If enemies are attacking, the firchlis might change the landscape so that they are transported a great distance away.

If this power is cast near or on an Anchored subject, the Anchor successes are reduced by the successes on this power, since the powers of Anchor cannot long stand up to firchlis not part of the normal dreamscape. The level of success of the spell indicates just how drastic the changes to the landscape are, with 1 being minor and 10 being catastrophic.

Realm: The Realm used specifies a general direction for the changes, to be hospitable or inhospitable. A casting to be hospitable for oak trees may mean that the firchlis leaves a forest of oaks after it passes. A casting to be inhospitable to one's approaching enemies will do just that. The player is encouraged to suggest how Realms will affect the casting, but the chaotic changes of the firchlis are up to the storyteller to ultimately narrate.

Dream Weaving (Dream Genesis) ☹☹☹☹☹

The ultimate power of Dream-Craft allows the caster to mimic the power of the firchlis to make localized and spontaneous changes to the Dreaming. Creations of this power have no limit but the Realms involved, but have no special loyalty to the creator if they are sentient. The successes indicate how accurate the creation was to the creator's wishes, and how durable and strong.

Realm: The Realm used indicates what is created.

Infusion

Some Crafter fae have mentioned a rare Art called Infusion that allows the manipulation of chimerical objects to greater levels of utility. However, most descriptions of the power sound like uses of Primal and Legerdemain. If a Crafter sorcerer has come up with a new art that comprises the most craft-worthy elements of other Arts into one package, the knowledge has not been widely shared. In all likelihood, it is just the screed of Crafter fae trying to hide their professional secrets.

Legerdemain (Conjuration)

Legerdemain is one of the most widely spread arts of the fae. Though it has long been associated with trickster fae for its use in sowing annoyance and distraction, it is far more potent than most jesters would like known. The Art teaches the manipulation and creation of the energies of chimerical force. At lower levels the caster can bring forces from nothing, while higher levels allow creation of chimera themselves from raw Dreamstuff or the caster's own supply. All chimera and forces created by this power are bound to the caster for purposes of calling on the Wyrd, however they are immaterial to the mundane world. As a special effect of the power, spending a point of Glamour can affect mundane objects and unenchanted targets normally, but only for the first turn. For subsequent manipulations, the caster must be Wyrded so the forces can affect the material world. The most common powers are listed, but, perhaps, the scope of this Art makes it the easiest to develop alternate power for.

Gimmix (E(ρshot) ☉

The initial power of Legerdemain teaches the fae to make rough manipulations of force in a single direction. A target determined by the Realm is thrust in the direction specified by the caster. This results in a momentary acceleration of less than a second. Larger objects may not be budged at all, while smaller objects will move progressively farther and faster. The effective Strength of the effect is equal to the successes on the casting, with no success cap. For narrating the effects of the power, imagine what would happen if a character of that strength pushed with full force on something for about a second.

This power can obviously be used to cause damage. If attacking the subject of the power, she must be pushed into a solid object, and the damage dealt is a number of dice equal to half the successes, rounded down. This damage is Bashing unless the target is being pushed onto something sharp. If shooting another object at a target, roll the successes as an attack roll, and keep the successes as damage dice as in a normal attack. The object used only roughly determines the damage, as the same amount of force accelerates a larger object to a slower speed than a smaller object. A very hard object, such as a ball bearing or bullet, adds +1 damage die, most objects add no damage dice, and a soft item subtracts 1 or more damage dice. A sharp object does Lethal damage, but most objects, including bullets, do Bashing damage.

Realm: The Realm determines what the force acts on.

Mooch (Summon) ☉☉

At the next level of prowess, the caster learns to create a sustained force towards herself, or a target specified by a secondary Realm. Essentially, the spell creates a tether of chimerical force between the two subjects (which can be sensed with a Perception + Kenning roll at difficulty 6) that attempts to pull the target to the caster or designated object.

The tether pulls with a Strength equal to the successes on the invocation (which is rolled to contest if the affected

target is resisting, attached to something, or being held onto) and lasts until the object reaches its destination or the caster loses concentration (by trying to do something besides concentrate and move slowly, or by being intentionally distracted). Smaller objects accelerate to much faster speeds than larger objects and thus can traverse short distances in the blink of an eye, seeming like teleportation.

The tether of force wraps around objects in the way, so there is no worry about damage to intervening structures, though trying to catch a Mooched object is a bad idea. For the caster, the object will slow to a safe speed before stopping, but other targets are smacked into at full force, dealing the number of successes as dice of damage, usually Bashing.

Realm: Realm indicates the subject and object of the power.

Tackle (Ensnare) ☉☉☉

With this power the caster finally learns to create true chimerical substance. This power wraps a target in strong chimerical proto-stuff, which may resemble vines, webbing, ropes, or anything else appropriate to the caster. Most useful for immobilizing animate targets, the Art can also be used more creatively for holding together deteriorating objects, as an easy means to pack up goods, etc.

On first casting on a target, roll the successes on the invocation as Strength (no upper limit) against the target's Strength (as a reflexive action). If the target is successful, she gains a -1 penalty to further physical actions until the Ensnare is removed completely. Each round make another contested Strength check with a cumulative -1 penalty for every successful roll. If the subject gets total successes equal to the successes, the Ensnare is snapped. If the subject fails a Strength check, she is completely immobilized.

Once in this state, she can no longer free herself, but must be cut free by allies. It takes one action of careful cutting per success to free the subject. At the storyteller's option, area attacks may partially free the subject, though deal damage to her normally. When the subject is completely freed the chimerical material fades back into the Dreaming, but lasts

indefinitely until that point. Rumors and myths suggest that any number of unkillable immortal creatures have been ritually Ensnared and hidden in the corners of the Dreaming.

Realm: The Realm determines the Ensnared target.

Effigy (Evanescent Creation) 

Now the character can make simple but fully formed chimera, but these creations are profoundly weak against disincorporation, fading within hours. Each success on the roll gives the chimera 5 creation points, or 1/2 of a Chimerical Item level. This creation must be based off of something that the character can see, and will resemble it closely. The effect decreases by one success per hour, quickly becoming less effective and less solid until it

disappears altogether. Players are encouraged to pre-design common creations at each level of success so less time is spent during game play designing the temporary chimera. If the creation is sentient it considers the caster a friend and leader, but is not directly under her control.

Realm: The Realm indicates the chimera created, and/or what target it was based off of.

Phantom Shadows (Enduring Creation) 

The mastery power of this Art is a continuation of Effigy. Now creations do not need to be based on viewed subjects and lose one success per day instead of hour (one point of Glamour can be spent each day to counter this). Otherwise it functions exactly as Effigy.

Metamorphosis

Some fae purport to have heard of a power called Metamorphosis that grants the user great abilities to change shape. The descriptions of this power make it sound like a mixture of Chicanery's Fuddle and Primal's Elder Form stretched over an entire Art. There may, somewhere, be practitioners of an Art that purely focuses on shapeshifting, but most fae prefer to gain the powers of Primal on the way to form-changing.

Naming (Runecasting)

This rare and powerful Art is the fae answer to the magicks of Egypt and Scandinavia, teaching the caster power over the names of things. However, while many prodigal wizards concentrate on learning vast lists of names of power to work their magicks, the fae are far more pragmatic and intuitive towards the project. Their understanding of Realms allows most fae to easily grasp the names of things enough to enhance them with rune magick, and the masters of this power can divine the full names of subjects and, eventually, use this leverage to fundamentally alter their targets. The effects of this Art are often subtle, but rarely ineffective.

Seek 'n Spell (Primeval Tongue) ☉

A runecaster first learns to find the common bonds amongst all written languages. When enacting this power, the caster can decipher almost any text, provided she has an idea what it is about. Each success translates one page of a book, or a similar amount of text, though truly complicated ciphers or languages with little basis in the Ur-tongue (such as Basque) may require extra success.

Realm: The Realm used determines what kinds of texts can be translated. Nature allows the caster to understand any kind of text on the natural world, Scene translates works on places, Craft translates discussion of innovations, and so on. If a work contains multiple Realms, or digressions to higher levels than the Realm level used, only the applicable portions will be translated. Because of this, many runecasters perform a large ritual to incorporate all Realms for the first few pages of a new text, and then perform simpler castings when they have figured out the Realms involved in the text.

Rune (Rune of Excellence) ☉☉

The next skill a runecaster learns is to inspire excellence with the runic alphabet. By inscribing this rune on a subject and suggesting what is being inspired, the next action of that type gains bonus dice equal to the success on the rune's invocation, with a cap of 5 successes. A weapon might be inscribed with a rune of keenness or deftness, a person might be inscribed with a rune of strength, skill, or stamina, and so on. A rune lasts until used, but each subject can only have one rune of excellence at a time, total. Each future casting on the same subject is at a cumulative -1 success until the subject has had no runes for an entire week.

Realm: The Realm used determines what can be affected.

Runic Circle (Rune of Protection) ☉☉☉

A further trick of runecasters, this power protects against magicks, drawing their power into its writing and destroying it. The runic circle is the focus of the power, and destroying it weakens and possibly destroys the power. Each success on the invocation is a success that can be countered on fae magicks that target the subject, or one half of a success from

non-Dreaming based magicks (such as those of Prodigals). There is no upper limit to the successes that can be accrued, save that casting override one another and do not stack. The circle lasts until its successes are used up in countering or its bearer or caster destroys it. As successes are used up the circle becomes less and less complex, so it is easy for even non-runecasters to tell when it is being worn out. Friendly as well as harmful magicks are negated by this circle, making it less useful for those that like to have magical boosts, either from themselves or from others. Powers that are activated without a roll are unaffected.

Realm: Realm is what is protected. Only a Space-inscribed circle protects things inside it, a Craft protects just that Craft.

Saining (Name Casting) ☉☉☉☉

This power is largely why fae runecasters are so respected and feared by the supernaturals that know of them. By invoking Saining a fae may puzzle out a subject's True Name. This crucial piece of information, besides being necessary for the mastery power of Naming, gives a character significant leverage and bargaining power over those that are in the business of names.

Casting this power is rarely done without a ritual, as it requires large numbers of successes to achieve all but the least complex names. Successive castings may come up with different parts of the name that overlap with previously learned sections, making getting lots of successes in one go a must.

Typically, divining a sentient subject's True Name requires one success for every half decade of a character's life, and extra successes for complexity of the character and if she is unwilling to be Sained. Inanimate objects are typically much less complex, unless they are incredibly old and/or feature heavily in legend or in the doings of sentient characters.

All subjects will get a nagging feeling when they are being Sained, and if this is being done via Space it is possible to trace via other divinatory magicks. It is unwise to attempt to Sain powerful targets without strong protections.

Realm: The Realm used determines what can be Sained.

Reweaving (Rune Changing)

The most potent power of the Naming Art allows the caster to literally alter the runes of a subject's True Name in order to work changes in the subject's existence. The only limitation on the power is that it cannot change the subject of one Realm into another, and that substantial changes take a lot of successes and are rarely of extensive duration.

Simple names can be changed drastically with a few successes, but most names require five or more successes for more than the simplest changes. The storyteller will set just how hard it is to alter a certain thing with a casting of this power.

Generally, the duration of the change is dependent on its extensiveness. Minor changes to unimportant things can be made permanent with a success while minor changes to sentient characters or important subjects require several successes for permanency. In most cases, changes will stay in effect for one hour per success spent into duration, with small changes eventually reaching a number of successes where they can be made permanent. Large changes will always revert eventually, though using the Time Realm and a blessing or a curse might make this period quite extensive.

Realm: The Realm indicates which target will be affected by the Reweaving. The caster must have the True Name of the subject as well as the appropriate Realm, or the casting automatically fails.

Oneiromancy

Perhaps the most feared power of the adheue is the ability to affect and alter dreams. However, while the kithain courts seem to suspect that this is an Art, given its limited scope of effect is far more likely to be a set of Redes. Since most changelings and chimera find themselves unable to develop oneiromantic powers, it is possible that such Redes are only accessible to those that have sworn bonds with the Fomorians.

Primal (Epic Forms)

Another very common Art, Primal is believed to have been originated in its current form by the heroic spirits of Greece, exalting control over the physical forms of people and things. Each level of Primal grants the user further understanding and control over the forms of the world.

Whisper (Asclepius' Tongue) ☉

The first trick learned from this Art is empathy for the hidden speech of all things. When invoked, the caster can speak to any object or person that she has the proper Realms for. Objects that are typically inanimate will give cryptic responses that may or may not be helpful, but will be more willing to deal with any caster of the power. Animate creatures will typically be easier to understand but will base their responses on how they feel about the caster. Each success keeps the power active for about five minutes of conversation, and usually indicates the number of questions a non-sentient target can be convinced to answer for the caster.

Realm: The Realm used indicates what can be spoken to.

Oakenshield (Nemean Lionskin) ☉☉

At the next level of potency, a caster learns to improve the forms of the world around her. Casting this power makes objects and people more durable and resistant to harm, and with the higher level Realms this durability can be much more metaphorical than resistance to physical assault. Each success on the power's invocation grants the subject an extra level of damage from any source that can be resisted, effectively an extra temporary -0 health level. These levels are lost first to all damage, are spent before the character soaks (but after rolling soak for any armor), and do not heal back after being lost. Multiple castings do not stack: only the greatest casting applies to any one subject. Unused levels fade at a rate of one per day until the subject again has her normal compliment of health levels. Casting this power on armor (giving the armor extra health levels) does not result in any real benefit to the wearer of the armor, save that she will have less repair work to do after a serious battle.

Realm: The Realm used indicates what receives damage resistance levels.

Heather Balm (Ares' Salve) ☉☉☉

After learning how to protect things, the next step is to learn to repair them. Invoking this power restores a wounded subject to its natural state, healing damage and repairing flaws and rents. Certain illnesses might also be healed by this power, the number of successes required being up to the storyteller. Typically, one success heals a level of Bashing damage, half a level of Lethal damage, or

one third of a level of aggravated damage. In most cases the worst type of damage is healed first, and left-over successes are applied to remaining damage to the maximum effect. For example a character with four Bashing wounds and an Aggravated wound with a 4 success casting would heal the Aggravated wound and one Bashing, rather than 4 Bashing levels.

Realm: The Realm used indicates what kind of subject can be healed. For less physical Realms, the effect of the power is up to the Storyteller's judgement.

Holy Strike (Stymphalian Feathers) ☉☉☉☉

Learning to heal and protect eventually results in enough understanding to harm as well. A user of this power can target a subject with damage to her form. The exact results of this power vary from caster to caster. Some keen like a banshee, causing fractures in solids and ruptures in living tissues. Some cause the target to violently sicken in moments. The most common form however, is to afflict the target with strange lacerations that resemble being scourged with a holly branch or caught in a hail of razors.

Regardless of the method of attack, the power always the same effect. Each success deals one level of Lethal damage to the target, which bypasses armor. Most characters cannot soak Lethal damage, though in heroic games characters may soak it at increased difficulty. Oakenshield still absorbs the damage from this power, and any other form-toughening powers the character has affect the damage as they would any Lethal damage. Unless the character is visible then the source of the attack is not obvious, though casting normally does involve very violent gestures (and possible keening).

Realm: This indicates the subject damaged. As with the other powers, metaphorical targets are for the storyteller to adjudicate.

Elder Form (Proteus' Dance) ☉☉☉☉☉

After learning how to preserve, repair, and destroy the forms of things, the final step is to alter them completely. Invoking this power allows the caster to alter her form or the form of other things into virtually anything. A transformed character can make use of any of the new form's natural abilities (flight, damage resistance, natural weapons, etc.) and move ability scores around as with Lesser Shapeshifting. The character loses none of her supernatural powers or flaws, but they may become meaningless if the

new form cannot employ them or be limited by them. Successes on the power can be used to translate into attributes the new form should have, or be used to buy Rides than a mythic subject would exhibit. For example, a character Elder Forming into a Dragon could spend 9 successes to buy +4 Strength and the Breath Weapon Rede for the duration of the effect, but would otherwise be limited to her normal statistics. Transforming into a mythical creature otherwise does not grant any of its powers, but also does not grant any of its supernatural flaws.

Transforming an inanimate subject into an animate one or transforming a non-sentient creature into a sentient one should typically involve successes spent into mental and social attributes. Willpower cannot be bought with

successes, but subjects can eventually buy levels of it if they spend long enough in their new form.

Successes not spent on statistics each grant an hour's duration (and at least one success must be spent into duration). Many Elder Forms could be counted as blessings or curses such that Time could be used to extend the change. In some cases a long-duration change into a form that suits the target better than her normal form may become permanent, but this happens very infrequently.

Realm: This indicates what the caster changes into. A secondary Realm is needed to change subjects who are not the caster.

Pyretics (Incandescence)

Fire has existed in the dreams of men since nearly the beginning, and its capriciousness and ability to help or harm associates it with the attitudes of the fair folk, as does its long use as the method to send offerings to the spirits and gods. The Art builds on the ties between the fae and fire and teaches a host of useful tricks that involve the power of fire.

Wit(-O'-the-Wisp (Witchfire) ☉

The first power in this Art is the generation of a small bit of floating, ethereal flamestuff. The ball of light created is small and only warm to the touch, but sheds light like a candle in a color specified by the caster. It typically floats and bobs quickly around the subject to which it is attached, but can be ordered by its caster to remain mostly stationary (as a light to see by).

If used with Space the light can be sent towards a target within range of the effect whose exact location does not need to be known. The light can either start at the caster and move towards the subject at brisk walking pace or start at the subject and move towards the caster. With Space and two other Realms the caster can even lead one subject to another object that is not herself.

The power lasts for 10 minutes per success if it is moving around a lot, either to lead to a subject or following a moving subject. If, instead, the light is mostly stationary, like when used for reading, each success grants an hour's duration.

Realm: The Realm indicates what subject will be followed by the witchlight, or the other uses listed above.

Willow Light (St. Elmo's Fire) ☉☉

This level of Pyretics allows more substantial and useful creations of fire to be created, but the effect is still not hot enough to burn. The subject of the power is coated in a fiery radiance or electrical discharge that sheds light like a bonfire in a color of the caster's choosing. All objects within twenty feet of the target are illuminated brightly, while the light fades away from that distance. Rolls to hit the target at range are made with a -1 difficulty.

A subject coated in St. Elmo's Fire is protected by the good omen. The subject rolls the successes on the effect as extra soak dice against all forms of fire and electricity. The effect normally persists for about an hour, or the length of a scene involving appropriate use of the power (on a ship during a storm, for example).

Realm: The Realm indicates what is coated in the effect.

Prometheus' Fist (Star Body) ☉☉☉

At this level, the caster learns to create fire that can burn and ignite. The subject of this power is covered in a thin

film of bright fire. This flame is not harmful to the subject or to those that handle or touch the subject, but the flame rushes towards any source of impact, becoming quite hot. Effectively, the power deals one extra level of Lethal fire damage to any subject that is successfully attacked or which hits the engulfed object. Additionally, a sentient character engulfed in flames can focus the damage with a prolonged touch at will, dealing one damage per turn of maintained contact. Paper and such combust on the first turn, fabrics and soft woods on the second, wood and plastics on the third, and less flammable things may eventually catch at the storyteller's option. Without also being under the effects of the previous power, however, the subject is not protected from fires she starts. The effect typically lasts for one turn per success on the invocation, though a subject within twenty feet of a freehold's balefire burns indefinitely, allowing the creation of freehold guardians, last-defense weapons, and rooms of ever-burning flames.

Realm: The Realm indicates what is set on fire.

Burn and Boil (Fireball) ☉☉☉☉

At this level, the caster can now invoke flames that attack a subject directly. Each caster has a subtly different effect from this power, from fireballs, to flame lashes, to strokes of flame from the clouds, or even stranger effects. The result is, in all of these cases, that the target of the effect is attacked by a very hot blast of flame.

When casting the effect, the character must decide whether the magicks will aim the attack or whether she will target it herself for maximum effect. If the former, simply roll the damage for the attack since the target cannot dodge. If the latter, roll Perception + Ranged to target the attack, typically at difficulty 6, with each success counting as an extra die of damage on top of the successes; in this case, though, the target may dodge the attack.

Each success on the attack results in one die of Lethal fire damage (plus any dice of damage from targeting). The fire will often continue to burn for multiple turns. To simulate this, roll the number of successful damage dice from the previous turn as damage dice on the next turn. This continues until the target is destroyed, the fire is put out, or the dice run out. For example, one character uses Burn and Boil on another and rolls 6 dice of damage, 4 of which succeed. The target may soak some or all of this damage. The next turn the character rolls 4 dice of damage, 2 of

which succeed and the target must soak. The next turn she rolls 2 dice of damage, none of which succeed, and the fire has burned out. Some exceedingly non-flammable subjects may not continue to burn, at the storyteller's option.

Realm: The Realm indicates who or what can be targeted with the fire.

Emerald Flame (Balefire) 

Masters of Pyretics learn to create balefire, the flame of pure Glamour itself. Balefire burns hotter than normal flame, and eats away the Mists and Banality with its heat. A casting of this power is treated exactly as a casting of Prometheus' Fist with the following differences:

- The flame produced is a brilliant emerald green.
- The damage dealt is aggravated.
- Being in a freehold does not extend the effect.
- The Mists within twenty feet of the subject are reduced by one point for every turn of combustion, to a minimum of -4.

- Anyone damaged by the power takes their Banality in extra aggravated damage. When this happens, Banality is reduced by one level. A character's Banality can be completely burned away with this power, provided she can survive the damage.

Additionally, this power can be used to create freeholds. A ritually prepared and appropriate heart must be the subject of the effect, and the caster must get successes equal to the Mists in the location. The heart will burn out in a day or more if the location is not suitable as a freehold, but the area will count as a level 1 freehold owned by the caster for that duration. If the area is suitable to become a permanent freehold the heart will continue to burn with balefire until something is done to destroy the hold. If the area is excellent, then the hold might eventually increase to a higher potency than level one. A sorcerer with this power can create brands that will stay lit with balefire, which can be used to refuel freeholds across a kingdom.

Realm: The Realm indicates what is lit with balefire.

Soothsaying (The Art of Óán)

An incredibly ancient Art, Soothsaying allows the practitioner to observe and affect the strings of destiny, dán, and fate. The manipulation of destiny is a staple amongst the legends of the fae, and covers many types of blessings and curses. Soothsayers are subtle but powerful fae, though they owe their skill to the Norns or Fates themselves. Legends tell of users of this Art that refused to at least acknowledge the power of the Fates and soon found their magicks backfiring in terrible ways.

Omen (Pronouncement of Óe(Phi) ☉☽

A Soothsayer first learns to probe into the destiny of others on a surface level. Invoking this power tells the caster numerous things about the fate of the subject. This can involve learning about the target from what her situation will likely be within the next few years (based on her current goals and ambitions), whether she has any blessings or curses afflicting her, whether she is being manipulated by other powerful entities, and whether she has some kind special fate planned out by higher powers.

Each success on the casting allows the Soothsayer to ask one question about the subject focusing on the above and related areas. The more involved an answer required beyond yes or no, the more cryptic the response. Also, casting this power on the same subject more than once in the span of a month will result in increasingly cryptic answers to queries.

Since this power involves reading the weave of fate, only subjects with magicks protecting such scrying will have any idea that they are being read, though someone watching the caster might have a good idea.

Realm: The Realm indicates the subject whose fate can be divined, with Space being useful for divinations at range.

Ταττετατε (Revelation of Dimir) ☉☽☽

After learning to read broad strokes in a subject's fate, the next step is to uncover that target's more obvious but secret realities. By casting this power, the Soothsayer sees the subject as she exists in the weave of fate. This allows the caster to bypass illusions, see the target's true form if shapeshifted, see the subject's aura, and to get an idea of what her inner personality is like. Successes on the roll are used as dice to counter the target's various powers of concealment, and the effect lasts for the duration of concentration.

Since this power gives an image of the subject, it can be used to scry on her with use of the Space Realm. Doing this gives a clear view of the subject and what she says, but gives only a hazy and indistinct impression of her location and those she is interacting with, especially in areas of high Mists. Like the previous level, the scrying finds the subject's presence in the weave of fate so can only be detected if she has powers in place to prevent such scrying.

Realm: The Realm indicates the subject to be scryed.

FAIR IS FOUL and FOUL IS FAIR (Attention of Bast) ☉☽☽☽

Once fate can be thoroughly read, the caster learns to make minor alterations to a subject's destiny. This power allows the caster to alter the target's luck for a period of time. A subject granted good luck has minor good things happen unexpectedly, finds the thing she tries to do succeeding more quickly, and has about twice the probability of good things happening that are purely based on chance. A subject cursed with bad luck has bad things happen unexpectedly, fails at tasks that she should find successful, and has about twice the probability of bad things happening that are purely based on chance. A character with good luck can add three successes to one roll per session that would benefit from chance. A character with bad luck will have one failure per session turned into a botch by the storyteller. The effect lasts one day per success, but can be extended with Time.

Realm: The Realm indicates the subject blessed or cursed.

Dance of Destiny (Protection of Atropos) ☉☽☽☽☽

Where the previous power granted simple good or bad luck, this power offers very specific protection against the effects of crippling bad destiny. The subject of this power is temporarily immune to the worst effects of chance and fate, and can thus skate through life without worrying about cruel misfortune. Each success on this power grants the target a temporary reprieve from bad fortune that can be called in at any time. These can be spent to negate a botch, avoid a circumstance that would cause death (though it may still maim), or otherwise escape from a situation that is personally very harmful. A subject who does not use all of his reprieves may pass them on down his bloodline, thus starting rumors of family lines blessed by the faeries to lead a charmed existence. However, a subject who is frequently put under the effects of this power may anger the fates and find that while she is immune to the ravages of destiny, her friends, possessions, and success are not. Abuse of the power is not recommended.

Realm: The Realm indicates who is protected by the fates.

Fate Fire (Judgement of Maat) ☉☉☉☉☉

Masters of Soothsay learn to bend probability to accelerate a subject's destiny. A target fated to meet a bad end finds signs of that end bearing down on her, while a subject destined to do great things sees her life's work becoming quickly accessible.

The first step to casting this power is to observe the intended subject, either mundanely or through use of Omen and Tattletale, and gain an idea of where her life is heading on its current course. Once this information is at hand, the caster specifies an event or series of events based on that trend to occur within the next few days. These events can serve as a warning or punishment for those on a bad course, a reward for those who have stuck to a path that does not seem to be going anywhere, or something similar. Many subjects have multiple directions that their life could take, and the caster can specify which of these should be highlighted. The success on the invocation determines the strength of the events woven into the subject's fate. A small event that serves as a simple omen of the way things are going typically requires only one or two successes, while life altering events can cost up to five successes, and truly,

immediately harmful results require more successes than that. Multiple events can be strung together, as long as the successes will cover the entire chain of events.

For example, assume a subject of the casting that is in the process of contemplating a major crime. The caster can expend two successes to have the currently innocent subject imprisoned on suspicion of that crime such that she will be let go after seeing what her punishment would be like. For another four successes the caster might have included in the effect that if the subject goes through with the crime anyway, she immediately gets caught by the police who were still watching her after the arrest. If the subject decides not to commit the crime, or at least not to do so within the next few weeks without better planning, she does not suffer the rest of the chain of events.

As another example, the subject could be an artist that has not been able to get any of her work purchased and is on the verge of Banal burnout. Three successes is sufficient to get her a contact that puts her foot in the door, while five successes might get her picked up for a major show out of the blue.

Realm: The Realm indicates what subject is affected.

Sovereign (Lawmaker's Boon)

The nobility of the fae have long rules not just with their enhanced social abilities but with their command over this Art. Interested in all the perks of nobility, Sovereign allows the wielder to create powerful orders, reduce the difficulties of rulership, and awe the common folk. Most of these powers can be resisted once during the effect by a Willpower roll against a difficulty of the caster's Sovereign+3, with each success canceling one of the caster's (at least as they apply to the subject involved). Those that have less Title the caster in her own court or faction must spend a Willpower point to make this roll. Those with equal or higher Title in the same organization automatically resist these powers as if they had rolled enough successes to cancel out the casting successes. Fae that do not belong to the caster's faction may add their Title in any one other organization as extra dice to their resistance roll. Whenever someone partially or fully resists the effects of Sovereign, either through Willpower or other forms of resistance such as Lucidity or Banality, it becomes immediately evident to the caster and to anyone in the vicinity who makes a Perception + Kenning roll against difficulty 6. The exception is that successes cancelled via Contempt are not obvious. A character cannot develop Sovereign to a level higher than her Title (in any organization) unless specifically taught by a superior noble.

Request (Noble's Privilege) ☉

At the beginning of the chain of this Art, nobles simply learn to make subjects more pliant to their requests. For sentient creatures, this takes the form of reducing by 2 their effective Willpower when resisting orders or magicks from the caster. For non-sentient creatures or inanimate objects, invocation means that the caster gains -2 difficulty on all rolls to manipulate, use, or otherwise affect the target. This does not extend to making it easier to attack or damage the subject, but does involve most other uses of the subject.

The power lasts for one minute per success.

Realm: The Realm indicates who can be socially manipulated or what can be used more effectively. Using Space to affect multiple, specific targets reduces the effect to -1, while using it to affect an entire area merely makes the assembly slightly more willing to work with the caster, but has no system benefit.

Dictum (Judge's Protocol) ☉☉

The next power of rulership is to make commands and have them obeyed. The primary use of this power is to create a list of rules to which the subject (usually subjects, plural, using Space) must adhere in a court setting. Each success is one rule that the assemblage must adhere to, stated in order of importance, such as "No speaking or making noises until recognized" or "No filibustering" or "Duels must stop after first blood." Especially unusual or limiting statements may cost multiple successes at the storyteller's option. Subjects who resist via the standard resistance rules are often specifically targeted by the power until they are unable to resist further, and will continue to be subject to the most important tenets unless the successes are completely negated. Used in this way the power lasts for the duration of a court proceeding, which is typically until the noble in charge declares the session adjourned.

The secondary use of this power is to deliver actual orders backed with the power of Glamour. A subject targeted with this power must follow orders to the spirit and the letter. Typically the successes on this use of the power are used simply as the measure of how hard the power is to resist. For most orders the successes are reduced by one every 15 minutes, such that a 4 success casting will last an hour unless resisted, but especially dangerous castings may evaporate more quickly, down to one success per turn (for castings such as "Hold still while I kill you").

If cast on an inanimate object, the subject is unable to be used by others against the rules placed on it unless they can make the Willpower roll to resist the effects. In this case the roll does not permanently negate the successes, merely allows the person in question to use the object. Castings on inanimate objects last a year and a day unless a shorter duration is specified by the caster.

Realm: The Realms used designate who the power can target. Casting a Protocol effect on a Space has full effect, regardless of who is in the area, so long as it is a proper court area.

Authority (Leader's Grandeur) ☉☉☉

With this power the noble can create a palpable field of true awe around herself or another target. The recipient of this effect exudes competency, elegance, charisma, and power. She gains +2 dice on all social rolls that involve the sense of half-fear, half-love inspired by the effect (such as rolls to convince, intimidate, distract, etc.). Additionally, the subject cannot be attacked by anyone who does not resist the power (per the standard resistance of Sovereign) unless she attacks first (in which case she only breaks the effect on the attacked subject, making it very hard for friends to help). The power does make it hard to deal with people in an open forum or similar state, because the character is basically treated like a superstar for the duration of the effect. The effect slowly loses successes, dropping one per

turn of physical confrontation (i.e. when in combat), one per hour when in a normal social situation, and one per day if cast on an inanimate object.

Realm: The Realm indicates who or what benefits from the power. Obviously, non-sentient creatures and inanimate objects cannot benefit from the social bonus, but still cannot be attacked, damaged, or otherwise defaced without overcoming the effect. Realms are not needed for the individual types of subject affected.

Governance (Master's Summons)

This power allows high-ranking nobles to easily assemble their courts. All those targeted by the power are compelled to approach the caster or another Realm-designated subject. Each subject hears in her head the name of the caster and the location and time of the meeting (the time may well be "right now"). For every week that passes between the casting and the time of the meeting, the successes on the effect increase by one, making it harder to resist events that are scheduled in advance. A subject who is not actively trying to get to the meeting must spend one temporary Willpower per hour of resistance unless she is sedated or restrained.

When the character spends Willpower equal to the caster's Sovereign the effect is resisted.

Realm: This effect often requires multiple Realms, typically the Realm or Realms representing the targets plus Space to affect individuals at range (though an order to one subject to return at a specified time is certainly possible). An additional secondary Realm can be included to have the targets meet at a specific object rather than arriving at the caster's location. This power is rarely used on mortals, due to the inclusion of the caster's name in the summons.

Dominance (Ruler's Punishment)

This power allows the caster to impose a geas, curse, oath, ban, or other Dreaming-enforced restriction on the subject. Each success makes the effect last for one week (or until completed). The subject must attempt to resist the effect at the time of casting or not at all. A higher-title individual can revoke the effect with the same power. The power must have some form of justification for very hard strictures.

Realm: The Realm indicates what can be affected.

The Autumn Way

Many suspect that the adheine and certain other true fae have figured out how to possess mortals without becoming permanently trapped in their forms. Whether this power is a custom Art or a series of Redes is a secret well-kept by the dark kin.

Wayfare (The Art of Travel)

One of the most commonly learned Arts of all the fae, Wayfare teaches a series of tricks involving motion and travel. Those who master this Art can move from place to place without hindrance or delay. In all cases a sentient subject of the power must be willing or unconscious to be affected, while other targets are automatically affected as appropriate to the power.

Hopscotch (Flea's Bound) ☉

A beginner of Wayfare learns to first reduce the effects of gravity on her travels. A subject under the effects of this power multiplies all jumping distances by twenty. The effect lasts for one jump per success. Additionally, any subject or object affected by this power takes no damage from falling. This power cannot be used to fling objects, as that is the province of Legerdemain, but a heavy object can be put under the effect and will jump with another subject that is holding the object. In this case, objects that are tied down or otherwise tethered to a non-jumping object cannot go with the jumper. The effect expires after one minute per success whether or not all the jumps are used.

Realm: The Realm indicates the subject or object that can jump and is immune to falling damage.

Quicksilver (Hummingbird's Speed) ☉☉

The next level of Wayfare allows the user to move faster than should be possible. A subject under the effects of this power seems to flicker slightly, as if caught in a strobe light, jumping from motion to motion. The power grants one extra action per turn and lasts a number of turns equal to successes. If cast on an inanimate object which is subsequently flung, shot, thrown, or otherwise granted momentum it also move more quickly, adding the successes on the roll to its damage from momentum. Cars, trains, and other methods of transit also can be made to double their speed with no lack of handling with this power, though drivers not also gaining extra actions will have to make Wits rolls to keep up mentally with the speed of the transport.

Realm: The Realm indicates what subject moves faster.

Portal Passage (Rat's Transit) ☉☉☉

At this level, the character has learned how to keep all but the strongest of physical barriers from obstructing her progress. Invoking this power causes a temporary portal to open through a barrier. This portal can either be open for all (using the Realm that targets the barrier) or open for a certain type of person (using the Realm that targets those that wish to pass). If the effect is cast on a locked doorway, the lock is simply opened in most cases. The portal so created is the shape of a large doorway (about 8' by 4') unless the caster or circumstances specify otherwise, and can penetrate up to 10 feet deep into a barrier. The barrier

becomes misty and translucent, but not entirely absent. The passage stays in effect for a number of passages equal to the successes, and those still in the opening when it closes are harmlessly shunted out the side they are closest to. Magically sealed and warded areas will likely subtract successes from an attempt to create a portal.

Realm: The Realm indicates the barrier that can be passed or the subject that can move through the passage. Higher level Realms can allow creative casters to bypass less physical objects.

Wind Runner (Aboardcross Flight) ☉☉☉☉

With this level the caster learns to temporarily cast loose from the earth and fly. The subject of the power can fly with complete control at up to Dexterity x10 miles per hour, which translates to about Dexterity x40 feet per three second combat turn. Like with Hopscotch an untethered inanimate object can be the subject of the casting, and will fly when pulled by another flying subject. The effect lasts for one hour per success, and a flying subject will feel the effect waning about five minutes before the effect's end, giving time to land. A character in midair when the power runs out is advised to recast this power or Hopscotch before she lands on the ground.

Realm: The Realm indicates who or what can fly. Duration is split evenly between all multiple targets via Space.

Flicker Flash (Teleporter's Travel) ☉☉☉☉☉

Mastery of Wayfare grants the ability to teleport from one location to another. The subject of the casting is teleported to anywhere the caster either can see or access via the Space Realm, or nearby to any specific target that the caster knows of and can include with another Realm. Inanimate objects can be transported even if they are attached to a non-teleporting object, but doing so reduces the effect's successes based on how solidly attached the object is (a simple rope tie costs one success, while a tree rooted into the ground costs 5).

However, instant place-to-place transfer is not something most physical objects or people are equipped to handle. The transfer deals 10 dice of mundane and chimerical Lethal damage to all travelers. Each success on the roll to invoke the power adds an automatic level of soak this damage, which is otherwise soaked normally (with no help from non-natural armor). Teleportation is always risky, but is only

potentially deadly to an unharmed person if less than 4 successes are rolled on the activation. However, the danger does mean that Flicker Flash is often either a last-ditch escape or well prepared for, or both.

Realm: The Realm indicates the subject that is transported, and a secondary Realm can be added to transport the subject to another subject that has previously been the subject of the caster's Arts. For instance, transporting a

changeling to wind up near the caster's good mortal friend requires Faerie and Actor Realms of appropriate level. Transporting someone to within the range for Space requires the subject's Realm and Space. The caster can transport herself without using the Faerie Realm, as the effect defaults to the caster as the subject.

Changeling Realms

MORTAL

This Realm allows control over all those who will wither and die. Any creature of sentience, be it mundane or supernatural, can find itself falling under this Realm.

0 Bonded Vassal - This mortal owes you fealty, worship, or otherwise follows your orders with little question. Controlling his fate through mundane means makes it far easier to control through magical ones.

1 Exalted Oathmate - You have sworn an oath with this mortal, even of hatred, and thus the Dreaming connects you in ties of ritual. You can easily channel magicks along this connection, but must be wary that doing so does not violate the bond which you have sworn.

2 Passion's Pawn - This mortal feels intense emotion towards you, either momentary or prolonged. His emotion stabs at you and makes it the work of moments to channel your magicks towards him. The emotion might be anger, love, hate, fear, or any other very strong feelings focused on you, but it must be intense. You may also use this Realm to affect any ghostly spirit that is fettered to death partly because of ties to you.

3 Unfettered Contact - This mortal has had dealings with you in the past, and there is a history of many interactions between you. The ties that bind you are weak, but present to allow the transfer of mystical power.

4 Known Dreamer - You have little on this mortal besides snippets of information, but he is aware of you and you of him. You may have talked to him briefly, but not to the point of real familiarity. The ties between you are very weak.

5 True Enigma - You have nothing on this mortal, or, at best, the tiniest glimmer of knowledge. The ties between you are nonexistent, and thus the mortal is very hard for you to ensorcel. You may use this to affect ghosts of dead mortals whether or not they are bound to you in particular.

NATURE

This Realm teaches how to affect the natural world. Virtually anything unworked by the hands of sentient creatures can be considered some part of this Realm.

0 The Rule of Home - This part of nature is your home by right of the Dreaming. Its stones pay fealty to you, the animals are under your sway, and all within that is of nature belongs to you. This area is typically not much more than an acre for modern fae, but it is yours to do with as you

please. Those that enter your land do not fall under your home territory until they have bided there for a year and a day.

1 The Bones of the Earth - You have control over all the remnants of nature; dead things and things never alive. This level grants power over only items of the mass of a human or less, around two-hundred pounds. You can enspell rocks, fallen trees, corpses of animals and other plants, or anything else of this kind. If the substance has been worked by the hands of man or fae it is no longer Nature, but Craft.

2 The Growing Forest - Now you can alter the very plants of the earth. Any single, connected plant organism falls under this Realm, be it a tree, a mass of ivy, or the grass of a lawn. Only the largest plants fall outside this Realm, such as kudzu masses that extend for miles or the towering redwoods.

3 The Wild Beast - Now you can use your magicks on any undomesticated beast, native to the wilderness. The beast must be truly untamed, for tamed and domesticated animals fall under Craft, and sentient animals fall under Mortal or Faerie.

4 The Surge of Nature - Now your magicks can find purchase on the most chaotic of natural forms: storms, earthquakes, volcanic eruptions, and anything of similar style. If it is a product of interacting forces in the natural world, this Realm most likely covers it. Additionally, should you be able to see them, you can enspell the spirits of the natural world.

5 The Wonders of the World - You now have complete power over nature, and can affect literally any part of the natural world that is not covered by another Realm.

FAERIE

This Realm teaches how to use magicks on things that are tied to Glamour. Any being that is partly composed of Glamour or any supernatural with long-term oaths to the Dreaming likely falls, eventually, under this Realm.

0 Enforce the Chain of Oaths - Any fae may easily channel magicks down the ties that bind them to their fellows. At this level you may cast sorceries on any creature possessed of its own supply of Glamour that has sworn an oath with you, be it a tie of friendship, lovers, vassalage, rulership, or enmity. The ties of the Dreaming are chains which magicks can follow, but using oaths to mortals or prodigals must involve the Realm of Mortals.

1 Ensoxcel Those Beneath - The hierarchy of the fae courts is enforced by the Dreaming. With this level you may enspell any fae, chimera, or other creature that is a member of the courts of the fae with a title that is beneath yours. Knights may magick commoners, Barons may magick both, and Kings can affect anyone in their domain. It is not important that those targeted be directly within your chain of command, merely that they be beneath you in esteem.

2 Empower the Peerage - With this Realm you have the power to affect equals and those above you in the hierarchy of the Dreaming. Commoners must use at least this level to affect anyone to which they are not bound, Knights use it to affect other Knights or higher nobility, and so on. It still only affects those that are members of your government; kithain cannot affect gallain, unallied chimera, or other kithain that have forsworn their allegiance to the two-fold court of Seelie and Unseelie. It is believed that the greatest fae Kings transcend this level, and thus gain access to unknown magicks above the known mastery of the Realm of Faerie.

3 Enspell the Outsider - Now you have the Realm-might needed to use your magicks on those that are not within your government. Kithain can affect unknown chimera, gallain, or the forsworn with this level. However, the true mysteries - creatures from the deepest dreaming, prodigals, and such things - are not within this Realm.

4 Enchant the Forgotten - At this level of Realm you are now able to call up long forgotten ties of blood and dreams. Virtually any creature or spirit of supernatural might can be affected by this power, excluding only those that are so truly new or alien as to have never mixed oaths and blood with the fae.

5 Enhance the Dweomers of Glamour - At this level of mastery you can now affect the essence of Glamour itself. Your magicks may affect other fae spells and powers, or may touch on Glamour itself in Dross, Balefires, Treasures, or the visions of Dreamers. If it has anything at all to do with the Fae, your knowledge of Glamour lets you enspell it.

CRAFT

This Realm enables the Fae to eventually cast magicks on anything worked by the hands of sentient creatures.

0 Personal Treasures - At this level of Realm you have learned how to affect your personal Glamourous possessions. You may affect any chimerical objects or Treasures that belong to you. If there is no Dreaming-enforced transfer of ownership, any such item that you possess for a year and a day then becomes yours as far as the Dreaming is concerned.

1 Glamourous Works - Now you may enspell any object worked with the power of true imagination. As such, it covers any chimerical item, Treasure, or other item worked by the hands of the fae. Additionally, it covers any item that is truly unique and the product of great creativity. This means that you may affect prototype inventions, master-worked weaponry, all forms of art and Dross, well-trained animals, or anything similar.

2 Traditional Artifacts - With this Realm you may affect any item that has existed long enough to become deeply entered into the Dreams and stories of mankind. This includes most technology over a century old and most domesticated animals. Additionally, you may use this level to affect any mundane items that you have owned for at least a year and a day. However, with this Realm you can only affect things of up to about a ton in weight, so trains, ships, and buildings are still outside this Realm.

3 Razor's Edge - Now you have learned to affect the newest of creations. Crafts of less than a decade's age are still fresh in the minds and Dreams of humanity, and thus can be affected by fae magicks. Anything created out of technological or scientific developments that were made in the last ten years is within the bounds of this Realm. This includes most computers, modern cars, the latest fashions, and the like. Like the previous level the weight of the object is a limit, such that nothing more than a ton is able to be affected at this level.

4 Heavy Creations - You may now affect both heavy objects and crafts that sit like a metaphorical weight on the middle of the last century. Any crafted object invented between a century and a decade ago is now within your bounds, including most cars, planes, scientific apparatus, etc. These items have lost their newness, but have not yet become tradition. Also, the weight limits of the previous levels are transcended at this one. Any object can be affected, no matter the weight, though truly massive items will require more exertion to affect, and the Realm of Space is required to affect things that do not fall completely within your field of vision.

5 Ideas Themselves - With this mastery level you can cast your magicks on the very ideas of invention. Stories, theories, inventions, or dreams in the minds of mortals are touched by this Realm, as are their more physical plans, blueprints, or books. The major limitation on this Realm is that the longer an idea has been entrenched in the dreams of mortals the harder it is to change or harm, but the easier it is to divine.

Space

This is a Realm and a modifier of Realms. Like the other Realms, Space can be used to affect particular things; in this case, spaces. Unlike the other Realms, Space can be added into magicks to affect more than one target and to affect areas outside of the caster's line of sight. Some magicks, especially ones with durations, may have their effect divided when cast on multiple subjects, as noted in the descriptions.

0 Home Territory - Like the minor level of Nature, most fae have a deep power over the space that they call home. You can affect around an acre of space by magicks that alter it, particularly illusions, and can cast magicks without line of sight as long as you are somewhere within this home territory. This level does not grant multiple targets. It is rumored that being a king of the fae makes this level redundant within the kingdom, such that kings can instead gain access to a level of Space that lets them affect their entire kingdom.

1 Arm's Reach - Now you can affect a small area, not much larger than what you could touch with outspread arms, such as a tiny room or closet. Additionally, you can affect an area that you cannot see but which is within your reach. This allows you to cast magicks through walls and to affect targets that you cannot see because of darkness or blindness. Finally, this level allows you to affect up to one extra subject with your magicks, so long as you could touch one subject with each hand.

2 Stone's Throw - With this level you can now affect a space of about the radius you could toss a stone, around thirty feet. If you have some known item or person to fix on, you could use this level to have your magick reach its target up to a mile away. Finally, you may use this level to affect another two targets, four total, and only slightly reduced power, or to affect all subjects within the radius with a much-reduced effect.

3 Arrow's Flight - Now your range extends to the flight of an arrow, a radius of around the length of a football field. Within this area you could affect up to seven subjects at not much reduced potency, or every subject in the area with a reduced effect. You can also target magicks at a range of five miles with this level, provided you have a target to fix on.

4 Runner's Sprint - At this level of Space you can affect an area of a mile's radius with your magicks. Now you may affect up to eleven subjects with some potency, or any target in that space with a reduced effect. At range, this level allows twenty miles of distance on an effect.

5 Dragon's Flight - At the mastery of Space, you may affect a radius of ten miles, likely affecting an entire county. You may magick sixteen subjects for a potent effect, or any target in the space at greatly reduced power. You may now reach a target up to a hundred miles distant with something to fix on.

Time

This Realm enables the caster to alter the effects of time on magicks she has cast. Each level lists a duration after which an effect created from fae sorcery will take effect, hung in the weave of time. When casting delayed effects, the creator can specify a particular target, and this target will be affected at the time of the effect no matter where that target moves. In this case the caster may specify some action or quest on the target's part that could cause the effect to not come to pass. Otherwise, she can specify the area of the casting and the Realms in use, such that when the effect goes off the most likely subject that fits the criteria will be affected by the magicks. In both cases, the death of the caster will not stop the effect from happening, but the caster can undo her own casting at any point before it occurs.

Additionally, some magicks, particularly curses or blessings, can have their duration extended by this Realm. The condition will last the entire duration of the Realm used. In this case, the Realm could be used and paid for twice, such that a target would suffer some long-lasting blessing or curse that will happen after a certain period of time.

0 Fleeting Moments - Virtually all fae can alter their castings for up to a few seconds, instituting up to a six second delay. As a side effect of this ability, faeries can also choose to instantly unleash any magicks that take but a few seconds to cast, even if such things would normally not occur until several seconds later.

1 An Hour's Grace - You can delay a spell up to an hour.

2 A Day's Forgiveness - You can delay a spell up to a single turning of the sun.

3 A Week's Reprieve - You can delay a spell up to a single week.

4 A Lunar Cycle - You can delay a spell up to one turning of the moon.

5 A Year and a Day - You can delay a spell up to a year and a day. Some fae speak of sorcerers that can create even longer lasting blessings, curses, and time delays when the conditions are exactly right and the spell has great justification.



Abilities



Talents

Skills

Knowledges

Alertness	2222222
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Athletics	2222222
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Brawl	2222222
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Dodge	2222222
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Empathy	2222222
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Expression	2222222
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Intimidation	2222222
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Kenning	2222222
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Streetwise	2222222
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Subterfuge	2222222
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Craft	2222222
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Drive	2222222
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Etiquette	2222222
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Firearms	2222222
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Leadership	2222222
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Medec	2222222
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Performance	2222222
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Stealth	2222222
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Survival	2222222
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Academics	2222222
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Business	2222222
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Computer	2222222
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Enigmas	2222222
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Government	2222222
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Investigation	2222222
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Linguistics	2222222
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Lore	2222222
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Medicine	2222222
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Science	2222222
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Current Experience:

Spent Experience:

Total Experience:

Strength 0000000
 Dexterity 0000000
 Stamina 0000000

Attribute Reference

Charisma 0000000 Perception 0000000
 Manipulation 0000000 Intelligence 0000000
 Appearance 0000000 Wits 0000000

