

Who Am I?

A Changeling Overview

Boggans (Brownies)

Societies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Clurichaun (Leprechauns)

Societies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Eshu (Elegbara)

Societies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Ghillie Dhu (Green Man, Mother Nature, Wild Creatures)

Societies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Nockers

Guilds

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Pooka

Packs

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Redcaps (Tengu, Dwarves, Dokkaebi)

Murders of Corbies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Satyrs (Fauns)

Secret Societies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Sidhe

Societies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Sluagh

Societies

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

Realm

Trolls

Orders

Appearance

Fae Mein Form benefits

Frailty

Arts Affinities

[Realm](#)

[Courts](#)

[Seelie](#)

[Unseelie](#)

[Shadow](#)

[Seemings](#)

[• Foundling](#)

[•• Errant](#)

[••• Wilder](#)

[•••• Eidolon](#)

[••••• Legend](#)

[Realms](#)

[Arts](#)

Kith

Boggans (Brownies)

- Stalwart and dependable, Boggans are born from the dreams of hospitality, hearth, and gossip.
- Kind and gentle
- Their service to others often causes a great many secrets and rumors to come their way. As a result, Boggans frequently possess insider knowledge about the workings of freeholds and kingdoms
- Boggans determine their status by the caliber of the people to whom they render service.

Societies

- **Doomsayers** - Preppers
- **Minutemen** - Deal with high-urgency issues
- **Emerald Archive** - Preservation of knowledge

Appearance

- Simple, sturdy workman's clothes
- Curly hair, weathered skin
- Comforting scents like [bread](#), [lavender](#), or [leather](#)

Fae Mein Form benefits

+2 Awareness

+2 Empathy

+2 Stealth

Gain choice of Perception or Dex focus

Frailty

If a Boggan refuses to help another Changeling in need, they gain a related derangement for the next month

Arts Affinities

Inglenook

Metamorphosis

Soothsay

Realm

Scene

Clurichaun (Leprechauns)

- Have mastered harvesting Glamour from mortal belief by exchanging wishes and favors
- Master collectors, adepts at blending into any situation, and grandiose storytellers
- Inspired tales of Leprechauns, Djinn, Crossroads Demons

Societies

- **Messengers** - Forge contracts with mortals in need
- **Faustians** - Target amoral & power-hungry mortals for contracts
- **Last Resort** - Seek out the dying or terminally ill for last wishes

Appearance

- Heavy gold jewelry/accessories; always wear something green
- Red hair, light eyes, pointed ears
- Scents:
 - Leprechauns - [Ireland](#), [Clover](#), [Irish Cream](#)
 - Djinn - [Cinnamon](#), [Chai Tea](#), [Fiery Curry](#)
 - Crossroads Demons - [Earthworm](#), [Mushroom](#)

Fae Mein Form benefits

+2 Leadership

+2 Empathy

+2 Performance

Gain choice of Charisma or Wits focus

Frailty

Cannot lie. Knowingly speaking falsehood immediately voids all contracts and unable to create a new contract for a year and a day

Arts Affinities

Naming

Oakenshield

Skullduggery

Realm

Condition

Eshu (Elegbara)

- Spend their lives as wandering sages, traveling fools, explorers, wanderers, and storytellers
- Guided by a sense of adventure and a curiosity for the unknown
- Infamous for their refusal to back down from a worthy challenge
- Dedication to a variety of skill sets and performing arts, including song and dance, the study and performance of oral histories, and photojournalism
- Born from collective dreams of daring adventure

Societies

- **Fellowship of Rumi** - Studies Sufi mysteries; express through dance and poetry
- **White Lotus Society** - Rooted in Buddhism; martial artists
- **Circle of Scheherazade** - Master storytellers

Appearance

- Light, flowing clothing
- Dark eyes, dark hair
- Scents: [Attar of Rose](#), [Lotus Flower](#), [Musk #9](#),

Fae Mein Form benefits

+2 Dodge

+2 Subterfuge

+2 Performance

Gain choice of Dexterity or Wits focus

Frailty

Cannot refuse a worthwhile challenge.

Arts Affinities

Soothsay

Talecraft

Wayfare

Realm

Scene

Ghillie Dhu (Green Man, Mother Nature, Wild Creatures)

- Self-proclaimed guardians of ancient woods, towering mountains, and pristine lakes, they appear as nature personified
- Their many hours spent in contemplation has brought both wisdom and perspective
- Among the oldest of the fae, born from the primordial dreams of early humans in awe of the forests and other wild places

Societies

- **Preservationists** - Keep humans away from natural places
- **Restorationists** - Eco-activists
- **The Green Knights** - Guide children to become conservationists

Appearance

- Adorned with leaves, branches, moss, antlers, berries, and blossoms
- Green skin and hair; sometimes pelted in fur
- Scents: [Privet Hedges](#), [Sequoia Tree](#), [Poison Ivy](#)

Fae Mein Form benefits

+2 Animal Ken

+2 Brawl

+2 Survival

Gain choice of Intelligence or Stamina focus

Frailty

Gain an additional point of banality when suffering a Chimerical death which can never be removed.

Arts Affinities

Arboreal

Oakenshield

Primal

Realm

Nature

Nockers

- Personify the artistic pursuit of perfection blended with the bitter frustration at failing to accomplish it
- Unrivaled masters of invention, using the Dreaming to bend the laws of physics and reality
- The only rival to their creative genius is their vitriolic criticism of any perceived failure of flaw
- Obsessive about the quality of their creations; literally nothing ever lives up to their standards
- They are sour, cantankerous, and critical, swear at everyone and everything, and are generally deeply unpleasant

Guilds

- **The Builders' Guild** - crafters of chimerical palaces, dirigibles, ornithopters and ships; miners, growers, and gatherers of the materials that build them
- **The Crafters' Guild** - create weapons, armor, toys, clockwork and mechanical creations, and battle wagons.
- **The Aethernauts** - researchers into the mysteries of Glamour; investigators of the deepest parts of the Dreaming

Appearance

- Gnarled skin, long, tapering ears, red nose, and a bad attitude; generally wearing tools of their trade
- Scents: [Glue](#), [New Car](#), [Paint](#), [Sawdust](#), [Tarnish](#), [Turpentine](#)

Fae Mein Form benefits

- +4 Crafts
- +4 Intimidation
- +4 Dodge
- With Dexterity focus, bonus is increased to +6

Frailty

Nockers never achieve perfection in their creations. A flaw must be chosen as part of its inherent nature.

Arts Affinities

Dreamcraft

Discord

Primal

Realm

Prop

Pooka

- May have begun as the earliest dreams of animals, but mortal wishes made those dreams divine
- Egypt's Ibis and Horus, Mesopotamia's Dagon, Hindu India's Ganesha, Slav's Veles, and Hopi's Spider-Grandmother became intrinsic parts of many dreamers' cultures.
- When monotheism wiped out huge numbers of divine Pooka, the ones who survived were those who had taken the form of cats, dogs, rodents, insects, and other domesticated animals
- Masters of Fate, Pooka know all futures and every possible truth.

Packs

- **The Powerful Perpetrators of Pestilential Pranks** - Enforcers of consequences
- **The Uncrowned** - Remember the time when they were worshiped, and undermine rulers
- **Salvagers** - Find and protect at-risk wildlands, endangered animals, and threatened ecosystems

Appearance

- All display some animal characteristic - pointed, furry ears, a tail, claws, feathers, or whiskers
- Scents: [Ambergris](#), [Kitten Fur](#), [Stable](#)

Fae Mein Form benefits

+2 Animal Ken

+2 Empathy

+2 Subterfuge

Gain choice of Dexterity or Manipulation focus

Frailty

Pooka always obscure the truth when speaking to other changelings, whether through omission, additional information, or distracting details. Sometimes, a Pooka simply refuses to answer. Since her mind is clouded by unknown possibilities, and she isn't always aware of what the actual truth is, a Pooka cannot tell a blatant mistruth. Such a way of speaking frustrates the other kithain; as a result, all Pooka gain the Untrustworthy flaw, for which they do not gain experience points.

Arts Affinities

Metamorphosis

Skullduggery

Wayfare

Realm

Actor

Redcaps (Tengu, Dwarves, Dokkaebi)

- Believe that hunger and dread are the two impulses that drive survival, and no one understands these compulsions better than they do.
- They draw strength and power in equal measure from those they consume and those victims who have allowed their fear of Redcaps to consume them
- Redcaps are stereotyped as criminals and hired thugs, but many earn their living, excelling as artists, painters, psychologists, and reporters, thriving in any profession that touches upon primal fears
- Reputation and prestige is earned via the ability to terrorize

Murders of Corbies

- **Knights of the Tilted Windmills** - urban-primitive knights of the inner cities
- **The Horde** - value primal instincts; have hunted together in corbies since the dawn of time
- **The Orthodoxy** - dress like bankers; hide their vices from the public; devotees of the Shadow Court

Appearance

- Tend to be stocky and sturdy, exude menace and trouble
- Dark purple skin, pointed ears, bloodshot eyes with black irises, and hideous, savage maws
- Scents: [Mildew](#), [Tarnish](#), [Turpentine](#)

Fae Mein Form benefits

+2 Brawl

+2 Intimidation

+2 Survival

Gain choice of Dexterity or Charisma focus

Frailty

Redcaps are inhuman monsters; hunger is always palpable to onlookers, even when trying to be subtle.

Redcaps cannot possess the Appearance attribute focus.

Arts Affinities

Dread

Primal

Wayfare

Realm

Condition

Satyrs (Fauns)

- The party monsters of the kithain, but they are also some of changeling society's most insightful philosophers
- Never lack for companionship and are always surrounded by lovers, friends, & drinking buddies
- Live for all that is fine and beautiful in life and collect what they love
- Satyrs were dreamt into being as personifications of the human desire for pleasure.

Secret Societies

- **Fight Club** - once called the Maenads, gather regularly to fight each other and other bellicose dreamers
- **The Pipers** - gather together for jam sessions, luring people by the sheer wonder of music
- **Green Men** - prefer indulging in harder drugs: marijuana, ecstasy, LSD, peyote, or opium; benevolent advisors; welcome members of all genders
- **Legendary Children** - Gender is fluid, everything is DIY, aesthetics are relative, and you're nothing if you can't dance.

Appearance

- Often appear lean, tan, and long-haired; easily removed clothing; carry portable musical instruments
- Fae Mein: coated in soft fur from the waist down, long-pointed ears, horns, goat legs and tail
- Scents: [White Sangria](#), [Whiskey Tobacco](#), [Cannabis Flower](#), [Thailand](#)

Fae Mein Form benefits

+2 Athletics

+2 Dodge

+2 Performance

Gain choice of Dexterity or Charisma focus

Frailty

Each Satyr has a specific vice that, when resisted, burns a Willpower.

Arts Affinities

Revelry

Primal

Metamorphosis

Realm

Actor

Sidhe

- Formed themselves from daydreams of absolute power, dreams of ethereal grace, and nightmares of dreadful tyranny
- Know they are the direct descendants of the Tuatha de Danaan, the oldest and most powerful of the Fae progenitors
- The nobility of the Kithain were chosen by the Tuatha de Danaan, as the personifications of beauty, wisdom, and power.
- They seek the trust and love of the common folk, but have destroyed it repeatedly due to the need to protect themselves

Societies

- **Knights of David** - protect the Kithain throughout Winter, undertaking whatever tasks that goal requires
- **Antiquarians** - believe knowledge, when wielded properly, is the most powerful of all weapons
- **Golden Sickle** - embrace technology and modern accoutrements; works to prevent Forgetting

Appearance

- Beautiful, charming, graceful, privileged; carry with them a tinge of sadness
- Fae Mein: unearthly and ethereal, featuring long, tapered, pointed ears; eyes and hair dance with bright, striking colors. Often, a glowing crown appears on their head.
- Scents: [Calypso Orchid](#), [Humidor](#), [Vetiver](#)

Fae Mein Form benefits

+2 Intimidation

+2 Leadership

+2 Subterfuge

Gain choice of Dexterity or Manipulation focus

Frailty

Whenever a Sidhe receives any amount of banality, she gains an additional point of banality.

Arts Affinities

Soothsay

Sovereign

Wayfare

Realm

Time

Sluagh

- Born from the primeval fears of man and beast alike
- Fear is as natural as birth, and new phobias are spawned every second. The Sluagh thrive on it.
- They rule over the fears of children, using their skills to reform and punish naughty little ones.
- Shortly before the Shattering, every Sluagh felt her voice die in her throat, leaving them all able to only eke out scratching whispers with broken breath

Societies

- **Agony Aunts** - apply their deft hands to crafting the next big persona, the next big party, or the next big social coup.
- **The Gloom** - operates as a network of assassins, spies, and fixers available to the highest bidder.
- **Fright Knights** - play grandiose tricks, embracing body horror and pop-up shocks

Appearance

- Pale creatures that could almost pass for a vampire or ghost from Victorian literature. Wear dark colors and older, anachronistic fashions
- Fae Mein: ghostly pale skin, hair lank and lifeless, eyes dull black, creepily long limbs and digits.
- Scents: [Books](#), [Dust](#), [Earthworm](#)

Fae Mein Form benefits

+2 Intimidation

+2 Stealth

+2 Occult

Gain choice of Perception or Manipulation focus

Frailty

No Sluagh can speak above a whisper. When using an art that requires a vocal component, a Sluagh can only target characters within 3 steps.

Arts Affinities

Soothsay

Skullduggery

Dread

Realm

Scene

Trolls

- Duty, honor, and loyalty are the very source of their legendary strength and fighting prowess.
- Loremasters argue that Trolls' innate tenacity stems from their origin, born from the dreams of stone.
- Known as titans, daityas, and a host of other names across the world, Trolls have etched themselves in the mythologies of mankind.
- Gifted with legendary fighting prowess, Trolls excel as guardians, leaders, and adjudicators. However, many Trolls seek peaceful professions, thriving as artists, police officers, architects, teachers.

Orders

- **Order of the Fisher King** - believes that King David's soul has been reincarnated; wish to find and train him or her to become a king or queen who can heal the land.
- **Brotherhood of Thor** - strictly follow the Code of Dagda; they always offer aid to others, when possible, and are identified by a hammer pendant.
- **Keeper of the Scales** - track legends and myths, as well as the deeds and crimes of contemporary changelings.

Appearance

- The mortal shells of Trolls tend to be larger than average, uncomfortably so, as though the world is simply too small and fragile for their needs.
- Fae Mein: large, ranging from seven to nine feet tall, with thick bones and weightlifters' physiques, blue skin and small, ridged horns on their foreheads.
- Scents: [Ice](#), [Petrichor](#), [Snow](#)

Fae Mein Form benefits

+2 Athletics

+2 Brawl

+2 Melee

Gain choice of Stamina or Wits focus

Frailty

Should a Troll shirk her sworn duty, violate an oath, or break her word of honor for any reason, including mystical coercion, she receives no benefit from the Strength or Stamina foci until she completes a Complex Quest of difficulty rating 3 or greater, to atone for her sins

Arts Affinities

Primal

Oakenshield

Metamorphosis

Realm

Fae

Courts

Seelie

A court believing in order above all else, its members seek to create structure through martial law, courtly love, and forgotten dreams. This court follows and upholds the Seelie Code

Unseelie

A court focused on using chaos, this court follows its passions, disregarding honor and duty when necessary to turn the wheel. This court follows and upholds the Unseelie Code.

Shadow

Some say that this court took the worst from both the Seelie and Unseelie Courts and then unified these changelings behind a tyrannical leader dedicated to seeking complete control and fostering blind obedience. Once a secret society, this court emerged during the dawn of the Endless Winter as the dominant political power opposed to both the Seelie and Unseelie Courts. A reluctant detente and alliance between the other courts have stymied the Shadow Court's aggression, for now.

Seemings

• Foundling

You are fresh from your Chrysalis, the changeling equivalent of a callow youth, learning the ways of the world. While your innocence shields you from most Banality and grants you greater access to the excess Glamour that flows from the Dreaming, you have not yet come into your true power.

•• Errant

You have learned some of the ways of the world, and that experience has increased your personal power, but at a cost. You are more susceptible to Banality and have reduced access to Glamour. You've begun to contribute to the defense and operation of the local freehold.

••• Wilder

Many consider this stage of Seeming to be the penultimate experience of life as a changeling. Your personal power has grown to new heights, but you have yet to be completely anchored by Banality. You feel personally comfortable interacting in both worlds, and with any Seeming.

•••• Eidolon

The bloom of youth and innocence has faded from you, but your power and skill are amazing. Banality has crept into your bones like a poison, but your experience has granted you power.

••••• Legend

Isolated in your power, you've come to the end of your existence as you feel Banality throughout your body. As the most experienced changelings, Legends are often rulers of society and making the most important decisions in faerie society.

Realms

Actor - combines with a cantrip so it does not count toward the target's max attacks received

Condition - Adds conditional factor to a cantrip, including except, if, or until.

Fae - receive the focus benefit on the cantrip

Nature - Overcomes target restrictions of cantrips

Prop - can channel the power of one art into a tool or prop for one day

Scene - Allows cantrips to affect two additional targets

Time - Can add one of the following effects: Extend, Duration, Maintain, or Prolong

Arts

Arboreal Test Pool

Mental attribute + Survival skill versus target's Physical attribute + Dodge skill

Dread Test Pool

Social attribute + Intimidation skill versus target's Social attribute + Willpower

Inglenook Test Pool

Mental attribute + Medicine skill versus target's Mental attribute + Willpower

Metamorphosis Test Pool

Mental attribute + Subterfuge skill versus target's Mental attribute + Willpower

Naming Test Pool

Mental attribute + Linguistics skill versus target's Mental attribute + Willpower

Oakenshield Test Pool

There is no standardized Oakenshield test pool.

Focus [Stamina]:

Stamina-focused characters gain 1 additional health level in each wound category when they first purchase Oakenshield. Such a character has 4 Healthy wound levels, 4 Injured wound levels, and 4 Incapacitated wound levels.

Primal Test Pool

Physical attribute + Brawl skill versus the target's Physical attribute + Dodge skill

Focus [Strength]

Strength-focused characters who have at least 1 Primal cantrip add +2 to all of their Brawl and Melee attack test pools.

Revelry Test Pool

Social attribute + Empathy skill versus target's Social attribute + Willpower

Skullduggery Test Pool

Mental attribute + Stealth skill versus target's Mental attribute + Willpower

Soothsay Test Pool

Mental attribute + Occult skill versus target's Mental attribute + Willpower

Sovereign Test Pool

Social attribute + Leadership skill versus target's Social attribute + Willpower

Tale Craft Test Pool

Social attribute + Empathy skill versus target's Social attribute + Willpower

Wayfare Test Pool

There is no standardized Wayfare test pool

Focus [Dexterity]

Anytime you activate Wayfare, your character gains a +2 wild card bonus to Dodge-based defensive test pools.