Instructions

You may freely download, modify, print, and use this file, but please:

1. Credit Kismet Rose and link to my site if you modify and/or share it.
2. Do not offer it for sale or include it in a for-profit product.

Save your own copy of this document by using the File menu and downloading it in the format of your choice or choosing Make a copy and saving it to your own Google Drive.

Use the View menu in Google Docs to select Show document outline or use the Table of Contents below to navigate between sections quickly.

About This Resource

This is a free resource for roleplaying games presented by Kismet's World of Darkness. To send feedback, please email me.

My Web site is not affiliated with, endorsed or sponsored by any company or private party. Trademarks, intellectual property, art, and logos belong to their respective owners; my site offers no challenge to their ownership or rights. For more information, please visit White Wolf at (white-wolf.com) and Onyx Path at (theonyxpath.com). Original content/characters are © 1998-2022 Kismet Rose unless otherwise noted.

Please note: This is based on a fictional tabletop roleplaying game, *Changeling: the Lost*. It is not meant to be taken literally and does not condone abuse of any kind in the real world.

Thank you for reading and supporting my work, and happy gaming to you!

Table of Contents

- Instructions
  - About This Resource
- Table of Contents
- What To Do With Changeling: the Lost
  - Why Is It Like This?
  - What Players Can Do
  - What Storytellers Can Do
    - Setting
    - Preludes
    - From Magic Realism to Fairyland
    - Stories
  - In the End
- First Contact with the True Fae
  - Force
  - Deception
  - Seduction
  - Betrayal
  - Trespassing
  - Ignorance/Accident
- Six Masks:
- Variant Seeming Blessings & Curses
  - Automata
    - Automata Blessings
    - Automata Curses
    - Automata Affinity Contracts
  - Beast Blessings
    - Beast Curses
  - Darkling Blessings
    - Darkling Curses
  - Elemental Blessings
    - Elemental Curses
  - Fairest Blessings

Fairest Curses
Ogre Blessings
Ogre Curses
Wizened Blessings
Wizened Curses

Kismet's Kith Revamp
Seemings and Kiths: A Brief Review
What Kiths Can Be
Kith Magic: Blessings
Kith Magic: Sway

A Hundred Cousins:

More Changeling Kiths
Beast
Wolpertingers
Elemental
Moppets
Elemental or Fairest
Confections
Fairest
Athyas
Kinderlings
Ogre
Ya-te-veos

Changeling Merits
Contract Negotiator (_____) ●●●●
Seventh of a Seventh ●●●●

Changeling Flaws
Court Enmity (Persistent Condition)
Court Enmity (Social Flaw)
Forgotten Promise (Persistent Condition)
Forgotten Promise (Supernatural Flaw)

The Seasonal Courts: Variant Court Rules
Court Mantle Variants
Spring Court Mantle

        Summer Court Mantle
        Autumn Court Mantle
        Winter Court Mantle

Entitlement: The Thikana of Dreams

Goblin Fruit & Oddments
    Babyfruit
    Imperials
    Wake Fruit

Tokens
    Belle's Mirror ●●
    Mansion Dust Token ● to ●●●●●

Trifles
    Fairy Soap (Trifle)
    The Goblin Coin: A Trifle

What To Do With *Changeling: the Lost*

By Kismet Rose

One of the most persistent questions I've seen about *Changeling: the Lost* over the years has been: "But what do changelings *do*?" I've noticed that it's not just asked by newcomers, but also by those who have read the main book cover to cover. Many times, this lack of direction frustrates gamers who are intrigued by what they've seen and heard about Changeling but cannot imagine how it should be played. They can't find an intended goal for the whole experience. They want to wrap their minds around it but need a place to start. And worse yet, the books seem determined not to give them any easy answers.

I am here to offer some explanation as to why and some guidance.

Why Is It Like This?

One of the main reasons for this trouble is the way the game is designed. The very concept of what a changeling is can shift dramatically from one character to the next. They are snatched from diverse backgrounds, shaped by fae magic for a multitude of tasks, and return to earth with disparate goals. They can be menaced by a dizzying array of foes, but what one changeling encounters constantly might be unknown to others. And with pledges, dreams, and Contracts, non-combat changelings can work, even in violent settings.

There isn't one overarching role or duty for changelings to perform because of this variety. That's not to say that they never have anything in common. Some changelings grew up in the same era, others had similar tasks in Arcadia, and a few escape together. Many changelings despise privateers and Loyalists and will do all they can protect unwary humans. They might make decisions together, like a motley that guards a favorite neighborhood. But a group of changelings that works together is called a *motley* because the members often vary widely from one another.

Changelings also have no mandated mission from on high. They have no gods or spirits urging them to do something in particular. The books suggest that Courts and freeholds are too valuable to pass up, but a changeling can refrain

from joining them. Changelings cannot help but see fae things in the world around them, but they have no prescribed way to react to what they see. Generally speaking, no one is going to punish them for not being "fae enough," so hiding out from the Hedge or other fae experiences is possible.

What Players Can Do

A key to figuring out what changelings do is *choice*. There are many combinations of kiths, seemings, Contracts, and items you can pick from, and for some players, that variety is exciting. But for others, Changeling may seem boring or impossible to play because too many possibilities can be paralyzing, especially when you're new to a game. Worse yet, it can feel like the coolest things have already happened when changelings live in the real world and their Arcadian experiences are behind them.

The first step is to use the character creation process to build interests and goals. Choose your kith and seeming as soon as you can. They might suggest a fairy tale you can use to establish the character's Keeper and background. If you're not sure which combination to pick, base the character on a reference picture, find a combination with complimentary powers, or ask your Storyteller for help. Then you can ask yourself:

- What do they want to do about their background (family, friends, job)?
- What do they want to do about their Keeper, its realm, and its minions?

For these questions, consider the basic reactions to a threat: Fight, flee, freeze, appease, and negotiate. How does your character tend to react?

Next, decide your character's ratings in attributes and abilities. These ratings will show you where a character's strengths and weaknesses are, and you can use them to generate interests. Consider the following:

- Which attributes or abilities do they want to master?
- Do they want to find a teacher to help them improve?
- Which attributes or abilities would they like to teach others?

Merits that deal with the human world can help you consider what your character wants to do there. Having ideas about the family and friends they left behind can also be a boon. Think about these things:

- What role do they want to play in the normal world?
- How normal do they want to appear to be?

- What kinds of everyday life goals (love, marriage, children, education, travel, art, money, ownership, etc.) do they have?

Contracts, supernatural merits, and pledges can help flesh out fae motives. Most changelings will have to deal with the fae world, and all of them are attracted to some part of it, even if they don't want to be. So ask yourself:

- Do they want to be active in a Court, freehold, or entitlement?
- What do they want from other fae (changelings, goblins, dream creatures, and so on)?
- What are they drawn to, and how do they feel about that?
- What do they value in the worlds they have access to?

Once characters are in play, they will encounter plenty of things they want to explore or conquer. The first goals you come up with may change, be resolved or abandoned - but you should rarely run out of things to do.

What Storytellers Can Do

Storytellers also have decisions to make that should not be underestimated or ignored. There is likely to be unfinished business that will resurface when a changeling least expects it. They will face a world of fae intrigue and have two other realms - the Hedge and dreams - to explore. And unlike vampires, mages, and most other supernaturals, changelings live with a price on their heads. Their Keepers bear undying grudges, loyalists lurk, and other creatures can be sent to hunt them. If a player ever flounders for what their character can get into next, a Storyteller should have ideas ready.

Setting

First, spread fae seeds across the setting. A Storyteller can do this on their own or ask for input from their players as they flesh out main locations.

- What are the major fae influences at work, and where are they located?
- How strong and organized are the local Courts?
- How active and close-knit are the local freeholds?
- Are fae factions close to or at war with each other?
- Are certain Keepers known to hunt the region?
- Is there a goblin market?
- How many gates are in the city?

The answers to these questions will lead to many early tales. If there's a strong Court system in an active freehold, the player characters will probably have to deal with Court duties and politics. If the freehold is about to go to war, player character goals might get interrupted by the chaos. Even if the players help build the setting, the Storyteller's descriptions and reactions guide the process of what gets highlighted and what falls into the background.

You can narrow down the scope of a game by deciding what is and isn't prevalent in the area. Not all cities suffer common incursions by the True Fae, for instance. Not all locations are riddled with gates or trods, and Hedges vary widely. If the players express a desire for an element that isn't around, see if it can be added. Likewise, if players despise something, see what can be done to resolve it. But these features should be able to be interacted with, giving changeling characters particular things they can do.

Preludes

The next step is to build hooks in character preludes that can be accessed later in the game. A prelude is a great tool in many ways. It provides a montage of a character's life before the starting date of the chronicle, stringing together vignettes from childhood, supernatural incidents, points of connection, and scenes of emotional importance. Some matters that arise in a prelude will be resolved by its end, but there should be a few issues which can be reignited by the character or NPCs.

The best and easiest way to do this is to look at the player's character sheet and ask them some of the questions posed above. You can then weave their feedback into the prelude. After the prelude concludes, ask the player which aspects they would like to see come up again in the chronicle or which parts of their prelude they really do not want to revisit. Ultimately, these hooks will probably fall into three categories: people, events, and goals. You can draw from them as a chronicle develops, ideally focusing on a different character's past each time and weaving it into the present.

From Magic Realism to Fairyland

Since *Changeling: the Lost* is a game about how fairy tales encroach on the real world, it helps to weave the magical into the mundane. But just how enchanted does your group want the setting to be? The frequency and urgency of fae influence established at the start of a chronicle will be the baseline for a while, so it's worth taking a moment to think about your game's style. We can envision this on a spectrum which can apply to any World of Darkness game, with a few small changes (based on character type):

Just a Pinch: In this approach, mystical forces make brief and rare appearances (but may be more powerful or strange as a result). Player characters may not rely on their supernatural gifts often or see many powers used by others. They will probably be more dedicated to their old lives and trying to fit in with mortal society. This could mean that they avoid other changelings, stick to a motley, or barely interact with freeholds and Courts. Trips to the Hedge will likely be limited, and visits to dreams will focus on symbolism more than fae incursions. Fae threats will be uncommon but can be more dangerous because they are unexpected and most characters will not be ready to meet them.

A Favorite Spice: This style makes regular use of magic and strange creatures without losing sight of the real world. Fae flourishes are woven into the mundane but everyday problems can still be significant. Player characters will use their unusual abilities but not first and foremost. Because otherworldly forces are more pressing, changelings will have a harder time blending into normal life, but it's not impossible. They will probably spend half their time in the company of other fae, visiting the Hedge, or diving into dreams, which will lead to more encounters with fae threats. Since they participate more in the fae world, however, the player characters are more likely to have access to tokens, hedge fruit, and other enchanted goods that can boost their power.

Pour it on Everything: At this end of the spectrum, fantasy reigns supreme. The player characters spend most of their time dealing with magical matters and rely on supernatural solutions. Enchanted objects are everywhere, along with passages to the Hedge and dreams. Changelings are more likely to encounter - and become - living legends, while mortals are more likely to be helpless victims. Real world threats make brief appearances and leave little impact; on the flip side, mystical dangers will likely be potent and elaborate. Characters will spend more time cultivating their standing in the fae world than anything else, investing heavily in Contracts, Court Status, tokens, and Hollows. Adventures in other realms are frequent, and taking the fight to Arcadia is a real possibility.

You can ask players about their preferences outright or take hints from their character goals. If players want their characters to have day jobs and try to recapture their mortal lives, they probably want hints of the fae, at least to start with. If most of their goals are supernatural in nature, they want to engage with the fae more often. If they have particularly grand fae schemes and give little attention to mortal affairs, they may want a lot more fantasy.

But never forget: Magical details can help every kind of Changeling game. Changelings are living fairy tales and fairy tale patterns follow them wherever they go. Just when they seem to be free from the fae world, they will be drawn back in. Reading fairy tales can provide a storehouse of tropes and twists to use. If things seem to be stagnating, inject a fairy tale element. If things are getting too hectic and strange, play up the normal aspects of life. Variety, in the end, is the ultimate spice.

Stories

One way to help focus a chronicle is to have a larger plot at work in the background. This should be something the players will be interested in and which will affect the characters eventually, like a political coup, a new freehold, or a Loyalist plot. The story may have a beginning, a middle, and an anticipated end, but the player characters should be able to have a major impact, if they choose to get involved. If they do not, there should be consequences, but these should not aim to punish the players. Instead, the fallout should shape the next chapter in good and bad ways. Some players, particularly new ones, might be grateful for a larger story to react to while they're learning how to use their characters.

You can break your game down to the most basic types - combat, political, or stealth - and present options through that lens. In a combat-heavy chronicle, for instance, fighting will be a way to overcome most obstacles and may be hard to avoid. Considering a genre for your game can also open up things for characters to do. In a romantic chronicle, relationships affect everything, form obstacles, and are goals, and what you do in one relationship can make or break another. Lastly, you may want to try alternative stories to the main Changeling narrative. A chronicle that features fetches, Loyalists, or privateers will provide unusual challenges. How will the player characters abduct, hold, and transfer people to Arcadia or goblins? How does a fetch respond when the person they replaced returns and begins to hunt them?

In the End

Adaptability and imagination will be honed by running or playing *Changeling: the Lost*. Even if you're in the best Changeling game of your life, at times you might feel lost. This is not a flaw; it's a feature. The choice really is yours, and you can pick a new direction at any time, the way we do in dreams. You can draw inspiration from anywhere and translate anything into Changeling's terms. Whenever you're not sure how to proceed, don't hesitate to use your dreams, take a trope from a fairy tale, or grab a tarot deck and see how a card strikes you. The only way to lose at *Changeling: the Lost* is to give up.

So, what do changelings do?

They hide, explore, and defend. They compete and avenge. They create wonders even if they're falling apart. They try to negotiate and sometimes take the bait. They punish, torture, and ravage. They rule and serve, and might even try to become one of the Others. They get in over their heads but always find a way to fight back. They escape and bind. They lose and lie. They struggle to understand and be understood, to hold onto the past and create a future. They learn to trust, love, and revel in life. They reveal the truth more than they like. They aid the weak. They stalk the guilty and otherworldly. They age and die. They are born again in legends.

In the end, you will see that the proper questions are: What *don't* changelings do? Dear God, when do changelings ever *rest*? Because even when they sleep, they keep on going and nothing they do ever has to be boring.

First Contact with the True Fae

By Kismet Rose

The first thing that separates changelings from most people is the moment they are physically removed from the "real" world. Most folks have no idea that other realms exist and have never conceived of a barrier realm like the Hedge. After all, modern fairy tales refer to otherworldly beings like Rumpelstiltskin, but they rarely talk about where those beings came from. Fewer still claim that the faerie world and its denizens are real. So the very possibility of going somewhere else is mind-bending enough, but being dragged there by beings that should not exist makes everything worse.

The way a changeling first encountered Fae creatures and entered their jail sentence in Arcadia (called a Durance) can explain a lot about their quirks and motivations. A character who was doing something they shouldn't have been doing might carry a deep self-loathing hidden under layers of denial. A character who was lured by magical drugs might be glad for freedom, but desperate for the old high - a high that cannot be reached by mundane intoxicants. Yet another changeling might have been the concubine of an angelic-looking Keeper, and thus finds ordinary humans to be inferior partners.

This can translate into the choices a character makes after they escape and the way that dots are placed on a starting character sheet. It also reveals insights into the type of Keeper or parties involved, and tactics that might be used against the character again. The Keeper that relies on privateers to capture a changeling once will likely use third parties to bring them back. A Keeper that trapped a changeling in an intricate ploy once might try to do so again.

Force

Some of the most terrifying stories come from changelings who were snatched violently from their lives and thrust, bleeding and screaming, into the otherworldly. The application of physical violence isn't always necessary, especially given the powers of True Fae and hedge creatures, but the hunt is part of the thrill. Privateers might resort to force when they're working quickly or if they're under a very tight deadline.

Where: True Fae don't tend to ride into crowds and beat their way to prisoners; they stay off the general radar and isolate their prey. Violent abductions might happen so quickly that no one has a chance to react, such as when a scream in an alley gets cut off. Or the bloodshed might be contained inside a few flimsy walls; while a man is beaten and dragged to a mirror, neighbors outside seem to hear nothing. These kinds of details can stand out nicely in a prelude.

Who: Whoever's around when the blood starts flowing stands to be abused, as well. Was the character's family killed? Were they hurt and kidnapped, too? Did anybody manage to get away? Or was the character completely alone to face her fate?

What Happened Next: Were the police called when the character was being beaten within an inch of her life? Did an officer show up, only to be punished for interfering? Did the police write the character off for dead or list her as missing?

Deception

Sometimes people are tricked into entering a house, signing their name to a contract, or otherwise putting themselves at the mercy of the Fae. Unfortunately for them, the Fae have no mercy and are exceptionally crafty. They are masters of words and find a way of entering at just the right moment. Just lost your job? Why not go with the nice gentleman who promises to pay three times as much?

What: With this scenario, it's important to figure out what sort of deception was involved. Was it a simple lie or misdirection, or was it a elaborate design? Was anyone else in on it?

How Much: A character might uncover the ruse a little too late, but it is possible that they don't know as much as they think. Perhaps they never got a good look at the goblin merchants or they didn't realize their Keeper was haunting their dreams. Are there details yet to be revealed?

How: It is also helpful to consider how the character reacts to deception after returning home. Is a lie even worse because the character was tricked out of their

life? Or does the character strive to be the best liar ever, so he'll never be tricked again?

Seduction

Not all Keepers or privateers seem horrible or dangerous. Some can be downright beautiful, charming, and pleasure-seeking, offering a character the time of their life. Some Fae know how much humans like material wealth and lure the unwary with gifts while others offer burgeoning addicts all the drugs they desire. These enemies can be among the most subtle and the most effective, particularly if they allow changelings some pleasures in Arcadia. Why go back home when the best high you've ever had comes from your master's garden?

What: Which pleasures was the character allowed? There are more ways to seduce than meet the eye and they are not all tied to sex. Perhaps the character fell in love with hedge fruits and wants to gorge on them whenever given the chance (and no more mom nagging about getting fat). Or maybe the character followed their Keeper into the hedge to consummate their relationship. Worse yet, maybe the character was allowed to indulge in forbidden desires they hid from others out of fear of the law.

Betrayal

It is one thing to be misdirected by a god-like being, and another thing to be betrayed by a mortal you trusted or didn't think was a threat. Privateers are bad enough when they're strangers, showing up in unassuming guises. The woman who asks a character to spend the night might sell him to a goblin market without feeling too bad, since he was only thinking of his own good time. But family and friends can also sell you down the river, and that makes coming back even worse. How do you ever trust or forgive anyone ever again?

Who: The closer the bond, the worse the sense of injustice and horror. Think about all the people in someone's life, from their parents to their friends, and consider why a person would sell someone close to them. Also think about people who might be discounted, like siblings, cousins, and teachers.

What: What was the motivation for the betrayal? Was it a matter of revenge, punishment, or not-quite-just desserts? Did the character invite an attack, only to

get in over their head? Was the betrayer willing or unwilling? Some people are threatened into giving someone over and feel they have no choice.

How Much: Does the character know who betrayed them, and how did they find out? Were there details they weren't aware of? Did other family or friends know about the lies and danger? Did anyone try to warn them?

How: It is also helpful to consider how the character reacts to deception after returning home. Will they hunt the person who sold them out before going after their fetch? How have things changed while they were gone?

Trespassing

A number of changelings were taken because they went somewhere or took something they weren't supposed to. The Gentry are unforgiving with trespassers, without exception. (In an older version of La Belle et la Bête, Belle's father becomes lost and takes shelter in a castle. He eats a meal laid out on a table, which might have been forgiven a wayfarer, but makes the mistake of picking a rose from the Beast's garden without the master's permission. It is that act that enrages the Beast and causes him to demand that the old man send his daughter to live at the castle as payment.) The Others also don't appreciate thieves, the way that Minerva didn't appreciate Arachne's errant boasts - with similarly violent results.

How: How and where did the changeling trespass? Did they understand that they weren't supposed to cross the boundaries? Were there warning signs that they refused to heed or actively worked against? If they were seeking a reward of some kind, what was it they fancied? Did they have any idea what they wanted was owned by an otherworldly creature?

What: What were the terms given for punishment, if any? Was the changeling supposed to serve ten years for every gem they tried to steal? Were they promised freedom if they could infiltrate another Keeper's realm and return with a favored token?

Ignorance/Accident

Not everyone ends up in a Keeper's hands on purpose. This last category isn't for typical abductions but for stupid accidents that nonetheless end up in Durances. Good Judge Whitlock didn't know that thinking of an old tune while walking between two particular trees lining Chicago's Midway Plaisance would allow him entry into the Hedge, but once he was lost and confused, he was easy prey. Bobbi somehow gained her Keeper's attention by opening a door for him through her special gifts. Similar accidents happen every day, somewhere, to some poor, unfortunate soul - so they should be kept in mind.

Where: Location can be important to this type of occurrence. So where did things start to go wrong, and why? Did the character ever figure out what they did to end up in such a bad predicament?

What: What was it that ended up finding the character? It might have been a hedge creature, or hobgoblins. The first stop might have been a goblin market, with a Keeper entering the picture much later.

Six Masks:
Variant Seeming Blessings & Curses

By Kismet Rose

Part of my ongoing love affair with 1st edition Changeling: the Lost involves balancing and standardizing many aspects of the rules. The Seemings, as originally written, vary wildly in strength, abilities, and pitfalls. This can be perfectly acceptable in character but can throw off group and game dynamics.

Elementals, for instance, receive only one blessing (being able to boost Health) which is supposed to hold up to the three different blessings Beasts receive. On the other hand, Fairest only suffer from a greater chance of losing Clarity. If you're in a game in which Clarity isn't rolled often then they essentially have no curse, and certainly not when compared with the many rolls on which Elementals do not gain 10 again.

I have reworked the blessings so that each Seeming gains the same number and comparable types, but they are kept thematically distinct. Each Seeming also has two types of dream maneuvers that it is better at performing, which hopefully will encourage players to engage in dreamwork (which is such a fascinating part of the game!).

I have also brought the curses in line with one another. Now, changelings suffer curses if they do not spend time on a regular basis reconnecting with what they became in Arcadia. No matter how far they run, they cannot escape the urge to recreate some part of their Durance (though nothing says it has to be the worst parts). There are optional, skill-based curses that can be added to each Seeming, as well, in the event that the new, standard curse is not strong enough for one's taste.

Finally, I added the Automata. I've appreciated other people's efforts to create a Seeming for changelings that were built out of inorganic pieces, like the Mechanicals, but they never quite suited my purposes. The Seeming below is the closest I've come to having something that I am satisfied with using in my games. If you decide to use them and see how they play out, please send me an email and tell me how it went.

Automata

By Kismet Rose

Automata are the toy soldiers, puppets, and robots of dreams. They are taken apart and reassembled by their Keepers until objects are permanent parts of their bodies. Clockwork gears, clicking joints, mechanized hearts, and other additions serve to make Automata feel as though they are only half human. Some serve as particular objects in Arcadian realms, while others tend their Master's machines. They can include elements from various technological periods, from steam power to computerization to futuristic lasers; whatever has been dreamt or showcased in films can work. Most of them felt closer to objects than people before being abducted, either physically, mentally, or emotionally.

Automata Blessings

- Can spend Glamour on a one-for-one basis to increase one Composure-based roll (secondary stats are not raised)
- Gain 9 again on 2 of the following: Computer, Crafts, Drive, Firearms, or another related to the type of automaton
- Gain 9 again to force yourself awake and learn about Wyrd-touched objects

Automata Curses

- Once a week, must spend at least a scene performing a mechanized function (and making a successful roll to fix, create, tend or operate a mechanical device) or gain the Deprived Condition
- (Optional) No 10 again on Expression and Persuasion

Automata Affinity Contracts

- Animation
- Artifice
- Forge

Beast Blessings

- Can spend Glamour on a one-for-one basis to increase one Wits-based roll (secondary stats are not raised)
- Gain 9 again on Animal Ken and Survival rolls
- Gain 9 again on rolls to alter dreams and search for dream poison

Beast Curses

- Once a week, must spend at least a scene surrounded by animals and/or in a natural environment (making a successful Animal Ken, Survival, or related roll) or gain the Deprived Condition
- (Optional) No 10 again on Computers and Expression

Darkling Blessings

- Can spend Glamour on a one-for-one basis to increase one Manipulation-based roll (secondary stats are not raised)
- Gain 9 again on Subterfuge and Stealth rolls
- Gain 9 again on rolls to analyze and/or create Nightmares

Darkling Curses

- Once a week, must spend at least a scene in a lightless environment (making a successful Larceny, Stealth, or similar roll while staying awake) or gain the Deprived Condition
- (Optional) No 10 again on Medicine and Socialize

Elemental Blessings

- Can spend Glamour on a one-for-one basis to increase one Stamina-based roll (secondary stats are not raised)
- Gain 9 again on any two skills from different categories (with ST approval)
- Gain 9 again to siphon ambient Glamour from dreams and learn about Wyrd-touched objects

Elemental Curses

- Once a week, must spend at least a scene in the vicinity of a large amount of their chosen element (making a successful elmental manipulation or meditation roll) or gain the Deprived Condition
- (Optional) No 10 again on Academics and Subterfuge

Fairest Blessings

- Can spend Glamour on a one-for-one basis to increase one Presence-based roll (secondary stats are not raised)
- Gain 9 again on Persuasion and Socialize rolls
- Gain 9 again to perform stress relief dreams or analyze wish fulfillment dreams

Fairest Curses

- Once a week, must spend at least a scene making a public display of themselves (making a successful Expression, Socialize, or similar roll) or gain the Deprived Condition
- (Optional) No 10 again on Stealth and Survival

Ogre Blessings

- Can spend Glamour on a one-for-one basis to increase one Strength-based roll (secondary stats are not raised)
- Gain 9 again on Brawl and Intimidation rolls
- Gain 9 again on rolls to analyze and/or scour the Intensity of dreams

Ogre Curses

- Once a week, must spend at least a scene engaged in a task they were once responsible for in Arcadia (and making a successful related roll) or gain the Deprived Condition
- (Optional) No 10 again on Animal Ken and Crafts

Wizened Blessings

- Can spend Glamour on a one-for-one basis to increase one Dexterity-based roll (secondary stats are not raised)
- Gain 9 again on any two skills from different categories (with ST approval)
- Gain 9 again on rolls to craft and/or analyze dream vessels

Wizened Curses

- Once a week, must spend at least a scene engaged in a task they were once responsible for in Arcadia or gain the Deprived Condition
- (Optional) No 10 again on Expression and Persuasion

Kismet's Kith Revamp

By Kismet Rose

Seemings and Kiths: A Brief Review

A changeling's seeming is an extensive physical response to the magic of the Fae. Some Keepers mold their captives directly; others impose their traits and desires on prisoners over time. Being forced to eat, drink, and dwell in Arcadian realms can also warp human flesh permanently. More often than not, a changeling's seeming reflects their inner nature, including aspects they would rather ignore or hide. No matter how it comes about, the process is not something a changeling can control. Changes are extreme, alien, and permanent, leaving the changeling as more (and less) than human. These shifts fall into six mythical categories, from the Automata (a seeming I created) to the Wizened, and affect a changeling from head to toe.

A kith, on the other hand, is a refinement based on what a changeling does the most while she is in Arcadia. Some develop accidentally due to repeated actions and survival strategies. Many kiths are directly inflicted by Keepers based on roles they want their slaves to play. And once again, by a twist of the Wyrd, kiths usually reveal roles and talents that changelings were suited for from the start. Kiths cause smaller alterations in the body and lead to limited abilities changelings can use to complete their tasks. Since there are many roles to fill in Arcadia, there are many more kiths than seemings, and they can appear in just about any type of changeling.

What Kiths Can Be

Once upon a time in first edition *Changeling: the Lost*, kiths were tied to particular seemings and could not cross between them. Thus, some concepts were repeated across different seemings just to make them available. Second edition Changeling did well to separate the two categories; now, a kith can show up in any seeming. This opens doors for players and makes it easier to create the character you envision. This change alone can add an exciting amount of variety to any Changeling game.

Rather than tying specific blessings to each kith, as both editions of the game have done, I am opening up the system even further. You will choose which powers make sense for your character based on their story; the kith becomes a pattern that guides the mechanics. You need to have a theme and/or a role in mind for your character to choose which powers make the most sense for them, but your character's fairy tale sets the boundaries. This also makes kiths more customizable so they can better reflect your character's unique experience of Arcadia and beyond.

Many kiths from first edition are distinctive and ready to use; they even have fairy tale-like names that give them an extra dash of flavor. It's been worth the trouble to gather them, streamline them, rename a few, and boil them down to their basic themes. While Arcadia can have infinite variety, there are patterns that all realms share, including common kiths. So if you're thinking about starting a new Changeling character, check the list first. If a kith already exists that will work, there's no harm in using it.

Kith	Themes and Roles
Airtouched	Gliding, flight, levitation, wind, speed, running
Antiquarian	Seeker of secrets and mysteries, living books, librarians
Artificer	Mad scientist, creator, fixer of bizarre instruments
Artisan	Any kind of skilled hand-crafter or artist, expert
Banespeaker	Hag or crone, curse-based, wise man/woman
Blightbent	Breathes toxicity, steam, imbued with pollution
Bloodbrute	Physical, barehanded fighter, Strength-based
Broadback	Beast of burden, stubborn, mount
Chatelaine	Butler, seneschal, organizer
Chimera	Amalgamation of various creatures, fearsome, strange
Chirurgeon	Doctor, healer, wise man/woman
Confection	Made of food, to be eaten and savored, living indulgences
Culinarian	Cook, brewer, elixir-maker, glutton
Cyclopean	Guardian, observer, scout
Draconic	Gargoyle-like, dragon-inspired, fearsome, guardian
Dredger	Digging for precious things of all kinds, mining, panning
Drudge	Works at inhuman speeds, does the lesser, unpleasant jobs
Earthbones	Reinforced by strong elements, stonelike, hard and dirty labor
Empyrean	Made of stars, skybound, creates light
Flowering	Brightly colored, scented, personified flowers

Forgewright	Smelter, creator of metal goods, master craftsman
Gandharva	Divine messenger, speed, declarations
Gargantuan	Giant size, intimidation, strength, guardian
Gravewight	Close to the dead, appear dead, deal with the dead
Gristlegrinder	Eater of taboo things, biter, feeds on the living
Hunterheart	Hunting animal, predator creature, tracker
Jinn	Fire or electricity-based, speed, heat, charisma
Larcenist	Natural thief, trickster, spy
Maenad	Impossible grace, contortionist, dancing, reveling
Minstrel	Enrapturing audiences with instruments, voice, sound
Mirrorskin	Features erased, malleable visage, be what others want
Oracle	Prophet, fate-seer, divinely inspired madness
Render	Siege weaponry, breaks down objects and obstacles
Shadowsoul	Beauty of night, living shadow, protected by darkness
Skitterskulk	Critters of many eyes and legs, trappers, fearful things
Sleekskin	Slippery, imbued with water, oil, sand
Succubus	Feed on Vice, tempter, attractively demonic
Treasured	Bejeweled, dipped in gold, living showpiece
Tunnelgrub	Cave-dweller, creepy crawler, spy
Venombite	Poisonous, slithering, stealth, acidic wit
Warmonger	A living weapon, master of weapons, battlefield combatant
Waterborn	Water-based, swimming, cold
Weisse Frau	Fairy godmother, protector, inspires others
Woodwalker	Green man, part plant, travels in nature
Wordsmith	Writer, poet, lyricist, user of the magic of words

If your character concept really doesn't fit the list above, then you can look into establishing a new kith, with the Storyteller's permission (or they can work with you to create one). For this revised system, the first things to consider when choosing or designing a kith are its key themes and roles. There should be more than one aspect that helps define a new kith from the others. Jobs, social roles, types of people, actions, appearances, feelings, and places can all provide concepts for a kith, but they should be tied together thematically. Pick anywhere from 2-4 concepts that you can relate to each other based on a central theme (and which are not already covered above).

Please note: A single concept - or a concept so narrow that it only makes sense within one seeming - is not enough to establish a kith. There should be

more than one side to the kith, and it should be able to fit into any seeming. Having too many concepts is also inappropriate; kiths are specialized roles, not jacks of all trades. A thematic name is nice but not the end of the world. You will do better to adjust an existing kith than to come up with one that is not distinctive from the others or broad enough to apply to different changelings.

If the Storyteller wants to retain the Dual Kith Merit, it will have to be refocused. In *Rites of Spring*, the Merit exists to blend kiths from within the same seeming or from two different seemings, and it provides set bonuses. To revise it, the two dot version will allow a character to have two kiths and to choose powers based on both of them (so, for instance, a Shadowsoul Skitterskulk could choose powers that reflect darkness, beauty, insectile qualities, trapping, and/or fear). The three dot version will let a character develop three kiths (the Shadowsoul Skitterskulk Hunterheart could also add tracking and tooth and claw combat abilities, for example). All of this is contingent on Storyteller approval.

Kith Magic: Blessings

A kith's magic can manifest as kith Blessings. If you choose to use this system, each changeling starts with one free Blessing. The others must be purchased separately for the same price as a one-dot affinity Contract. Unless otherwise stated, a kith Blessing does not require a roll but does require one point of Glamour to be reflexively activated for the scene. Although a changeling can develop multiple Blessings over time, they should all be closely related to her concept (thus, a player's choice must meet with ST approval). Finally, she can only have one Blessing for each point she possesses in Wyrd.

Design notes: Each Blessing focuses on one specific effect; if related powers are needed, they must be developed and purchased separately. These powers grant a changeling advantages and can extend benefits to others but do not impose penalties on targets or on the changeling using them. None of the Blessings are ongoing - all of them must be activated with Glamour and last for a set duration. Blessings provide more defined abilities than the Sway system provides (see below), and if the Storyteller wishes, the two systems can be used together. They are named after blessings that have been published in Changeling books for ease of reference. Some can be used as they are, others have been given small adjustments, and some have been completely retooled.

The following blessings from Changeling books can be applied with no significant changes, except that they can be purchased by changelings of any kith or Seeming.

From the *Changeling: the Lost* core rulebook: (Beast) Gifted Climber, Poisonous Bite, Gift of the Sky; (Darkling) Charnel Sight, Sap the Vital Spark; (Wizened) Steel Mastery.

From *Winter Masques*: (Darkling) Shadow Beauty, Ripper's Gift, Keepers of the Feral Heart, Turncoat's Tongue; (Elemental) Enveloping Sands; (Fairest) Kiss of Life; (Ogre) Improvised Mayhem; (Wizened) Gremlinizing Touch, Tappingspeak, Polyglot's Riddle.

From *Night Horrors: Grim Fears*: (Fairest) The Circle of Friends.

The following kith blessings have minor adjustments from their original versions.

From *Changeling: the Lost*:

Tooth and Claw: As per the Beast blessing, but for one turn per activation.

The Mercurial Visage: As per the Darkling blessing, except that as an instant action you gain 9 again on disguise attempts to impersonate that person. This bonus applies to the Mask only. See the Mockingbird's Tongue blessing for more.

In Plain Sight: As per the second part of the Elemental blessing, except that it's not limited to hiding in foliage. There has to be a reasonable amount of coverage there, offering something at least half of your Size rating (rounded down) to hide within or behind.

Dragon's Talon: As per the Fairest blessing, except that it does not allow you to spend Glamour to retake failed rolls, as well.

Obdurate Skin: As per the Ogre blessing except that you use half your Wyrd score (rounded down) as your armor rating, and there are no penalties.

Spurious Stature: As per the Ogre blessing except that there is no penalty when returning to normal size.

The Inebriating Elixir: As per the Wizened blessing except that if the Potency doesn't exceed the drinker's Health, the drinker must roll 1d10 to determine the effects:

Result	Benefit
1-2	Gains a +2 bonus to carousing rolls
3-4	Gains a +2 bonus to seduction rolls
5-6	Gains a +2 bonus to expression rolls
7-8	Gains a +2 bonus to resist reacting with aggression, including frenzy
9-10	Enters a euphoric state in which mental health-related Conditions are suppressed

From *Winter Masques*:

Caustic Caress: As per the Elemental blessing, focused on the polluted touch and without the additional resistance to toxins or poisons.

Enthralling Mist: As per the Elemental blessing except that it lasts for the scene.

Taste of Ill Luck: As per the Elemental blessing except that it must be declared before the first roll has been resolved and no benefit to Hearth is gained.

Velocity of the Zephyr: As per the Elemental blessing except that you must choose Speed or Initiative upon buying the power.

Cutting Might: As per the Ogre blessing, except that there is no additional Weaponry specialty.

Sepulchral Hunger: As per the Ogre blessing, except that there is no additional bonus versus undead creatures.

Unyielding Voice: As per the Ogre blessing except that it applies only to Manipulation rolls.

Gourmand's Grotesquerie: As per the Wizened blessing except that you gain +1 on Socialize rolls with anyone who partakes and do not gain the Iron Stomach Merit.

The following completely replace any blessings with the same names, since they contain major changes from prior versions.

Burning Hypnotism: Once per scene, you can activate your aura. Anyone you question while they can see the aura must make a contested Resolve + Composure + Power Stat roll or tell you the truth about one question per net success. The answers can be simple and unadorned, and further demands for details will count as additional questions, but they must be true as far as the target knows.

Consumptive Voice: Use your voice to muddy the thoughts of any who listen to you speak. Gain an exceptional success when obtaining 3 successes instead of 5 on Persuasion, Socialize, or Subterfuge rolls (choose one type each time this ability is purchased) versus any who hear your voice in casual conversation. This ability can be used only once per day.

Fade into the Background: In any area significantly like the one in which you spent the most time in Arcadia (plantlife, dark corners, stonework; choose one when purchasing this blessing), you add half your Wyrd to Stealth dice pools.

Goblin Illumination: Illuminate a portion of your body, or all of it, with a soft, pale light that eliminates up to 2 points of dice penalties to act in darkness. This can be turned on and off as a reflexive action.

Goblin's Tongue: Gain a +3 on any Social rolls made against a single type of supernatural creature (choose a different one each time this ability is taken).

Haunting Nocturne: As per the Winter Masques Darkling blessing, except that success makes the affected listeners more suggestible; you gain a +2 bonus to make specific suggestions to such listeners for the scene. This does not include anything that will result in bodily harm or death, and any such suggestions will instantly break the spell.

Impossible Counterpoise: When Dodging, add your Wyrd to your Defense Trait rather than doubling it.

Keys to Knowledge: Add your rating in Academics to Investigation rolls (or vice versa; choose one option when purchasing this ability).

Music of the Spheres: You have an an unerring sense of time, which allows you to roll twice and accept the better outcome for any action that might require precise timing (see the Winter Masques blessing for examples).

Narcissus's Blessing: As per the Night Horrors: Grim Fears Fairest blessing except that it grants a +3 bonus to subliminally convince targets that you appear to be elsewise. You should decide the exact differences, which can extend to clothing but not to anything beyond what you are wearing or holding. One major difference - such as a great shift in height, weight, or coloring - can be conjured for every 2 points of your Wyrd. Fooled targets will only be able to recall the illusion. This is only useable once per scene and does not affect recordings.

Natural Swimmer: Swim at a rate equal to twice your Speed rating.

Night Eyes: Suffers no penalties to sight-based Perception rolls when in the dark.

Panomancy: Once per chapter, tell fortunes using any method you want. The effect works the same as the Precognition Merit, without a cost in Willpower (see Second Sight).

Reptilian Blood: Gains a bonus equal to half your Wyrd rating (rounded down) versus damage from anything with a toxicity level (poisons, toxins, etc.).

Runs Like the Wind: Add half your Wyrd rating (rounded down) to Speed for the scene (cumulative with the Fleet of Foot Merit, if the changeling possesses it).

Seductive Fragrance: Your skin, hair, and breath carry alluring aromas from places unknown, lulling those who can get a clear whiff of you into responding better to your presence. Once per scene upon activating this ability, you can add your Socialize rating to later Socialize rolls. You can do this for as many rolls equal to your Socialize rating versus those who were close enough to smell you when you activated the blessing. You must use this bonus before the scene ends.

Slither and Squirm: Gain the third level of the Spelunking movement style in Book of the Dead (page 92). You get to roll Dexterity + Athletics to wriggle out of bonds due to this mobility, as well.

The Gift of Water: Breathe underwater. All water is expelled harmlessly from your lungs immediately during the round you leave the water.

The Tyranny of Ideas: Normal humans (and it must be human; it can't be another changeling or another supernatural being) gain a bonus to one dice pool involving Expression, Persuasion, Socialize or Subterfuge equal to your Wyrd. This can only be used once per scene.

The Trickster's Truth: Gain an exceptional success on Subterfuge, Persuasion, or Socialize rolls at 3 successes instead of 5 (choose a different skill each time this blessing is obtained).

Track the Blood: Gain the benefit of the 9 again rule on Wits-based Perception rolls for one specific sense (sight, hearing, touch, or taste/smell; choose one each time this ability is purchased).

The following blessings are new additions.

Bodhisattvas's Blessing: For every dot of Wyrd you possess, you can grant one person in your vicinity a +2 bonus to leave or avoid a place of imprisonment. This can include Larceny, Stealth, Subterfuge, or Persuasion, although you have no control over the methods the targets choose or the Storyteller's ruling on what is most appropriate for the situation.

Goblin's Gift: As per the Changing Breeds Aspect Pearl of Great Price except that you roll with Wyrd instead of Feral Heart and supernatural opponents resist with their Power Stat.

Mockingbird's Tongue: Shift your voice to resemble (if not completely mimic) anyone whose voice you have heard for at least a scene's length of time. You gain 9 again on disguise attempts to impersonate that person's voice (see the World of Darkness Rulebook, p. 87). Paired with Mercurial Visage, you gain 8 again for your overall performance. This bonus applies to the Mask only.

No Place Like Home: Gain an instinctual sense of where you are in relation to a place that you consider home. You will not fail a roll to find a way back to that location in the real world (you will at least gain one success) after calling upon this power. If activated in another realm like the Hedge, you can expect a 50/50 chance of being led to a door or path toward your home. This can only be used once per scene and does not ensure safe or swift travel.

Sawbones Charm: After activation, you cannot fail a Medicine roll; you will always get at least one success. This lasts for as many rolls as your dots of Wyrd or the end of the scene, whichever comes first.

Skeleton Key: Choose a skill for which you require special tools (Crafts, Medicine, or Larceny). Activating this ability will negate penalties for substandard equipment as long as there is something at hand that can be jury-rigged for the purpose.

Sweets for the Sweet: You can pull off a small piece of your edible body for the target to consume (without causing physical damage) or activate the ability through an exchange of bodily fluids, like a kiss, but the ability requires the target to consume the sweet. The target can choose to make a Stamina + Resolve roll to resist the effect or give in to their chosen Vice without a struggle, gaining 1 Willpower by the end of the scene, which they ascribe to their intoxication. The target will not forgo personal safety to indulge themselves but if you are able to see the fruition of the target's enjoyment, you will regain Willpower as they have.

Kith Magic: Sway

A kith blessing can manifest in the Sway that a changeling has over her surroundings. In Arcadia, she was imbued with an ability to affect her environment in small ways to help her complete tasks faster and better. A changeling's kith gives her supernatural Sway over one aspect for every other dot of Wyrd she possesses (to a maximum of five). These aspects are directly related to her kith's concept and role in Arcadia. They can be drawn from a wide range of phenomena such as elements (such as wind), oft-repeated actions (like repair), objects (like tools), qualities (such as softness), conditions (like intoxication), types of people (such as children), and arts (like music). Each one must meet with Storyteller approval before being recorded on a character's sheet. This system can be used on its own or in addition to kith blessings.

Areas of Sway do not have to be rigidly specific, such as being reduced to one type of music, nor should they represent only one narrow skill or roll. For example, Persuasion is not an appropriate choice, but Conversation or Temptation would work. Temptation, for instance, could be attempted with Subterfuge, but also through Persuasion or Intimidation rolls. Aspects of Sway should be able to affect a number of possible rolls while remaining distinct from one another. As a rule, Sway does not apply to rolls to attack or deal damage but can be used to manipulate a battlefield in one's favor. This made captives easier to keep in line in Arcadia but makes them slippery opponents on earth.

A changeling can use Sway once per scene per dot of Wyrd she possesses. The aspect she is trying to influence must be present in the scene in some measure, either naturally or through use of a supernatural effect, but she cannot summon it through Sway itself. To compel the aspect to help her, all she has to do is spend a point of Glamour reflexively and imagine how a twist of fate in that arena will occur. The player must describe her intention first and if necessary explain how it is connected to her chosen type of Sway. With the Storyteller's permission, she may proceed. An activation grants the changeling a +2 bonus or negates up to -2 in penalties on a single roll she makes. While the outcomes might appear to be good or bad luck to onlookers, they will usually not be outlandish enough to warrant suspicion of supernatural influence.

So a Cyclopean with the Sway of Sight can give herself a +2 bonus on one roll to track someone, inspect a person's outfit at the club entrance, or examine a crime scene - provided that her vision is not obscured and she is only expecting surface details to pop out at her. She could not activate this area of Sway if she was blinded or had significantly blurred vision due to a drug effect. She will not gain any information about things that are not able to be detected by viewing them at the moment in the scene. On the other hand, she could negate up to -2 in penalties caused by wind or thick fog, but she must decide which benefit to claim before making the roll.

Design Notes: Sway is meant to be a flexible system that encourages players to look for more ways to use their character and the environment. It can give players more opportunities to use their characters' powers, but they will have to think creatively and make sure that their strategies make sense to the Storyteller. Sway adds an element of unpredictability to kith powers, as well, giving them a tricksy feel. Sway is tied tightly to a changeling's theme, giving the player more

power to easily flesh out a kith concept that doesn't easily fit into the prescribed categories. It is only one possible kith power system, the first of two I have been developing.

Sway can also be expanded or contracted by the Storyteller, as needed. If it doesn't match a higher power level that a group enjoys, the Storyteller can allow characters to have one area of Sway per dot of Wyrd, or allow 2 automatic successes instead of simply allowing a +2 bonus to a roll. If the system seems too open, a Storyteller could restrict Sway to only a few categories (such as physical aspects like elements, objects, and people) or to only negating penalties.

A Hundred Cousins:
More Changeling Kiths

The following kiths were created for first edition Changeling, and many were made for Victorian Lost, based on historic concepts. They can be adjusted for second edition with little difficulty, or they can be alternate concepts for kiths already established in my kith revamp system.

Beast

Wolpertingers

An uncanny mix of animality and artificiality, these unfortunates were transformed into beasts and then "stuffed" by their Keepers and kept as trophies. While some were largely immoveable during their Durances, most were allowed rolling eyes and some were placed into different poses from time to time. Often referred to as "dermies," they can benefit from returning to a **Stuffed State**: Upon spending a Glamour point, a dermy gains a +3 bonus to any efforts to remain quiet and still and go unnoticed, or to impress an onlooker by physical appearance alone. Making any noise nullifies the blessing.

Destiny: Wolpertingers first appeared with the explosion of taxidermy in Victorian decor and became fairly common, and though they are less plentiful in freeholds of the modern world, they have not entirely disappeared. It is rumored that the Victorian amusement in placing mounted animals in tableaux of civilized life were inspired by dermies who were caught with their Masks down.

Created by: Kismet Rose

Elemental

Moppets

An array of children and adults are taken for "play" and display and fashioned into living dolls. Some of them are "loved" intensely by their Keepers

or at least valued as part of a collection. Their boon is being the **Silent Friend**: Upon being told a secret, a moppet can choose to spend a Glamour point to make the target feel noticeably better, granting a +1 to all Composure rolls until the moppet releases the target or reveals the secret. The moppet can maintain the bonus for a number of targets equal to their Wyrd; during this time, the moppet gains +2 versus attempts to force them to betray a confidence. If they use the ability on themselves, they must not reveal their chosen secret in any way to maintain the bonus. Secrets must be substantial and burden the character emotionally to warrant the moppet's soothing.

Destiny: Early moppets were fashioned with stone, corn husks, wood, and/or cloth and didn't always have defined faces. Not long before the Victorian era, moppets started to be made with wax, porcelain and more recent, popular materials. During the 1800s when dolls exploded in popularity and distribution, more moppets seemed to find their way back from Arcadia than ever before. Modern moppets are shaped out of plastic more often than not, but a few continue to reflect the old ways of doll-making.

Created by: Kismet Rose

Elemental or Fairest

Confections

These changelings are fed on the richest desserts in Arcadia until their skin becomes chocolate, their lashes spun sugar, and their eyes like caramel swirled in white gumballs. They can confer Sweets for the Sweet: by spending one Glamour, a confection can allow another to taste the lost delights of Arcadian delicacies. They can pull off a small piece of themselves for the target to consume (without causing physical damage) or activate the ability through an exchange of bodily fluids, like a kiss, but the ability requires the target to consume the sweet. The target can choose to make a Stamina + Resolve roll to resist the effect, which reduces pain penalties and all Intelligence, Wits, and Resolve dice pools by one for the scene. The confection can intoxicate one target per point of the confection's Wyrd rating.

Created by: Nate Light and Kismet Rose

Fairest

Athyas

These changelings are marked by a terrible beauty that reaches into the subconscious minds of those who look upon them. Their sleek flesh gleams mellowly of bronze, silver, or a gemstone's colored radiance, though some manifest a glowing nimbus around their perfect limbs. Their blessing (and some say their curse) is the ability to **Pique the Passions**: the character can spend a Glamour point and roll Presence + Empathy vs. a target's Resolve + Composure in an attempt to arouse their emotions. The target must be within 50 feet (or line of sight, whichever is closer) and can only be marked once per day. If the target fails, the intensity of whatever they are feeling is doubled (or tripled, if the character rolls an exceptional success). 1 success = 1 turn; 2 = 1 hour; 3 = 6 hours; 4 = 12 hours; 5 = 1 day. The character has no control over which emotion is stirred or how the target expresses it.

Created by: Kismet Rose

Kinderlings

Some young children are chosen for their remarkable purity and beauty and are carefully cultivated to remain petite, pleasant, and idealistically precious. By and large, kinderlings do not grow to full adult height or size, and all of them retain softer skin, shinier hair, and other hallmarks of preteen childhood. A few rare escapees keep all of their baby teeth. These youthful and sweet features grant them Adorable Absolution: Upon spending a Glamour point, a kinderling obtains a +2 bonus on all Social rolls that benefit from being cute, helpless, and apparently innocent. This bonus also extends to rolls to charm and pacify animals. The effect lasts for the scene.

Destiny: Kinderlings arose from the mid-1800s as the Victorians increasingly began to consider children worthy of special status and protection. The less children were expected to work and the more they were sheltered and idealized, the more kinderlings seemed to gain prominence. After a few of them were uncovered as terribly successful Loyalists, many became wary of the kith at large. The Anti-Gentrification League in particular held kinderlings as further proof that Fairest should never be trusted.

Created by: Kismet Rose

Ogre

Ya-te-veos

These are generally stout changelings with plant-colored and textured skin. They have tendril-like appendages, from their serpentine arms to slithering hair to additional, unnatural growths. They are named for man-eating plants from explorers' tales and they retain their reputation with their Vicious Embrace: By spending a Glamour point, they release a sticky coating along their limbs that grants them a +1 bonus to grapple an opponent. Further, they blend with natural surroundings and gain a +1 to Stealth or Survival rolls to go unnoticed in sufficient greenery. Additionally, Oath and Punishment is not considered an affinity Contract for ya-te-veos; they have a connection to Contacts of the Wild instead.

Destiny: Ya-te-veos were known by different names in the folklore that came out of worldwide exploration in the sixteenth century, particularly in places with notable forests and jungles. They were brought back to "civilized" society as curiosities by adventuring changelings commonly during the reign of Victoria. Since most were from foreign indigenous races, some freeholds set about the task of modernizing ya-te-veos, whether or not such tending was needed. The ogres avoided some of the worst treatment through their appreciation of plants and their uniquely personal way of making their displeasure known. Ya-te-veos came forward more often into the mid twentieth century, though they appear to be rare in recent decades.

Created by: Kismet Rose

Changeling Merits

Contract Negotiator (_____) ●●●●

By: Nightstorm

Your character has learned the art of the deal and is now able to extend one of the contracts he has learned. Once per day when he has used the specified contract without invoking the catch, the changeling can activate Contract Negotiator, which allows him to use that contract again without paying any further glamour. (Any other requirements, such as Willpower, must still be met.) He can then avoid paying glamour costs for that contract up to a number times per day equal to his Wyrd. The contract must be an affinity contract and the merit must be applied to one specific contract when it is purchased.

For example, the Darkling Azazel acquires Contract Negotiator (Darkness). He uses the fourth clause of Contracts of Darkness (Boon of the Scuttling Spider) and spends the required glamour even if he has met the catch (climbing stone or wood walls at night). Since Azazel has a Wyrd of 3, he can use any of his Contracts of Darkness 3 times without paying any additional glamour during the next 24 hours. Azazel can only use this merit on Contracts of Darkness and must still pay Willpower costs.

If he wanted to use Contract Negotiator for another contract, such as one of his court contracts or a universal affinity contract (like Contracts of Hours), he would have to buy the merit again for each of them.

Seventh of a Seventh ●●●●

By: Michael

Effect: Your character was unfortunate enough to be the 7th son/daughter of a 7th son/daughter. This has marked the character for abduction by the True Fae. This will likely happen either shortly after birth, or around the ages of 7, 14, 21, etc... The Fae find these children of particular interest. Being unfortunate enough to be

born with this over your head does have a couple benefits once you return from Arcadia:

- +1 to Clarity rolls, the 7th of a 7th seems to have an easier time holding on to Clarity than other changelings
- +1 to Kenning rolls to recognize contracts, as you have seen and witnessed more Fae powers than the average mortal, and have been around it your life.
- You have the same affirmity bonus as a changeling with 1 Wyrd higher

Unfortunately, this gift is not a pure gift. When you return from Arcadia, being marked isn't all it's cracked up to be. A mortal so marked is more prone to insanity when she does lose Clarity. A character so marked gets a -1 to all rolls to resist gaining a derangement.

Author's Note: I noticed in Changeling: The Lost that there was not a mortal merit a character could take that would predispose them to becoming a changeling. Werewolves and mages have a merit that does just that, so using some information from the books and fairy tales, I wrote this up. Storytellers are encouraged not to let all the characters have this, as the 7th of a 7th is very rare indeed (also why I threw in the -1 to clarity rolls). Unfortunately the name of this Merit is altered from what I would have liked it to be as in the "Magical Traditions" book, there is a merit called "Seventh Son/Daughter of a Seventh Son/Daughter" (page 122).

Changeling Flaws

By Kismet Rose

Court Enmity (Persistent Condition)

Perhaps you switched Courts, failed to fulfill your Court duties, or abandoned the Court system entirely - or maybe you didn't do anything to deserve censure at all. Whatever the case, you now suffer -2 on any Social rolls with members of a specific Court. If using Social maneuvers against members of your enemy Court, you must open an extra Door. Additionally, you cannot access the social benefits of any Mantle or Court Goodwill rating you may have in that Court until the Condition is resolved. Court Enmity can occur with multiple Courts at once.

Example Skills: Subterfuge, Socialize

Resolution: The falsehood is openly debunked or your character's name is cleared (often through a challenge such as a major duel, fulfilling a pledgebound quest, or offering an important item).

Beat: Your character backs down from a confrontation or fails a roll due to this Condition.

Court Enmity (Social Flaw)

Not only have you switched Courts or abandoned the Court system entirely, but you managed to tweak the wrong noses hard on the way out. Perhaps you ran from an important Summertide fight when your rage finally wore out and disgust finally settled in, or they found out you gave up the location of an important Winter hideaway in exchange for a token at the Goblin Market. Whatever the case, your reputation has suffered a heavy blow that will take some serious time and effort to recover from, if you can recover at all.

Characters suffer this flaw with one specific Court and cannot enjoy any social perks related to their rating in Mantle or Court Goodwill with that Court until the resentment is resolved. Court Enmity acts as a -2 penalty to social

interactions with the Court in question (though not supernatural powers based on Social rolls). This flaw may be acquired multiple times, should the character rouse the genuine ire of more than one Court. Experience is gained when this social penalty gets in the way of or directly harms the character's goals.

Forgotten Promise (Persistent Condition)

You have entered into a pledge but do not recall doing so, which leaves you unaware of the parties, restrictions, and boons involved (at least temporarily). The Wyrd will eventually reveal the terms of the deal to you or you can seek them out on your own, but you will have to live up to your end of the bargain or face the consequences. Merits like Common Sense or supernatural powers with similar functions can help you sense when you are about to violate a restriction of a forgotten promise.

This Condition is usually only available at character creation, though it can stem from a memory-related Condition gained during play, like Amnesia. The player should give input into the pledge's terms, at least about its overall severity and the boon(s) their character was seeking. Storytellers should remain open to amending the terms, should the player have a very negative response.

Resolution: Your character discovers all of the terms of the pledge.
Beat: A complication arises due to your character's active pursuit of the details of the pledge.

Forgotten Promise (Supernatural Flaw)

You have entered into a pledge but do not recall doing so, which leaves you unaware of the parties, restrictions, and boons involved - at least for now. Eventually, the Wyrd will reveal the terms of your contract to you, and you will have to live up to your end of the bargain or face the consequences. Such a promise is likely to be tied very deeply to the circumstances of your earliest experiences as a changeling and will probably involve important figures like family members, your Keeper, your fetch, or the privateer who sold you into bondage.

This flaw is usually only available at character creation, though it can happen due to memory loss during play. When it is set up as part of a character's

background, it represents an opportunity to explore themes related to the character's past. It's advisable to get some player input on the parties involved, the general severity, and perhaps the boon(s) the character was seeking when it was forged. Storytellers should remain open to amending the terms, should the player have a very negative response.

The Seasonal Courts: Variant Court Rules

By Kismet Rose

Court Mantle Variants

The following benefits supplant the ones listed for the different Court Mantles in Changeling: the Lost. Nothing else about Mantle has been changed; each level of Mantle will manifest as described in the book. If intervening levels are desired (such as a separate benefit for attaining Mantle ●●), simply offer the first Mantle benefit for that Court again at level ●● and the third Mantle benefit once more at level ●●●●.

Spring Court Mantle

● Gain a specialty in Crafts, Expression, Socialize, or Persuasion

●●● Gain two dots to spend on Allies, Contacts, Fame, or Retainers

●●●●● Gain 1 extra pledge with mortals, above the normal capacity allowed by Wyrd

Summer Court Mantle

● Gain a specialty in Athletics, Intimidation, Survival, or Streetwise

●●● Gain two dots to spend on Fighting Styles

●●●●● Gain 1 extra health level

Autumn Court Mantle

● Gain a specialty in Investigation, Occult, Intimidation, or Stealth

●●● Gain two dots to spend on Harvest, Archive, Token, or Mentor

●●●●● 1 extra pledge with fae, above the normal capacity allowed by Wyrd

Winter Court Mantle

● Gain a specialty in Subterfuge, Stealth, Larceny, or Politics

●●● Gain two dots to spend on New Identity, Anonymity, Fleet of Foot, or Hollow

●●●●● 1 extra glamour point above the normal capacity allowed by Wyrd

Entitlement: The Thikana of Dreams

By Kismet Rose

Symbol: A jeweled and multicolored hookah with curling smoke coming out of it. Within the smoke is a fantastic scene, usually of a palace.

Titles: Rani (Sara), Thakur/Thakurani (permanent members), Rana (temporary members)

Prerequisites: Wyrd 2

Joining: Membership is not restricted by Court, Seeming, or Kith; even the Courtless can be invited or can petition to join. There is no set price or exchange rate for the privilege, however, and it is likely that tribute will be required. Permanent members are able to invite short-term, temporary members through the use of pledges. These pledges can last no longer than a season and must involve the basic rules of conduct. If payment is involved, the Rani asks that permanent members tithe a portion of their profit. Permanent membership can only be obtained through official induction by the Rani.

Mien: Light clouds of glittering particles and/or smoke are occasionally seen swirling around the member. In low Wyrd changelings, these clouds are faint, usually only noticed at particular times or in certain angles of light. Higher Wyrd changelings might start to exhibit thicker, continual clouds, as well as the dreamy scents of incense and exotic tobaccos. Temporary members tend to show faint signs in their mien for a day or two after using their invitation.

Background: The Thikana of Dreams is meant to appeal to changelings on several levels. The dream environment offers a getaway that can be experienced even during a hectic week, from wherever a changeling happens to be. This is bound to appeal to changelings who can't get enough partying, as well as overworked changelings who can't find waking hours to relax. The scene is only open to those in the know and can make for a great place to meet other changelings, even if they are going incognito. The chance to wear a different face invites the kind of game play and revelry of masked balls. For hedonistic changelings, the dream palace offers a myriad of different sensual experiences. For more conservative changelings, there is plenty of space for simple pleasures.

Organization: The head of the order is its creator, Saravati, who has sole rights to induct permanent members and can remove agitators from the premises at any time. She also has the right to ban changelings from future access. The four founding members also have the ability to remove changelings from the dream, although they cannot countermand Sara. Permanent members are able to issue temporary invitations through pledges. Although temporary members can make suggestions and complaints, they have little say in how the order is run.

Privileges: Temporary members gain access to the dream environment for no longer than a season per pledge. While they are bound by the rules of the palace, they are otherwise free to enjoy themselves for the duration. Permanent members can visit the dream environment as much or as little as they like, whenever they fall asleep. They can make invitations and can suggest people for induction. Any member can ask that a portion of the dream be shaped to their specifications either on a temporary or continual basis (although they must pay extra for it).

The Oath: No one may harm a member or continually harass a member once they have been asked three times to stop. Committing harm results in immediate expulsion from the dream, with the option for future banishment. Harassing someone beyond the limit is to be expelled. Members cannot alter the dream environment in major ways; members can design their own person and create small effects, however. Members are not allowed to impersonate changelings from the local area or to use their image for humiliation.

Goblin Fruit & Oddments

By: Kismet Rose

Babyfruit

Encountering: Babyfruit is likely to spring up where murdered or neglected infants have secretly been buried, particularly if multiple bodies have been interred in the same general area.

Planting and tending: Babyfruit bushes want to be in grave soil and require fresh blood at varying intervals (once a month to once a quarter per bush). The blood need not be human, though that seems to satisfy the bushes the most. Infants satisfy the bushes the longest. Babyfruit have also been known to respond to lullabies and patting. The fruit will cry more readily as they ripen; regular tending will keep them relatively quiet, but they will probably continue to gurgle to themselves. Babyfruit that's starving or otherwise wilting will still cry, though more and more softly, until rendered useless.

The plant itself: The bushes that spring forth grow to a maximum of four feet high, with leafy branches. They will sprout round blue and purple fruits that develop human-like infant faces, which will weep when upset. When they are picked, their cries soften to whispers. Once they are rendered into a preserved form, their cries cease - but some vestige of a child's face will remain.

Harvesting: A hungry babyfruit will wait until flesh is nearby (such as when someone reaches in for a piece), and attempt to bite with their wicked teeth (roll 2 to 6 dice). A sated babyfruit is unlikely to attack, however. Some have fallen off the vine if given a nipple to suckle (though few creatures are likely to sit still for such a thing).

The fruit itself: Most individual babyfruit provide a point of Glamour, usually tinged with sorrow or wrath. Those that are near wilting have a chance to morph into babyfruit that heal wounds (1 lethal or 2 bashing). A side-effect of eating the fruit is that the imbiber will be able to understand the cries of pre-verbal children for a scene - including the cries of the babyfruit themselves, which are often bloodthirsty and pathetic at the same time.

Imperials

These gemstone-colored flowers are commonly found in the Hedge near gateways leading to or from the orderly parks and gardens of the British elite. While some of them resemble roses, others resemble exotic blooms or crowns. Once plucked, imperial flower stems curl around whatever is closest to them, clinging stubbornly for a full day and night. During that time, the bloom emits a fine fragrance which commands respect and gleams with a perfection which reminds others that the bearer is their better.

Imperials grant wearers a +2 bonus to social rolls made to convince someone they are a member of the upper crust of society. Rumors claim the blooms make it easier to masquerade as one of the Fae Gentry, as well, but these remain rumors. Changelings try to ensure that imperials attach themselves to lapels or hats before important meetings, but the blooms might latch onto fingers or hair if they cannot get out of the way in time. These flowers garner attention and scrutiny, whether it is desired or not, so wise changelings pluck them sparingly.

Anyone attempting to raise imperials must do so in a very orderly and pre-established Hedge garden, ideally with a gateway nearby that opens onto British-controlled soil, more specifically a park, garden, or cemetery. Seeds or cuttings must be buried with a rich offering, as well. Gems and jewelry seem to work best, especially heirloom pieces, but currency offers little to no benefit. The blood of someone highborn (and with a Status of no less than three) is also required. Semi-regular infusions of finery, refined company, and soil and breezes from English gardens tend to keep the flowers thriving.

Destiny: Spring courtiers note imperials for the first time in the 1700s as English gardening and British colonialism gain momentum, and they are well-known blossoms by the Victorian era. They become harder to find following the death of Queen Victoria and all but disappear by the late 1990s.

Wake Fruit

Once upon a time in the goblin market, a changeling searched for a way to wake his comatose uncle. The story says that his uncle hadn't been responsive

since a Keeper came and took his nephew, some ten years before. Now that he was back, the changeling wanted to start setting things right. He searched the Courts first and then decided he would have to haggle with the goblins of the local market. And a haggle it would be, he vowed, for he would pay the denizens of the Hedge next to nothing, since they had chased him back to the world when he was lost and desperate.

The goblin merchant called himself Creak, and his bones groaned together anytime he moved his tall, spindly body, which was girded with rusty braces of different kinds. Creak told the changeling that he would need something called Wake Fruit. It could only be harvested in the Hedge near a long-term, comatose person who hadn't been moved in a while. The Wake Fruit would only sprout into being when the person was dreaming (which not all comatose people do) and having a particularly intense dream (Intensity 9+), and sometimes not even then. At the moment when the dream faded, when the person had a new chance to wake up, the Wake Fruit would bloom for a few scarce moments.

So the changeling followed the instructions carefully and dispensed the fruit to his uncle, who promptly ceased living. Distraught, he dragged the body into the Hedge and tried other ways to wake him up, to no avail. He left his uncle's body in the real world for authorities to find and care for.

The next time the goblin market was in town, the changeling found Creak and demanded not only a refund, but reparations.

"Don't you see, foolish boy?" Creak creaked. "Your greed only bought you half an answer last time."

"W-what?" the changeling asked.

"You were cheap and dull to bargain with, and there are few sins more grave in the goblin market," said Creak. "You never thought to ask what would happen when your uncle ate it. And since you want reparations for your insolence, this I'll give you for free: Upon tasting the Wake Fruit, the imbiber will lie as dead, one day for each month the dreamer was comatose. At the end of that time, it would be likely for your uncle to rise, none the worse for wear."

The changeling reeled. His uncle's body had already been embalmed and buried. There was nothing to keep him alive, even if he tried to rise.

"Of course, they say the comatose dreamer dies when the imbiber wakes, but all that's just rumor," Creak supplied.

Tokens

Belle's Mirror ●●

By: Kismet Rose

"Reflect in your heart for me, and I will reflect for you."
-- *La belle et la bête*, 1946

Changelings recognize Belle's mirror as a thing of beauty, a flawless looking glass surrounded by woven Heartbriar (a viny growth that develops heart-shaped flowers used in changeling love potions). The mirror is 13 x 13 inches, in the shape of a heart.

The user must be able to stare into the glass fully for a turn while clearly recalling the face of someone they genuinely love. The mirror will then reveal the target and their current state, as well as anything within 20 feet of the target, so long as they are on the material plane. The perspective can be shifted like the user was panning with a video camera, but only within line of sight. The scene fades after thirteen minutes, and the mirror will only work once per day. Typically, those being spied on are none the wiser, but the user's fetch will know that they are being watched.

Action: Instant.

Mein: All blemishes on the mirror fade when it is activated, and the frame tends to gleam mellowly. It takes on weight, as though it has an ornate frame. Those near an active mirror might catch a scent or a sound from the scene inside. Mortals may feel unaccountable sadness or happiness while looking into it or handling it directly.

Drawback: The emotional effects of the mirror are overwhelming. For the next day, the user suffers from severe anxiety (see page 98 of the World of Darkness core rulebook).

Catch: Watching a loved one from afar in the mirror is always distressing, no matter what is being viewed. For the next day, the user suffers from a -1 penalty on rolls to resist the anxiety.

Mansion Dust Token ● to ●●●●●

Mansion dust is gathered from the remains of rooms that have been destroyed. No one knows who collects the dust, how they enchant it, or why some rooms qualify while others don't. Some speculate that places with deep emotional resonance and importance are prime candidates. Others believe that violence and trauma surrounding the room's destruction causes it to transform when the remains enter the Hedge. A few believe that the sacrifices made for the building matter most.

Regardless, every now and then mansion dust shows up in Goblin Markets, sometimes in plain burlap sacks, urns, cremation boxes, even large preserving jars. The goblins usually charge a sizable fee for the seemingly useless contents because when they are buried in the soil of the Hedge, watered with Glamour, and fed with Willpower (two points of each per dot of the trifle), the remains conjure up the rooms they belonged to.

The reconstructed rooms are rarely accurate representations of real-life locations but they are close enough, and solid enough to remain standing. Some major items of furniture may also appear, especially if they were well used or evoked strong emotions, but often the rooms are bare. It is notable that these rooms have no doors into or out of the Hedge whatsoever; all such doors must be added. In exceedingly rare instances, rooms might have the remnants of old wards, but usually they have none. Each dot of mansion dust grants one room, though these rooms tend to be a bit larger than average. It is in this way that some hollows get started or are expanded.

Mansion dust can be used to start a hollow (with Storyteller permission). In such a case, the deal with the goblin market will transform the player's Hollow merit points into an actual place in the game. During character creation, this can simply be part of the backstory or prelude. During game play, each dot of mansion dust adds the prescribed number of rooms (thereby granting dots in hollow size). These rooms do not all have to be in the same style or even from the

same time period. Such a hollow has absolutely no doors of any kind; they must be made. It also has no wards or amenities unless the Storyteller allows it.

Mansion dust can be used to expand a hollow that already exists. Additional rooms generally take on the amenities and wards ratings of the larger hollow. Mansion dust rooms add to the size of a hollow but will not add any doors or wards; with Storyteller permission, they might add amenities. Once the dose of dust has spawned its room(s), they cannot be moved, although there have been rumors of prized bags that can spawn and collapse rooms for transport.

Given the nature of goblin trade, however, these rooms come with quirks of their own. Some of these problems can be fixed, while others remain part of the construction itself. Mansion dust can come with any of the following drawbacks:

- The walls have serious damage. There will be leaks, plants may start to grow inward from the Hedge, smaller Hedge creatures might find it easier to get in, and the walls will be easier to knock down.
- The room is actually a mix of two different rooms whose remains were mixed too much.
- Ghosts of former inhabitants, bound to the place, haunt the premises.

Trifles

Fairy Soap (Trifle)

(see advertisement on pg 5 of Victorian Lost)

Bars of this popular soap can be found in the Hedge, sometimes floating in a pond or gleaming on a goblin merchant's shelf. Transformed by fae magic, these imbued bars take on their maker's promise to float and transfer that ability to whoever washes with them. Lathering at least one's hands with a bar of enchanted Fairy Soap (and some liquid, of course) will grant the user the ability to float, as per the first clause of the Separation Contract (Winter Masques page 40; no cost, roll, or catch applicable) for the next scene.

Destiny: Warped bars of Fairy Soap were fairly common finds from the mid-1800s until the onset of the Great Depression, when the special soaps became rare to nonexistent.

The Goblin Coin: A Trifle

By: Michael

This special coin can only be given freely by a goblin as a thank-you gesture, either for helping him or saving his life. They cannot be asked for or forced from a goblin, and any coins received in this fashion will not work. Each coin looks like it is made out of well-polished gold with the face of the goblin who gave it grinning on both sides. To activate it, a changeling must rub it while invoking a single use of a Goblin Contract, which then removes the drawback from the Contract. Once used, the coin becomes tarnished and bears the face of the same Goblin smiling greedily at the holder with a "thumbs up" on one side, and the face of the changeling on the other side.