By Pokebrat_J

Everyone dreams. Everyone looks at the world and thinks about how it could be better. Whether you've watched the news and wished crooked cops weren't so untouchable, or wished instead you were riding a griffon into battle to save your one true love instead of grinding out some mindless drudgery at work, everyone imagines a better world.

Changing the world starts with dreams, with imagining something better, something more. Imagining something that's not as miserable as what reality exists, or imagining something amazing almost entirely divorced from reality gladdens the heart and makes the world a little better, if only for a small while. The world tries to pound away at these dreams and replace them with boring, banal reality. Someone that dreams 'too big,' as if there is such a thing, hears that they need to focus on what's real, and not just their fantasies. It's just as dangerous, though, to dream too little. The world isn't just a drab mire of darkness and misery, it has hope and love and all the other things that the best dreams are made of. It's just a matter of finding it.

As one of the Kithain, a Changeling, you are not a monster in the shadows, stealing the vitae of the common man or a beast raging at a world of steel and glass. No, instead you are a being born of humanity's hopes and dreams, a faerie soul in human flesh holding desperately onto the wonder and inspiration of a world drenched in soul crushing banality. Cut off from the paradise of Arcadia deep within the Dreaming, you must find a way to keep a hold onto any whimsy and magic you can while living within the Autumn World.

You receive **1000 cp** to help you make your way through this world of darkness.

Courts:

Which of the Courts do you find yourself drawn towards?

Seelie: While often characterized by outsiders and even inexperienced kithain as the ‘good’ court, the Seelie Court is really defined by the virtues of honor and love. While this would seem to fit in with notions of ‘good,’ knightly chivalry may conflict with the morals of the modern world and the fae idea of courtly love is sometimes much removed from the reality faced by mortals. In many ways, the Seelie Code is rooted in martial traditions and the mostly forgotten dreams of the medieval world.

Unseelie: Many Seelie Changelings and students of the fae see the Unseelie Court as somehow evil, but this description is far too simple. Unseelie Changelings embrace change and sneer at tradition, seeing no special tie to their past or, indeed, to the Dreaming, which seems to have forsaken all Changelings. The Unseelie way is passionate and pragmatic, satisfying desire and need alike; the Unseelie deny themselves nothing.

Shadow Court: The Shadow Court is a dark reflection of the Unseelie Court, populated by a distinct group of Kiths known as Thallain. Whereas members of the other two Courts occasionally take on the miens of the opposite Court, the Thallain are permanently locked between two Unseelie natures. They take change to a terrifying extreme, and wish to bring about the Endless Winter, the death of all Wonder, Creativity, Magic and Dreaming.

Dauntain: Unable to cope with the fae reality, there are some changelings who fled to the safety of Banality, their perception of the world twisted by their own fears. Finding themselves as outcasts from the rest of kithain society, they strike out against that which exists to only nurture them. With no regard to the consequences or damage caused by their vandalism, they seek to destroy that which the fae finds beautiful and magical.

Kithain:

Age and gender may be chosen freely.

Boggan: The dreams of hearth and home. Practical and hard-working, boggans are the keepers of households and industrious homemakers. Boggans can't help but get involved in the business of others, and for that reason always seem to know what's going on. Trusted with keeping the hearths in many freeholds and nobleman's keeps, boggans are the bedrock of a stable fae court. Those of the **[Shadow Court]** are instead known as Boggarts, Thallian born of the nightmares of greed and callousness.

Clurichaun: Fun-loving and charismatic, these Kithain are the origin of the stories of leprechauns. They love life and revelry, as well as collecting objects. Clurichauns are prone to bouts of depression or rage, unleashing their fantastic tempers and tearing though anyone in their way. Those of the **[Shadow Court]** are instead known as Bodach, Thallian born of the nightmares of what lurks in the home at night and the fears of children.

Eshu: The dreams of wanderlust and adventure. The ultimate wanderers, eshu are consummate storytellers and explorers. Originating in Africa, these Kithain were once rulers in their own lands and can now be found across the globe. Known for arriving just where and when they need to, eshu are quick-witted bargainers and explorers, and perfect companions for any adventure. Those of the **[Shadow Court]** are instead known as Aithu, Thallian born of the nightmares of roaming bandits and cowardice.

Nocker: The dreams of creation and frustration. These foul-mouthed curmudgeons might be small and strange to look at, but their need to craft and build makes them the ingenious inventors of changeling society. Nockers often prefer their own company, provided they are allowed to create, and fall easily into profanity-laced frustration when finding imperfections in their own designs. Those of the **[Shadow Court]** are instead known as Goblins, Thallian born of the nightmares of mayhem and malfunctioning machinery.

Piskey: Piskies are innocent, wide-eyed kith, made up of natural wanderers that seek the beautiful and awe-inspiring beauty of the world. Useful messengers and guides, these industrious and friendly changelings can't resist taking something they fancy, even if it doesn't belong to them. Those of the **[Shadow Court]** are instead known as Spriggans, Thallian born of the nightmares of kidnappers and vicious pranks gone wrong.

Pooka: The dreams of innocence and play. Pranksters at best and terrors at worst, these changelings each share an affinity with a particular animal and adore practical jokes. These rogues are known for never being able to tell the whole truth, and often act as the not-so-innocent jesters who can get away with nearly anything. Those of the **[Shadow Court]** are instead known as Beasties, Thallian born of the nightmares of wild beasts and what lurks in the woods.

Redcaps: The dreams of violence and hunger. These hideous changelings are monstrous eating machines, terrifying to behold and full of bad attitudes and violence. Redcaps can ingest nearly anything and live for the chance to stir up trouble and buck authority, making them an often friendless and unwelcome addition to changeling society. Those of the **[Shadow Court]** are instead known as Ghasts, Thallian born of the nightmares of cannibals and organ harvesters.

Satyrs: The dreams of passion and freedom. Satyrs are the spirits of pleasure and passion given form. Sensualists of the highest order, these goat-legged Kithain are known for their boundless energy as well as their musical talent. Though they are known for their hedonistic ways, satyrs also serve as fierce warriors, lovers, and wise councilors. Those of the **[Shadow Court]** are instead known as Nasties, Thallian born of the nightmares of excess and depravity.

Selkies: The dreams of broken hearts and lost loves at sea. These skinchanging Kithain straddle the worlds of land and sea, capable of slipping on a seal skin to swim the oceans, or taking off their skins to walk on land. Playful but also cautious, these attractive fae must keep their sealskin pelts close by even when in mortal form, or risk having them stolen or destroyed. Those of the **[Shadow Court]** are instead known as Kelpies, Thallian born of the nightmares of drowning and lovers turned monstrous.

Sidhe: The dreams of beauty and nobility. Exiles from Arcadia, they are trapped in a world cold and foreign to them. These beauteous fae consider themselves Dreaming-ordained rulers over their lesser fellows, and it too often shows in their bearing. You may choose to either be an Autumn Sidhe, one who has embraced the Changeling Way of reincarnation, or an Arcadian Sidhe, who ripped out the mortal soul of the body they now inhabit. Those of the **[Shadow Court]** are instead known as Sevartals, Thallian born of the nightmares of tyrants and mindless servitude.

Sluagh: The dreams of secrets and cold terror and things that go 'skritch' in the night. These dark and secretive fae are the best at collecting information and guarding secrets. Sly and withdrawn, Sluagh are only able to speak at a whisper, and loath loud noises and losing their well-protected knowledge. Those of the **[Shadow Court]** are instead known as Boogies, Thallian born of the nightmares of foulness and the disgusting things crawling in the darkness.

Troll: The dreams of honor and duty. These powerful giants embody the loyalty, honor, and strength of the fae. Staunch defenders and guardians, trolls prize honor above all. Once they've given their word, they will not break it on penalty of sickness and even death. Those of the **[Shadow Court]** are instead known as Ogres, Thallian born of the nightmares of lecherous brutes and mindless violence.

General Perks:

Of Dreams and Glamour [Free]: In the age where Banality was overrunning the world, closing off many trods and easy access to Glamour, many of those left behind were forced to undergo the Changeling Way, undergoing a cycle of reincarnation in which their fae souls awaken in mortal flesh. As one who has undergone the Chrysalis, you have awakened your fae self, capable of drawing upon the power of Glamour to fuel your magic, interacting with things of the Dreaming, and many more. There are many ways to acquire Glamour, but the most common are to either harvest it from mortals whose creativity and dreams naturally create Glamour, or to find places rich with the stuff such as freeholds, trods, or glades.

There are some downsides to being a one of the Kithain, though. Without constant access to Glamour, the Mists and Banality will eventually force one into a process known as the Undoing, in which they forget all about the fae and the Dreaming entirely. They are also especially vulnerable to cold iron, a tool of Banality which is one of the few ways to undo the fae's cycle of reincarnation.

Enchanting Dreams [Free]: It is often expedient, useful, or necessary for one of the Kithain to bring mortals or other supernaturals into their world and sometimes for less-than-savory reasons. This process is called Enchantment, and one which you have an unusual proficiency in. Not only will this allow them to interact with the Dreaming and chimerical objects as the Kithain do, but they will also be more susceptible to cantrips, overcoming the resistance that Banality would naturally give them. These enchanted individuals can range from trusted servants, to enemies forced to dance to the changeling's strings, to just a bit of entertainment. Unlike most, you won't need to redo these infusions of Glamour, as they only fade away when you want them to.

Character Sheet [50]: Know the enemy and know yourself, then you shall always achieve victory. Well, in this dark and strange world, it's quite difficult to predict what you may run into, but at least you'll always know just what you yourself are capable of. When you need to, you can conjure a series of mental screens which detail all of your skills and abilities, as well as how much you have progressed in them. It also gives you a mental gauge of how much Glamour you possess and Banality you have accrued.

Spin The Truth [50]: With the many ancient oaths and magically enforced promises that the kithain have created over the centuries, is it any wonder that many of them have found ways to twist their words. You have a particular talent with this, wording things in such a way that you are never technically lying, just exaggerating certain parts while leaving others out. The average person may not be able to notice this, but some of the more observant or savvy may catch on.

My Oh My A Butterfly [100]: In popular media, it is quite common to see fairies flitting around with insectoid wings on their backs. Though it does not apply to all of the Kithain, there are a number who do fit this stereotype. You can now live out that primal dream of humanity, taking to the skies. At will, you can conjure a pair of wings on your back that will give you the ability to fly. What these wings look like is ultimately up to you, be they a butterfly's, the wings of an eagle, or those of a bat. Either way, the sky is yours to do with as you see fit.

Seeming's Blessing [100]: Birthrights are inherent gifts that each of the fae have as part of who they are, with every kith or species having its own birthrights. These abilities are often only effective while one has their fae mien active, but your fae soul is more potent than that. Indeed, these kith specific abilities can affect your mortal seeming as well, giving you a bit more versatility while within your human form. If that isn't attractive enough, then it should be noted that this will affect all natural racial abilities, applying them to whatever form you adopt at the time.

Fast Learner [200]: In many tales and legends, the protagonist is often the best and greatest, a master of dozens of skills far beyond what one would ordinarily expect. Like those beloved heroes and paragons of human excellence, you are a natural born prodigy in just about anything, capable of quickly learning and mastering any abilities you possess or skills you try your hand at. Be it driving, melee weaponry, or one of the many Arts, you'll become a master in no time.

Noble Bearing [200]: Though the Thirteen Houses are predominantly ruled over by the sidhe, the reforms of High King David and the Treaty of Concordia have seen to it that any Kithain may rise to the rank of nobility within these houses. The perfect example is you, one who has become a very influential and high ranking figure within one of the Houses of your choice. Not only does this give you a number of benefits while here, but even in future lands you will easily find yourself gaining similar positions of political power and carrying yourself well in any court.

Hidden Names [400]: All things have a True Name, a collection of sounds that make up the very being of what a thing is. So valuable and potent are they, that it is well known advice to never reveal one's true name to anyone unless under the most dire of circumstances. To know one's True Name is to hold power over them, that they will instinctively defer to them and their authority, and that is a power you would very much like to possess. Few others can equal you when it comes to figuring out the True Names of others, a harrowing task that requires a deep psychological understanding of the target. You can mentally pull back the layers of others, figuring out just what makes them tick until you know them more intimately than anyone else, even themselves.

Síocháin [400]: Legend speaks of fae that have achieved the impossible and found the delicate balance between their mortal selves and the fae souls within. The Síocháin, as they're called, are thought to have discovered the balance between Glamour and Banality and have therefore found true immortality. Though many question whether the Síocháin even exist, commoners wonder whether or not they're just happy stories to give desperate nobles hope at the end of their lives. Yet you are one such example of the legend being true, having found true balance between the fae and human aspects of yourself. Not only are you truly ageless, your mind capable of handling the passing of countless ages without losing that spark of joy and wonder, but you will never again have to spend Glamour to avoid the Mists taking away your memories and Undoing you. Countless others would hound you to the ends of the Dreaming itself should they learn just what you have achieved, looking for just a hint of how to achieve it themselves.

Seelie Perks:

Discounts for Seelie are 50% off, with the [100] perk being free.

Beauty Is Life [100]: Beauty is a timeless, objective quality that cannot be defined but is always recognized for itself. In the search of beauty, many of the Seelie turn towards learning the arts themselves, perhaps as a way to better connect to the Dreaming? Regardless, you are now a master of an artform of your choice, be it sculpting lifelike statues or painting surreal landscapes that tickle a primal part of the mind, or even playing an instrument as though you spent a whole century dedicated only to it.

Death Before Dishonor [200]: Even in this modern age, chivalry is alive and well, and it is the Seelie that still upholds it like the days of old. None may tarnish your honor, as your reputation is nearly impossible to sully or ruin. Attempts to decry you a heartless villain will fall on deaf ears, and none will believe that you would be the one to have stolen your lord's treasury. Of course, some of these may ring true should you have actually committed these crimes, but it is when they are false claims that they become words on the wind.

Never Forget A Debt [400]: One gift deserves another and the recipient of the gift is obligated to return the favor, in the same way a curse should be returned in kind. Never forget a kindness or a cruelty. When acting to fulfill one of these debts, you will find that fate is far kinder to you than others, as opportunities and chances show themselves to you. Perhaps in order to repay a noble saving your life, you'll begin to uncover an attempt on their lives. To fulfill a grudge, your normally meticulous target will leave behind clues or a trail that will make it easier to face off against them. These opportunities will often scale in proportion to the debt you wish to settle.

Love Conquers All [600]: Love is the very heart of the Dreaming, and it is True Love that transcends all, the epitome of what it means to be Seelie. It is not just Courtly Love that is exalted, but familial love and love of friends that serve as pure embodiments. When acting in the name of love, a selfless love, nearly all crimes can be excused no matter how heinous. To pillage a neighboring lord's castle in order to reunite with the love of your life, or avenging the murder of a beloved child, so long as the atrocities committed were in the name of those close to your heart you will not be judged or condemned by the laws of men or Kithain.

Unseelie Perks:

Discounts for Unseelie are 50% off, with the [100] perk being free.

Glamour Is Free [100]: Glamour must be used or it is worthless; hoarding it makes no sense as it is an eternally replenishable resource, for as long as there are humans there will be Dreamers and therefore Glamour. Any efforts on your part to harvest this mystical energy, or any usable energy in fact, is much more efficient for yourself. Even if given only half the time, you'd still get a respectable amount of Glamour.

Honor Is A Lie [200]: In the modern, Autumn world, Honor has no place; a faerie tale constructed to cover the essential emptiness behind most traditions. Every underhanded tactic is to be used if one seeks victory, a fact that many are just to blind to accept. Not you, though, one who does not play fair at all, and are talented in all sorts of underhanded tactics and tricks to get the leg up on your competition. Victory will only come to those who use every advantage they can.

Change Is Good [400]: There is a great illusion known as security. At any given moment, a king could be lowered to that of a peasant or vice versa. It is through this chaos that chances arise in which one must either grasp the opportunity before them, or fall to mediocrity and be left forgotten. You seem to have a sixth sense for these chaotic moments, gut feelings for events just about to take place that if you were to intervene, the benefits you could gain would outweigh the drawbacks. Take care not to grow too used to the status quo, though, as the sweet taste of victory could very easily turn bitter.

Passion Before Duty [600]: Passion is the truest state of the fae spirit. To follow your instinct and act on impulse, to live life to the fullest without regard for the consequences, which will come about no matter what you do. Though there are definitely others who would seek to use you or have you hold yourself back, your spirit defies such attempts to leash you. You are nearly impossible to control through any force or power, be it chaining your mind or puppeting your body through Cantrips, and will find that even subtle manipulations can be ignored. Your choices are your own, few have the power to deny you this, and none the right.

Shadow Court Perks:

Discounts for Shadow Court are 50% off, with the [100] perk being free.

Born of Nightmares [100]: The dreams that haunt humanity, that make them wake up in a panic, their heart's thumping deafening in their ears. Kithain and Thallain are not so different, simply born from differing circumstances, no matter how much they would wish to hear otherwise. You too can reflavor any powers you possess, allowing them to take on darker, more sinister aspects. Perhaps a power of purification could be turned instead to corruption, while healing could cause cancerous growths. Dreams and nightmares are, after all, two sides of the same coin.

Under Our Noses [200]: The thing about conspiracy theories is that, though many of them are true, many people won't pay them any mind simply because it doesn't fit within their limited world view. Such a flaw can be used to your advantage, especially if you wish to infiltrate something who should, by every metric, despise you for who you have aligned yourself with. Even mortal enemies won't realize just what kind of snake they've let into their midsts so long as you don't actually blow your own cover or are recognized by one who knows your true allegiances.

In The Shadows [400]: The Thallain are outnumbered in these modern nights, and so the smart ones such as yourself seek to remain in the background, avoiding detection from others until it is the right time. Through much training and experience, you are a master of stealth, your skill at remaining undetected almost supernatural. Be it infiltrating one's home without the residents ever noticing or sneaking up behind a Troll sentry, it's more than likely that none will find you unless you want to be found.

The Black Court [600]: The highest echelons of the Shadow Court, those who truly work to bring about the very destruction of the Kithain from within. As a member of this clandestine inner circle, you have been chosen because of your competence when it comes to these manipulations. Pulling the strings of a whole kingdom is what you like to do in your free time, subtly altering the course of entire societies over the course of decades all without anyone noticing the threads until it's nearly too late to avoid.

Dauntain Perks:

Discounts for Dauntain are 50% off, with the [100] perk being free.

Badge of Banality [100]: Though the Kithain may mourn for what a 'noble fae soul' has become, you do not need their twisted pity, their sympathy for not wanting anything to do with a life you never asked for. In this world of boring workplaces and mundane problems, you find yourself content with the mortal life. In fact, you cannot even experience borndom, looking upon mountains of paperwork and giving it no reaction beyond cracking your knuckles and knowing that at the end, you'll be satisfied with a task accomplished.

Supernatural Radar [200]: You have seen through the lies the fae courts tell themselves, that this is a world touched by dreams and fantasy. You know that it is none of that, that this is a world of darkness and horror, where monsters lurk around every corner waiting to prey on defenseless humans. Either through scent, sight, or a tingle along your back, you can sense when the supernatural is nearby, with many of the various creatures having their own unique attributes that allow you to identify them.

Banal Warrior [400]: For too long have you been running from this other side of your life, the one that would have you become less than human. Well, if that life won't leave you in peace, you'll have to make them leave. When it comes to fighting the supernatural, there are few more skilled than yourself. Puzzling out their weaknesses, both in their species and mentality, concocting strategies to defeat them on the fly, it would not be surprising if you were to find yourself standing victorious over a werewolf warrior, though the five others coming in hot may be a bit of a challenge.

Walking Winter [600]: The truest tragedy of the Dauntain condition is that they see no wonder left in the world, only the cold destruction that awaits us all. That beauty and magic are things that are inherently dangerous, or could easily be turned towards unspeakable actions. Such an outlook can have an effect on even the most disconnected of people, and it is especially potent within you. So entrenched in Banality are you that your very presence is anathema to the fae, weakening magic and Glamour while within its presence. Cantrips will be less potent or fail to activate at all near you, or chimerical items will wither away and fade until it is but another mundane household object.

Boggan Perks:

Discounts for Boggans are 50% off, with the [100] perk being free.

Where The Heart Is [Exclusive]: The busybodies of Kithain society, your Birthrights reflect that very well. Not only can you accomplish any given task in a third of the time needed if unobserved, but you are great at working out the relationships in a community, puzzling out any group's social dynamics. Your Frailty, however, is that you just cannot ignore someone in need.

Home Style Cooking [100]: Boggans are the ones who keep the home tidy and the hearth warm, and as such have been permanent fixtures in the vast majority of freeholds, most importantly to you is the role as chef. When you work the kitchen, you are not merely creating meals, but works of art. Delicious art, but art all the same. Any food you prepare is downright magical, filling bellies with a pleasant warmth and making their taste buds dance in nostalgic ways. Even if the night is long and darkness falls, you can give any in your home a sense of comfort and belonging with a fine meal.

Shoulder To Lean On [200]: People have an instinctive trust in those who take care of the home, like the matronly grandmother always eager to see the grandkids or the jovial butler ready with a sophisticated joke. Like such figures, you have an aura that allows others to place an astonishing amount of trust in you, even if you've only met just a few minutes ago. When they have woes to complain about or sorrows they need to let off their chest, it's often you whom they seek out first. Do try not to abuse these poor souls' trust in you, alright?

Terrible Gossip [400]: Like a cabal of housewives, eager for any excitement in their dull domestic lives, the boggans are known to be terrible gossips, and none exemplify that stereotype better than you. If there's a secret to be heard, it's more than likely going to reach your ears. Maybe a nobleman is sleeping with someone other than their mistress, or the new guy in town may be a blood sucking Prodigal, or any other number of juicy topics. But what good are these gossip points if they end up in your ears only? Thankfully, from a certain point of view, any rumors or gossip you want others to know about will spread like a proverbial house fire to such an extent that every Kithain in the kingdom would know it by the week's end.

Clurichaun Perks:

Discounts for Clurichauns are 50% off, with the [100] perk being free.

Twinkling of an Eye [Exclusive]: Should someone take their eye off you, even if only for a moment, you can disappear into the nearest cover so quickly that its impossible for anyone to find him or her. They can affect this trick even if being grasped by someone, but not if they themselves are blind-folded or otherwise unable to see, or if bound with iron. You also have a great sense for what the most appropriate response in a social situation is. Your Frailty, however, is that you have a terrible time resisting alcohol, and whenever it does pass your lips you tend to sing sad songs and morose stories.

Luck of the Irish [100]: Some may call it cheating, but that implies that you'd ever get caught doing so. You've got that stereotypical luck attributed to the people of the Emerald Isle, and will find that games of chance are more often than not in your favor. Just in general, though, all the small things are likely going to go your way.

Jack of All Trades [200]: With perhaps the sole exception of music and brawling, Clurichauns find it a bit difficult to focus on a single ability to improve, often getting bored halfway through before moving onto the next subject that catches their fancy. You may be the poster child of this habit, having gained a staggering number of skills under your belt, though none of them are quite beyond what may be found in an adept. Be it cooking, driving, brewing, sports, literature, or any other dozen subjects, it would be difficult to find a situation where you didn't have some way of contributing, even if it wouldn't be as useful if there were a specialist around.

Me And The Boys [400]: When the boys get to work, you can expect them to have some enjoyment to be had, especially with you there adding in a bit of fun. Not only is it that when working in a group you tend to get the job done much faster than predicted, but this speed is especially mind boggling if they know there's a reward for a job well done, often in the form of a cold pint. There's also a sense of enjoyment in what they do, a sense of genuine satisfaction in their work that might not have been possible had it not been for you nudging things along.

Eshu Perks:

Discounts for Eshu are 50% off, with the [100] perk being free.

Paths of the Story [Exclusive]: The Eshu are well known for their captivating stories, and you are most certainly no different. Additionally, you always seem to find yourself in the right place and the right time, typically by the most exciting route possible. Your Frailty, however, is an intense form of recklessness, always thinking they can succeed at their tasks so long as it isn't a literal suicide mission.

Wayfarer's Feet [100]: Your feet are especially durable and well suited to the long distances Eshu typically cover. You are comfortable going barefoot year-round, regardless of local temperature or weather conditions, and need not worry about such natural walking hazards such as splinters, city debris, broken glass, burning sands or jagged rock. This does not, however, protect you from outright attacks or weapons of any kind, nor does it cover crossing extreme surfaces such as fire or lava.

Gift of Babel [200]: Though you may find a good translation on any given work, they inevitably leaves out certain implications or meanings only found in the original. So be thankful that you are a natural polyglot, capable of learning any language at such speeds that many would mistake you for a native speaker, even if you've only been practicing for a month. You are also capable of determining exactly which language you are reading or listening to, even if you've never even heard of them before.

Living Legend [400]: Myth and reality often intermingle in ways contemporary historians often deny, but you know the truth on a very intimate level. Here you stand, the embodiment of the legend of some great hero or heroine. This does not have to be an actual historical figure, but can be a character from mythology or even a figure from more contemporary fiction. Your mortal form must at least vaguely resemble your true 'heritage,' but your fae mien matches it perfectly, allowing any with even the slightest knowledge of the original tale will recognize you immediately, and you are likely to attract a great deal of attention in the cultures that gave birth to the legend, as well as gaining knowledge and access to certain chimera or Treasures related to your legend. One who is the incarnation of Roland would be a storehouse of information about the time and have vague ideas about where to look for his famous horn.

Nocker Perks:

Discounts for Nockers are 50% off, with the [100] perk being free.

Fix It Faerie [Exclusive]: Nockers are masters with machines, and everyone knows it. A few well chosen words or well-timed threats can intimidate a malfunctioning machine into working properly. Additionally, even aside from the Art of Infusion, you are capable of creating simple, non-living chimera, requiring raw chimerical materials and an appropriate set-up. Your Frailty, however, is that you are a perfectionist, always seeing ways to make things work better but can never achieve your ideals.

Tinker's Solitude [100]: How does anyone expect you to get any work done if they keep bothering you about inane things like food or sleep? You've got more important things to do, and everyone around you knows it. When focusing on a project, unless you specifically ask for them or the situation immediately requires your involvement, most people will leave you well enough alone, allowing you to finally work in peace without them breathing down your neck, the damn worrywarts.

Mechanical Aptitude [200]: Out of personal pride or simple enjoyment, you took your affinity with machines and truly dove into how they function. You've got the equivalent of a masters degree in both mechanics and engineering, mentally calculating just what you need and what you'll need to do in order to make a given project into a reality even without any Cantrips. You're especially knowledgeable when it comes to old-timey machines, such as clockwork or steam engines, being so familiar with them that you could make them in your sleep, not that you ever should.

Work With Iron [400]: Most Nockers cannot abide the touch of iron in any way, but your skin is resistant to its bite for some reason. This ability allows you to work in many real-world situations, and while other Nockers certainly envy you for this ability, they also consider your condition somewhat suspect. Not only are you immune to iron, but all of your chimerical works are similarly resistant to the metal of Banality.

Piskey Perks:

Discounts for Piskies are 50% off, with the [100] perk being free.

Nimble Fingers [Exclusive]: As fitting for their childlike enthusiasm, Piskies such as yourself are naturally nimble and dextrous, as well as being very sensitive to human emotions, especially when they are children. Your Frailty, however, gives you a bad case of kleptomania, making it very hard to hold yourself back from snatching something if it catches your fancy.

A Welcome Face [100]: Though the Piskies may be solitary creatures in some respects, rarely in the company of their own kith, they are never alone. They can be found surrounded by interesting people and good friends wherever they go, and you're no different. No matter what your actual demeanor, you can seamlessly integrate yourself into any group so naturally that it's impossible to picture it without you.

Known Vagabond [200]: It is rare that a Piskie stays in one place for too long, and even rarer that they pledge themselves to a noble lord. Those that do, though, are sent out far and wide, their masters knowing that their best defense is their reputation as free spirited wanderers. By leaning into this reputation, you too will not be singled out by enemy factions for who you may be an agent for, avoiding most suspicion because it simply cannot be. Because they don't believe you to be a spy, they'll overlook you in favor of more favorable targets. This won't help, though, if you make it very blatant in who you support, or if you're caught in the act of performing sabotage for your master's enemies.

Grand Theft Auto [400]: What started as a Frailty, you've nurtured into an actual skill set, even if you're only reinforcing the stereotype. Stealing from others is second nature to you, but you've managed to become a world class thief and master burglar, planning out heists with just a bit of time. You can be sure that, should you manage to put together a competent team and in the thick of things, there won't be any mark you can't take, though then there's the problem of what to do with it afterwards.

Pooka Perks:

Discounts for Pooka are 50% off, with the [100] perk being free.

Confident Shapechanger [Exclusive]: The wild children amongst the Kithain, this is a reputation that is well earned. You have an affinity with a mundane animal, and when completely alone you can shapeshift into this animal and back. Additionally, you can naturally break down the barriers of even the coldest people, quickly becoming an outstanding confidant. Your Frailty, however, is that you have a compulsive need to lie.

Good LIstener [100]: All Pooka have the ability to get others to open up to them, however, you are a master confidant. A word here, a gesture there, you crack people open like clams and harvest their secrets like pearls, saying all the right things at all the right times. Your ability to listen makes others tell you their feelings, concerns, and hidden dreams. They don't know why they're telling you, but they usually feel better afterwards, and you walk away with another bit of information to add to your collection.

Call Of The Wild [200]: Some people really like animals, Pookas can wear the form of one, but you are someone that they really love. When in need, you can summon a wide array of animals to your side, assisting you in any way they can in a given situation, though this is often more helpful in combat. If any nearby animals of your chosen affinity can see you struggling, they will automatically come to your aid.

Where The Wild Things Are [400]: Big people in big positions always think they’re so much better than everyone else, that their illusions of power are so impressive that they can play others on whatever strings they want, puppet masters who have no equal. Perhaps they’re correct, but at least you know you won’t be one of those poor strung up fools. Any action you take, be it a random fit of whimsy or methodically planned out over the course of years, is nearly impossible to predict, even from the best and brightest minds of the Kithain. They’ll be left dumbstruck at your blatant barging into their business, and never even expect that you’d slyly leave a bag of dog turds on their seats until they sit down on it. It would take something truly beyond humanity to figure out your next plan of action, or someone who knows you inside and out, but even then you’ll find a way to surprise them.

Redcap Perks:

Discounts for Redcaps are 50% off, with the [100] perk being free.

Dark Appetite [Exclusive]: If Redcaps are known for anything, it would be their big mouths of razor sharp teeth and their bad attitudes. You can safely eat anything that you can fit in your mouth, be it flesh or steel, and are extremely intimidating when you need to be. Your Frailty, however, gives you a bad attitude that makes it difficult for others to like, with some noble freeholds trying to ostracize or kill you on general principle.

The Very Hungry Changeling [100]: Some people may not know that the term fasting is used to describe when someone abstains from consuming any food or drinks. You can undergo a more supernatural version, in which you can go completely without any sustenance for multiple days, or perhaps even weeks. Be careful, though, as when you turn this effect off, all that hunger and thirst will hit you all at once, so make sure you're in a well stocked buffet beforehand.

Tear 'Em Apart [200]: The Redcaps have a reputation for being brutal fighters, one that is certainly well deserved. The simple fact is that they don't fight for medals or titles or songs or wenches; they fight to win. Any dirty trick is acceptable, and people know it. When in combat, your opponent is naturally hesitant of every move you make, flinching at almost every perceived attack you may launch or feint you make, giving you a number of openings to really rip them to shreds if given the chance. Those who possess strong wills or are without fear will not be affected by this, and some may come to adapt, if you give them the chance that is.

Unforgettable Taste [400]: You have a remarkable knack for remembering the taste of everything you've ever eaten, and are able to identify it instantly if you taste it again, as well as the ability to sense where the nearest supply of that taste might be. Under normal circumstances, being able to tell where the nearest batch of chocolate mousse or porterhouse steak is doesn't really do much in the grand scheme of things. On the other hand, if you've gotten a bite of someone, this serves as an excellent way to track that meal. Creative Redcaps have found other uses for this power, such as tracking down rare and exotic poisons.

Satyrs Perks:

Discounts for Satyrs are 50% off, with the [100] perk being free.

Gift of Pan [Exclusive]: Well loved for their gifts, Satyrs are capable of using their singing voice, music and dances to inflame the passions of others, as well as possessing an impressive amount of physical prowess, primarily your stamina and speed. Your Frailty, however, is that you are prone to wild mood swings, something that only gets worse when inebriated.

Sex Appeal [100]: It may be a tired cliche, but there's a reason why Satyrs are known as some of the most promiscuous of all the Kithain. Living up to this reputation, you can attract lovers to you like flies, extremely tantalizing to those of your preferred gender. Of course, in order to live up to the reputation, you are absolutely phenomenal in bed, satisfying even the most depraved and debaucherous in just a few minutes.

Heart of a Poet [200]: Words, so sterile one at a time, breathe and live when arranged artfully. A lyricist of impressive renown, you string together words in a sublime way that can stir emotion from all but the most inhuman of readers, yet you need not put your words to paper alone. In conjunction with your silver tongue, you're sly enough that you can pull some Bugs Bunny shenanigans, tricking others into agreeing to something that favors you over them before they realize their mistakes. It won't save you from the consequences of screwing over someone with real power, but that's just a risk you have to be willing to take.

Inspirational Muse [400]: The Gift of Pan lets all Satyrs inspire lust in those who hear their music, which lowers inhibitions and strengthens resolve. When you play your instrument, however, you can inspire whatever emotion the song relays. A tender lullaby, when you play it, causes those listening to fall asleep. More rousing tunes get people's bodies moving and they feel the uncontrollable urge to dance. When you play a soulful dirge, your audience weeps. Few could rival a musician who can pluck the strings of the heart, especially one as talented as you.

Selkie Perks:

Discounts for Selkie are 50% off, with the [100] perk being free.

Ocean's Grace [Exclusive]: As is fitting with these beautiful creatures, you have a natural charisma about you that affects those who might be sexually or romantically attracted to you. Additionally, you are a supernaturally impressive swimmer even while in human form. Your Frailty, however, is that if your sealskin is destroyed, you will lose access to your fae abilities, and will likely fall into a coma soon after.

Aquatic Lifestyle [100]: It is unthinkable that you would ever live without the ocean and all the beauty to be found beneath the waves, even while wearing the skin of a human. Never shall such a thing affect you, as no matter what form you possess, you are entirely capable of breathing under water, whether it be salt or fresh. In addition to this, you have been rendered effectively immune to the crushing pressure of the ocean, comfortable even in the deepest part of the Mariana Trench as you are in a coral reef.

The Next Tide [200]: It is very rare that a Selkie will come to be so Banal that they become Grumps, but when they do, they will pass on their sealskin and Glamour to a younger, more vital heir. In a similar vein, you too can pass along your powers when you either get too bored of them or are no longer worthy, permanently passing them on to another. It need not be all of your abilities, as you can choose specific abilities or Perks to pass on to your chosen heir.

Song of the Sea [400]: There are tales of beautiful sirens whose singing voice was so enrapturing that they would cause men to sink their ships or drown themselves just to get close. Though nowhere to the same extremes, you can inspire an almost fanatical love and devotion in most others, often to their own detriment. People affected by this will often be willing to give you treasures and immense wealth just to spend time with you, and work to defend you from those who would seek to do you harm.

Sidhe Perks:

Discounts for Sidhe are 50% off, with the [100] perk being free.

Awe and Beauty [Exclusive]: Whether heroes or villains, all Sidhe look the part of idealized figures, the movers and shakers of countless fairy tales. Not only are you supernaturally beautiful, but it is impossible to make you appear foolish or embarass you, even through the use of Cantrips. Your Frailty, however, is that you are especially vulnerable to the effects of Banality, as well as being prone to fits of depression.

Silver Spoon [100]: As the majority of nobility is made up of the Sidhe, it is only natural that they learn the more intricate ways of court. You have mastered these courtly manners, weaving your way like a true blooded politician in such a way that most other Sidhe would feel envious. You've also got a talent for cultivating respect in others, that is if you get the chance to show why they should in the first place.

Ancient Pacts [200]: Many of the Sidhe have, over the ages, created a number of deals and agreements with other supernatural entities that can be found in this world, such as vampires or werewolves. Perhaps one of your past lives were one of those who made these deals, because you certainly have a talent. Not only is it much easier for you to open dialogue with these other creatures of the night, but they will not be likely to go back on their deals or stab you in the back when it's most profitable for them.

Royal Authority [400]: As one of nobility, it only makes sense that people would naturally follow your lead. Be it through sheer force of will or a supernatural quality, the aura of leadership you exude is one that few could ever ignore. So long as you act like you're in charge, people will naturally believe that you're in charge. Be it walking into a gang hideout or take over a community project, everyone will follow your orders in any way they can. Strangely enough, this even affects those who are the leadership or legal managers, naturally defaulting to the direction of someone who clearly knows what they're doing. Do it for long enough, and you eventually *will* be made into the leader, with all that entails.

Sluagh Perks:

Discounts for Sluagh are 50% off, with the [100] perk being free.

Squirm in Silence [Exclusive]: By far one of the creepiest of the Kithain, you do have a number of advantages. Not only do you possess heightened senses, but your unnatural contortionism allows you to fold up and fit into spaces that, by all means, you shouldn't be able to access. Your Frailty, however, is that you can never talk above a whisper.

Omnidextrous [100]: With the Sluagh's prodigious flexibility, it would almost be a shame to not be able to take complete advantage of such an ability. Not so for you, as you will find that any and all of your limbs are now just as dextrous as your fingers. You'll be fully capable of typing on your keyboard with your toes if you need to. As an added bonus, your tongue can also extend to insane lengths.

Friends On The Other Side [200]: Of all the Kithain, it is the Sluagh that are the closest to the spirits on the other side of the Gauntlet, with you possessing a particularly potent affinity. Ghosts and deceased spirits of all kinds are now quite fond of you, never targeting you in their paranormal attacks unless you give them a reason to. Additionally, and probably more importantly, they will be all too willing to bring you what information they can when asked.

Puddle of Ooze [400]: As the centuries slithered past, the Sluagh slowly lost their ability to assume any form they desired. Gradually they became more and more restricted in the shapes they could assume, eventually being locked in a more-or-less human guise. But not you. You are one of the few remaining who can reduce your form to a flattened pool of goo on the ground at will, ooze through the smallest cracks and crannies, and pour yourself into containers that shouldn't be able to hold you before assuming your proper form, none the worse for wear. This trick is particularly useful for spies, couriers, and assassins.

Troll Perks:

Discounts for Troll are 50% off, with the [100] perk being free.

Titan's Duty [Exclusive]: The guardians and warriors of the Kithain, they stand as paragons of martial might. Not only is it difficult to dissuade you away from your devotion to a duty or cause, but so long as you keep your oaths you will find your strength and durability increased beyond mortal limits. Your Frailty, however, is that if you break an oath, you will be weakened severely until you fulfill a different oath.

Loyal Heart [100]: While all fae are conscious of the bonds of oaths, for you it is almost of a religious nature. Oaths are not something you take lightly, but are more than a matter of life and death. They are also a measure of your self worth, for they give your life a meaning beyond most. Whenever you are overwhelmed or dejected, the thought of your duties is enough to give you the strength to persevere. This will even give you a certain level of resistance to supernatural effects, but it will do nothing if you seek to break an oath willingly.

Stone Flesh [200]: You may not be a literal knight in shining armor, but you certainly carry yourself as if you were wearing a full suit of plate mail armor. You find that your flesh and bones have been supernaturally hardened, offering the same level of durability as stone. It wouldn't be uncommon for some punk to shatter their hand punching you or for the occasional bullet to ricochet off your skull, but do be aware that this protection is not effective against cold iron.

Champion of the Commoners [400]: In the Interregnum, when the majority of the Sidhe had fled to the protection of Arcadia, leaving behind countless commoners in the Autumn World, it was the Trolls who worked to ensure that the Kithain were not fully devoured by a world of Banality. In a previous life, you were one of the most dedicated to protecting your people, and will be that once more in these modern nights. You will find your skills in combat growing the more souls you have under your aegis, who have your oath that you *will* protect them from as many threats as you can. They have placed their trust in you that they will be safe, and you would rather face a pack of Garou before you failed them. Granted, with enough to protect, you very well could face them and emerge victorious.

Cantrips:

Cantrips are supernatural abilities available to Changelings that can be activated through the use of Glamour, and require the combination of Realms and Arts while being invoked through Bunks. You will receive **600 Glamour Points** *to help you determine what your starting abilities are. CP can be converted into GP at a rate of 1:2.*

Bunks:

In order to summon forth the Glamour required to weave a cantrip, changelings must enact strange rituals and actions. Theoretically a Bunk can be anything from whistling a tune, to reciting a Shakespearean quotation backwards, to jumping in the air three times while holding your nose, to painting yourself completely red, so long as it is somewhat appropriate for the given Cantrip. The more complex the Bunk is, the easier time a Changeling will have when performing a Cantrip.

Realms:

A vital component of Cantrips, Realms are the objects the Changeling can influence via his art. Changelings may attempt to use more than one Realm in their Cantrip, but without knowing the proper Realms a Changeling is unable to affect anything. Each Realm rank costs **[100 GP]**, *though some Realms are discounted to certain kith, giving them one rank for free and the rest costing only* **[50 GP]** *each.*

Actor: Actor is the realm connected to all worldly beings, with a direct correlation to how well you know them. The less acquainted you are with a particular being, be it a werewolf, mortal, wraith, vampire, etc, the greater mastery of Actor is required. To affect someone you are opposed to, regardless of knowledge, requires near complete mastery. **[Boggans]**, **[Clurichaun]**, and **[Piskies]** have an affinity for this.

> **Rank 1:** Your Cantrip can affect a close confidant or friend.
>
> **Rank 2:** Your Cantrip can affect people whose names you know and have had conversations with.
>
> **Rank 3:** Your Cantrip can affect those whose faces you recognize.
>
> **Rank 4:** Your Cantrip can affect people you oppose, hate, or are otherwise in conflict with.
>
> **Rank 5:** Your Cantrip can affect people you don't know, but aren't hostile towards you.

Fae: Fae deals with other beings of the Dreaming. To affect other Changelings, the Noble Sidhe, Adhene, Chimera, or even controlling Changeling magic itself all fall under the realm of Fae. **[Satyrs]**, **[Sidhe (Autumn)]**, and **[Trolls]** have an affinity for this.

> **Rank 1:** Your Cantrip can affect commoner changelings only.
>
> **Rank 2:** Your Cantrip can affect changelings who bear a noble title.
>
> **Rank 3:** Your Cantrip can affect chimeras and chimerical objects.
>
> **Rank 4:** Your Cantrip can affect any kind of fae not previously mentioned, such as Nunnehi or Inanimae.
>
> **Rank 5:** Your Cantrip can affect anything composed of Glamour, such as treasures or other Cantrips.

Nature: Nature is the control of plants, land, and beasts. Anything untouched by creation lends itself to be controlled by the Nature realm. **[Pookas]**, **[Redcaps]**, and **[Selkies]** have an affinity for this.

> **Rank 1:** Your Cantrip can affect natural elements in their pure form, or air, water, earth, and fire.
>
> **Rank 2:** Your Cantrip can affect unliving organic materials, such as wood, rope and paper.
>
> **Rank 3:** Your Cantrip can affect living organic plant materials.
>
> **Rank 4:** Your Cantrip can affect living non sentient animals.
>
> **Rank 5:** Your Cantrip can affect the weather, volcanic eruptions, geothermal reactions and the like.

Prop: Prop is the control and manipulation of all created objects. Clothing, weapons, buildings, and anything else "created" falls under Prop. The more complicated the device the more mastery of the Prop realm is required. **[Nockers]** and **[Sluagh]** have an affinity for this.

> **Rank 1:** Your Cantrip can affect objects commonly worn, including tattoos.
>
> **Rank 2:** Your Cantrip can affect an item without moving parts.
>
> **Rank 3:** Your Cantrip can affect any item with moving parts that doesn't require fuel.

Rank 4: Your Cantrip can affect an item with movable and sometimes electronic components that anyone can understand, such as a toaster or car.

Rank 5: Your Cantrip can affect any item not previously covered, usually with complex components.

Scene: Scene is the control of space. The more you master the realm of Scene the larger area or the more targets in conjunction with other realms you can affect. **[Eshu]** have an affinity for this.

Rank 1: Your Cantrip can affect a space up to 25 square feet.

Rank 2: Your Cantrip can affect a space up to 200 square feet.

Rank 3: Your Cantrip can affect a space up to 750 square feet.

Rank 4: Your Cantrip can affect a space up to 2,000 square feet.

Rank 5: Your Cantrip can affect a space up to 50,000 square feet.

Time: Time is the control of when your cantrips will happen or how long they will last. Mastery of Time dictates the length your spells may last or how long you can set a 'trigger' upon them. **[Sidhe (Arcadian)]** have an affinity for this.

Rank 1: The duration of the Cantrip is tripled.

Rank 2: The cantrip's effect is delayed, and will activate at a time of the users choosing, set when the cantrip is cast, up to a year and a day in the future.

Rank 3: Rather than being delayed by a set amount of time, the cantrip may be set to 'hang' until a specified trigger occurs, set by the user. Examples include 'the next time a Kithain walks through the door,' 'the next time Bill the Sluagh walks through the door,' or 'the next time the door is opened.' The user must use the appropriate Realm or Realms for the target of the trigger.

Rank 4: After the cantrip ends, it automatically reactivates a second time. If the first use of the cantrip failed, so does its echo.

Rank 5: The Cantrip becomes seasonal and reactivates after being dormant. The specific circumstance for the Cantrip reactivating is dictated by the user, but must involve a significant marker, such as an equinox, eclipse, birthday, etc, and there must be significantly more time between activations than the duration of the cantrip.

Arts:

A vital component of Cantrips, Arts are the way of shaping Glamour to a desired end to manipulate the world. They are not restricted to any singular type of Kithain, and as such all Arts can be learned by any Changeling. You may choose three Arts to learn for at a discounted cost, giving you one rank for free and the rest costing only **[50 GP]** *each, with additional Arts and their ranks costing* **[100 GP]** *per rank.*

Common Arts:

These Arts are known to the commoners, and are simple to learn, requiring little difficulty to learn or find a tutor.

Chicanery: The deceptive magical power of illusion and emotional manipulation. Those who practice it extensively are often considered somewhat untrustworthy by nobles. Chicanery is a common Art, and is available to members of all kiths, though it is somewhat rare among the noble Sidhe.

> **Rank 1:** Alters an existing perception in a small way, such as exchanging one loud sound for another, or faking invisibility from a cover of shadow.
>
> **Rank 2:** Causes an object to be ignored; while not truly invisible, onlookers will not think to notice the object.
>
> **Rank 3:** Removes a memory from a person's mind, or cause one specific moment to stand out and occlude others.
>
> **Rank 4:** Evoke some sort of phantom emotion within a subject, by reawakening an emotion felt in the past.
>
> **Rank 5:** Use emotion as a controlling force, causing a person to believe things about himself that may never have been true.

Legerdemain: This Art allows a changeling to control his environment through telekinetic means, from remotely picking pockets to grabbing and hurling large objects around. This Art also allows for the creation of solid illusionary objects and creatures. Legerdemain is often considered the specialty of the Pooka, though members of all kiths may practice it without persecution.

> **Rank 1:** Produces a simple telekinetic movement, allowing an object to be moved at range, but not finely manipulated. Maximum weight that can be lifted is 200 lbs.

Rank 2: Moves an object too heavy to be moved by Rank 1, or a flexible object to attempt to bind an individual.

Rank 3: Produces a carbon copy of a given item, though traits of that item below the surface fail to be copied.

Rank 4: An object that is visible to the caster is immediately transferred into the user's possession.

Rank 5: Produces a temporary chimera that appears in the form of what the user desires it to, with some limitations.

Primal: This Art allows a changeling to manipulate the forces of nature, from summoning the elements to communing with inanimate objects. It also gives power over the body, allowing a fae to harden his skin like tree bark, heal injuries, rip flesh apart and even shapeshift. Primal was first taught to the Kithain by the Inanimae, though the modern version of the Art is very different from Inanimae Slivers. This remains a common Art, associated with the simple and honest.

Rank 1: Talk to objects, whether or not they possess the mouth to speak or the mind to think.

Rank 2: Create a pure manifestation of one of the most basic elements: fire, water, earth, air, or wood.

Rank 3: Coats an object in protective bark, helping them to protect themselves against damage.

Rank 4: Fixes an object or heals a person. Alternatively, damage an object or person to the same degree they could be healed.

Rank 5: Take on the shape of an elemental object, gaining its properties if it exists, or simply its appearance if it does not.

Soothsay: This Art represents the changeling's ability to see into the future. Depending on the realms used in conjunction, the changeling may be able to learn information about a person, place, or item. Though Soothsay is a common Art, those who practice it can sometimes enjoy a status greater than that of the average commoner, as it is an Art that comes naturally only to the most clever and contemplative of Kithain.

Rank 1: The most basic form of prophecy, this cantrip grants a momentary flash of insight about an object's ultimate fate.

Rank 2: Meddles in the affairs of fate slightly, granting a little good luck to an ally, or a tiny bit of bad luck to the enemy.

Rank 3: See the world from the perspective of an item that the user has encountered in the past, or knows the True Name of.

Rank 4: Determines an event that will occur in the future; no matter what happens, that event will occur, though the truth behind how it happens may be terribly unexpected.

Rank 5: A strange and complicated cantrip, this speeds up the ravages of karma, causing whatever is coming to someone, good or bad, to catch up to them much faster than expected.

Wayfare: The Art of Wayfare deals with a changeling's ability to move through space. This involves bouncing and covering far distances, speeding forward on feet that move impossibly fast, and even teleporting from one place to another. The Eshu have a deep connection with this Art, though as it is a common Art, any can learn it. In some freeholds, the nobility has come to fear the power of Wayfare, and may act to make it somewhat harder to come by.

Rank 1: Produce an impossible leap, either up or down, and suffer no damage from the resulting collision.

Rank 2: Allows an object to move at an incredibly fast speed.

Rank 3: Creates a temporary opening through any barrier, allowing it to be moved through.

Rank 4: Allows a target to fly, taking to the sky as if they had wings.

Rank 5: Instantly disappear, and reappear somewhere else in the world, or in the Dreaming, though it is usually unwise to use it to cross between the two.

Rare Arts:

These Arts are more obscure than the Common Arts, but provided a changeling knew where to look, they could still be learned with little difficulty.

Aphrodesia: The Art of seduction. The fae version of 'Love Potion Number 9,' ranging anywhere from a decent attraction to the subject willing to kill themselves for the object of their affection. The Merfolk invented Aphrodesia, but they are no longer the most famous wielders of the power; since the Middle Ages, it has been very closely associated with the passionate Satyrs, who liken the Art to their *Song of Pan* birthright.

> **Rank 1:** Creates a good first impression, giving someone a notion that they like a specific object that they have never seen before.
>
> **Rank 2:** Changes a person's train of thought, leading them to the conclusion that they desire a certain person, place, or thing at some time in the future.
>
> **Rank 3:** Causes obsession, leading a person to pine over and need someone or something he previously may not have had interest in.
>
> **Rank 4:** Creates an irrational desire for the object of affection, leading the subject to do almost anything to obtain it, short of endangering himself.
>
> **Rank 5:** The most terrifying and least subtle form of this Art, at this level a short-lived need is created, but one so strong that anyone, even the subject or the object of her desires, can be sacrificed to fulfill it.

Kryos: The Art of cold and ice. Unlike other elemental arts known to the changelings, the powers of Kryos are fairly literal, causing actual coldness, rather than metaphorical chills. Some fear that this Art is closely connected to Banality, given its immobilizing and paralyzing nature. Water surrounds the Merfolk, which naturally led them to develop an Art to convert it into ice. Of the land-dwelling kiths, the Trolls most respect and have desire to practice Kryos.

> **Rank 1:** Cools down a room or a person, rarely doing any true damage, but making those who feel it uncomfortable from the temperature.
>
> **Rank 2:** Coats a small area in a thin layer of ice, preventing anyone it is placed on from moving that part of their body.
>
> **Rank 3:** Produces an item from solid ice, which may be flimsy like common ice, or, if well crafted, as strong as metal.

Rank 4: Encases something in a solid block of ice, rapidly cooling them down, and possibly suffocating them if they are a living being.

Rank 5: Completely freezes a subject, causing them to become cold, unconscious, and prone to shattering; awakening from this state is difficult, especially before the cantrip's time is up.

Metamorphosis: The Art of changing the shape of living beings. It differs notably from Primal in this in that, while Primal relates to shaping the unliving, Metamorphosis shapes the living. Through it, one fae can easily become whatever she wants, if only for a short time. Metamorphosis is a commoner Art, not due to any specific conspiracy, but because the commoners had more need to blend in with mortals for survival than the nobility in their white towers.

Rank 1: Camouflages a subject, making it nearly impossible for them to be detected by the eye. This is true invisibility, but affects sight only.

Rank 2: Changes shape into another person, including masking one's kith for another.

Rank 3: Allows for changes in size, making people and objects larger than life, or fantastically small.

Rank 4: A change in shape more dramatic than that of Rank 2, allowing for change into an animal; when combined with the previous rank, that animal can be of any size.

Rank 5: Transforms fae into a creature not of this world, complete with their powers, provided the user can stave off the crushing grip of Banality that comes with that power.

Pyretics: The art of manipulating real and chimerical fire. In addition to lighting things on fire, Pyretics can also tap into the less destructive aspects of fire, lighting the way and revealing the unseen. No kith claims Pyretics for their own, though the first practitioners of it were taught by the Solimonds, the fire-elemental Inanimae.

Rank 1: Produces a ball of false flame, that guides its creator on an indirect path to a desired object or person.

Rank 2: Creates a bright glow for several hours, making an object luminous and hard to ignore.

Rank 3: Surrounds an object in a flame that does not burn the object itself, but anything the object touches will catch on fire as normal.

Rank 4: Lights an object on fire, in a way that does harm the object itself; this fire will consume the object and cannot be controlled, just as standard fire.

Rank 5: Transforms an object into pure fire, causing no change to its intrinsic properties, but giving it the glow and chance to ignite objects of fire.

Skycraft: An Art of wind and weather, feared and respected by sailors, who know just how dangerous an unexpected storm can be to their livelihood. Certain areas are protected from the effects of Skycraft, most notably underwater zones. No kith is known to have any strong links to Skycraft, though the scattered groups that know of it, such as the Merfolk, are often unwilling to share the secrets of its practice.

Rank 1: Produces a strike of lightning that, while dealing no damage, can knock down or deafen enemies with a bolt of sound.

Rank 2: Directs the wind in a certain direction, creating a gale force that can easily propel a ship through the water.

Rank 3: Fills the sky with fog and dark clouds, cloaking those within it and making it difficult for any to see.

Rank 4: Produces a powerful storm of wind, rain, and thunder that, while powerful and dangerous, may be beyond the control of its maker.

Rank 5: The perfection of the power first seen in Rank 1, this cantrip pulls down a bolt of lightning, but this time it deals a significant amount of damage.

Spirit Link: An Art that speaks to the relationship between spirits and the Dreaming, known only to the spiritually aware Nunnehi. Knowing this Art changes a changeling's life substantially, allowing them to know and interact with another world. It is rare for one of the Kithain to ever be taught of it; a notable exception are those who have been adopted by the Nunnehi as one of their own.

Rank 1: See into other worlds, especially the world of the spirits, or the world of the dead.

Rank 2: Speak to one's ancestors or the things they have left behind, in order to learn what they knew and receive objective counsel.

Rank 3: Contacts spirits of wisdom and guidance, allowing them to show the user a substantial portion of the future, revealing hints and highlighting potential consequences.

Rank 4: Instills peace within a spirit or ghost, keeping at bay and preventing them from lashing out against those around them for a long time.

Rank 5: Control ghosts or spirits, compelling them in subtle ways, or going so far as to raise an entire army of them to attack the enemy.

Kith Arts:

These Arts are those of the noble Houses, naturally connecting them with the Sidhe, or developed by specific kiths. Other kiths typically learn of them by obtaining titles within one of the Houses.

Chronos: The Art of temporal manipulation. Unlike the methods of altering time known to other supernaturals, Chronos is fairly indirect, and almost never goes in linear order - instead, it is an Art of being disjunct from the proper order of time, causing its practitioners to be difficult to affect with Time magic, and lose sight of how time should operate. Chronos is the exclusive Art of the Sidhe, much more so than any other noble Art; not only is it extremely difficult for commoners to learn it, they have a greater difficulty forming its cantrips.

> **Rank 1:** Causes another to lose sight of the proper order of time, being unable to tell which events occurred before or after others.
>
> **Rank 2:** Glance something that happened in the past, aiding in recall of images seen before, and providing new images that weren't seen at the time.
>
> **Rank 3:** Changes the speed of time in an area or for a person, either causing it to go far faster than it normally should, or slow to a crawl.
>
> **Rank 4:** Extends the duration of an Art cast by another, allowing it to last substantially longer than what the result originally mandated.
>
> **Rank 5:** An extremely complex and expensive Art that allows the user to reverse the last few minutes, and make new choices.

Dream-Craft: The Art of manipulating the raw stuff that the Dreaming is made of. This art allows Sidhe to change the physical forms within the Dreaming, which can affect the way that freeholds and other sanctuaries of the Dreaming look. It can also affect voile, the chimerical clothing that changelings wear while in the Dreaming. Though Dream-Craft is sometimes considered the exclusive property of the Sidhe, many commoners have excelled in its practice.

> **Rank 1:** Shows the location of the Silver Path, the path that guides fae throughout the Dreaming, and grants information about who or what is currently upon it.
>
> **Rank 2:** Shows what is on the other end of a trod, a mysterious path of the Dreaming upon which space and time are heavily distorted.

Rank 3: Fixes a point of the Dreaming so that, instead of ever-changing at the whims of the Wyld, it will remain as the caster intended it.

Rank 4: Ties a changeling to a person, place, or thing, making it so that whatever happens to it, the changeling will be the first to know.

Rank 5: Produces a chimera, similar to a different Art, but, while that chimera is temporary, this chimera is permanent - so long as it never leaves the Dreaming.

Dragon's Ire: The Art of channeling a force from the Dreaming itself into melee combat. It is a fairly straightforward Art, and expresses itself in vibrant displays of Glamour, often in the form of walls of flame, burning auras that bestow titanic power, rains of golden fire from the sky, or even the brief manifestation of an actual chimerical dragon.

Rank 1: Infuses the target with tremendous strength.

Rank 2: The target becomes highly graceful and is better at avoiding harm. Items infused will subtly throw off attempts to hit it.

Rank 3: Infuses the target with the protective scales of a dragon, granting increased toughness.

Rank 4: Fire off a deadly blast of eldritch power, ranging from waves of darkness to emerald energy to dragon's flames.

Rank 5: Imbues the target with the martial experience of countless warriors, granting superhuman competency in all forms of melee combat.

Infusion: Infusion is the Art that assists Nockers in creating all of their wonderful clockwork and chimerical items. It involves the connection of 'FUBARS' and other chimerical entities into physical or chimerical forms. With a few rare exceptions, only the Nockers use Infusion.

Rank 1: Prepares a wild chimera by turning it into a crafted chimera, allowing further applications of Infusion to be used on it.

Rank 2: Adds durability to chimerical materials, including other changelings, granting resistance both to damage and Banality's undoing.

Rank 3: Creates and enslaves a FUBAR, a chimerical creature that can serve as a Glamour battery.

Rank 4: Produces a golem, a mechanical servant also known as an animantis that will serve the Nocker and aid him in his work.

Rank 5: A terribly dangerous cantrip that, if successful, adds sentient thought to a chimera or animantis, and possibly even a true soul.

Naming: The Art of True Names and the power of words. It is one of the most insidious Arts known to the Kithain, as while its low levels are deceptively non-threatening, a master of Naming can easily cause irreparable damage. Overly frivolous uses of Naming are not taken lightly by the nobility, who swiftly bring justice to those who subvert its effects. Naming is one of the rarest Arts in changeling society, as its practice is restricted by the Crystal Circle. Long ago, the Art was developed by the Eshu, but limitations and bans have led its practice to be almost exclusive to the Sidhe - a slight that the Eshu are not inclined to forgive.

Rank 1: Whether you understand the language or not, or even if the contents are magically locked, it becomes possible to read any text.

Rank 2: Inscribes a word of power onto an object, allowing it to be far more effective for a specific task.

Rank 3: Produces a circle of protective words, that provides resistance against supernatural forces that attempt to breach the circle.

Rank 4: Recalls the ritual of the True Name that is used when a Kithain first goes through Chrysalis, showing the user that individual's True Name.

Rank 5: Once the True Name is known, this cantrip permits the caster to edit that Name, and in doing so edits core traits of what that person or object is.

Sovereign: The Art of controlling commoners and noble majesty. It is one of the most political Arts commonly practiced by the Kithain, and exists largely to ensure the maintenance of their political structures. Commoner changelings find this Art exploitative, an unfair trick for keeping the high classes high, and the low classes low. For many years, Sovereign has been the Art that the Sidhe use to exercise their nobility; therefore, it is rare to see it in the hands of other kiths. The connection between nobles and Sovereign is built into the Art; it is almost useless in the hands of a commoner, but breathtakingly powerful in the hands of a King or Queen.

Rank 1: Brings a magically ensured Court into session, preventing commoners from disrupting the proceedings.

Rank 2: Specifies a request to the subject of the cantrip, which they must fulfill to the best of their ability, unless it is too dangerous.

Rank 3: Take on a mantle of pure beauty and grace, making it nearly impossible for others to try to contradict your desires.

Rank 4: Block off a doorway or narrow passage, making it impossible for a specified group of objects to pass through.

Rank 5: Produces an Oath, either requiring a person to fulfill an action, or abstain from doing a certain action; breakers of this Oath will suffer some curse as a result.

Tale Crafts: The Eshu Art of telling wondrous stories, by means of providing special effects, reading the crowd, and manipulating their emotions. The Bunk for a Tale Craft cantrip is, with few exceptions, a story, whether spoken or sung. Tale Craft was developed by the Eshu for their own use, though they are willing to teach it to a number of kiths who share their passion for entertaining.

Rank 1: Reads the emotions of an entire crowd at once, in order to determine how best to proceed with entertaining them.

Rank 2: Shapes a small chimerical illusion into something spoken of in the story, providing set pieces with which to tell the tale.

Rank 3: Instills an emotion within the crowd, increasing the appeal of the Eshu's story, as well as providing a reason for them to tell it.

Rank 4: Turns words into a temporary shelter, protecting the talecrafter from damage, so long as they keep telling their tale without pause.

Rank 5: Produces a temporary chimera that appears in the form of what the user desires it to, with some limitations.

Dark and Forbidden Arts:

Several Arts exist that do not have a place in changeling society, because of their association with the Unseelie Court, the Shadow Court, or something darker still.

Autumn Way: The Autumn Way sounds like it should be one of the most evil Arts known to the Fae, but it is actually relatively benign in nature. It provides a backdoor into the mortal world from the Dreaming, often shielding its user from the Banality of that world in the process. While no group has explicitly banned the use of the Autumn Way, the Kithain often have little need for its techniques, as it does things that are of fairly limited usefulness to them. To some of the purer manifestations of the Dreaming, and to the groups who have been banned from free travel within its borders, such as the Adhene, it becomes vastly more useful.

> **Rank 1:** Enters the body of a non-supernatural individual for days at a time, using him as a means of interacting with others in his world.
>
> **Rank 2:** Temporarily grow a full body within the Autumn World, effectively granting all the benefits of being dual-bodied that changelings obtain.
>
> **Rank 3:** Easily slip into the culture of wherever you manifest or insufflate, crossing language barriers and absurd gaffs of etiquette.
>
> **Rank 4:** Shows the location of the Silver Path, the path that guides fae throughout the Dreaming, even if the Silver Path is forbidden to your kind, and protects the user from being detected while on it.
>
> **Rank 5:** Causes someone in the Autumn World to clearly see aspects of the Dreaming, and, more troublingly, be able to be harmed or affected by what he sees.

Contempt: The dark Unseelie antithesis of Sovereign. Rather than being an Art of control and nobility, it is an Art of undermining those in authority, and making them seem foolish. Just as Sovereign is a noble Art, Contempt counters that by being a commoner Art. It is most commonly known by the Shadow Court, though those in the Unseelie Court are also capable of learning it.

> **Rank 1:** Changes the etiquette in a given Court, either producing random lawlessness that puts all on equal authority, or allows the voices of Unseelie nobles to rise to the top.
>
> **Rank 2:** Produces a willful disregard for rules and commands, changing a subject's actions, and making them temporarily immune to all forms of command.

Rank 3: Causes a group to riot and rise against something, especially something that sticks out as strangely notable and beautiful.

Rank 4: Changes an opinion, allowing someone to be convinced of something that they otherwise would have great difficulty believing.

Rank 5: A complicated ceremony that's true purpose is well hidden, allowing the user to name new members of the Shadow Court, cancel previous Oaths, and teach the Arts of Contempt and Delusion.

Delusion: The deceptive magical power of memory manipulation, practiced by evoking the power of the Mists. Those who practice it tend to think that they are doing the world a favor, by helping it rationalize the existence of creatures so strange as the Fae. Delusion is rarely practiced in Courts other than the Shadow Court, as the more common Art of Chicanery is used instead.

Rank 1: Protects the user from attempts to divine information about them, making them seem innocent of crimes they committed.

Rank 2: Changes shape into another person, including masking one's kith for another, or appearing as an item of scenery.

Rank 3: Removes a memory from a person's mind, or cause one specific moment to stand out and occlude others.

Rank 4: Convinces a subject to do some sort of task, that they will have no memory of doing once it is complete.

Rank 5: Use emotion as a controlling force, causing a person to believe things about himself that may never have been true.

Discord: An Art of maddening and damaging illusions, designed to turn the tide of war, completely ignoring the rules of fair and gentlemanly combat. Though its primary purpose is for fighting, a clever Denizen could find uses for its techniques in other physical pursuits. The Dark-kin are the primary users of Discord, and are so deeply entrenched in it that some fear they learn it in their sleep. Few others ever pick up the Art, and to do so they would suffer grave consequences from Kithain society.

Rank 1: Creates a number of false copies of the individual, making it difficult for the opponent to tell which is truly her opponent.

Rank 2: Improves speed and reflexes, allowing for dodges and movement to be done with greater ease.

Rank 3: Enchants an object temporarily to do vastly more damage, making it as damaging as cold iron.

Rank 4: Speeds attacks substantially, allowing them to be more likely to land a blow.

Rank 5: Allows the caster to focus in on the most susceptible parts of another's anatomy, resulting in great damage, and possibly limb loss.

Oneiromancy: The Art of blurring fantasy and reality, sleeping and waking, Dreaming and the normal world. Those who possess it can deal great damage to Changeling society from afar, and are seen as anathema by other changelings. Oneiromancy is completely forbidden among the Kithain. Even among the Dark-kin, only the Adhene practice it, and few even among their number dare to.

Rank 1: Sends a dream into a target's mind. The caster can specify a word or two, but the content will take on a life of its own from there.

Rank 2: See what a target is dreaming, though in the broken and confused nature most dreams are presented in.

Rank 3: Blur the lines between a subject's waking and sleeping lives, by causing them to encounter their dreams as harmless shadows while awake.

Rank 4: Enter a dream directly, allowing the caster and the target to interact with one another while inside.

Rank 5: Transforms a target into a living dream, causing them to, at least temporarily, leave their mortal life behind and act as a chimera.

Agendas:

An Art which is fueled by Banality rather than Glamour, these are restricted to **[Dauntain]**.

Burnout: One of the basic needs of a changeling is to inspire humanity. Burnout turns this concept on its head, being the Dauntain Agenda of suppressing true artistic expression, and replacing it with false inspiration.

> **Rank 1:** Blocks out one topic or skill that a subject ordinarily would think about quite often.
>
> **Rank 2:** Prevents a positive emotion from being felt, even one as complex and sanctified as True Love.
>
> **Rank 3:** Implants the idea that a certain activity, as dull as it may be, is something that is important for the subject to pursue.
>
> **Rank 4:** Requires the subject to collect, making him go out of his way to find as many samples of a certain mundane object as he can.
>
> **Rank 5:** Permanently saddles the subject with a boring hobby, making it difficult for him to socialize with others from his boring interests.

Stultify: The Dauntain Agenda of changing worldviews, replacing the childlike mindset of changelings and those who associate with them with one that is worldweary and task-oriented.

> **Rank 1:** Changes a memory so that something which previously seemed awful to the subject instead becomes something they enjoy.
>
> **Rank 2:** Forces a target to perform a dull task, and will keep doing it over and over until the Agenda expires.
>
> **Rank 3:** An expansion of Rank 2, in which the actor will continually attempt to convince others to help him perform his simple task.
>
> **Rank 4:** Slows down a target's actions substantially, by requiring them to think about what they're doing every step of the way.
>
> **Rank 5:** Hides Rank 4’s effect deep within a target's mind, causing everyone they teach to suffer from the same problem when they try to enact those procedures.

Webcraft: One of the Weaver's dirtiest tricks, this Agenda of the Dauntain is one that directly calls upon her power to order and conform.

Rank 1: Hardens a mortal substance, making it substantially stronger and more durable, but also plainer and more normal.

Rank 2: Become crushingly boring, to the point that those who have to listen to you suffer from headaches.

Rank 3: Sends an entire area into a boring stupor, sapping their inspiration and making them mentally weary.

Rank 4: Causes something to become so boring that others will completely ignore it, producing a form of conditional invisibility.

Rank 5: Summons a spirit of the Weaver, allowing it to work its will upon those around them, even against the wishes of the Dauntain who summoned it.

General Items:

All Origins receive an additional **[300]** *to spend in this section only. You may discount two items from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Starting Equipment [Free]: We can't exactly throw you out onto the streets butt naked, now can we? To avoid this, you've been given a set of comfortable clothing, as well as a wallet with some change, around five hundred dollars. It should be enough to help you get on your feet, but it won't last you for long.

Blind Thomas's Gold [50]: This ornately decorated antique gold coin of unknown origin is worth around $200 or more to some collectors.The coin vanishes from its new owner's possession as soon as the command word is spoken, returning to the original owner's pocket. This word can be anything you want, from a common word to utter gibberish.

Coiming Crest [50]: This miniature shield is completely unadorned. If it is held for a complete day, however, a crest identifying the holder's heritage, house, and legendary status will appear on the front. Typically only useful for the Sidhe, yours can be used on anyone, though it no longer allows one to learn their True Name.

Fae Architecture [50]: Be it the gothic punk architecture common in american buildings or the more whimsical architecture that can be found in the Dreaming, there's a style for everyone. By taking this option, you can adopt any of these styles for your own, applying them to your Warehouse as well as any of your other properties. This also has a preference for placing stained glass windows everywhere.

Golden Gixim [50]: This small, golden, dove-shaped pendant allows its wielder to win any game of chance, such as a roulette wheel or a slot machine, more often than they normally would. It is not infallible, however, especially if it has been used too much. Still, it should be more than enough to walk out with more than you entered with when the casino kicks you out.

Legal Documents [50]: In the modern age of the Autumn World, nearly everyone requires a trail of paperwork to properly function in society. Being who, and what, you are, this may be a problem for you. Well, it was a problem. What you have here is a collection of legal paperwork and IDs that are needed to make you appear like a native citizen for almost any country you enter.

Phone Plan [50]: If you live in the modern age, you're going to need to stay in touch with so many people that you'll hardly remember all of their numbers. This Motorola Razr V3 is top of the line, never running out of battery and always having a signal. It's even possible to call people from within the Deep Umbra, not that it'll help you out very much.

Rulebooks [50]: While you may be familiar with this world through a certain video game about vampires, there is another medium through which people could enjoy. You now possess a collection of all rulebooks for what is known as the Old World of Darkness, an invaluable font of knowledge for anyone new to this side of the world.

Vibrant Voile [50]: The set of clothing you were wearing when you first became aware of your fae heritage, it was altered by the explosion of Glamour that day. Due to its chimerical properties, you can change the appearance of these clothes however you wish, both within and outside of the Dreaming. What may appear as a three piece suit to mortals could be the finest of noble regalia to those who see as the fae do, only to then turn into the attire of a homeless bum at your whims.

Baldaz's Everfolding Box [100]: This box initially appears to be a simple cardboard carton. It can be manipulated and will expand or shrink from matchbox to carton-size. Moreover, no matter how much mass one places in it, it remains weightless. One must be alone to accomplish this, however; if someone watches the user place an item into the box, that item will weigh its normal amount. It is possible to expand the box to hold, say, a bowling ball and then shrink it so that it can hold a diamond and both will still be in there, side by side. There are nearly infinite ways for it to be folded or realigned, meaning there are infinite things one can store here.

Childhood Home [100]: Home is where the heart is, and you can't find it to part from a place filled with such nostalgic memories. This quaint suburban home has everything one needs for the modern age, from a well stocked kitchen to working plumbing, running water, electricity and AC. With four bedrooms and two bathrooms, it's fully furnished to your preferred style and ready to be moved into. Additionally, you'll never have to pay for utilities.

Dream Dust [100]: This pouch of extremely fine, white sand contains the essence of the Dreaming. When sprinkled on the face of a sleeping mortal or fae, it causes the subject to have vivid, Glamour-infused dreams. Mortals will merely wake up refreshed, while the Kithain regain a bit of Glamour. This has around twenty five doses, and will replenish at the end of each month.

Glowstone [100]: This simple quartz rock glows brightly upon hearing the secret command word. The beam it casts looks very similar to that of a flashlight, if the back of the stone is clenched tightly. Otherwise, it simply casts radiance in all directions; enough to light a small room. Though a Glowstone looks like an ordinary rock, someone examining it closely will see what appears to be a firefly trapped inside. You will receive a stock of twenty of these stones, which will replenish weekly if used or broken.

Mighty Blimping Batcape [100]: This childling treasure looks like a cheap, plastic Halloween costume cape. However, it contains potent Primal forces. The cape expands and acts like wings to slow and control a fall. The wearer of the Batcape will suffer no damage from falling and can even guide their descent a little as they fall. A perfect accessory for those wishing to be the vengeance of the night.

Orb of Ebulion [100]: The perfect treasure to adorn any party room, shaped like a disco party ball, this powerful device is the ultimate party-making machine. When lights are focused on it in a dark room, it emits an aura of euphoria, though often a false one, affecting all who can see its scintillating lights. Some fae may even believe that they have experienced an epiphany.

Trust Fund [100]: Even if you've become something more than just human, there's always going to be some lord demanding tribute or taxes. If you don't want to spend your days in a banal office or crawling through sewers to get a paycheck, then you can instead take this option. Every week you will receive $5,000, either in cash or in a bank account of your choice, and no one questions its origins unless you actively point them out.

Warder's Whistle [100]: This silver whistle blows loudly whenever someone comes near it, but only when removed from its silver chain. Once it has blown at someone's approach, it will not do so again until replaced on its chain and then taken off again. It is an ideal alarm for people who are afraid of someone sneaking up on them while they sleep. The whistle itself is engraved with drawings of howling dogs.

Ardwyn's Adze [200]: This hooklike weapon, constructed of wood and silver, was specially created to capture and control chimerical beasts and other kinds of monstrous creatures. The Adze is chimerical itself and is used to hook a chimera and hold it at a distance while it is bound, Any chimera in the grasp of the Adze is rendered completely motionless.

Cyclones Pyx [200]: A small iron box, though not one of cold iron, engraved with drawings of tornadoes and towering cyclones. It can be used to store a single Cantrip of the Primal Art, regardless of potency or duration. Once the Cantrip is used by opening the box, a new one can be stored within and sealed by closing the lid.

Gumby Gumgun [200]: This treasure looks like an oversized toy plastic pistol. It is ‘loaded’ by placing a big wad of pre-chewed chewing gum in the firing chamber. When aimed at an opponent wielding a real gun, the Gumgun fires a blob of sticky, gooey bubblegum at the firearm, totally disabling it and perhaps gluing the gunman to it. The gun has no other use, except the rather hateful one of shooting gum into people’s hair. This device is a favorite of childling Redcaps.

Iron Item [200]: Something that no changeling in their right mind would ever wield, what you possess is an item made entirely of cold iron. Perhaps it is a sword made in the style of european knights, or one of the studded clubs of ancient Japan, or perhaps it is an innocuous crowbar? Either way, if it gets out that you own one, many would be wary of just what exactly you could bring to bear.

Klax of Ordry [200]: This gilded trumpet is a treasure of signaling. Its sound can be heard throughout an entire barony by all those connected to the Dreaming, even including some mortals. Different songs can denote different sorts of messages, such as warnings or invitations to feasts. The sound of the Klax is so piercing that it can even stir a changeling out of their mortal seeming.

Paron’s Perilous Periscope [200]: This chimerical periscope is able to violate a number of different laws of reality. It can be stuck through walls, ceilings, floors, and doors, thus allowing one to see through them. It is about three feet in length and looks and behaves like a normal periscope, while the crank extends and lowers the shaft, allowing it to reach up to 15 feet in length, and the view can be adjusted through a focus knob.

Sluagh Sneakers [200]: These foul-smelling, tattered and soiled sneakers allow those who wear them to move about without making a sound. Although they smell terrible when first put on, they provide a huge amount of assistance to stealthy movement, allowing even a complete novice to enter and exit a person’s home unnoticed. The odor emitted upon their removal, however, is nauseatingly foul.

Twinz’s Boobaw [200]: This treasure looks nearly identical to a prankster’s toy buzzer, such as one would place on a seat or in one’s palm to scare someone. However, this faerie form of the toy is capable of dealing quite a jolt to anyone of fae origins, capable of causing devastating or in some cases lethal damage.

Anweyth [400]: Anweyth, Mother of Steel, The Blade of Invention, is a beautiful short sword, inlaid in silver knot-work, with a handle of jet. It holds a mystical place in the lore of House Dougal, being that it was Dougal's last work: his nonpareil. Anweyth has two known powers: it tells any smith the secret of making steel; secondly, it cannot be coveted, requiring it to be passed from hand to hand. Modern lore-masters of House Dougal believe that the sword's powers have grown over the years, that it inspires all creation and that it cuts through any creative block an artist, inventor, or scientist may have.

Crown of Dreams [400]: This treasure is not actually a crown but an oaken pin covered with jewels shaped like a stylized crown. The one who wears i5 gains an awareness of all the Dreamers in the immediate area, about a square mile, and the ways to unlock their potential. Discerning that potential allows the wearer to know who might best benefit from that Dreamer's creations. The Crown of Dreams is won as an honor at the Convocation of Leanhaun and traditionally goes to a commoner allied with the House, with the bearer also becoming one of the leaders of the Keepers of the Rose.

Eyes of the Snow Maiden [400]: In ancient times, the sorceress Charodei used pieces of golden amber, clear as sunshine, to make the eyes of the Snow Maiden she presented to Varich. When the heat of his passion destroyed her, the amber eyes were discovered submerged in a pool of a strangely salty water. Varich never wished to see them again, but other members of the house have kept them, for through them one can see past all illusions and perceive one’s true form.

Hidden Glade [400]: A place rich in Glamour and untouched by humanity or Banality, you are now in possession of a highly prized location. Perhaps it's a patch of forest ringed with mushrooms, or it's a flower field with the most radiant of colors, though for some maybe a cave covered in crystals and possessing a small waterfall would be most appropriate? Either way, it is easy to absorb the Glamour that permeates this slice of the Dreaming on Earth, and one which many would eagerly fight and kill in order to obtain.

Morhaut’s Anvil [400]: Morhaut was a Troll master armorer living in Austria whose honor and smith-work were legendary, but he never found a commoner or noble worthy of his service. Due to his integrity, Morhaut became a judge and arbiter in his old age, and the court was always called in session over his anvil. Shields made on this anvil gained magical powers, though this anvil holds a greater power; it forges truth. Oaths made over it have their effects doubled, and any oathbreaker will be harshly burned if they touch it.

Rose of Leanhuan [400]: This treasure is a white rose that was laid on Leanhaun's breast at her death. It is the only flower that failed to turn black when in contact with her after Finellia's curse was laid and it has remained incorruptible since. House members consider it a sign of hope as it has remained pure and vibrant while sustaining its holder without the need to Rhapsodize. The fae who holds the Rose draws Glamour directly from it. So long as she holds it at least one hour a week she also has no need to Rhapsodize to prevent herself from aging, and can also replenish all lost Glamour once a week while holding the bloom.

Ship of the Four Quarters [400]: One of the great treasures of the fae of old, the Ship of the Four Quarters was shaped much like a viking longship and was invested by the Inanimae with the power to control the five elements. It was Conar of House Dougal who oversaw the ship's construction but it was Kyria Vowseeker of House Gwydion who journeyed to the lords of the Great Slow Empires, sealing pacts of assistance with each one. The ship moved freely on the waters; for a short while it could also travel on the land, through rock and tree, through the air or even across fire. Only one person was required to steer the ship, so long as the captain was of noble blood, or if it is you commanding this prized vessel.

Spear of the North [400]: Said to have belonged to Ferdia, the hero who fought and was slain by Cu Culainn, this treasure is supposed to be in the presence of the King of Ulster, Finn. It is a potent treasure, one that pierces through most armors as though they were autumn leaves and causes the wounds to be inflicted with frost, but that is not what makes it so valuable. Once per day, the wielder of the spear can use it to fully heal all of their wounds, from minor scratches to gaping chest wounds.

Balor’s Crystal Eye [600]: When the great Balor of the Evil Eye finally fell in battle, one of the warrior-priests of the Fomorians took out his shattered eye and encased it in a crystal where the healing waters of a well were also stored. It now glows a fel red color, and awaits one to implant it into their skull. Should you do so, you shall receive a weakened version of the killing gaze of Balor, immediately killing most mundane humans when looked upon, while paralyzing any others in place and inflicting them with immense amounts of pain. Be warned, however, that much like the legendary King of the Fomorians, there is no way for you to control who is and is not affected by this cursed artifact, indiscriminate as it is. The only way to shut it off would be to remove it from your skull or keep your eye closed.

Calipers of Aife [600]: Dougal's wife, Aife crafted a fine set of calipers from the tusks of some forgotten beast, with each arm of the caliper about as long as a troll's arm. The calipers can ‘measure’ anything that can be placed between them: distance, weight, length, purity, honesty, love, hate, and so on. Dougal legends tell of many Unseelie lords whose plans were foiled when pinched in Aife's calipers, with some even theorizing that the calipers led to the House's exile from Arcadia.

Economic Empire [600]: Power comes in all forms, and while tasteless to some, one cannot deny the power that money can bring, especially someone like you. You now claim ownership of a corporation of your own, small for now but there is definitely room to expand. Not only will it be a constant source of immense wealth even if you don’t do anything with it, it is specialized in one market, and will consistently be one of the more successful no matter what world you go to. Be it electronics or mining, home appliances or weapons, none would be foolish enough to ignore the economic power you wield.

Immortal Eyes [600]: A quartet of four gemstones created by a curse of the Selkie Queen Merala during the Shattering, where two sidhe noblemen denied access to Arcadia to fae attempting to flee the Autumn World. The Keystone, or Eye of Opening, is a Seelie stone and can unlock any door, gateway or barrier, appearing as an emerald and given to the Nockers. The Waystone is a Seelie stone and can lead the user to any location they seek or any object they want to find, appearing as a sapphire and given to the Clurichaun. The Changestone is an Unseelie stone and can alter the user's appearance and circumstances, appearing as a ruby and given to the Satyrs. The Shadowstone is an Unseelie stone and can purify the user of Banality, appearing as a black opal and was given to the Menehune.

Kithain Freehold [600]: These structures exist in the mundane world but, touched by Glamour, have a chimerical reality as well. Having been warded to protect it from prying eyes, this Freehold is yours to command, a castle from which to rule over. At the center of this structure is a Balefire, the center of all magic and from which the Glamour originates. Be it a Victorian home, a thriving tavern or an abandoned warehouse, the outside may look like anything you choose while the inside is a veritable mansion, filled with all the amenities that one could ask for. It can even come with a number of servants who work towards maintaining the Freehold and serving to your every whim, all of whom will become followers at the end of your time here. Make sure to not spend every waking moment within, lest you wish to incur Bedlam.

Osiris' Flail [600]: The first pharaoh of ancient Egypt, Osiris, kept two symbols of power. One of these, his flail, is depicted on the sarcophagi of many of the pharaohs that followed in his footsteps. It is usually shown crossed with a crook over the chest of the dead king. The flail is a short-handled rod from which hangs a group of three leather strips decorated with wooden beads and bone. Legend states that the flail was a treasure given to Osiris by Horus, a falcon pooka. Reportedly, it recorded all of history in the chimerical carvings upon its bone and wood beads. To tap its extensive wisdom, a person simply asked a question, then touched the flail to her brow, upon which the answer would come to them immediately.

Sword of Light [600]: The Sword of the Chosen King, Caliburn is possibly better known by the name of Excalibur. Though it will fight for its wielder, it does so to end conflict. At the will of its wielder, it can inflict either chimerical or real damage, enchant mortals it touches for a month, and can perform up to the Rank Three ability of Sovereign on behalf of its chosen, though if that person misuses the power, Caliburn will cancel the effect immediately. It can teleport itself out of dangerous situations, and glows a brilliant gold when either in your hands or when wielded by one worthy. To wield this sword is to wield the sword of the High King of the Kithain, and will raise many a question as to how you received it exactly.

Tapestry of Fate [600]: Whether it truly exists or not is unknown to the fae. According to stories, the tapestry contains every true name that there is, as well as the fate of the Dreaming. The power and knowledge it holds are invaluable. Lost long ago, it is rumored to be everywhere from a Sluagh freehold to under the Silvered Sea. Many have left in search of it, but none have returned. One thing is for certain: the finder will probably draw the wrath of the Norns upon them.

Companions:

Motley Crew [50/100/200]: As wonderful whimsical trips and grand adventures are, what good are they if you can't share the experience with your friends? As such, you may import or create 1, 4, or 8 companions respectively, belonging to a Court and Kith of their choice. Each companion receives 800 cp to spend on perks and items, as well as the same stipend for Cantrips as you do. This could alternatively be used to ensure that canon characters join you.

House Jumper [300]: Why would you grant only some of your friends the ability to Dream and deny others? Should you desire some more assistance, you may now import as many companions as you so desire, each one belonging to a Court and Kith of their choice, while receiving 800 cp to spend on perks and items, as well as the same stipend for Cantrips as you do.

Jumper Court [Free]: Perhaps you don't have enough to fully create a Court of your own, there's still a number of people willing to follow you to the very depths of the Deep Dreaming themselves. You can now import as many of your followers as you wish, transforming them into Kithain and gaining access to Glamour. What kith they are is dependent on them, as well as what court they find themselves in.

Pixie Dust [Optionally Free]: This blonde woman is short, even by Piskie standards, but makes up for her lack of height with the pair of wings on her back. She seems to have attached herself to you, an infatuation born through just being yourself. Though she may be your biggest supporter, be careful when she’s having one of her mood swings, swapping from prideful preening to incandescent anger at the flick of a switch.

Glass Slipper [50, Free Seelie]: The heiress to the Dutchy of Evergreen, this elegant Sidhe is the epitome of what a noblewoman should be. Graceful in bearing and temperament, she is well beloved by the commoners. There are rumors, though, that her humble outlook has its roots in a truly horrid childhood before she underwent her Chrysalis, which she still possesses the scars from.

Mourning Mist [50, Free Unseelie]: Having admired the tales of dragons since childhood, this Eshu has gone out of her way to collect as many related artifacts to them as possible. This has made her a lot of enemies in Asia, and is hoping to lie low for the heat to die out. In the meantime, she is content to travel the States, practicing her martial arts and finding new artifacts to fuel her obsession.

Indebted Grudge [50, Free Shadow Court]: Yet another Thallian pawn of the fomorians, this Sevartal has been placed in the Hellenic Empire to bring it down from within. With a devil-may-care attitude and quick to deflect any further investigation into her past, she's come to accept her lot in life as a tool for others to use. After all, why would she dream of a hero to save her after all she's done.

Fearful Winter [50, Free Dauntain]: Once a young Sidhe who had an unnatural affinity for the Kryos Act, an accident involving her younger mortal sister changed the wonder of her fae life into horror. She turned from dreaming of snowmen and sledding to the frozen, dead faces of those she loved. Now, she drenches herself in Banality, seeking to live a life free of the supernatural that won't leave her be.

Frog Princess [50, Free Boggan]: Born and raised in New Orleans, Louisiana, this hard working woman has only one dream she wants to achieve; opening and running her very own restaurant. As it is, she's only interested in Kithain life in how it will help get her closer to that goal, as well as sampling many of the exotic ingredients that are native to the Dreaming.

Wild Daughter [50, Free Clurichaun]: A fiery lass with a great mane of curly red hair, you won't find a better archer in all of Concordia. Having been fostered amongst Pookas, she naturally prefers the great outdoors or traversing the untamed Dreaming to city life, and especially doesn't like it when forced to do things she doesn't want to. Make sure to stay well out of range if you manage to piss off this sleeping bear.

Island Wayfinder [50, Free Eshu]: Having traveled a long way from her Polynesian home, this young woman is the epitome of what it means to be an Eshu. There is no greater joy to her than sailing the seas and hearing stories of far off lands, especially with a friend by her side. Though she doesn't like going far from the coast, she won't hesitate to help a friend in need wherever they are.

Mademoiselle Bookworm [50, Free Nocker]: Preferring to spend all day in either a library or her workshop, it's little surprise that she would spend all day working on intellectual pursuits. In an effort to clear up even more of her schedule, she's made a habit of creating animated chimerical objects to help manage her home and keep it in tip top shape.

Street Mouse [50, Free Piskey]: Coming from a well to do Arabian family, one could hardly be surprised that this young woman eschewed that life for something with a bit more freedom. Traveling the world with her orange cat, she wants to see it all. In a pinch, she isn't above abusing the stereotype of naivety and childishness of her kith, or swiping something shiny enough.

Jungle Scholar [50, Free Pooka]: What better way for a Pooka to be reborn than as the daughter of a jungle explorer? Having spent her whole life traveling with her father, it was only recently that this woman learned that she was capable of transforming into one of the apes she's spent so much time around. If nothing else, it's certainly helped her zoological studies, and earned her an award for a particularly stunning thesis paper.

Poisoned Apple [50, Free Redcap]: With skin as white as snow, hair black as ebony and lips red as a rose, she is remarkably personable and well put together for a Redcap. Perhaps due to her being fostered by Boggans and Clurichauns, she's relatively content to spend all day doing housework. She still has that Redcap gluttony, and absolutely cannot stop herself if given an apple. This has led to more than one instance of attempted poisoning, but it all worked out in the end.

Sunlight Flower [50, Free Satyr]: Easily identified through her insanely long hair, this young woman has an unquenchable excitement for life, and is especially fascinated with fireworks. Preferring to spend her time painting a myriad of things, ranging from people to landscapes to the occasional weird dream, there's nothing that she won't put to the easel.

Little Mermaid [50, Free Selkie]: Not many land dwellers know the beauty to be found beneath the waves, so it's always good to have someone that really understands. Merfolk may often be alien to those on land, but this red haired maiden is quite actually personable and curious about life on the surface. Eager to show off her collection of weird surface knicknacks, she'd love to have a friend who is a part of that world.

Sleeping Beauty [50, Free Sidhe]: The epitome of beauty, this blonde woman was blessed since birth. These blessings, though, are offset by a curse of narcolepsy that has affected her at the worst of times. For every successful meeting with a foreign dignitary, there is an incident in which she falls asleep on the ballroom floor in front of the entire court.

Rag Doll [50, Free Sluagh]: Kind, sensible, honest, and especially clever, it's almost a shame this young woman ended up being one of the sluagh. It doesn't bother her much, actually playing into the creepiness of her kith by wearing gothic but cute outfits. Despite that, though, she is unsatisfied, and desires something more from her life.

Dragon Warrior [50, Free Troll]: Hailing from the Far East, this woman is almost the epitome of what it means to be a Troll. A talented warrior and honest to a fault, she has cultivated her talent in the People's Liberation Army, having been kicked out after being blamed for a scandal she had no part in. With her ancestral sword by her side and a pet cricket, she's ready to face whatever may come her way.

Animate Chimera [50]: It appears as though you've gained the affection of an animate chimera that, to most mortals, takes the form of an utterly mundane animal. A popular choice is that of a fairy steed or a noble griffon, though it can be anything the size of a horse or smaller. Not only are they fully trained and strangely intelligent, but they can never be turned against you.

Wind of Colors [50]: Belonging to the Nunnehi, a type of changeling native to North America, she has only recently left the reservation where her tribe has lived for generations. A noble, free-spirited and highly spiritual person, she expresses wisdom beyond her years and offers kindness and guidance to those around her.

Fantasy Incorporated [100]: A motley that travels all across America looking into the supernatural, they are just as successful as they are varied. The leader of this crew is a Troll with a mind for traps, and in a dedicated relationship with the red haired Sidhe who turns unarmed combat into a dance. The brains of the operation is often the Boggan, while the cowardly duo of the Satyr and Pooka often act as unwitting bait, though that isn't all they're good for. It doesn't matter what evils they face or what masked villain that opposes them, they'll find a way to solve even the strangest of mysteries.

Queen of Darkness [100]: A truly ancient changeling, there are rumors that this Unseelie fae has been around since the days when the Kithain lost access to Arcadia. A being of terrible power and possessing knowledge lost to the ages, perhaps in you she finds some form of enjoyment? To earn her favor is a treasure that cannot be equalled, while earning her scorn can and has led to the downfall of countless kingdoms, especially if pushed hard enough to take the indomitable form of an ebony dragon.

Drawbacks:

Continuity of Darkness [+0]: Have you been to this world before? If so, then you would undoubtedly want your previous actions to hold some meaning. If so, then take this option, and make your past in the World of Darkness to carry over in some form during your time here. Some may be confused to see a familiar face, but it does happen more than you'd think.

Disaster Averted [+0]: Winter. Gehenna. Apocalypse. The Time of Judgement. So many creatures of the night have their own myths and legends about the end of the world, and many believe that those times are fast approaching. Thankfully for everyone involved, though, there is this option, ensuring that such cataclysmic events don't happen unless you actively go out of your way to cause them.

Gallain [+0]: The twelve kiths offered to you at the beginning are not the only kindred out there, such as the Oba, River Hags, Swan Maidens, Biloko, Encantados, or Ifrit. Should you desire, you can become one of these other kiths, though you can still select one of the kith perk trees to gain discounts from.

War of Seasons [+0]: Perhaps like many other Kithain, you too long for the forgotten days of old, the mythologized past where Banality was nowhere near as all encompassing as it is in these modern nights? You can now take part in the events of the Dark Medieval world, ranging anywhen from the 9th to 14th centuries. Perhaps you could even change the fates of the Seasonal Courts that rule over this period in place of the Seelie and Unseelie you may be more familiar with.

Bizarre Quality [+100]: Perhaps it is due to your dual nature, the fae soul within your human flesh creating a fascinating dichotomy, that you tend to draw attention. Mortals often find you disturbingly fascinating, sometimes going out of their way to speak and interact with you even when you really want the opposite to happen. Some less than stable ones may even try stalking you, but that's a problem that shouldn't be too hard to fix, right?

Changeling's Eyes [+100]: In some of the old stories, it is said that one could identify a changeling by the unnatural color of their eyes. Though it's mostly false, you are one of the rare cases that this may actually apply to. Your eyes are a startling color, being either a vibrant emerald, violet, or yellow. These will certainly catch attention, and not always good, especially if there are hunters who learned from those of the past.

Lifesaver [+100]: One of the six laws that uphold Kithain society is to never murder another changeling, especially with cold iron. An easy rule for you to follow, considering your complete aversion to killing. Even the thought of killing someone makes you a little sick inside, and has caused a preference for either taking the diplomatic option, or holding them down until someone else can finish the job for you. You can still do the deed if you absolutely have to, it's just a high threshold to overcome.

Shrinking Violet [+100]: Everything would be just fine if left to your own devices, but unfortunately you're surrounded by *people*, and people make you nervous. This leads to you being especially clumsy while in public, tripping on your own feet or a case of butter fingers. When things get serious you can work at your best, it's just that you'll often be embarrassing yourself in the presence of others.

Wyld Mind [+100]: Dreams and thoughts often run away from us, going down routes so different from the last that it's almost hard to keep up. People certainly feel the same way about you, who appear to have a very bad case of ADHD. Focusing on one thing at a time can be a real challenge, often jumping from topic to topic depending entirely on your whimsy. This may mean you don't catch important information or overlook key details, but I'm sure everything will work out okay in the end, right?

Cleared Mists [+200]: Ever since the Mists were tainted to enforce Banality, they have worked to hide away any of the Kithain's arcane abilities from the vast majority of humanity, a blessing as well as a curse. The Mists have abandoned you, though, unwilling or unable to hide any of your magic or abilities. Should a mortal witness your actions, they will not forget the effects of your Arts or other fae abilities. As a result, you may reveal your nature to the mortal world, triggering dire consequences for the rest of the Kithian.

Frailty of the Fae [+200]: Each kith is blessed with unique attributes that set them apart from others, yet none are without their flaws. The Sidhe's particular vulnerability to banality, Eshu recklessness, Troll's inability to go back on their words, and so many more. You are burdened to bear yet another of these Frailties on top of the one already placed upon you by your kith. At the very least, you can find some shared misery with some of the other kith, knowing in part what their struggles are.

Iron Allergy [+200]: Cold iron has forever been an enemy of the fae since it was first discovered, the chosen weapon of Banality incapable of even entering the Dreaming without dire consequences. A measure of the Dreaming's distaste, or perhaps more accurately fear, of cold iron is especially potent for you. Instead of just a sense of pain when in contact with this metal, it will instead be akin to touching a brand, burning your flesh whenever it touches your skin, with all the pain and agony that implies.

Slipped Seeming [+200]: The mortal seeming is in place to hide and protect the fae within, but it seems your fae mien is simply too potent to be contained. Elements of your fae self will leak out onto your mortal form, ranging from the blue skin of a Troll to the elven ears of a Sidhe to a pair of Satyr horns atop your head. Not only will this be difficult to explain to most mortals, but this doesn't even give you the benefits of certain portions of your fae mien.

The Neverending Story [+200]: Everyone knows the best stories are those that don't have an ending. After all, that's why some TV shows go on for twenty-plus seasons, right? Well, unfortunately for you, your life may very well end up as one of those long running serials, as the bizarre just keeps on coming, dragging you into some new scenario on a weekly basis, scenarios that are likely to end with your death if you aren't careful. You'll certainly be living in interesting times.

Chimerical Magnet [+300]: For some reason, Chimera notice you more than usual. In some cases this is of benefit, but more often than not this Flaw causes problems. Chimerical beasts on a rampage will tend to turn on you before attacking others. Nervosa find you irresistible, and sprites of all types surround you constantly, often making you the butt of their harmless but annoying pranks.

Glamorous Abilities [+300]: Perhaps you won't have to ever touch the magics of the fae, reliant on the powers of some creature of the night or otherworldly arcane abilities. Such things would certainly save on Glamour, had you not taken this option. From here on out, any and all supernatural abilities and powers you possess require a cost of Glamour to function, forcing you to be more conservative with the options you possess.

Hunted [+300]: Well, it seems like the secret is out. You are unfortunate enough to have had your identity leaked to a hunter of considerable skill, now aware of at least one milkling running around. He'll do his best to stalk and survey you, marking down what locations you frequent, who you talk to, and what abilities you show off. Once he's confident enough, that is when he'll strike. Yet despite every tool he could bring to bear, all the traps and schemes he lays out, which of your loved ones he attempts to go after, know that in the end, he's still just human.

Nascent Cocoon [+300]: All of this was in the assumption that you have already undergone the Chrysalis and awakened your fae soul. That was a mistake on my part, for you are currently just another ordinary human with mundane human problems. You won't be able to see or interact with the Dreaming, nor will you be able to access any of your purchased Cantrips. In time, you may find that you awaken to your true heritage, but that is something that few, if any, could ever control.

Padded Walls [+300]: Though many Kithain would love nothing more than to spend the rest of their lives in their Freeholds or within the Dreaming, doing such is an invitation to Bedlam, a madness that falls upon the fae who leave the mortal world too far behind. Such symptoms range from randomly changing colors to your sight, to believing almost everything around them is alive and with a personality, to being reduced to a feral animalistic state. You are one of those poor souls who are especially vulnerable to Bedlam, and as such must take care to not lose yourself, lest you forget what being human even means.

Endless Winter [+600]: The portents have proven true, and the end of the Kithain way of life is nearing its end. There are many ways this world could see the end of fae influence, of which there is a small chance to avert the disaster. Perhaps an Unseelie plot leads to the dwindling of the Dreaming and fae society as a whole, or the Dreaming becomes so strong that the Fomorians seek to wage war against their kin once more? Maybe the Dreaming fades on its own accord due to some aspect of modern society, or the Tuatha de Danann have returned, in which they enact a great purge? Or perhaps they simply leave Earth behind entirely, absconding from a world unable to house them any longer? Whichever of these events occur, know that it would take great effort and power in order to overcome these apocalypses, and the world of the fae will never be the same afterwards.

Ending:

The dream comes to an end, and upon waking you are given a choice.

Stay: Some dreams you never want to end, and this has certainly been one of them.

Go Home: Everyone has to wake up eventually, might as well do so in your own bed.

Continue: It was a fun nap, but now the real adventure can begin.

Notes:

-Post-Jump, your kith's Frailty will be removed, as well as forgetting your fae half of you don't use Glamour.

-Post-Jump, your fae mien will become an Alt-Form that anyone can see, even the most banal of humans.

-About **[Love Conquers All]** will give you a free pass by society for your actions, but won't affect those you've wronged.

-The efficient harvesting of **[Glamour Is Free]** only applies to external energy sources. It won't affect internal mana or chakra, but it will affect energy like Fairy Tail's Ethernano.

-Use any of the other kith exclusive perks as a reference of what the birthrights granted by **[Fae Inheritance]** can be. Nothing too overpowered, but certainly useful. Alternatively, you could just mix and match canonical birthrights and frailties.

-About **[Cantrips]**:

- **[Realms]** determine the Target, **[Arts]** determine the Effect, and **[Bunks]** are the activation code.
- **[Bunks]** can quite literally be anything so long as it's tangentially related to the **[Art]** in question. Speak backwards to better use Chronos, dress as a medieval king in order to cast Sovereign, deliberately dress for the wrong weather if you plan on using Skycraft.

-It would be smart to avoid bringing a **[Cold Iron]** item into the Dreaming. The results are highly explosive.

-Post-Jump, you won't need to worry about incurring Bedlam if you spend literally all your time in the **[Kithain Freehold]**.

-Post-Jump, the **[Tapestry of Fate]** will reveal the True Names of other fae beings or creatures made in a similar way, such as creatures of the Warp in 40k.

-Companions are based on Tinker Bell, Cinderella, Namaari, Megara, Elsa, Tiana, Merida, Moana, Belle, Jasmine, Jane, Snow White, Ralinzel, Ariel, Aurora, Sally (Nightmare Before Christmas), Mulan, Pocahontas, the Scooby Doo gang, and Maleficent.

-The exact storyline of the **[Endless Winter]** drawback is up to you to decide, but know that if ignored, all of them will lead to the end of the world of the Kithain as we know it today.

-When in doubt, fanwank.

-Have the day that you deserve~