

Changeling: the Dreaming (for nWOD)

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the Dreaming

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Character creation:

After creating a character as described in the WoD Rulebook add the following:

- Select Childling (Glamour 5, Banality 1), Wilder (Glamour 4, Banality 3), Grump (Glamour 3, Banality 5)
- Select Kith (and select the corresponding skill specialty)
- Distribute 3 points in Arts
- Distribute 5 points in Realms
- choose between Seelie and Unseelie

Experience:

Trait	Experience point cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Merit	New dots x 2
Realm	New dots x 3
Art	New dots x 5
Glamour	New dots x 3
Willpower	8 experience points*

* Experience points can be spent on Willpower only to restore dots lost through sacrifice or performing feats that require such a sacrifice.

Kith

Every changeling starts with one dot in his affinity Realm.

Boggans

Affinity: Actor

Birthright:

- Craft-work:

When unobserved every roll on an extended actions takes only 1/3 of the normal time.

- Social Dynamics:

With a successful Wits+Socialize roll Boggans get some hints to the social dynamics of a group.

For example who is the leader, who is not so happy with the current structure of his group etc.

Boggans get a free specialty in Crafts or Socialize

Frailties:

- Call of the need:

Boggans cannot stand the sight of another person in need. When confronted with someone in legitimate need a Boggan must roll Resolve+Composure. If he fails the Boggan must do something to help the other person.

Eshu

Affinity: Scene

Birthright:

- Spirit Pathways:

Eshu have an amazing sense of direction and exquisite timing; they always seem to arrive at their destinations at the most opportune moments. The path an Eshu follows is always the most interesting route possible, filled with danger and challenge. Seelie triumph righteously over adversity; Unseelie leave bitterness and misfortune in their wake. Either way, the stories are always worth the trouble! No matter what she encounters along the way, an Eshu will always find her way to her destination ... eventually.

- Tale-craft:

Whenever an Eshu encounters a true adventure, he becomes wiser and his repertoire of stories grows. Eshu characters gain an additional experience point for any session in which they learn a fantastic new story or perform an incredible feat. (Tricking a chimerical dragon or outwitting a lofty noble are two examples of such feats.)

Eshu get a free specialty in Expression or Empathy

Frailties:

- Recklessness:

Confidence and curiosity are inborn traits. Eshu cannot resist a challenge, gamble or quest if there's a way to come out of it alive. They're not stupid -they won't take on suicide missions - but they do believe their luck can carry them through any hardship.

Nockers

Affinity: Prop

Birthright:

- Forge Chimera:

Nockers can create simple, nonliving chimera. If an artisan has basic working knowledge of how a device operates, she can conceive of how to build a better version. In general, her creation cannot involve electricity, magnetism or chemical reactions, though Storytellers can feel free to allow Nocker characters to break this rule for extremely creative devices. To create chimera, the Nocker needs raw chimerical material and a forge or machine shop of some kind. The creative process is represented by extended rolls of Intelligence + Crafts. The modifiers, target successes and time per roll depends on the size and complexity of the project. With no modifiers, one hour per roll and 5 target successes a Nocker can create simple items (doors, baseball bats);

10 or more successes with one roll per 8 hours of work and a modifier of - 3 can result in large or highly complex items (siege engines, semi-automatic knife-throwers, and so on). Nockers must have some degree of privacy when constructing chimera. While it is possible for Kithain to be present a Nocker cannot work with chimerical materials with mortals present.

- Fix it:

Nockers are masters of machines and everyone knows it. A few harsh words or well-timed threats can intimidate a malfunctioning machine into working properly again. The Nocker just makes an extended Intelligence + Crafts (or Intimidation) roll with a modifier according to the complexity of the failure. Every roll takes 10 minutes of swearing, cursing and general violence towards the machine.

Nockers get a free specialty in Crafts or Intimidation

Frailties:

- Flaw:

Everything a Nocker creates will have one trivial (but irreparable) flaw.

Pooka

Affinity: Nature

Birthright:

- Shape-changing:

Every Pooka can change into his animal form within one turn with the expenditure of one point of Glamour. Reverting back is free.

- Confident:

The innate charm of a Pooka breaks down the barriers of even the coldest people. Adding a fairies curiosity to that makes him an outstanding confidant. Once during a conversation, a Pooka may roll Wits + Empathy (or Subterfuge) - Composure to get a changeling or mortal to spill his guts. Each success allows a truthful answer to one personal question. This Birthright functions on other Changeling as well as on mortals.

Pooka get one free specialty in Empathy or Subterfuge.

Frailties:

- Lies:

A Pooka must roll Resolve + Composure to tell the whole truth (without adding at least a little lie).

Redcaps

Affinity: Nature

Birthright:

Dark Appetite: Redcaps can literally eat anything. They can chew through cars and eat their way through walls. Their bulldog teeth are brutally flat and hard as steel; their digestive systems (thankfully) remain a mystery. Most prefer human or animal meat, but when hunger strikes, anything will do. We do mean anything. As long as it fits in the Redcaps mouth it can be chewed and digested by him. For vile or tough materials one point of Glamour must be paid. To use this birthright in combat the Redcap first has to grapple his target. The damage is +3 lethal.

- Bully Browbeat:

Redcaps can intimidate everything - even chimera. A successful Intimidation roll (modifiers set by the Storyteller) causes the chimera to obey without questions.

Redcaps get one free specialty in Intimidation or Brawl

Frailties:

- Bad attitude:

No one like Redcaps - not even other Redcaps. Redcaps cannot re roll 10's on any social skill (except of Intimidation).

Sartys

Affinity: Fae

Birthright:

- Gift of Pan:

Dionysian revelry is high ritual to these Fae. Singing, music and dance can be used to stir Fae and mortals alike to the height of carnal passion. Anyone who fails a Resolve + Composure roll is swept away by hidden desires and the activities of the evening. After an hour or two, the Banality of the those in the area slowly drops. Everyone involved, mortal or not, has his permanent Banality lowered by one for as long as the satyrs continue to perform. Tragos can combine their efforts to lower Banality even further. Each satyr fueling the fire can lower the revelers' permanent Banality by one more, to a minimum of 2. These effects last only for as long as the satyrs continue to entertain. Lost Banality returns at a rate of one point per hour.

- Physical Prowess:

All satyrs add one to their Stamina when in fairy form. Additionally their speed in fairy form is doubled.

Sartys get one free specialty in Athletics or Expression

Frailties:

- Passion's Curse:

Passion has its unpleasant moments as well. Satyrs are prone to wild mood swings, especially when they're drunk. With the slightest of provocation, they may explode into a torrent of fury or a fit of weeping. Furthermore, on the rare occasions when they try to resist temptation they have to roll Resolve + Composure not to follow their desires.

Sidhe

Affinity: none

Birthright:

- Awe and Beauty:

In their fairy form Sidhe get the four-dot version of the "striking looks" merit. If the character already possesses the striking looks merit the modifier increases by 2. The fury of a Sidhe scorned is a majestic and terrifying sight. When one is impassioned anyone who tries to attack the angry Sidhe head-on must make a Resolve + Composure roll. As long as the Sidhe does not start an attack by himself.

- Noble bearing:

Any cantrip that makes a Sidhe look foolish immediately fails.

Sidhe get one free specialty in Socialize or Persuasion

Frailties:

- Banality's Curse:

Whenever e Sidhe get a point of temporary Banality he get two.

Sluagh

Affinity: Prop

Birthright:

- Squirm:

Dislocating body parts is a popular amusement for these desiccated creatures. Confining them is almost impossible. Although they cannot change their shape or mass, underfolk can contort into disquieting shapes with unnatural ease. This requires a few minutes of entertainment and a roll of Dexterity +

Athletics; the modifier ranges from a +/- 0 (escaping from ropes) to - 3 (worming through the bars of a locked cell). The only substance that can completely imprison them is, of course, cold iron.

A Sluagh cannot use this Birthright in the presence of mortals.

- Sharpened Senses:

The unusual upbringing of these Fae heightens their senses. In their fairy form a Sluagh get a + 2 bonus on all perception based rolls (for example Wits + Composure for general perception). They may see through illusory magic by making a roll of Wits + Occult.

Sluagh get one free specialty in Stealth or Larceny

Frailties:

- Curse of Silence:

Sluagh cannot speak above a whisper, no matter how hard they strain to be heard. Since they dislike social situations and hold to very odd rules of etiquette, Sluagh get a - 2 modifier on all social rolls when their in their fairy form.

Trolls

Affinity: Fae

Birthright:

- Titan's Power:

In their fairy form Wilders get size + 2 and Strength + 1 a Troll grump even gets + 2 dots in Strength but also loses a point of Dexterity.

- Stubbornness:

Nothing can interfere with a troll's devotion to duty. When in the service of a cause, trolls get an extra two dice to any (Resolve + Composure) rolls to resist temptation or distraction. This Birthright is always in effect.

Trolls get one free specialty in Athletics or Brawl

Frailties:

- Bond of duty:

Any troll who dares to renege on a sworn contract or oath becomes sickly and loses her Titan's Power. Only by atoning for her lapse of trust can she regain her Titan's Power. Usually this involves fulfilling a new oath. Seelie trolls never lie to Fae they are protecting; Unseelie trolls uphold their bond of duty, but usually prefer to support more disreputable fae. This trust must extend both ways; if a troll's trust is betrayed, he will be filled with anger, and must roll (Resolve + Composure) to avoid becoming violent. Their stoicism belies great rage, perhaps one that has been with them since the Earth was young.

Cantrips

Chicanery

Chicanery is the Art of deception and favored by those who utilize guile to lead the unwary astray. This Art deals in fooling the senses and ensnaring the mind at higher levels. Practitioners of Chicanery are usually considered suspect by nobles and their chancellors, and are closely watched. A few nobles have become infamous through injudicious use of this Art, although Chicanery is generally considered to be a commoner's Art.

Attribute: Manipulation

1: Fuddle

Type: Chimerical

Fuddle allows the caster to alter a target's perceptions. Proper use of this Art can be difficult, however, since it cannot create something from nothing - there must always be some basis for the deception the caster wishes to create. In a sense the caster is limited by the target's perceptions. A target who is blind and deaf cannot be made to suddenly see and hear the ocean, for instance, but she might be fooled into smelling the tang of the salty sea air. Fuddle relies upon already existing factors to deceive the senses, and cannot completely negate a sense or create a sensation. In other words, an Eshu trying to make use of Fuddle could not turn invisible while standing in plain sight, nor could he conjure up the sound of police sirens on a silent night. If the Eshu were hidden in shadows, he could use Fuddle to cause a person to overlook him, or he could cause the sounds of barking dogs to be perceived as police sirens. This cantrip can never cause any direct harm to an individual, though it is possible for a target to inflict accidental injury upon himself due to his confused senses.

System: The target of the cantrip determines the nature of the Realm needed to use this Art. The Scene Realm is required to affect multiple targets. For example, casting Fuddle upon a small group of mortal tourists to cause them to believe that a troll has turned into a wolf requires Actor 4 (mortal tourists) and Scene 2 (for the group). The number of successes indicates how long the subject is Fuddled. Multiple castings of Fuddle are not cumulative; if such is attempted, the casting with the most successes is the one that takes effect.

Successes:

- | | |
|---|------------|
| 1 | one minute |
| 2 | 10 minutes |
| 3 | 1 hour |
| 4 | 1 day |
| 5 | 1 month |

2: Veiled Eyes

Type: Chimerical

As its name implies, Veiled Eyes muddles a target's senses into ignoring anything the caster desires. The cantrip does not turn an object invisible, but rather convinces the observer that the object is not really worth his notice. Veiled eyes would not cause a store to vanish from plain sight, but it would convince passersby that the store sold nothing of interest to them, causing them to ignore it. People cloaked with Veiled Eyes are merely ignored.

System: The person or object being veiled determines the Realm needed when using this Art. This Art functions differently than most Chicanery cantrips in that once cast upon an individual or item, the target of

the cantrip becomes veiled to all passersby. The Actor Realm would be used to veil a mortal, and the Scene Realm would be appropriate to veil a building (though Scene and Actor could be used to veil an entire room full of people, making the room appear to be empty to anyone who entered or looked inside). The obscurement lasts for one turn per success. A changeling can double the amount of successes by spending an extra Glamour point. A changeling can penetrate Veiled Eyes by rolling Wits + Kenning. If he rolls more successes than the original caster the veil is lifted. Only mortals who have had contact or foreknowledge of the veiled object get a chance to resist. Supernatural beings with magical senses (Kenning, Awareness, Auspex, etc.) may make the attempt to penetrate the obscurement when they first encounter it. This cantrip can be cast multiple times to increase the duration of the obscurement.

3: Fugue

Type: Chimerical

While Fuddle allows a changeling to alter a person's perceptions, Fugue lies within the province of memory. With Fugue, the changeling may remove or steal whole chapters of a person's life and beliefs, or home in on one salient detail, such as the moment the target bumped into him while walking down the street. Fugue can never add anything to an individual's memory, and its effects are rarely permanent.

System: A changeling only needs the Realm of the target to cast Fugue. The number of successes determines the duration. Modifiers are applied according to the depth of the memory loss and amount of memory lost. The caster divides the number of successes between the memory loss and the duration, according to the charts below. A changeling who rolls four successes could cause her target to forget about his lunch for one minute, a person's identity for one turn, or the location of his car keys for a day.

Memory Loss modifiers:

- 1: Forgetting a simple, immediate object or information (car keys, phone number, etc.)
- 2: Loss of memory of an uninteresting scene in the past ("What did I have for lunch?" or "What was her name?")
- 3: Complete eradication of a specific event, person's identity or object's presence.
- 4 - Powerful, forthright beliefs or memories may be forgotten.
- 5 - A tabula rasa; total memory loss (a vampire could be made to forget her nature, but finds herself inexplicably craving blood).

Duration:

- 1 success - One turn
 - 2 successes - One minute
 - 3 successes - One hour
 - 4 successes - One day
 - 5 successes - One week
- Multiple castings of this cantrip are cumulative.

4: Haunted Heart

Type: Chimerical

The caster of Haunted Heart can control and fan the emotions of her target. She can evoke any type of feeling she wants: fear, envy, love, gaiety, sadness, etc. This cantrip can cause a target to feel anything he is capable of feeling, even if he has never experienced the desired emotion before. The cantrip is more potent if the emotional evocation is similar to an episode from the target's past. However, the feelings can be drawn from anything: books, movies, observing wildlife, etc. For example, linking a memory of lost love to a banana could cause the target to weep piteously as he remembers how much his ex-lover used to love bananas. Casting a feeling of spite in a crowded bar would start a bar fight. Old memories (even those forgotten or blocked) could reactivate with a canny use of Haunted Heart. Evoking hatred toward policemen in a man wrongly jailed would have a recurring effect well beyond the duration of the cantrip. Provoking a fear of a lake may cause the subject to suddenly remember almost drowning at age six and give the subject a permanent fear of water (subject to Storyteller discretion). Lucky (or shrewd) casters who

manage to awaken a feeling that is significantly linked to an incident in the target's past get one free success when using this cantrip.

System: The Realm needed to cast this cantrip is determined by the target. Actor and Fae Realms are by far the most common. This cantrip lasts one minute per success. The duration can be extended by spending one Glamour per additional minute. Multiple castings of this cantrip are cumulative, as long as the object and the emotion evoked remain the same. Opposite emotions cast upon the same object cancel each other, no matter how many successes each casting had. A phobia of snails cast with five successes would be neutralized by a cantrip of mollusk-love with one success.

Haunted Heart modifiers:

+/- 0: Invoke a mild reaction.

-1: The target feels wild, chaotic surges of intermittent emotion. As long as the emotional object is not in sight, the target acts normally.

-2: Creates a continuous state of passion. The target's conversation drifts toward the emotional object; -2 modifier to all rolls involving Mental Attributes of the target that are not in content with the modified emotion.

-3: The target is passionately engaged. She actively seeks (or avoids) her object of passion, -3 modifier to **all** rolls of the target that are not in content with the modified emotion.

-5: Total obsession, the target can do nothing but engage in his passion. He becomes violent if restrained. Resistance requires the expenditure of a Willpower point (and a life-threatening reason).

5: Captive Heart

Type: Chimerical

Whereas Haunted Heart controls the emotions, Captive Heart has greater magnitude. The target of Captive Heart becomes pliant to the caster's commands; his personality can be completely changed with a few words. Use of this cantrip allows the changeling to change broad or narrow facets of a person's behavior. A person could be made to believe he is Mick Jagger, a lawn chair or a secret agent for Planet Z. The victim of this cantrip makes every effort to conform to the caster's wishes: jumping around and singing, hopping and croaking, or simply standing quietly in the corner - anything. This has certain limitations, however; the target cannot be commanded to do anything directly harmful to himself. Commands such as "Take the knife and draw it across your throat," will send the target into confusion as her self-preservation instinct manifests. On the other hand, a command that is not directly harmful ("See that man in the crown? Attack him!") is obeyed with as much speed as the target can muster.

System: The nature of the cantrip's target determines the Realm needed. Only one Person can be affected with a single casting of this Art, so the Scene Realm cannot be used to affect multiple targets. The number of successes determines how long the cantrip lasts. Whenever the subject must perform an action that runs counter to her personality, she is allowed one extended resistance roll of Resolve + Composure. If the total successes on the resistance rolls exceed the caster's successes, the cantrip is broken. As with all cantrips, non-mortals may spend Willpower to break the cantrip. Any expenditures of Willpower they make count as successes on extended resistance rolls. Captive Heart can be cast multiple times with cumulative success, if the caster spends a Glamour point for each extra casting. If two casters use conflicting commands on one target, the cantrip with the most successes determines the outcome. A target told first to be a tree and then a dog follows the cantrip with the highest successes and ignores the other one.

Duration:

1 success - 1 turn

2 successes - the scene

3 successes - 1 hour

4 successes - until sunrise or sunset - whichever comes first

5 successes - 24 hours.

Legerdemain

Legerdemain is the Art of sleight-of-hand and illusion. Originally based on illusions and “stage magic,” Legerdemain transcends such parlor tricks, allowing a changeling to affect physical reality. Changelings who are the entertainers in Kithain society (jesters, clowns, Pooka, etc.) generally specialize in this Art. While this is also considered a commoner Art, a user of Legerdemain is not as suspect as with Chicanery; however, an Unseelie Pooka armed with this Art bears watching. While many of the effects of Legerdemain duplicate Chicanery, use of this Art differs in that it creates a substantial illusion that is visible to all changelings and enchanted beings rather than altering a single individual’s perception. There are those who claim that some uses of this Art actually create temporary chimera.

Attribute: Dexterity

1: Gimmix

Type: Wyrđ

Gimmix permits a changeling to maneuver objects telekinetically. With this cantrip she can move, twist, throw, lift and crush things. Modifiers are allied for fine movements and the needed strength. Gimmix can be used in extremely small places, handling objects that the changeling couldn’t normally see or reach. The Bunk for this cantrip must incorporate some hand gesture that mimes the effect of the cantrip.

System: The Realm is determined by what the changeling is trying to affect. If she is trying to lift a Pooka by his ears, the Fae Realm would be necessary, but lifting a knife would require the Prop Realm. Modifiers are allied to indicate the needed force of the telekinesis.

Gimmix modifiers:

	modifier
Strength 1	0
Strength 2	-1
Strength 3	-2
easy (push glass of water)	0
medium (open door)	-1
hard (use screwdriver)	-2
very hard	
(operate mobile phone)	-3

For every success the cantrip lasts for one turn.

2: Ensnare

Type: Wyrđ

This cantrip has two major uses: the changeling can cause a large object to move about quickly, or she can entangle an opponent with any scenery at hand, such as roots, old tires, tripwires, etc.

If the changeling is attempting to trip an individual, any vines, rope or other small objects suddenly move to trip and bind the intended target. If no such objects exist, the target believes that there are, tripping over his own feet and becoming bound by chimerical vines or rope. The other use of this Art allows the changeling to cause one object weighting up to 150 kg to spin and whirl about at high rates of speed. Such objects can be targeted at other persons or objects.

System: The object being affected determines the nature of the Realm used to cast this cantrip.

If the cantrip is used to cause damage the caster rolls (Dexterity + Wits + number of successes rolled + damage of the thrown item - armor - defense).

For ensnaring the number of successes determines how well the target is ensnared.

1 success - Target falls if he doesn't succeed in a Dexterity + Athletics throw

2 or more successes - Target is ensnared and must succeed in an extended Strength roll. The target success

are 2* successes on the casting roll.

The target remains ensnared until he breaks free. Multiple castings of this cantrip are not cumulative (use the Ensnare cast with the highest success in the case of several castings upon one target).

3: Effigy

Type: Chimerical or Wyrd

This cantrip creates a duplicate of an object or person that the changeling can see and touch. The copy has all the features of the item that could be seen and felt. An Effigy of a book is tangible, and if the original were open when copied, the Effigy would be open to the same page and have the same writing on the page. The copying of the Effigy is only skin-deep, however, so none of the internal qualities of the original are transferable. The Effigy-book may be open to the same page as the original, but a person couldn't close it or read other parts. The caster can supply "special effects" to the copy by spending one Glamour point per effect (i.e., making the book open and close, writing on the other pages, etc.). Creating realistic movement and coherent speech in Effigy-created beings requires a successful roll of Manipulation + Subterfuge (modifiers applied to reflect the complexity of the action taken). An Effigy lasts until the caster ceases concentration, stops thinking about the Effigy, or it is eroded by Banality. An Effigy can be out of the caster's line of sight, but the caster cannot create any special effects or supply movement or speech for it. An Effigy in the presence of banal individuals begins to erode. (Any changeling who has a Banality score higher than his Glamour rating is considered to be banal for these purposes.) Each turn that the Effigy is in the presence of a banal person, one success is subtracted from the cantrip's successes. An Effigy in the presence of an Autumn Person deteriorates at twice this rate. The Effigy completely disincorporates when the Banality erodes the successes of the Effigy's casting to zero. An Effigy with six extended successes cast on it lasts six rounds, or sooner if the caster stops concentrating on it (any action other than concentrating is at -1 modifier). On the seventh, the Effigy disincorporates. As it erodes, the copy loses its "resolution," and its imperfections become more apparent. Multiple castings on the same Effigy are cumulative. Effigies cannot be easily damaged. An Effigy damaged by mundane or chimerical effects loses one from its total successes but suffers no other ill effects. An Effigy reduced to zero successes in this manner completely disincorporates.

System: The Realm is determined by the caster's subject for his copy when creating an Effigy. The number of successes indicates the copy's accuracy, as well as the amount of damage an Effigy can inflict on a foe.

1 success - Bad copy.

2 successes - Major differences.

3 successes - Minor differences; can inflict 1/2 chimerical damage as the original

4 successes - Nearly perfect copy; can inflict chimerical damage as the original

5 successes - Exact duplicate; can inflict lethal damage

4: Mooch

Type: Chimerical or Wyrd

The changeling can instantaneously move things from one place to another. A favorite of pickpockets, Mooch can remove a trinket from a mark's pouch and replace it in the caster's own. The cantrip only works if the caster can see the object, or he has seen it within the past minute. A coin be could Mooched in plain sight, though anyone watching would spot the Mooch.

System: When casting this cantrip to Mooch an item from another character, the changeling uses whatever Realm is appropriate to the item's current owner. For example, Iain the Pooka notices that Anya the Boggan has these really neat shoelaces in her sneakers today, and he would like to "borrow" them. To Mooch the shoelaces, Iain would need the Fae Realm since Anya is a Boggan. If his attention is captured instead by the charm bracelet on the wrist of a mortal girl working at a newsstand, he would need the Actor Realm to work Mooch on her. If the object is on its own, then a Realm appropriate to the object being Mooched (generally Prop) is needed. So if the mortal girl takes off the bracelet that Iain's hankering after and lays it on a stack of magazines, Iain would need Prop to work Mooch this time. The number of

successes determines how well the changeling performs the Mooch. To determine if her object is missing (unless she was holding the object in plain sight, in which case the Mooch is apparent), the target may make a Wits + Composure roll (- the number of successes gained for the Mooch).

5: Phantom Shadows

Type: Chimerical or Wyrd

This cantrip is the true art of illusion creation. Whereas Effigy creates an unmoving copy, Phantom Shadows creates original illusions and engenders them with sentience. The created illusion can be of any subject the caster desires and is difficult to differentiate from the real thing, unless those who examine it are mystically aware or possess faerie sight. The Phantom Shadow intrinsically knows what its caster wants and carries out her wishes; however, if the caster forgets (or is made to forget as with Fugue) the existence of the Phantom Shadow, the casting essentially becomes a free-willed, uncontrolled chimera and acts on its own whim (a sleeping caster does not forget merely because she sleeps; her unconscious mind still remembers).

A Phantom Shadow has exact parameters with unique limitations. A Phantom car does not necessarily have gas, and a Phantom Shadow soldier may not appear with a gun, although the cantrip does create clothes for the soldier to wear. A created computer possesses operating software, but nothing else (no spreadsheets, word processing or gaming software). Phantom Shadows cannot be used to make a target appear as something else.

System: The item or creature being created determines the nature of the Realm needed to cast this cantrip. Entire phantom (or chimerical) buildings can be constructed through the use of the Scene Realm. The casting of this cantrip actually creates a malleable chimera. The chimera created thusly can be either animate or inanimate at the caster's choice. The number of successes gained determines how believable the illusion is as well as how powerful it is. Multiple castings are cumulative in the same manner as with Effigy. A chimera created by Phantom Shadows remains for as long as the caster continues to supply it with Glamour. The caster must supply the Shadow with at least one point of Glamour per day or it vanishes. A Phantom Shadow that has been released and become a true chimera begins to seek out its own Glamour - by whatever means necessary. Phantom Shadows can inflict chimerical damage on anyone, including enchanted mortals and supernaturals. A target may disbelieve on an extended Presence + Banality roll (every roll results in a point of temporary Banality). If the disbeliever achieves more successes than the caster of the Phantom Shadow, the Shadow immediately disperses. Banality also tends to erode the illusion in the same way as Effigy, but the decay is slower; the total number of successes reduces at a rate of one per hour of exposure. (Illusions that are patently "unbelievable," such as tap-dancing fish, tend to erode faster, though this is at the Storyteller's discretion.) Autumn People cause Phantom Shadows to disincorporate at twice this rate.

possible Modifiers :

tiny (coin, dice ...)	0
small (Book, Knife)	-1
medium (rifle, body)	-2
large (car)	-3
huge (house)	-4
moving parts	-1
causes bashing damage	-1
causes lethal damage	-2

1 success - Fuzzy image

2 successes - Looks real if it's not studied too closely

3 successes - All but the finer details are complete

4 successes - Only the slightest imperfections

5 successes - Perfect image

If the chimera should be made "real" a point of Willpower must be paid when creating the chimera and

again every day.

Primal

Much of the power of changelings arises from the elemental affinity between their faerie souls and the forces of nature. In ancient times, the spirits of rocks and trees whispered their secrets to the Fae who lived in the forests and groves. The ability to hear the forests' whispers was lost by most changelings during the Shattering, remembered only by the Inanimae. One of the first things the Inanimae taught the changelings after the Shattering was how to whisper back. The Inanimae are mostly asleep now, and the Art they taught - Primal - is rumored to be only a fraction of the wisdom the nature spirits could have imparted. As a sign of gratitude to these beings, the cantrips of Primal are named after the spirits who helped the Fae relearn these connections. Kithain often stereotype other changelings who specialize in Primal cantrips as "salt of the earth" types: simple, stolid and honest. This oversimplification often makes them the butt of Pooka jokemeisters ("Hey,troll! Did you hear the one about the Willow-Whispering farmer's daughter who...."Primal cantrips have no effect on anything made of pure iron, though they can affect alloys, such as steel.

Attribute: Stamina

1: Willow Whisper

Type: Chimerical

This cantrip allows the changeling to talk to anything, even things that normally cannot talk or understand speech. Willow Whisper grants the ability to speak to books, furniture, rocks, aliens, humans ... anything. There is one limitation to this cantrip: all requests must be phrased in a whisper. Using Willow Whisper in a place such as a football stadium in the middle of a game is a fruitless exercise. Also, non sentient objects possess non sentient intellect; rocks and trees may be really interesting to talk to, but they process information differently. An oak tree might think of "a short while" as 20 years, while a rock might consider several thousand years as a brief moment. Storytellers should imbue inanimate objects with personalities appropriate to their natures.

System: The Nature and Prop Realms are most commonly used in conjunction with this Art, describing the object with which the caster is trying to communicate. The successes indicate how many questions may be asked and the clarity of response from the subject. Multiple castings upon a target are cumulative.

The Realm describes the object with which the changeling is communicating.

1 success - Mumbling, meandering answers; one question only.

2 successes - Vague, obscure answers; three questions

3 successes - Clear but strange answers (the object is thinking in its terms, not recognizable human or Fae terms); lasts for one scene.

4 successes - Clear, straightforward, but very boring answers; lasts for one week

5 successes - Perfectly clear, lucid, interesting answers; lasts for up to a month

2: Eldritch Prime

Type: Chimerical

The user of this cantrip can cause any of the following natural elements to appear: fire, water, earth, air or wood. The cantrip causes the element to appear in the most natural form possible: water showers down as either rain or bubbles up from the ground like a spring; wood either sprouts Out of the ground, Or an object "grows" bark. The element can appear in an unnatural setting (such as rain indoors), but the element could not appear in an unnatural or manufactured form. A changeling could not suddenly cage an opponent in a wooden box, but he could cause a network of roots to grow around a target, forming a most unusual prison.

System: If simply creating natural elements, the Nature Realm is used. If actually affecting an individual,

both the Nature and the appropriate Realm (for whatever is being affected) must be used.

The number of successes determines how much of the element appears. For every two successes gained (round up) the changeling can create a one-die effect (as is generally the case when conjuring fire and air) or provide one Health Level of protection (as can be the case when conjuring stone or wood). For example, a caster achieving three successes can cause a root prison to appear that could withstand two levels of damage. A caster who rolls one success could summon a flame that would inflict one Health Level of damage, or cause bark to grow on her skin, gaining one temporary Health Level. Multiple castings are cumulative. The changeling can direct where the element will appear, but she cannot control what the element does unless she recasts the cantrip. If she causes fire to rain from the sky, she cannot control the path of the resulting inferno unless she recasts the cantrip and receives at least as many successes as the present size of the flame. The consistency of the element is up to the caster, but she may not conjure anything that is not a phenomenon “normally” occurring in nature.

3: Oakenshield

Type: Chimerical

This cantrip imbues an object or person with the solid, protective essence of oak bark. Targets of Oakenshield can resist a tremendous amount of chimerical punishment.

System: The Fae and Actor Realms are most commonly used in conjunction with this Art, though it is possible to use Prop or even Nature in some aspects to protect a specific item from damage. Each success provides a temporary Health Level over and above the Health Levels already possessed by the target. These extra Health Levels last until they are destroyed by damage or deliberately shed by the wearer. Multiple castings are not cumulative, and any successive casting of Oakenshield negates the successes gained by any previous castings of it.

4: Heather Balm (or Holly Strike)

Type: Chimerical

This cantrip has two uses: it can either mend that which is broken, or it can break something by expanding upon tiny imperfections in the object. The caster can heal or break anything, although Storytellers may decide that affecting certain objects or areas requires an extra expenditure of Glamour and/or Willpower.

System: Almost any Art can be used in conjunction with this Realm. The Realm used is determined by the person or object to be healed or harmed. If the caster uses Scene Realm to spread the damage over a large area (or several persons), the total damage is equally distributed. Heather Balm heals one Health level of lethal damage or two levels of bashing damage per success. In the case of nonliving objects, the Storyteller decides how many successes are required to repair the subject. For Holly Strike, one Health Level of lethal damage is caused for each success earned. When this Art is used on people, weird, jagged lacerations appear on random parts of the body. When damaging objects, the Storyteller must determine how many Health Levels are needed to destroy it.

5: Elder Form

Type: Wyrd

This cantrip allows the caster to take on the shape of something else. The new form possesses all of the Attributes and disadvantages of the new form. If the changeling turns himself into a tree, he may be taller and tougher, but he won't be able to talk (unless he casts Willow Whisper - just how does one perform that Bunk now, anyway!) If he turns himself into a stone, well, he'd better hope he's in a Scenic spot, because he'll be seeing a lot of it in the next several centuries. While it is possible for the changeling to transform himself into the form of a mythical beast, he does not gain any magical powers from this change. A character altered by Elder Form only gains any natural abilities that form may have not supernatural powers. For example, a changeling who transformed himself to appear as a vampire would have pale skin and maybe even fangs, but he would gain none of the special vampiric powers (such as regeneration), nor would he be susceptible to a vampire's weaknesses (such as sunlight). The

same would be true if a changeling transformed himself into a dragon; he would have scales and claws, but he could not breath fire.

System: Unlike most cantrips, the Realm used with this Art is determined by the form the caster wishes the target to take. The period of the transformation is determined by the number of successes. There is a chance that the target will revert to her original form each time an unenchanted person comes into contact with the target. Roll the unenchanted person's Banality if the number of successes on this roll equals or exceeds the successes made by the caster of Elder Form, the cantrip is dispelled.

Possible modifiers:

look exact like someone else	-3 (if the caster knows the target or has a good picture)
every point of size gained	-1
can cause lethal damage	-1 per 2 points
natural armor	-1 per point
high physical Attributes	-1 per 2 points

Soothsay

Soothsay is the Art of divination, prediction and interaction with D an, the Fae belief in fate. D an is like an immense, complex, shifting tapestry, too complicated for most to fathom. All beings, whether mortal, Fae or Prodigal, have the threads of their fates caught up within this tapestry. Worm like and blind, they burrow their way along their threads, until they suddenly realize that they have unwittingly caused the end they've achieved. Occasionally, the forces of D an make themselves apparent to a person. The most dramatic of these incarnations are the Noms, or Three Sisters, but the visitation can be more subtle. A priest glances down and sees a shiny gold coin. Instead of giving it to the church, he pockets it for himself. Years later, he is caught embezzling church funds. This Art is for thinkers and contemplative Kithain. As such, changelings who specialize in Soothsay can often be found as seers and advisers to nobles. Most Kithain have widely differing views of those Fae skilled in the Art of Soothsay. Nobles find them useful for court intrigue, and commoners are wary of their knowledge. In general, they are accorded much respect.

Attribute: Intelligence

1: Omen

Type: Chimerical

In general, most people have difficulty seeing themselves as part of the "big picture." This cantrip offers a glimpse of the target's place within the great tapestry of D an. Subtle clues of the ultimate fate of a person, place or thing reveal themselves to the caster. While this cantrip is too weak to ascertain more than a hint of the target's future, Omen is nonetheless a useful tool. The information gleaned by Omen is cryptically prophetic. It hints at the target's future, but is sometimes vague concerning the immediate present. The changeling may not be able to discover that the target is an axe murderer, but she might guess that the target's intentions do not bode well for someone.

System: When casting an Omen cantrip, the Realm determines what the Omen is about. In most cases this will be the Realm of Fae or Actor (since most Omens concern people), though it is possible to cast an Omen upon an object and thus learn a little about its future. The successes determine what information is available of the subject. None of the answers provided are straightforward, and the Storyteller should frame the response as symbolic visual clues.

A modifier is applied in correlation to the type of information the caster wants:

- +/- 0 One clue about an immediate plan of the target.
- 1 One clue about the Demeanor or general disposition of the target (if a changeling, one clue about his Court alliance).

- 2 One clue about long-term goal of the target.
- 3 One clue about the inner nature (Legacy, virtue, vice, important attribute or skill) of the target.
- 4 One clue about a closely guarded secret of the target.

Again, a changeling casting this cantrip receives no direct information. She couldn't cast this cantrip over Blackbeard's grave and find his treasure, but the cantrip might give her contextual clues as to where to look. Multiple castings are not cumulative. Any further castings are at a - 1 modifier, and the info has a tendency to be more vague with each successive casting (Storytellers should get really creative with botches, and perhaps even make the initial rolls themselves and not reveal the result to the player). The Bunk used to spark the cantrip should involve some traditional means of fortune-telling (Tarot, tea leaves, astrology, entrail-reading, etc.).

2: Fair is Foul and Foul is Fair

Type: Chimerical

With this cantrip, the caster can more actively affect the target's Dàn. She can curse the target with misfortune, or she can throw a ray of good fortune into a target's path. In either case, the change is not usually major; the target's situation usually only affects elements not already decided one way or another. Powerful enemies will not suddenly die, but with a bit of good luck, the target may find a piece of information that changes her enemy's mind about her, or (with bad luck) the target's closest ally suddenly decides she is not trustworthy and joins the enemy camp. Whatever happens, the change is usually unexpected.

System: The Realm determines the target of the cantrip, the elements affected and any other characters involved. Multiple castings are not cumulative; they only cause multiple effects. Furthermore, all successive castings upon a target within one day are at a cumulative - 2 modifier, and successive bad-effect castings on the same target have a tendency to rebound on the caster. The caster grants the target a +4 or -4 modifier for the next action.

3: Tattletale

Type: Chimerical

This cantrip provides a way to scry through an object that is familiar to the caster. With Tattletale, the changeling can see anything that is within the immediate vicinity of the object. The image appears in any reflective surface that she desires. In order to successfully cast this cantrip, the target must be well known to the changeling, or she must possess a part of, or know its True Name. Once she establishes a connection, she can use any Perception-based Ability or cantrip through the object.

System: As with all cantrips involving multiple elements, several Realms are needed to incorporate everything. For instance, a troll wants to spy on several Nunnehi who stole his favorite goblet, as well as the nearby scenery. He would need Fae 4, Prop 2 and Scene 1. If he just wanted to view the interaction between the Nunnehi, he would only need Fae 4 and Prop 2. If he wished other characters present to view the scrying, he would need the appropriate Realm of the characters. Multiple castings are not cumulative on this cantrip. There is no limit to the casting's range. Some users have even caught glimpses of the Dreaming (if the object is in the Dreaming, Umbra, etc., add a -2 modifier). The more successes gained, the more detailed and intricate the information.

1 success - Shimmering glimpses, with breaks and gaps if the object is moved. Visual only, lasting a turn.

2 successes - A good image that lasts approximately five minutes with no sound or color. The viewpoint cannot be chosen, and it does not change unless the object is moved.

3 successes - The image is perfectly clear, with full color and fuzzy sound quality (sounds can be heard within five feet of the object). Viewpoint may be tilted up or down, or pan left to right. Contact lasts one scene.

4 successes - Same as above, except that everything within normal earshot of the object can be heard.

Furthermore, the caster can focus (or "zoom") upon any detail near the object. The caster may use Omen on any subject she can see with this cantrip with an additional - 2 modifier. Contact lasts to sunrise or sunset,

whichever is closest.

5 successes - As above, except that the caster can move her point of view wherever she likes. She can choose a subject and follow him, even if he moves out of eyesight of the original object. The caster may use Omen on any subject she can see with this cantrip with no additional modifiers or Fair is Foul and Foul is Fair with an additional -2 modifier. Contact lasts for 24 hours.

4: Fortuna's Cornucopia

Type: Chimerical

This clause provides a curious, open-ended blend of luck and the competence of the individual favored by it. It's often said that you get out of your efforts what you put into them, and nowhere is this more true than under the benediction of Fortuna's Cornucopia.

The beneficiary of Fortuna's Cornucopia makes the roll for his next actively attempted instant under the benefit of the 8 again rule.

5: Triumphal Fate

Type: Chimerical

The recipient of the Triumphal Fate doesn't make a roll at all for the action designated by the changeling invoking the power. Instead, he achieves an exceptional success on that action. Note, however, that Triumphal Fate works only on extended actions. As well, it doesn't work on extended, resisted actions. Only a singular effort on the part of the individual may gain the benefits of the Triumphal Fate, such as writing a symphony, researching a lost secret or building a device. The Triumphal effort also occurs in as short a time as possible: whatever the normal die roll time measurement is, the effort takes only one increment to perform. Note also that this Contract generates the *minimum* number of successes necessary to create an exceptional success. Although the product of a Triumphal Fate is indeed superior, Storytellers are encouraged to sow a seed of doubt into those results. Such flaws shouldn't be obvious, as the Triumphal Fate certainly earns its name, but because the masterpiece came as a result of supernatural blessing and not the true innovation of the creator, some degree of that artifice should be evident to a fellow master who inspects the work. For example, the symphony might have a single hollow note, the lost secret may omit a tiny danger or drawback (while exposing all others), or the device might require more electrical power than it seemingly should. In all cases, these flaws should be evidence of the imperfect powers that generated them, and not massive design failures that would make an opus a laughingstock.

Sovereign

In ancient times, the Sidhe used Sovereign to regularly enforce their noble dictates upon commoner kith. A few highly conservative (and unpopular) nobles still adhere to this custom. The Art of Sovereign forces commoners and nobles of equal or lesser rank to obey the caster's dictates. Thus, a knight could not use Sovereign on a baron. This Art is the most widespread grievance that commoner Fae have against the Sidhe nobility. As such, wise nobles use this Art sparingly, lest they risk a revolt among their subjects. Traditionally, this Art was jealously guarded by the nobility, but in recent times this Art has surfaced in some commoners' use. Some members of the Beltaine Blade blame House Fiona, but the more likely reason is the rise of the non-Sidhe nobility. Any time this cantrip is used the target can make a resisted Resolve + Composure roll to resist the effects of the cantrip (-1 per rank difference, non-Changelings are considered to have rank 0).

Attribute: Presence

1: Protocol Type: Wyrđ This cantrip allows nobles to conduct business and hold court functions without being perpetually interrupted by noisy Childlings or commoners. Protocol ensures that everyone affected

behaves as noble etiquette requires, although a roll is required to determine if the target(s) can fathom the dictates of the proceedings. When this, cantrip is cast, no one may speak out of turn, and sudden combat and tomfoolery are out of the question. Duels between persons of equal rank to settle disputes are acceptable, if the reigning noble permits it.

System: The Realms describe the targets affected. Obviously, certain Realms (such as Prop) are useless with Protocol. The number of successes determines how difficult the Protocol cantrip is to break by making a resisted Resolve + Composure roll as described above. A botch when resisting this cantrip means the target abases herself by bowing and scraping to the reigning lord until the cantrip ends. This cantrip remains in effect until dusk, dawn or when the lord proclaims, "Court adjourned!" - whichever occurs first. Multiple castings of this cantrip are not cumulative. Two nobles who attempt to cast this cantrip at the same time is a minor breach of etiquette to the higher ranking noble (of course, the lower ranking noble's Protocol fails).

2: Dictum

Type: Chimerical or Wyrd

This cantrip enforces the power of authority and command over commoners and underlings. The target is simply unable to disobey the requests of the caster, although the target is aware when Dictum is used upon him (even if he is unfamiliar with the Arts). A target under the sway of Dictum attempts to carry out the caster's requests to the spirit and the letter, unless the request would somehow place him in immediate danger. A target couldn't be told to attack a werewolf, but he could be asked to guard the door against werewolves, as the command does not place the target in immediate harm. This cantrip, more than any other Sovereign cantrip, is the major point of contention between commoners and nobles. Commoner kith seem to take less of an affront to a user of Grandeur (see below) than a user of Dictum. After all, most Kithain already respect and feel a certain sense of awe for the nobility, but they do not appreciate being forced to bow and scrape before every noble whim.

System: The Realm determines the targets affected by the cantrip. The number of successes denotes how difficult this cantrip is to resist by making an opposed Willpower roll as described above. This cantrip lasts exactly one hour. Multiple castings are cumulative (successive castings are at an additional - 1 modifier for each time cast).

3: Grandeur

Type: Chimerical

Grandeur impresses upon others that element of the majesty of Arcadia that every noble and Sidhe carries. It is the component of noble poise and refinement that later mortal rulers attempted (but ultimately failed) with their divine pageants and coronations. Anyone who views a caster of Grandeur is overcome with awe; he can take no action (violent or otherwise) in the presence of the noble (even if that noble attacks the target). Holding court is not possible for a caster of Grandeur, as most of the attendees would be unable to speak. Changelings with romantic tendencies tend to fall in love with casters of Grandeur; this may be the reason it is rarely used in public (although High King David does seem to have an overwhelming number of admirers....).

System: When Grandeur is cast, the Realm is determined by the subject(s) of the cantrip. The Scene Realm can be added to affect multiple targets. If someone wishes to resist, she may attempt to resist with an Resolve + Composure roll as described above. This cantrip lasts for one scene. Multiple castings are cumulative (successive castings are at an additional -1 modifier for each time cast).

4: Weaver Ward

Type: Wyrd

Use of this cantrip prevents a door or an entrance from being passed by certain persons or inanimate objects. Alternately, a caster can use Weaver Ward to insure that no one picks up or uses an object (if the cantrip IS used in this manner, the caster must also possess the Realm that represents the object). A Changeling may use this to erect a selective screening for this Ward that lets certain persons through

(though the person's True Name must be known and spoke aloud at the time of casting), such as a Warded cave that only permits members of a certain society to enter. She can also create a deactivator password that temporarily shuts the Ward down; "Open sesame!" and "Open locks whoever knocks!" are two more famous examples of such. Weaver Ward may be also used as a "cantrip lock," or a lock against unwanted counterweavings. Cast in this way, Weaver Ward protects cantrips from being undone. No counterweaving is possible against a cantrip unless the Weaver Ward is undone *first*. For this to occur, the counterweaver must be aware of the Weaver Ward, and direct her counterweaves against it. After Weaver Ward is undone, the other spell can be made normally.

System: The Realms determine who or what may not pass through the Weaver Ward. If cast upon a particular item than a doorway, a Realm appropriate to the item must be used. To Ward against cantrips, the Dweomer of Glamour (the fifth level of Fae) must be used. Even one success with Weaver Ward prevents the subject of the cantrip from entering the specified doorway or using the intended object. The only ways around this cantrip are casting a Counter-Weave, or the Wayfare cantrip Portal Passage. In either case, the would-be breaker must score more successes than the original Weaver Ward casting. Otherwise, only the wearing of time (many years) or excessive Banality will overcome this cantrip. In the presence of strongly banal people (those with more Banality than Glamour), a Weaver Ward loses one success per day. Once the success are reduced to zero, the Ward is destroyed. In the presence of Autumn People, this deterioration takes place at a rate of one success per hour. Multiple castings of this cantrip are cumulative, but the caster can only accumulate a maximum of five successes on any given Weaver Ward.

Note: Yes, you can cast Weaver Ward on someone's mouth, but you need to achieve more (noncumulative) successes than the target's Willpower (and the target can spend 1 temporary point of Willpower to automatically overcome the obnoxious use of this cantrip).

5: Geas (or Ban)

Type: Chimerical

When this cantrip is used, the power of Glamour is employed to direct a person upon a task or quest. This quest must be fulfilled to the letter, or the target suffers some kind of curse (designated at the time of casting). The target need not know what lies in store for him if he fails to complete the Geas, but the anxiety of knowing can be worse than the punishment. The other use of this cantrip, called Ban, forbids a target from doing something or engaging in a specified activity. The most common use of this cantrip is the exile Ban, which forces the target to leave a specified area and never return (or suffer the effect of the curse) A Ban can also be a forswearing of a certain activity, such as smoking, killing another changeling, etc. Certain forsworn quests and oaths are Geasa of a sort, and need no caster to initiate (the oath taker's will and desire are initiating the cantrip). See "Oaths" in Chapter Seven for details on this form of Geas. For any other oaths not specified by this section, assume that all lost points of temporary Glamour are regained upon completion of the quest. The Storyteller must determine any ill effects for failure to complete the quest or the breaking of an oath. The minimum should be the addition of a permanent point of Banality. A Geas or Ban that is impossible (e.g., a mortal is ordered never to breathe air) immediately fails. Geasa or Bans ordering a target to kill himself are likewise void, but a Geas or Ban can be cast which will surely mean death to the target (i.e. a target could not be geased to stab himself, but he could be forced to take a quest in which he must kill an "unkillable" enemy).

System: The target of the cantrip determines the Realm need to cast this cantrip. The Scene Realm can be used to affect multiple targets. Unlike other cantrips, the changeling only needs the Realm affecting the target(s) to cast Geas or Ban. The Prop Realm is not usually needed unless the Storyteller feels that this is necessary As usual, Scene is required to affect multiple targets. The target must fulfill the Geas or Ban to the letter or suffer the consequences, determined by the number of successes. The target may (immediately) attempt to resist the cantrip by spending one permanent point of Willpower and succeeding in a Resolve + Composure roll. This attempt must be made immediately after the cantrip is cast. A Geas or Ban is immune to the effects of counterweaving. The caster must take modifiers to her roll for the difficulty of the quest and the direness of the curse (see below). She cannot stack multiple castings of this cantrip to increase the effects, though a single character can be affected by multiple Geasa and Bans. If she spends an

extra Glamour point, she can designate the curse to gradually affect the target (with increasing severity) over the course of the quest. For example, a caster could send a target on a quest to find true love; the longer he looks, the more a debilitating and scarring disease ravages his body. A Geas can be long-term (“Fight injustice whenever you face it.”) or short-term (“No one may move until I finish singing my ballad.”).

Quests or Bans:

Modifier	Example
0	A simple Geas or Ban (drive me to the airport; stop picking your nose).
-1	A moderate Geas or Ban (retrieve a known item that has few guards; exile from a place rarely visited).
-2	A difficult Geas or Ban (find an unknown person; cease an activity you find important).
-3	A nearly impossible Geas or Ban (find an honest politician; exile from an area you’ve lived in all your life).
-5	A legendary Geas or Ban (bring back the Siege Perilous from Arcadia; never visit the love with whom you have sworn the Oath of Truehearts).

Curses:

0	Mild curse (rash or itch).
-1	Moderate curse (minor physical ailment or non- debilitating illness as a cold)
-2	Major curse (debilitating illness).
-3	Catastrophic curse (loss of loved ones, all worldly possessions)
-5	Deadly curse (death, or worse).

Wayfare

Wayfare is the Art of efficient travel. Originally developed by scouts and messengers, this Art has also found use in noble circles as a means to spy, because the powers at higher levels allow one to move into seemingly impossible places. For this reason, the overt use of Wayfare at higher levels is carefully watched by some nobles (and outlawed by others). At the lower end, the Art is considered more of a useful tool than a dangerous weapon. In general, commoners, noble retainers and Eshu are the most likely to possess Wayfare.

Attribute: Wits

1: Hopscotch

Type: Wyrd

Leap trods in a single bound! With this cantrip, the changeling can make herself or others venture (seemingly) impossible leaps, either up or down. This cantrip is limited by the amount of space available (she could not smash an enemy into the ground as she could with Gimmix).

System: The Realm is determined by the target imbued with the ability to leap. An item imbued with this ability can be made to leap as well as people, though the caster must actually will it to do so. Anyone in physical contact with the item may prevent it from doing so by making an resisting Resolve + Composure roll against the number of successes gains by the caster. In the case of this cantrip being cast upon a person’s clothing, the clothing will generally rip free (unless it is of particularly sturdy manufacture). This resisting roll cannot be used to stop a person who has been affected by Hopscotch. Finally, the Scene Realm cannot be used to cause a building to leap into the air. If the Scene Realm is used to allow multiple people to jump, the successes must be divided among the targets. For example, Jimble the Pooka casts a Hopscotch cantrip on a unsuspecting redcap’s undershorts (hoping to give the redcap in question a serious wedgie) and scores 4 successes. Obviously not wanting to be pulled into the air by his undershorts, the redcap makes his Resolve + Composure roll. His four successes cancel Jimble’s original four. Jimble is

going to need that Hopscotch cantrip for himself in a few moments... The cantrip is modified by the height and/or width of the leap:

Modifier	Effect
0	Five feet straight up; 15-foot broad jump.
-1	One story straight up; 30-foot broad jump.
-2	Two stories straight up; 60-foot broad jump.
-3	Five stories straight up; 150-foot broad jump.
-4	10 stories straight up; 300-foot broad jump

2: Quicksilver

Type: Wyrd

Faster than a speeding phoenix! This cantrip allows the changeling or a subject of her choice to move incredibly fast for brief instances. Others view the Quicksilver target as a blur.

System: The Realm determines the target(s) of this cantrip. Each success adds +1 to the defense +1 to the initiative and multiplies the speed of the target *2. So with 3 successes the target gets + 3 defense, +3 initiative and multiplies her speed by 6 !

If the Scene Realm is used to allow multiple people to be affected by Quicksilver, the successes must be divided among the targets. The cantrip lasts until the end of the scene.

3: Portal Passage

Type: Wyrd

Portal Passage creates an opening through any barrier, up to 10 feet thick. This portal will generally appear as a normal door (6' x 3'), though it may be smaller, depending upon the size of the barrier. The portal will pierce any barrier, no matter how thick. A barrier can be defined as a wall, hedge or closed door. A mountain obviously cannot be pierced since this exceeds the thickness limitation, though an eight-foot-thick wall of stone can be pierced.

System: When casting a Portal Passage cantrip, the substance in which the portal is to be created determines the Realm. In most cases this will require the Nature Realm, though generous Storytellers may allow the Scene Realm to substitute (if appropriate). If the character was trying to make an opening into a locked car or a boat, the Prop Realm may be appropriate. A created portal remains for one turn for each success gained.

4: Windrunner

Type: Wyrd

This cantrip can bestow flight upon the target. The target has full control over where he wants to fly, and for how long (subject to the limits of the cantrip). Multiple castings are not cumulative, and another Wind Runner cantrip may not be while the changeling is airborne. If he forgets about the cantrip's duration while aloft, he has a long time to ponder his mistake as he plummets earthward.

System: The Realm is determined by the target of the cantrip (almost always Actor or Fae). This cantrip can cause an object to fly, but it is subject to the limitation of Hopscotch (see above). If the Scene Realm is used to allow multiple beings to fly, the caster must divide her total successes among her targets. The number of successes + 1 die determines how many turns the target may remain aloft.

5: Flicker Flash

Type: Wyrd

This is the cantrip feared by the nobility for its ability to allow anyone to get anywhere. With Flicker Flash, the changeling can disappear and reappear anywhere in creation that she desires. The caster must know, see (or scry) or possess a part of both her target and the destination. If she cannot fulfill this limitation, there is a chance the cantrip will go awry (the Storyteller should have as much fun as she likes thinking up a really creative place to send the character!). This cantrip does not usually work when attempting to cross to the

Dreaming. The few changelings foolish enough to attempt crossing to Arcadia have all been lost.

System: The nature of the person or item being affected by the cantrip determines the Realm. If the Scene Realm is used to Flicker Flash multiple people, the successes must be divided among the targets. The number of successes determines how quickly the changeling crosses from point A to point B. Storytellers may adjust this chart as they see fit for their own chronicle. Modifiers should be applied how well the target is known by the caster from +3 (own bedroom) to -5 (bad photo of an unknown room).

- 1 success - Travel takes one hour (or more).
- 2 successes - Travel takes about five minutes.
- 3 successes - Travel takes about one minute.
- 4 successes - Travel takes about 10 seconds.
- 5 + successes - Travel is instantaneous

Mechanics

Realms

Possession of Realms determines who or what changeling casters are able to affect when casting cantrips. Everything up to the level she possesses is inclusive; thus if a changeling possesses four levels of a particular Realm, she is able to affect anything up to the fourth level. The level of the Realm used added to the appropriate Attribute (based on the Art used) determines the number of dice the changeling has available to cast a cantrip. If several Realms are used in casting a cantrip, she must use the Realm with the fewest number of dots for figuring the Dice Pool. Even if she only needs a lower level of a Realm she can still use her full rating for the purpose of casting a cantrip. So if she has five levels of Fae, but is only trying to affect a commoner, she can still add five to her Dice Pool. For example, a giant land dragon is rushing at a group of changelings. Thinking quickly, Eriond the Eshu decides to cast a Wind Runner cantrip so that they may fly out of danger. The changelings have a couple of enchanted mortals with them - further complicating the situation. Eriond has to use three Realms to be able to affect himself and all of his companions: He has Fae 4 (though he would only need 1, since all of his companions are commoners, but he has only Actor 1 (which is fortunately enough since the enchanted mortals are good friends). He then combines this with Scene 4 (since they are currently in an open field). The lowest Realm he possesses is Actor, so Eriond uses this Realm when determining his Dice Pool for casting the cantrip. Exceptions to the use of Realms are Scene and Time. In most cases, Scene allows the caster to affect multiple targets, and Time allows a cantrip to be cast with a delay before it takes effect (literally, a time bomb). When used this way, neither Realms are used to figure in the number of dice for Dice Pool. There are Some Instances where Scene can be used as the primary realm, and in such cases Scene is used to help determine the dice pool.

Actor	This Realm concerns itself with mortals. The higher the Realm, the less the caster must personally know the person. This Realm includes supernatural beings such as vampires, wraiths, etc. but not other Fae	
Level	Title	Description
1	True Friend	A well-known confidant, buddy, etc ...
2	Personal Contact	You have had a long conversation with this person and you know his name
3	Familiar Face	You recognize his face, but you don't need to know his name
4	Complete Stranger	You need no information, but the person cannot be your enemy
5	Dire Enemy	The person must be you enemy, or in competition with you, a gaming friend falls in this category

Changeling: the Dreaming (for nWOD)

Nature	This Realm encompasses animals, elements and non supernatural creatures of nature.	
Level	Title	Description
1	Raw Material	Unliving,organic matter (rope,paper,stone, etc.). If it's inorganic (steel, etc.), it is not of this Realm.
2	Verdant Forest	Living, organic plant material (not animals).
3	Feral Animal	Living, non sentient animals (self-aware animals are governed under Actor).
4	Natural Phenomena	Natural occurrences: weather, volcanic eruptions, earthquakes, etc.
5	Base Element	Governs natural (carbon-based) elements, or the traditional four: fire, water, earth and air

Fae	This Realm governs all creatures of the Dreaming.	
Level	Title	Description
1	Hearty Commoner	Commoner Changeling
2	Lofty Noble	A Changeling with a title
3	Manifold Chimera	Chimerical creatures or items
4	Elusive Gallain	Usable on all Fae beings not categorized above Nunnehi, Inanimae, ... unexplainable, but related to the Dreaming
5	Dweomer of Glamour	Anything composed of Glamour: cantrips, treasures, dross ... (You need this level counter weave cantrips)

Prop	Prop governs modified or crafted by human hands. This includes modified natural objects such as wooden statues	
Level	Title	Description
1	Ornate Garb	Objects commonly worn (clothing, rings, tattoos, etc.).
2	Crafted Tool	An item with no movable parts (swords, shields, but not guns or even a morning star).
3	Mechanical Device	An item with movable parts, but not needing fuel to operate (including computers, which need electricity).
4	Complex machine	A single item with movable, sometimes electronic components, but with an easily understandable mechanism (toaster ovens, cars and printing presses; no computers, TVs, etc.).
5	Arcane Artifact	Any crafted item not listed above, with complex components.

Changeling: the Dreaming (for nWOD)

Scene	This Realm determines either area of the casting or it allows the changeling affect multiple targets with the help of other Realms.	
Level	Title	Description
1	Chamber	up to 25 sq. ft. (ca 2,5 qm)
2	Cottage	up to 200 sq. ft. (ca 20 qm)
3	House	up to 750 sq. ft. (ca 80 qm)
4	Park	up to 2,000 sq. ft. (ca 200 qm)
5	Kingdom	up to 50,000 sq. ft (ca 5000 qm)

Time	This Realm allows the caster to set a "delay" on a cantrip casting. She could cast the cantrip, leave the area and then expect the cantrip to release without her being present. The number of dots determines how long the delay can be set, and the modifier applied to the casting.	
Level	Time Delay	
1	1 turn	
2	up to 1 hour	
3	up to 1 day	
4	up to 1 week	
5	up to 1 month	

How to cast a cantrip

Determine Dice Pool

1. choose Art – it determines the Attribute for the Dice Pool (check for additional modifiers at the cantrip description)
2. choose Realm(s) – check if you have the prerequisited Realm(s) then add a number of dice to the Dice Pool with is equal your lowest value in the necessary Realm(s).
3. choose modifier Realm(s) (Scene, Time) the needed level equals the negative modifier
4. choose a fitting Bunk – the storyteller applies a modifier (0 .. +5)on the Dice Pool based on the creativity of the Bunk and the time it takes your character to execute the task. Note: Level one Bunks can be done in the same turn as the cantrip is cast
5. check for target's Banality: a modifier of 4 – target's Banality is added so high-Banality targets are harder to enchant as low-Banality Targets.
6. check for wound modifiers of the caster
7. check for environmental modifiers. Modifiers are given by the storyteller for:
 - character in a fighting situation and cannot concentrate
 - extreme banal/glamorous environment
 - ...
8. choose to spend more Glamour. Every point of Glamour spend more than necessary results in a + 1 modifier

Throw the resulting Dice Pool and check the cantrip description for the results.

Determine Glamour costs

- All Wyrd cantrips cost one Glamour.
- Chimerical cantrips cast on enchanted beings or inanimate objects cost no Glamour, though you may still spend additional Glamour to lower the difficulty of casting (see above).
- Any cantrip cast on a banal target costs one Glamour. (This is not cumulative with the cost for casting a Wyrd cantrip.) Banal targets include mortals, unenchanted supernatural beings and anyone without a Glamour Trait rating (including changelings who have fallen to the Forgetting).
- Casting a cantrip without a Bunk requires an expenditure of one Glamour.
- up to five points of Glamour can be spent to increase the Dice Pool
- Using a modifier Realm (Scene, Time) costs an additional point of Glamour

The total Glamour cost for casting a cantrip must be paid before the cantrip comes into effect. If a character cannot pay the total cost, the cantrip fails, though no Glamour points are lost.

Chimerical cantrips affect only Creatures touched by the Dreaming (Fae, enchanted mortals, chimera) and/or have no noticeable effect on the real world.

Wyrd cantrips have real-world effects that can be witnessed by mortals – such as healing, flying etc.

Countering Cantrips

Changelings can counter cantrips in one of two ways:

Invoking Banality

A changeling is able to resist the effects of a cantrip by calling upon his own inherent Banality. The character gains a temporary point of Banality by resisting a cantrip in this way. The player rolls a number of dice equal to the character's permanent Banality rating. Each success rolled reduces the caster's successes by one. If the caster's success are reduced to zero, the subject is unaffected by the cantrip. Resisting a cantrip by invoking Banality does not take an action. Note that this method of countering cantrips can only be used to affect a cantrip that is cast directly upon a character. Storytellers may also allow characters to invoke their Banality to resist the magical powers of some chimera. Unenchanted mortals (and supernatural beings) cannot use this means of resistance, although some powerful Autumn People may, and Dauntain certainly can. A character does not need to be aware that a cantrip is being cast at him to counter it with Banality, and he can use this method of resisting cantrips at any time.

Counter weaving

Characters who the merit „Gremayre“ can undo a cantrip, even as it is cast. Counter weaving requires that the player spend a point of Glamour. She may then roll the character's Wits + Gremayre + permanent Glamour rating. The player must earn as many or more successes as the caster for the counter weave to be successful; partial successes do not affect the cantrip in any way. The counterweaver must also possess the appropriate Realm(s) and their levels used in the original casting. Counter weaving can be used on instantaneous cantrips. To attempt to undo a cantrip as it is being cast, the counterweaver must abort her next action (even if that would take place in the following turn).

If the Realms used in a cantrip are not readily apparent to the counterweaver, the weaver's player may roll Intelligence + Kenning to determine their nature.

New Merits

Gremayre (from 1..5)

This merit is a measure of the knowledge a character has about the Dreaming, chimera, other Kith, etc. It is also used to counter weave cantrips (see counterweaving).

Kenning (from 1..5)

This merit determines how much „in tune“ a character is with the Dreaming. How easy she can spot other Fae and which insights she may get.