

# **FAE: THE FORGOTTEN**

A game of the Fair Folk.

By: Faust91x

Date: January 31, 2014

# Contents

<b>1</b>	<b>Statement of Intent.</b>	<b>5</b>
<b>2</b>	<b>The Fair Folk.</b>	<b>6</b>
2.1	A Game of Forgotten Tales. . . . .	6
2.2	Theme. . . . .	6
2.3	Mood. . . . .	7
2.4	Lexicon. . . . .	8
2.5	True Fae. . . . .	10
2.6	The Interaction. . . . .	10
2.6.1	Gateways. . . . .	10
2.6.2	Trods. . . . .	11
2.6.3	From human to fae. . . . .	11
2.6.4	The Contract. . . . .	11
2.6.5	The way back. . . . .	12
2.7	The fae condition. . . . .	12
2.7.1	The Fetch. . . . .	12
2.7.2	Life as a Fae. . . . .	13
2.7.3	Agendas. . . . .	14
2.8	The Wyld. . . . .	15
2.8.1	Timeless expanses. . . . .	15
2.8.2	Freeholds. . . . .	16
2.9	A Tale of Forgotten Dreams. . . . .	16
2.9.1	The Raw Wyld. . . . .	17
2.9.2	The Balorian Crusade. . . . .	18
2.9.3	The War of Seasons. . . . .	18
2.9.4	The Age of Sorrows and The Sundering. . . . .	22
2.9.5	The Moonlanding. . . . .	23
<b>3</b>	<b>Lords of Dreams.</b>	<b>25</b>
3.1	Step One: Chose Concept. . . . .	25
3.2	Step Two: Select Attributes. . . . .	25
3.3	Step Three: Select Skills. . . . .	25
3.4	Step Four: Select Specialties. . . . .	26
3.5	Step Five: Add Fae Template. . . . .	26
3.5.1	Birth. . . . .	26
3.5.2	Changelings. . . . .	26
3.5.3	Firstborns. . . . .	28

3.6	Step Six: Choose Seeming and Kith. . . . .	29
3.6.1	Beasts. . . . .	29
3.6.2	Darklings. . . . .	31
3.6.3	Elementals. . . . .	33
3.6.4	Fairest. . . . .	35
3.6.5	Ogres. . . . .	37
3.6.6	Wizened. . . . .	40
3.7	Step Seven: Choose a Court. . . . .	41
3.7.1	The Seasonal Courts. . . . .	41
3.7.2	Spring Court. . . . .	41
3.7.3	Summer Court. . . . .	41
3.7.4	Autumn Court. . . . .	41
3.7.5	Winter Court. . . . .	41
3.8	The Seelie/Unseelie Courts. . . . .	41
3.8.1	Day Court. . . . .	41
3.8.2	Night Court. . . . .	42
3.9	The Five Direction Courts. . . . .	42
3.9.1	North Court. . . . .	42
3.9.2	South Court. . . . .	42
3.9.3	East Court. . . . .	42
3.9.4	West Court. . . . .	43
3.9.5	Center Court. . . . .	43
3.9.6	Twilight Court. . . . .	43
3.10	The Church of Balor and The Balorian Crusade. . . . .	43
3.11	Contracts. . . . .	46
3.11.1	General Contracts. . . . .	46
3.11.2	Seeming Contracts. . . . .	46
3.11.3	Court Contracts. . . . .	46
3.11.4	Balorian Contracts. . . . .	46
3.12	Loss. . . . .	59
3.13	Calcification. . . . .	59
<b>4</b>	<b>The Stuff of Nightmares. . . . .</b>	<b>60</b>
4.1	The Executors of the Holy Church. . . . .	60
4.1.1	The Enemy. . . . .	62
4.1.2	Hunters. . . . .	62
4.1.3	Departments. . . . .	63
4.1.4	Status. . . . .	63
4.1.5	Endowments AKA the Big Powers. . . . .	64
4.2	The Fae Touched. . . . .	76
4.3	Other fae. . . . .	78
4.4	The Loyal. . . . .	78
4.5	Privateers. . . . .	78
4.6	The Sick. . . . .	79
4.7	Behemots. . . . .	79
4.8	The Fair Folk. . . . .	80
4.8.1	The Gentry Condition. . . . .	80

4.8.2	Killing a Gentry. . . . .	81
4.8.3	Actor - The Sword Grace. . . . .	82
4.8.4	Prop - The Ring Grace. . . . .	86
4.8.5	Wisp - The Staff Grace. . . . .	89
4.8.6	Realm - The Cup Grace. . . . .	91
4.8.7	Gaining Titles: The Games of Divinity. . . . .	92
4.8.8	Crafting Titles: The Long Road. . . . .	92
4.8.9	Lord Halostian, the Thief of Words. . . . .	93
4.9	Fomorians. . . . .	94
4.9.1	The Hosts of Balor. . . . .	95
<b>5</b>	<b>The Wyld.</b>	<b>97</b>
5.1	The Laws of the Wyld. . . . .	97
5.1.1	The Law of Narrative Imperative. . . . .	97
5.1.2	The Law of Equivalent Exchange. . . . .	98
5.1.3	The Law of the Will. . . . .	98
5.2	The Bordermarches. . . . .	99
5.3	The Middlemarches. . . . .	99
5.3.1	The Stone of Balor. . . . .	99
5.3.2	The Scarred Hill. . . . .	99
5.4	The Deep Wyld. . . . .	99

# 1. Statement of Intent.

I always wanted to play a game of **Modern Age: Fae** and felt heartbroken when it was announced that **Dark Ages: Fae** was to be the last of White Wolf's gamelines when the apocalypse came. What I liked most about that game was how much freedom of concept it gave to the players and the themes that allowed the player to replicate the arturian myths and other knight legends.

Afterwards enjoyed reading **Exalted: the Fair Folk** which presented a nice concept of the origin of things and made me say, "hey! this makes sense and could fit nicely with the other book!". Although the rules were quite hard to work and too complex to fix.

When **Changeling: the Lost** came, I was excited and consumed it eagerly. It contained lots of interesting material and a suit of rules more standarized than White Wolf's previous gamelines. One of the things that bugged me though was that as other players have told in Forums, it becomes annoying that you must always play a PTSD escapee trying to avoid being recaptured and returned to his S&M Antagonist Keeper. That and the annoyance that if you wanted to play a healer you absolutely had to be in Spring or buy a token and similar cases with the Contracts made it hard to pull off some concepts.

This is my attempt to fix those small "bugs" if you say for a game that I'll most probably never get to play, but that might be useful material for others. This will be a porridge of material from **Changeling: the Lost**, **Dark Ages: Fae**, **Exalted: the Fair Folk** and even **Changeling: the Dreaming** using the things I enjoyed most about each gameline to (hopefully) get a coherent setting.

This is mostly made for fun and definitely not for profit. This book is definitely NOT FOR SALE and in no way attempts to compete with White Wolf's excellent game line. Actually I highly recommed to buy those books for more information that might not be here.

Hope you can enjoy it and use this material to enrich your game experience.

Faust91x.

## **2. The Fair Folk.**

They're the lords of dream, the things that bump into the night and ensnare the thoughts of unwary with their honeyed words. They're beings capable of inspiring body wrecking fear or unstoppable madness...and they're completely powerless.

They're the Fair Folk, The Good Folk, born from raw potential chaos and shaped by the whims of fate these powerful beings once held vast control over the world wielding vast magic that let them shape reality to their whims. Alas, times have changed and magic has dwindled from the world and with it, the power of the Fair Folk. No longer able to exert the amount of influence they used to and the Fae struggling to even maintain their forms without dissipating or calcifying, the Fae have been reduced to the stuff of legends and fairytales.

### **2.1 A Game of Forgotten Tales.**

The protagonists of this modern tale are fae and their offspring. Beings that once had the power to rewrite reality itself with but a whim and ruled as gods over the world. Beings that gambled it all in a war that cost them their power and status as they fought over it all within realms far away and too alien for the human mind to understand. Having returned to a world that no longer remembers them, a world now ruled by a humanity that forgot their oaths and no longer fear nor respect the fae. The fae now find themselves trying to fit in a world that has moved on without them.

The fae now find themselves in carcasses of human flesh, blood and magic. Their magics obscured by the Mask, a manifestation of the Barrier that permeates the world of flesh and that robs them of most of their powers. In their frail bodies now the fae find themselves struggling to find their place while balancing their interactions between the world of fae, a wonderful and sometimes terrifying land where everything is possible and the mundane lives and needs of their human halves.

### **2.2 Theme.**

The theme of the game can be considered as "the need for balance". The fae are unnatural beings that no longer belong to the world of flesh but neither do they to the world of dreams and nightmares, having flesh and blood bodies while a chaotic soul with needs each.

Powerful foes and horrors await them in the other side of the world, waiting to prey on the unwary. On the other side lies the mundane world where the fae no longer belongs, the magic in her veins pulsating and willing her to change it. Sometimes both worlds overlap and the results can be wonderful or disastrous.

## 2.3 Mood.

The game's mood is "bittersweet". The fae return to a world that no longer needs them, their powers diminished and their confidence shattered. They failed in the past when they had the power; now they're fishes in a big pond once again yet they retain memories of their past mistakes. Can they raise again as the rightful owners of the mortal world or will they once again be crushed by the harsh reality?

The Courts are returning, old artifacts await those that are willing to risk their lives to get them and ancient enemies of old are awakening from their slumber, can the fae set right what once went wrong?

## 2.4 Lexicon.

- **Balorian.** Those mad fae that have sworn on the Balorian Crusade or work for the Church of Balor and are set on the destruction of the mortal world.
- **Behemot.** The magical beasts that inhabit the Wyld.
- **Changelings.** A term used to describe those fae that were born from the prolonged interaction of a human being with the chaos of the Wyld or the rare cases where a human was impregnated as the product of fae magic.
- **Cold Iron.** The bane of the fae, able to dispel their magics and produce severe damage.
- **Contracts.** The magics of the fae that let them channel the power of the Wyld in controlled ways to modify their environment.
- **Contract, The.** An ancient and powerful ritual kept by the fae and that dates from The Sundering which lets a fae manifest its heritage into the world.
- **Entitlement.** A pact between a fae and a mystical order which grants supernatural boons in exchange of obligations. Equal part calling and order.
- **Executor.** A member of the holy Church, human beings trained to battle the fae and that wield strange and dangerous faith based powers.
- **fae.** A general term to define the beings that originate in the Wyld. Used to refer both to changelings, Firstborn, the Gentry and the inhabitants of the Wyld. Also used to define the lands of the Wyld.
- **Fetch.** A strange phenomenon that is said to be born out of The Law of Equivalent Exchange that rules the fae lives. When a human being crosses into fae the Wyld generates a doppelganger that may or not posses the memories of the human.
- **Firstborn, The.** A term used to describe those fae that spring forth from the raw chaos of the Wyld and manage to enact the Contract with a human being.
- **Freehold.** Places resonant with the power of the Wyld and that are used as common ground for the fae.
- **Glamour.** The energy of the Wyld, raw chaos and emotional energy that the fae uses to wield its magic.
- **Keepers, The.** A term used to talk about those fae that have “kept” to the lands of fae and refused to take on a human body. Still affected by the chaotic powers of fae and unrestrained by a moral framework, these powerful beings can be both powerful allies or deadly enemies. Fortunately they are unable to manifest in the mortal world, at least completely.
- **Kith.** Subcategory of seeming that specifies a special characteristic of the fae.
- **Gentry, The.** A synonym for the Keepers.
- **Mask.** The illusion that conceals the fae mien from the eyes of other beings.
- **Mien, fae mien.** The body modified due to the transmutation of the fae seeming upon it.
- **Oath.** The greatest ability of the fae, a pact of mutual agreement made between two conscious beings and that grants boons and obligations on both parties.
- **Seasonal Courts, The.** The Courts of the seasons that each represent an emotional spectrum and a physical phenomenon. They hold the most power and are the most popular courts.



- **Seelie/Unseelie Courts, The.** The Courts of the light and the dark, eldritch courts assumed to have been the most ancient of the courts formed.
- **Seeming.** A fae's physical aspect which reflects the dreams that originated him.
- **Oneiromancy.** The ability used to modify the dreams of living (and unliving) beings alike.
- **Token.** An artifact of power made from materialized legends. They grant powerful boons but also possess weird and sometimes dangerous drawbacks.
- **Unshaped, The.** The mythical state of the fae sprung from raw Wyld and lacking definition. Said to be no longer existent.
- **Wyld, The.** The mythical lands of the fae from where dreams and nightmares become reality.
- **Wyrd.** The measure of power a fae possesses and which dictates how much it is a being of faerie.

## 2.5 True Fae.

Since the beginnings of time humanity has told tales about the things that go bump in the night. Beings of impossible beauty and horrors capable of bringing madness to those that look upon them.

Although there's no hard and fast rule about what determines the birth of a True Fae, the fae believe it happens when there's an excess influx of Wyld energy which, when roused to strong emotional responses, becomes material enough to take upon aspects of those emotions and gain sentience. If its will is too low it gets swallowed back into the primal soup or becomes a minor Behemot. If its will is powerful enough to resist the environmental chaos, the mass of Wyld becomes capable of giving itself definition and tap upon the ancient rules established by the first fae at the beginning to time and craft a "body" for itself.

Others theorize that a True Fae is born in a moment of great narrative weight. Following the Law of Storytelling, the narrative gains enough conscience to keep existing and from it starts generating its own rules by drawing upon the magic of the environment until its able to craft itself an existence out of raw glamour.

This being is alien and unknowable, with great dominion over the Wyld lands and crafting it to suit its mercurial whims. This soul keeps gaining further awareness and either decides to venture into the depths of the Wyld until it becomes unmade in the chaos or gains an interest in the mortal lands where it can forge The Contract with a human being.

## 2.6 The Interaction.

Meanwhile humans decide to enter the Wyld for any number of reasons. Some by happenstance find an open gateway into the madlands like a girl that follows a white rabbit and falls right into its burrow which just so happens to be an entrance to faerie, or deliberation, either by a human "in the know" of the workings of the faerie, a human forcefully dragged in to serve a mad Keeper or by a fae wanting to enact the Oath of Merging or The Contract as its commonly known.

### 2.6.1 Gateways.

In order for the mortal to gain entry into the Wyld its necessary for him to gain access to a Gateway which is a place where the mystical energies of the Wyld gather and connect with the world of flesh. These gateways can take any shape from a wooden and rusty door to a circle of mushrooms commonly known as a "fairy circle". Sometimes the gateway is easily accesible by anyone like a set of branches deep in the woods where a person can walk and unknowingly end deep into the Wyld.

Gateways can appear in almost any place although they tend to focus on abandoned places or those that hold narrative importance or the classical connotations of fae magics like the aforementioned fae rings. Furthermore, they can go into dormancy and activated only by those that know the right keywords, like a door painted in graffiti into a wall that opens a path into a dark part of the Wyld when fed fresh blood or at certain times like a door in a library that only becomes visible at midnight and that leads to a tower filled with bizarre books. Its believed that thousand of gateways still remain from the age of the War of Seasons, abandoned by their creators and waiting to be discovered.

Unlike humans that must find an already established and awakened gateway, the fae are able to force their own entries into the world of faerie by channeling their own inner energy and creating a puncture in the mortal world connecting with the chaotic Wyld. Taking over this puncture and stabilizing the entrance with their will, they can use it as a one way entrance into the Wyld although they still have to find their way out afterwards...

### **2.6.2 Trods.**

Like the fabled “silver road” in the fairytales, certain paths are more stable than others and safer to both the physical and mental state of the beings that enter the Wyld. These paths called Trods are made either by continuous use of the path by beings of faerie or artificial constructs maintained by one or more courts.

They’re a mixed blessing however in that although they can be a useful conveniency as they’re usually easier to travel through and keep the Behemots at bay, they also tend to attract the attention of the Gentry that hunt these places for sport or pleasure. Given this huge security risk, most Trods belonging to a court are well monitored and usually kept hidden by enchantments or physical barriers and their owners take badly to strangers using these paths without their explicit permission.

### **2.6.3 From human to fae.**

As the humans enter the Wyld they start suffering the effects of this chaotic place and the raw chaos that permeates everything changes him. It starts with skewered spatial perceptions, perhaps everything looks small or big to their eyes, or they start pondering their sense of self. Then minor changes like eye or hair color start appearing, perhaps his fingers take on the black of the ash when he comes close to a faerie bonfire or after engulfing a faerie fruit he inflates and gains mass. These changes tend to vanish once he leaves faerie but if he doesn’t or is unable to, they start becoming permanent.

When the human being has spent enough time in the Wyld (enough ranging between several minutes to centuries, once again there’s no rule on this except the narrative imperative) he could gain enough amount of changes that a piece of the Wyld offers him a pact. Maybe the wind whispers into his ear or the shadows congeal upon his terrified form and sooth his fears, offering control, or a stop to their suffering. Whatever it is, the mortal is completely free to reject the offer, in which case the Wyld leaves him to his fate which usually is a nasty death.

### **2.6.4 The Contract.**

If the offer is taken though, the mortal changes irrevocably...that fragment of Wyld infuses his whole body, his very soul with its raw chaotic potential and changes his perceptions deeply. His mind filled with the knowledge of the fae and his body becomes warped to encompass the power of this otherworldly being. Thus a changeling is born.

If the merger is a Firstborn though, the process is similar although slightly different from becoming a changeling. The first major difference is that the fae tends to manifest to the mortal and make the offer. What form it takes varies wildly from fae to fae although it always is aweinspiring or terrifying. It makes the offer and binds with the mortal if its accepted after which the fae soul

bleeds off the raw magic that comprises its body. There had been some foolish fae that have attempted to force their entire being into a mortal which only ends with the poor sob spontaneously combusting or exploding due to his body being unable to contain the raw power of a true Firstborn.

As they merge the fae soul enters a battle of wills against the mortal to gain dominance. There have been no cases of mortals winning against the fae although after its done the fae will stays in control and the mortal soul...no fae knows what truly happens but its believed that it becomes a minor part of the fae psique while some thinking that it burns due to the strain or even that the Firstborn consumes the soul to gain the memories.

### 2.6.5 The way back.

Once a changeling or fae has been created, its the job of the fae to find his way back to the mortal world. This process can be as simple or as nightmarish as possible depending on the results of the merging. While the Firstborn retain most of their fae memories and except some extremely rare conditions are able to always find their way back, the Changelings may have to struggle in order to navigate back home and/or find an active Gateway.

Most recently born fae are found by the Courts or end up in a Freehold where they're instructed on the ways of the world and the changes that happened therein. They then can prepare for one of the hardest tasks they will perform in their entire existences: disposing of their fetches.

#### **But I was born in faerie!**

We have discussed the possibility of grown ups becoming changeling but what about humans beginning their life knowing about the world of the faerie?

The grim truth is that it does happen and the practice of snatching babies to turn into changelings is still a widely practiced activity among both the fae courts and the Gentry. Whether its done because of pride, to give the child a better future (better to the fae at least), out of malice or just in a fit of madness or whim; it does happen a lot with the child returning to the mortal world and finding himself unable to interact meaningfully with the inhabitants and adopt the customs (unless taught by a sane parent such as a courtly fae).

It does happen and once again is up to the Storyteller to rule the possibility. If it makes the game more fun to play, then so be it!

## 2.7 The fae condition.

### 2.7.1 The Fetch.

Most fae that attempt to come home and especially those that decide to continue their old lives find to their surprise that there's a familiar face taking their place, that familiar face being theirs...

As per the Law of Equivalent Exchange or so believe fae scholars, the Wyld produces a being

to fill in the place the mortal used to have in the world. Whether its because of the legends of old where the fae replaced the mortal babies (no longer are Firstborn babies able to survive in the mortal world after The Sundering and if you can give birth to a Firstborn adult in the first attempt, then why trouble yourself anyway?) with their own to give birth to changelings, an artificial creation crafted by a Keeper to avoid alerting the humans of the disappearance or its just how the Wyld works.

This Fetch as the doppelganger is known has the same physical characteristics of the original. For all purposes its a normal human being that bleeds and ages and eats just like any other. The only difference being that when killed, a Fetch will never leave a corpse, returning back to a construct made of artificial means like twigs, bones or stones. How such an obvious magical being is able to last in the mortal world without dissolving back into its original components has baffled faerie scholar for decades. As of today the consensus is that the fetch meant to replace a human being doesn't react to magic and is unable to perform it, which means that his energy consumption is close to zero.

Most fetch believe themselves the person they're meant to replace and posses all the memories prior to entry into the Wyld. They also tend to posses the same personality of the person they're imitating, which can make convincing the familiars to believe a stranger that suddenly appears claiming to be the original all the harder. Still, there are many cases of fetches that don't turn completely right. Perhaps its a secondhand mannerism, a verbal tic, or something more obvious like the fetch of a hot-blooded gangbanger being quiet and polite, and sometimes its something more monstrous...like a fetch with homicidal or cannibalistic tendencies that is an exemplar human being until it suddenly snaps and goes on a killing spree without warning. This as expected can completely ruin the life of the newly returned fae that now has to explain the authorities that he didn't murder his whole family and burned down the house.

But the most important feature of a fetch is the fact that everyone wants to LIVE. All fetch will staunchly refuse to accept that they're not a real human being which some fae scholars believe its an inner compulsion or survivan instinct they posses, and even the most polite and civil of fetches may resort to extreme measures to protect his identity.

This is the principal problem all fae face when returning to the world and the reason most of them pay other fae to dispose of their doppelgangers. Little things can be so stressful as having to shoot in the face of a being that pleads and cries desperately while claiming their right to live and that may not have done anything wrong beyond being born in the wrong persona.

### **2.7.2 Life as a Fae.**

Life as a fae can be stressful indeed. While the changelings and the fae tend to venture into the mortal world and reintegrate to human society, they find that it becomes difficult to balance their fae and mortal needs adequately. While the fae half needs the magic and the wonder of the Wyld in order to avoid calcification, the mortal half needs a structured routine and most probably has human responsibilities to tend to. Furthermore, the human body is not designed to endure prolonged exposure to the Wyld and can get easily lost. Rules for Loss and Calcification can be found in 3.12 and 3.13.

That goes without mentioning the dangers of the Wyld, rival fae, fetches, the War of Seasons, Executors and Balorians which can turn a faerie life into hell.

### **2.7.3 Agendas.**

Having once lorded over all of humanity and being entities of extreme desires, its unsurprising that the fae have many varied plans and goals. The fae thrive on conflict and being bound to a human body makes no difference. Still, there's a common trend on what goals should be pursued and the fae have aligned themselves and forged allegiances to pursue them. Here are some of the most popular agendas the fae have developed to entertain their existences.

#### **Conquerors.**

The great majority of the fae relish being able to set foot upon the mortal world again while resenting humanity for taking over and forgetting their oaths. These fae believe that as (supposed) creators of the world is their right to take it back from humanity's grasp and punish the humans for their dare although even the most staunch of the fae know that the prospect of open war against humanity would be suicidal.

While some still argue that open rule is the way of the fae, most believe that its better to be subtle at least until they can get their powers back in full force and crush their opposition. For now most of them rely on their oathbinding and Contracts to gain positions of political power in the human realm while using their most over powers to fortify their defenses against the dangers of the Wyld, offering bargains and mutual protection to humans in exchange of their loyalty and obedience.

#### **Faustians.**

Since the dawn of time and the Sundering the fae had lost a lot of their original power. Once able to bend reality to their whims, the fae now have to content themselves with weak and expensive contracts and secondhand illusions. These fae weep over their fall from grace, they remember the times where they wore armors woven from dreams of battle and swords that burned with passion and hatred and floating palaces of gold and ivory.

These fae claim that before trying to attempt to subjugate the human race they must focus on unearthing the past. By exploring the ancient paths crafted by their ancestors, making research on the magics both old and new, these fae hope to recover a measure or the totality of their lost power. These fae are usually comprised of scholars with the Autumn and Winter Court being the ones most probable to hold this agenda.

#### **Militants.**

Some fae remember the old insults and pride in the power of their court. They are the discontent, the ones that believe the fae to truly advance must settle the dispute of the Courts once and for all. In order to achieve this the Militants argue to a continuation of the War of Seasons to finally decide who will rule the mortal world. Once the infighting is over they argue, the fae will be able to focus completely on their goal of world domination.

Due to how diminished the Courts are compared to the old times, the Militants prefer instead to fight across the business and the courtroom, adding politics and cash to sword and shield in order to gain dominance over the rest.

### **Conciliators.**

Some fae argue that the world has moved on without them, and are okay with it. No longer caring about the War of Seasons or taking control of humanity, these fae argue instead that the fae should find their own place in a world where they no longer belong. Rejoicing in their newfound existences, these fae work towards the reconciliation between the fae and argue instead that the fae can work side by side with humanity in order to gain mutual benefits.

These fae argue about working in the shadows and protecting humanity from the Balorian threat and wild Behemots while working towards a beneficial coexistence with all living beings. This philosophy tends to attract most Spring fae although it has proponents from all around.

### **Balorians.**

Some fae don't care about wordly conquest or peaceful coexistence. Some fae just want to watch the world burn, burn away into nothingness and care to see it dissolve back into primal wild. These insane fae known only as the Balorians work towards the destruction of the mortal world and tend to be in enmity with the Courts and the rest of the world.

The response of the Courts to news of a Balorian infiltration are always swift and brutal.

## **2.8 The Wyld.**

The Wyld, the primal soup of creation. The source of all dreams and nightmares. This place beyond the ken of mortals is the source of the fae magic which inundates the World of Darkness. Its also the place where most of the nasty enemies and monsters originate and as such all fae learn to respect and be cautious with this powerful resource.

While the fae of old used to be able of warping and reforming the Wyld and the mortal world with equal ease, in actuality those feats are beyond the changelings and Firstborn to accomplish. Only through contracts and powerful tokens are the fae able to alter this presence, although they still retain some basic abilities inherent to their condition like the ability to navigate the vast mythical land with ease.

### **2.8.1 Timeless expanses.**

One of the most interesting aspects of the Wyld is its capability to affect the flow of time. While the mortal world follows a linear and mostly stable progression of events (although recent discoveries imply time is not as stable as we thought...), the Wyld follows instead the Law of Narrative which means that time doesn't need to flow in controlled patters or even linearly as the few fae brave enough to venture into the deepest parts of the Wyld can testify.

Indeed, human beings could spend a few minutes dancing around a faerie ring only to discover that a full century has passed them by or, on the contrary, be dragged and made the slaves of an insane Keeper, tortured for what felt like centuries only to escape and learn that a few minutes have passed.

This has caused more than one headache and trouble as a human being may age faster or slower than its fetch and be unable to recover its old life, or find himself without friends and having huge gaps in understanding about the mortal world. There have even been cases of fae that had been dropped by the Wyld right into the past and unable to go back.

The Wyld is indeed to be handled with care.

### **2.8.2 Freeholds.**

While there's no place in fae that can be deemed plain, some places are more special and powerful than others. Whether they're more stable or hold more narrative weight, these special places of power are powerful wells of power from which the fae are able to grab and replenish their energies. These are usually taken over and guarded as precious treasures by the courts and highly coveted among all Wyld inhabitants.

They're usually taken as meeting places by the fae and protected with zeal using powerful enchantments as these wellsprings of power can be a double edged sword, their magics shining like a lighthouse in the dark and attracting the attention of Behemots and other fae like bees to honey.

## **2.9 A Tale of Forgotten Dreams.**

Unlike human beings the Fae mind isn't bound to a lineal and limited perception of time and space, being governed instead by passion and the laws of storytelling. As such Fae stories and recollections are less about the events that have transpired and more about the impact, the emotion or panache that made them worth of remembrance. Like a Bard that collects and modifies stories to please his expectant audience, the Fae history is filled with glorious battles, violence and lust, played to entertain and mesmerize rather than concerning themselves with something so mundane as a precise recollection of events. After all, why concern about what exactly happened over the lessons learned and the enjoyment gained from the tale?

Another great source of headaches to Fae scholars lies in the Fae's inhuman perception of time. For immortal beings that prefer to experience the now rather than worrying about regrets long past or future problems a century can be experienced in the span of an instant or a moment of boredom taking only a few minutes can be felt like weeks or months to the Fae psyche. Given those skewed perceptions of time its very hard to ascertain which events happened in what order and trying to tie together the passing of the ages from the perceptions of such inhuman beings can become a real nightmare.

These problems, coupled with the low number of Fae able to accurately remember the old times means that most knowledge of history Fae rely on is based on stories told from one Fae to another and whatever memories they're able to salvage from their distorted minds.



Here we present one version of what most Fae believe as truth on their origins and purpose:

### 2.9.1 The Raw Wyld.

In the beginning there was nothing. It was unlike anything that could be experienced right now, rather than a lack of existence it represented the lack of definition. A boundless space without origin or form, an endless void of limitless potential. In one instant that was infinitely small and so endless that it continues even now, a part of that raw potential took conscience of itself and wondered its purpose, and in that minuscule moment of vast and eternal awareness the nothing ceased to be and instead became a something.

A small fracture in reality that continued defining itself from within its shapeless and timeless boundaries. It could have been crushed in any instant by the eternal nothingness but due to taking definition when there was none meant that it couldn't just cease existing and as such was able to bear the brunt of non-existence there was before. This singularity expanded into the formeless nothing and kept defining more purpose into itself until, in a limitless instant, it became aware. This being is regarded by the Fair Folk as the first of the Fae.

In eternal contemplation this proto-Fae remained in eternal meditation, formeless and timeless. But in a moment of contemplation that didn't happen it wondered about its difference from the raw nothingness. Little by little it gained more and more sentience and by being it was able to define the formeless nothingness into transient shapes and forms that were quickly dissolved back into the void.

The proto-Fae was delighted, a lord over the vast boundless chaos and it spent eternity playing with the raw potential like a god. Nonetheless for all the enjoyment and power, the proto-Fae decided (theories abound till this day on whether it was caused by an accidental thought or brought upon due to a craving the proto-Fae felt for companionship or conflict while some doubt it even happened at all) to create company and defined more of its kind. Taking upon definitions of their own but based on the laws that came to be in the wake of the proto-Fae, these beings kept creating more and more principles and laws for the formeless void and entertained themselves with their newfound awareness.

No one knows what happened to the first Fae or how many there were but its believed, particularly from the information provided by Balor's Stone 5.3.1 that there was a schism between the Fae of old. There was a group of Fey that wanted to define themselves properly and that were tired of their constructs dissolving back into the endless primordial soup that was the ancient Wyrd. These fae started giving and defining a single stable construct without conscience and weaving layer upon layer of glammers on it to prevent its dissolution; this construct was what today's known as the mortal world and these fae became the Primordial Gods of it.

Those fae that were content with the chaotic formeless Wyrd saw this act as an aberration on the status quo and sought to erase it back into raw chaos. A war was fought among the fey and ultimately the shaped ones won.

### 2.9.2 The Balorian Crusade.

A great span of the history, customs and culture of the primitive Fae society is lost up to the point of the Balorian Crusade although most fae scholars believe that the first members of the Fair Folk nobility were happy with the creation of a stable and fully formed world, loving it like a child loves his favorite toy.

Nonetheless its believed that the group of those Fae that hated the mortal world led several incursions against creation, with the greatest and best documented one being the Balorian Crusade. According to what has been able to piece together, a fae lord known as Balor of the Evil Eye decided to lead a rebellion from the unshaped fae directly into the shaped world. Binding themselves in layers of powerful glamour, these fae became material enough to manifest their full power in the mortal world and attacked en masse against creation laying waste to everything in their path.

Its believed that thousands of lives along with most of the landmass that comprises creation was lost in the wake of the attack and the fae were able to breach right into the mortal world's heart. That is when everything becomes muddy again and only the final result of the Balorian Crusade is known: the loss of the unshaped fae. What happened is every scholar's guess but all that is known is that something stopped the Balorian assault and managed to wipe the major part of Balor's forces. According to legend Balor himself led the armies and dissolved everything back into primal chaos with his sight alone but he was killed in battle (others think betrayed) by another Fair Folk and his gaze, falling upon his own forces, incinerated the majority of the attackers, thus forcing the retreat.

#### **Time Not and the Primordial War.**

Whether this really happened or not is up for debate, as is the ultimate fate of the first Fae lord and the events that took place in this timeless moment are only left to the imagination.

The Storyteller is the final judge on this issue and is completely free to omit or avoid giving the Fae a known origin being this really ancient knowledge long lost and most probably unanswerable with the actual power in the hands of the modern Fae and entire chronicles could be woven into discovering what really happened.

Nonetheless if the Storyteller wants to learn more of this "archeologic" information a good source of ideas is the Exalted supplement **Exalted: the Fair Folk** and its revised edition **Graceful Wicked Masques: the Fair Folk**.

### 2.9.3 The War of Seasons.

What happened afterwards is everyone's guess but its believed that the unshaped enemy was so weakened after the great loss of the Balorian Crusade that only few assaults were made against creation, all of them meeting with failure.

Meanwhile the Fae that remained in the mortal world were free to exercise their rightful authority over the humans that lived there and a glorious Golden Era of prosperity was brought as a consequence. The Fae divided the world into sections where they ruled as Gods but tensions erupted into the Fae as they fought against one another for territories, humans or even petty dis-

putes. Fearing a world war that could unmake the stability of the created world and upon the council of an extremely knowledgeable fey that is only known as the Thief of Words, the most powerful of the Fae leaders bound themselves in mutual pacts with themselves and the mighty laws they had made in ancient times on creation; weaving powerful enchantments long lost to the modern Fae and creating the first Fae Courts.

Several pacts were made during these times, for in these times the flow of magic was stronger in the world and it was easier for legends to take place. These fae that became the court founders used their newly acquired authority to get rulership over the rest and spread their message of unity for everyone. Entire flocks of fae embraced this new concept with glee while those that opposed the rulers were destroyed.

Of the many courts that were created in this era, the most widespread and accepted were the Seasonal Courts representing each of the four seasons: Spring, Summer, Autumn and Winter. Together, the Court founders unified the fae across most of Europe and Africa while the less known Courts of Night/Day, the Courts of the Celestial Directions and the Courts of Spirit/Flesh did the same in America, Asia and the rest of the world respectively.

It was believed that a new time of peace and prosperity would befall the world now that the fae had an organized body, and it did... for a time. But pride is a powerful force and the fey were deeply loyal to their court to the point that they claimed their authority was superior over their peers. Pride became anger, and anger gave way to hate. What started as small frictions gave way to duels, which gave way to full on war.

### **The Golden Oaths.**

The Seasonal Courts warred amongst one another for control of the world unleashing ancient and powerful magics. Fearing that the combined chaos could bring about the end of the shaped world, the Fae of the Seasonal Courts made a mutual pact to fight their war in the depths of the Wyld.

Unwilling to leave the shaped world in the hands of another member of the Fae in fear that they would take over in their absence, the fae lords led by the Court leaders in that era decided to leave the lands on the hands of a creature that would be able to take care of the lands while incapable (in their minds) of completely control over it. The fae led by Dame Sadiyah of the Spring Court, General Luxcian of the Summer Court, Lord Halostian of the Autumn Court and Blind Nyx of the Winter Court all swore on an oath with humanity so that, in exchange of leaving the humans unaffected by the ravages of war, they would tend to the lands of the fae and return them once the war was over. The oaths were bound with powerful magic so that they would be unbreakable and the fae marched to war. The exact wording of the oaths is unknown till this day and even now there are fae that quest over knowledge on the now known as Oaths of Gold that are rumored to hold the key towards re-enslaving humanity.

### **The Battle of Stone.**

Among the many battles that took place during the War of Seasons, the Battle of Stone could be considered one of the most important if not the most important of all the skirmishes that took place in this bloody war. It has become a symbol of the beginning of the end for many faerie scholars.

During the climax of the War of Seasons, after each court had made its move, each leader bringing glory for their faction and doom to their enemies. Lands have been gained and lost, some of them razed over or forever changed by the powerful magics that had been unleashed upon them.

Previous to the battle a tenuous allegiance had been forged between Blind Nyx of the Winter Court and Lord Halostian of the Autumn Court while their rivals Dame Sadiyah and General Luxcian had likewise allied themselves while trying to take each other out through underhanded means. It was common knowledge that Blind Nyx had been taking advantage of Halostian's resources by taking them for herself to gain as much advantage as she could against the Autumn Court while Halostian offered a pact of cooperation with Dame Sadiyah in secret.

According to sources and manuscripts, it's suspected that Halostian planned an ambush against their allies of Winter with Sadiyah's help. Leading both groups towards the depths of the Midlemarches. Dame Sadiyah still cooperating with Luxcian gathered their armies and led them to a mountain considered at that time neutral ground. The cause for this sudden decision is unknown but it's rumored to have been caused by Halostian's machinations. Letters and other memories of the war indicate an air of desperation and anxiety among the fae from all sides.

The tales of what really happened on this battle which is considered one of the most brutal battles ever fought among faeries is common knowledge and numerous tales and retellings have sprung among fae lore. The most accepted tale says that the skies darkened that day and the weather changed without control. The four courts met in common ground and the berserker regiment of the Winter Court known for its cruelty was the first to enter the field of battle. That regiment's leader, a brutish giant thirsty for blood decided to decapitate an Autumn courtier and bathed on his blood which enraged the rest of the autumn soldiers. The allegiance was broken in that instant and the Autumn Court attacked their once Winter Court allies with the Spring and Summer courts joining shortly in the battlefield.

The battle is said to have lasted weeks or years depending on the narrator, with the tide favouring one and another side as each tried to take the others down. Heroics from all Courts are told and have made a grand part of their lore. On this battle's climax the four court commanders entered the fray.

According to the tale, Blind Nyx took battle against General Luxcian and their display of magical and martial prowess was enough to temporarily stop the ongoing battle and make the soldiers look their duel awestruck. Despite being more than a match for the general, Blind Nyx decided to secure victory and had one of her generals strike a blow against Luxcian as he was making battle, giving her enough of an opening to strike the killing blow. This treacherous act enraged the Summer fae and they grouped against Nyx and weakened as she was from the battle, was easy prey to their blades.

The berserkers of winter regrouped and ran afoul in the field of battle against everyone they could find. Moments before, after watching the fierce battle between Blind Nyx and General Luxcian, Dame Sadiyah of Spring had lowered her blade, disillusioned after watching so much bloodshed and the toll the war had caused on the fae and the world. Her retinue of fae did the same and turned to go home. This proved to be their undoing as the berserkers ran over them and skewered

the Spring queen with her followers.

Of the four commanders that led the armies of the four courts, only Lord Halostian's fate is unknown. It is said that during the battle as Nyx and Luxcian attacked each other he abandoned his sword Ananda upon a rock on the battlefield and disappeared. His sword remains till this day in the Scarred Hill 5.3.2, awaiting for its owner.

This was to be the last great battle fought among the four seasonal courts and the rest would end as only small skirmishes without much consequence.

### **The Century of Peace.**

After the battle another event brought attention away from the war, a major predicament none of the Fae had envisioned. As they returned to the shaped world, battered and tired from all the infighting the fae discovered to the surprise that the world had moved on without them. The mortals that they had left to tend to their lands had modified them to suit their tastes, they had grown and reproduced, and what's worse, most had broken and forgotten their oaths. And as the fae descended upon them to punish them for their misdeeds, the lords of dream and nightmare found themselves repelled and besieged by a new law, a concept the mortals referred to as "faith". Whatever it was that the humans did, it was powerful enough to damage the faerie soul and protect them from the magics of the Fair Folk.

Scared about this unexpected development, the leaders of the fae agreed to meet in common ground and forged another oath, known as the Oath-Truce. On it the seasonal leaders agreed to cease hostilities against one another for one hundred years in order to put an end to the human threat.

During this hundred year period the fae made different attempts to understand and control the human faith while at the same time maneuvering the lies and political machinations of their rivals to gain the edge in the coming war.

### **Sparks of a Second War.**

And too soon was the Oath-Truce over, and with it the fae resumed hostilities against one another. It is unknown who started the war anew although it is rumored that the Autumn Court, whose members had gained the most knowledge about the workings of human faith and numerous contacts and allies among the Church and human hunters made the first move against their rivals in the Spring Court, the only other court that had made almost as much contact and allegiances with humanity.

Taking advantage of their knowledge, the Autumn Court led a vicious and underhanded hunt against the rest of the Courts, almost exterminating the Spring Court from Europe and severely damaging the Autumn and Winter strongholds in the area. When the courts managed to organize it was too late already. The Summer and Winter Courts rallied a battalion against the Autumn forces and the Church Inquisitors but were brutally defeated.

As the victory of Autumn seemed certain, Anna the Autumn Queen congregated her forces for a ritual that she predicted would let her take full control over the powers of this human faith

and let her ensure her court's victory. No one knows for sure what happened that time but its believed that the ritual failed spectacularly. The small reccounts that have been made of the event talk about wounded and screaming autumn courtiers that burned away as the energies they had garnered turned against them. Whatever happened destroyed the majority of the forces of the Autumn Court and wiped their major stronghold, the Fortress of Dust. The Inquisitors, freed from faerie control and without orders, turned against the remaining faerie and killed those they managed to capture.

Those lucky to escape traveled through their gateways straight into faerie to escape the wrath of the Church. The War of Seasons was over, and all the Courts had lost.

#### **The Autumn Counselor.**

One of the things that intrigue fae scholars to date is the huge depth of knowledge the Autumn Court held over the workings of the human psique and their dangerous faith based powers. Most historians claim that Queen Anna of the Ocean of Dust wasn't a particularly skilled sorcerer, having been more of a shy presence and having little control over her court during the Oath-Truce.

Its said among legends and whispered tales that the Queen, feeling doubts over her ability to lead the Autumn troops in battle took to consulting prophets and councelors from other...sources, having traveled wide and far looking for the key to winning the war and having returned from a year long voyage...changed. Its said that she became a much more commanding presence in the war and brought with her a fae sage that helped her plan the strategy that nearly won her the War of Seasons.

Its unknown if this sage truly existed and his identity is even more uncertain, with the most accepted theory was that he could have been Lord Halostian himself which was known for favouring hit and run tactics and possessed the magical might to succesfully control the human faith.

There are also recounts in that era from Autumn courtiers and those close to the queen that as the war drew closer to the Battle of Stone the Queen Anna became more and more neurotic, prone to burst of laughter or sobbing and that she talked alone about a Profecy and a certain Thief of Words...

#### **The War of Seasons.**

For more information on the War of Seasons the Storyteller can read the highly recommended book **Dark Ages: Fae**.

### **2.9.4 The Age of Sorrows and The Sundering.**

History once again becomes muddy on this stage and the few records that have been found of this stage indicate that there was close to no faerie left in the world of flesh after the loss of the War of Seasons. There are no reports of incursions in the now mortal world and what's known is that the mortals took care to mow down and destroy the magic remnants from the world.

Somehow the lack of ambiantal magic made it harder for the fae to manifest in the world in a similar way to what's believed happened to the proto-fae when creation first started. Their forms dissolving back into constructs of pure essence and dissipating.

What's known is that the fae spent this time licking their wounds and trying to recover from the huge losses on the previous war. The memories of their time on the Wyld are almost lost except vague glimpses and its believed that as magic receded from the world it permeated the totality of the Wyld and turned it far more chaotic than usual. This effect had a damaging effect on the fae's psique which made them lose their identity as they became more and more part of the chaotic primal soup. Its unknown how many lives were lost this way and for a long time only changelings were able to get into the world of flesh.

Given this situation, with the fae in general going mad or dissolving back into raw chaos due to the magical overflow, the Firstborn unable to materialize in the world of flesh and desperate to recover their almost null hold on the mortal world which was rightfully theirs, the fae enacted a rule that became known as the **Law of Acquisition** in which the fae would send out parties to "acquire" other human beings to replenish their dwindling numbers. After having been considered inferior for centuries by the Firstborn fae now Changelings found themselves being able to rise into positions of power and being regarded with much more respect, no longer an annoyance but rather a valuable resource and ally along with the only standing in the world of flesh.

The amount of fae abductions in that era multiplied massively and the Changelings found themselves against a powerful and organized humanity, led by well armed Church executors and with their once mighty magics reduced from being able to modify reality itself and achieve miracles to only being able to cast the lesser of cantrips, their manipulation being little more than illusions to the world. This fact made the Changelings importance even greater due to their control over Contracts. Subtlety became the norm.

And so time passed, the fae saw the Church fall prey to arrogance and greed, the humans replacing it with what they deemed cold logic, led by a group of sorcerers that dubbed themselves The Order of Reason. Saw the humans replacing knife and sword with sticks of metal and thunder and strange worms of iron that let them move at fast speeds. The sorcerers of the Order, knowing about the fae weakness to iron, made the humans build tracks of iron for their vehicles that made it harder for the fae to infiltrate communities. This effort paid off and the changelings found themselves unable to cross these roads to enact their "acquisitions", forcing them to prey on strangers and interact with the world only from uninhabited or abandoned places. Still, just like all the things before, the Order too was corrupted and faded into obscurity.

### **2.9.5 The Moonlanding.**

No recollections of the time after the Age of Sorrows remain, only that the barrier became too strong for the fae to access the world and any attempt to prod memories from their forced exile in the depths of the Wyld has ended in failure.

Centuries passed until an event took place, no fae scholar knows what exactly happened but the cataclysm forced a wave of energy from the depths of the Wyld that wiped the lands of fae and was

powerful enough to break through the barrier, infusing the world of flesh with magic again.

Up to this day the fae scholars wonder and have investigated what phenomenon would be powerful enough to shake the foundations of the mortal and fae world that way, the only hint they have was that it happened shortly after the moonlanding was announced in the human world. Some believe that this event which shook the foundations of human belief was able to call forth the Wyld that had been closed away somehow.

With this sudden surge of magic the fae were able to return to the mortal world although it also managed to affect other beings that had been slumbering until that time...some fae that had spent centuries bathing on the primal chaotic soup that was the Wyld and lost most of their higher functions due to it. Beings, old and angry and powerful manifested into the lands of fae causing untold destruction in their wake. Many gruesome battles between the fae took place between those that raged madly, fighting against one another. Many fae in their fear fled back to the mortal world where they themselves caused chaos and suffering to the humans for a time.

As the surge of magic receded back into the Wyld like a wave crashing into a rock the fae found themselves once again having trouble keeping cohesive as their bodies ached and calcified. Desperate and unwilling to go back these fae took to hiding themselves into shells that would protect their chaotic souls from the ravages of the human world. Some tried hiding in material objects but their chaotic nature was too much to contain and usually broke the recipients, some attempted to hide in animals, thus becoming behemots but warping their hosts irrevocably and being hunted. Finally, some tried hiding inside human bodies. No one knows who was the first fae to attempt it or if it was a collective idea but it worked better than anyone could have planned.

The fae found to their surprise that as their spirits merged with their human hosts, their thoughts becoming one, the human psique was able to stabilize the chaotic fae mind that had been affected by the Wyld and return it back to a semblance of sanity. The fae then were able to think clearly and comprehensively for the first time in centuries while also getting to make use of the human previous memories to understand the changed mortal world. The human body protected them from the ravages of the world although it also had its drawbacks as the fae learned. For one, the fae lost most of their abilities in exchange as the human bodies were unable to channel the brunt of pure wyrd the way the fae could. Human bodies are more fragile and break more easily when trying to use chaos transformations, and worse of all, the human mind, unable to comprehend time and experiences the way the fae psique do, only held the most basic of memories the fae could gather, with most of their experiences in the land of fae wiped.

Thus were the fae able to access the mortal world again, a world that had forgotten their presence. A world where they no longer fit in.



## 3. Lords of Dreams.

Becoming a fae brings upon several changes upon the human body, mind and soul as the Wyld flows through the blood and bone, twisting the body, changing perceptions and reshaping the very spiritual essence of a human and brings forth something else. Creating a fae character is made in the same way one would create any other character in the WoD books, first using a human template to define the experiences before then and adding to it the fae template to reflect his other nature.

In this section we'll use the reconned rules of the God Machine Chronicles due to the wide margin of freedom they provide in character creation and as a means to standarize the procedure given the updated rules of the World of Darkness. For more information the players and storytellers can use **WoD: The God Machine** or the free errata published on the web.

### 3.1 Step One: Chose Concept.

The fundamental guide of the fae character. That which defines the rest. The character concept can be a single phrase “shrewd politician”, “dark sorcerer” or a detailed description “Summer Court fanatic abducted at a young age and that dreams of bringing victory for the Summer Court in a new War of Seasons”. Upon this Concept the character can be built.

### 3.2 Step Two: Select Attributes.

Once the concept is defined, its time to define the primary, secondary and tertiary attributes your character will posses which can be sorted into Physical, Social and Mental Attributes. You get 5 (five) dots for your primary attributes, 4 (four) for the secondary and 3 (three) for the character's tertiary attributes. For example a brutish warrior may prioritize Physical (all the best to win battles), Social as secondary (to intimidate) and Mental tertiary (not much need to use the brain).

According to the God Machine book, the fifth dot of a given attribute now costs one dot too rather than two at character creation.

### 3.3 Step Three: Select Skills.

Beyond the physical, social and mental capabilities of your character, he must also have learned some abilities in his life. Some characters have learned to fight either in hand to hand combat or using firearms, others have gone to college and learned an officio and even others have been studying the occult before and have learned about certain subjects.

Define primary, secondary and tertiary skills between Physical, Social and Mental. You get 11 (eleven) dots to spend on primary, 7 (seven) for secondary and 4 (four) on your tertiary skill.

Once again the fifth dot costs the same as the others during character creation.

### 3.4 Step Four: Select Specialties.

The areas where a character truly excels or has spent most of his time in. Perhaps the character is a detective whose Investigation specialty is Forensics, or a socialite whose Persuasion is focused in the art of Seduction.

You get 3 (three) specialties you can apply to any given skill your character has and you can apply two or all three on a given skill. The Storyteller is the final arbiter on whether a skill is too broad or too narrow. Your character gets one extra die when rolling on a situation the skill applies.

### 3.5 Step Five: Add Fae Template.

Now its time to add the Fae Template to the mortal character.

#### 3.5.1 Birth.

The first and most important definition on a fae character is his origin. While the Firstborn fae sprung wholly from the raw chaos of the Wyld or on an extatic human dream, the Changelings are a result of a human being's interaction with the Wyld and the changes it has made on him.

While the Firstborns are mercurial and more attuned with the chaotic magics of the Wyld, the Changelings are more grounded in reality and are more strongwilled against the ravages of chaos.

Choose one of the two templates, each gives a different mechanical advantage and disadvantage:

#### 3.5.2 Changelings.

*Born human yet ascended by the power of the Wyld...  
Yeah you could say I'm the best of both worlds.*

Those that interacted with the Wyld and were changed by it. They are the changelings, beings born out of flesh and bone but possessing the mark of chaos in their spirits. They're the changelings.

There are several ways to make a Changeling. The most common is by a human that enters the Wyld for a long period of time and manages to enact a Contract without becoming a Behemot while the option of infusing a fae sprite into a newlyborn human is an uncommon but still possible practice 3.5.2.

A lot of these individuals tend to be victims of capture by Gentry that take them as pets or slaves to take care of their realms which means that it takes some time for them to get used to the idea of being part of a society of "monsters". Fae society nonetheless provides the necessary support to help victims of the Gentry to bear the burden of their ordeals in the Wyld.

Although the Changelings are no longer considered scourge like in the Dark Ages, many Firstborn still consider them inferior due to their lower connection with the Wyld while many Changelings resent this treatment and have grudges with the Firstborn due to being living reminders of their Keepers.

Changeling psique is different from that of the Firstborn in that they are usually more grounded individuals with a stronger grip on reality. Unlike the Firstborn their Contract is with an aspect of the Wyld rather than with a conscious fae spirit and they battle for their minds across the Wyld landscape in order to return to the mortal world. Whether that battle takes form as a struggle to turn back on the worders of fae and return to the dull mortal world, a battle of wits among a world filled with riddles and whispers and shadow, or a literal battle for survival as the Changeling battles the hosts of fae and the thorny paths of the Wyld it doesn't matter. If the Changeling is able to impose his will to go back, he manages to find his way back to the mortal world.

### **Mien.**

Changelings tend to have the most human like shapes among the fae. Their fae mien appears to be superimposed over the human one and the features blend and appear subdued. A monstrous fae tends to look like an ugly but ordinary human being while a radiant fae looks above average. The fae mien bleeds in subtle ways such as exotic smells or strange eye colors at high Wyrd.

### **Birthright.**

Due to have once been creatures of the mortal world, all Changelings can enforce ties more easily than the chaotic Firstborn. Mechanically, all Changelings count all Oaths as +1 higher when formulating their **Boons**.

### **Frailty.**

#### **The Heirs of Arcadia.**

For those fans of **Changeling: the Dreaming**, the Changelings from Dreaming which are fae sprites fused into newlyborn humans are possible albeit less common than the first option. Due to being the World of Darkness the Changelings made from this method. These individuals tend to be lonely and excentric folks prone to derangements and weird behaviors.

Most of them become Changelings after a certain traumatic experience upon entering the Wyld and making their first Contract although that is not always the case and those that are unable to connect with their heritage can become prone to breakdowns and large bouts of creativity.

Along with these individuals there's also the Fae-Touched, humans born from the bloodlines among members of the fae and humans. They are explored in more detail on 4.2.

### 3.5.3 Firstborns.

*I'm the rightful heir, the one born from the mists,  
clothed in fire and fear, and ashes.  
Tremble before my presence for I command powers  
beyond compare.*

The lords of the Wyld, the first beings to appear and the righteous rulers of the Universe. At least that's what the Firstborn like to believe. Their forces forgotten from the world, these beings of old once again come into a world that has forgotten its oaths and moved on without them. And they're not happy.

The Firstborn are slivers of Wyld that have gained consciousness and a story to tell, they thrive on conflict and chaos. These slivers travel across the depths of the Wyld modifying it until they get bored and inevitably put their sights on creation.

Unlike the Changelings these unbound fae are fully formed and defined legends and minds, also unlike the subtle mix of fae mien over the human body, the Firstborn Contract is much more insidious. The human psique is overwhelmed by the chaotic thoughts of the being and his body is warped beyond recognition by the bleeding energy as the being reduces its magnitude to fit into the limited human being. In the end, the human soul is shredded and only the fae mind is left on the ordeal, taking over the human psique and memories like a parasite.

The Firstborn are able to express their full majesty and are easily spotted which also makes them easier targets of hunters and enemies. This along with the lack of magic in the mortal world has made the Firstborn something of a minority. To their chagrin, the Changelings have arisen to occupy many of the administrative places left due to the decrease in Firstborn population.

#### **Mien.**

Firstborn tend to have the most obvious and otherworldly features and their fae mients tend to take over the Mask more easily than those of Changelings. Those Firstborn that look monstrous appear bulky and deformed while those that are beautiful tend to be otherworldly and exhude an aura of authority that even mortals recognize as alien. Strange eye colors and other natural features tend to subtly appear across the human mien like leaves appearing in the hair of a high Wyrld wood Firstborn.

#### **Birthright.**

According to legend the fae of old were gods among men capable of rewriting reality with but a whim. With the resedence of magic this has become impossible in the mortal world while in the Wyld those fae that have traded their purity of essence to live in the mortal world lack the force of will to bend it. Only in a place as ephemeral yet also magical as the Oneiros are the fae able to exert their birthright without problem.

All Firstborn get a +3 on all Oneiromancy and Oneiromachy rolls while in the Oneiros.

**Frailty.****And the Inanime?**

For those fans of **Dark Ages: Fae**, the Inanime were one of the races available at Character Creation. Yet, they were always one elemental concept which the Changelings and the Firstborn were able to copy. They also got a Boon that was exactly like the fifth clause of the Contract of the Elements which was a little too OP. In **Changeling: the Lost** the Changelings can instead make an elemental character and as such we have discarded them.

If you want to add an in story reason you can always rule that the world's magic wasn't enough to keep them anymore and they became extinct/dormant. Or my favorite, that the Age of Reason brought discoveries not only among humans but also Fae and scholars found the Inanime were just another category of Firstborn.

The Storyteller is the final arbiter on this and so you can always add them as a race of eldritch abominations lying dormant in the world and just awaiting to be disturbed...

**3.6 Step Six: Choose Seeming and Kith.**

While all fae spring forth from the Wyld, a sliver of chaos always residing at the core of their beings. The Seeming and Kith are the expressions of that sliver interacting with the legends and themes that define the fae identity. A human being ends up in a realm of utter darkness where strange horrors crawl up to your skin and has to learn to crawl in order to return to the mortal world. Upon returning he finds that the darkness has infected his body and soul, he has become a Darkling. Another Firstborn may spring one day from the Wyld, out of the desires of the Hunt, adrenaline running across his blood.

All Seemings and Kiths from **Changeling: the Lost** apply on this. Following are some descriptions of the Seemings and Kiths available at character creation.

**3.6.1 Beasts.**

Those fae born from the dreams of animals, their essence infused with the heat of the hunt or the genius of trickster animals.

**Appearance.**

The fae born from the beast Seeming are representatives of the beasts of tales, like the majesty of a lion rather than the hungry scavengers they're in real life.

**Durance.**

The Beast Changelings spent their durances like animals, their memories little more than vivid dreams of hunt and struggle for survival. Firstborn Beasts are born to be paragons of their animal or abstraction, like a Firstborn that spent his durance as a king of tricksters with traits of baboons and a silver tongue or one representing the concept of the hunt and acting like a pack leader for the fae host. Their memories are usually a recollection of smells and feelings, their rational mind overcome by their more base instincts.

**Character creation.**

Beasts characters tend to favor Physical Attributes representing their struggle to survive in the Wyld with Social Attributes a close second, especially on those with traits of pack animals. Mental Attributes tend to be the least developed although there are fae with traits from foxes and similar cunning animals that have high dots in Wits and Resolve.

**Blessing.**

All beastly fae posses a supernatural affinity for animals, gaining the 8th again on all Animal Ken Skill and receive a free Specialty on the animal most prevalent on their beast Seeming.

Beast's also posses an animal magnetism, which allows Beast players to spend a point of Glamour to add to dice pools involving Presence or Composure on a one per dot basis.

**Curse.**

Due to having their primal instincts closer to the fore, all Beasts receive a -4 on all Mental Skills in which they have no dots.

Also, they don't get to reroll al 10's on Intelligence Rolls because their Beast instincts limit their deductions.

**Seeming Contracts.**

Fang and Talon.

**Kiths.**

- **Broadbacks.** Those fae attuned to working animals or those recognized by their endurance and stubbornness like horses, elephants or camels. They're blessed with **Stoic Forberance** which lets them spend one point of Glamour to add two dice to all rolls involving Stamina for the rest of the scene.
- **Hunterheart.** Fae attuned with predators such as lions, snakes, or abstract concepts of hunters. They receive the **Tooth and Claw** which lets them inflict lethal damage instead of bashing when fighting unarmed.
- **Runnerswift.** The concept of prey and fast animals such as rabbits and antelopes. Their blessing is **Runs like the Wind** which adds two dice to their Speed.
- **Skitterskulk.** Those fae that represent insects such as spiders, centipedes and other crawlers. Their **Impossible Counterpoise** means that their reflexes let them respond to attacks better than their peers. Mechanically they triple their defense when dodging an attack.
- **Steepscrambler.** Fae attuned to climber animals such as monkeys, squirrels or lizards. They get **Gifted Climber** which adds +3 to any climbing attempt. They also can climb surfaces like ice or glass without penalty.
- **Swimmerskin.** Fae representing aquatic animals like whales, dolphins, or that posses aquatic traits (mermaids) get **Natural Swimmer** which lets them hold their breath which let them hold their breath for thirty minutes in any environment. They can also swim at full speed as if running.

- **Venombite.** Those fae born from poisonous dreams such as spiders, snakes and lizards. Their **Posionous Bite** lets them spend a point of Glamour per scene and roll a normal brawling attack (Strength + Brawl - Defense + Armor). The attack causes no damage but delivers a poison with a toxin equal to the fae's Wyrd. The victim can't avoid taking damage with a Stamina roll.
- **Windwing.** Fae attuned with flying animals like birds or flying harpies. Their **Gift of the Sky** lets them glide over the air by up to one minute per dot of Wyrd. In order to activate it they spend one point of Glamour and be on a spot where he can gain altitude. They move at normal speeds and only take one point of bashing damage for every 15 yards of altitude. They only start taking lethal damage at 150 yards.

#### Stereotypes.

- **Darklings.**
- **Elementals.**
- **Fairest.**
- **Ogres.**
- **Wizened.**
- **Vampires.**
- **Werewolves.**
- **Mages.**
- **Prometheans.**
- **Geists.**
- **Genius**
- **Princesses.**

### 3.6.2 Darklings.

Those born from the fear of the dark, the nightmares and the things that go bump in the night.

#### Appearance.

Darklings represent abstract concepts like darkness, fear or sin and as such they feel less solid than the others, as if they were a shadow of their old selves. They tend to be thin and tall but there are exceptions, and their fae miens tend to have skin and hair tones that range from midnight black to white, with some having tones of purple and blue.

Their eyes are almost always black like dark pits or white like covered in sclera. Firstborn tend to have more extreme traits like horns, claws and extra eyes on their fae miens.

**Durance.**

Darkling durances tend to be abstractions and puzzles with some of the darkest recesses of the human mind. From being trapped in shadows with titanic beings floating above and slithering things that crawl on the face and down the back before dissolving, being trapped in the underworld or forced to participate in games with their souls on stake tend to be part of Darkling durances.

**Character creation.**

All Darklings tend to be nimble and cunning with high dots in their Finesse Attributes (Wits, Dexterity and Manipulation). They also excel on skills that require precision and focused thought like Larceny, Stealth, Subterfuge, Academics and Crafts.

**Blessing.**

The darkness that creeps and infects their very souls make them flighty and almost immaterial like shadows. They can spend a point of Glamour to increase Wits, Subterfuge and Stealth rolls on a one dice per dot basis. They also gain the 9 again rule on all Stealth rolls.

**Curse.**

Due to belonging to darkness and shadow, all Darkling magic falters when under the sun (not at night or twilight). Darkling suffer a -1 to all rolls to enact Contracts by day and -2 if the sun is directly visible to them.

**Seeming Contracts.**

Darkness.

**Kiths.**

- **Antiquarian.** Those Darkling that represent ancient lore and lost artifacts. They have the **Keys to Knowledge** which gives them the 9 again rule on Academics and Investigation rolls. They may also spend a point of Glamour to get the Encyclopedic Knowledge Merit for one question. If the fae already possesses the Merit, the Glamour point adds three dice to the roll.
- **Gravewright.** Fae attuned with the concept of death and ghosts. They possess the **Charnel Sight** which let them spend one point of Glamour to be able to see and converse with the ghosts of the departed.
- **Leechfinger.** Those fae that exist to prey upon the living. Born out of all consuming lusts and hungers, they sap the vital essence of others. They get **Zap the Vital Spark** which lets them upon spending one point of Glamour to inflict one point of damage upon a victim the fae touches and use it to recover one point of lethal damage or two of bashing she herself has. This blessing can be used a number of times equal to the fae Wyrd per scene.
- **MirrorSkin.** Fae that reflect the world in order to hide from it. They get **Mercurial Visage** which lets the fae take on the physical characteristics of another subject for a scene. Everyone that tries to see behind the facade must roll Intelligence + Empathy at -3.
- **Tunnelgrub.** Those fae that represent slithering nightmares and shadows. They are extremely flexible and gain the **Slither and Squirm** blessing. The fae spends one point of Glamour and is able to contort his body to get through narrow spaces up to the size of his head or wriggle out of ropes and handcuffs by rolling Dexterity + Athletics. If the distance is bigger than one meter long he must spend Glamour and reroll each meter after. Failure means he is stuck and unable to use this power.



**Stereotypes.**

- **Beasts.**
- **Elementals.**
- **Fairest.**
- **Ogres.**
- **Wizened.**
- **Vampires.**
- **Werewolves.**
- **Mages.**
- **Prometheans.**
- **Geists.**
- **Genius**
- **Princesses.**

**3.6.3 Elementals.**

Those fae that spring forth from one elemental manifestation such as one of the four Aristotelian elements (fire, water, earth, air) or another abstract manifestation such as shadow, light, metal or modern like radiation.

**Appearance.**

These fae tend to wear their element in their bodies such as a body made of flames that translates to red hair and passionate eyes that sparkle when in the throes of emotion, or a big and sturdy stone like body.

**Durance.**

Like Beasts, these fae spent their durance like a force of nature such as a human that is forced to dance and becomes so nimble he becomes the wind itself or a Firstborn that becomes an automaton or a toy. They had to regain conscience and control over their element in order to flow or move out of the place, or burn through it like those that incarnate concepts like storms or forest fires.

**Character creation.**

The Elementals tend to possess traits associated with their element, such as a Water Elemental that is calm and steady (higher dots in Resolve and Composure) or a Lighting Elemental being nimble and strong (high dots in Strength and Dexterity).

**Blessing.**

The Elementals are able to channel the strength of their element to shrug off punishment. Once per day they can spend one point of Glamour to add their Wyrd as Health Dots for the rest of the scene. This phantom health is the first to go and the damage vanishes after they're gone.

**Curse.**

Due to being immersed in their element, Elementals find hard to reconnect with humanity. They don't benefit from the 10 again rule on Manipulation rolls or those involving the Empathy, Persuasion or Socialize.

**Seeming Contracts.**

Elements.

**Kiths.**

- **Airtouched.** Elementals of wind, smoke or gaseous chemicals. Their **Velocity of the Zephyr** means that they can spend one point of Glamour to add their Wyrd dots to their Speed or Initiative for the rest of the scene.
- **Earthbones.** Elementals of earth, stone or precious jewels. They possess a **Terrestrial Might** which lets them spend Glamour to enhance any non-combat Strength related rolls on a one on one basis.
- **Fireheart.** Elementals of fire, electricity or light. Their **Flickering Acumen** lets them spend points of Glamour to add to Wits based dice pools on a one on one basis.
- **Manikin.** Those fae with traits of man made objects such as furniture and automatons or beings of clockwork. Their **Artificer's Enchantment** allows them to learn Contracts of Artifice as if they were Seeming Contracts. They also can make untrained Craft rolls at -1 instead of the usual -3.
- **Snowskin.** Fae of cold and north. They have the **Voice of Ice** to gain the 9 again on Intimidation and Subterfuge rolls and lets them spend one point of Glamour to re-roll failed Intimidation rolls.
- **Waterborn.** The fae of the oceans and waters. Their **Gift of Water** lets them breathe underwater and swim at twice the character's speed rating for the rest of the scene.
- **Woodblood.** The fae that represent plants or the powers of the forests. They get **Fade in the Foliage** which lets them add 9 again on all Stealth and Survival rolls as long as there's vegetation nearby and spend one point of Glamour to blend in a place with vegetation nearby even if the usual conditions wouldn't allow otherwise.

**Stereotypes.**

- **Beasts.**
- **Darklings.**
- **Fairest.**
- **Ogres.**
- **Wizened.**
- **Vampires.**
- **Werewolves.**
- **Mages.**
- **Prometheans.**
- **Geists.**
- **Genius**
- **Princesses.**

**3.6.4 Fairest.**

Those fae born out of dreams of radiance and the highest passions of the human and non-human world. They exist to inspire and excel as muses and positions of leadership.

**Appearance.**

Regardless of background all Fairest are radiant and beautiful to behold. The Changelings tend to exhude light and passion or be paragons of grace and etiquette. The Firstborn take this Up to Eleven by being literally radiant and beautiful, in a way that robs human breath and inspires the most powerful of passions with but a thought. They also tend to look the most alien and inhuman.

**Durance.**

While many of the other Seemings had to struggle and suffer in order to return to the mortal world, most Fairest had to contend with pleasures beyond this world, having to steel themselves to actually want to leave. The Firstborn were usually lords among the fae and lorded over entire realms while the Changelings got to enjoy pleasure or be tended like favored pets by their masters.

**Character creation.**

All Fairest tend to possess high Social Attributes and skills such as Socialize, Persuasion and Subterfuge to survive the intrigue of the alien courts of the fae. They usually hold Mental Attributes such as Resolve as secondary due to having strong wills to turn their back on the perfect worlds and pleasures of the Wyld. Physical Attributes tend to be the lowest unless they were champions or generals of the armies of the Wyld.

**Blessing.**

They're without doubt The Fairest of Them All and as such can enhance their Persuasion, Manipulation and Persuasion rolls with Glamour on a one-on-one basis. They also receive no penalty on

Social Skills in which they have no dots.

### Curse.

The Fairest find much harder to retain their humanity, the radiance and light of fae burning away at their core. All Fairest get a -2 on their Resolve + Composure rolls to resist triggering a Breaking Point.

### Seeming Contracts.

Vainglory.

### Kiths.

- **Bright One.** Those Fairest that represent dreams of light or the radiance of ideals. They can be as placid as a candle or cold like neon lights. Their blessing is **Goblin Illumination** which lets them illuminate an area the size of a full room (15' X 15' X 10' high) with a soft pale light for the rest of the scene. By spending a point of Glamour it becomes painfully intense and all attackers get -2 on all attack rolls (-1 if they use adequate protector device ex. sunglasses).
- **Dancer.** Those fae that embody supernatural grace and charm. They might have been literal dancers or done an activity that required great precision such as a goblin circus or fighter. They have **Fae Grace** which gives them the 9 again on Expression and Socialize rolls along with adding 2 to their Dodge dicepools.
- **Draconic.** Fae that represent the great beasts of old like dragons, gryphons or mermaids. Their **Dragon Talon** gives them +1 on Brawl rolls and by spending one Glamour can reroll a failed brawl roll once per scene.
- **Flowering.** Those that bring with them the natural fragrances and soft skin like the petals of a rose. Their **Natural Fragrance** gives them the 9 again on Persuasion, Socialize and Subterfuge rolls.
- **Muse.** Those fae that embody emotional extremens and ideals. They inspire others to bouts of creativity and action, added by their **Tyranny of Ideas** which helps give another human subject +2 on Expression, Persuasion, Social and Subterfuge rolls per point of Glamour spent.

**Stereotypes.**

- **Beasts.**
- **Darklings.**
- **Elementals.**
- **Ogres.**
- **Wizened.**
- **Vampires.**
- **Werewolves.**
- **Mages.**
- **Prometheans.**
- **Geists.**
- **Genius**
- **Princesses.**

**3.6.5 Ogres.**

Those fae that were born from dreams of violence and bloodshed. The brutalities of the world shape them and define their actions and thoughts.

**Appearance.**

They tend to be brutish in appearance or rugged, even though they may be highly intellectual they give an air of simple mindedness and tend to look as if about to jump and attack at a moment's notice.

**Durance.**

Ogres tend to have the most vivid memories out of all the fae. Their memories tend to be filled with violence, brutality and death. They struggled to survive, killed and endured suffering. Firstborn tend to dream of tyrannies were they were worshiped and made their law known through violence. Sometimes it becomes hard to discern which was pain and which was pleasure.

**Character creation.**

Physical Attributes come first to these characters befitting the violence that shaped them with Mental Attributes the second in order to survive the traps of the environment.

**Blessing.**

Ogres display feats of strength beyond ken of lesser races and as such they can spend Glamour to add in Strength, Brawl and Intimidation rolls on a one-on-one basis.

**Curse.**

Ogres tend to be more easily overcome by their impulses and swayed with more ease than others. They don't benefit from the 10 again rule on dice pools using Composure and get -1 on all rolls to resist emotional and mental compulsion.

### Seeming Contracts.

Stone.

#### Kiths.

- **Cyclopean.** Those fae that represent the giants of old, the shepherds and guardians of the gods. They can also represent the gods themselves such as the legendary Balor of the Evil Eye that was said to have been a Cyclopean himself. They get great tracking talents thanks to **Smell the Blood** which gives them the 8th again rule on Wits based perception rolls and can detect things that normally can't be smelled such as emotions, allowing for rolls in such cases.
- **Farwalker.** Fae representing the legends of strangers and adventurers that walk the wild lands or monsters that roam the edge of the world. They benefit from the **Elusive Gift** which gives them the 9 again benefit on Stealth and Survival rolls. They can also spend a point of Glamour to reroll failed Stealth and Survival rolls.
- **Gargantuan.** Fae that were the giants of old when in the Wyld either by nature or forced to grow by cruel masters. They gain **Spurious Stature** which means they can grow up to their Wyrld in Size by spending a point of Glamour for a scene. Upon returning to their normal size they receive one point of lethal damage as their bodies unravel due to the strain.
- **Gristlegrinder.** The redcaps of old that could devastate settlements and were renowned for their prodigious appetites. They get **Terrible Teeth** which lets them spend one point of Glamour to grow their teeth into terrible weapons. They can inflict 2 points of lethal damage with their bites upon a successful grapple attack.
- **Stonebones.** The giants of stone and ice, and the living mountains. Known for their prodigious endurance, they get **Obdurate Skin** which grants them a number of armor dots equal to their Wyrld rating but at -1 penalty to all Dexterity rolls while the power is active. In order to activate this gift they have to spend one point of Glamour and it lasts till the end of the scene or when the fae deactivates it.
- **Waterdweller.** Those monsters that dwell in the depths of the rivers, ready to ensnare unwitting victims. They get **Dweller of the Depths** which means they add their Wyrld to Stamina rolls to stay underwater. Also by spending one point of Glamour they invert their dark and light perception so that they can see perfectly in pitch darkness while treating areas with light as utter darkness. They can see perfectly in the darkness for the rest of the scene or deactivate this power sooner.

**Stereotypes.**

- **Beasts.**
- **Darklings.**
- **Fairest.**
- **Ogres.**
- **Wizened.**
- **Vampires.**
- **Werewolves.**
- **Mages.**
- **Prometheans.**
- **Geists.**
- **Genius**
- **Princesses.**

### **3.6.6 Wizeded.**

**Appearance.**

**Durance.**

**Character creation.**

**Blessing.**

**Curse.**

**Seeming Contracts.**

**Stereotypes.**

- **Beasts.**
- **Darklings.**
- **Fairest.**
- **Ogres.**
- **Wizeded.**
- **Vampires.**
- **Werewolves.**
- **Mages.**
- **Prometheans.**
- **Geists.**
- **Genius**
- **Princesses.**



## **3.7 Step Seven: Choose a Court.**

### **3.7.1 The Seasonal Courts.**

#### **3.7.2 Spring Court.**

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

#### **3.7.3 Summer Court.**

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

#### **3.7.4 Autumn Court.**

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

#### **3.7.5 Winter Court.**

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

## **3.8 The Seelie/Unseelie Courts.**

### **3.8.1 Day Court.**

The Court of Light, The Resplandecent Sun.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

### **3.8.2 Night Court.**

The Court of Darkness, The Moonies.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

## **3.9 The Five Direction Courts.**

### **3.9.1 North Court.**

The Court of Air.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

### **3.9.2 South Court.**

The Court of Water.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

Stereotypes.

### **3.9.3 East Court.**

The Court of Wood.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

**Stereotypes.**

### **3.9.4 West Court.**

The Court of Water.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

**Stereotypes.**

### **3.9.5 Center Court.**

The Central Palace, the Court of Lead.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

**Stereotypes.**

### **3.9.6 Twilight Court.**

Also known as the Court of Mirrors, The Fakers; this is a proto-Court comprised of fae nobles striving to turn it into a fully fledged Court that can participate in the War of Seasons.

**Courtiers.**

**Rituals.**

**Heraldry.**

**Mantle.**

**Stereotypes.**

## **3.10 The Church of Balor and The Balorian Crusade.**

The fae may be many things, they can be crazy, selfish or dangerous but no one is as dangerous as the fae with a cause. And no cause can be worse or more dangerous for the living than to wish the utter destruction of everything in the world.

The Balorians are truly the worst fae has to offer...

Born out of a legend engraved on the Stone of Balor 5.3.1 which dictates its the responsibility of all fae to work towards the undoing of the mortal world and creation, an action that was set forth by the legendary Balor of the Evil Eye. A supposed fae that lived on inmemorial times and sprung forth from the mist to wage war against the primitive earth alongside many powerful and ancient fae. Whether this is real or just the working of a rambling lunatic yet no doubt powerful fae is many scholar's guess. Nonetheless it has attracted many followers among the unshaped and shaped fae which has led to the foundation of the Church of Balor in the depths of the Wyld and the reinstauration of the Balorian Crusade among the hosts of fae.

The principal problems fae scholars find with this precept is that even if the fae were powerful enough to unmake the material world, something that seems impossible as the lore the fae possessed to unmake the world back into raw Wyld is long gone, the shaped fae would without doubt die as their forms and consciousness wouldn't be able to stand the raw chaotic Wyld. This hasn't done much to stop the fanatic and mad, and the Balorian Crusade gains more and more followers every-day.

The appearance of a Balorian in the Bordermarches or a host of Balorian faeries in the mortal world is one of the few things that can make the rulers of the Courts pause their infighting and join together to defeat the Balorian menace, that big is the fear the Balorians inspire in the fae.

### **Courtiers.**

Only those crazy and suicidal enough to seek death as the last reward joins the Church of Balor. These fae are insidious and usually divide themselves in two main cathegories:

The first is of those that create complex and madenning plans, usually with sights of manifesting one of the powerful lords of fae fully empowered into the mortal world or create, through a chain of events a conflict that helps undermine human or fae civilization, these are usually the most dangerous as their plans tend to take centuries to take place, are very hard to detect and are based on the corruption of the world. Something which every being native of the World of Darkness is susceptible.

The second classification is comprised of those fae that launch themselves on fanatical and suicidal attacks against the shaped world either in hunting groups such as the case with those fae that hunt for travelling groups in the Wyld and the Fomorian, unshaped fae that enact the Fomorian ritual and manifest a fully shaped and completely empowered fae body to assault the Freeholds on the Bordermarches. Luckily for the shaped fae, these Fomorian are by their nature unable to manifest for a long time in the Bordermarches and completely unable to manifest in the mortal world, spending most of their time haunting the Middlemarches. Not so good for the shaped is the fact that these unhinged fae are extremely powerful and dangerous, attacking Freeholds like natural disasters whose only option is hide or flee before they can do much damage.

### **Rituals.**

Based on its chaotic nature, The Church of Balor has many non-defined and arcane rituals from the depths of the Wyld. Not all of them are shared among the fae and most are usually reflections of an unshaped patron that demands these sacrifices from its minions, usually with the goal of manifesting an aspect of itself in the mortal world.

Nonetheless, there's a ritual that is shared among the unshaped fae of The Church of Balor and that is well known and feared among the shaped fae: the ritual of **Fomorian Transformation**. This ritual can only be performed by unshaped fae and is used to create a fully shaped body for themselves that retains all its chaotic power but without the human restraints that The Contract imposes in the shaped fae (among them the Clarity).

**Fomorian Transformation - Level ??? Ritual.**

Supposedly based on the legendary ritual granted to the fae by Balor of the Evil Eye himself and that was used by the fae of old to take forms and assault the primitive world in the legend of the first Balorian Crusade, this Ritual enables the fae to take a fully shaped form that enables them to exist within the Middlemarches and manifest for short periods of time in the Bordermarches although they still can't get into the mortal world.

In order to enact this ritual the fae must willingly break all of her Titles 4.8.1 which causes a Breaking Point for every title thus lost (this does little good to an already insane being) and devour the essence within them. This essence is then used in a shaping ritual which the unshaped refer to as passing through The Gate and struggle against the chaotic Wyld, bending it and giving it form to accommodate the entirety of their being. Its up to the Storyteller the nature of this fight although this is the equivalent of passing through the **Gateway of Nirakara on Exalted: the Fair Folk** which is a requisite to undertake assumption charms.

If successful, the once unshaped fae ceases to be and becomes a Fomorian 4.9 with all that it entails. It is also forever banned from The Deep Wyld as he has become a fully shaped being, which is the principal reason the unshaped don't take this lightly. Its instead considered the ultimate sacrifice a Crusader can take and proof of their devotion to The Church of Balor, someone willing to become that which it hates the most to destroy the shaped world. Its rumored that the Titles of the Gentry that make the ultimate sacrifice are revered among the members of The Church of Balor for all eternity and there have been temples built and then destroyed to commemorate their exploits.

**Heraldry.**

The Church of Balor's heraldry is as changing as its members and as such there's no shared motif among them. Given that its also a persecuted Court and hunted by all the others, its members try to remain unnoticed until its time to strike. Nonetheless, it holds a common motif that is used mainly by members in the mortal world to recognize each other: an eye under a field of black that represents the all seeing and all consuming eye of Balor, that the Balorians believe will free them from the hated shaped world.

**Mantle.**

Although to most fae Courts the Balorians are little more than a bunch of lunatics and brutes without organization, the Balorians do possess a Mantle and even though there's no king of Balor (that's known of) the highest echelons are held by the unshaped fae residing on the depths of the Wyld. Those of Mantle (\* - \*\*\*) manifest the chaos of the Wyld in their visages, their eyes vibrant and

intimidating, while complex machinery tend to break apart in their presence. Those Balorians in the highest echelons (Mantle \*\*\*\*\*+) are terrible to behold and reality itself warps and deforms in their presence.

A Balorian with Mantle \*+ bears the power of the Wyld and the might of the fae of old, a primal being older than the world itself. They receive one die on all Intimidation rolls per dot of Mantle. A Balorian with Mantle \*\*\*+ is more in touch with its magics, getting +1 on all rolls to use the Balorian Contracts. At Mantle \*\*\*\*\*+ the fae is a being of raw Wyld, a bearer of destruction on the created world. The Balorian selects one combat Skill and gains the 9 again on all rolls to use the preferred Skill.

#### **Stereotypes.**

- **Spring Court.**
- **Summer Court.**
- **Autumn Court.**
- **Winter Court.**
- **Day Court.**
- **Night Court.**
- **North Court.**
- **South Court.**
- **East Court.**
- **West Court.**
- **Center Court.**
- **Twilight Court.**

### **3.11 Contracts.**

#### **3.11.1 General Contracts.**

#### **3.11.2 Seeming Contracts.**

#### **3.11.3 Court Contracts.**

#### **3.11.4 Balorian Contracts.**

While most Contracts are considered a boon the Wyld grants their children to exercise their righteous rule over the world, the Balorians possess some ancient and powerful contracts that draw forth not the powers of the Wyld but of the fae condition itself.

These are the Balorian Contracts. While there's always a risk when using Contracts and a price to be paid, the Balorian Contracts pose a risky proposition as they grant great power at the cost

of the assured destruction of everything the fae holds dear. These Contracts embody the worst excesses of the fae condition and turn the user into little more than a selfish and destructive force of chaos.

As such, these Contracts are forbidden and the Courts hunt actively any known wielder of them. This has made them the preferred weapon of Loyalists to Keepers and Balorians which has made little to improve the opinion of the Courts.

They're four Contracts which are referred by those in the know as the Cup, Ring, Staff and Sword Contracts.

### **Contract of Ravaging Hunger - Cup.**

The fae are known to be creatures of excesses, they crave the highest and lowest passions of human beings, they need the conflict in their lives, the sliver of Wyld within them demands it. Still, most fae that return to the world of mortals know that there's a limit to what they can do. A person can only take so much before he breaks, and living bound to pleasures without restraint, losing control over them, is another way to lose your freedom.

Not so those that make use of the Contract of Ravaging Hunger. This Contract lets the fae express their desire for consumption and get more power and pleasure from its victims than with normal methods. While its said that in the ancient times all fae were capable of feeding from other beings with astounding efficiency, this Contract is extremely addictive due to the pleasurable experiences it provides. Most fae that use it end up as raging addicts, attacking allies and enemies to get their emotional "fix".

All clauses of this Contract provide a drawback that can't be prevented.

- **Scent of Prey (\*).**

While the fae are able to feed from a wide emotional spectrum, its undignified for a lord of the Wyld to feed of whatever scraps appear in front of him. Mortals must be enjoyed like a fine wine and for connoisseurs of the fine art of feeding, its easier to keep track of where the most ripe targets exist.

In order to use this ability the fae must either specify the type of emotion he wants to track (ex. the scent of despair from a dying target, rage, fear...) or a target he has fed from in the past month. This clause gives him a general idea of where the target can be found but not how to arrive to its location. The power works for a number of miles equal to his Wyrd x5. If no suitable target exists in range, the clause indicates so.

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Drawback:** The fae must roll Resolve + Composure for every use of the clause, on a fail the fae is forced to go after the target until it can be found.

**Roll Results:**

**Dramatic Failure:** The fae mistakes the signs and ends up getting a false lead.

**Failure:** The fae is unable to locate its victim but can do so at the end of the scene.

**Success:** The fae locates the target's "emotional scent" and a general direction where he can be found.

**Exceptional Success:** The fae can locate any other target beyond the nearest one that also displays the desired trait.

- **Eldrith Stomach (\*\*)**

While the fae are capable of storing large amounts of Glamour, their bodies are very limited by their Wyrd rating, the quality of their fae souls limiting how much of the chaotic matter of dreams their bodies can handle. Although its possible to use Tokens to take care of storing extra glamour, they add unnecessary weight to the fae and take time to use, time which can make the difference between life or death in combat.

Through the use of this clause, the fae is able to expand his metaphysical stomach to store an increased amount of Glamour although at great risks.

**Cost:** 2 Glamour

**Dice Pool:** Stamina + Wyrd

**Action:** Instant

**Drawback:** The fae pays for the increased capacity with hunger, feeling a burning emptiness that begs to be filled with Glamour. The fae gets a penalty of -4 to all rolls not related to feeding until at least 3/4 of their capacity are filled with Glamour, they find hard to focus in anything else.

**Roll Results:**

**Dramatic Failure:** The fae tears at its own pattern trying to expand his capacity, suffering 1 point of lethal damage.

**Failure:** The fae is unable to expand his Glamour capacity.

**Success:** The fae gains an extra reserve of 5 Glamour points per success obtained. He can roll a number of times equal to his Wyrd trait. The extra capacity lasts for a full week. If the fae still retains Glamour points after the term has passed, he suffers one point of bashing damage for every point of Glamour that exceeds his capacity.

**Exceptional Success:** No special effects.

- **Insomnia (\*\*\*)**

Although the fae are powerful oneiromancers, capable of creating grand dreams and powerful nightmares to reap power from the sleeping, its a time consuming process and for those that master this art an unacceptable waste of time.

With this clause a fae is able to completely strip the dream from its dreamer's mind with but a touch or by distance for those that are oathbound to the fae. Doing this has detrimental consequences to the victim and as such is recommended to use it sparingly.

**Cost:** 2 Glamour

**Dice Pool:** Intelligence + Wyrd vs dreamer's Resolve + Wyrd

**Action:** Instant and Contested

**Drawback:** Feeding from dreams is extremely addictive and the fae find much harder to recover Glamour through the conventional means. The fae gets half the Glamour he would



usually obtain for a full week after using this ability. For some reason that doesn't apply to using the other clauses of this Contract...

**Roll Results:**

**Dramatic Failure:** The fae automatically causes nightmares to the dreamer and spills the dream energy. Its unable to obtain any Glamour from the act but suffers the full drawback.

**Failure:** The fae is unable to get Glamour from the dreamer.

**Success:** The fae takes a hold of the dream and tears it apart to feed his pattern. The fae recovers the amount of successes in Glamour from the dreamer. The dreamer has to roll as if he had suffered a Breaking Point due to having a part of his mind torn apart and eaten. He also gains no willpower from sleeping for a number of days equal to the caster's successes.

Its said that those fae that repeat this act several times on the same dreamer can cause severe mental or even spiritual damage to the victim which is why its not recommended to be used too much on the same person. Mechanically the fae gains only half his succeses if he attempts to feed again from the same dreamer before he can recover from the drawbacks.

**Exceptional Success:** The fae is especially successful in extracting the dream energy and gains double the amount of successes in Glamour. The target suffers all the negative effects.

- **Ravaging (\*\*\*\*)**

The fae of old were parastic entities that could feed of humans without problem and gaining power from the rapture they caused. This is a shameful truth that has avoided many of the fae that lost their memory after the Sundering, but not so for those that know this clause.

Through this clause the fae is capable of feeding from an unwilling victim's mind directly, without having to cause any emotional outburst or forging an oath. The fae simply touches the target (some fae like to kiss the target for a more...intimate feeding) and forces the target's emotions out of his body. The process is very powerful as the fae feels the enterity of the target's soul in and waves of pleasure flow through the fae's body. As such is very addictive and dangerous to both the fae and the target.

**Cost:** 1 Glamour + 1 Willpower

**Dice Pool:** Manipulation + Wyrđ vs target's Resolve + Wyrđ

**Action:** Instant and Contested

**Drawback:** This is an extremely addictive and pleasant process and the fae will have to roll Resolve + Composure to avoid feeding from any defenseless (or apparently defenseless) target for one day per use of this clause.

**Roll Results:**

**Dramatic Failure:** The fae loses control of the chaotic energies flowing from the target and suffers one point of lethal damage.

**Failure:** The fae is unable to get Glamour from the target.

**Success:** If the target is unwilling the fae must enact a succesful brawl attack which causes no damage to activate this clause.

If succesful, the fae gains two points of Glamour per success and the target loses one point of willpower, if the target runs out of willpower, he transforms one dot of permanent willpower into temporary willpower points. The fae can keep feeding from his target until he runs out of willpower, if the target hits zero willpower he falls unconscious and can't wake up until he

recovers at least one dot of willpower. Also for every willpower dot lost this way the target suffers one point of bashing damage as his brain liquifies from the strain (bleeding from the nose, eyes and ears is a common method to know if a fae has been feeding from a given target...).

His permanent willpower returns at a rate of one willpower dot per three days although the period extends to a week if the fae feeds from him before he can fully recover.

**Exceptional Success:** No extra effect beyond the Glamour gained.

- **Soul Devouring (\*\*\*\*\*)**

The most feared ability of the Fair Folk is its reputed ability to utterly consume a human's soul, leaving behind only a shell of the being. With this clause the fae is capable of achieving the ultimate act of decadence and reap great benefits at a big risk.

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Manipulation + Wyrd vs target's Resolve + Wyrd

**Action:** Instant and Contested

**Drawback:** The fae automatically gains the addiction state towards consuming souls and must roll Resolve + Composure at difficulty 10 - Clarity to avoid feeding from any human target whether friend or foe. This effect lasts for a full day the first time, a week the next, a month, a year afterwards, until it becomes permanent.

**Roll Results:**

**Dramatic Failure:** The fae loses control of the chaotic energies flowing from the target and suffers one point of aggravated damage.

**Failure:** The fae is unable to suck the target's soul.

**Success:** If the target is unwilling the fae must enact a successful grapple, after which it can activate this clause.

If successful, the fae gains ten points of Glamour and the victim loses one dot of permanent willpower per success. Once all his willpower is gone, the fae makes a final contested roll of Resolve + Wyrd vs the target's Resolve. If the target loses, his soul is annihilated and devoured by the fae in rapture. The fae replenishes all willpower and for a number of days equal to the victim's willpower dots he regains an extra willpower upon waking as he digests his target's soul. He also gains access to a number of mental skill dots equal to the number of successes rolled over the target which last until the victim is completely digested. Finally the fae has complete access to the target's memories.

The victim becomes a shell of his former self and can't ever regain willpower nor make any decision. His sense of self is forever lost.

For some strange reason this clause doesn't work with supernatural creatures. If the fae tries to use this against a major supernatural splat, the fae suffers one point of aggravated damage per success instead as he combusts from the supernatural's energies reacting with the fae's Wyrd. This tends to take a thematic effect such as a fae rotting away after trying to consume a vampire or exploding in flames after trying to eat a mage's soul.

**Exceptional Success:** No extra effect is gained.

### **Contract of Constricting Definition - Ring.**

While the fae represent chaos and dynamism, even they need rules to define their existence. The Wyld is a dangerous force that unravels that which lacks the will to withstand its assaults and as such the fae designed this ancient Contract to shield themselves from its ravages and craft their legends.

This, one of the most ancient Contracts is said to have been the basis for the creation of the mortal world and everything that inhabits it. At least that's what the fae like to believe.

While the creation of Tokens and other crafts from the Wyld usually require the fae to give a payment in stories for it and those that dedicate themselves to the craft find that they end up becoming adventurers as much as craftsmen. This Contract allows the fae to directly impose its will upon the Wyld and craft constructs out of pure Glamour without having to go through the time consuming process of solving the Wyld's tales.

Despite its usefulness and being the most benign of the Balorian Contracts, most craftsmen believe making the quests to forge their artifacts and Tokens is a transformative experience where the fae gets to learn more of themselves and end up changed from it. As such its not seen with good eyes to cheat the Wyld out of its stories, let it take payment from somewhere else. In this case all clauses have hefty costs to use.

- **Eye of the Wyld (\*)**

The most basic ability the fae learn is to grasp the basic concepts of already crafted Tokens and other constructs. Armed with this clause a fae can easily learn how to work most efficiently with a certain Token and learn the intricancies of glamour constructs.

The fae must define the object or glamour entity it wants to analyze and the Storyteller defines the number of successes needed to understand it.

This clause works on Tokens and works of glamour like automata but not on Behemots or other living beings.

**Cost:** 1 Glamour per roll

**Dice Pool:** Intelligence + Wyrld

**Action:** Extended

**Drawback:** The fae receives a -2 on all rolls not related to fae magic as his attention becomes lost on the power of the Wyld for the rest of the scene.

**Roll Results:**

**Dramatic Failure:** The fae screws the clause and gains wrong information on the artifact.

**Failure:** The fae is unable to learn about the object.

**Success:** For every roll the fae must spend Glamour as he forces his mind and eyes to grasp all the concepts behind the Token until he has achieved the successes needed to finally understand the object. Every roll afterwards lets the player ask one question to the Storyteller

about the object which he must answer as close to the letter as possible.

Questions that can be asked can range from activation clause, catches, components (one per success), information on the previous owners, etc. Note that this will always be limited by the object's possible interaction with the environment and understanding of the question. A magical mirror can answer using only visual clues but not audio and answer in base to that, etc.

**Exceptional Success:** The fae makes faster progress in learning about the object.

- **Ephemera (\*\*)**

The fae were widely feared around the world because they were said to bring forth the dreams and nightmares of mankind into reality with but a thought. Those that know this clause can give weight to that statement by crafting crude ephemerae from raw Glamour.

Although these ephemerae aren't solid and little more than illusions, they can give a good scare or be used to trick targets easily and at a low cost compared to other Contracts.

**Cost:** 2 Glamour

**Dice Pool:** Manipulation + Wyrð

**Action:** Instant

**Drawback:** The fae finds himself wracked by nightmares of the ephemerae. Doesn't recover willpower in his next sleeping session.

**Roll Results:**

**Dramatic Failure:** The fae botches the clause and crafts the opposite of what he wanted (an obvious trap marker, a cuddly animal instead of a scary monster).

**Failure:** The fae is unable to craft the illusion.

**Success:** The fae crafts an illusion and superimposes it over reality. The fae gains his successes in points that he can spend to enhance the illusion's quality (to augment his social rolls, +1 per point or disguise something, -1 to all rolls to detect whether its real or not). The ephemerae can be as large as size 5 but can make bigger ephemerae by spending the successes on it.

The ephemerae is static and remains until the end of the scene or until the fae dispells it. If the fae wants to make it move, he must reactivate this clause and focus on the illusion to change its behaviour (and pay the necessary glamour).

**Exceptional Success:** The fae makes a high quality illusion.

- **Projection (\*\*\*)**

While the art of Wylðshaping takes time and effort to accomplish, the fae with this clause are capable of easily making simple objects for a brief period of time out of their own Glamour. The object acts exactly like its original counterpart and can be useful to summon a small tool in times of need. Some fae are known to enjoy getting ambushed and then summoning a weapon to their hand.

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Manipulation + Wyrð

**Action:** Instant

**Drawback:** The fae tears at his pattern to enact the projection, he suffers one point of bashing damage per use of the clause.

**Roll Results:**

**Dramatic Failure:** The fae creates a useless projection, the object generates a failure on the fae's next roll before breaking. If the roll was a failure, make it a dramatic failure.

**Failure:** The fae is unable to craft the illusion.

**Success:** The fae creates an object out of his glamour that shares the exactly same characteristics and durability as the original. The object can't be bigger than size 2 and no more complex than a single revolver. No complex electronic object can be replicated although the fae can make objects that simulate them. The appearance and cosmetic quirks of the object crafted are limited only by the fae's imagination and he can even make objects never seen before or with unique qualities as long as they conform to the rules of physics and don't display any magical properties.

The tool remains in the world for a number of turns equal to double the fae's successes after which it banishes back into raw Wyld.

**Exceptional Success:** The fae makes a very durable object, it remains until the end of the scene.

- **Forging the Legend (\*\*\*\*)**

While the fae can use Wyldcraft to create Tokens and other artifacts, the process is time-consuming and doesn't guarantee that the creation will be successful. With this clause the fae can completely skip the craft process and empower or craft magical artifacts from his Glamour.

**Cost:** 4 Glamour + 1 Willpower/ 1 dot of PERMANENT Willpower (optional)

**Dice Pool:** Intelligence + Wyrd

**Action:** Extended

**Drawback:** The fae rends a part of his pattern and suffers one point of lethal damage per Wyldcraft item. This damage can't heal until the object vanishes or the fae pays the cost to make it permanent.

**Roll Results:**

**Dramatic Failure:** The fae makes a cursed object that has one major drawback when used.

**Failure:** The fae is unable to craft the Token.

**Success:** The player must designate the effects he wants the Token or artifact to have and the Storyteller sets the net successes needed for its creation (around 15 per dot of the artifact) and the fae rolls until he can reach the needed successes with every roll representing an hour of extended concentration in which he can't do anything but focusing on the craft. The fae can't stop until the needed successes are completed or he must start anew.

Once created the Token displays an ability of the fae's choosing according to its level but it can never be stronger than a level five Contract for the most powerful tokens.

Tokens come into being with one catch. The fae can't define what it will be and it usually fits the themes of the fae that created it.

Once crafted, the artifact lasts for a number of months equal to the Token level or until the

fae chooses to dispel it. Whichever is lower. The fae can spend one permanent Willpower dot to make the Token permanent.

**Exceptional Success:** The fae makes great progress in crafting the artifact.

- **Awakened Dream (\*\*\*\*\*)**

The most powerful clause a fae of the Ring can wield is the ability to craft semi sentient automatons from his own Glamour to serve and tend to his various needs. The automatons can answer simple commands and are static entities unable to grow although the fae can give these automatons free will which allows for their growth and to become fully fledged Behemots.

**Cost:** 5 Glamour + 1 Willpower/ 1 dot of PERMANENT Wyrd (optional)

**Dice Pool:** Manipulation + Wyrd

**Action:** Extended

**Drawback:** The fae must roll for a Breaking Point due to bringing an awakened being to life.

**Roll Results:**

**Dramatic Failure:** The fae screws the ritual and brings to life a Behemot completely out control.

**Failure:** The fae is unable to bring the creation to life.

**Success:** The player designates the rating of the automaton to craft and the Storyteller designates the number of net successes to obtain. Every roll the fae makes equals an hour of crafting the automaton and the process can't be stopped until the creation is complete or the fae must start anew.

The automaton lasts for a number of days equal to the level of the automaton and the fae can give it simple commands like attack or protect a place. Its completely under the fae's will and lacks any initiative of its own. The fae can make the automaton permanent by spending a permanent Wyrd dot.

Its possible to free these automatons by spending one point of Willpower but if the automaton has a limited lifespan and the fae gives it consciousness, it counts as murder and the fae needs to roll a Breaking Point.

**Exceptional Success:** The fae makes great progress in crafting the automaton.

### **Contract of Entangling Fate - Staff.**

The fae thrive on the conflict and dwindle on the calm, the sparkle of Wyld in their souls demands it. Going against it is like stopping breathing. As such even the most antisocial of the fae needs of the social constructs, whether its in the form of friends, enemies or lovers, the fae needs the interaction and the legends to keep his life. The Contract of Entangling Fate represents this facet of the fae condition by enforcing or even crafting the tangled social constructs the fae needs to live.

While this Contract let the fae enforce their importance in the social eschelons, the fae must also be prepared to deal with the responsibilities and dangers it implies as forcing the attention of fate is a dangerous endeavor at best.

- **Feeling the flow (\*)**

**Cost:** 1 Glamour per roll

**Dice Pool:** Intelligence + Wyrd

**Action:** Extended

**Drawback:** The fae receives a -2 on all rolls not related to fae magic as his attention becomes lost on the power of the Wyld for the rest of the scene.

**Roll Results:**

**Dramatic Failure:** The fae screws the clause and gains wrong information on the artifact.

**Failure:** The fae is unable to learn about the object.

**Success:**

**Exceptional Success:** The fae makes faster progress in learning about the object.

- (\*\*)

**Cost:** 2 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Drawback:** The fae finds himself wracked by nightmares of the ephemerae. Doesn't recover willpower in his next sleeping session.

**Roll Results:**

**Dramatic Failure:** The fae botches the clause and crafts the opposite of what he wanted (an obvious trap marker, a cuddly animal instead of a scary monster).

**Failure:** The fae is unable to craft the illusion.

**Success:** The fae crafts an illusion and superimposes it over reality. The fae gains his successes in points that he can spend to enhance the illusion's quality (to augment his social rolls, +1 per point or disguise something, -1 to all rolls to detect whether its real or not). The ephemerae can be as large as size 5 but can make bigger ephemerae by spending the successes on it.

The ephemerae is static and remains until the end of the scene or until the fae dispells it. If the fae wants to make it move, he must reactivate this clause and focus on the illusion to change its behaviour (and pay the necessary glamour).

**Exceptional Success:** The fae makes a high quality illusion.

- **Fatebound (\*\*\*)**

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Drawback:** The fae tears at his pattern to enact the projection, he suffers one point of bashing damage per use of the clause.

**Roll Results:**

**Dramatic Failure:** The fae creates a useless projection, the object generates a failure on the fae's next roll before breaking. If the roll was a failure, make it a dramatic failure.

**Failure:** The fae is unable to craft the illusion.

**Success:** The fae creates an object out of his glamour that shares the exactly same characteristics and durability as the original. The object can't be bigger than size 2 and no more

complex than a single revolver. No complex electronic object can be replicated although the fae can make objects that simulate them. The appearance and cosmetic quirks of the object crafted are limited only by the fae's imagination and he can even make objects never seen before or with unique qualities as long as they conform to the rules of physics and don't display any magical properties.

The tool remains in the world for a number of turns equal to double the fae's successes after which it banishes back into raw Wyld.

**Exceptional Success:** The fae makes a very durable object, it remains until the end of the scene.

- **Royal Command (\*\*\*\*)**

**Cost:** 4 Glamour + 1 Willpower/ 1 dot of PERMANENT Willpower (optional)

**Dice Pool:** Intelligence + Wyrd

**Action:** Extended

**Drawback:** The fae rends a part of his pattern and suffers one point of lethal damage per Wyldcraft item. This damage can't heal until the object vanishes or the fae pays the cost to make it permanent.

**Roll Results:**

**Dramatic Failure:** The fae makes a cursed object that has one major drawback when used.

**Failure:** The fae is unable to craft the Token.

**Success:**

**Exceptional Success:** The fae makes great progress in crafting the artifact.

- **Geas (\*\*\*\*\*)**

**Cost:** 5 Glamour + 1 Willpower/ 1 dot of PERMANENT Wyrd (optional)

**Dice Pool:** Manipulation + Wyrd

**Action:** Extended

**Drawback:** The fae must roll for a Breaking Point due to bringing an awakened being to life.

**Roll Results:**

**Dramatic Failure:** The fae screws the ritual and brings to life a Behemot completely out of control.

**Failure:** The fae is unable to bring the creation to life.

**Success:**

**Exceptional Success:** The fae makes great progress in crafting the automaton.

### **Contract of Unstoppable Destruction - Sword.**

Despite their craving for conflict and social ties, the Fair Folk are egocentric entities. They must be the first thing and their legends the most important. Their Sword grace exists to impose their superiority over the lesser beings of the Wyld and bring forth ruin and destruction. With this Contract the fae are able to impose their superiority over reality.



Its believed that this Contract was begun by Balor of the Evil Eye himself in the beginning of time and that his mastery of this was such that he could unmake reality itself just by looking at it. Whether that's true or even possible is a matter of debate among scholars.

- **Feeling the flow (\*)**

**Cost:** 1 Glamour per roll

**Dice Pool:** Intelligence + Wyrd

**Action:** Extended

**Drawback:** The fae receives a -2 on all rolls not related to fae magic as his attention becomes lost on the power of the Wyld for the rest of the scene.

**Roll Results:**

**Dramatic Failure:** The fae screws the clause and gains wrong information on the artifact.

**Failure:** The fae is unable to learn about the object.

**Success:**

**Exceptional Success:** The fae makes faster progress in learning about the object.

- (\*\*)

**Cost:** 2 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Drawback:** The fae finds himself wracked by nightmares of the ephemerae. Doesn't recover willpower in his next sleeping session.

**Roll Results:**

**Dramatic Failure:** The fae botches the clause and crafts the opposite of what he wanted (an obvious trap marker, a cuddly animal instead of a scary monster).

**Failure:** The fae is unable to craft the illusion.

**Success:** The fae crafts an illusion and superimposes it over reality. The fae gains his successes in points that he can spend to enhance the illusion's quality (to augment his social rolls, +1 per point or disguise something, -1 to all rolls to detect whether its real or not). The ephemerae can be as large as size 5 but can make bigger ephemerae by spending the successes on it.

The ephemerae is static and remains until the end of the scene or until the fae dispells it. If the fae wants to make it move, he must reactivate this clause and focus on the illusion to change its behaviour (and pay the necessary glamour).

**Exceptional Success:** The fae makes a high quality illusion.

- **Fatebound (\*\*\*)**

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Drawback:** The fae tears at his pattern to enact the projection, he suffers one point of bashing damage per use of the clause.

**Roll Results:**

**Dramatic Failure:** The fae creates a useless projection, the object generates a failure on the fae's next roll before breaking. If the roll was a failure, make it a dramatic failure.

**Failure:** The fae is unable to craft the illusion.

**Success:** The fae creates an object out of his glamour that shares the exactly same characteristics and durability as the original. The object can't be bigger than size 2 and no more complex than a single revolver. No complex electronic object can be replicated although the fae can make objects that simulate them. The appearance and cosmetic quirks of the object crafted are limited only by the fae's imagination and he can even make objects never seen before or with unique qualities as long as they conform to the rules of physics and don't display any magical properties.

The tool remains in the world for a number of turns equal to double the fae's successes after which it banishes back into raw Wyld.

**Exceptional Success:** The fae makes a very durable object, it remains until the end of the scene.

- **Hands of the Render (\*\*\*\*\*)**

**Cost:** 4 Glamour + 1 Willpower/ 1 dot of PERMANENT Willpower (optional)

**Dice Pool:** Intelligece + Wyrd

**Action:** Extended

**Drawback:** The fae rends a part of his pattern and suffers one point of lethal damage per Wyldcraft item. This damage can't heal until the object vanishes or the fae pays the cost to make it permanent.

**Roll Results:**

**Dramatic Failure:** The fae makes a cursed object that has one major drawback when used.

**Failure:** The fae is unable to craft the Token.

**Success:**

**Exceptional Success:** The fae makes great progress in crafting the artifact.

- **Eye of Balor (\*\*\*\*\*)**

**Cost:** 5 Glamour + 1 Willpower/ 1 dot of PERMANENT Wyrd (optional)

**Dice Pool:** Manipulation + Wyrd

**Action:** Extended

**Drawback:** The fae must roll for a Breaking Point due to bringing an awakened being to life.

**Roll Results:**

**Dramatic Failure:** The fae screws the ritual and brings to life a Behemot completely out control.

**Failure:** The fae is unable to bring the creation to life.

**Success:**

**Exceptional Success:** The fae makes great progress in crafting the automaton.

**3.12 Loss.**

**3.13 Calcification.**

## 4. The Stuff of Nightmares.

### 4.1 The Executors of the Holy Church.

#### The Holy Inquisitors.

To most people in the modern world the Holy Inquisition is little more than a past mistake, their Inquisitors appearing in history books as a bunch of fanatics whose only purpose was to prosecute individuals according to the political schemes of the Church and the rich class.

This people also believe that faeries and the like are the stuff of tales, belonging only to the works of Disney and little more than dots of light that shoot sparkles from their asses.

These people are a bunch of fools.

The Holy Inquisitors or The Executors as they call themselves in the modern nights consider themselves the first and last line of defense against the horrors that go bump in the night. Armed with little more than torches and their faith, they illuminate the dark recesses of the world of darkness and bring the fight back to the monsters of old.

Although they don't care much about the historical facts, those Executors that wonder about their story can go back to the middle ages, where the first Executor was born after the Glastonbury Compact and the death of brother Everard de Glastonbury ( **Dark Ages: Fae**), a member of the Order of Saint Theodosius, an order of the Holy Church dedicated to studying the supernatural beings that preyed on the supernatural during the Middle Ages.

During these ages of darkness humanity was ignorant of its power and the creatures of the night ruled openly and preyed upon the innocent townsfolk without a care in the world. Tales of blood and suffering abound about this age, tales that the modern and corrupt Church have done their best to vanish in the annals of time as little more than superstitions and folktales.

Brother Everard believed that only by truly understanding the enemy would humanity be able to be free from the darkness and a new age of transcendence would come. He particularly studied the works and nature of those known as the Fair Folk, the fae of old that crafted illusions to ensnare the mortals and preyed on humanity's fear of the supernatural. The fae of old had powerful magics that let them hurt humans and delighted in the suffering of others.

And so was that Brother Everard, angry and tired of the fae mistreating his brothers, grabbed

pitchfork and torch and led his human flock into a raid against a fae settlement. The battle was intense and the humans suffered serious losses but in the end, thanks to brother Everard's knowledge of fae weaknesses, they were able to expell the fae and force them to flee into the wilds.

Knowing that the fae hosts would return with reinforcements, brother Everard created an order to protect the villagers while he searched for a way to vanish the fae permanently. He believed that the key laid in a Fae Stone that the fey had left in their abandoned Freehold and that held inscriptions of power on it. Brother Everard spent nights trying to decipher the meaning of the tablet and sending reports to neighbouring freeholds about their state. Six months did brother Everard send the reports, and then nothing.

The neighbouring towns sent a group of scouts to inestigate Everard's state and found the town in ruins, a crater laid where brother Everard's Church once stood, and in the middle of it was the fae stone. Although the townsfolk believed brother Everard's demise to have been caused by a fae attack, the survivors reported that it was instead caused by the stone releasing a powerful enchantment when brother Everard succesfully cracked the code of fae runes, thus releasing a powerful curse in the stone.

Although the town of Glastonburry was overrun by the hosts of fae shortly after, brother Everard's fight against the darkness inspired those that had known him, and his notes on the fae remained intact and were used by those that preceded him to fight against the Fair Folk. These notes proved crucial in banishing the fae at long last during the beginnings of the Age of Reason as the Executors refined their techniques to combat the fae and allied themselves with an ancient order known as The Order of Reason .

During the Age of Reason, with the disbanding of the Holy Inquisition and the near complete dissappearance of the Fair Folk, the branch of Inquisitors dedicated to fighting them was officially terminated. Unofficially however, from the ranks of Executors a small group remained and maintained the secrets of the order to deal with a possible return of their hated enemies.

From this age, up to the Industrial and Scientific Revolution there were only small incursions of the fae in the world which were quickly dealt with. Most Executors retired or were assigned to other hunter groups to fight against other threats. Then came the Moonlanding...

No Executor knows what exactly happened or what was so special about the Moonlanding, all they know is that everyone of the living Executors in the world felt the familiar touch of the Wyld, pricking at their skin while the rotting stench of fae crawling upon the world. Instantly the groups were assembled and the Executors one again took forks and gun against the fae threat. Sadly the fae had returned more powerful and mad than ever and many lives were lost against the threat, with many fae escaping into mortal bodies to sow terror on the humans once again.

Even though they had failed to repel this first wave of fae invasion upon the world, the Executors are organizing themselves and have learned that fortunately the fae are still vulnerable to the old methods and weapons (these fuckers never learn, heh...) even if they're now harder to detect buried within human carcasses.

Armed with their old faith, the Executors now are doing their best to win back the world and

prevent the coming of another Dark Age at the hands of the fae. They're ready now, and the "Good People" are about to know what it means to fear.

### 4.1.1 The Enemy.

Although the Executor's focus is on the Fair Folk, they have learned to face the many other faces of devil on the World of Darkness with Mages and Vampires being their second biggest threats.

The Executors have learned a few tricks when they worked alongside the Malleus Malleficarum in the Dark Ages and as such know that vampires can muddle the mind or control the thoughts and emotions of human beings, that they die when exposed to sunlight and fire, but little more than that.

On the subject of Mages, they know that they can warp reality in ways the fae of old were capable of and as such they're a high priority on elimination. They also know that magicians tend to prepare their spells ahead of time and have trouble counterattacking if surprised which is the preferred method of assassination the Executors have. The Executors don't care at all about the reasons of Mages or their alignment, they're threats to reality in the same scale of the fae and must be exterminated.

The highest amount of knowledge the Executors possess is on the fae naturally. They know the fae tend to follow the same system of ruling as that of the Dark Ages and they tend to organize on seasons. The Executors don't know about the Directional Courts and suspect there're Seelie/Unseelie Courts but tend to group them along the Seasonal ones.

The Executors also know that the fae can bind people into promises and supernaturally enforce them, and that they can control causality somehow to temporarily gain assets in the mortal world (money, allies, standing) which means that most Executors tend to investigate cases of random people suddenly suffering from bouts of luck or power without apparent cause and use them to get to the fae behind the throne (usually ending with the death of the fae and those close to him just to be sure...).

They also know that the fae are bound likewise to perform certain activities or avoid some situations. That it varies from time to time which makes researching their subject beforehand a must in order to survive. They also know that the more powerful a fae is, the more of these compulsions it has upon its being.

Finally and possibly the most endearing knowledge the Executors have is that while the fae still have powerful abilities that let them reshape reality, they're no longer the godlike beings of the Dark Ages and are much easier to kill...

### 4.1.2 Hunters.

The doctor told you that your son was fine, that all children had to go through those phases...but you swear you saw *it* crawling above the ceiling at night and those red dots you always saw from the corner of *its* eyes when you came home from work weren't normal to you at all. You talked with the local parishoner and he told you exactly what to do. You're wanted by the police now for murder and you keep a bag filled with twigs and bones as a reminder, along with the cold iron knife

you used that night...One day, one day you'll find your precious Todd wherever he is and will make those motherfuckers pay for what they've done.

You always lived a normal life with a normal job. Most people would have said your life was boring but you liked it that way. Then the nightmares started. You met a figure in your dreams, a man screaming and broken like a doll. It was creepy enough like that but what made it worse was that he wore a familiar face...your own. You tried to ignore it, taking it on the stress of your job but the nightmares only got worse and more vivid. The screaming figure said you were a thief and that he would retake his life from your hands. What's worse, he started to appear even when awake, in mirrors, in the face of other people. You have spent the full week in your home, a baseball bat in your hand. You are ready to end this once and for all.

You know about the town of Sunnydale, don't you? Of course you don't, it isn't anymore. Rumours say that it was overrun by an alien invasion and it was taken out of existence. Luckily a human resistance stopped them before they wiped out the rest of the world. How do I know it you say? Of course because I talked with them. In fact, they told me I have potential and they'll train me to become one of them. Are you in or what?

### 4.1.3 Departments.

- The **Burials** are the most widespread of the Executor departments. They're dedicated to hunting down supernatural beings, particularly the fae. They are cold and professional, chosen from a combination of individuals with strong faith and unshakable resolve. In the modern nights due to the reappearance of their enemy they had been more lax in the recruitment, they need to replenish their numbers and prepare for the oncoming assault of the fae.
- The **Abbeys** are the ones in charge of protecting the treasures and managing the Order's belongings. Prior to the Moonlanding they were the only active department left from the original Executors. They are tasked with protecting treasures and holy relics like the remnants of Saints and guarding dangerous and unholy artifacts man was not meant to know. In their Holy Vaults they keep these artifacts and as such are trained to defend them with their lives. From time to time their members are also tasked with retrieving relics (sometimes procuring them from their owners through violent means...) in possession of other organizations for safekeeping.
- The **Keys** were the first department to disappear after the fae vanished from earth but they were a pivotal part in the Church victory over the faerie menace. The Keys were tasked with intelligence gathering and research on the nature of the fae and their weaknesses. They then gave the information to the other departments to wield against the fae. Along with that job, most Keys were also expert craftsmen and made the weapons and relics that the other agencies used to fight the war against fae. In the modern night the Keys are usually tasked with recognition jobs and infiltration, getting knowledge of their targets before striking.

### 4.1.4 Status.

\* — You have been initiated in the ancient order of the Executors. You gain access to the Holy Sacraments of the Executors and can spend Merit dots on them.

\*\*\* — You have proved your merit and defeated many powerful enemies and struck one or two

blows to their organizations. You gain access to two dots of Resources (Resources \*\*) and can buy Executor artifacts.

\*\*\*\*\* — You have been a powerful asset and survived more than a fae invasion. You are most probably in charge of a team of less experienced Executors and they can trust your experience to lead them in battle. You get at least one apprentice to take in your torch when the time comes, you get a three dots Retainer (Retainer \*\*\*).

#### **Stereotypes.**

- **The Lucifuge.** The beast has many pawns. These are only one of the many. Still, they can be used against other enemies. Their pride and envy to be the chosen of their lords has always been their undoing. Treat them with care.
- **Ashwood Abbey.** A bunch of lunatics feeding on vices and corrupting the world. They're especially prone to entering bargains with the "Good People". Kill on sight, no questions.
- **Malleus Malleficarum.** Our spiritual brothers, we would gladly work together with them against the monsters if they weren't so corrupt. Still, we are always open for cooperation as long as they let us keep a safe distance.
- **The Union.** They understand what its like to have your family suffer from the abuse of the fae, the pain of losing your child to their clawed and rotten hands. They are a sign that the people are awakening to the truth, just like the Dark Ages and that we humans won't cower to the monsters anymore.

**We burned the hosts of Satan once, we'll do it again, in the name of our father.**

#### **4.1.5 Endowments AKA the Big Powers.**

The Executor's of the Holy Inquisition wield the powers of the faith that won them the battle for the world so many years ago. They can invoke the ancient bans of the fae, steel themselves and others against their powers or weaken their enemies for a killing strike. Due to their nature as a mixture between fae teachings and human faith, the Executors are able to wield these powers against other beings but at a greater strain to their souls.

Like Contracts, all Sacraments have Drawbacks that they can get in order to avoid paying their costs. Against non-fae beings, all Executors suffer the full effect of the Drawbacks AND pay the activation cost.

New Holy Sacraments can be purchased like Merits at a cost of one per Sacrament and take up to a week of research and sacrifice to obtain per dot of Sacrament purchased. Such sacrifices take many forms, from fasting to flagellation depending on the Executor's preferences.



### **Scent of the Hellhounds.**

By exposing himself to the ravages of the Wyld the executor gains a deep understanding of its “scent” and is able to detect fae using magic or the presence of beings from the Wyld. This doesn’t work on beings that aren’t related to fae (vampires, werewolves, etc.) and can only be used to detect Contracts, treasure or other usage of magic. It doesn’t directly tell if a fae is present among humans although it does work to detect unshaped fae and their beasts for up to 10 miles.

Still, the Wyld is a corrupting influence and the Executors find themselves drawn like bees to honey against their will. They can’t choose to not take the Drawback.

**Prerequisite:** None

**Cost:** None.

**Action:** Reflexive.

**Drawback:** The scent of the fae is addictive and ensnares the Executor’s senses. The Executor gets -1 on all rolls not related to pursuing the source of Wyld for the rest of the scene.

**Dice Pool:** Wits + Investigation

**Roll Results:**

**Dramatic Failure:** The Executor detects a false lead and is pointed to the wrong direction or subject.

**Failure:** The Executor fails to notice anything amiss.

**Success:** The Executor is instantly alerted of magic usage or the presence of a fae beast along with a general direction of the source.

**Exceptional Success:** The information is specially detailed and the Executor also learns the type of magic used and a general idea of the user (Changeling, Firstborn, Fae Beast or Token).

**Other scents.**

Even though Executors specialize in detecting and killing fae, they're also used to deal with other beings besides the Fair Folk. After all, if your enemy is torturing people it's your job as a man of god to protect them, fae or not. And the shared history with the *Malleus Malleficarum* has made the Executors privy to the need for weapons against the other beings of the World of Darkness.

The Executors can purchase **Scent of the Hellhounds** for other type of supernatural beings (vampires, werewolves, demons...) at the cost of one race per dot. The Storyteller can rule a term is too wide to be used and the hunter must also justify how could he expose himself to the harmful substances that make up that being (vampiric blood for vampires or a particularly disgusting ichor from a slasher) and suffer the full drawbacks of doing so (vinculum to the vampire that gave the blood or derangements).

Also, the Executor gets -2 on the Sacrament's roll due to the corruption of the mind by desecrating a sacred ritual.

Also, if the Storyteller has characters from **Princess: the Hopeful** in the campaign, he can rule that due to the similarity between the dream infused essence of the fae and the Dreamlands, all Executors can sense Princesses in their transformed state and Charm activation without having to purchase the additional Sacrament.

**Knowing the enemy.**

Through prayer and a number of dedicated guesses the Executor is able to create a profile from a given enemy and a general idea of its powers and abilities.

The Executor must possess a piece of clothing or body part of the subject (hair or a nail will do) and immolate it while making a prayer to the archangels. After an hour of praying the Executor gets the desired information on the target. The way the information is conveyed varies from Executor to Executor although it can come in the form of visions, figures in the smoke or the mouth of the Executor answering his questions on its own.

**Prerequisite:** None.

**Cost:** 1 Willpower point per question.

**Action:** Instant.

**Drawback:** Whether he is successful or not one of the questions answered will be a lie, the Executor has no way of knowing which of the answers is the lie.

**Dice Pool:** Intelligence + Occult.

**Roll Results:**

**Dramatic Failure:** The Executor fails the Sacrament and is fed with false information. Each question is a lie.

**Failure:** The Executor fails to gain information on the subject and loses the memento used in the ritual. He must procure it anew if he intends to perform this Sacrament again.

**Success:** The Executor performs the Sacrament successfully and can spend one Willpower point per

question asked on the subject (Magic, age, gender, fae or not fae).

**Exceptional Success:** No special effect.

### **Sensing the threads of fate.**

Praying to the lord for guidance and feeling “the flow” of intermingled destinies, the Executor can feel the tangles of fate and the relationships between people.

This is frequently used by Executors to “surf the strands” of pawns in the pyramid and find the fae at the apex.

**Prerequisite:** None

**Cost:** 1 Willpower point.

**Action:** Instant and Contested.

**Drawback:** The Executor disrupts the flow of fate and gets hit back by it. The Executor suffers -4 to all persuasion rolls for the rest of the scene as his relationships turn against him.

**Dice Pool:** Manipulation + Socialize vs highest Composure + Socialize in the room

**Roll Results:**

**Dramatic Failure:** The Executor gets entangled in the flow of fate and gets the wrong signs. Everyone looks connected and he is unable to make use of this Sacrament for the rest of the day.

**Failure:** The Executor is unable to discern any special relationship between the subjects.

**Success:** The Executor feels the strands of fate and can detect the relationship between characters. The Executor can detect what kind of bond all characters in a room (15' x 15' x 10' tall) have by looking at them. He instinctively feels whether a character is a friend, lover, or thrall. Note that this feeling is a matter of roleplaying and it doesn't necessarily mean that the Executor feels the purchased dots in Social Merits but rather he feels the attachment of one character to another in game.

**Exceptional Success:** The Executor is also able to know if the strand is held by a supernatural compulsion (vampiric vinculum, fae Oath...).

### **Through the Rabbit's Hole.**

God and fate help those that fight against the monsters, if they're willing to help themselves. With this powerful Sacrament the Executor is able to make quick acquaintances with the fae or at least get closer to their objective through a mix of deliberate attempts and sheer dumb luck.

Still, he must be careful with his interactions, lest he be tangled in the fae schemes.

**Prerequisite:** Knowing the Enemy, Sensing the threads of fate

**Cost:** 2 Willpower points.

**Action:** Extended and Contested.

**Drawback:** The Executor gets inevitably tangled in the subject's schemes. He suffers a -2 to all actions performed against the subject for a number of days equal to his Willpower or Wyrd in the case of a fae.

**Dice Pool:** Manipulation + Politics vs the subject Composure + Politics.

**Roll Results:**

**Dramatic Failure:** The Executor gets on the subject's back side. He gets an additional -2 on all social rolls against the target.

**Failure:** The Executor is unable to bind fate to his will.

**Success:** The Executor bends the strands of fate and ensnares the fae on it. He gains two dots of Contacts with the fae. In game the Executor is put in a position where he can interact with the victim of the Sacrament and get information on him for a number of days equal to the Executor's successes over his target.

**Exceptional Success:** The Executor is exceptionally good in twisting fate, he gains three dots of Contacts on subjects related to the fae.

### **Cheating Mephistopheles.**

Just like the mythical Faust of Goethe that defied the demon Mephistopheles and cheated their pact, the Executors can temporarily nullify the binding effects of a fae Oath for long enough to, hopefully, make short work of the monster before it can get revenge.

**Prerequisite:** Sensing the threads of fate, Through the rabbit's hole.

**Cost:** 1 Willpower dot.

**Action:** Instant and Contested.

**Drawback:** The Executor can avoid paying the Willpower dot if in exchange he like Faust is willing to risk his soul for it. The Executor pays nothing for the Sacrament although once the activation is over, his body is wracked by pain and convulsions. The Executor gets reduced to Incapacitated automatically after the Sacrament's end and dies unless he receives immediate medical attention. He is also permanently marked as an oathbreaker somewhere in his body, a mark that every being of fae can instantly recognize. No surgery can permanently erase the mark but it can be hidden under clothing or heavy makeup.

**Dice Pool:** Resolve + Occult vs the fae Manipulation + Wyrd.

#### **Roll Results:**

**Dramatic Failure:** The Executor messes the Oath. The Oath is considered broken and the Executor suffers the full punishment of the pact. The fae knows of the transgression.

**Failure:** The Executor fails to break the Oath but gets back the spent Willpower or is safe from the damage.

**Success:** The Executor manages to elude the effects of a fae Oath for a number of days equal to the Executor's successes. The Oath is not considered as broken and the Executor still gets the full benefits of the Oath without the compulsions and responsibilities. The fae doesn't know the Oath has been tampered with either and if killed, the Oath automatically goes null.

**Exceptional Success:** The Executor eludes the Oath exceptionally. Double the number of days he is free from the Oath.

**Other demons.**

The fae aren't the only beings that supernaturally bind their targets although they're one of the most dangerous. One everyday Joe makes a deal with the fae and bam! he becomes CEO of a corrupt organization working for the fae, another bullied guy makes the Oath and he becomes leader of the mafia, intent on bringing harm to those that humiliated him (and those the fae choses to).

Nonetheless, from their work with the Malleus Malleficarum the Executors know all too well of the dangers of Vampire blood, for example.

Its natural then, that the Executors know of a similar rote that instantly (albeit temporarily) negates the Vampire vinculum. There's also a less steep Sacrament that allows the Executor to free himself from a Mage's mind/spiritual control without having to pay a big price for it but whether that's true or only rumours is up to the Storyteller.

**Holy Shroud.**

The fae are famous for being insidious beings that love to play with the emotions of their victims. Whether this is due to another of their alien impulses or just the sadistic glee of watching their victims destroy themselves on their own its unknown but those hunters that know of this Sacrament can use their faith to shield themselves from their Machiavellian games.

**Prerequisite:** None

**Cost:** 1 Willpower point.

**Action:** Instant.

**Drawback:** The shroud works too well and deadens the Executor emotions. For the rest of the scene the Executor suffers a -2 to all Empathy rolls due to his emotional disconnection. Note that he also gets +1 to all rolls to avoid triggering Breaking Points due to the emotional resilience.

**Dice Pool:** Composure + Empathy.

**Roll Results:**

**Dramatic Failure:** The Executor fails to activate the shroud and makes himself vulnerable to the fae's manipulation. He instead suffers a -1 to all rolls to resist emotional compulsion and can't activate this Sacrament for the rest of the scene.

**Failure:** The Executor fails to harden himself against the fae compulsions.

**Success:** The Executor gets +1 per success to resist emotional compulsions for the rest of the scene.

**Exceptional Success:** The Executor gets +2 per success to resist emotional compulsions for the rest of the scene.

**Revelations.**

Another common power of the fae is their ability to weave illusions out of thin air. These illusions can do a wide range of things from merely frighten people to acting as decoys, distractions or traps for the unwary.

Fortunately for the chosen of god, this is less of a concern as their faith pierces through the

layers of lies the fae weave, leaving them bare as the monsters they really are.

**Prerequisite:** Scent of the Hellhounds.

**Cost:** 1 Willpower point.

**Action:** Reflexive and Contested.

**Drawback:** The Executor sees the bleak truth everywhere he goes. The Executor loses Willpower instead of gaining it from indulging his Vice for the rest of the scene as he is forced to confront the wrongness of his ways.

**Dice Pool:** Resolve + Occult vs fae Manipulation or Intelligence + Wyrd.

**Roll Results:**

**Dramatic Failure:** The Executor suffers a -1 against all attempts to see through illusions for the rest of the scene and is unable to use this Sacrament for the scene.

**Failure:** The Executor is unable to pierce the illusion.

**Success:** The Executor sees through the illusions woven by the fae and sees the truth beneath.

**Exceptional Success:** The Executor sees the truth and is inspired by it. He recovers the spent Willpower.

### **Ward of Michael.**

The Executor can enforce the old pacts made between man and fae to protect a place from fae intrusion. An area thus guarded is impervious to fae infiltration for as long as its kept active and no fae will be able to pass and find extremely hard to use their magics within the warded area. The Executor must draw blood (one lethal health level of damage) and smear the blood on all the entrances he wants to Ward. This Sacrament can protect up to a small storehouse (50' x 50' x 20') as long as all doors and windows are protected.

Executors should be careful though as the old pacts demand that all fae be allowed to pass the barrier if they're invited by a resident of the building. Trickery is a dangerous possibility.

**Prerequisite:** Holy Shroud

**Cost:** 2 Willpower + 1 Lethal.

**Action:** Extended.

**Drawback:** The warded area gets an additional entrance which can be anything (a word, a special object or a time of the day) in which the ward allows passage of all fae. The Executor doesn't know the way it manifests but any fae can roll an extended Intelligence + Occult against the ward's successes x 5 to learn about it.

**Dice Pool:** Craft + Occult.

**Roll Results:**

**Dramatic Failure:** The Ward does the opposite of its intended purpose, it invites fae beings in and all fae in the area will be able to sense the ward. **Failure:** The Ward doesn't work at all to prevent fae incursion. **Success:** The Ward becomes active and all beings from fae won't be able to enter the place without invitation. Those trying to pass will find an invisible barrier that stops them and will have to roll Resolve+Composure vs the hunter's Resolve+Crafts and achieve the number of successes the hunter made in the Ward's roll.

The Ward lasts for a number of days equal to the successes of the Executor according to the table:

Days	Suceses
1 day	5
3 days	10
1 week	15
1 month	25

**Exceptional Success:** The fae also find the atmosphere highly uncomfortable and get a -2 on all rolls to perform magic in the environment.

### Armor of Gabriel.

The fae of old times were beings of great power, with magics that let them reshape reality to their whim and lots of legends tell about the fae that transformed people into animals or inanimate objects for their cruel amusement. Less known but equally dangerous though was the physical prowess of the fae. A fae giant could easily rend a human hunter limb from limb without much of a struggle and as such most Executors had to be conditioned and prepared to defend themselves.

With this Sacrament the Executor can gain a measure of protection against the fae physical onslaughts.

**Prerequisite:** Ward of Michael.

**Cost:** 1 Willpower point.

**Action:** Instant.

**Drawback:** The armor the Executor creates weighs down on his body. He gets -2 to all Dextery rolls for the rest of the scene.

**Dice Pool:** Resolve + Occult.

**Roll Results:**

**Dramatic Failure:** The Executor suffers the drawback without the benefits of armor as his resolve shatters and leaves him exhausted.

**Failure:** The Executor is unable to protect himself.

**Success:** The Executor's spirit shields him from damage and receives one point of Armor against physical attacks for the rest of the scene per success acquired. **Exceptional Success:** The Executor's spirit is exceptionally powerful. The armor negates the piercing characteristic of weapons used against the Executor.

### Fury of the Inquisitor.

Focusing their rage and the righteous fury of heaven, the Executor is able to enter a state of controlled Frenzy similar to the ones that afflict other beings of the darkness and steel his resolve against the threats of the World of Darkness.

This state lasts for a full scene after which the Executor feels the strain and as such is only recommended to only use in dire circumstances (some Executors have overstressed their bodies to last longer with pain killers, usually with disastrous results).

**Prerequisite:** Holy Shroud, Hammer of God.

**Cost:** 2 Willpower points.

**Action:** Instant.

**Drawback:** The Executor can avoid paying the cost but at the cost of control over his trance. The Executor must attack all living (or undead) beings in the area whether they're allies or enemies. He can control the severity of his attacks but must continue attacking until he's either dead, everyone

else is dead, or the end of the scene.

**Dice Pool:** Stamina + Brawl

**Roll Results:**

**Dramatic Failure:** The Executor goes berserk and suffers the full effects of the drawback without the benefits.

**Failure:** The Executor is unable to focus the required fury to activate this Sacrament.

**Success:** The Executor enters a calm trance like state of controlled fury. The Executor suffers no would penalties, can't be covered by any fear inducing dread powers or intimidation attempts, and suffers a +3 to all rolls to resist other supernatural compulsions. He also gets a +2 to all brawl and weaponry rolls as long as he keeps attacking the enemy. Finally, the Executor can't be knocked down in combat until all his health levels are filled with Lethal Damage.

If the Executor retreats or the scene is over, the effects are lost and the Executor suffers all the penalties and damage he gained plus one lethal wound as his body breaks down due to the strain.

**Exceptional Success:** The Executor manages to hold together far better than expected and doesn't lose the additional health level at the end of the state.

### **Hammer of God.**

An unarmed Executor is no weak hunter. By channeling the power of God through his body the Executor can turn his body into a lethal weapon. Most Executors make use of this Sacrament to enhance their hand to hand attacks when they have run out of Black Keys.

**Prerequisite:** None

**Cost:** 1 Willpower point.

**Action:** Instant.

**Drawback:** The Executor's body burns due to the strain of channeling the power divine and pays the price. The Executor suffers one point of lethal damage for it at the end of the scene.

**Dice Pool:** Strength + Survival

**Roll Results:**

**Dramatic Failure:** The Executor harms himself channeling the might of god. He suffers an additional level of lethal damage due to the strain.

**Failure:** The Executor can't channel the power of the divine.

**Success:** The Executor's brawl attacks do lethal damage for the rest of the scene as the might of god sears his enemies.

**Exceptional Success:** The Executor does +1 lethal damage to his attacks. They're specially powerful.

### **Ward of Everard.**

One of the things that won the war against the fae was the exploitation of the bans of the enemy. In the modern age the fae have managed to dilute their essence and lost many of the old bans at the cost of the majority of their power. Still, for the Executors that know the old ways this is no shortcoming.

With this Sacrament the Executor can force the fae to suffer from one of the bans of old and use it to protect himself or others at least for a short time.

**Prerequisite:** Sensing the threads of Fate, Hammer of God.



**Cost:** 2 Willpower points.

**Action:** Instant.

**Drawback:** The Executor suffers from a random ban that afflicts him for the rest of the scene.

**Dice Pool:** Strength + Survival

**Roll Results:**

**Dramatic Failure:** The Executor suffers from the ban he tried to inflict and must flee from the presence of the ban for the rest of the scene.

**Failure:** The Executor fails to invoke the fae bans.

**Success:** The Executor invokes the ancient pacts of the fae and materializes it upon a physical object. It has to be something that affected the fae in legends such as salt or the cross, it doesn't matter as long as the Executor can channel his faith on the object. Fae in the presence of the object must roll Resolve + Composure vs the hunter Presence + Intimidation or flee the area.

**Exceptional Success:** The fae get a -2 on their roll due to the frightening nature of the ban.

**Might of the Archangels.**

The Executor becomes able to focus his strength and use it to break out of bounds or go through enemy traps with ease.

**Prerequisite:** Hammer of God.

**Cost:** 1 Willpower point.

**Action:** Instant.

**Drawback:** The Executor finds the strain taking its toll on his body. The next failed physical roll becomes a dramatic failure instead.

**Dice Pool:** Strength + Athletics.

**Roll Results:**

**Dramatic Failure:** The Executor harms himself channeling the might of god. He suffers an additional level of lethal damage due to the strain.

**Failure:** The Executor can't channel the power of the divine.

**Success:** The Executor spends one turn focusing and gains the number of successes as dots of strength and stamina to all non combat actions such as breaking objects, jumping to escape a trap, resist the effects of a toxin or escape from a clinch.

**Exceptional Success:** The Executor gains double the strength and stamina increase. He is capable of such feats as breaking trees with his bare hands while strapped to them.

**Second Wind.**

Sometimes the Executors fail. Sometimes the enemy manages a lucky blow and the mighty hunter becomes a splatter in the ground, or the manifested fae wreaks havoc and proves too much for a human to handle.

With this ability the Executor can get a second chance at the fight as long as he can pay the price.

**Prerequisite:** Fury of the Inquisitor, Might of the Archangels

**Cost:** 1 Willpower dot.

**Action:** Reflexive.

**Drawback:** There's no Drawback due to the gamechanging nature of this power. Either the Executor pays the price or stays dead.

**Dice Pool:** None.

**Roll Results:**

**Dramatic Failure:** N/A.

**Failure:** N/A.

**Success:** Once per Story if the Executor is killed in combat he can pay 1 Willpower dot to return back to life. The nature of this power is such that as long as there's at least a remnant of his body he can fully regenerate from it. It takes one full day for the regeneration to take place and its extremely painful. The Executor awakens back to life but has to roll for a Breaking Point due to the harrowing experience.

**Exceptional Success:** N/A.

**Black Keys - Artifact \* to \*\*\*\*\*+; Renewable.**

The signature weapons of all Executors. These look like extremely long and slim blades with small hilts that don't look made to be wielded with precision. In truth, these artifacts are empowered by the Executor's faith to improve their efficiency and are meant to be thrown or used between the knuckles during a fight. There have been cases of particularly skilled Executors that can wield several at the same time. They're particularly powerful against the Fair Folk.

The first defining feature of a Black Key is that they can be concealed with ease as the blade vanishes from the hilt to be reformed on the Executor command, this way an Executor can carry multiple of these blades in his robes to use as thrown weapons unimpeded.

The Black Key can be used as a sword or as a thrown knife (stats below or on **NWoD: Armory**) without penalties and no strength requirement.

The Black Keys prove their special capabilities as thrown weapons however as the Executors can throw the Key as an aimed attack towards the target shadow (-2 penalty for aiming). If the attack is successful, the target is pinned to the ground and unable to move for a number of turns equal to the number of successes on the attack roll. Although the target can't move and thus can't free himself from the Key, he can still wield whatever supernatural powers don't require physical movement and all Executors are advised to approach carefully.

**Function:**

The Keys can be activated by spending 1 Willpower Point and will manifest for a full scene, after which the blade breaks and becomes unusable.

If the Executor is successful on the aimed attack the target is incapable of any physical action for a number of turns equal to the Key's successes in the attack roll. The Key starts to vibrate and break when its about to release the target which serves to warn hunters when the safety is about to break.

If used as a hand to hand combat weapon, Black Keys are unbreakable for the scene in which they're activated and also add a +2 to all attempts to resist the supernatural powers of fae.

The Executor gets three black keys per dot of artifact and replenishes them each month. Note that if the Executor isn't in a place where he can readily get back the weapons it might take longer

to replenish them.

For the non-concealed version of the keys, the Executor gets double the amount of keys per month to use.

Type	Damage	Range
Black Key (Thrown)	3(L)	40/80/160

  

Type	Damage	Durability
Black Key (Sword)	2(L)	2

**Executioner Shroud - Artifact \*\*\*.**

In the Dark Ages the Executors were usually recognized by their black capes with shrouds they used both to conceal their identities and protect themselves. The black shrouds were enough to inspire many a fae to retire from the battlefield or a home protected by an Executor in the late Middle Ages.

In the modern age these shrouds have become less prevalent but still highly valued among the members of the Executors due to the powerful mystical binding that can protect from heavy damage while allowing freedom of movement.

**Function:**

The Executioner Shroud grants the character up to 3 dots in armor against melee weapons and firearms and negates the armor piercing property of non-magical bullets.

**Shroud of Martin - Artifact \*\*\*\*\*.**

Sometimes the Executors don't want to kill an enemy just yet. Sometimes the fae is part of a higher organization or they have to discover the location of the child they stole first. For those cases the Executors make use of the Shroud of Martin.

Named after the Saint, this Shroud disables the abilities of the fae trapped within while also acting as a stratijacket which can be handy to carry prisoners without the risk of retaliation.

**Function:**

The shroud acts as a magic dampener. All fae get a -5 on their rolls to activate Contracts as long as the shroud is tying them. The shroud can't be taken off easily and it takes an extended roll of Dexterity + Athletics against the shroud to set free. Every roll is an hour of struggling against the bounds.

**The enemies of Arcadia.**

Why so many rules for an antagonist? Well, in this case this is left as another opportunity for roleplay and an opportunity to explore the other side in the human/fae conflict. The fae are after all alien beings coming from another universe, beings that can be kind and helpful, but also petty, insidious and merciless. The fae prey on the emotions of humans, fostering negative emotions to drink like a fine wine. The most powerful of them love to abduct humans for nefarious purposes or want to destroy all of reality.

Given these less than favorable conditions, its only natural that they would make enemies among humanity. The hunters represent the other side, the defenders and stalwarts of humanity. They too possess all the vices of human beings and are flawed on their own right.

Finally another possibility is to play the hunters as fetches of fae that have just come into the world. The fae don't always come sane and usually have killing their fetches as the first item on their agendas. Having made a cruel enemy that wants to destroy you just for being born in the wrong place at the wrong time is a powerful motivator for becoming an Executor or seeking the assistance of one.

**Them references.**

Credit to **Kinoko Nasu** author of Executors from the Fate Series and for more information on the organizations that hunt monsters in the World of Darkness, particularly the Malleus Malleficarum, you can consult White Wolf **Hunter: the Vigil**.

## 4.2 The Fae Touched.

*Since birth I've been in contact with a wider world,  
and you'd be surprised of the wonders and horrors  
you might stumble upon.*

The children of the fae, those born out of human flesh and bone but with a tiny sliver of Wyld at their core. The fae touched are an excentric and tragic lot. Forever in contact with a world unseen by the rest of inhabitants of the World of Darkness, yet never fully a part of it. The fae touched are first and foremost outsiders.

They're also a minority. While all fae are more than capable of generating offspring and forming families, only a few of those get the full benefits of fae blood and are strong enough to resist having a piece of Wyld in their beings. Statistically speaking, only one out of every ten pregnancies between fae and humans ends in conception, the rest ending in miscarriage. Out of this small percentage, only one out of one hundred has enough "blood potency" to carry the taint of the Wyld and get the benefits of being a full fae touched.

Nonetheless all children of fae and humans tend to have excentric personalities and strange physical characteristics both beautiful like strange eye color or horrible like physical defformities.

The fae touched are attuned to the things of the Wyld and can perceive them with ease but unlike their parents they're unable to wield Contracts or perform Oaths and as such find themselves defenseless. This, along with the fact that most fae parents tend to view their non-magical offspring as little better than humans at best and cannon fodder to use in their schemes at worst, breeds resentment and inferiority complexes among the fae touched. Most try to overcome this feelings by becoming useful to their parents (if there are any) and hoping to one day become full fledged Changelings. Those that don't...well, the hunters are always in need for support and individuals that can track prey with ease are highly valued...

### **Mechanics.**

All fae touched can be born from either a Firstborn and human, a Changeling and human, two Firstborns, two Changelings or a combination of these. All fae touched, even those of thin fae blood receive the Curses presented here while the boons are reserved for those that have strongest blood (posses the fae touched Merit at character creation).

Across generations these traits tend to weaken until they completely dissappear although its not impossible to have these traits reappear several generations along. There're rumours of fae bloodlines where their members continually replenished their fae blood and all their members have strong connection with the Wyld. The traits of those ancient, powerful and most probably degenerated families are up to the Storyteller to decide.

### **Boons.**

- **Eyes of the Wyld.** The fae touched are very sensible to the presence of the Wyld and can sense its existence better than most. All fae touched count as permanently ensorcelled and can roll Wits + Occult to detect the use of magic or the presence of magical items or creatures in their vicinity.
- **Chaotic soul.** The fae touched can hold in their bodies one point of Glamour and only one that they can employ to activate Tokens or open already established Trods into the Wyld. They can replenish this pool from emotions like all fae do but are unable to use Contracts or any other form of fae magic.

### **Curses.**

- **Wyld degeneration.** All fae touched are infused with a tiny sliver of Wyld and are forever changed by it. They receive one Derangement or Physical Flaw at character creation reflecting the mark of the Wyld in their bodies and minds. These beings additionally find much easier to degenerate into deranged and vicious beings, much like their parents which reflects in a pentalty of -2 to all rolls to resist Breaking Points.
- **Curse of the faeries.** All fae touched find much harder to resist the effects of the Wyld and the fae, and as such get a -2 on all rolls to resist Contracts and other magics both harmful and beneficial.
- **Deranged minds.** The Wyld demands conflict, and it influences the minds of the sons of the fae too, subtly influencing their decisions to craft the stories it needs. All fae touched regain full Willpower from their vices but are unable to regain any from fullfilling their virtues (if

the Storyteller finds this penalty too steep he can rule they regain only one Willpower from fulfilling their virtues).

#### **Fae Touched - Supernatural Merit (\*\*\*\*).**

The character is the son or descendant of one of the mad lords of chaos. He gets the Fae Touched minor template with all the Boons and Curses that it entails.

### **4.3 Other fae.**

Beyond the ongoing War of Seasons and their fight to reclaim the mortal world, the fae have many other agendas and tend to make many enemies among their ranks. The Wyld demands stories and tales and the fae are its preferred protagonists. Beyond the courtiers and cutthroat politics of the War of Seasons, there are also fae that remain loyal to the unshaped fae from the Wyld, with varied and dangerous agendas.

There are also those that didn't come back right, even to fae standards and then there are those that actively support an agenda to dangerous extremes, or worse, those that support the Balorian Crusade and work in the mortal world to bring forth the undoing of the shaped world.

### **4.4 The Loyal.**

*For my lord in the Chapel of Abominations...*

The loyal or **Loyalists** are those fae that support the cause of an unshaped fae or the Church of Balor itself. They're a varied lot, maybe even more than the Courts and make up for their lack in numbers with the backing of a powerful patron.

Some of these fae are actually slaves to their fae lord either by Geas, Oath or own will. They come into the world of flesh to pursue whatever dark or unknowable agendas their masters may have. Some are plainly insane like collecting small objects for some ancient pact, some are darker like "procuring" humans for their master to use in his realms of the Deep Wyld and some are complex and insane like the construction of buildings and monuments for summoning rituals or the undoing of reality.

The biggest danger the loyalists present is that they can be anyone. As members of the fae they infiltrate the Courts as another of their members and work their way to corrupt or use the rest of the fae to fulfill his master's desires.

### **4.5 Privateers.**

*I work only for myself, and care only for myself. The strong eat the weak, that's the law of life.  
Nothing personal.*

While the Loyalists have specific agendas and an unshaped master they have to report to, the Privateers are those fae that work only for their own benefit. Disdainful of the Courts and what they represent, these fae tend to stalk naive fae in the Wyld or work as freelancers in the mortal world for anyone willing to pay enough.

Privateers offer anything a fae can desire, from acting as bodyguards and assassins for fae and Gentry alike, work as salesman and traders of rare artifacts and some even as slave dealers for corrupted fae Courts and the Gentry.

Due to their varied abilities and spending lots of time in the Wyld, most Privateers are very experienced in navigating the Wyld and dealing with Behemots. Most also possess rare and valuable artifacts. This makes them valuable allies to the Courts and helps make them overlook their presence in most Freeholds.

Privateers can also be found more commonly in Goblin Markets and are highly sought.

## 4.6 The Sick.

*Reality is fire!*

Becoming a Changeling is a life changing experience where resolve is tested and the will is the ultimate resource as the no longer human copes with the changes and the madness imposed by the Wyld and navigates the path back home. Likewise for Firstborns, the fight becomes in how the once human memories and morality can reconcile with the raw madness of the fae aspect.

Still, not all fae are able to return back to the mortal world sane. Fighting the madness of the Wyld leaves even the most stalwart and grounded human shaken, and interacting with something as alien as a land of pure potential means that many are lost in its depths, overwhelmed by the experience and unable to return.

In the middleground are those fae that managed to return (or sometimes were returned by Gentry or darker forces) to the mortal world but were unable to reconcile the two aspects of their personality. They're the Sick as they're known among the fae Courts. Fae that wield their powers but lack control over their natures, they tend to live brief existences as they lash at the world without control until they're put down by another fae.

Some others are fae that become Lost and go for extended periods without balance until their minds finally and irreparably shatter as they're unable to cope with the reality they experience and the reality in their minds.

They're tragic cases that remind the fae of the dangers of playing with the powers of the Wyld and the price it has on the minds and souls of those that use it.

## 4.7 Behemots.

Not all beings existing in fae can be considered a member of the Fair Folk, nor are all of these beings Changelings. Some of them are the result of strange experiments and mad sorceries gone wrong (sometimes on purpose) by the Gentry, others are the result of the interaction of the Wyld with animals, humans or features of the mortal world. Still, the vast majority of the Behemots sprung forth from the dreams of humans and presumably, all beings in the World of Darkness.

Its unknown to fae scholars the why of this phenomenon, but there's a certain relationship between the Wyld and the Oneiros although they aren't the same thing. Its said that everything that has ever been dreamed can be found in the depths of the Wyld if someone is patient enough to seek it. And indeed many fae have found in the depths of this chaotic land their deepest fantasies...and their greatest fears.

The Wyld doesn't discriminate between dreams and nightmares as long as it gets the conflict it craves. Furthermore, some really strange things have appeared from time to time that don't seem to be the product of human minds.

Behemots vary greatly in intelligence, from those that are very animalistic and ruled by instincts to the alien intelligences that play with the shaped fae as pawns in their arcane games.

Below are some of the Behemots that a fae can find in the Wyld.

## **4.8 The Fair Folk.**

The fae like to think of themselves as the righteous owners of the mortal world and the Wyld, but even they know there are worse things in the depths of the Wyld. The Fair Folk or The Gentry as they're known among the Courts are one of these dangers.

While the fae decided to dilute their essence in order to once again enter the mortal world, many of their numbers decided to stay back in the Wyld. Whether this decision is based on pride, fear or plain madness (to the Fair Folk there's little difference between these concepts), these unshaped fae commonly known as The Gentry have retained the totality of their power without the fetters of morality or sanity to hold them back.

The Fair Folk represent the extremes of the fae condition, they're flimsy and whimsical beings without moral restraints and represent the best and the worst fae has to offer. They're uncontained power and excesses, and they can be both powerful allies or terrible enemies (sometimes at the same time).

The Courts consider the Fair Folk like one would consider a bomb, they're powerful and dangerous assets that you want on your side rather than with the enemy (or as enemies) and thus usually hold within the freehold an Entitlement with the strongest and most cunning of its fae to negotiate and deal with the demands of the Gentry. Still some Gentry are too mad to negotiate with or have impossible demands and wars tend to be inevitable from time to time.

### **4.8.1 The Gentry Condition.**

All Gentry are beings of exceptional Wyrd. Essentially pieces of Wyld that gained sentience over time and that had enough resolve to avoid dissolution, gaining more and more power from the surrounding Wyld instead. Its also rumored that some were once Changelings or Firstborn that "ascended" or rather "descended" into beings of pure Wyrd. If that is possible, its only the stuff of legends and knowledge of the most ancient and powerful of fae scholars.



Unlike what the Courts believe, the Gentry they're so used to interacting with aren't but a small fraction of the whole entity. Gentry being essentially shards of sentient Wyld, share a physiology unlike the one of any being living on the mortal world. The Gentry that the Courts interact with is instead a manifestation known as an Actor which holds a part of the real Gentry being and that it uses to interact with its environment.

What comprises the Fair Folk "organs" instead is known as the Title or Titles in plural, which is a piece of cristalized legend given form that helps define the Fair Folk that holds them. Unlike the shaped beings, the Gentry lack a sense of self and as such shape themselves according to the whims and stories they interact with. Its a need they posses while at the same time being far more flexible than the unchanging self of the shaped creatures. The Gentry also gain more definition, becoming more solid and thus having more impact in the Wyld the more Titles it holds.

Titles can be gained and lost, either wrestled by other Fair Folk or destroyed which makes them the Gentry's most prized possession. If a Gentry loses all its titles, it assumes an Actor form which represents the last of that Gentry's sense of self. If that Title is conquered or destroyed then that particular Gentry loses its sentience is permanently destroyed. Losing a Title is a big issue to Gentry and those that do tend to hold mythical grudges with those that cause these casualties.

Unlike humans Gentry have no need for things like eating, sleeping or even breathing unless compelled to fullfill an oath. They also don't posses defined forms, their Titles being little more than a basic framework that contains and defines the essence. A Gentry with the title "The Flaming Lord" may choose to manifest as a living pyre of flame, as a raging sludge of lava or even as a vaguely humanoid clump of burning flesh, sometimes at a moment's notice and they can modify their forms to fit their emotional state at the moment. What such a title couldn't do is manifest as water or sand which aren't covered by their title, they would always need to manifest in a shape that indicates their title (burning water or boiling fire-sand could be allowed). This constraint on their natures is called a Tell and all Gentry posses them which helps differentiate one from the other.

What the Gentry need in order to survive on the ever chaotic Wyld is conflict. They need to craft legends and stories to tell, they need the risks that doing so poses or they start dwindling and losing their identities until they're once again a formeless mass of Wyld and are consumed back. The easiest way for a Gentry to get their share of desired conflict and gain Titles is to play the Games of Divinity (which are described below) although they can also craft new legends out of interactions with the mortal world (the principal reason the first prehistoric fae took such a liking to the shaped world).

### **4.8.2 Killing a Gentry.**

#### **Devouring.**

The easiest way for a Gentry to gain new Titles and the principal cause of their need for conflict comes from devouring the Titles of fellow Gentry. In order to do so two or more Gentry must play The Games of Divinity and overpower its rivals by having the best Legend. For every Gentry defeated the winner gets one Title which can then be used to craft one of the four representations for Titles available.

Having a Title devoured is a harrowing experience as a part of their being is taken apart but a necessity and a much better way to die than Dwindling so all Gentry tend to risk their existences than letting boredom take their lives.

If a Gentry loses all Titles, his name manifests as an Actor and can be attacked by anyone. If he is devoured, his name crumbles and becomes a Title to be assimilated by the winner.

### **Dwindling.**

Considered the worst fate a member of the Gentry can suffer, Dwindling happens when a Gentry spends (number of Titles in months) a long time without Playing the Games of Divinity or traveling The Long Road then his essence starts deteriorating due to the lack of conflict. This state is considered the equivalent of starving and a disgrace to all Fair Folk.

For each week after the start of Dwindling, the Gentry loses one of its Titles which is lost forever. In order to stop this state the Gentry must gain one Title before the last of its titles disappears. If it is unable to recover before his last title vanishes then his name instantly disintegrates and faces true death.

### **Destruction.**

Outside of being Devoured by other Gentry or Dwindling due to lack of conflict, there's very little that can harm a member of the Gentry. In general Titles are exceptionally resistant to damage and some manifestations like Realms can't be destroyed unless the totality of it is obliterated at the same time.

One of the things that can destroy a Gentry is the breaking of Oaths, making one of the lords of fae swear on its True Name means an inescapable bound that instantly destroys the fae along with all of its Titles if the promise is ever broken. Obviously forcing one of the lords of the Wyld to make such an oath is the stuff of legends and usually an invitation for a brief and messy existence. Less dangerous to the Gentry is to swear an Oath on their Titles. Doing so only destroys the Title but leaves the rest of the fae entity intact. These Oaths have been made sometimes by captured Actors in exchange of their freedom, but the ones granting the oath must be extremely careful with the wording. After all, one doesn't get to live an eternity without learning to exploit loopholes. Also not all promises become an oath with the Gentry, if a promise is made but not enforced by the Wyld, then it has no effect on their titles.

The fae Titles can manifest in four different aspects which fae scholars refer to as The Four Fae Graces. True Fae can reform them interchangeably as they need but in order to do so they must get the Title into the Deep Wyld where they become pliable enough to transform into another Grace. The Graces are described as follows:

#### **4.8.3 Actor - The Sword Grace.**

The Grace of power and the most common shape the Gentry adopt. They're usually the only manifestation with which the shaped fae interact and as such many assume it to be the True Fae's real form. The Gentry assume this Grace when they desire to interact with the world, constraining their

power and shapes to a defined form and accepting to expose themselves to the limitations and dangers that it entails in exchange of the power to impose their will on the world and experience the pleasures within.

Unlike the limited forms of mortals, the Gentry have a much higher freedom in the shape their Actors manifest, which they can adapt and change at will as long as they retain the essence of their Title. These changes are purely cosmetic though, unless reinforced with the power of their Contracts.

Actors thus can be considered high level fae with the following character traits:

### **Base Actor Template.**

**Attributes:** Prioritize 9/7/5 among character attributes. Add +1 dot for every Title the Gentry holds. Attributes can rise up to 5+ the number of Titles.

**Skills:** Prioritize 20/12/6 among character skills. Add +1 dot for every Title the Gentry holds. Skills can rise up to 5+ the number of Titles.

**Advantages:** True Fae posses Virtues and Vices but lack Morality score (such flimsy things only apply to lower beings after all...). The Gentry can adjust Actors' Size and Speed species factors' at the moment of manifestation. Begin with a base of 10 dots to divide between each factor (minimum one dot each) and add 2 more dots per Fae Title. Otherwise, calculate their Advantages as you would for a human.

**Seeming:** The Actor has one defined Seeming but can switch Kiths at will depending on the mood or craft its own. Add +2 to pools representing this ability.

**Courts:** Actors have no Court or affiliation although some can mimic the effects of a mantle.

**Contract:** Actors posses 20 dots of Contracts +1 per Title he posses and can change the cosmetic aspects of these at will (a fae of darkness can shoot "shadow" fireballs that "burn" the target as if he was dehydrated).

**Wyrd:** Actors hold a Wyrd of 5 +1 per Title they posses.

**Glamour:** Actors begin play with full reserves and automatically recover fully in their Realms or the Deep Wyld. Otherwise they can recover Glamour the same way that Changelings do.

**Others:** All actors posses the Immortal Flesh, Ruled by Passion and Wyldboud Traits.

### **Immortal Flesh.**

The Gentry are exceptionally resistant to damage, being impervious to that which would incapacitate a human being. Mechanically all Gentry are immune to all non-magical sources of bashing damage, only lethal or aggravated damage may injure them. As such a member of the Gentry can happily shrug off a maul to the face while laughing.

### **Ruled by Passion.**

The Gentry are beings of extremes and alien desires which coupled with their alien mindsets leads to quite warped psychologies. All Gentry recover their full willpower pools when fulfilling their vices while recovering only one willpower point from fulfilling their virtues.

### **Unleashing.**

One of the things that made the fae so feared in the middle ages was their ability to reshape reality to their whims. A single fae could easily warp the world around it offensively and defeat whole squadrons or build his empire singlehanded. This legendary ability is known as Unleashing. Sadly

due to the resedence of magic in the world, the fae lost this ability and had to content themselves with the use of Contracts which are pale imitations of the power they used to hold. The Gentry nonetheless still posses this ability and use it indiscriminately in their daily lives which is the reason the Courts are so frightened with the appearance of a Gentry in their lands.

Unleashing can be treated in game like a thrump card the Fair Folk posses, extremely powerful but still very energy consuming. A Gentry can, as a normal action declare the wish to use Unleashing and narrate the kind of effect he wants to accomplish. It can be anything from the desire to transmute EVERYTHING in the area into jelly, get enough temporary strength to lift a building or induce madness into the approaching courtiers. As long as the effect occurs within the Actor's field of vision and the effect doesn't go against the Actor Title (a fire Actor summoning water or a Gentry with the Title of hope summoning despair) reality follows the fae desires. The effect can't be contested by anything except the Unleashing of another Gentry or ancient and powerful magics now lost to the fae. IT IS AN INSTA KILL to most characters and as such the Storyteller is adviced against using it to troll the players in the chronicle.

The only thing that stops the Gentry from abusing this ability is the lack of magic in the world. The Gentry in the Middlemarches can only use it a number of times equal to the number of Titles they posses while those manifested in the mortal world using a Ritual of Manifestation must spend one Wyrd DOT everytime they use Unleashing. If they run out of Wyrd they instantly vanish back into the Wyld. In the Deep Wyld all bets are off though and the Gentry can spam Unleashings if they so desire.

### **Wyldbouned.**

Many fae scholars wonder why if the Gentry are so powerful they haven't conquered or unmade the mortal world by now. The truth is rather simple. All Gentry are beings of raw magic, the purest manifestation of chaotic Wyld possible and the lands of flesh are like poison to their beings. Actors can manifest in the Borderemarches for a number of days equal to the number of Titles they posses after which they must go back to the Deep Wyld and recover for at least a week. All Actors are permanently barred from entering the mortal world. Any Actor that somehow manages to enter instantly turns into dust and dissolves as his chaotic essence is consumed by the rigid reality.

Still, the Gentry are beings of cunning and have developed ways to interact with the Bordermarches and the mortal world. These methods are the Ritual of Manifestation and the Vow of Vassalage.

### **Vow of Vassalage — Major Oath.**

The easiest and most insidious way for a Gentry to manifest in the mortal world is through a Vow of Vassalage, it represents an Oath between a mortal and the Actor in which the mortal agrees to become the Actor's avatar (yeah, the irony doesn't escape the fae) in exchange for a boon which can be anything from fortune, luck or treasures. The mortal doesn't necessarily need to know what this oath entails, but once completed, the Actor can take full control of the mortal whenever he pleases. Note that having the alien mind of the Gentry is extremely dangerous to the mortal, and channeling the unrestrained power of the Wyld with a human body is very harmful to them, not that the Gentry cares. Some Gentry have been known to trick the loved ones of those that spite them

into this oath and then use their bodies to enact their revenge.

**Type:** Vow

**Tasks:** Endeavor (-3) - The fae agrees to keep watch over the mortal. Endeavor (-3) - The mortal agrees to follow the fae instructions.

**Boons:** Endeavor (+3) or Blessing (+3) - The fae agrees to perform a service or grant a token of major power to the mortal thus pledged. Vassalage (+3) - The mortal agrees to become the Actor's avatar (fae like to word it like "representant", more subtle) in the mortal world.

**Sanction:** Death (-3) - If the mortal fails to heed the Actor's instructions or tries to work against the Gentry, he dies. Vulnerability (-3) - Most Gentry agree to attain another vulnerability rather than risking another punishment. Still some are too proud and choose death or similar to prove their fearlessness.

**Duration:** Lifelong (+3) - Both Gentry and mortal agree that as long as the mortal lives, the Oath remains (not that the fae can't kill him...).

Once the oath is complete, the Actor can possess the mortal for a number of hours equal to the number of Titles it holds. After every hour of possession the mortal gains a permanent derangement which can be treated with therapy or magic. The Actor manifests as a fae template with a Wyrd equal to the number of Titles he possesses and one dot of Contracts beyond those of the basic fae template. Note that this is not a real character and can't raise its Wyrd above 5 dots nor can it get more Contracts. This is a static entity unable to grow, all experience won by this avatar goes to the Actor template instead.

The human form is not made for channeling the power of the Wyld, even less to do so in the way the Gentry use and as such possessed humans can only perform Contracts and suffer one point of lethal damage after every Contract activation. Their bodies simply can't handle the strain.

The biggest advantage this form poses is that if the mortal is killed (which coincidentally is the only way to release this wretched soul from the oath) the Actor's conscience is sent back to the Wyld without harm. This represents zero risk to the Actor and as such is one of the preferred methods for the Gentry to interact with the mortal world. Still, due to the lack of risk, its useless to the Gentry that try to perform The Long Road.

### **Ritual of Manifestation — Level ??? Ritual.**

Although the Vow of Vassalage is a useful and safe way for the Gentry to interact with the mortal world, its very limited in what abilities the fae can wield through a fragile human body. Some Gentry feel its undignified to use such lowly lifeforms to enter the mortal world and would rather want to manifest in all their glory.

All Actors possess a way to enter in the mortal world, clad in their full glory. Whether this is a natural part of the fae condition or product of an ancient oath the fae made with the concept of creation its unknown.

All Actor Titles start with a ritual that allows them to manifest fully in the mortal world equivalent of a legendary feat on itself. The Storyteller designates the condition for summoning (building five Obelisks representing the fae concept, sacrificing fifty pure souls at the same time in different

geomantic points...).

If the ritual is complete, reality shatters at the central geomantical point where the ritual took place and from the wound comes the fae Actor clad in its full power. The Actor manifests in reality with the Actor stats as they're for a number of hours equal to the number of titles in his possession.

While the time the fae can manifest its very low, the damage they can cause is huge as they get to use their full unleashings in static reality although at the cost of one Wyrd dot per activation. Once the Actor runs out of essence, he returns back to the Wyld and can't perform the ritual again for a year afterwards. If the Actor is killed, he simply vanishes and is barred from the mortal world for ten years.

#### **The Exiled.**

Those Actors that travel from the Deep Wyld are unable to communicate with the greater fae they represent nor can they transfer their memories back to their master. As such, most Gentry await for their Actors to return back home rather than risking another aspect of themselves to destruction.

It is believed that those Actors that spend a lot of time in the Middlemarches gain their own sentience and even morality. It usually takes more or less a decade for the Actor to gain enough understanding of the shaped world to gain such stats. If the Actor keeps interacting with the world and can't or chooses not to return back to their fae parent, they gain sentience and can become their own fae, exiled from the Deep Wyld.

#### **4.8.4 Prop - The Ring Grace.**

The Grace of definition, that which allows the fae to take on defined shape and impose their will on the world around them. This manifestation allows the fae to manifest as an object which can be anything from an ancient sword, a tree or even a modern object like a computer with unusual interface.

Fae props are ruled by several laws that define their behaviour and as befitting of the Ring, they're immutable once formed. A Prop is also capable of entering the Bordermarches and the mortal world without problem unlike the Actors and being the first solution the Fair Folk found when trying to manifest in the mortal world, some have been present on it for centuries if not millennia.

Props manifest the full power of the Wyld even in the mortal world and possess a pool of essence they can consume to perform their effects. Unlike Actors though, Props can't replenish their pool consciously, requiring another fae or human to feed their pools of Glamour. Props are also unable to interact with their environments, perceiving them only as glimpses when people interact with them. Due to this dependency on being carried around by other fae, all Gentry are very careful with the placement of their Props.

Still, having a Prop in the mortal world is one of the safest ways to avoid being devoured by other fae as the Title can't be claimed unless the prop is brought back into the Deep Wyld and given

that props can last several centuries without needing to go back to fae and retain their full powers most Gentry tend to “gift” valued and trustworthy allies or sometimes even enemies with treasures, treasures that somehow end up causing strange accidents to their wielders or helping somehow to further that Gentry agenda. The Gentry also tend to punish severely those that somehow cause the destruction of such valuable artifacts.

### **The Law of Command.**

All Props come into being as an effort of will, a representation of the particular needs of the Gentry and a purpose they must fulfill. Perhaps a sword prop is born out of the desire to kill pure hearted people or a chalice is created to bring feverish dreams to men must work to do so whenever the need arises even if it would have been more useful to not do so. It's a compulsion brought forth from the Prop and a need it must fulfill whenever it has the chance. It usually manifests by the prop taking control of its wielder like the previously mentioned sword or activating on its own when the conditions are met.

### **Powers of Legend.**

Due to their focused and highly defined nature, all Props excel at what they were designed to do and nothing short of an equal or stronger magic can thwart their actions. All objects get one ability +1 per every Title the Gentry possesses after the first one.

Every one of these powers is considered perfect within a narrow purview and conquers everything, from rolls or other mortal scale dice pools. For example a sword designed to kill anything cut with it automatically succeeds and trumps all magics and defenses created to counter it. Likewise a candle designed to break through all illusions automatically dispels them no matter the level or power of the illusion it goes against.

Nonetheless the object does exactly what it was designed to do, nothing less and nothing more. For example the aforementioned sword that kills whatever it cuts must first be able to land a blow on the enemy to kill it. Their powers can't encompass everything the object could do. The sword couldn't kill anything it cut and also always strike true. It can only do one or the other.

Props don't use dicepools but when calculating an effect that needs a dicepool, they add the wielder's dice pool + equipment bonus of 5 + 1 per every Title the fae possesses. If the Storyteller needs to measure successes don't roll these die but rather generate one success per die automatically. If the number of successes isn't enough, increase the successes until its able to score one more success than needed.

These dice and automatic successes only apply to gauge the powers of the prop that way, in normal circumstances when activating the Prop's powers they automatically work without fail. When using the Prop for something not intended by its creator like using the previously mentioned sword as a cutting implement, use as a normal object of its kind and just add the equipment bonus (+5 + number of Titles held by the fae).

When going against another Prop with the opposite effect (ex. A sword that strikes with unstoppable force against a shield that acts as an immovable object) then automatically cancel the effects

of one another and roll as normal.

### **Fatal Flaws.**

All Props made from the souls of the Gentry and the power of the Wyld are almost indestructible, a crystal sword prop can withstand the most powerful of blows and magics, and a tree prop can't be burn by any fire no matter how powerful. They all have the indestructible quality to everything but two things:

The first is cold iron, the bane of all fae existence. Props touching cold iron can withstand it for a number of hours equal to 1 + the number of Titles the fae possesses during which it starts degrading quickly until turning to dust. Obviously most Gentry warn the wielders of their props to be especially careful with their handling, sometimes to the point of binding them with oaths.

Although cold iron is simple to avoid, all props are also born with one single weakness. Either as a quirk of fae magic or because there would be no interesting conflict with an indestructible weapon, all fae props are born with one single bane that automatically results in their destruction. It can be something like being dipped in holy water, or something as simple as laughter of children. The fae is unable to choose the bane and although the Wyld makes it so that they're extremely difficult to discover, it leaves clues for those that are clever and stubborn enough to look for them.

### **The Ice Crown - Prop (\*\*).**

A small tarnished golden crown given forth out of the dreams of cold and death of The Crestfallow Lord, a powerful elemental Gentry that roams the depths of the Wyld and whose agenda includes freezing the entire universe. Its goals are both physical and metaphorical and the crown's purpose is to freeze the heart of people in exchange for its power.

It was given by the Lord to a Scandinavian merchant in exchange for the most beautiful snowflake he could find. The Lord expected the artifact to drive the merchant mad and lash at his small family, but instead being smarter than he looked, the merchant exchanged it to a historian going by the name of Simon Petrikov for a big sum of money. With the crown now in the city the Lord is in a position to drain the feelings and freeze a bigger part of the world. Just as planned...

### **Effects:**

- **Law of Command - The Winter Heart.** The Ice Crown was created with but one purpose, to freeze the world in eternal winter completely. As such its forced to command its actual "master" to further that goal. Its master is under no compulsion to do what the crown demands and as such its just as possible to heed the crown's instructions as to drive a cold iron knife on it.
- **Powers of Legend \* - The Lord of Winter.** The Ice Crown grants its user great power over cold, if he's willing to submit to the crown's power. All the better to accomplish its goal. Mechanically the user becomes a master of the Contract of Eternal Winter and can use all



five clauses of the Contract as long as the crown resides in his head.

If the user is not a fae, he can substitute the normal payment in Glamour for double the amount in willpower points. This has the incidental benefit of making him more vulnerable to the crown's manipulation.

- **Powers of Legend \* - Heart of Ice.** The crown “freezes” its user's vital functions. The last person to wear the crown has all his life functions halted as long as he remains the crown's master. He needs not breathe, eat, nor dies out of blood loss and his body becomes immune to disease and poisons. He also doesn't age as long as the crown remains near him although the magic of the crown tends to warp the user to something more “fitting” for a lord of winter. Skin swells or dries like parchment and turns a light blue. The eyes fill with sclera and lose all coloration and bones grow and protude from different parts of the body. The changes become more and more evident the longer the user remains in possession of the crown.

If the crown is destroyed or finds another wearer, all life functions resume and the wielder's true age catches up to him. Obviously if the wielder has gone far beyond the normal lifespan, he dies and becomes nothing but a frozen husk.

- **Powers of Legend \* - Frozen.** The crown can force visions into its “master” to sway his actions. The visions manifest as anything the crown choses to, from pleasant visions to horrible nightmares. The visions can't incite any emotion beyond what they convey on their own nor can the crown mind control the user or receive feedback on the visions effect. Nonetheless the visions can be superimposed over the user's usual perceptions. The crown could make the user's lover and family look like horrible monsters trying to attack or disguise a trap as little more than an alluring vision.

Due to the cold theme of the crown, all visions will manifest using a thematic of cold as a tell.

- **Fatal Flaw - Ai yo!** The Ice Crown was designed with the purpose to freeze the world, starting with the wielder's heart. The more ruthless the user, the better for the crown. Still, the crown for all its power is extremely vulnerable to the deepest of human emotions. A kiss of true love from a woman of the royalty (by title or just popular acclaim, even a nickname will suffice) will melt the deep layers of enchantment that cover the crown and bring about its destruction. For this reason the crown tends to go after the wielder's love life first.

#### 4.8.5 Wisp - The Staff Grace.

Where the sword grace lets the Gentry manifest as an avatar of power clad in all its glory and the ring grace helps the Gentry define the rules and give definition to their will, the staff grace represents the social aspect and power the Gentry command to twist entire societies and worlds to their whims.

This grace manifests as a social construct that is as much a part of the Gentry as is its own independent entity. The Wisps are the Gentry's most trusted lieutenants and usually the highest

emmisaries that a fae Court can contact. Their will is the will of their creator and they follow it blindly.

Wisps are generally weaker than Actor titles but stronger than Realm's inhabitants while also capable of interacting with the mortal world for extended periods of time which makes them the perfect emmisaries. Some Gentry are known to give free will to their Wisps from time to time, severing them from their fae souls. Wisps also possess the advantage that only after all of them are killed the Title they represent can finally be lost so they're a very safe way for the fae to interact with the world.

### **One Fae Army.**

Wisps titles manifest as a retinue as varied or as similar as the fae so wishes. They can take on any shape human or inhuman the Gentry desires as long as they share the same Tell. The Gentry gets 20 Wisp Points + 5 per every Title it possesses. Also roll a dice and the dots (1-10) determine the number of extra points the Wisp manifests.

These points are spent on the available Wisp's score with each point representing one dot of Wyrd up to five. No Wisp can have a higher Wyrd, in order to rise above it the fae must manifest as an Actor.

### **Fae Power.**

Wisps of Wyrd 1 (one) get five dots of Contracts +5 per every Wyrd dot assigned to a given Wisp. They also can have any Merits, Seeming and Kith they please or a combination thereof. Unlike Actors that are bound to possess a form standardized to the fae, the Wisps are more like Behemots and can use any ability the Storyteller deems fitting to make them unique. Some are even made with the intent of emulating other supernatural being's powers and some Gentry possess Wisps with similar abilities (and looks) to Vampires, Werewolves, Mages or stranger creatures from the World of Darkness.

### **The Hive.**

Wisps possess a pack mentality and can communicate directly with their Gentry while they're inside of the Wyld. In the mortal world or other realms they can only communicate among themselves. They also possess their own individuality beyond the telephatic link and can exist within a realm as long as all Wisps are in the same plane. If one or more Wisps end up in another plane separated from the rest, they are unable to communicate and vanish shortly after.

A Gentry can at any moment sever the connection between a member of the Wisps after which it becomes a separate entity capable of growing and developing beyond its starting state. The connection can never be reestablished. Wisps so freed are usually stronger than the ones staying at the pack.

Wisps can gain experience although they find it much harder than Actors due to their static nature, all improvements cost double the amount of experience. This static nature is also an advantage as dead Wisps regenerate at a rate of one per month after they're killed.

Wisps in the mortal world can manifest for a month per dot of Wyrd they possess or indefinitely if they possess a steady source of Glamour such as a Freehold. In the Borderemarches and beyond they have no penalties and can manifest indefinitely.

#### **4.8.6 Realm - The Cup Grace.**

The Grace of pleasure and the one that allows for the materialization of the Gentry's desires. They can only manifest in the Deep Wyld and are said to be the only source of stability in the depths of such chaotic place. The Gentry can manifest places capable of supporting civilizations, ecosystems and myth cycles out of their own twisted fantasies.

Unlike spirit realms or the mortal world, Realms follow the logic of dreams and the chaotic Wyld and can display any shape and form the Gentry desires. Strange and impossible geometries, changes in space and time are some of the most common effects Gentry can establish on their abodes. The only rule they must obey is the Law of Hospitality described below.

##### **The Law of Hospitality.**

For all the powers the Gentry possesses over their realms and their ability to influence events inside, all Realms must be inhabitable and possess at least one door to access them. Given the rules of the Wyld, there needs to be the possibility of conflict and although the Gentry can make the place as inhospitable and dangerous or as difficult to access and protected as he wants to, there must still be a possibility of retaliation and escape.

A realm made of burning light for example might allow its inhabitants to stay safe in the shadows that inevitably creep in, or a Gentry whose Realm takes the form of an endless void may allow visitors to breathe normally. There can be as many hazards as the Gentry wants to.

Also, the Law of Hospitality doesn't apply to anyone or anything the Gentry rules over such as captured humans or Realmborn and the Gentry can reshape them, kill or create them with but a single thought, if at all.

##### **The Fae is the Land.**

The Realm created by the Gentry is as much a part of it as he is a part of the Realm. The Gentry are able to reshape their dominion to their will without the need of magic expenditure. A given fae could decide to change the size or number of rooms of an ostentous mansion it holds or move the arrangement of the place. They also can monitor different zones of the Realm although it takes conscious effort to do so, and as such a Gentry isn't completely aware of everything that happens on its Realm all the time.

The changes made on the realm take effect immediately and irrevocably as long as they don't go against the Title's theme nor break the Law of Hospitality. For gameplay purposes a Realm's hazard can't provide a dice pool greater than 15 + triple the number of Titles held by the Gentry or impose a die penalty of 5 +1 per fae Title.

**Vassals.**

In order for a realm to be an exciting experience, the Gentry needs life and conflict within the Realm. A barren and empty Realm is no fun after all unless its done with a certain theme in mind. Gentry can create as many extensions of the realm which can be anything from plants, animals, furniture or weirder things (living clouds, golems, etc.) as they desire. These extensions can have as much as two dots of Wyrd and two dots in Contracts or other minor abilities, if at all.

They are part of the Realm and obey its rules completely. They cease to exist if the Realm is destroyed and are unable to leave it. Their dice pools as individual beings are at most two thirds of the Realm's hazard rating. Huge monsters can have higher dice pools but must posses specialized abilities and one vulnerability that can take them down.

A fae realm can also hold slaves which are humans trapped by the Gentry and that serve it. They can escape or disobey the Gentry but the Gentry has full power to transmute or kill them with but a thought. There can also be externals which are other fae and beings that aren't part of the realm or aspects of the same fae Titles. The Gentry has no power over them besides the hazards and are protected under the Law of Hospitality.

**4.8.7 Gaining Titles: The Games of Divinity.****4.8.8 Crafting Titles: The Long Road.**

While much harder to do than playing The Games of Divinity, The Long Road is one of the most exciting ways for a Gentry to forge a new Title as it adds a different flavor to the fae condition. Its also ideal for those Gentry in Exile or that are forced to the mortal world for any reason.

In order to participate in The Long Road the Gentry must declare what it wishes to accomplish in the mortal world and it must be a legendary feat on itself (bringig forth the fall of a complete family line, or giving the most moving recital/song in the world) to the Wyld which counts as a major Oath between the Gentry and the Wyld itself. Afterwards the Gentry sends an Actor (or goes himself if she's an Exiled fae) to accomplish the feat. The Actor can take as long as it wants to finish the feat, once its finished the Actor must go back to the Deep Wyld and declare on its Title what it set out to do and how it was accomplished. If the Wyld accepts his story a new legend is given form in accordance to the themes the fae played to achieve his feat. A new Title is created.

In game, it means the Gentry sets out a long term aspiration and fullfills it on the Chronicle.

**The Law of Acquisition.**

In the distant past its believed that the fae made an Oath with the first human beings that let them "acquire" more of their kind with impunity. Although it most probably involved trickery on the fae part, most Gentry declare it as their right to capture as many humans as they want to and it isn't unheard among the Courts to receive a given Gentry's retinue demanding tributes in human slaves for their Lord or Lady. It never ends well for the Courts that is.

### 4.8.9 Lord Halostian, the Thief of Words.

*“I have seen the rise and fall of nations, empires reaching their full glory and then crumbling to dust.*

*My place is not to act but to observe, for the glory of the Wyld. So that one day maybe, just maybe I can finally rest in peace. ”*

Fae are all creatures of mercurial existence, their whims crafting the legends that inspire tales and songs to the greatness of the Wyld. While the first fae ruled over the whole universe like gods, their power has almost disappeared completely and they have been forced to adopt human disguises and subject themselves to age and death. Indeed the fae have fallen from grace and it would be a humbling experience if the fae could understand just how much has been lost. Lord Halostian remembers the old times, he can weep and he can suffer but he has to keep moving on.

He too has lost plenty, his mind weighed down by eternity and the loss of magic taking its toll on both his body and mind. He desires nothing but to end everything, but can't.

He is the Thief of Words, a legendary force of fae that was there when the beautiful toy that was creation started. He saw the first sun over the horizon of this land and was the one to learn of the ways of the shaped. He was the one to teach Lord Balor of The Evil Eye and the rest of the fae how to craft bodies out of the raw power of chaos and was there when the Balorian Crusade began.

But pride is a powerful force, and drunk with power and desiring conflict Lord Halostian did the unthinkable, defying the Wyld itself to a game with the Universe at stake. Halostian swore to the Wyld that he would get it the greatest story never told on his True Name and to his surprise the Wyld answered his challenge. But what the greatest fae never considered was how all stories and conflicts belonged to the Wyld. Now Lord Halostian wanders the world eternally in search for the ultimate tale, one born out of a source different from the Wyld, unable to die for such a penalty wouldn't have been sufficient for a force as powerful as the Wyld nor would that have sufficed for a fae of Halostian's standing.

Given this monumental task, Halostian has coursed far and wide, inspiring events and battles both glorious and horrific, seeking the ultimate act that can move the heart of a force so vast as to represent conflict and change itself. He is said to have even taken part in both World Wars of humanity and a third one that caused such cataclism that it was erased from history completely.

Right now he is trying to rekindle the fires of the Balorians, perhaps this time, just this time he can rest...

#### **Apperance.**

Unlike the fae and the Gentry themselves, Lord Halostian is not bound to a single form nor is he forced to generate Titles to represent him. He is beyond that and knows the magics of manifestation and body crafting better than anyone. During the War of Seasons he enjoyed manifesting like a powerful elf with hair of autumn leaves and skin of bronze but in the modern age he has taken to a like to manifesting as an old wrinkled man with white hair carrying a wooden staff. If checked properly, he does posses eyes of gleaming gold and marble and his body is made out of flowing metal. He can manifest in the mortal world with his full power without the need for a ritual of manifestation and can do so without time limits.

**Roleplaying Tips.**

You're tired...so tired of it all. Certainly your endeavor is the stuff of legend and even though it sounded like a good idea there's nothing you regret more now. How can you win against the force of conflict itself? You hold considerable power and knowledge which you use to bargain with easily impressionable fae. Manipulate everyone behind the scenes and stroke the flames of war, so that you can finally be free.

**Stats?**

Lord Halostian is a fae of tremendous power, far beyond what a Gentry is capable of and may not even be a fae by this point, more like a Physical God. Those few that have been able to learn the truth of his condition (which are really few powerful beings or feeble humans) that have asked him if he's the First Fae have only earned a chuckle from the fae lord.

Whether Lord Halostian is actually the first fae ever or not is up to the Storyteller to decide. Still, he is a being that can't be measured with the stats of the feeble beings of the World of Darkness and the Storyteller can give him any ability he deems fit.

**4.9 Fomorians.**

During the first days of the moonlanding the fae, after having spent centuries (or more given their relationship with time) in the depths of the Wyld and drunk with chaotic essence, made several experiments to return back to the mortal world after having been barred from it. The most successful of those experiments was the Contract in which the fae bound themselves to a mortal body while bleeding off a part of its essence. The result was an hybrid of the fae aspects with the memories and knowledge of a human being. This way the fae found it easier to reintegrate themselves to a world that had forgotten about them and of which they had no knowledge.

Still, some fae were too proud to diminish themselves or taint their purity in such a way and used other alternatives to the Contract. Some bound themselves to animals or objects, although the results were mostly insatisfactory, their forms broken due to the inability of mortal frames to contain the entirety of the chaotic faerie essence.

Others retreated into the past, and sought the old ways their ancestors used to manifest in the mortal world the first time. Those fae passed for a second time through the Gateway as it was known and gave their bodies more definition, compressing their essences in layers and layers of Glamour. The result was a body capable of fully holding the fae essence and much stronger than would be otherwise capable. Still, they gained none of the memories and grounding the fae that merged with humans got and the result was a powerful and mad engine of destruction capable of razing everything on its path. These fae became known as The Fomorians.

Due to its connection with the past and the fact the ritual allows the fae to retain their purity of essence, this is usually the preferred method for materializing of those fae that sympathize with the

Balorian Crusade. Seen as the ultimate sacrifice a member of the hosts of Balor can perform. The Balorian loses his standing in the Church of Balor and becomes that which it hates, after which it directs all the rage and power in a suicidal attack against the shaped world, hoping to die valiantly in battle. Those that do are immortalized by the Church of Balor.

In order to become a Fomorian, a member of the Gentry must destroy all its Titles and cannibalize them until it becomes engorged with the chaotic essence. Afterwards it must perform an ancient ritual known as Passing Through the Gateway of Nirakara ( **Exalted: the Fair Folk**) after which he uses the essence to craft a body for him. The ritual is definitive and the Gentry can never again become a Fair Folk.

All Fomorians gain the following traits:

### **Becoming the Legend.**

The Fomorian's body becomes a powerful construct of Glamour, layers of layers of enchantment strengthening it. The Fomorian acquires a full Actor template 4.8.3 with all the traits indicated. Unlike the Actor, the Fomorian gains +5 to all Attributes and Skills per Title the Gentry possessed and is capable of going beyond the five dots. He also gains the Immortal Flesh and Ruled by Passion traits of the Actor template.

The Fomorian also gains a +5 to all rolls to resist fae magic used against them as the Wyld splashes across his body like water.

### **Static Creation.**

Despite its powerful will, the Balorian has now become a static construct more similar to a Behemot than a True Fae. He loses the ability to use Unleashing as his body reacts badly to the chaotic energies of the Wyld and can only use Contracts like shaped fae do.

### **Lord of the Wyld.**

The Fomorian is able to roam up to the Borderemarches without problem as their bodies withstand even the inhospitable atmosphere of this place.

## **4.9.1 The Hosts of Balor.**

Out of all the beings that endanger creation, the followers of the Church of Balor are the most dangerous a fae can face. Mad and armed with powerful magics that unravel reality, the Balorians are a force to be reckoned. The Balorians are a movement that predates the Seasonal Courts and even Seelie/Unseelie Courts already had reports of Balorian infiltrations in their lands.

The Balorians are like a force of nature, impossible to negotiate with. In their blind belief that the world will reach a transcendent state after the last piece of creation unravels into the chaotic void, the Balorians spread their tendrils across the Courts and mortal society. That is one of the highest dangers the Balorians pose in the eyes of the fae. They can be anyone, from your changeling friend or lover to the smiling neighbour across the street or that small Goblin that runs a shop in the Wyld.

Due to the hate the Balorians garner from all the Courts, they act in decentralized units. Usually one single Balorian infiltrates a Court and starts corrupting it from inside. If there're many in a Freehold though, entire motleys of Balorians can form to better organize the fall of the shaped world. The most powerful but also easier to stop threats are the Gentry and Fomorians that attack Freeholds from time to time. At least one can see them coming from the chaos they generate in their wake, the Courts hide as the storm wrecks everything and once its gone they can make repairs and set a new encampment. No, the greatest danger always comes from within...



## 5. The Wyld.

### 5.1 The Laws of the Wyld.

Its a curious irony that the force of chaos, a source of dynamism could posses rules. It has baffled fae scholars for decades, a paradox of existence.

Two hypotheses maintain the highest support though, the first is that these laws were established by the ancestors of the fae either by accident or purpose when they sprung from the raw chaos and started shaping the world.

The other hypotheses is that the raw potential of the Wyld when interacting with the stability of the created world made areas where the rules of creation warp without dissappearing completely and that lead to these new world's "physics".

Whatever the case, the Wyld follows its own set of rules that rule the interaction of every being within.

#### 5.1.1 The Law of Narrative Imperative.

The first and most prevalent law that rules the Wyld, the Law of Narrative Imperative or The Rule of Cool as its being called by the youngest fae shows that the narrative weight of an action or success will decide its likelihood. The Wyld is a huge mish mash of narratives running in parallel and those fae that recognize the threads of legends can tap into this potential to help in their endeavors.

In the Wyld anything is possible and this strange force supports those that are willing to generate the conflict and legends it so craves.

This law can be seen in its highest expression on the Gentry that are utterly bound by the themes that comprise their natures. For example a Gentry that represents darkness and fear is bound by the Wyld so that its unable to generate feelings of contentment or force it to avoid all sources of light. Its not that the Gentry is unwilling to get close to the light but that its very nature makes him unable to approach it.

#### **Mechanics.**

When performing a given roll the fae can enact a stunt action. The player declares to the Storyteller the results the action will have. Perhaps his sword coruscates with lightning as he brings it down upon his foe, or a corona of light shines upon him during a rousing speech.

The Storyteller can award the player from +1 to +3 in the roll to achieve his stunt based on how cool or fitting to the story the action is. Players are encouraged to run wild and the Storyteller is encouraged to have the player actions generate cosmetic effects even if the action is mundane. Perhaps the shot from the character ricochets at impossible angles and manages to shoot the weapon from enemy hands or the changeling's kick is made with such flair and grace that it manages to knock the pursuing Behemot out of a hill even if in the mortal world their strength difference wouldn't have allowed so.

### 5.1.2 The Law of Equivalent Exchange.

The Law of Equivalent Exchange dictates that in order to achieve anything in the Wyld a price must be paid to do so. The price varies wildly and there's no set principle on what is worth what. The simplest price a fae pays when making changes on the Wyld is on Glamour but the Wyld may demand other things depending on the breadth or difficulty of the task, or sometimes, just because it feels like it.

Sometimes the Wyld wants something physical such as the door that only opens on a blood offering, and sometimes its something more metaphysical like a story. This becomes more apparent in Token creation where crafters of potions or treasures find themselves in the middle of adventures they need to solve in order to create their items.

### 5.1.3 The Law of the Will.

Will is the thing that allowed the first faerie to create itself, the Law of Will is what prevents the beings that inhabit the Wyld to disintegrate back into it. The raw chaos damages the mind, body and soul of those that spend too much time on it and those that do inevitably end up mad or worse.

Furthermore, those that posses high will and the power of the Wyrd can tame the Wyld and lord over the rest of creatures like kings, a power once possessed by all members of the Fair Folk. First-born and Changelings, having shed a big amount of their essence in exchange for their humanity are unable to use it though...

#### **Mechanics.**

Any creature not native to the Wyld (Behemots) can last in the raw chaos a number of days equal to his Willpower. After that period has ended he starts losing Willpower dots (each one triggers a Breaking Point) as maddening visions and illusions invade his mind. If the traveler doesn't go back to the mortal world, Health Points become lost every day as his body becomes wracked with mutations and he starts breaking down. If the last Health Point is lost, he officially becomes a Behemot.

No magic can cure those wounds and the traveler must go back to the mortal world before he completely transforms into a Behemot. If he returns, the lost Health and Willpower dots return at a rate of one per day. If he doesn't...as of yet only legendary magics are said to be able to turn a Behemot back into humanity but if they even exist is anyone's guess.

Those that posses Wyrd, a sliver of the power of chaos and the ability to command it find that their bodies and minds are better protected from the ravages of the Wyld. Any fae or other being

that has a Wyrd pool finds that he doesn't suffer any changes while in the Bordermarches. In the Middlemarches they have to roll reflexively each day a Resolve + Composure roll at difficulty 6 (six) -1 for each WEEK the fae has spent in the Middlemarches. If they enter the Deep Wyld however the roll must be made each day at -1 for every one made while in its depths.

## **5.2 The Bordermarches.**

## **5.3 The Middlemarches.**

### **5.3.1 The Stone of Balor.**

An ancient and timeless monument erected in the middlemarches.

### **5.3.2 The Scarred Hill.**

## **5.4 The Deep Wyld.**

<b>The Unshaped.</b>
----------------------