

CHANGELING

THE DREAMING



*We are changelings, the Wyrð ones:
neither fully fae nor wholely mortal.
We are everywhere, yet you have never seen us.
We hide, not behind some fragile Masquerade,
but in plain sight with the power of the Dreaming.*

*Without any awareness of our true nature,
humankind crushes us beneath its banal heel.
The Dark now rules our homeland, Arcadia.
It hunts us, threatening to consume
both mortal and fae alike.*



**DARK
PACK**

DEDICATIONS

To all the creators who worked on Changeling: The Dreaming over the years — you provided me with countless hours of inspiration and made possible so many wonderful gaming memories with my friends. Thank you. I can only hope my humble contributions affect others a fraction of how yours affected me.

Special thanks to Joseph Corsentino for licensing his Time of the Fairies art for use in this book. Check out more of his work at jcorsentino.com.

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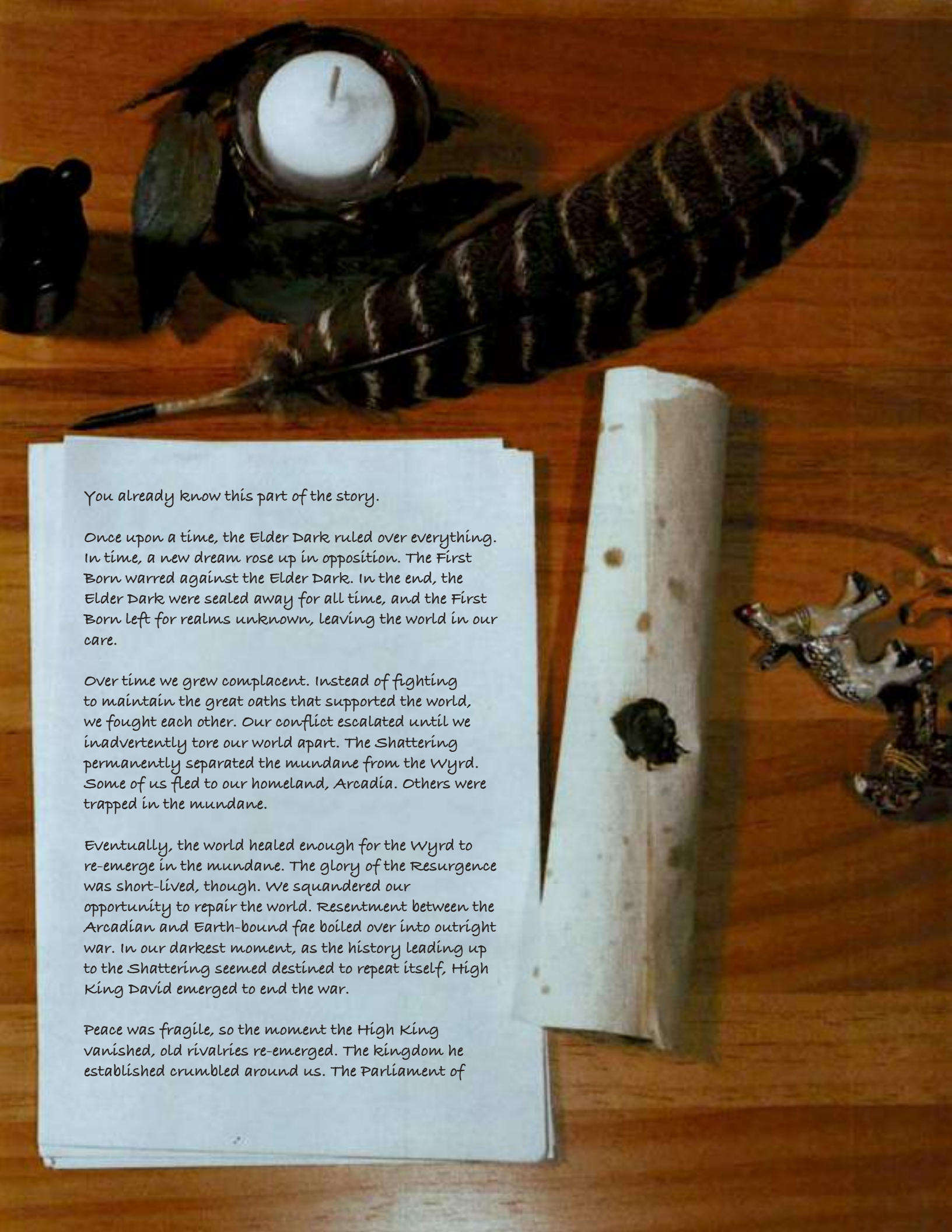
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You already know this part of the story.

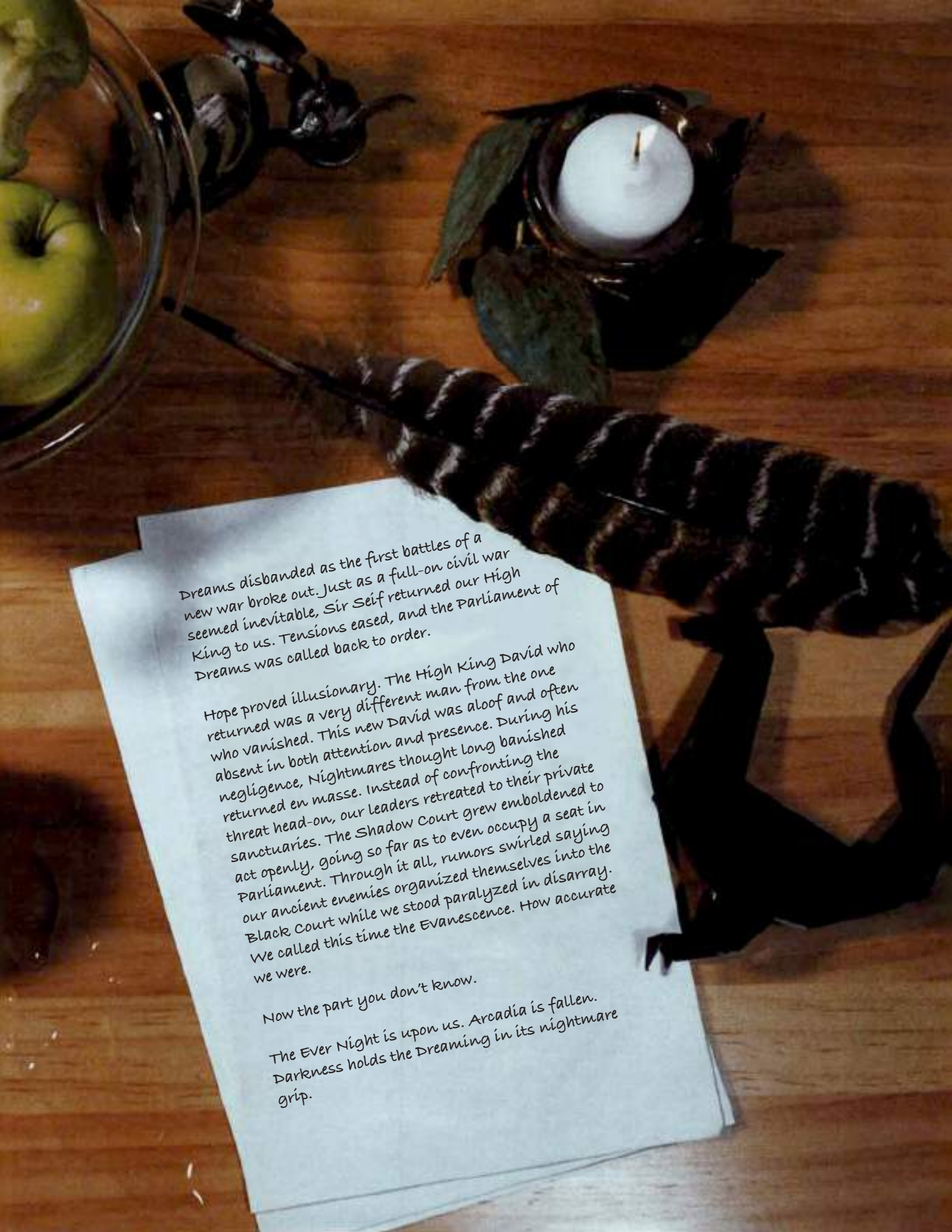
Once upon a time, the Elder Dark ruled over everything. In time, a new dream rose up in opposition. The First Born warred against the Elder Dark. In the end, the Elder Dark were sealed away for all time, and the First Born left for realms unknown, leaving the world in our care.

Over time we grew complacent. Instead of fighting to maintain the great oaths that supported the world, we fought each other. Our conflict escalated until we inadvertently tore our world apart. The Shattering permanently separated the mundane from the Wyrd. Some of us fled to our homeland, Arcadia. Others were trapped in the mundane.

Eventually, the world healed enough for the Wyrd to re-emerge in the mundane. The glory of the Resurgence was short-lived, though. We squandered our opportunity to repair the world. Resentment between the Arcadian and Earth-bound fae boiled over into outright war. In our darkest moment, as the history leading up to the Shattering seemed destined to repeat itself, High King David emerged to end the war.

Peace was fragile, so the moment the High King vanished, old rivalries re-emerged. The kingdom he established crumbled around us. The Parliament of



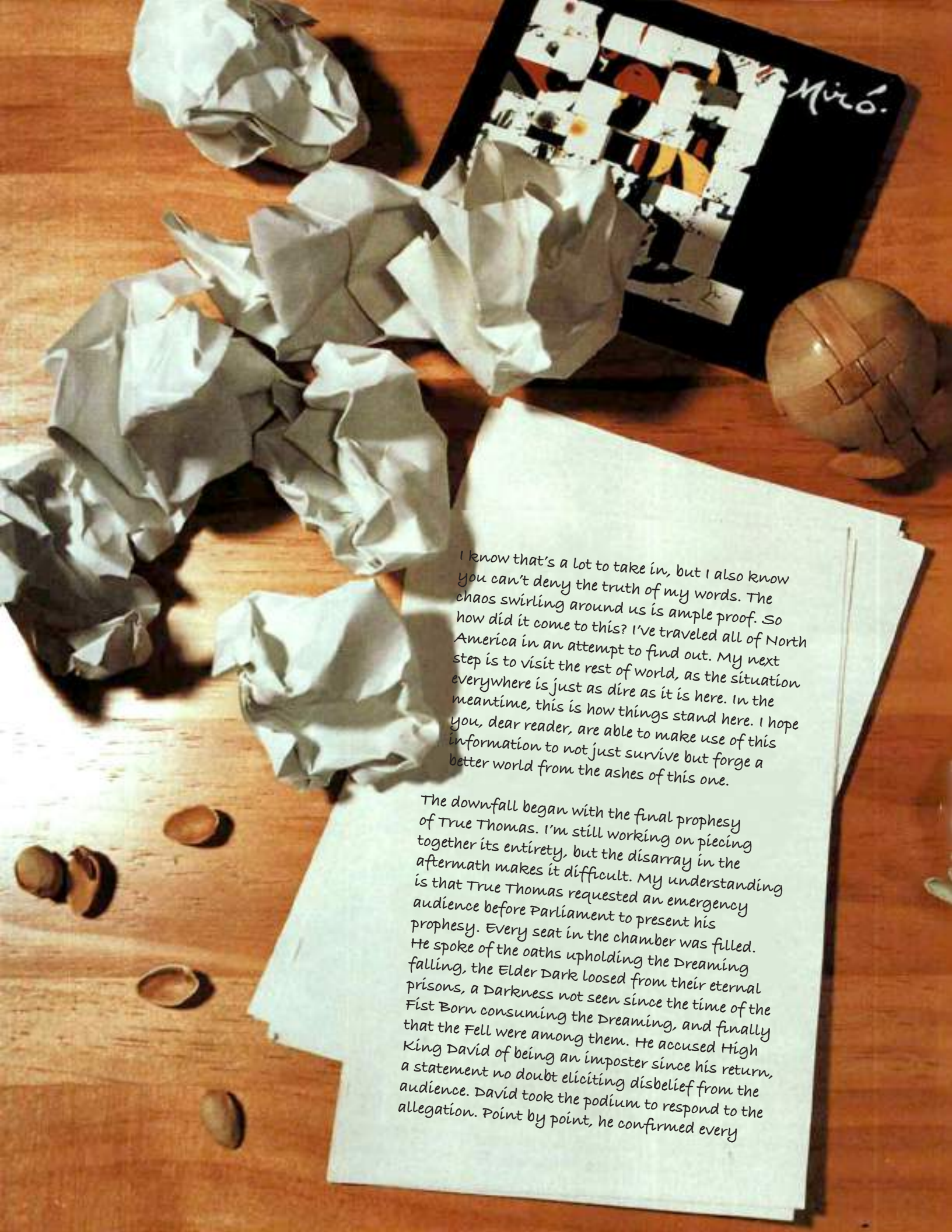


Dreams disbanded as the first battles of a new war broke out. Just as a full-on civil war seemed inevitable, Sir Seif returned our High King to us. Tensions eased, and the Parliament of Dreams was called back to order.

Hope proved illusory. The High King David who returned was a very different man from the one who vanished. This new David was aloof and often absent in both attention and presence. During his negligence, Nightmares thought long banished returned en masse. Instead of confronting the threat head-on, our leaders retreated to their private sanctuaries. The Shadow Court grew emboldened to act openly, going so far as to even occupy a seat in Parliament. Through it all, rumors swirled saying our ancient enemies organized themselves into the Black Court while we stood paralyzed in disarray. We called this time the Evanescence. How accurate we were.

Now the part you don't know.

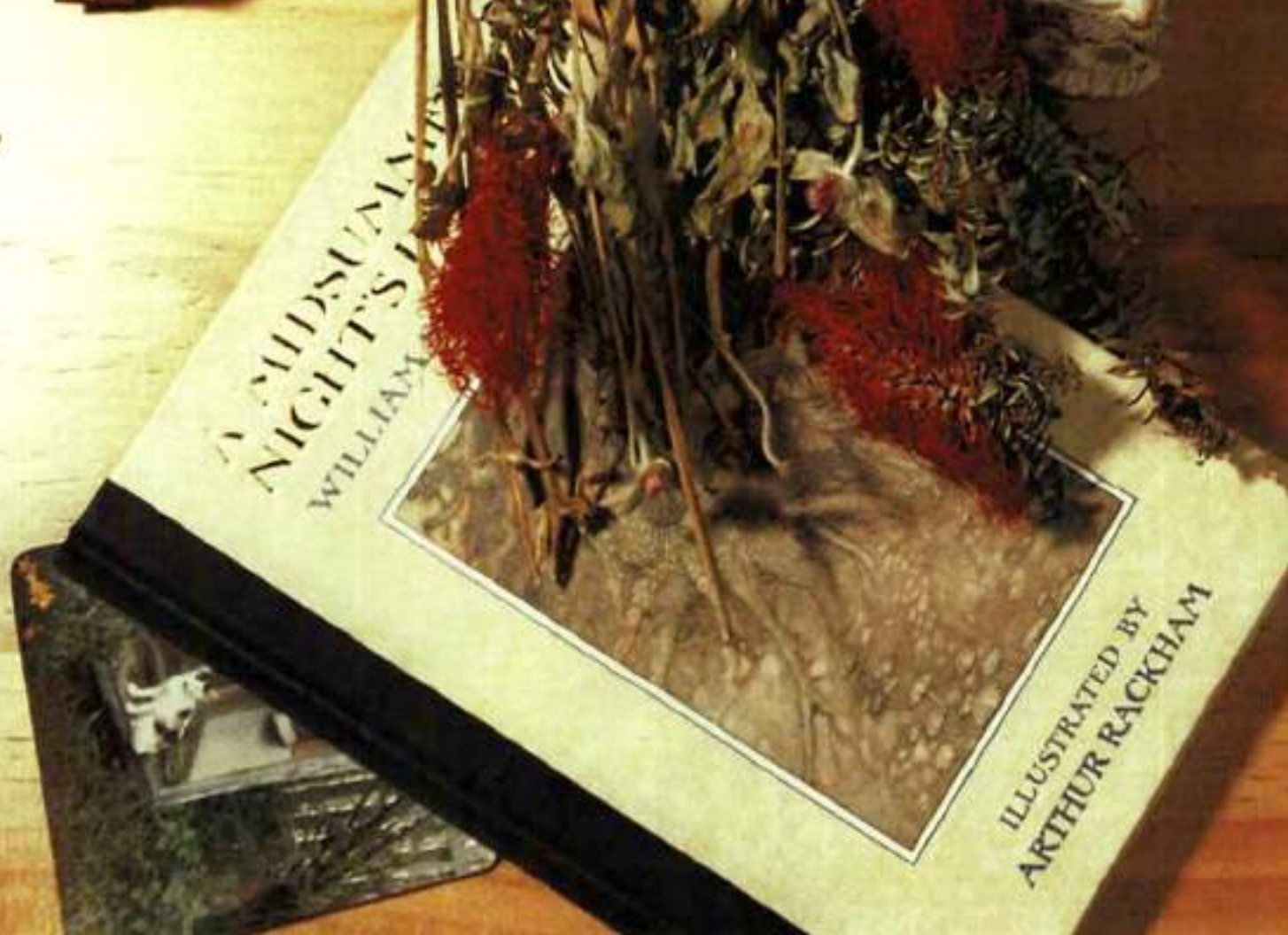
The Ever Night is upon us. Arcadia is fallen. Darkness holds the Dreaming in its nightmare grip.


A wooden table with crumpled paper, a book, and a wooden sphere. The crumpled paper is white and scattered across the left side of the table. The book is black with a colorful abstract pattern and the word 'Miro.' in white script. The wooden sphere is light brown and has a grid-like pattern. The text is written on a piece of white paper that is partially covered by the crumpled paper.

I know that's a lot to take in, but I also know you can't deny the truth of my words. The chaos swirling around us is ample proof. So how did it come to this? I've traveled all of North America in an attempt to find out. My next step is to visit the rest of world, as the situation everywhere is just as dire as it is here. In the meantime, this is how things stand here. I hope you, dear reader, are able to make use of this information to not just survive but forge a better world from the ashes of this one.

The downfall began with the final prophesy of True Thomas. I'm still working on piecing together its entirety, but the disarray in the aftermath makes it difficult. My understanding is that True Thomas requested an emergency audience before Parliament to present his prophesy. Every seat in the chamber was filled. He spoke of the oaths upholding the Dreaming falling, the Elder Dark loosed from their eternal prisons, a Darkness not seen since the time of the First Born consuming the Dreaming, and finally that the Fell were among them. He accused High King David of being an imposter since his return, a statement no doubt eliciting disbelief from the audience. David took the podium to respond to the allegation. Point by point, he confirmed every







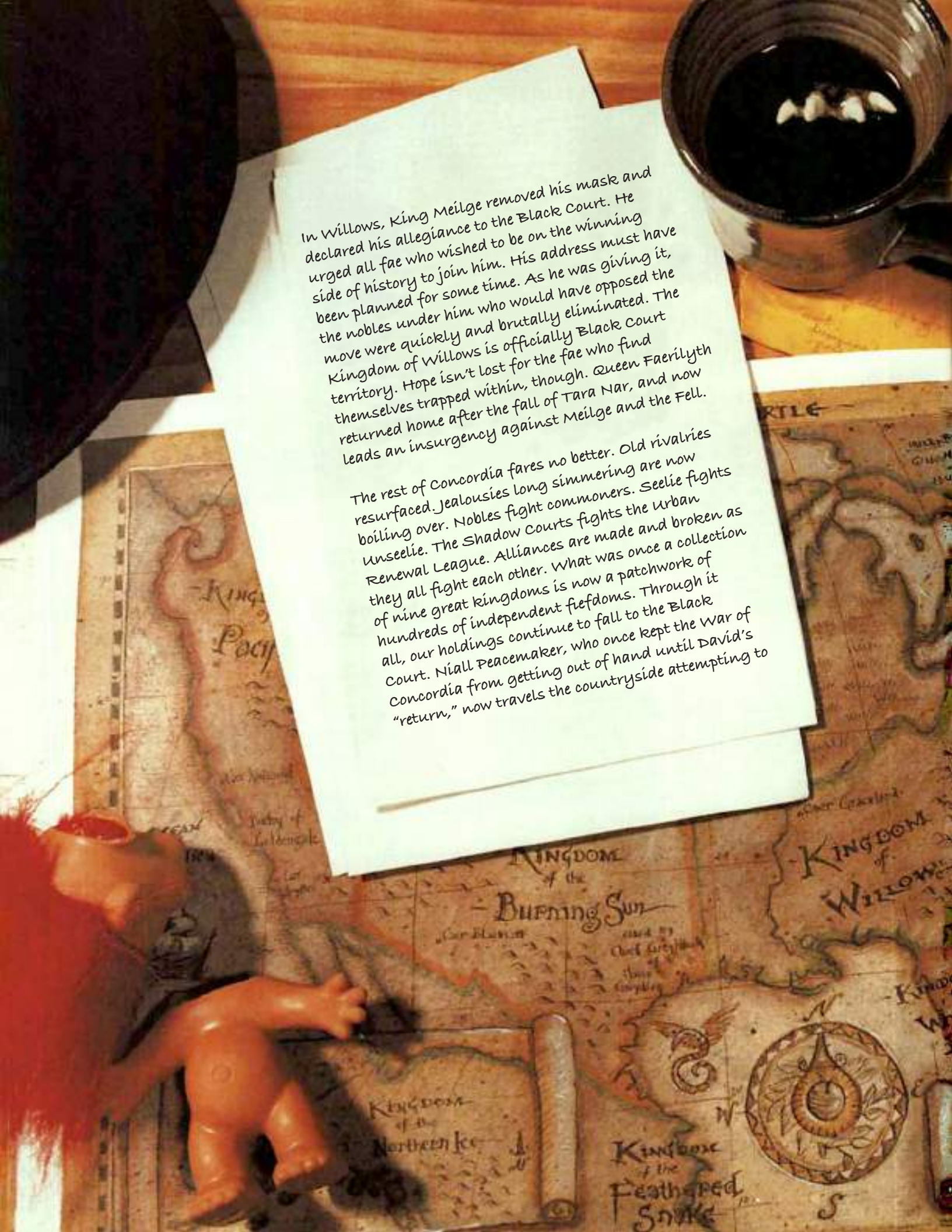
part of the prophesy. I can only imagine the growing sense of dread the members of Parliament must have felt as he went through the list. By the time David got to the end, his facade had dropped completely, revealing himself to be one of the Fell. The imposter slew True Thomas. The Black Court must have somehow planned the whole thing, because their army descended on Parliament before the first drop of Thomas' blood even hit the floor. The Red Branch Knights fought valiantly, getting as many fae to safety as they could. The Fell were overwhelming, and Tara Nar, the heart of Concordia, crumbled before the onslaught. It now stands occupied by the Black Court.

News of the event traveled quickly, and for some, chaos breeds opportunity. In Apples, the Urban Renewal League never truly went away after the war of Concordia was averted. They sprang into action and launched a hastily put together assassination attempt on Queen Mab. Thanks to the tumult caused by the Black Court, the attempt was successful. From there, city after city fell to the League. Princess Lenore continues her attempt to reestablish the rule of the courts, but her inexperience with both politics and strategy has left this a mostly futile effort. With a few notable exceptions, Apples is now an Urban Renewal League stronghold.

DISREGARD
THE CARD

In Willows, King Meilge removed his mask and declared his allegiance to the Black Court. He urged all fae who wished to be on the winning side of history to join him. His address must have been planned for some time. As he was giving it, the nobles under him who would have opposed the move were quickly and brutally eliminated. The Kingdom of Willows is officially Black Court territory. Hope isn't lost for the fae who find themselves trapped within, though. Queen Faerilyth returned home after the fall of Tara Nar, and now leads an insurgency against Meilge and the Fell.

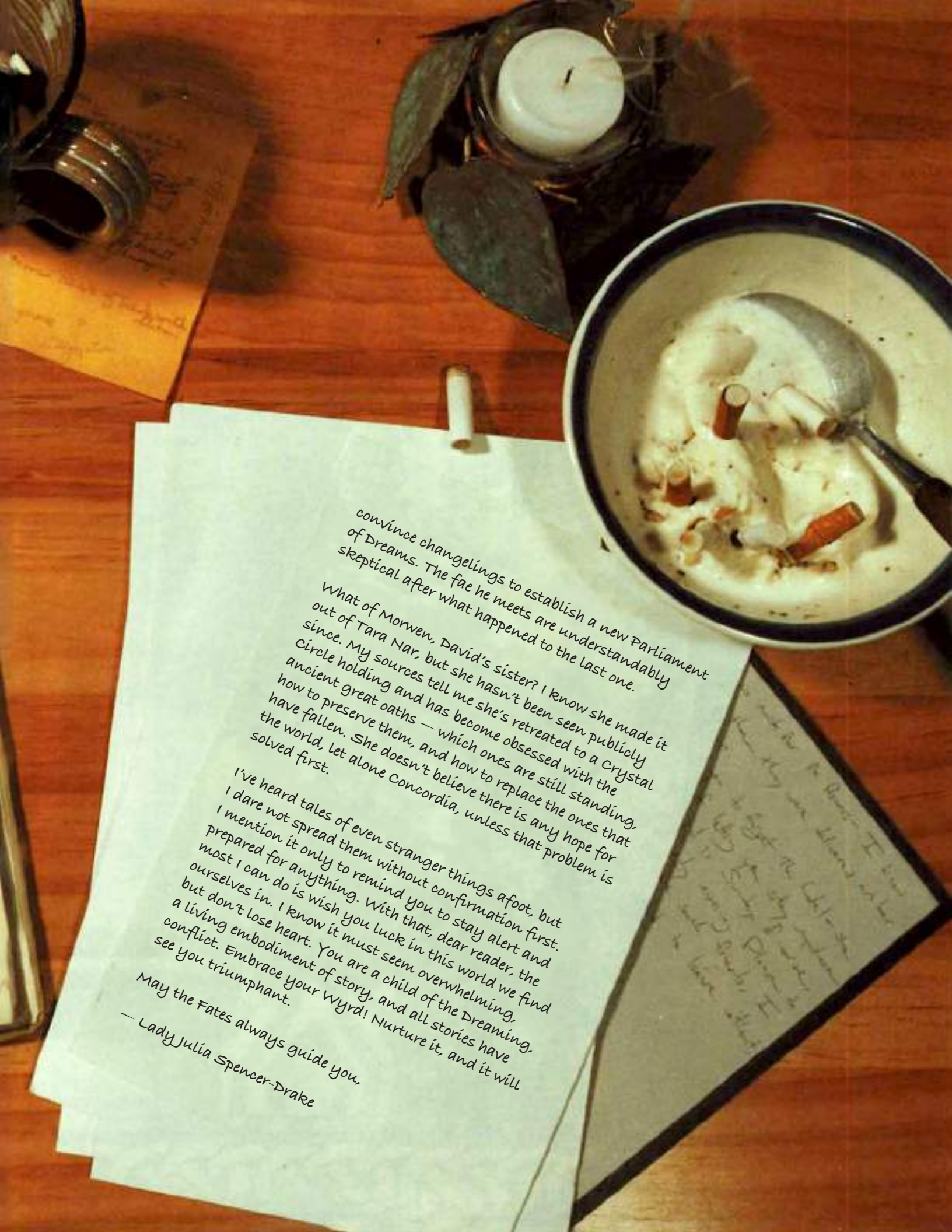
The rest of Concordia fares no better. Old rivalries resurfaced. Jealousies long simmering are now boiling over. Nobles fight commoners. Seelie fights Unseelie. The Shadow Courts fights the Urban Renewal League. Alliances are made and broken as they all fight each other. What was once a collection of nine great kingdoms is now a patchwork of hundreds of independent fiefdoms. Through it all, our holdings continue to fall to the Black Court. Niall Peacemaker, who once kept the war of Concordia from getting out of hand until David's "return," now travels the countryside attempting to





CONCO
The Old Kingdom of the
as mapped out by

[illegible][illegible]

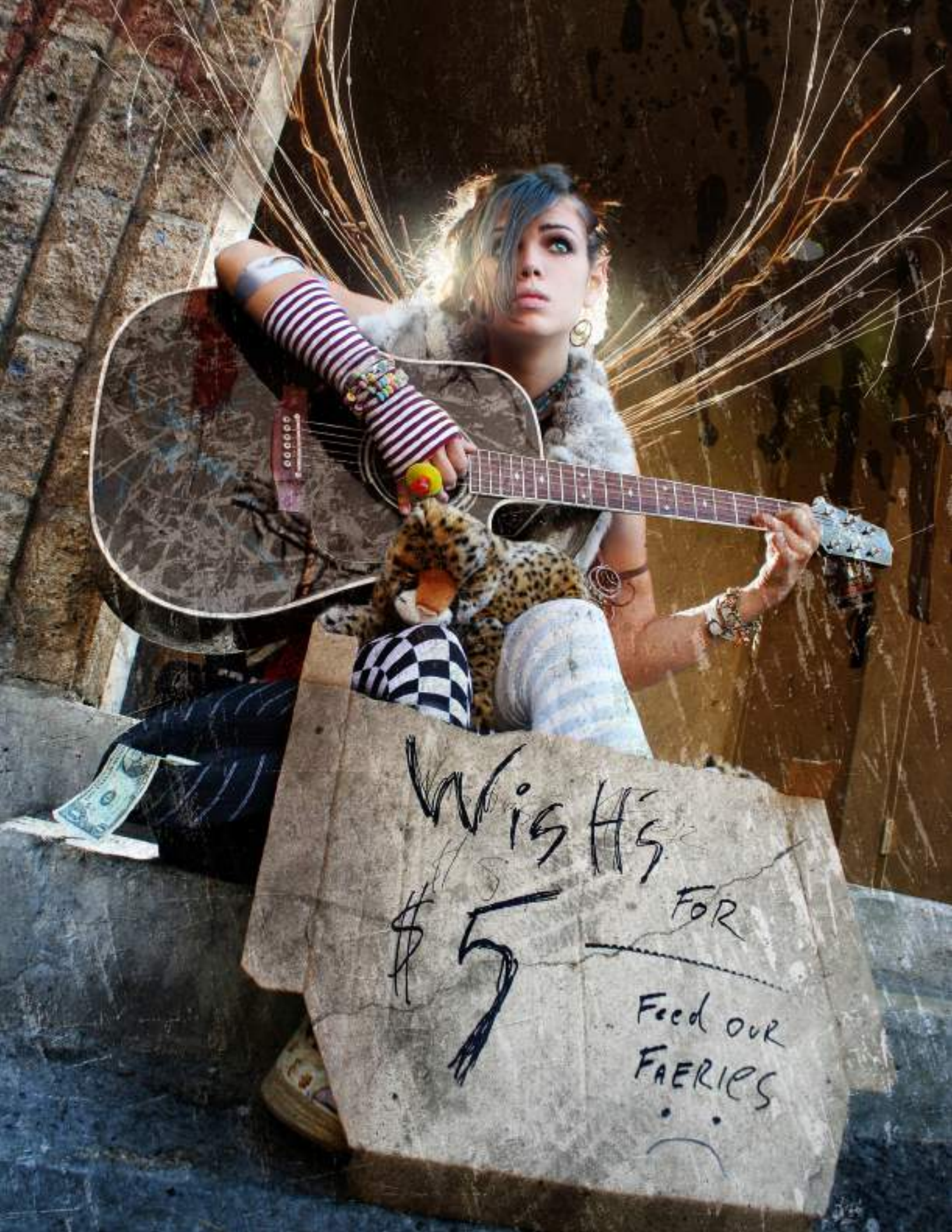


convince changelings to establish a new Parliament of Dreams. The fae he meets are understandably skeptical after what happened to the last one.

What of Morwen, David's sister? I know she made it out of Tara Nar, but she hasn't been seen publicly since. My sources tell me she's retreated to a Crystal Circle holding and has become obsessed with the ancient great oaths — which ones are still standing, how to preserve them, and how to replace the ones that have fallen. She doesn't believe there is any hope for the world, let alone Concordia, unless that problem is solved first.

I've heard tales of even stranger things afoot, but I dare not spread them without confirmation first. I mention it only to remind you to stay alert and prepared for anything. With that, dear reader, the most I can do is wish you luck in this world we find ourselves in. I know it must seem overwhelming, but don't lose heart. You are a child of the Dreaming, a living embodiment of story, and all stories have conflict. Embrace your Wyrd! Nurture it, and it will see you triumphant.

May the Fates always guide you,
— Lady Julia Spencer-Drake



Wishes
\$5 FOR
Feed our
FAERIES
☹

CONCEPTS



“Night glitters here like blood-stained glass, and the world seems caught between a madrigal and a scream. The woods are dark and monstrous, the cities labyrinths of steel and pavement. In the shadows, beings out of nightmares plot and bicker. Welcome to the World of Darkness, a distillation of modern twilight.”

— MAGE: THE ASCENSION, 2ND EDITION

Fair folk, wyld ones, Kithain, Nunnehi, Hsien, Djinn: there are as many names for them as there are human cultures, but they all refer to one thing — fae. The fae are otherworldly creatures that subsist on the creativity of humanity. They’re beings of extreme passion unbound by human constraints. Their emotions consume them — joy, sorrow, love, contempt — more acutely than any mortal could hope to imagine. Once, they ruled over a realm of imagination, the collective subconscious of human society known as the Dreaming. Now they are refugees cut off from their homeland and forced to dwell in a world hostile to their very existence. To survive, they adopted the Changeling Way, an ancient practice of merging an Earthly soul with a fae. It offers them protection against the mundane and allows them to hide from the Dark. With the Dark in control of the Dreaming, mortal society is suffering. Humanity as a whole is gradually descending into a more primal mindset — fear, instinct, xenophobia, and hatred.

Theme

Changeling: The Dreaming explores the existence of the outcast. Changelings are exiles from a world that wants them dead, attempting to survive in a world that won’t tolerate them. The changeling experience is a metaphor for the marginalized experience — minorities, the disabled, the non-neurotypical, and the LGBT+ community. Even when not facing overt hostility, the micro aggressions are constant, and changelings are deeply divided on how to deal

with it. Is it possible to hold onto one’s identity when it is always under assault? What happens when an individual reaches their breaking point?

Goals

The primary goal of this take on Changeling is to foreground the horror of the setting, bringing the tone of the game in line with the feel of the World of Darkness as set by V5, while holding onto the same core themes that always made it unique. It aims to increase the playability of the game. Player character types should have greater flexibility. Changeling’s rules and terminology should be global instead of pigeonholed to a single culture. The divide between the mundane and the Dreaming should be clearer and easier to conceptualize. The accomplishments of the characters should feel consequential instead of having no impact on the “real” world.

What This Is Not

This is not a complete game. The reader will need a copy of both *Vampire: The Masquerade 5th Edition* and *Changeling: The Dreaming 20th Anniversary Edition* to make use of this document. *Vampire* contains the core rules of play and character creation, while *Changeling* has everything a Storyteller needs to understand the game’s setting and tell stories within it. This book only illustrates the changes from either source.

Lexicon

Players and Storytellers experienced with **Changeling: The Dreaming** will notice a mix of new terms and familiar terms used in new ways throughout this book. The new names for previously established concepts were chosen help meet the goals of this guide — to make aspects of the game more accessible, to get away from being culturally specific, or to heighten the game's inherent horror elements. This lexicon serves as a guide to help ease the transition from **Changeling: The Dreaming 20th Anniversary Edition** to 5th edition **World of Darkness**.

BRANDED, THE — Dauntain in **C20**, these are broken faerie souls disconnected from the Dreaming who can only ease their Nightmare and restore their Wyrd by preying on changelings.

BURN OUT — Similar to Rhapsody in **C20**, this is the act of achieving Epiphany through a dreamer beyond the limits of a mortal mind. The person is no longer able to function in human society.

DARKENING — The twisting of the Dreaming and the Wyrd to accommodate the Elder Dark and their Fell children.

DREAMERS — Similar to Touchstones in **V5**, these are the people who remind a changeling what it means to be born of the Dreaming and give her sanctuary to let her Wyrd fly freely.

ELDER DARK — Fomorian in **C20**, the original inhabitants of the Dreaming born from a primal world predating humanity.

EPIPHANY — The act of basking in new Wyrd generated by humanity giving release to a changeling's Wyrd and easing his Nightmare.

FELL, THE — Thallain in **C20**, the nightmarish servants of the Elder Dark and changelings corrupted by the Darkening.

FIRST BORN — Tuatha de Danaan in **C20**, the progenitors of the fae who guided humanity to higher order thoughts and emotions, altering the Dreaming to match.

FROZEN, THE — Autumn People in **C20**, mortals so enmeshed in the mundane, they've become living avatars of Banality. Their very being is antithetical to the Wyrd.

HIDDEN — Chimera in **C20**, anything that exists on the other side of the Mists from the mundane world.

KITHS — Specific family groups of fae originating from the broader Legacies.

LEGACIES — Archetypes in myth and legend from which all fae descend: Lore Keepers, Makers, Nobles, Passionates, Stalwarts, Terrors, and Tricksters.



MORTAL SEEMING — Fills a similar function to Convictions in V5, the part a changeling plays in mortal society allowing her to pass in the mundane world and providing protection from Banality.

MUSING — Similar to Reverie in C20, the act of inspiring a mortal the heights of creativity so her inner Wyrd radiates outward.

NIGHTMARE — The frustration and restriction a changeling feels from being constrained in world that can't accept her true nature.

RAVAGING — An act of violation ripping the Wyrd out of a mortal by force.

TITHED, THE — Mortal souls trapped in Arcadia when it fell to the Elder Dark. Twisted by the Darkening, they seek vengeance against the changelings who left them to their fate.

WYRD — Glamour in C20, the creativity, unbound chaos, and infinite possibility flowing from humanity that composes the Dreaming.





LEGACIES



“Things need not have happened to be true. Tales and dreams are the shadow-truths that will endure when mere facts are dust and ashes, and forgot.”

— NEIL GAIMAN, DREAM COUNTRY

All the stories of humanity, regardless of location or culture, carry the same handful of archetypes. Changeling scholars debate if this is due to something intrinsic in humans or because of some fundamental property of the Dreaming. The Dark’s hold on the Dreaming and the ensuing challenges mortals are facing only serves to muddle the question. As living myths themselves, the fae also belong to a distinct set of archetypes called Legacies. Every culture has their own variation on each of the Legacies, called Kiths. The Kiths are specific manifestations of the Legacies. Legacies provide changelings with a Quest and Ban, while the Kiths give them their Birthrights and Frailties.

HOW DO I LOOK?

The Wyrld is infinite possibility given form. Changeling appearances, even within the same Kith, vary dramatically. The Changeling Way forces a small degree of uniformity among the fae from the Wyrld’s marriage to the mundane. All changelings have a humanoid form, and the Kiths have one or two defining characteristics. For example, all pooka have some kind of animalistic feature, and all trolls are large with horns. Aside from that, a changeling’s appearance is limited only by the imagination of the player.



LORE KEEPERS

Historians
Mystics
Storytellers
Sages
Rite Masters

Academics emerge from all Legacies, but the Lore Keepers elevate scholarship to an art form. They preserve faerie wisdom for all changelings, be it records of events, stories to impart lessons, the legends composed of equal parts myth and fact, or the rituals underpinning fae society. They ensure the ancient knowledge is never lost to time, a role that takes on even greater urgency with the Mists constantly threatening the integrity of changeling memories. Lore Keepers may wander the world in an effort to unearth new tales or they may dedicate their lives to the oral traditions passed from one generation to the next. As long as the role of a Kith is to safeguard or pass along knowledge, it descends from the Lore Keeper Legacy.

Quest:

Lore Keepers are always on the hunt for new knowledge. Be it art, songs, stories, instructions, history, lore, or wherever else the Lore Keeper's interests lie, she is always eager to learn something new.

Ban:

For Lore Keepers, no act of learning the core of their being. To reject it is to reject them. They can't abide by one trivializing gaining a new skill in their interest area.

Kiths

Eshu

See **C20**, page 93.

BIRTHRIGHTS

Serendipity, Talecraft

FRAILITY

Recklessness

Fu Hsi

See **C20**, page 425.

Revelry: Fu hsi ease their Nightmare though puzzles, mental games, and riddles. Playing or creating them doesn't matter, as long as they're an interesting challenge.

Unleashing: The serpents' Unleashing is a mask of lithe grace, beautiful and entrancing. It's patient, waiting until its foe becomes complacent before striking as the viper it truly is.

BIRTHRIGHTS

Luck

Wani Form: Wani form only manifests when the fu hsi Unleashes

her Wyrd.

FRAILITY

Curse

Kahuna

See **C20**, page 416.

Revelry: A kahuna eases his Nightmare by communing with the local spirits or discovering an omen from the gods.

Unleashing: A kahuna is normally a peaceful, serene being, but when he Unleashes his Wyrd, the fury of the local spirits add to his, ensuring his will is carried out and transgressors receive the punishment they deserve.

BIRTHRIGHTS

Break Taboo, Spirit Speech

FRAILITY

Omens

Korred

See **C20**, page 447.

BIRTHRIGHTS

Testament, Balance

FRAILITY

Truth

Moiræ

See **C20**, page 390.

Revelry: The oracles ease their Nightmare though the instruments of fate — tarot, tea leaves, palm reading, goat entrails, etc. They achieve revelry by divining someone's fortune in a traditional manner.

Unleashing: A moiræ's Wyrd is subtle, even when Unleashed. It weaves itself into a web to trap its unsuspecting target, where the threads of fate cut the person to the bone.

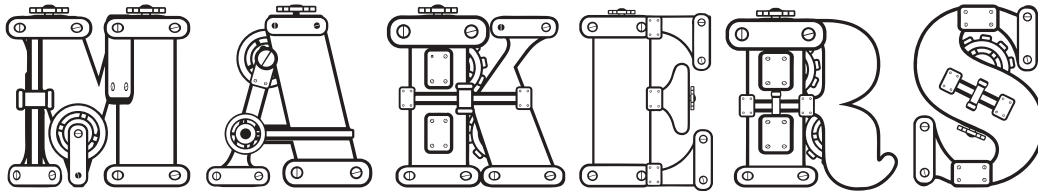
BIRTHRIGHTS

Aural Perception, Fata

FRAILITY

Superstition





Bumkins
Crafters
Mad Scientists
Inventors
Grunts

All changelings create, but those fae of the Maker Legacy are the quintessential artisans. Makers are responsible for wonders of faerie kind, from weapons unimaginable to mortals, to fantastic treasures pushing the boundaries of the possible, to Hidden places of power harnessing the Wyrd for changeling use. Their creations aren't limited to the Wyrd or even the physical. They're architects and landscape artists without peer. They're programmers reshaping the digital realms. Makers are also planners, coming up with new processes to accomplish tasks more effectively or simply finding the most efficient way to reach a goal. Woe to anyone who faces off against a Maker strategist. Any Kith concerned with invention or new perspectives has its origins in the Maker Legacy.

Quest:

Makers are always looking for an opportunity to put one of their creations or ideas into real world use. Whether it's a new landscape, a new philosophy, or a steam-powered death ray, they want to their brainchild in action.

Ban:

Makers can't abide leaving things to fate. A good idea, the right technology, or dedicated hard work can overcome any challenge. The idea that something "meant to be" is antithetical to them.

Kiths

Boggans

See C20, page 88.

BIRTHRIGHTS

Craftwork, Social Dynamics

FRAILITY

Call of the Needy

Hana

See C20, page 416.

Revelry: Hana ease their Nightmare by participating in group activities that help their community.

Unleashing: When their Wyrd runs wild, it hits like a hammer, smashing everything into something malleable. When ready, it then lashes the world, pulling and reconfiguring it into something new.

BIRTHRIGHTS

Craftwork, Song

FRAILITY

Abandonment

Nockers

See C20, page 95.

BIRTHRIGHTS

Make It Work, Fix-It

FRAILITY

Perfect is the Enemy of Done

Wichtel

See C20, page 452.

BIRTHRIGHTS

Dowsing, Industrious

FRAILITY

Vengeful

Yunwi Tsunsdi

See C20, page 406

Revelry: The little people ease their Nightmare when they create a gift for someone, and the recipient remains unaware of their benefactor.

Unleashing: When their Wyrd is Unleashed, all the cracks the yunwi

tsunsdi repaired over the years, the brokenness they've mended, the disorder they've cleaned — all of it flows forth confusing, disorienting, and breaking apart their adversaries.

BIRTHRIGHTS

Out of Sight, Clever Hands

FRAILITY

Flame of Anger



NOBLES

*Shining Host
Gentry
Dandies
Courtiers
Ringleaders*

Any changeling with the correct disposition has the capability for leadership, but Nobles are born to rule. Whether they assume authority by philosophy, tradition, combat prowess, or simply birthright, they excel in whatever manner of influence is their calling. Some choose to govern through consensus building, while others rely on raw charisma. They might use logic and reason to describe why their plans are the best course of action, or they may demonstrate that might makes right, believing it's better to be feared than loved. Some truly believe in noblesse oblige, taking on the weight of responsibility for all the fae who follow them. Others are vain, reveling in being fawned over by changelings desperate to curry their favor. The one thing uniting all Noble Kiths is that when they act, the world moves in response.

Quest:

Nobles need to see that their leadership matters. Whether it's a sweeping matter in peacetime or in war, personal advice between friends, or something others might see as frivolous like setting the latest fashion trend, Nobles want to make sure their guidance makes a difference.

Ban:

Nobles can't fathom a world in which they're ignored. It's one thing to be overruled by a higher authority or outvoted — at least their position was considered. It's quite another to be dismissed entirely.

Kiths

Ali'i

See C20, page 415.

Revelry: The ali'i ease their Nightmare by feasting and communing with their subjects. Any grand gesture to show the importance of the community and hear their people directly brings them comfort.

Unleashing: An ali'i's Unleashing has the full weight of history behind it. All of her ancestors, generation after generation, come together to enforce her will.

BIRTHRIGHTS

Uncarthy Beauty

Wyrd Vessel: The ali'i may take on another changeling's nightmare to ease their burden.

FRAILITY

Sacrosanct

Fir-bholg

See C20, page 387.

Revelry: Fir-bholg ease their

Nightmare through sacrifice. Not their own, of course, but one of their followers making a sacrifice in their honor.

Unleashing: When their Wyrd run wild, they unleash the raw fury of the wilds and the frantic madness of civilization at once. The two immediately come into conflict, clashing for dominance, with the fir-bholg's target trapped in the middle.

BIRTHRIGHTS

Breath of Firchlis

Warrior Kings: Fir-bholg gain an additional specialty in a combat skill of their choice. They also gain two extra dice to their dice pools when demonstrating their leadership through martial prowess.

FRAILITY

Eochaid's Hunger

Merfolk

See C20, page 448.

BIRTHRIGHTS

Apsara of Vatea, Gills, Ocean's

Beauty

FRAILITY

Out of Touch

Oba

See C20, page 450.

BIRTHRIGHTS

Mantle of the Orishas, Tale Craft

FRAILITY

Native Soil

Sidhe

See C20, page 108

Since the Elder Dark now rule Arcadia, the sidhe have mostly adopted the Changeling Way. To do otherwise would be to condemn themselves the Elder Dark's clutches upon death.

Affinity: Time

BIRTHRIGHTS

Uncarthy Beauty, Noble Bearing

FRAILITY

Adoration



Passionates

Lovers
Peacocks
Adrenaline Junkies
Panderers
Rakes

The Wyrd ensures that all fae are creatures of passion living a life of extreme sensation compared to the limits of mortal propriety, but changelings who originate from the Passionate Legacy elevate intensity to an art form. For these fae, an experience is of tantamount importance. They love with the whole of their being and hate from the depths of their souls. They'll run a marathon just to feel their hearts pound in their chests. Sex is a religious ecstasy. Despite leaving a trail of broken lovers in their wake, they're never short on new paramours. Others can't help themselves from being consumed by a Passionate's fervor. Any Kith dedicated to the euphoria of sensation hails from the Passionate Legacy.

Quest:

Passionates are always looking for a new experience, a new sensation, or some new emotional high. They have a deep, driving need to find something that can fill them with feeling.

Ban:

The one thing Passionates can't stand is to have their feelings belittled or accused of being fake or exaggerated. Their emotions are real and deeply felt. To deny them is to deny the Passionates themselves.

Kiths

Aonides

See C20, page 387.

Revelry: Aonides ease their Nightmare by creating art in tandem with their lover or intimate partner (the player decides what counts as intimacy for this purpose).

Unleashing: The aonides' Wyrd is pure artistic inspiration — a splash of color, a chip of marble, wood shavings, graphite and chalk dust, and all manner of other art mediums combine in a whirlwind of chaos at the aonides' bidding.

BIRTHRIGHTS

Grace of Calliope

Adonis' Ravaging: Inflicts aggravated Willpower damage on the target. It can't remove all of the aonide's Nightmare points unless the character inflicts Burn Out.

FRAILITY

Arachne's Folly

Morganed

See C20, page 449

BIRTHRIGHTS

Born of the Sea, Song of the Sea

FRAILITY

Bound to the Sea

Nyan

See C20, page 427.

Revelry: Nyan love to pampered — waited on hand and foot, so much so it eases their Nightmare.

Unleashing: A nyan's Wyrd pounces from the shadows in a flurry of razor sharp claws, eviscerating any foolish enough to stand in her way.

BIRTHRIGHTS

Luck

Wani Powers: This activates when the nyan Unleashes.

FRAILITY

Curse

Satyrs

See C20, page 102

BIRTHRIGHTS

Gift of Pan, Physical Prowess

FRAILITY

Passion's Curse

Selkies

See C20, page 104

BIRTHRIGHTS

Seal Form, Ocean's Grace

FRAILITY

Seal Coat



STALWARTS

*Paladins
Bound
Shield-bearers
Indomitable
Beasts*

Every fae is the hero of their own story — they can't help it; they're a being of myth, after all. Especially in the tumultuous time of the Ever Night, most changelings find something they're willing to sacrifice themselves to protect. Stalwarts, however, have a burning in their souls to defend something, be it a person, an institution, an object, or an ideal. They often swear oaths publicly to preserve their charge, although some prefer a more quiet, informal approach toward safeguarding their commitment. Stalwarts appear in all shapes and sizes, but they're universally skilled in the ways of combat, a necessary expertise for their obligation. Any Kith concerned primarily with duty, ending hostilities by force, or defense arises out of the Stalwart Legacy.

Quest:

Stalwarts are always looking for victims of oppression or fights being waged against clearly weaker opponents. A Stalwart feels compelled to step in and ensure strength is punching up instead of punching down.

Ban:

Stalwarts absolutely cannot handle being thought of as cowards. They would rather die than have their bravery questioned.

Kiths

Fuath

See **C20**, page 388.

Revelry: Fuath ease their Nightmare by spending time in wild lands unspoiled by humans.

Unleashing: A Fuath's Wyrd is filled with primal, animalistic intensity, taking on aspects of their favored animal.

BIRTHRIGHTS

Animal Nature, Nature's Kin

FRAILITY

Maenad's Madness

Kokua

See **C20**, page 416.

Revelry: Kokua ease their Nightmare by doing some dangerous physical activity just because they can — climbing a volcano, surfing the biggest waves, etc.

Unleashing: Kokua Wyrd smashes with the thunderous force of the surf and burn with molten intensity of

lava.

BIRTHRIGHTS

Nimble, Swift

FRAILITY

Cruel

Rock Giants

See **C20**, page 402.

Revelry: Rock giants ease their Nightmare through feasting and gorging themselves until near bursting.

Unleashing: A rock giant's Wyrd is the essence of flint — it pierces like an arrow, cuts like fine blade, and even sparks to start a fire.

BIRTHRIGHTS

Flint Coat, Prowess

FRAILITY

Fury

Tanuki

See **C20**, page 427.

Revelry: Tanuki love a good practi-

cal joke to ease their Nightmare.

Unleashing: Their Wyrd attacks with the wolverine-like ferocity of a racoon dog — scratching, tearing, biting, and clawing.

BIRTHRIGHTS

Luck

Wani Powers: These activate when the tanuki Unleashes.

FRAILITY

Curse

Trolls

See **C20**, page 112.

BIRTHRIGHTS

Titan's Power, Strong of Will and Body

FRAILITY

Bond of Duty



TERRORS

Grotesques
Savages
Horrors
Creeps
Darklings

Anyone who pisses off a changeling will likely end up pissing themselves in fear shortly. Unlike the Fell, though, Terrors aren't simple brutes blinding people in fright. Fear is the most effective teacher for all mortals. It ensures caution when warranted and keeps people alive when the temptation to do something stupid strikes. A frightening experience as a first memory is a near universal truth for all people regardless of culture or station. For descendants of this Legacy, dread is a tool honed to fine point. They choose their targets carefully — maybe someone who needs to learn a little humility, possibly someone who needs to change their self-destructive ways. When the Terror is done with them, it's a guarantee they're changed individuals. Any Kith that harnesses fear for their own ends originates from the Terror Legacy.

Quest:

Terrors thrive when they can knock someone off balance or throw them off of their game. It creates opportunities they can exploit for their own ends.

Ban:

The look of someone visibly shaken by the presence of a Terror validates her existence. If someone doesn't at least momentarily lose their composure, then what is the point of a Terror?

Kiths

Naraka

See C20, page 390.

Revelry: Naraka ease their Nightmare when they're comforted by tokens related to their mysterious origins.

Unleashing: A naraka's Wyrð is wreathed in flame and consists of a thousand grasping arms to torment her foes.

BIRTHRIGHTS

Wrath of Kali Ma, Arms of Ravana

FRAILITY

Curse of Shiva

Nümüzo'ho

See C20, page 400.

Revelry: The giants ease their Nightmare by losing themselves in

their chosen environmental or Native rights cause.

Unleashing: Nümüzo'ho Wyrð brings all of the natural elements to bear on his enemies — fridged air, searing fire, torrential water, and pounding stone.

BIRTHRIGHTS

Extraordinary Size, Rouse the Elements

FRAILITY

Disfigurement

Redcaps

See C20, page 100.

BIRTHRIGHTS

Dark Appetite, Bully Browbeat

FRAILITY

Bad Attitude

River Hags

See C20, page 450.

BIRTHRIGHTS

Dark Appetite, Into the Depths

FRAILITY

Tied to the River

Sluagh

See C20, page 110.

BIRTHRIGHTS

Squirm, Sharpened Senses

FRAILITY

Curse of Silence



Tricksters

*Rogues
Fools
Riddlers
Pandoras
Outlaws*

The fae are intimately familiar with the absurdities in life. The truth is, every single moment in faerie history when they had an opportunity to save themselves, they fell into infighting and squandered their chance. For all their power and wisdom accumulated over countless lifetimes, changelings are just as fallible as any mortal. Tricksters see the truths hidden in absurdity with an unparalleled clarity, and they feel utterly compelled to share them with the world. If there's a pompous ass who needs taken down a notch or a celebrated plan with a glaring flaw, a Trickster is sure to step in. Targets of their barbs rarely appreciate their brutal honesty, but changelings of this Legacy never let that deter them. Any kith dedicated to the truth, no matter how obscure they present it, or who revels in the farcical nature of existence grows from the Trickster Legacy.

Quest:

Tricksters are a force for chaos in the world. They're ever vigilant for an opportunity to get someone to try something they normally never would, go someplace they'd never go, or say something they'd never otherwise say.

Ban:

You've got to be a little crazy to stay sane in a crazy world is the fundamental tenant of Tricksters. Anyone telling them to get serious or act appropriately fails to recognize this.

Kiths

Clurichaun

See C20, page 90.

BIRTHRIGHTS

Twinkling of an Eye, Fighting Words

FRAILITY

Hoard

Hanumen

See C20, page 426.

Revelry: Hanumen ease their Nightmare by wandering — walking about their village, city, or countryside looking for trouble to get into.

Unleashing: A hanumen's Wyrd is playful, teasing its target, convincing them to look elsewhere when the real threat is right behind them.

BIRTHRIGHTS

Luck

Wani Powers: These activate when the haumen Unleashes

FRAILITY

Curse

Piskies

See C20, page 96.

BIRTHRIGHTS

Nimble, Blending In

FRAILITY

Light-Fingers

Pooka

See C20, page 98.

BIRTHRIGHTS

Shapechanging, Confidante

FRAILITY

Untruths

Wolpertinger

See C20, page 452.

BIRTHRIGHTS

Voracious Grazing, Prey Alertness

FRAILITY

Unquenchable Appetite





CHARACTERS

“Imagination is the one weapon in the war against reality.”

— JULES DE GAULTIER

Characters are the heart of any story we tell ourselves. Chronicles in the World of Darkness are no different. The characters are key to a storytelling game — they drive the plot with their needs and desires. They build tension as they come into conflict with the other inhabitants of the narrative. Their tales lead to triumph or heartache as they build a better world or sacrifice it for their own petty whims. Successful Changeling: The Dreaming chronicles always put the players’ characters firmly in the driver’s seat.

Character Creation

Creating a character follows the path laid out in *Vampire: The Masquerade 5th Edition* closely, with the following exceptions: Changelings are unconcerned with the likes of age, Generation, or Blood Potency. They mostly have a normal human life span, and their power is derived from the Wyrd, nothing so vulgar as blood. Wyrd starts at rank 5. The primary sects of the fae are the Seelie Court, the Unseelie Court, and the Shadow Court (*Changeling: The Dreaming* 20th Anniversary Edition, pages 58–62), although there is a growing rebellion of changelings who reject the traditional court system entirely. Changelings don’t have Clans. Instead they are grouped into broad Legacies and subdivided into Kiths (see page XX). Finally, instead of

Disciplines, Changelings receive 3 dots of Arts and 5 dots of Realms (C20, pages 198–236).

The Changeling Way

The core struggle all changelings face is the erasure of their identity from a world that can’t abide anything out of the ordinary. The vital spark at the core of their being is under constant threat of being snuffed out. They don’t need Convictions, Touchstones, Ambitions, or Desires. Instead, changelings have Seemings, Dreamers, Quests, and Bans to help them hold onto their Wyrd.

Seemings

All changelings have their Mortal Seemings. They allow the fae to pass through human society without creating a disturbance. Thanks to their Seemings, the mundane washes over and around them. The Wyrd stays safely hidden so as not to attract the ire of Banality. The player creates three or four brief statements describing how the character makes her way through the mortal world. Her true self will always be her Wyrd, but even the Lord of the Thrice Spun Hollow has to pay rent.



Dreamers

Dreamers are mortals who help a changeling stay connected to the Wyrld. They're creatives, free spirits, or people who simply approaching things from a unique perspective. They remind the character what it means to be a child of the Dreaming and provide a safe space to indulge in his Wyrld. They help ease his Nightmare, but the changeling must exorcise restraint. Even Dreamers are still creatures of the mundane. Their minds can only handle so much exposure to the Wyrld. Each character gains a number of Dreamers equal to the number of their Seemings.

Quests

Quests function similarly to Vampire's Ambition and Desire (V5, page 173). The difference is that all changelings have three Quests at any given time. The first is a long-term Quest that is analogous to Ambition. The second is a short-term Quest that behaves as a Desire. The third is an on-going Quest provided by the character's Legacy. It's a yearning in the fae's soul that can never truly be resolved, but the character is driven to pursue it nonetheless. Actively working toward the on-going Quest allows the character to recover a point of Superficial Willpower damage once per session.

Bans

Bans are the aspects of the mundane world that are antithetical to the character's Wyrld. they're so toxic to her faerie nature, they have the potential to destroy her very soul. Bans are deeply personal for changelings. Just as the Wyrld manifests differently for every fae, the avenue by which Banality infects her life is equally unique. All characters gain one Ban from their Legacy. The player chooses three more additional Bans. For advice on choosing Bans, see Antithesis in Changeling: The Dreaming 20th Anniversary Edition, page 269.



All things must eventually end, but the ending of one story is merely the beginning of another by a different name.





CHANGELINGS

*“Elves are wonderful. They provoke wonder.
Elves are marvellous. They cause marvels.
Elves are fantastic. They create fantasies.
Elves are glamorous. They project glamour.
Elves are enchanting. They weave enchantment.
Elves are terrific. They beget terror”*

— TERRY PRATCHETT, “LORDS AND LADIES”

Fae are creatures of excess, but they must tread carefully in the Ever Night. The twin threats of the mundane and the Darkening threaten them at every turn. Changelings aren't merely helpless victims, though. They're glorious, immortal creatures who embody the collective myths of humanity. Where one treads, developments both marvelous and ruinous follow close behind. They're the rightful masters of the Wyrd and the Dreaming, wielding both to bend reality and mortal minds to their desire.

The Mists

The Mists are a natural barrier between anything Wyrd and the mundane. They both prevent the Wyrd from being corroded away and keep the mundane orderly by limiting their interactions with each other. Changelings refer to anything concealed by the Mists as the Hidden. Items made entirely of dream-stuff, creatures born of the Wyrd, and even faerie places of power are counted among the Hidden. The Mists cloud mortal minds, thwarting their ability to navigate to the Hidden. This doesn't mean the Hidden is any less real than the mundane — quite the opposite. A sword from the Dreaming is potentially more deadly than a

run-of-the-mill bullet, thanks to the sword's Wyrd properties. With the Fell running loose in the Ever Night, a mortal who accidentally wanders into the wrong side of the Mists finds his life in grave danger. A changeling may channel the Wyrd to part the Mists for a turn around any one of her Hidden possessions.

Nightmare

A changeling's Nightmare is the result of the straitjacket she forces herself to wear every minute of every day for the sake of conforming. It is her true nature, her Wyrd, chaffing against the constant constraints of the mundane, screaming to be set free. The Wyrd, by its very nature, won't tolerate imprisonment for long. Eventually, it will break its bonds to run wild, always with repercussions for the changeling.

NIGHTMARE DICE Nightmare dice function almost identically to Hunger dice (see *Vampire: The Masquerade*, p. 205). Instead of a bestial failure, a changeling experiences a Wyrd failure in which her Wyrd manifests excessively or at an inopportune time. Likewise, changelings don't have messy

criticals. Instead, they experience Wyrd criticals, causing the result to manifest in some peculiar manner no mundane mortal would even consider.

EASING NIGHTMARE A changeling who indulges her Wyrd in structured, measured sessions is able to ease her personal Nightmare. Like a release valve on a high-pressure system, doing so relieves the tension she builds up in her day-to-day life by giving her Wyrd space to breathe and exist. Methods of easing Nightmare include spending time in a freehold, basking in Revelry, and achieving epiphany. Spending an evening of sleep dreaming in a freehold removes one Nightmare point per night. Spending an entire scene dedicated to pursuing the changeling's Revelry removes one Nightmare point. Musing removes all of a changeling's Nightmare except one point. Ravaging removes one point of Nightmare per

turn. The only way for a changeling to completely remove all of her Nightmare is to inflict Burn Out on her dreamer.

The Wyrd

Wyrd is the chaos and infinite possibilities of the Dreaming made manifest. As children of the Dreaming, the Wyrd drives changelings to extremes — their passions, creativity, and expression are too intense for mortals to accept. The mundane constantly chips away at the Wyrd, killing a changeling's uniqueness and imposing conformity and mediocrity in place of her potential. The changeling's Wyrd rating measures her connection to the Dreaming and how in tune she is with her true self.

CHANNELING THE WYRD Thanks to their mortal seemings, changelings

are able to tap into the Wyrd, using its chaos to empower themselves, but in way that gives it structure to manifest safely in the mundane world. Mechanically, channeling the Wyrd is identical to rousing the blood (see **Vampire: The Masquerade**, p. 211). Changelings use it to cast cantrips, enchant mortals, seal an oath, part the Mists, and other times when they need to impose the Wyrd on the mundane. Failure feels suffocating, as the Wyrd's full potential is repressed, and results in the character gaining a Nightmare die.

UNLEASHING THE WYRD Changelings normally prefer to remain Hidden to avoid the twin threats of the mundane and the Dark, but circumstances may force them to Unleash their full majesty on their foes. When a changeling Unleashes, her Wyrd burns away the Mists keeping her hidden



and embodies her true faerie heritage. While Unleashed, the character's entire dice pools become Nightmare dice regardless of her current Nightmare rating. Her Wyrd is fully manifested and lashing out against the mundane surrounding her. Her fae mien is more resilient than her mortal seeming. All sources of mundane damage only inflict superficial, except for cold iron. Any Hidden assets she may possess are brought through the Mists with her. The character has no need to channel the Wyrd to use them against the mundane while Unleashed. All of her magic manifests as the Unleashed version for the duration. Unleashing lasts for a scene. After the Unleashing is finished, the character's Nightmare is filled completely. If the character's Nightmare was already full, the character automatically suffers the consequences of failing a channeling roll. The Wyrd refuses to go quietly back into its shackles after being allowed to run wild.

Banality

The mundane can't abide individuality or anything that defies the status quo. Any jagged edge — the merest hint of uniqueness — is ground down until everyone is polished into glistening mediocrity. Despite being draped in an armor of mortal flesh, a changeling's Wyrd makes her especially susceptible to the ubiquitous Banality of the world. Mechanically, Banality works similarly to Vampire's Stains (see **Vampire: The Masquerade**, p. 239). For changelings, though, Banality isn't a violation of a code, it's the erasure of their very identity. A character gains a point of Banality when the mundane takes priority over her role as a being of myth and legend: when either a chronicle tenant or one of the character's bans is breached. The changeling is shielded from Banality if the action that incurs it was done in the service of her mortal seeming. Otherwise, Banality erases a changeling's Wyrd the same way Stains wear down a vampire's Humanity. When a changeling loses all of her Wyrd, she becomes Undone, forgetting all about her life as a changeling and living the rest of her days as a normal person. Without her Wyrd to guide her, the Mists cloud her mind just like any other clueless mortal.

The Darkening

With the Elder Dark in control of Arcadia, the ancient oaths safeguarding the Dreaming have fallen. The Darkening has spread, turning the entire realm into a twisted, nightmarish version of itself. The changelings on Earth are the only thing preventing the Darkening from con-



suming the mundane as well. Despite their efforts, the Darkening still has a foothold on Earth — the sudden global breakdowns in human society are testaments to the infection of mortal psyches. The damage is completely visible to changelings through the rise in Darkened freeholds and the emboldened Fallen. Even some changelings, sensing the tides turning, have thrown their lot in with the Black Court.

The Darkening doesn't need its minions to eradicate the fae, though. It can infect changelings just as the Dreaming is already infected. When a changeling must gain Nightmare but already has five Nightmare, one of her Wyrd dots becomes Darkened instead. Likewise, if she suffers a Wyrd failure while Unleashed, a Wyrd dot also becomes Darkened. A changeling may cleanse one dot of Wyrd by successfully performing a Musing and choosing to remove the Darkening instead of easing her Nightmare. If her entire Wyrd is Darkened, she joins the ranks of the Fell, becoming a fractured reflection of herself.

WHAT ABOUT BEDLAM?

In the Ever Night, the Darkening replaces the threat of Bedlam. If players and Storytellers would rather place their chronicles in the setting of C20 or earlier editions, conversion is a simple process. The Darkening is instead called Imbalance. Imbalance is gained and removed the same way as Darkening. If a character's Wyrd is entirely Imbalanced, she enters Bedlam.

The troupe may also wish to rename Wyrd to Glamour for tradition's sake.

Enchantment

Some mortals prove themselves useful (or annoying) enough that changelings want to guide them through the Mists to reveal all of the Hidden world. To do this, the changeling channels her Wyrd while crafting a token of some sort — a pendant, charm, cupcake, certificate, etc. If the intended mortal accepts the token, he becomes enchanted, gaining a single rank of Wyrd that can never be

increased. With his Wyrd, he is able to interact with and be affected by the Hidden, just like any changeling. The mortal's Wyrd lasts until it is eroded by Banality.

Oaths

The knowledge of how to forge the grand oaths that once gave the fae dominion over the Dreaming and kept the mundane and Wyrd in balance is lost to time, but changelings still have a measure of power in their bargains. For a changeling to craft an oath, the player rolls Intelligence or Wits + Occult. Each success grants an additional clause to the oath. Every clause has a condition, reward, and consequence. The condition is what those bound to the oath must do to avoid breaking it, the reward is what the oath-bound gain for upholding the oath, and the consequence is what happens to whomever breaks the oath. Once formed and all parties willingly agree to the oath, the character channels her Wyrd to imbue it with power. Everyone who swore the oath is now bound to it until it's either broken or





all parties agree to annul the oath. The Dreaming insists on balance in all things. The Wyrð will not empower an oath unless all aspects of each clause, the condition, reward, and consequence, are of equal value. A trivial condition with no consequence to speak of isn't worth a great reward. Likewise, an arduous condition must have a reward worth the effort to uphold it.

Dream Manipulation

Since the fall of the Ever Night, changelings are no longer the masters of the Dreaming. Any sojourn into the Dreaming is fraught with danger as the Dark relentlessly hunts down any fae who dares venture into its domain. However, changelings still hold some amount of sway over individual dreams. If a character channels her Wyrð and physically touches a sleeping mortal while her player rolls Manipulation + Occult, the character may enter the mortal's dream. Difficulty is determined by how heavily the mortal is weighed down by the mundane. A changeling's Dreamer only needs a single success, while one of the Frozen would require at least 5 successes. The average mortal needs 3 successes.

Once inside the dream, a world of possibilities awaits the changeling. She might retrieve an item that only exists

in the mortal's mind. She might glimpse the dreamer's closely guarded secret. She could use the dream to plant an idea in the person's mind or hide something for safekeeping. She could slay a mental affliction or free the mortal from a mental block. She might manipulate the dream to change the person's mind about something. The changeling literally has her hands on the dreamer's subconscious. What she does is limited only by her imagination.

Epiphany

Epiphany the usual way for changelings to ease their Nightmare. They achieve it in two ways: Either by building mortals up and encouraging them to unlock their own hidden Wyrð, or by violently ripping the Wyrð out of a mortal. These are known as Musing and Ravaging respectively.

Musing

Musing requires a changeling to establish a relationship with a like-minded mortal. This can be tricky because it requires a level of trust most people aren't comfortable with. When the changeling finds a willing creative partner, they must make a connection deep within their souls, usually an



oath of some sort. The connection allows the Wyrd generated by the mortal's psyche to flow into the changeling. After the two have established their connection, the mortal becomes the changeling's Dreaming, and the changeling may Muse the mortal once a month without risking Burn Out. To perform a Musing, the characters decide what kind of creative endeavor they wish to pursue. When they're ready to begin, the changeling channels her Wyrd to open the connection. They put together a dice pool appropriate for the task at hand. Finally, they perform an Extended Test until the task is complete. If it's successful, the changeling removes all but one Nightmare point.

Ravaging

Ravaging is a much cruder form of easing Nightmare, but it's faster and any mortal except one of the Frozen is a viable target. The changeling must first observe the mortal long enough to find his emotional vulnerabilities. A Wits + Insight roll is required. Upon success, the changeling channels her Wyrd to hone it into a weapon for a psychic assault and begins a Social Combat with the target. The goal is to utterly destroy the mortal emotionally, shattering his self-esteem. Doing so rips the mortal's potential Wyrd out of him. Each aggravated point of Willpower damage eases one Nightmare.

Burn Out

The only way for a changeling to remove all her Nightmare points is to inflict Burn Out on a mortal. To inflict Burn Out with a Musing, the player only needs declare the intent to do so. The mortal finds his capacity to create completely stolen and is no longer suitable as a Dreamer. He falls into despair confronted by everything he used to do but is now completely unable to even begin, let alone match. He spirals further and further into depression and self-destructive behavior as frustration compounds upon itself. Eventually, he succumbs to suicide or death by overdose as he tries to self-medicate the pain away. Burn Out through Ravaging is accomplished by completely filling the mortal's Willpower with aggravated damage. The targeted mortal has her soul completely shattered. She might go completely catatonic, or she might commit suicide, so she never has to see herself in the mirror again. A few find some semblance of recovery by joining the ranks of the Frozen.



Sure, you can live a life of safety and normalcy — be just another anonymous face in the crowd, but you'll have to give up your Wyrd. Are you really willing to make that sacrifice and surrender all the wonders hidden behind the Mists?





ARTS AND REALMS

*“Real magic can never be made by offering someone else’s liver.
You must tear out your own, and not expect to get it back.”*

— PETER S. BEAGLE, THE LAST UNICORN

Fair folk, the kindly ones — both are euphemisms for faeries. The terms were coined not out of love, but fear. People were desperate to remain in their good graces to avoid their capricious wrath. Stories abound of blighted crops, stolen children, and wild hunts in return for slights against the fae, both real and imagined. Many cultures even revered them as gods, so in awe were they of the fae’s power. The changelings of the here and now are greatly fallen from their heights of centuries past. They’re no longer the true fae of old and are cut off from their former glory, but to underestimate a changeling’s command of magic is pure folly. Even the blood lappers stalking the shadows of the modern nights take precautions not to draw their ire.

Cantrips

Cantrips are the standard magic of changelings. It’s a form of focusing the Wyrd in a specific way that is able to survive contact with the mundane. By targeting the Art through a single facet of existence, a Realm, it’s insulated from the broader dangers the mundane poses. Casting a cantrip works nearly the same as in *Changeling: The Dreaming* 20th Anniversary Edition. Dice pools are assembled the same, and bunks provide the same modifier. Where they differ is that by default cantrips have a difficulty of 5 before modifiers are taken into account or a bunk is applied. If a cantrip is reduced to 0 difficulty, it is considered to have 1 success before the dice pool is rolled. Any additional successes fuel the power and magnitude of the cantrip. Changelings only need to channel the Wyrd to cast their cantrip if the target is something mundane and unenchanted. If the target is among the Hidden, there is no need to part the Mists. Changelings may also channel their Wyrd to gain access to any Realm they don’t possess.

Unleashing

When a changeling is unleashed, her Wyrd runs roughshod over any attempts to contain it in something as limited as a cantrip. Her magic can only manifest as its unleashed version. Unleashing works exactly as described in C20. The difference lies in the mechanics. The character’s Wyrd rating is used as the dice pool when unleashing. Wyrd failures result in the magic going completely out of control in ways that are a direct threat or have unfortu-

nate consequences for the character as it becomes infected by the Darkening. Since an unleashing is a manifestation of the Wyrd and the character's Wyrd is an extension of herself, one level of her Wyrd becomes Darkened. On a Wyrd success, the magic runs out of the character's grasp. It still has basically the results she was attempting, but it manifests in ways the character would rather not or has some long-term consequence for her even after the magic fades. Rampaging fae magic from a Wyrd success might also attract the attention of the changeling's foes — one of the Frozen to shut it down, the Fell to convert or eliminate the competition, a Branded looking for his next hit of Wyrd, or one of the Tithed seeking an opportunity for revenge.

Arts

Arts work as presented in **C20**, except their Wyrd and Chimerical classifications may be ignored. If a Trait or rating is indicated that doesn't exist in **Vampire: The Masquerade 5th Edition**, the Storyteller should use the closest substitute instead. If an effect is called for that completely goes against the rules of the game, a new, thematically appropriate effect should be used in its place. For example, Wayfare 2: Quicksilver has the ability to grant extra actions. Extra actions aren't available in **V5**, so an alternate effect must be used instead. Such as, each success grants the target an additional die to its dice pool for its next contested physical action, be it attack, defense, or anything else some-



one is trying to stop them from accomplishing. The target simply moves too fast to be effectively countered.

Realms

Realms behave the same as in **C20** with a few exceptions, most notably Actor. All stories, no matter how they become changed to be more palatable, always return to their original form eventually. In the Ever Night, changelings have tapped into some of their older legends from before the Victorians sanitized faerie tales into socially acceptable children's stories.



Actor

- **BEHOLDEN DEBTOR** — The person is in debt to the changeling be it monetarily or simply favors owed.
- **IMPOLITE CHURL** — The person broke the rules of decorum or hospitality in a domain the changeling considers his own.
- **TRUE NAME** — The changeling knows the person's name as she thinks of herself and the changeling holds no power over her otherwise.
- **DIRE ENEMY** — The person is in open opposition to the changeling and doesn't fit into any previous levels of Actor.
- **COMPLETE STRANGER** — The person is someone the changeling knows nothing about and has no feelings about one way or the other, a mere background player in the changeling's life.

Fae

Since changelings have lost their dominion over the Dreaming, Fae doesn't exist as a Realm in the Ever Night. Its functions are fulfilled by the other Realms. Any sentient being, be they mortal, fae, or otherwise, is under the auspice of Actor. Crafted items beyond the Mists are commanded by Prop. The flora and fauna of the Dreaming belong to Nature.

Nature

- **NATURAL PHENOMENA** — This rank of Nature also includes the Wyrd in its natural state, be it Unleashed, radiating forth from a dreamer, or simply raw dream-stuff.

Prop

- **ARCANE ARTIFACT** — The Wyrd shaped to a particular purpose also falls under this purview. Oaths, cantrips, and other forms of channeled Wyrd are governed by this Realm.



ANTAGONISTS



*“Things fall apart; the centre cannot hold;
Mere anarchy is loosed upon the world,
The blood-dimmed tide is loosed, and everywhere
The ceremony of innocence is drowned;
The best lack all conviction, while the worst
Are full of passionate intensity.”*

— WILLIAM BUTLER YEATS, THE SECOND COMING

The Ever Night holds unprecedented threats for the fae. The Branded stalk them. The Fell war against them. The Frozen crush them. And the Tithed extract vengeance from them. Changelings must tread carefully. When they act, it must be boldly and with a plan. Stumbling headfirst into the dangers posed by the fae’s enemies is a sure fire way to become a dead changeling, or worse — an empty shell where a fae once stood or even bolstering the ranks of the Fell.



The Branded

The Branded are former changelings who, through some trauma or other catastrophic experience, have been completely cut off from the Dreaming. Their brands permanently mark them as evidence of their excommunication. Their only option for easing their Nightmare is to Ravage changelings. To restore their Wyrd lost to Banality, they can't simply find a way to grow closer to the Dreaming. They must forcefully take it for themselves. The Branded kill and consume a changeling's Wyrd to replenish their own.

For a complete description and rules for the Branded, see *Changeling: The Dreaming* 20th Anniversary Edition, Dauntain, page 359.

The Fell

The Fell are the children of the Elder Dark and changelings who're consumed by the Darkening. Their original paradise, a savage, primal world, was destroyed by the First Born to make room for the world of humanity. The Fell have never forgiven the children of the First Born for what they did to them. Since the ancient oaths granting changelings dominion over the Dreaming have fallen, the Elder Dark and their Fell claimed in for themselves. Now they're expanding, attempting to take over the Earth and reshape humanity's collective psyche, and in the end, do to the children of the First Born what they once did to them.

For a complete description and rules for the Branded, see *Changeling: The Dreaming* 20th Anniversary Edition, Thallain, page 368.





The Frozen

The Frozen are mortals so immersed in the mundane, they've become living avatars of Banality. Somehow, they're able to command the mundane world the same changelings have control over the Wyrd. They crave order, and any rough edge will be ground down beneath their iron heels. The Frozen often occupy positions of power in mortal society, a lofty perch from which they dictate what is acceptable and what must be destroyed. When they talk, they exert an eerie influence over their fellow mortals. Even avowed non-conformists can't help but agreeing with the Frozen. For anyone who disagrees, they won't hesitate to enter social combat with them and break their souls.

For a complete description and rules for the Branded, see *Changeling: The Dreaming* 20th Anniversary Edition, Autumn People, page 363.

The Tithed

Every changeling, the first time she took a mortal body as a shield against the mundane, had to remove the mortal's soul first before adopting the Changeling Way. These souls were sent to Arcadia, to live in an eternal paradise. At least, that's what the fae told themselves. After the Elder Dark took control, they discovered an entire army of willing soldiers looking for revenge against those who stole their bodies. When the Tithed first appeared in the Ever Night, it was believed they were solely the counter parts of changelings who recently returned from Arcadia and refused to adopt the Changeling Way. They quickly discovered their mistake when Tithed targeting changelings of the Interregnum appeared. The Tithed have a spiritual connection to their changeling, allowing them to slip right into her mortal Seeming while the changeling is otherwise occupied. A Tithed in that position can do unimaginable damage to the changeling's personal life and Dreamers. Some Tithed have started with mortal supernatural hunters, including those of the Second Inquisition, exposing changelings as yet another otherworldly threat, using their own stolen life as proof. Thanks to their time in Arcadia, the Tithed have a Wyrð rating and are able to defend themselves, and even wield, changeling magic.

