

Settings Document for the Changeling Venue

Beyond Winter

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Introduction: How to Use This Document

This settings document will address the needs for a dual setting for PCs after the events of ICC.

A table of contents is included for reference; however, please pay attention to sections in bold that provide important information.

Please read the entire document. Many sections deal with specific mechanical issues that are not cross-referenced to save space. The sections are broken down to be as clear as possible while still addressing settings and mechanics questions.

If something is not listed, there has been no change to the mechanics and the power or mechanic functions as previously noted in 6.0, the addenda, or the Winter Settings Document. This document builds off of the previous changes from those documents.

We will also produce a FAQ that will address any issues that are generated after this document is published. It will be appended to the end of this document as soon as it is produced. The FAQ will evolve as storytellers and players ask for clarifications. All updates will be announced to the appropriate storyteller lists.

This document does not contain – beyond setting implementation – plot. It does contain plot suggestions and possible ST hooks, but plot development should be handled by the ST Chain as usual.

Local settings elements are left to local VSTs and their players. Storytellers are encouraged to work with their players, their regional staff, and each other to tailor the details of their local setting to personalize the story for their local game.

Overview

The cycle is starting again; the phoenix has risen from the ashes. All around the country, from the forests of Maine to the sands of California, a new wind is sweeping the remnants of the Dreaming clean of thousands of years of stagnation and misuse. As those who choose to be Fae leave for Arcadia, those who have chosen to be Changelings are allowed to shape the world of human fancy to their liking.

At ICC 2006, the final battle between the Changelings and the Formorians was fought. Through the selfless deeds of many Changelings, the Triumph Casque of Sorrows was opened and the impact blast shattered the rest of the broken, wasted landscape of Arcadia. Now, in the Dreaming, the blast is wiping the slate clean - leveling the old world so that a new one can be made.

Chapter 1: The Fair Folk: Arcadia

Overview and Setting:

Those PCs who choose to go to Arcadia leave behind their mortal selves and become Fae again. They find Arcadia is neither the paradise of their memories, nor is it the wasteland it might be. Instead, it is waiting. The suggestions of buildings, trees, landscapes echo everywhere, flickering in and out in the blink of an eye, shifting with the echo of possibility. The Firchlis and ripple of change that began at ICC has spread, destroying everything and planting the seed and spark for recreation to be guided by the hands of Arcadia's new residents. The areas that the PCs settle will need to be rebuilt and formed into images and settings that will be determined by the PCs themselves and their storytellers as the characters create new dreams from their own beliefs and ideas. There is no one correct way to rebuild Arcadia, mechanically speaking. STs may require Glamour expenditures, quests, or well-planned RP at their discretion.

Note: When choosing a game setting, named mythological places (Camelot, Valhalla, etc) are not available. The Players and ST's may work together to create settings reminiscent of these places (medieval, mystical, etc.) but **may not** use the actual locations.

Auguries, omens, and other attempts to see what might come are met with a resounding response that the future lies in the hands of the PCs and the dreams of Arcadia are to be formed from a myriad of settings, both dark and light.

Going Through the Gate

PC's choosing to return through the gate to Arcadia are making a permanent decision. The Fae loses all current Banality. They may regain temporary Banality through interaction with the Near Dreaming reflection of the Mundane world (see below.)

Changelings that choose to go through the Arcadian gates become true Fae, losing their mortal bodies. The moment a Changeling enters the Gates, the Fae soul separates and their mortal bodies wake up to normal human lives. This includes Sidhe – whose mortal souls have long been kept in the Deep and will snap back to their now-vacant bodies. The Mundane Changelings may have an interesting time dealing with this depending on the provisions and prior actions of the Fae who left.

Banality in Arcadia.

Fae may gain temporary Banality through interaction with the Near Dreaming reflection of the Mundane world (see Ch 3) The presence of Banality on a PC in Arcadia scorches the land and air and does damage to anything near it or touching it. The level of damage is dependent on the PC's temporary Banality level and is at ST discretion. PCs may lose temporary Banality in the same manner as Changelings (freeholds, spending more time in Glamour-rich environments, etc.) The ability to cause damage with banality should NEVER work to a PC's advantage (combat, etc.)

Travel within Arcadia

Arcadia is large enough for each VSS to have its own area the size of the parent domain. Travel by foot, air, or beast is straightforward. Travel by magical means can be trickier (see cantrips and arts below). STs are encouraged to work with one another to establish travel between areas (VSSs) in Arcadia as needed.

Arts and Cantrips

Cantrip casting in Arcadia is subject to ST discretion. Bunks are not needed to ensure the success of a cantrip casting. Instead, the PC might want to employ them for the better chance of actually doing what he/she intended.

For example, *Wayfare: Hopscotch* is far wilder in Arcadia. A PC who meant to leap over a battlefield of his compatriots might find himself developing wings and flying a thousand feet into the clouds, unless he uses a bunk to focus his cantrip. Spending Glamour will not substitute a bunk for focusing magic.

ST discretion on the use of powers may NOT be used to negatively affect the target of a cantrip during a PVP situation. Cantrips aimed at another still have an effect on the target, but what that exact effect is may be entirely in the hands of the ST. Cantrips and arts, essentially, may function unpredictably depending on ST discretion. STs are encouraged to use this to develop story, not to take away from it

Freeholds and Balefires

In Arcadia balefires work the same, but are the *only* stable source of Glamour as there are no Dreamers.

Enchantment

Enchanting a mortal does not allow them to pass through the gates.

The Mists

The Mists are a protection mechanism to hide the Dreaming from mortal eyes. They do not exist in Arcadia. STs may choose to have harder to access or mysterious areas as a plot device but these are not covered by the Mists.

Possible story ideas:

In what image will the PC's rebuild the Dreams of Arcadia?

What dreams and ideas will the PCs foster?

What new creatures and adventures lie ahead?

Traits in Arcadia

In addition to all specific augmens for Fae and other creatures, PCs should add their Glamour rating to each trait category (above cap). This applies only in Arcadia and not in any interaction in the Dreaming.

Arcadian Fae and Kith Augmen

Boggans

Craftwork: Utilizing this birthright, Boggans can (when unobserved by non-Boggan eyes) complete their tasks at in 1/24th the normally necessary time to complete it. They also can add 2 “Crafts” traits to their top craft (which can go over cap) and one “Crafts” trait to a secondary craft.

Social Dynamics: This birthright gives a Boggan an additional 4 "Empathetic" social traits. She can also make a challenge (against 10 social traits) to, upon observing two characters in even a moment's conversation, discern their relationship (Similar to the art *Aphrodesia: Lover's Eyes*).

Call of the Needy: Boggans gain 3 "Gullible" negative mental traits and cannot resist the call of someone in need, whether it is a need for help or a need for service.

Clurichauns:

Twinkling of an Eye: A Clurichaun can now vanish even while being watched.

Insight: The character gains an additional 4 "Friendly" traits. No trait or challenge needed to discover what the best response to a situation would be.

Tippling: When drinking, all Willpower expenditures are doubled. Difficulties for all tests related to this Birthright should be at +4 Traits.

Eshu:

Spirit Pathways: Eshu in Arcadia will not simply find their way to the right place at the right time (though they still may gain a *Surprise* or *Fair Escape* in combat as per usual) but instinctually knows the path to and location of his quarry. Her knowledge of the path allows her to sense any danger that lies on the path before her, but the love of the road and the adventure is such that she just doesn't care. Because of this, Eshu gain 2 "Oblivious" negative mental traits.

Talecraft: Through the invoking of this birthright, an Eshu telling a story will have the full attention of anyone within a fifteen foot radius, as though the Eshu is invoking the art *Sovereign: Grandeur*. The effect can only be broken by another Eshu adding to the story (which really only changes the source of the effect) or if the Eshu (or someone outside the affected listeners) attacks someone within the group. As within the Deep Dreaming, an Eshu's storytelling will spawn minor chimera in the telling. An Eshu also gains 4 "Expressive" social traits from this birthright.

Overconfidence: With all the blessings that the Lady has given these vagabond tale spinners, it is quite easy for an Eshu to become overconfident in her own abilities. An Eshu will accept any challenge, no matter how harrowing, once in Arcadia, sure of her own success. Eshu in Arcadia gain 2 "Gullible" negative mental traits due to this frailty.

Ghille Dhu:

Nature's Bounty: Ghille Dhu may now harvest Glamour from any natural site they walk past or even glance at.

Spin the Wheel: Childlings get a total of 3 free Retests per game session, not per story.

Rose and Oak: Wilders receive 2 “Gorgeous” and 2 “Wiry” traits over cap.

Wisdom of the Ages: Grumps no longer have to spend Glamour to invoke this birthright, and no test is necessary.

Kiss of Winter: The difficulty to resist a Banal death is increased by 3 Traits. If the Ghille Dhu dies, then it ages 2 Seemings: Childlings age to Grumps, and Wilders and Grumps will die.

Nockers:

Forge Chimera: In the Glamour-rich environment of Arcadia, a Nocker can (without a challenge) create anything she wishes within the bounds of the original birthright (as per **The Shining Host** p 57) without spending Glamour or making a challenge (given enough time to complete the task, at Storyteller discretion). They also gain two additional ability traits in either "Craft" or "Repair."

Fix-It-All: Upon entering Arcadia, the gift craftwork of a Nocker reaches its pinnacle. This birthright not only fixes anything (without a challenge) but also improves on the original model. Nockers know intuitively what needs repairing, and they understand the function of anything they see. Nockers also gain 4 "Intuitive" mental traits.

Flaws: Nockers are completely blind to errors in their own creations, whether crafted in Arcadia, the Dreaming or the Mundane World. While all Nocker-crafted items are enhanced in their usefulness upon passing into Arcadia, the glory of these great masterworks is destined to be short-lived. Whatever they build or have built is sure to crumble in short order. But in that small window where they function, they are likely to create miracles.

Piskies:

Nimble: Fleet of foot and quick of hand, Piskies receive 2 "Nimble" physical traits, which cannot be permanently lost.

Bonds of the Dreaming: Piskies relate well to Nunnehi and Inanime – they are considered 2 traits up on all non-intimidation Social Challenges with them, and in addition to that bonus, they receive a free retest on all such tests with Nunnehi children. Piskies receive 2 free levels of the "Empathy" Ability, which cannot be permanently lost.

Kleptomania: As nice as they are, if an item catches a Piskie's eye, he can't help but try to walk off with it. Whenever confronted with an opportunity to steal something they find interesting, they must spend a Willpower to avoid taking it.

Pooka:

Shapechanging: Where a Pooka in the Mundane world can only change into one particular form, a Pooka in Arcadia is only limited by the need to be an animal (even if fantastic). If not in anyone's line of sight, the Pooka in question can spend a temporary Glamour trait and instantaneously turn into any animal, real or mythic in nature. A Pooka who has been changed in this fashion gains applicable traits, as though having used the art *Metamorphosis: Mythic Transformation*. Pooka also need not hide from observers in order to change.

Confidant: Pooka gain 2 "Subterfuge" abilities and 4 "Ingratiating" traits.

Lies: In Arcadia, the lies of the Pooka become so complex that even the one speaking them cannot untie the tales. No matter how complicated the lie already is, he or she will continue to expand on the details. Pooka gain 3 extra "Untrustworthy" traits.

Redcap:

Dark Appetite: In Arcadia, Redcaps grow in size to match the insatiable hunger within them. They grow to the size known only to Trolls in the Mundane world, gaining one "Brawny" and one "Vicious" physical trait. Their jaw grows almost large enough to engulf all but the largest Trolls in their maw, now filled with vicious rows of teeth and the ability to unhinge their jaw should they need to.

Bully Browbeat: Redcaps get 2 additional "Intimidation" ability traits and 2 additional "Intimidating" social traits. They may also use a continuous "Bully Browbeat" retest in social challenges dealing with their bad attitude (similar to a "Might" retest).

Bad Attitude: A Redcap in Arcadia is to be considered 6 traits down on all social interactions where their *Bully Browbeat* advantage is not in effect.

Satyrs:

The Gift of Pan: A Satyr in Arcadia can activate this power at will; stirring desires that the target wasn't aware existed. When activating this power, the Satyr can give two negative traits or a derangement, though everyone in range of the power must get the same traits or derangement. This can only be resisted by a Willpower challenge vs. the Satyr's social traits, which can be retested with "Performance." Satyrs also gain 2 "Expressive" social traits and two "Performance" traits.

Physical Prowess: In Arcadia, satyrs gain 4 "Athletic" traits and get an extra action at the end of each round (which must be physical in nature) if they so choose.

Passion's Curse: In Arcadia, a Satyr's self control is nil and he is prone to drastic mood swings. Satyrs cannot resist the call of art, performance or oratory. Additionally, upon failing at any challenge, the Satyr must make a test to not get depressed. A depressed Satyr is down 4 traits on all challenges until they succeed at one, at which point they get to make a challenge to pull out of their funk.

Selkies:

Seal's Beauty: Selkies receive another 2 "Seductive" trait and 2 "Alluring" traits over cap.

Oceans Grace: Selkies are now at +4 Traits in comparison of ties while in the water, and are no longer down any Traits while out of it.

Seal Form: Selkies can shift into this form in any kind of water.

Longing for the Ocean: Selkies will gain one "Dull" negative social trait for each day they are away from the shore.

Sidhe:

Awe and Beauty: All Sidhe receive 3 "Gorgeous" and 3 "Dignified" Social trait over cap. Any attempts to attack an enraged Sidhe (ST discretion as to what enraged would mean in regards to individual PCs) require a static Willpower test each round on behalf of the attacker. Difficulty of the test is the Sidhe's Willpower score. Sidhe also gain 2 "Leadership" ability traits.

Noble Bearing: Any cantrip cast that would make a Sidhe look foolish rebounds unerringly and strikes its caster.

Empathetic Blindness: Sidhe are down 3 traits in comparison of ties all on social

challenges relating to empathizing with Commoners. They also receive the negative social trait "Pompous." Banality's Curse no longer applies.

Sluagh:

Contortions: Sluagh receive 2 "Lithe" Traits over cap. Sluagh in Arcadia can transform themselves into a vapor or mist to drift through any opening, no matter how small.

Heightened Senses: Sluagh also are so in tune with the world around them that they no longer suffer any debilitating effects from sensory overload. They gain 2 "Alert" Mental Traits, and can see through illusions automatically.

Whispers: Only those with Heightened Senses of some variety can hear the Sluagh speak. They must write or sign all that they wish to communicate.

Trolls:

Titan's Power: Trolls gain 2 "Brawny" and 2 "Stalwart" traits over cap. Trolls also gain +2 Bruised Health levels.

Strength of Duty: Trolls gain +2 Willpower to reflect their unwavering dedication to a task or duty.

Bond of Duty: All trait losses for breaking an Oath are doubled. All Trolls gain the temporary derangement Paranoia (Oathbreaking).

Kinain

Kinain who choose to go to Arcadia may cross over, but may not remain in Arcadia. Staying in Arcadia results in their inevitable Chrysalis, which turns them into true Fae and inhibits their ability to return to the Mundane as previously noted.

Kinain players, inherently attached to the mortal world, should carefully weigh the options of their PCs in choosing their ultimate Fae heritage – or the mortal blood that heavily binds them. STs are again encouraged to remind players that – for non-sidhe - going to Arcadia and chrysalizing means relinquishing part of your soul, even for all the benefits.

Inanimae and Augmen

Earth (Glomes):

Strength of the Stone: In Arcadia, these stone elementals receive 3 additional "Bruised" health levels, as well as 3 "Brawny" and 2 "Enduring" physical traits which can never be permanently lost.

Immunity: Glomes are immune to all disease and poison (including alcohol), as well as immobilizing effects inflicted by supernatural powers, showing their deep connection to the earth beneath them.

Weight of the Stone: Glomes gain an additional 500 pounds to their already mammoth weight in stone as true elementals. To reflect this weight change they also gain 2 additional "Lethargic" traits to their one (total of 3) which cannot be removed. They still receive their free retest to attempts to trip or throw them save by opponents capable handling their weight (such as Trolls, Ogres, etc...).

Wind (Parosemes):

Vaporous Husks: Parosemes cannot be held, period. This ability no longer costs a Glamour, and can be used at will. In this state, Parosemes are immune to physical attacks and may attempt a fair escape. In addition, the elemental form gains 2 "Nimble" traits.

Flight: Parosemes can fly at will at up to 10 times their normal speed on land, an excellent means of fair escape. This ability no longer costs a Glamour trait to use. Parosemes also gain 2 "Quick" traits.

Chatterbox: The elemental form of the Paroseme cannot remain still for any length of time, even with the expenditure of Willpower. The Paroseme gains an additional 3 "Obnoxious" traits.

Water (Ondines)

Watery Form: As an elemental, the Ondine can embrace their water form at will, and can remain in this form as long as they remain in Arcadia. Ranged and Melee attacks do half damage in this form, however the Ondine is still vulnerable to Brawling attacks. Use of Kryos or Pyretics on an Ondine in this form could be catastrophic. ST discretion is important. In this form, the Ondine gains 2 "Lithe" traits.

Song of the Siren: This ability no longer costs a Glamour trait or social challenge to activate. The Ondine also gains 2 "Manipulative" traits while this ability is active.

Wounds: The negative trait that the Ondine has gained due to their "wound" is multiplied by 3 (ie: if the Ondine has taken the "Decrepit" trait, they now have "Decrepit" x3).

Fire (Solimonds)

Clarity of Vision: As elementals, Solimonds gain an additional four traits to resist manipulations (supernatural or otherwise), and gain a continuous free retest on challenges that divert them from reaching one of their goals. It is advisable that goals be written down on the character sheet to avoid confusion.

Gout of Flame: This ability no longer costs a Glamour trait to activate, but does still require a physical challenge to hit a target. The Solimond's fire in their elemental form causes 4 aggravated damage.

Ring of Truth: Solimonds lose the ability to make a test to attempt to speak anything other than the truth. They are compelled to answer all direct questions with the truth to the best of their knowledge. To reflect this, Solimonds gain 2 "Submissive" negative mental traits.

Wood (Kubera)

Fertile Minds: These wood elementals can quadruple the productivity or fertility of any undertaking, provided that they are not the benefactor. In this form, the ability is subconscious, and the Kubera may affect a situation simply by being present. Storytellers should be alerted to any Kubera in the area.

The Glow: The Kubera gain an additional 4 traits on social challenges to befriend or seduce a target.

Counting: The call to count things becomes irresistible in this form, without the expenditure of a Willpower trait. If they begin to count, and are successfully distracted, they are 3 traits down on mental challenges to focus on anything other than going back to counting.

Spirit (Mannikins)

Human Touch: As spirit elementals, the Mannikin looks perfectly human or Elven and gains an additional 4 "Gorgeous" social traits. Those Mannikins who normally inhabit dolls may be somewhat uncomfortable in this form.

Bridge Between Flesh: Mannikins in Arcadia act as ambassadors to the kithain, and are 2 social traits up when dealing with them.

Spark of Life: The elemental form of the Mannikin is clearly flawed, reflected by 3 "repugnant" negative traits.

Velveteen Dreams: For the purpose of the ICC Dreaming game, this frailty does not change from what is described in **The Shining Host Players Guide**.

Nunnehi and Augmen

Arcadia isn't the natural home of the Nunnehi, but they are not terribly uncomfortable here, as they are also the products of human dream. All tribes gain the following bonuses and flaws while they remain in Arcadia.

NOTE: Please instruct each player to add their Glamour rating to each trait category. For example, if Nancy the Nunnehi has a Glamour rating of 6, and 12 traits in each category, he should note that for the duration of the game he has 18 traits in each category. This is in addition to the individual augmen traits.

Spirit Shifter: Many of the Nunnehi tribes have the ability to shift into a different form. Here, shifting becomes easier, and all tribes may shift into something appropriate to their heritage or totem.

Will of the Spirit: To reflect the strong Nunnehi will, each Nunnehi in Arcadia gains an additional 4 "Determined" mental traits.

Foreigner: As a visitor to the homeland of Western Dreams, the Nunnehi feel out of place. To reflect this, they each gain 2 negative "Conspicuous" social traits.

Other Creature Types

Prodigals

Prodigals – werewolves, vampires, mages, etc. – are not viable antagonists for the Mundane or Arcadian setting as per previous addenda. STs may create dreams of vampires, werewolves, etc but these antagonists should be created with the chimera and companion creation rules and are not the prodigals of the Old World of Darkness.

Denizens

Denizens, finding their homes in the Dreaming much reduced, are starting to find their way into both the mundane world and Arcadia as they search for a new place to live. They will attempt to carve a place for themselves in the new world, no longer bound by the borders or traditional land allotments that the Dreaming recognized before. Denizens should be more prominent as they have no place to stay out of the PCs' way like they once did.

Those Denizens who supported the Fomorians in the past War have found themselves without their most powerful (and frightening) patrons. Denizen PCs who cross in to Arcadia may be handled on a case-by-case basis by the national and regional STs to determine augmen results, etc.

Thallain

The dreaded Thallain are not only still around, they are an increased problem. As new areas of the Dreaming are opened between the Mundane and Arcadia, the hidden places in which these dark Fae used to quietly wait are now being invaded by curious or adventurous kithain on both sides of the Dreaming. As a result, the Thallain might be found anywhere, either grabbing their own piece of the Dreaming pie, or aggressively protecting their right to.

Fomorians

At ICC 2006, The Fomorian Dream was bound. There are no Fomorians left in the setting, though they may have misguided minions still lurking about.

Tuatha de Danaan

The Tuatha are still in play in various forms and are usable as NPC's with Top or Global approval (as applicable). Please contact your ANST for more information.

Chimera

Companions may obviously go with their respective "owners" to Arcadia. Chimera in Arcadia will become increasingly abundant as it is rebuilt. Chimera in Arcadia should be substantially more powerful as antagonists and protagonists to match the increased power levels of the PC's. Chimera are still created with the companion creation rules with the following addition to reflect power level alterations: ST's may have the option to create Arcadian chimera with double the amount of creation points per level in order to not have to consistently create level 4 and 5 chimera. Note: Companions or chimera that leave Arcadia lose this power boost and may additionally lose their memories of Arcadia.

Chapter 2: The Way Things Were: The Mandane

Overview

Mechanics: The Quiet.

On Friday, November 17, 2006 all activity in the Dreaming ceases. Freeholds go mysteriously dormant; incidental chimerae vanish; life stills as the Dreaming becomes frozen over with a blanket of snow. Omens and Auguries fail, and only the character types who have an innate connection to the Crone (All Sluagh, House Scathach members, Inuas, Pu'Gwis, and Water Baby Nunnehi) believe that everything is as it should be. The gates to Arcadia, while still active, show a watery, iridescent glow - like thousands of stars.

Mechanics: The Choice

All Changelings on Earth have been preparing for the Choice that they know is inevitable. This time of Quiet is a period of transition. Those preparing to leave for Arcadia will say their good-byes and make way to their new home. Those choosing to stay behind are advised to gather resources and prepare for the drought ahead. STs should allow players to make their own choices of what to do with their PCs at this point. Remind them of their attachments and backgrounds as necessary, but don't inhibit their right to choose.

This is a time of goodbyes and uncertainty and new steps. It should be a trying, emotional time for everyone involved. Specifics are left to the VSTs.

Mechanics: The Storm.

On December 1, 2006, the Arcadian Gates (VSTs, please contact your ARST Changeling for more information regarding the Gates) spring to life with an ominous tremor and the sound of a roaring wind. All PCs with Gremayre recognize this sound as the Firchlis, the wind that scours the Dreaming. It blasts from the gates with the force of ten hurricanes, ripping up trees, knocking down buildings, gusting over the landscape devouring everything made of Glamour it can find.

PCs will feel their souls being scoured clean - an unpleasant feeling. For the duration of the storm, PCs will not be able to spend Glamour, cast Arts, use Treasures, enter a freehold or a trod, or call upon the Wyrd. PCs attempting to do so should have the objectionable sensation of being torn apart by howling winds described to them in detail. The feeling puts all mundane PCs at -2 traits. The storm lasts three days (until Dec 3, 2006).

Treasures, Chimera and Companions are in agony during these days. The PC will have to make a concerted effort to keep them from being swept away in the storm. To fortify a Treasure, Chimera, or Companion during the storm, a PC must spend a permanent Glamour per shielded creature. This Glamour forms a barrier around the target, protecting it from the storm. (Please see below on regaining permanent Glamour lost in this manner). Treasures, Chimera and Companions level 3 and below will not survive if

unshielded. Treasures, Chimera and Companions of level 4 and above will be lessened if unshielded. If lost, the points for these backgrounds are not refunded.

For mortals, on Dec 1st the world loses all its creativity. Humans are unable to dream, to create, to tell stories, or even to fear and feel terror. People on the streets express their frustration at not being able to think or create; the feeling of writer's block is rampant. Some mortals simply wander around in a daze, affected by malaise or intense paranoia. As the mortals felt filtered affects of Winter, they now feel the storm that is scouring the dreams clean and leaving their own lives without dream or nightmare.

Mechanics: Candlemas Morning

On December 4th, after the storm breaks, the PCs reconnecting receive any spent willpower back.

At the end of the storm, any PCs remaining will feel an incredible sense of renewal and reconnection with their own personal Glamour. Anyone venturing into the Dreaming will see that the Winter is over. The temperature is pleasant, and the earth lies bare and fertile again. Familiar structures in the Dreaming are gone - not even the cities and most powerful freeholds remain. The only things that survive the storm are the eight gates, weathered and beaten, yet now glowing rose-colored like an early spring sunrise.

Mortals awaken to a renewed vigor. Painters are inspired to create that masterpiece for which they were always striving. Sculptors, jewelry-makers, architects, all manner of person with some artistic drive find it roaring at such levels as they have never felt. It is a day of sheer and utter joy in creation – and sheer and utter terror for those disposed toward nightmare. Jails and psych wards are liable to fill rapidly and chaos is an option for STs. Players may use the surge of creativity and renewal as justification for re-purchasing any lost permanent Glamour with ST permission.

After December 4th, the lives of the mortals return to normal.

PCs in the Mundane world have a blank slate to deal with, and those who are adventurous enough and determined enough to plant and tend this new soil will see great harvests when the growing season comes about again. Omens and Auguries say that no Changeling alive now will ever see the summer, but the work these few dedicated Changelings put into the Dreaming now will pay off in the generations to come. They may use arts, treasures, venture into the Dreaming, and call upon the Wyrd. Points spent into Freehold or Glade are still active -the wellspring of Glamour remains, just the form and structure of it is gone.

There is no one correct way to rebuild the Dreaming and Mundane dreams mechanically speaking. STs may require Glamour expenditures, quests, or well-planned RP at their discretion.

Possible story ideas:

How to carve up this rich, ripe, undiscovered territory?

What seeds will your PC plant in this new Dreaming? What dreams will she inspire that shape the path of the Dreaming-to-come?

Hello? Is there anyone out there?

The Dreaming

Each VSS should have access to a portion of the Dreaming. The stability of the Dreaming in any given area is at the discretion of the local VST.

As noted, the Dreaming has been completely scourged clean by the Firchlis. What remains is an empty landscape, perched on the last edge of winter and waiting for the rise of spring. Changelings of both courts will find that the seeds of possibilities they might plant are equally valid despite the sense of the seasons shifting. The area of the Dreaming around the Arcadian gates remains the strongest and most solid, still attached to the lands on the other side in a tenuous bridge, but even here everything has been erased save for the gates themselves.

As PCs begin to explore these new surroundings the STs should make it apparent that the Dreams of man have some of the strongest affects upon the shape of the Dreaming. STs should use this opportunity to encourage mortal interaction, player creativity, and to delineate how this interaction affects the Dreaming in various areas. No interaction should completely rebuild what was before – the Dreaming in fact seems resistant to repeat the same patterns and will often twist and alter in unexpected ways as the PC's attempt to plant new dreams.

Changeling PCs who spend too much time in the Dreaming are still at risk for Bedlam. Fae PCs who spend too much time in the Dreaming are at risk for gaining temporary Banality as they lack the Banal Shiver. (Please see below for travel between the two settings.)

Travel within the Dreaming

Travel within the Dreaming is dangerous and difficult since the Firchlis wiped the Dreaming clean. Entering the Dreaming by any Changeling now requires the expenditure of one temporary Glamour OR one Willpower (player's discretion)

The Dreaming is worn thin and broken in many parts, nonexistent in others where dreams were the weakest. Trods, a natural pathway for Glamour, still function, however, connecting the remaining patches of the dreaming and allowing for travel, albeit potentially difficult travel at ST discretion. The intent is not to cut players off from visiting other games, but to allow the STs the opportunity for plot based around travel. This also allows an opportunity for PCs to discover and implement ways to make travel and the Dreaming safer and more stable as they continue to plant the seeds for renewal.

Freeholds and Balefires

Freeholds in the Mundane function the same as before, however, the events of the 1st through the 4th may have moved or altered previously existing Balefires. The scrubbing and cleaning of the Dreaming has allowed for more flow of Glamour after a long winter and all Balefires (previously functioning at half power) burn and produce Dross at their proper levels with no reduction in power; all holdings are returned to full strength.

The actual location and setting of freeholds may be entirely altered and may need to be rebuilt and cleaned up by the PCs - STs can use this to redefine the Mundane setting.

The Mists

Mists function as previously and at full strength in the Mundane setting.

OTHER CREATURES:

Mortals

As previously noted, mortals are affected peripherally by the Dreaming Storms. However, their lives continue as normal after December 4th.

Dreamers

Unable to be found during the Storm, dreamers felt the scouring more intensely than other mortals. They also feel the rebirth with more intensity. Some dreamers may break under the intensity and burn out, and others may develop with the resurgence and cleansing of the Dreaming. Dreamers are still out there, but have to be encouraged, inspired and found by the Changeling PCs as the end of Winter doesn't mean the return of abundance. STs should encourage players to work for their Dreamers.

Dauntain and Autumn People

Autumn people, those who had no blood or magical tie to the Changelings, were unaffected by Winter and are similarly unaffected by the turning toward Spring. They go to work every day, eat the same food, drive the same car and never think to change. These are the reason that Banality still exists in a renewed world and always will. These are the true mundanes.

Dauntain, who do have a connection to the Dreaming, felt the storm the same as the Changelings. They reveled in the feel of being scrubbed, of having it all wiped suddenly away, and will curse and rant at the return of Spring. Some, who hated their Fae sides, will become more intense enemies than ever. Others, having a second chance at renewal will decide to choose redemption and follow the Changeling way again – likely coming into conflict with the Changelings they once fought.

Dauntain and Autumn People are available antagonists only for the Mundane setting, not Arcadia.

Prodigals

Prodigals – werewolves, vampires, mages, etc. – are not available NPCs for either setting as per previous addendums. STs may create dreams of vampires, werewolves, etc. but

these antagonists should be created with the chimera and companion creation rules and are not the prodigals of the Old World of Darkness.

Chimera

Chimera are made as per current companion creation rules. See above notes on the storm in the Mundane world. Chimera may in fact be rarer after this event as many will have fled or been destroyed.

Chapter 3: Beyond the Pale: Interaction Between the Realms

Travel and Communication between The Mundane and Arcadia

While communication between the Arcadian realms and the Dreaming is still possible, travel between the two is difficult. Arcadian Fae may return to the Near Dreaming for brief periods of time, but the action costs them and they may not remain for long. They absolutely may not leave the safety of the Dreaming as the banality of the human world will tear their fragile souls to shreds. Arcadian PCs who spend too long in the Dreaming (and not in Arcadia) are subject to gaining Banality, as noted above.

STs are encouraged to allow interaction between the mundane and Arcadian PCs. STs should be certain not to neglect Arcadian OR Mundane-side players if both are present on the VSS – keep interaction and cross-side plots going as well as individual setting plots.

As noted above, entering the Dreaming by any Changeling now costs the expenditure of one temporary Glamour OR one Willpower (player discretion.) Any Fae entering the Dreaming from the gates must spend one temporary Glamour OR one Willpower (player discretion) to force himself closer to Banality for a time. Arcadian Fae will find this experience disorienting, typically forgetting small details and memories at the ST's discretion, as the Mists are now closer to them.

Mundane world Changelings may not cross through the gates unless they wish to forsake their mortal bodies and their connection to the Mundane world. It is highly encouraged that PCs who remain do so willingly and understand the loss and benefits of their actions.

As always, Eshu have better luck in travel.

Leaving Arcadia and the Augmen

Fae leaving Arcadia will find themselves regressing through standard Shining Host Augmens of their respective Dreaming location (Arcadia to Deep, Deep to Far, Far to Near) Fae will always retain their Arcadian augmen appearances no matter their location, only their mechanics change to reflect the Mundane world's effect on their existence. It is immediately evident who is a Fae and who is a Changeling.

The Mists

The Mists have an unpredictable effect on Fae stepping out of Arcadia into the Dreaming. At ST discretion PCs may lose a few moments of clarity or several important memories.

Chapter 4: Cogs and Sprockets: Mechanics

Overview

This section details the mechanical changes to sheets required by the new settings. Changes in this section supersede the **Shining Host**, the **Shining Host Players Guide**, 6.0, Prime, and previous national addenda.

Experience Awards

XP is per Changeling 6.0 and the appropriate national addendum – a graduated expenditure scale as listed:

Earned Total	Monthly Maximum
0 - 66 -	6
67 - 121 -	5
122 - 165 -	4
166 - 198 -	3
199+ -	2

Overcap XP for Changeling was previously a high approval application. All overcap XP is now low approval notification. As with the new World of Darkness, overcap XP can only be awarded by regional and national officers for specific events.

Backgrounds

The following backgrounds tie into mortal world issues and could be compromised in Arcadian play. Any backgrounds which are no longer applicable on a player's sheet should be translated into applicable backgrounds or be granted refunded xp for reallocation pending ST approval.

XP may only be refunded for items bought with XP. Free items or items granted in plot may not receive XP refunds.

Players may also choose to transfer their influence, allies, resources, contacts, etc to mundane counterparts before departing for Arcadia at ST discretion. They will not receive an XP refund for this but might find it good RP regardless.

Allies (Arcadia): This background is not applicable for Arcadia

Contacts (Arcadia): This background is not applicable for Arcadia

Dreamers (Arcadia): This background is not applicable for Arcadia

Fame (Arcadia): This background may not be applicable for Arcadia depending on the area of specified fame.

Influence (Arcadia): This background is not applicable for Arcadia

Resources (Arcadia): This background is not applicable for Arcadia

Holdings (Arcadia): This background may transfer to Arcadia at ST discretion and with PC effort to re-establish a freehold.

Trod (Arcadia): This background may transfer to Arcadia at ST discretion and with PC effort to re-establish and locate paths of travel.

Remembrance (Arcadia): Those with a rating of 4 or higher in this background must expend a Willpower trait upon crossing the gates for the first time or be subjected to no less than 10 minutes of role play in which they are incapable of action while the

memories of their past as brought on by the Mistweir consume them. STs should use this opportunity to introduce plot, or to induce social and personal linked RP amidst those crossing. All others with lower ratings will be subjected to only momentary adjustment as their memories wash over them.

Title: As per **Shining Host, Shining Host Players Guide** and previous addenda

Merits and Flaws:

The following Merits and Flaws tie into mortal world issues and could be compromised in Arcadian play. Any Merit which is no longer applicable on a player's sheet should be translated into applicable Merits or be granted refunded xp for reallocation pending the ST's approval.

XP may only be refunded for items bought with XP. Free items or items granted in plot may not receive XP refunds.

Flaws may be switched for applicable flaws OR bought off at cost (i.e. a two point flaw would cost 2xp to get rid of instead of double).

ST's should review a player's sheet for potential items that are no longer applicable to the Arcadian setting as some biases, hatreds, etc. will no longer be applicable.

Iron resistance (merit 4pt) (Arcadia): As there is no Iron in Arcadia this merit is a moot point.

Mansion (2pt merit): (Arcadia) This is a Mundane world merit and as such is not applicable to Arcadia

Mass appeal (1-5pt merit): (Arcadia) This merit deals with drawing Glamour from mortal crowds and as such is not applicable to Arcadia.

Nightclub (2pt): (Arcadia) This merit deals with Mundane holdings and as such is not applicable in Arcadia.

Banality's Curse (5pt flaw)(Arcadia) This flaw is still applicable for Fae who travel out of Arcadia into the Dreaming.

Changeling Eyes (1pt) (Arcadia) Changeling Eyes are not unusual in Arcadia and thus this is no longer an applicable flaw

Cleared Mists (3pt) This flaw is not applicable in the Arcadia setting

Persistent Parents (2) (Arcadia) This flaw deals with mortal world ties and is not applicable to Arcadia.

Slipped Seeming (1-5)(Arcadia) As fae cannot leave Arcadia or the Dreaming this flaw is not applicable for Arcadia.

Surreal Quality (2) This flaw still causes irritation and extra attention and is still applicable in Arcadia.

Oaths

As per the **Shining Host, Shining Host Players Guide**, and addenda

Oath of Truehearts: Has been restored and is able to be successfully sworn by PCs.