

Winter: An Age Without Virtue

Settings Document for Global Camarilla Changeling Chronicle

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An Age Without Virtue



On January 15th, 2005 the Camarilla Changeling Chronicle will separate into its own continuity, effectively going into Winter. This decision was made by a consensus of the National affiliates and the appropriate members of the global staff in order to continue to provide for the needs of the venue. The most important factor behind the decision to split Changeling off was to maintain the integrity of the venue. Changeling is the only original Word of Darkness venue that will continue past the end of Mage. As Changeling relies heavily on the interaction between the Autumn World and the Dreaming, the end games of Mage and Werewolf would make any kind of interaction with mortals difficult if not impossible and the impact would affect Changeling to the point that it would become unplayable.

This document will act as an introduction and settings guide for this separate continuity as well as introducing Winter in the Camarilla Changeling Chronicle. It will act as a source for storytellers and players for the Changeling venue, to direct them in setting up comprehensive games that incorporate the setting from a local to a global level.

While all mechanical changes and the setting introduced for Winter are mandatory according to each nation's timetable, how it is used in the on each level (local, regional, or national) is dependent on the storytellers on that level. It is highly recommended that storytellers thoroughly read through this document as it has many changes.

How to Use this Document

For ease of reference, there is a table of contents section to help use the document. While the larger categories in the table of contents will help you find general passages quickly, pay attention to bolded sections for specific topics.

At the end of each section, there is a quick reference guide on what has been changed from the current setting to the one that the Changeling Chronicle will be using. The end of the document includes a FAQ that will address any issues that are generated after this document is published. The FAQ will constantly evolve as storytellers and players ask for clarifications on this setting and be checked monthly for any possible updates.

Finally, this document has been in the works for several months. However, none of it would be possible without storytellers and players who have given so much of themselves in order to participate in Changeling. Many of the ideas incorporated here were seeds planted in our minds by an inquisitive storyteller or an excited player. Many thanks go out to each one of them for making this document possible with their own stories and characters.

Thanks!
Drew Biddle
US2002021144
AAMST Metaplot Changeling

Chapter One



Winter

Overview

1. Changeling will split in its own continuity on January 15th, 2005 at Midnight
2. The Autumn World will be sucked into the Dreaming. The prodigals, at this point in time, are shunted into a realm that cannot be reached by Fomorians or Fae.
3. The year of the White Court is 2005

“All life is transitory. Even your children are not immortal, my sister. The time will come when they will be defeated. The time will come when no one will want gods and goddesses to nurture them, when they will be driven into the darkness, like my children have this day.

The time approaches when the Summers of Inisfail will be flowerless, when the cows shall be without milk, and the men will be weak and the women shall be shameless; the seas will be without fish, the trees without fruit, and old men will give false judgments; the judges will make unjust laws and honor will count for little and warriors will betray each other and resort to thievery. There will come a time when there will be no more virtue left in this world.”

Peter Berreford Ellis
Celtic Myth and Legends

Winter, in the Camarilla Changeling Chronicle, is a time without virtue. The fae will experience hardship and trouble as the virtues that sustain them begin to crumble away. Corrupt leaders rule the halls of nobility, true lovers betray each other, honor is nothing more than a word, and the Dreaming turns its hand against its own children as older and more powerful dreams resurface in a bid for dominance.

Winter, while having banal elements, is not the banal hell where all glamour dries up and players watch their characters wither and die. While glamour will become more scarce and there will be a large banal element, this “conceptual” winter allows the chronicle to focus on two major themes in the venue, tragedy and hope. Player characters and storytellers will have an opportunity to make this Winter endless, or herald the beginning

of a new Spring.

Winter will also be a time where the fae rediscover great wonders and unearth secrets long lost. It will be a time when the fae are given the opportunity to rise to the occasion and prove that they are the worthy descendents of the Tuatha de Danaan. Lines will be drawn. Swords will be crossed. It will fall to the fae to protect themselves, the Dreaming, the Autumn World, and all humanity against slow crawl of apathy in the very core of all beings and the depredations of the rising Fomorian dream.

Winter has long been coming and has taken root in many places. In Hibernia, it has been going for years. In the Concordia, it was heralded by a Tuatha de Danaan and the death of the High King. It tickles at the ears of those on the Isle of the Mighty. The Kingdom of Northern Ice has felt its chill by proximity. Australia has been annihilated, and all of Dreamtime suffers under the yoke of the Fomorian Courts.

With a Bang

On January 15th, 2005 at Midnight it will hit full force as the Fomorians perform a feat that proves they are Gods of Old. . A group of Fomorians has approached the Great Engine in order to gain a great deal of power over mortals and the fae alike. For a period of merely a second the raw power of the Dreaming will pour through all Trods and Paths of Balor into the Autumn world. The Great Engine, a capricious and unknowable creation of eons past, and the Dreaming itself rebel at this callous use of their power and the world will be left forever changed. This Metaplot event is being released as general OOC knowledge for the players and Storytellers and should not be considered In Character information at this time.

Faerie tales abound about creatures that were lost in the lands of the fae never to return. As the Dreaming reclaims the energy it was forced to pour into a world not ready to be infused with eldritch power, the prodigal races are pulled back in with it, never to be seen again. They are the sacrifice the Autumn World must make to preserve itself in the face of the released might of the dreams and nightmares that inhabit the Dreaming. The world belongs to the fae alone, and the other character types associated with the fae-- mortals, Autumn People, mortal hunters, Dauntain, Kinain, Inanimae, Denizens, and Nunnehi as well as the other creatures and monsters of the Dreaming.

The backlash of the Dreaming and the Great Engine onto the Fomorian Courts is greater. While they meant to pull the prodigals into the Dreaming in order to mold them into servants, the result is greater than they expected putting their resources out of their reach. The Fomorians' power, while still incredible, is diminished. The Great Engine has effectively stripped them back down to their beginnings. This "reduction" in their power level will allow a slowing in the Fomorian Kits that accounts for the longer timeframe Changeling has been graced with. This sets the stage for 2005 to be the year that the White Court will attempt to retake what they have lost.

Changeling, in its own continuity during the time of Winter, will be a time of epic stories. It will be a time where greatness is not defined by a power level, but by inspiration, by bravery, by honor, or the lack thereof. It will be defined by those who uphold virtue in a

world that is lacking and those who dance merrily for they lack every moral ever espoused. It will be defined by its search for balance. This setting will likely remain in the Winter Cycle until the end of chronicle

Chapter Two



Mortals, Hunters, and the Prodigals

Overview

1. Mortals are the most numerous NPCs in the chronicle.
2. Dauntain move to mid approval. Autumn People move to low approval
3. There are no more NPC or PC prodigal types in the Changeling Venue as of January 15th, 2005. This includes wraiths.
4. All XP spent on merits associated with prodigal types will be refunded. Players may spend these points as they see fit.
5. Sluagh lose their ability to speak with wraiths. They do the ability to “walk” through shadows.

Mortals

If the Kithain are the backbone of the Changeling venue, the mortals are the support system of arms and legs. Mortals are the dreamers that allow the fae to survive as much as they are the cause of their slow decay. In Winter, mortals are the most valuable allies the fae can have and should be their most guarded resources.

Mortals need not have special abilities in order to make a huge impact on the Winter Setting-- they can be petulant wards, passionate lovers, or talented artists. Mortals will become the most prevalent NPCs in the chronicle

Mortals as a whole will become touched by superstition as Winter sets in. Folktales and local myths will once again become popular fare for Friday nights. Humanity will regain some belief or faith in what they termed “The Fair Folk” as well as the as the stories surrounding them. How these changes come about will be decided via plot kits provided by each member nation to allow each country to maintain its unique national flavor.

Dreamers

Dreamers, mortals who create Glamour (the lifeblood of the fae) will remain unchanged. In time when glamour is otherwise scarce, however, they will become important resources.

Dauntain and Autumn People

Winter is a welcome season for the Dauntain, as the chill of banality in the very air seeps into their pores and strengthens them. Dauntain activity as well as that of other mortal hunters will become especially prevalent as these hunters take scent on the trails of the already beleaguered kinain. Autumn people are average mortals who generate banality by their mere presence. These seemingly normal groups of people are dangerous to the fae not because they will hunt them, but because they can unwittingly unravel a Kithain soul with no effort on their parts.

Laws of the Hunt should be utilized for the creation of Dauntain NPCs and PCs. Autumn people are built on the normal mortal templates, but have high Banality ratings, i.e. 8+.

See your nation's addenda and Changeling 6.0 for approval levels.

Prodigals

Prodigals are defined as NPCs from other venues and their associated types: Vampires, Ghouls, Garou, Kinfolk, Mages, and Wraiths. As of 12 AM on January 1st, no prodigal NPC or PC types will be allowed as per White Wolf. Only Changeling character types, mortals, and Kinain will be allowed.

If existing Prodigal NPCs are in use by storytellers, they will simply be gone. PCs who search for them will come to empty roads and brick walls. The fates simply answer that they have moved even beyond their realm of comprehension.

All characters who have Medium, Supernatural Ally, or other merits associated with the Prodigals are refunded the experience they spent on these items. Characters with Flaws such as Enemy, Hag Ridden, ect may change these Flaws out for new Flaws or buy those Flaws off with the base flaw cost.

Example: Sally Sluagh has Enemy 4 – Lasombra Elder. She can either take four new points in Flaws or buy off the Enemy for four XP.

The Sluagh, who have traditionally been able to see through the Shroud to their wraithly companions, will see only darkness. In that darkness, a new feeling will emerge in the Sluagh as an ancient birthright is renewed. More information is presented on the new Sluagh Birthright later in the document.

Chapter Three



The Fae, Kinain, and Others

Overview

1. Denizens are now **Top Approval PC types** and **High Approval NPCs**.
2. The Lost Houses have been moved to **High Approval PCs**. Conversion to a Lost House from an existing one or any Lost Houses merits and flaws are at **Top Approval**.
3. Fomorians are **Global Approval NPCs**. Fomorian PCs are not allowed. A document detailing the process by which Fomorian NPCs may be made available is forthcoming.
4. Tuatha de Danaan are **Global Approval NPCs**. Tuatha that have made pacts with Changelings in the form of a treasure are also **Global Approval**. Tuatha PCs are not allowed.
5. Thallain and Kinain take a larger role in Winter. Kinain are able to survive more intense banality and the Thallain represent much of what Winter is. See changeling 6.0 section **Types (Ch.1.0.03)** and your appropriate National Addenda for Thallain approval levels.
6. The Sluagh Birthright – Heightened Senses is replaced with their new Birthright – Those Who Walk Between.

The Kithain

As the heirs of the Tuatha de Danaan, the Fae (specifically the Changelings) face the darkest season of their eternal year. They must find a way to persevere while claiming their birthrights and their inheritance-- the powers of the Dreaming. As the chronicle moves into Winter, the Changelings will be tasked with finding a way for Winter to turn to Spring and to forestall (if not outright conquer) the Fomorian Dream.

Each kith will face trials and the darkest secrets of their existence. They will face their worst fears and learn things about their kith as a whole that will shake them at their very core. They will be presented with choices that will shape not only the future of their kith but of the sanctioned game. Some may rise to the occasion and prove they are worthy of the dreams which made them. Some may side with the Fomorian Dream. These choices, not yet made, will shape the chronicle of the future.

The fae will also be heavily tasked with the Autumn World. While the “real” world is largely overlooked for games more intricately tied to the Dreaming, it has an incredible impact on the lives of the Changelings. They are fae, but they are also very human. In humanity lies one part of their salvation. The Winter setting will emphasize the equal

importance of the Dreaming and the Autumn World. Without both, the changelings cannot exist. Without both, they can never hope to see Spring.

Kinain

Kinain are mortals with fae ancestry. The kinain will become even more important as they are links to the Autumn World. As certain locations become more banal, the kinain become agents that can go where other fae would forget themselves due to banality. They retain the powers and abilities lent to them by their Fae blood and many may become heroes of the Fae in their own rights due to their unique position.

The kinain are too valuable to be overlooked. The Kithain may need them for their own purposes, but kinain can just as easily be manipulated by the Fomorians. Storytellers who have player character fae with NPC Kinain as retainers, wards, and patrons should be aware that there is a wealth of story to be found in the Autumn World. Player Character kinain should become more important as well as they are proven to be able to survive things other fae cannot. Kinain make the world of Changeling more vibrant and three dimensional.

Inanimae, Husks, and Slivers

The Inanimae are elemental spirits that use Husks (or fabricated bodies) to protect themselves from the dangers of a banal world. Tied as they are to the elements and nature, they are aware of the coming Winter. They see it as a natural progression of the Cycle and thus do not fear it as Changelings might. Instead, they see it as one more challenge to be overcome or a season to be endured like any other. Beyond any cosmetic physical changes that might occur (a Kubera who loses her leafy mane, a Glome that is constantly cold, or a Solimond that burns blue to keep warmer) at the discretion of the player and the Storyteller, the Inanimae quietly accept winter and undergo only one small mechanical change. Where once the Mists would reach out and steal the memories of Kithain and Inanimae alike those Mists will now part for the Inanimae. They still function under the prohibition of not being able to speak of Far or Deep Dreaming experiences in the mortal realms, as do the Kithain, but they now hold unaltered memories of these stories.

Nunnehi

The Nunnehi, much like the Inanimae, are tied to the land and its spirits. They, too, recognize the need for Winter. Though they do not look forward to it, they accept its coming and prepare as much as they are able. Possible story lines for storytellers of Nunnehi may include traditional “tales” of Winter in a world that has moved on-- feast or famine, migration, rituals to honor the spirits, and raiding those who have more resources.

Denizens

Denizens are creatures of old and folklore. From the Fuath of Celtic myth to the Aonides that hail from Grecian myth, they help to fill out the rolls of spirits known to man that the

fae could not fill. The Denizens of the Dreaming will be playing a larger role in the sanctioned chronicle for several reasons-- they are tied to the myths and legends of old, they are often used as servants for the Fomorian courts, and they have become more active in a season they can understand. Mechanics for all the adheine or Denizens have been converted for use by the Camarilla and they will be made available as player characters and NPCs as follows.

High: Fir-bholg, Fuath, Aonides, Naraka, Acheri, Keremet, And Moirae

Top: Any PC Denizens

The Lost Houses

The Lost Houses of the Sidhe emerged into global continuity in 2003 at ICC. They emerged confused and disoriented, remembering little of their Arcadian Home. After their reemergence, other fae who had long been taken in by other houses began to remember their heritage as originally belonging to these forgotten tribes.

In Winter, these characters take on new roles. The majorities of the Lost Houses are Unseelie and already inclined to understand the necessity of Winter and what it means. There is also a faint recollection to the Houses that this Winter may mean something for the Arcadian rule. House Beaumayn, the only outright Seelie house of the group, are targets of the Thallain and the Shadow Court. The approval levels for the character are as follows

High: House Beaumayn, House Aesin, House Daireann, House Varich, Arcadian Scathach

Top: Conversion in-game from an existing house to a lost house, all house merits/flaws.

Thallain

Thallain are the bogeymen that go bump in the night. They are the dark, Unseelie sides of the kiths, showing them their most frightening nightmares come to life. While not all Thallain claim allegiance to the Shadow Court, most of them are minions of this society. With the coming of Winter, they become less of minions and more life forces in their own rights.

Thallain represent the core concepts of Winter-- they are the twisted representations of virtue, unsettling to their very core. Both Thallain NPCs and PCs should take a greater role in the game, whether as the unsettling creatures in the fae's darkest night, as minions to the Shadow Court, or as major antagonists or allies to the characters. Thallain are as varied as the Kithain and have as many reasons for their actions as fae do. They should be represented in chronicle accordingly.

Fomorians

Fomorians are the great enemies of the Changelings and their rival dream from beyond time, The Fomorian Courts have slipped their chains of slumber and once again move in the Near, Far, and Deep Dreaming. Some would say the move in the Autumn World as

well. These implacable foes are set to become the most powerful venue antagonists for the Changeling Venue and their impact will be felt for years to come.

The Fomorians seek the extermination of the Kithain Dream and the subjugation of the Autumn World. They will stop at nothing to achieve these goals. They will use Denizens, Changelings, mortals, and each other to eradicate their enemies in the quest for dominance. It falls to the Changelings to head off their rush for power and stem the tide of the resurgent Fomorian Dream, lest Winter become the Endless Winter all fear.

Fomorians are global approval NPCs and are not available as PC types.

Tuatha de Danaan

Where are the “parents” of the modern fae? Why do they not rise as the Fomorians have and take to battle with their ancient enemies? The Tuatha Caliburn addressed the assembled masses of Concordia in October of 2004, but no word has been heard of others before or since. Do these great and shining beings wait for a sign, or are they testing their descendants to see if they are worthy of aid? Are they aware of Winter? Are they aware of anything at all?

Some Tuatha, like Caliburn, have been found to be tied to powerful treasures. Are there more that have made pacts with their Children, who protect without ever interfering? This is yet another in the realm of possibilities for the Tuatha.

Tuatha de Danaan are Global Approval as NPCs and are not available as PC types

Sluagh Birthrights

The Sluagh, who have traditionally been able to see through the Shroud to their wraithly companions, will see only darkness. In that darkness, a new feeling will emerge in the Sluagh as an ancient birthright is renewed. Historically the Sluagh were known as Those Who Walk Between, and this ability is returned to them at the onset of Winter. The Tuatha, seeing the darkness in the Shadow Lands is no more, stretch forth their hand to place a portion of that darkness in their own children who have so long looked into that darkness unflinching. The Sluagh lose the ability to see wraiths (since they have been swept away). However, they gain the ability to walk and transport themselves through shadows. The Sluagh can spend a Temporary Willpower and step into any shadow and emerge from another shadow within 25 feet. They will not be able to bypass any kind of supernatural warding with this new ability at all ever, nor can they utilize any Arts, Treasures, or other means supernatural or mundane to bypass any supernatural warding power. Once per session, a Sluagh can spend a Temporary Glamour, step into a shadow, and declare Fair Escape.

Chapter Four



Other Systems

Overview

1. As of January 01, 2005, all balefires return to their normal strength and the dross productions from all freeholds will be cut in half.
2. Enchantment, Mists, Chimera, Treasures, and the Dreaming remains unchanged
3. Reverie and Rapture both have their trait difficulties doubled.
4. Ravaging becomes easier (can happen as long as subject is in line of sight and ravager is +2 traits in resolution of ties), but failure is more costly.
5. Players with two primary character will be allowed to keep them. However, one primary character is the standard allowance and the second primary sport is disallowed if a PC is taken out of game play.
6. All cross-venues and PCs of types other than those allowed in the Changeling venue are revoked. Please note that this decision was not made lightly, and has been discussed exhaustively by the National Affiliates, the Global ST Staff, and White Wolf.

Freeholds and Balefires

Freeholds, are the centers of Kithain power in the Near Dreaming, are closest to the Autumn World and are subject to higher levels of banality. During no other time has this been more evident than with the coming of Winter. As the first snows fall on the Autumn World and the Dreaming, freeholds the world over will see a decrease in the amount of dross they produce.

Those Kithain who have been frugal with their dross may find themselves with a great deal of power and a great deal of tax collectors knocking on their doors. As for the Balefires that power the freeholds in the United States, those will return to normal after many months of decreased activity.

As of January 15th, 2005, all balefires produce only half the dross they would normally produce rounded up to the nearest whole number per month.

Enchantment

Enchantment does not change in the Winter setting

The Mists

The mists remain unaffected by the Winter Setting

Chimera

Chimera and companions will remain unchanged as the Chronicle moves into Winter. Future plot kits may have effects included for Chimerical creatures and places, but at this time they remain as they always were.

The Near, Far, and Deep Dreaming

The Dreaming is the central and sometimes most important locations in the Changeling Venue. Quests are undertaken here, stories completed, and Glamour created from the raw material of human dreams. The Dreaming is also alive, though in no way any Kithain can or will ever be able to fathom. It welcomes Winter, because it is one more turn of the wheel until the coming of Spring.

The realms of the Dreaming will remain largely unchanged, though the geography of the Dreaming will undergo future changes.

Treasures

Treasures are another facet of the venue that remain as they always were. Again, future plot kits may change this, but for the time being the magical objects that grant the fae some of their powers remain untouched.

Treasures that provide the abilities of powers of other supernatural creatures remain unchanged as well. Continue using the appropriate MET product for the mechanics.

Reverie, Rapture, Ravaging, Rhapsody

There are four methods which Changelings relieve mortals of their glamour. These methods will see changes as the season turns.

Reverie

Once the most common and benign way of gaining glamour, this “farming” method will have all the trait difficulties for gaining glamour doubled. See the Shining Host pages 189-190 for more mechanics.

Rapture

This method involves fae creating glamour for themselves. It undergoes the same changes as Reverie-- all trait difficulties for this method are doubled. See the Shining Host, page 192 for more information.

Ravaging

The most common method among the Unseelie Court for gaining glamour is to rip it from mortals as you need it. Ravaging becomes even easier as the lack of virtue of Winter sets in. A Changeling need only meet a mortal once and learn their name in order to Ravage their Glamour. They may do so as long as the mortal is their line of sight. Furthermore, the Ravager is considered up 2 traits in comparison of ties. Failure, however, now garners the ravager 2 permanent banality rather than one.

Rhapsody

The most destructive method of gaining glamour remains unchanged.

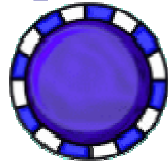
Primary Characters

All members may have 2 Primary PCs in Changeling at the expense of giving up a character slot in another venue.

Cross-Venues

All current cross venue approvals for player character from other venues will be revoked as of January 15th, 2005. Only changeling character types will be allowed in the venue.

Chapter Five



FAQ