

Banality & Glamour

Disclaimer

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Banality

What Is Banality?

Glamour's counterweight, Banality is cold where Glamour is warm, hunger where Glamour is plenty, apathy where Glamour is hope. More than despair, it is an emptiness, a stasis, the lack of a drive to take life for anything more than a series of meaningless rote actions. Even sorrow and loss are emotions, charged with Glamour and inspiration—what Banality touches shivers and dies, though it puts up every appearance of living on. It is active apathy, a pervasive force of conformity that has infested the modern world.

Banality is a terrible enough foe for mortals, draining the joy from their lives, sometimes even turning them into walking beacons of the stuff that lashes out at the Dreaming wherever it may sniff it out. For changelings, Banality is 1,000 times worse, a creeping poison that slowly, over the course of a bright and brilliant life, steals that light away, locking it behind the Mists until, at last, the Kithain are left with no more than we remember of our own dreams when we rise each morning. Others,

unaware of the Dreaming, pity them, thinking them senile or mad, but even this pity is no salve for the true tragedy this poor soul has suffered.

Banality as a Defense

Versus Cantrips

While all changelings rightly avoid Banality, it does have one value—being the polar opposite of Glamour, a sufficient amount of Banality can serve to protect its wielder from the magics of the Dreaming. Most often, the defensive quality of Banality is used unwittingly by mortals with very high Banality ratings. Mechanically, this is represented by a -1 Bonus Trait penalty to all Cantrips targeting a person with 8 or more Banality. This effect can even extend to *locations* with especially high Banality—imposing a further -1 Bonus Trait penalty on all Cantrips cast in places with 8 or more Banality.

Invoking the Autumn

There are circumstances in which even a changeling might wish to employ the Banality accrued by their human side as a shield against the powers of the Dreaming. Calling upon the Mists in this fashion is known as “Invoking the Autumn,” and it grants temporary immunity to all chimerical effects—including chimerical Cantrips. This requires the changeling to spend 1 Willpower and suffer a Banality Trigger. For the remainder of the scene, the character who Invoked the Autumn can perceive the Dreaming but cannot interact with it.

Gaining Banality

Exposure to the modern world results in the slow buildup of Banality in every changeling’s soul. This is an unavoidable consequence of existence in their present form, but is preferable by far to the permanent

destruction of the faerie self. Banality points may be thought of as contamination, as something of the outside world clinging stubbornly to the changeling and slowly affecting their mind.

Banality Triggers

Banality is an all-pervasive force, but at times it redoubles itself, aggressively seeking the weak points within a changeling's soul and doing its best to push its way in. These surges of Banality are called "Triggers," and all Kithain suffer from them. When a character suffers a Banality Trigger, they must attempt a Simple Test. If they win, they shake off the dulling effects of the Banality Trigger. If they tie, they gain 1 point of Banality. If they lose, they gain 2 points of Banality! In either case, they don't have to test against that same type of Trigger for a minimum of 1 hour.

The following are examples of Banality Triggers:

- Choosing to Invoke the Autumn (see above)
- Failing to overcome a mortal's Banality while enchanting them (childlings are immune to this Trigger)
- Willfully destroying a Treasure or other irreplaceable faerie artifact
- Killing a changeling's chimerical self (wilders are immune to this trigger, provided the killing was part of a quest or adventure)
- Ending a changeling's mortal life
- Killing one of the enchanted, a mortal Dreamer, or a Kinain
- Wielding cold iron or spending more than 1 hour around it
- Spending a long period of time (more than 1 hour for Banality 8 or 9, more than 1 scene for Banality 10) in a place or interacting with a person possessing a very high Banality (grumps are immune to this trigger)
- Breaking an Oath (see the Status, Position, & Oath rules for more details)

Antithesis

In addition to the Banality Triggers listed above, every changeling has a personal Trigger that profoundly violates their very nature. This is chosen by the player when the character is created, and it often has some relationship to the changeling's Kith. If a character violates their Antithesis, they must engage in a Simple Test. If they win, they gain 1 point of Banality. If they tie, they gain 2 points of Banality. If they lose, they gain 3 points!

Examples of Antitheses include:

- Interfering with the play of children
- Breaking an object of great beauty (mundane or magical)
- Wearing a suit and tie on your mortal body
- Giving someone a false compliment
- Encouraging someone to pursue a "stable" career instead of their dreams
- Promoting standardized tests over creative education
- Shaming a youth for their bold style
- Breaking up a romantic relationship
- Deliberately hurting a small animal
- Filling out more than a page of paperwork
- Trying to convince someone that the fae aren't real
- Saying "it's only a dream"
- Calling the authorities on someone for being too loud
- Following a strict "bedtime"
- Covering up evidence of an interesting crime
- Attempting to disprove a conspiracy theory
- Forcing a child to labor for money
- Tattling on a thief
- Saluting a symbol of authority (e.g. a flag)

- Calling yourself by your full mortal name
- Vandalizing a Freehold
- Hiding or closing a Trod
- Using drugs to have a dreamless sleep
- Failing to laugh when someone breaks wind

Removing Banality

Banality points can be removed in a few ways:

- Certain Downtime Actions might remove points of Banality (see the Downtime Actions & Items rules for more information)
- Some Arts or magics can remove points of Banality
- When a point of Glamour is gained, a character can forgo it and instead remove a point (not dot) of Banality, though this can only be done at the moment the Glamour is gained

Banality *dots*, on the other hand, can almost never be removed.

- Legends speak of dangerous quests a changeling can undergo to remove permanent Banality, but these always come with a great risk
- Ask the Storyteller if you can engage in such a quest, but know that it will be neither quick nor easy

Undoing

When a changeling gains Banality, they gradually become more mired in their human lives and less capable of perceiving and remembering their fae lives. Once a changeling has more dots of Banality than dots of Glamour, they begin to be affected by the magical forgetfulness known as “the Mists.” This first manifests as memory lapses, “tuning out,” and spells of confusion. As the gap between their Banality and Glamour

grows, a changeling risks losing track of their fae side entirely. The effects of having more Banality than Glamour are listed below, and they are cumulative.

- **1:** If a character has 1 more Banality dots than Glamour dots, they gain the Flaw: Ineptitude – “Forgetful.” They do not gain any Freebie points for this Flaw, and it cannot be permanently removed so long as the character continues to have more Banality than Glamour
- **2:** Once a character has 2 more Banality than Glamour, they also gain the Flaw: Ineptitude – “Oblivious.” They do not gain any Freebie points for this Flaw, and it cannot be permanently removed so long as the character continues to have more Banality than Glamour
- **3:** With 3 more Banality than Glamour, a character treats chimerical wound penalties as though they had suffered 1 less wound (because the pain begins to seem unreal). They also suffer -1 Bonus Traits in any Mental test where memory or concentration is a factor
- **4:** At 4 more Banality than Glamour, a changeling begins to have frequent blackouts during which they believe themselves to be a regular human. This leads to further gaps in their memory. When under extreme stress, the character must engage in a Simple Test. On a win, they fend off the blackout. On a tie or loss, they lose all memories of their fae lives and believe themselves to be a regular human for 1 hour. After this time has elapsed, the changeling suddenly re-awakens without any memory of what transpired during their blackout
- **5:** If a character has 5 more dots of Banality than Glamour, they have completely forgotten their fae nature. While they can still perceive the Dreaming, it makes no sense to them and probably seems like severe delusion or other mental illness

Regardless of their Glamour total, a changeling that accrues 10 dots of Banality is permanently lost to the ravages of the Autumn World. Their fae soul leaves them forever in search of a new reincarnation, and their memories of their time as a changeling are either lost completely or believed to be mere fantasies. The character becomes a mundane human that cannot perceive the Dreaming at all.

This “death” to Banality is known as the “Undoing.” A former changeling that has been Undone has a Banality of 10 and nothing but tattered, confusing recollections of their previous lives. They can never be Enchanted, and they are universally reviled by changelings as tragic, repugnant creatures. Most changelings would prefer death to Undoing.

Autumn People

While it's more dangerous to changelings, extreme levels of Banality can extinguish all semblance of creativity and individuality in a mortal, as well. This transforms them into an unwitting (but still dangerous) agent of Banality known as an “Autumn Person.” They are folks so invested in being normal and average that they have become minor avatars of Banality, spreading it wherever they go.

Despite their nature, Autumn People are unconscious predators of the Dreaming. The Mists so occlude their minds that they never see the Dreaming, and so never know the damage they do to the hidden worlds around them. Most Wyrld effects either fail entirely or are greatly diminished in strength simply from being in the vicinity of an Autumn Person. Even if they could see the realms of the fae, Autumn People are incapable of understanding them. Their minds are so rooted in their routines and rituals of normalcy that they reject outright any evidence to the contrary.

However, the most dangerous aspect of the Autumn People is not their corruptive presence. Autumn People are also invested in ensuring everyone around them also follows their stunted standards of acceptability. A receptionist with a Banality of 9 might go home after a day full of paperwork and phone calls, eat a microwave dinner, and watch reality TV until bedtime, but this alone does not make her an Autumn Person. If she ate her microwave dinner and then hopped on social media to post scathing comments on an artist's feed, or criticize the life choices of her friends in the guise of "just trying to help" before going to bed, she is an Autumn Person.

Changeling legend has it that some Autumn People possess innate powers that weaponize their Banality, harming changelings and Dreamers alike. These powers are known as "Stigmas." Other changelings whisper of organizations or conspiracies of organized Autumn People, ranging from think tanks, lifestyle cults, and churches.

Banality Ratings

Every being in the Autumn World, from humans to changelings, possesses at least some of the taint of Banality. It is for this reason that the ancient Sidhe and other True Fae fled from the Autumn World in ages long passed, and those who remained were forced to become changelings so their human halves could protect their fae selves from being completely destroyed by Banality.

Intensely imaginative and creative mortals with a Banality rated between 1 and 3 are called "Dreamers." While every conscious being that sleeps dreams, Dreamers are the ones who in so doing *fuel* the Dreaming—making it more vibrant and expansive.

A changeling always starts with 3 dots of Banality. This represents their overall Banality rating, but (unlike Willpower or Glamour) a character can gain up to 10 temporary Banality (a.k.a. Banality points), regardless of their Banality rating! Once a character gains 10 points of Banality, all of them are removed, and a *dot* of Banality is added to their sheet. A character with 10 *dots* of Banality has been lost forever.

- **Banality 1 – 3:** Nothing in the modern world is free from Banality’s influence, but Kithain treasure mortals with a Banality rating this low, as their minds and souls are comparatively untainted. Such individuals are called Dreamers, and are frequently used as sources of Glamour. Dreamers are unlikely to be held in high esteem by wider society, unless they’re wealthy enough to be “eccentric” instead of “crazy” or have turned their overwhelming creative impulse to a popular end. Even if a Dreamer does enjoy wealth and popularity, they do not create because doing so brings these things to them—they create because they *must*.
 - Mundane humans with this level of Banality are rare, and reliable access to them is a function of the Dreamers Background
- **Banality 4 – 5:** Individuals with a Banality of 4 or 5 are still passionately, even wildly creative by wider societal standards. They are likely to be known as flakes or idealists by their fellows, and may have difficulty maintaining day-to-day commitments that routinely interfere with their creative pursuits. They treasure any living situation that affords them the time they need to indulge in what they love. These are the sort of people who paint a perfect replica of the night sky on their ceiling “because they felt like it,” or spend years of their lives painstakingly creating a patchwork map of a fantastic fictional world. While they are not Dreamers, they are

still an excellent source of Glamour, and are much more likely to be understanding of the unusual pursuits of the Kithain.

- **Banality 6:** People living with this level of Banality do what they can to resist the demands of the wider world around them, but cave to the inevitable. They get the degree that is supposedly “better” than the one they really wanted. If they’re fortunate enough to get a job, they cling to it. People with Banality 6 do what they have to for as long as they must, and retreat from the world around them as soon as is possible. They have hopes and dreams of making it big doing the thing they love, but cruel reality is an insurmountable obstacle more often than not. When left to their own devices, they produce some Glamour, but are hardly the fonts of it as are those of lower Banality, whom they envy greatly.
 - Typical mundane humans in Backbeat Ballad have a Banality of 6 or 7.
- **Banality 7:** The battle may not be over, but the war seems lost. At this level of Banality, an individual feels beaten. They know they should write that novel that’s been lingering in the back of their head, but zoning out on the couch watching competitive cooking TV shows is just *easier*. The set of high-end markers sits in a corner gathering dust—their guild in Skinner Box Online gives them shit if they don’t make at least two raids a week. Their dreams are still within their sight, but their reach exceeds their grasp. Someone suffering with this much Banality needs a real shock to get them out of their rut, so getting Glamour from them is a challenge.
 - Typical mundane humans in Backbeat Ballad have a Banality of 6 or 7.
- **Banality 8 – 9:** The Banality begins not only to dampen, but to *control* souls at this level. It’s not a maniacal puppeteer, cackling as it makes people dance at its whim, but is rather a further refine-

ment of what it already does at lower levels. It takes the envy of a freer soul and twists it, turning it to antipathy. Mortals begin to pose a threat to Kithain once they reach this level of Banality, forcing changelings to ever be on their guard, lest they be overwhelmed by even a careless word. The mortal does not mean to be a threat, but this makes no difference. A nasty comment about street art seems innocuous to many, but it plants the seeds of Banality and inflames the sliver of it that all changelings carry within them.

- Spending more than 1 hour in the presence of a person with this much Banality is a Banality Trigger for changelings who are not Grumps
- **Banality 10:** Not everyone with a Banality rating this high is an Autumn Person, but one could forgive changelings for not seeing the difference. This level of Banality is a choking cloud of hopelessness, a vortex of negativity that seems inescapable. The person at the heart of that cloud, who exudes it with practically every word and action, disdains creativity to such an extent that it seems *wrong* to them. Here, a psychologist overprescribes medication for an attention disorder. Here, funding for arts programs is cut even when options to save them exist. Here, the bright wash of color in the world, attenuated slowly as Banality progresses, is rendered a malignant and dying collection of shades of gray.
 - Spending more than 1 scene in the presence of a person with this much Banality is a Banality Trigger for changelings who are not Grumps

Glamour

What Is Glamour?

Glamour is that scintillating magical stuff of dreams that whisks disbelief away and replaces it with awe and wonder. It provides the means to see the true, fantastic, and amazing world glimmering just behind the mundane scrim that calls itself the “real” world. Anyone can create Glamour, but only fae can use it by giving it form.

Raw Glamour appears as beautiful, multi-hued, radiant flashes and flickers that caress and wind through both beings and objects. It is always moving and changing, never still. Changelings can not only perceive Glamour, but bathe in it and use it to create physical forms and magical effects. This means that when a fae uses Glamour both the changeling and the target of a Cantrip are enwreathed with the flame-like tentacles of Glamour. This makes it very difficult to hide the use of Glamour from other changelings.

Once infused into an item or being, Glamour is more rigid, yet still maintains a certain ethereal luster that makes itself plain. A chimerical sword leaves trails of color and movement in its wake when used (though this is only visible to beings that can perceive the Dreaming). While mortals typically cannot perceive the Dreaming (and other chimerical effects), they can do so temporarily if they have been “enchanted” (see below).

Using Glamour

Cantrips

A changeling must spend 1 point of Glamour (on top of any other costs) to cast a Wyrd Cantrip

Enchantment

Glamour can also be used to grant a mortal the ability to perceive and interact with the Dreaming. While enchanted, a mortal is affected by chimera and chimerical Cantrips as though they were a changeling.

- To temporarily enchant a mortal with a Banality rating of less than 8, a changeling must imbue 1 point of Glamour into a mundane object and have the mortal hold the object (which might require a Social Challenge). Once the target holds the object, the Glamour enters their body, and the changeling enters into a special Static Challenge of their Glamour rating versus the target's Banality rating. No Traits are bid or lost in this Challenge, and the only applicable retest is the Gremayre Knowledge. If the enchanter wins, the enchanted mortal is able to perceive the Dreaming as if they were a changeling for 24 hours. If the enchanter loses, however, they suffer a Banality Trigger as the mortal asserts their disbelief
- To create a more lasting enchantment, the changeling (or, more often, a *group* of changelings) follows the process above, only they imbue more Glamour into the object (at least 1 + the target's Banality rating). The Challenge is performed as above, but if the target is enchanted, the enchantment lasts for *1 month* for every point of Glamour in excess of their Banality rating that was spent to enchant them (i.e. if a mortal has a Banality of 6, and 9 points of Glamour went into enchanting them, they would remain enchanted for 3 full months). Mortals thus enchanted gain access to "Bestowments," which are special magical powers usually reserved for the mortal cousins of changelings, the "Kinain." Enchanting a mortal in this fashion is known as the "Ritual of the Parted Mists"

Canceling Banality

In a pinch, Glamour can be spent when points of Banality are gained to “cancel” the Banality on a 1-for-1 basis. This can only be done when the Banality is gained

Invoking the Wyrd

Finally, Glamour can be employed to perform a magical technique known as “Invoking the Wyrd.” Doing so temporarily erases the boundary between the Dreaming and the Autumn World, allowing chimera (and chimerical Cantrips) to affect the “real” world just as much as the fae world. It also grants the changeling who called up the Wyrd with a modicum of control over their own destiny, allowing them to spend 1 point of Glamour to gain a retest in any Challenge. Additionally, while all Cantrips in the area (those of the invoker and of others, as well) become Wyrd, they also no longer cost an initial 1 point of Glamour to cast. This is always a showy display, as the invoker’s fae mien becomes visible to all and the Glamour of the Dreaming bursts forth in a shower of colorful lights and sounds. To Invoke the Wyrd, a changeling must spend 1 point of Glamour and 1 point of Willpower. The caster also gains 1 point of Nightmare. This effect lasts for a scene or 30 minutes (whichever is shorter), and it affects an area the size of a large room.

Gaining Glamour

While every character in Backbeat Ballad begins play with their Glamour pool full, this does not refresh automatically from one game session to the next. The Autumn World has made Glamour a scarce resource, and seeking it out is a tremendous part of every changeling’s life. There are 5 ways a changeling might gain Glamour: Epiphany, Revelry, Sanctuary, Destruction, and Imbalance.

Epiphany

The primary methods changelings have for gaining Glamour are called “Epiphanies.” Any changeling can utilize any of the 4 types of Epiphany, but Ravaging is far more common among the Unseelie than the Seelie, and Rhapsody is uncommon among all changelings. **Note:** most forms of Epiphany utilize Downtime Actions, of which a character only gets 2 each month (for more information, see the Downtime Actions & Items rules).

- **Reverie:** also know as “Musing” due to its relationship with ancient Greek myths, Reverie is the act of inspiring mortal Dreamers to new heights of creativity and artistic innovation. This requires time and patience, as the Dreamer must be cultivated into a sustainable font of artistic energy. Reverie is always a Downtime Action (see the Downtime Actions & Items rules for more details), and it only pays dividends every **2 times** it is successfully used. The test for Reverie is a Static Challenge of either Charisma or Manipulation vs 5 + the target’s Banality rating (typical Dreamers have a Banality of 3). On a success, the Dreamer begins to create new art. The next time Reverie is successfully used on this Dreamer, the changeling muse gains 3 points of Glamour (note that this means another changeling can step in and “steal” the results of your successful inspiration if they get to your Dreamer before you do!). Changelings who prefer Reverie to other means of harvesting Glamour can choose an optional “Musing Threshold” at any time. When performing a Reverie test that is in-line with their Threshold, a changeling gains +1 additional points of Glamour. A character with a Ravaging Threshold cannot have a Musing Threshold, and vice versa. Once a Threshold has been chosen, it cannot be changed for 1 year and 1 day. Musing Thresholds include:

- **Inspire Creativity:** through encouragement and teamwork, you help a mortal create new things

- **Create Hope:** through novel solutions and aid, you help a mortal shake off despair
- **Create Love:** through matchmaking and suggestions, you cause one or more mortals to enter romantic relationships
- **Create Calm:** through wisdom and guidance, you teach a mortal to practice self-reflection
- **Foster Trust:** through sharing and hospitality, you help a mortal learn to trust others again
- **Help Those in Need:** through charity and heroism, you save mortals from their inner (or outer) demons
- **Foster Dreams:** through optimism and whimsy, you push a mortal to follow their fantasies
- **Ravaging:** far more popular among the Unseelie (who hold to the tenet of “Glamour is free”), Ravaging is the direct removal of Glamour from a mortal Dreamer. It is both faster and less sustainable than Reverie, but it remains allowed (if not frowned-upon) in nearly every part of the Kingdom of Concordia. To Ravage a mortal Dreamer, a changeling must establish a relationship with them and cause them emotional anguish that disrupts their hold on their own Glamour. Ravaging is usually a Downtime Action, but it can be performed in a game session by taking 30 minutes out of play (during which time the changeling finds the nearest mortal Dreamer and quickly attempts to rip the Glamour from them). The test to Ravage is a Static Challenge of either Manipulation or Appearance vs 5 + the target’s Banality rating (after all, it’s harder to gain Glamour from a mortal that’s already deep in the throes of Banality). On a success, the Ravager gains 2 points of Glamour, and the mortal gains 1 *dot* of Banality (to represent lasting emotional trauma). The Ravager must also perform a Simple Test with the Narrator to determine the immediate results of this trauma; on a

win or tie, the Dreamer is damaged but maintains control of their life, while failure indicates the mortal descends into a self-destructive rampage of some sort. The Ravager is not automatically aware of the results of this failure (the Ravaged Dreamer's actions will be chosen by the Narrator). Changelings who prefer Ravaging to other means of harvesting Glamour can choose an optional "Ravaging Threshold" at any time. When performing a Ravaging test that is in-line with their Threshold, a changeling gains +1 additional points of Glamour. A character with a Ravaging Threshold cannot have a Musing Threshold, and vice versa. Once a Threshold has been chosen, it cannot be changed for 1 year and 1 day. Ravaging Thresholds include:

- **Exhaust Creativity:** through criticism and exploitation, you belittle an artist's sense of self-worth
- **Destroy Hope:** through mockery and a refusal to offer aid, you encourage a mortal to despair
- **Destroy Love:** through manipulation and deceit, you prevent a mortal from building romantic relationships
- **Create Anger:** through antagonism and insults, you spur a mortal into acts of violence
- **Break Trust:** through betrayal and fraud, you cause a mortal to lose the ability to trust others
- **Exploit Dependence:** through temptation and flattery, you cause a mortal to become dependent upon you
- **Destroy Illusions:** through harshness and cynicism, you rob a mortal of their innocent views
- **Rapture:** the most difficult method of harvesting Glamour, Rapture is performed by the introspection and careful balancing of one's fae and mortal natures. To achieve Rapture, a changeling must accomplish a creative breakthrough using Crafts, Expression,

Performance, or another creative Skill. Much like Reverie, Rapture is always a Downtime Action, and it only pays dividends every **two times** it is successfully performed. The Static Challenge used to enact a Rapture is determined by whatever Trait is most appropriate to the chosen act of creation. After the first successful Rapture test, a changeling is inspired to pursue a new creative action. The second test determines how well they apply themselves to this task both as a fae creature and a human being. In both cases, the difficulty is the changeling's Banality rating + 6. If the second test is successful, the changeling gains 3 points of Glamour.

- **Rhapsody:** forbidden among even the least scrupulous members of the Unseelie Court, Rhapsody is the most profitable (and most harmful) method of gaining Glamour from a mortal Dreamer. Rhapsody is always a Downtime Action, and it requires **three** successful uses before it produces results. However, the results produced are both great...and terrible. Rhapsody is the act of forcing raw Glamour into a mortal Dreamer, sending them on a journey of creative madness that will rapidly burn them out forever (destroying the Dreamer in the process). Once Rhapsodized, a Dreamer can never again perform any creative act. Their Banality rating is automatically increased by 7 (up to a maximum of 10), and they eke out the remainder of their lives a hollow, scarred shell of the person they once were. In some cases, they even become Autumn People!
 - *Step 1:* to enact a Rhapsody, one or more changelings give up points of Glamour equal to the Dreamer's current Banality rating + 1. To gain even greater rewards in the end, they may choose to invest even more Glamour at this point. This first Downtime Action is automatically successful without a test

- *Step 2:* the second Downtime Action is to protect the Dreamer as they give themselves entirely over to creative excess, making sure they don't overdose or otherwise destroy themselves before their art is finished. This requires a test of either Perception or Strength vs double the amount of Glamour initially invested into the mortal. If this is successful, the Dreamer manages to survive their wild spree long enough to produce a truly legendary piece of art
- *Step 3:* the third and final Downtime Action requires one or more changelings to destroy the work of art and consume the Glamour it releases. This **completely fills** their Glamour pools. The benefits of Rhapsody are usually spent immediately, but for each point of extra Glamour spent at Step 1, the Rhapsodizers can refill their Glamour pools for 1 additional month. However, they receive 1 less Glamour (cumulatively) each extra month they enjoy this benefit

Revelry

Technically a fifth kind of Epiphany, Revelry is a particular activity a changeling can perform to generate a small amount of personal Glamour without the need for a mortal subject. The process of Revelry is different for every Kith (and, in the case of the Autumn Sidhe, it has been lost to time), but the mechanical effect is the same in all cases. A character may gain 1 Glamour from Revelry each month, provided the player submits a description of *how* they're pursuing their Kith's Revelry to the Staff via Discord or other means.

- **Boggans:** helping people with tedious and odious tasks, especially if the person helped doesn't know who helped them
- **Clurichaun:** engaging in a brawl and taking or dealing at least 1 point of damage (usually bashing)

- **Eshu:** encountering and observing storytellers and performers, especially if the Eshu helped plan the performance
- **Nockers:** tinkering with and mending things, especially things others see as irretrievably destroyed or rendered worthless
- **Piskies:** achieve total immersion in a new and exciting group or witness major life events (births, deaths, rites of passage, etc.) without being noticed as an outsider
- **Pooka:** play a prank or joke on some, especially someone who is self-important or haughty
- **Redcaps*:** taste something new for the first time or savor the horror and disgust on someone's face in reaction to you
- **Satyr:** engage in a shared passion with someone for the first time
- **(River) Selkies*:** immerse yourself in your chosen river, interacting with its wildlife, currents, and human visitors (especially those with whom you establish a romance)
- **(Arcadian) Sidhe:** inspire and receive adoration and admiration from others
- **(Autumn) Sidhe*:** due to the way that mortals easily become obsessed with them, Autumn Sidhe cannot use Revelry
- **Sluagh:** discover a new hidden place or secret
- **Trolls:** protect and maintain your belongings and relationships, or engage in athletic competitions or battle

Sanctuary

Changelings can recover Glamour and heal injuries at an increased rate by sleeping overnight in a Freehold for at least 1 week. There are a few details they must keep in mind, however:

- A Freehold can only produce 1 Glamour per dot of its rating each month, and these are shared among all beings who harvest Glamour from the Freehold
- A character can only freely harvest Glamour from a Freehold if that Freehold's Guardian grants them permission. To harvest from a Freehold, the character must locate its Balefire (the mystical fire that marks the heart of the Freehold) and dream (or daydream) in its presence. If done during a game session set at the Freehold, this requires spending 15 minutes out of play (and possibly a Static Mental test if the area around the Balefire isn't suitable for quiet daydreaming). If the game session is in a location other than the Freehold, the out of play time is doubled
- Glamour can be *stolen* from a Freehold (though this is recognized as a serious crime by both Courts) via a process known as "Reaving." To Reave a Freehold, the character must locate its Balefire (the mystical fire that marks the heart of the Freehold) and will their Banality into the fire to force the Glamour out. Regardless of the rating of the Freehold, the Reaver then receives 1 *point* of Glamour for each *dot* of Banality they possess. If done during a game session set at the Freehold, this requires spending 15 minutes out of play (and possibly a Static test to remain undetected). If the game session is in a location other than the Freehold, the out of play time is doubled. If a Reaving produces more Glamour than the Freehold's rating, the Freehold permanently loses 1 level
- Changelings heal at an accelerated rate when resting at a Freehold (see the Character Creation rules for more details)
- Spending too much time close to a strong manifestation of the Dreaming risks driving a character closer to Bedlam. For every week spent sleeping at a Freehold, a character gains 1 Nightmare

Destruction

Popular among the Unseelie (who see Glamour as the birthright of all fae), another method of gaining Glamour is to destroy things of beauty. Typically this encompasses works of art (created via Expression or Crafts) or magical items such as inanimate chimera or Treasures. It also includes Dross, which is Glamour that has been solidified into a corporeal form.

- If the item destroyed is a work of art, it releases 1 point of Glamour for each level of the Crafts or Expression Knowledge that was used to create the object (therefore, between 1 and 3 Glamour). Particularly priceless and famous works of art release 1 or 2 additional Glamour, as they have become part of the Dreaming (through the imaginations of mortals who have adored them)
- If the item destroyed is a piece of Dross, it releases 1 point of Glamour
- If the item destroyed is an inanimate chimera, it releases 1 point of Glamour for each dot of the Chimera Background would be required to purchase the item
- Finally, if the item destroyed is a *Treasure*, it releases 2 points of Glamour for each dot of the Treasure Background that would be required to purchase the item. Destroying a Treasure is always a Banality Trigger

Imbalance

Imbalance is a measure of how close a changeling is to Bedlam (see the Nightmare & Bedlam rules for more information). In moments of utter desperation, a changeling can “sell their soul” to the Dreaming to gain Glamour by willingly accepting 1 point of Imbalance in exchange for 2 points of Glamour. Note, however, that if a changeling’s Imbalance ever exceeds the level of their Willpower rating, the character is lost forever to the madness of Bedlam.

Ch-Ch-Ch-Ch-Change Log

5/13/22

- Added the requirement to gain 1 point of Nightmare to rules for Invoking the Wyrd

8/31/22

- Updated Imbalance rules

9/23/22

- Clarified that Ravaging and Musing Thresholds are mutually exclusive

2/19/24

- Added prolonged proximity to cold iron to the list of Banality Triggers

3/14/24

- Clarified that Discord is not required to perform Revelry