

Kiths & Noble Houses Rules

Disclaimer

It is not the purpose of this or any other Backbeat Ballad document to replace the information gained by purchasing a copy of any official *Changeling: the Dreaming* resources. Our goal is offer only what information is strictly required to communicate the House Rules and setting of the Backbeat Ballad chronicle. As such, far more detail can be found in the primary setting resource, *Changeling: the Dreaming 20th Anniversary Edition* and its various supplements.

What Are Kiths?

Kiths are the different types of changelings, or at least the most common ones. Comparable groups might include Clans for vampires or Tribes for werewolves. Even before the onset of Banality, the “True Fae” were divided into Kiths based on what sort of dreams had conjured them into being. While Redcaps and Sluagh came from nightmares, Sidhe and Selkies were born from dreams of love and longing. Today, the most populous Kiths in the Kingdom of Concordia refer to themselves as the “Kithain” (while they use the term “Gallain” to refer to changelings from less common or more distant cultures).

- Every Kith has one or more inherent benefits (called “Birthrights”) possessed by every member. Some Birthrights are marked with an asterisk (*), meaning they have special effects when used during Downtime Actions
- Each Kith has one or more inherent drawbacks (called “Frailties”) possessed by every member. Some Frailties are marked with an

asterisk (*), meaning they have special effects when used during Downtime Actions

- All Kiths have a Realm with which they're more comfortable casting Cantrips, known as their "Affinity Realm"
- Additionally, every Kith has a particular pursuit they enjoy so much that it provides them with a small amount of Glamour. This pursuit is known as a "Revelry"
- A character's Kith has a powerful effect on the appearance of their faerie side (the "fae mien") and can occasionally also affect the appearance of their human side
- In Backbeat Ballad, the playable Kiths are sorted into three levels of rarity: Common, Uncommon, and Rare. Uncommon and Rare Kiths are marked with an asterisk (*) in the list below
- It costs nothing to play a member of a Common Kith, but playing a member of an Uncommon or Rare Kith requires the purchase of a Perk (10 points for an Uncommon, 15 for a Rare)
- There are some extraordinarily rare Kiths (e.g. Merfolk) and changelings from other cultures (e.g. the Nunnehi) not presently available to players in Backbeat Ballad, but some of these might be added at a later date
- Such unusual changelings are collectively referred to as the "Gallain"

Playable Kiths

Boggans (*BOG-uns*)



Description: Boggans value hard work and hospitality above all things. They also take great delight in simple earthly pleasures such as good food & drink, a warm fire, and a comfortable chair for sitting and reading. They have well-established reputations for their hard work and integrity. It is said that a Boggan is as honest as the callouses on their hands. They are also known to be busybodies. If you need to know what's going on at Court, ask a Boggan; they will almost always be up to date on the current gossip and intrigue. Boggans usually fall into one of two camps: those who prefer the comfort and security of their own homes and those who humbly integrate themselves into other households. Those who prefer their own homes are rarely without guests.

Appearance: Boggans tend to be short and plump with large noses, and are distinctly earthy in appearance. They often have thick, bushy hair with matching eyebrows that hover over small, bright eyes. They have large, calloused hands with long, nimble fingers. Their skin is

usually tanned, and darkens and wrinkles with age. Despite their somewhat stout appearance, they move with a spritely gait. Whether tightening a screw or tamping a pipe, their hands are constantly in motion. If left with nothing in their hands, they fidget and instinctively seek out something that needs to be fixed.

Affinity Realm: Actor

Revelry: Helping people with tedious and odious tasks, especially if the person helped doesn't know who helped them.

Birthrights:

- *Craftwork**: due to their enjoyment of honest work, Boggans can accomplish any task involving physical labor or craftsmanship in 1/3rd the time. They must remain unobserved by anyone other than fellow Boggans to use this Birthright. Boggans can also gain special bonuses when engaging in the Mundane Craftwork Downtime Action
- *Social Dynamics*: being unobtrusive and often underestimated, Boggans are keen observers of social power structures. All Boggans receive a free level of the Empathy Ability. Additionally, once per game session they may engage a Narrator in a Static Challenge using their Perception vs a difficulty of 5 to 15 (with 5 being a group with obvious ranks/uniforms/other visible signs of relative power and 15 being a group with a totally alien style/lingo/culture). If successful, the Boggan gains a free retest they can use on any Social Challenge against a member of that group for the rest of the game session

Frailties:

- *Call of the Needy*: being inherently helpful, Boggans are unable to resist offering aid when it is needed. If a Boggan encounters

someone who is legitimately in need of help, they must spend a point of Willpower or lend assistance. This does not apply to a sworn enemy

Clurichaun (*CLOO-ruh-kawn*)



Description: The story of the leprechauns from mortals' distorted tales of the Clurichaun. Clurichaun share a love of music, both listening and playing. Most play at least one instrument, and many possess the famous Irish tenor voice as well. They enjoy telling stories through song or prose. Equally comfortable as bards, comedians, and oral historians, Clurichaun don't usually lie outright, but they do love to tell a tall tale, often embellishing the story for the sake of humor or to build excitement. Along with storytelling, Clurichaun love a good-natured brawl, and believe a fistfight can be an avenue to fast friendship. Still, trust that when the dust clears, the Clurichaun will be there with a hearty pat on the back, a stiff drink, and a clever joke to lift the spirits of those they've just incited to fisticuffs.

Appearance: Clurichaun tend towards shorter stature, rarely topping 5' 5". Clurichaun are stocky and compact, with a solid build hinting at their strength and reliability. Their delicately-pointed ears are less

noticeable than those of the Sidhe. Clurichaun typically have red or russet hair, regardless of their skin tone, and bright, twinkling eyes with upturned corners, typically blue, green, or light hazel in color. Clurichaun walk with a spring in their step, and often wear conspiratorial smiles that make others feel like they're all sharing a joke. They frequently sport a black eye, busted knuckles, or other evidence of one of their friendly little scuffles. They trend toward shades of green in their clothing choices, as well as grays and browns that allow them to blend in with natural surroundings. Clurichaun demonstrate practicality in their dress, with a preference towards the functional and durable. They prefer clothing that lets them move freely and comfortably, with nothing encumbering to slow them down. Crafting aprons, work coveralls, jeans, and sturdy shoes all find their place in the Clurichaun wardrobe, and they usually carry a small first aid kit, or at least a few plastic bandages and a tube of ointment.

Affinity Realm: Actor

Revelry: Engaging in a brawl and taking or dealing at least 1 point of damage (usually bashing).

Birthrights:

- *Twinkling of an Eye:* a Clurichaun can disappear at will, instantly re-appearing somewhere in the same area but outside anyone's direct sight. This Birthright requires the user to spend a point of Glamour if they are bound, grappled, being touched by a person, or are otherwise restrained, and it doesn't function at all if they are bound with iron (cold or otherwise)
- *Fighting Words:* as they view fights as fun social interactions and excellent ice-breakers (somewhat like a mortal might look on a pick-up game of basketball), a Clurichaun knows exactly what to say to provoke a fight. First, the user must spend at least one

scene observing a person or group. If used on an individual, the Clurichaun says something provocative (the target's player might have some suggestions) and spends a point of Manipulation, at which point the target can either spend a point of Willpower and storm out of the Clurichaun's present, or they lose their temper and throw a wild Brawl-based attack at the Clurichaun. If used on a group, the Clurichaun says something provocative, and the member of the group with the lowest Willpower is affected as described above (if there is a tie for lowest Willpower score, everyone in the tie is affected individually). However, in a group context, the Clurichaun can choose to spend a second point of Manipulation, in which case the target's attack is directed at another person of the user's choice in the same scene

Frailties:

- *Hoard**: while they don't always advertise this, all Clurichaun are obsessive collectors. Each one has a particular type of collection they enjoy adding to, organizing, cleaning, and simply staring at. A Clurichaun *must* use the Curate Downtime Action every month or suffer a Banality Trigger

Eshu (*EE-shue*)



Description: Eshu are the true wanderers, unable to resist the call of the open road. Their wanderlust has carried them across the globe, where the naturally-adaptive Eshu adopted elements from the many cultures they encountered. Intelligent and intuitive, Eshu remember every story they hear, weaving it into a tapestry of complex oral history and a record of myths and legends from countless civilizations still living or long dead. Gifted storytellers, singers, and performers, Eshu are well suited for lives as traveling entertainers. Many Eshu develop a fondness for tugging on a single thread of a story and following it from its beginning to the role it plays in current events. Eshu seekers often find themselves swept up in movements dedicated to social and political justice, though they don't always stay long enough to see those movements to fruition.

Appearance: Eshu's millennia of travel means they can possess nearly any racial or ethnic heritage, but their strongest mortal ties lie within the black, Arab, Persian, and Indian communities. They tend to have dark skin, with black or dark brunette hair, worn loose and natural or braided, twisted, or locked into intricate styles. They are typically tall, with long, graceful limbs, and have dark eyes that hint at the wisdom

within. Eshu change their dress as they travel, either to blend in or make a statement, but are always carefully clothed in flattering, well-maintained styles.

Affinity Realm: Scene (Eshu characters treat the Scene Realm as Familiar)

Revelry: Encountering and observing storytellers and performers, especially if the Eshu helped plan the performance.

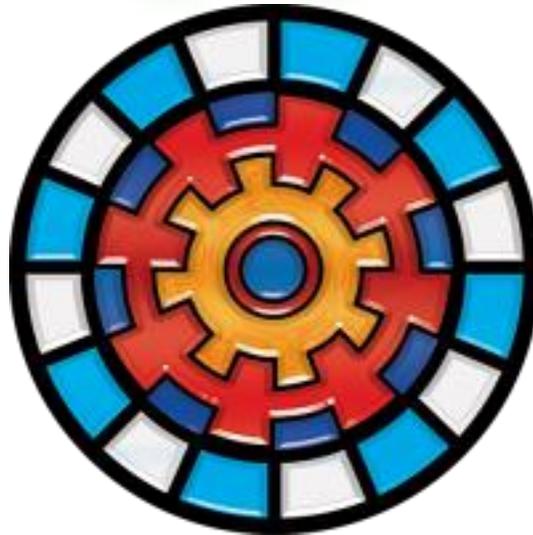
Birthrights:

- *Serendipity**: Eshu always end up in the right place at the right time. If an Eshu is lost at a crossroads (or similar intersection), they can spend a turn doing nothing but thinking, after which they know in which direction to find their intended location (this must be either a place the Eshu has some knowledge of or a specific part of an adventure they are pursuing—e.g. “the city my ex-girlfriend said she grew up in” or “the nearest one of the Deathly Hallows”). If the destination is somehow magically being hidden, the Eshu will be unable to discern the right direction to travel. An Eshu always knows which way is north and can never truly become lost without magical intervention. Even then, the Eshu can spend a point of Glamour to reorient themselves on their path
- *Talecraft**: consummate storytellers and vagabonds, Eshu are both skilled at telling tales and *living* them. All Eshu receive 1 free level each of the Empathy Ability and the Performance – Storytelling Knowledge. They also can gain special bonuses when pursuing adventure in a Quest Downtime Action

Frailties:

- *Recklessness:* Eshu cannot resist a gamble or a dare, not if the payout might be a new story. Turning down a bet, dare, or call to adventure is a Banality Trigger for Eshu

Nockers (*NOK-urs*)



Description: Nockers are as well known for their cynicism and bitterness as they are for being master crafters. They are also fiercely individualistic and belittle anything that does not match their own ideal of artistic perfection. They prefer to create and surround themselves with treasures of mechanical wonder, rather than interact with “imperfect” people. When they are forced to have social contact they are eminently sarcastic with everyone around them, and blazingly critical of anyone in charge. Nockers are innovators to the extreme, always seeking out the newest and edgiest feats of engineering and craftsmanship. For Nockers, people are a mystery. People are mercurial, have feelings that can be easily hurt, and once broken they cannot be repaired in the same way as a tool or device.

Appearance: Though not as hideous as the goblins of legend, Nockers are nonetheless grotesque in their own right. They tend to have thick,

reddish skin and elongated arms and legs. Their long, spindly fingers have thick, knotty knuckles and sharp black talons. They have hatchet faces that appear mask-like and are pasty white with red noses and cheeks. They often paint swirls or patterns around or under the eyes or on their cheeks. They usually have stark white hair with large bushy eyebrows above their rat-like eyes. A Nocker's rare smile reveals a row of sharp pointed teeth. In the workshop they prefer heavy overalls, often adorned with large brass buckles and buttons. At Court, they are second only to the Sidhe in fashion and complexity, favoring spiral and swirling patterns. Even when at Court a Nocker wouldn't be caught dead without a few favorite tools on their person.

Affinity Realm: Prop

Revelry: Tinkering with and mending things, especially things others see as irretrievably destroyed or rendered worthless.

Birthrights:

- *Make it Work**: like a sort of fairytale *MacGyver*, Nockers can improvise all manner of temporary, chimerical items (even from apparently improbable materials). As long as no mortals are present, and no creatures interfere with the Nocker's work, they can spend between 5 and 15 minutes creating a chimerical item with an effective Background rating of 1 to 3. The Nocker must spend 1 point of Glamour and 5 minutes of work for each level of the Chimera Background their object would normally cost (up to a maximum of 3). When this has been done, the Nocker engages a Narrator in a Static Intelligence Challenge vs a difficulty of 7 + the level of the chimera being created, using an appropriate Crafts Knowledge for retests. The object will last for one day if it is not used in any way. If it *is* used, it lasts for a maximum of 1 hour after its first activation before breaking

down forever. Note that items created in this way are (like *anything* a Nocker creates) affected by the Nocker Kith's Frailty (see below)

- *Fix-It**: Nockers can attempt to fix any object, be it mundane or magical. In fact, sometimes all it takes is a swift kick and some harsh words from a Nocker to get a recalcitrant contraption to function again. The Static Challenge (of a difficulty determined by the object's complexity and obscurity) required to fix something is made using either Manipulation (for beating and/or berating an object) or Intelligence (for more traditional methods of repair), and the Ability used to retest is Repair. If the target is a Treasure, the Nocker must spend a point of Glamour to attempt a repair. Additionally, Nockers are able to gain special bonuses when using the Downtime Actions Mundane Craftwork or Chimerical Craftwork

Frailties:

- *Perfect is the Enemy of Done**: though they strive for perfection in their creations, Nockers can never truly achieve it. Any item created by a Nocker by any means at all will always possess a special Negative Trait: Flawed. The nature of the Flaw is up to the Nocker's player and the Storyteller, but it must not directly interfere with the object's main function, and it must be minor. This Negative Trait can never be removed or otherwise ameliorated. Whenever a device with the Flawed Negative Trait is used in a stressful situation, the Storyteller can ask the Nocker's player for a Simple Test. If the Nocker loses, the device fails or breaks down in a spectacular fashion (usually as a direct result of the Flaw). This also affects the rewards a Nocker can

gain from the Chimerical and Mundane Craftwork Downtime Actions

Piskies (*PISS-kees*)



Description: Nimble, quick, and able to blend in with any group, Piskies (sometimes called “Pixies”) have a reputation among the other Kiths as being friendly and attentive, but difficult to get to know well. Piskies serve as the couriers of the Dreaming, carrying missives, packages, and secrets back and forth between noble Courts and commoners alike. They provide transportation and delivery services for hire, and occasionally operate as spies for those to whom they swear fealty. While most Kiths share a strong sense of identity that binds them together, Piskies are seldom tied to one identity for very long. Piskies always look for the best in those around them, though the Unseelie Piskey whose trust is betrayed can quickly turn bitter. Seelie Piskies, however, are more forgiving of life’s small disappointments, always hopeful that the next adventure will bring excitement and opportunities to learn and change.

Appearance: A Piskey’s most notable feature is their lack of notable features. A Piskey’s face never stands out in a crowd, because they

always looks like they belong to the group they're traveling with. Their skin tone, facial features, and build change with their travels. Certain characteristics remain familiar, and someone who comes to know a specific Piskey well can usually identify them, but those who view the Piskey for only a moment are unlikely to recognize them if they encounter them again. They are, in this respect, the perfect spies or couriers for sensitive materials. Piskies do have a natural appearance, though few ever see it, and it even begins to fade over time. In isolation, with no group to mimic, a Piskey's skin defaults to a warm olive that grows creased and weathered with age, and their hair to a soft silver. Even younger Piskies' faces carry lines from frequent smiles and crinkles at the corners of their large, luminous eyes. Piskies have long pointed ears and a solid build. Their height ranges from only four to five feet, and they tend towards sturdy, muscular builds. Piskey grumps with a long lifetime of travel may lose the details of their facial features entirely to their creases and wrinkles.

Affinity Realm: Actor

Revelry: Achieving total immersion in a new & exciting group, or witnessing major life events (births, deaths, rites of passage, etc.) without being noticed as an outsider.

Birthrights:

- *Nimble:* with their agile, often slender bodies, Piskies always seem to be darting about here and there. All Piskies receive 1 extra dot of Dexterity, even if this raises the Trait's total over 5
- *Blending In:* no matter where they go, Piskies look like they belong. Their skin color, hair and eye color, facial features, clothing, and accents all appear to fit in with the group with which they're spending the most time. Piskies throw the Bomb on any Challenge to seem like they fit in the general group

around them. Changelings, chimera, and other supernatural creatures with special sensory powers activated can engage the Piskey in a Challenge of Perception vs Appearance to see through this illusion

Frailties:

- *Light Fingers:* Piskies don't really think of themselves as thieves, *per se*, but items of great value always seem to end up in their pockets. When a Piskey sees something they desire, they must spend a point of Willpower or attempt to swipe it. If the Piskey spends the Willpower point, they are able to resist the temptation to steal that particular object henceforth

Pooka* (*POOK-uh*)



Description: Jester, rascalion, fool, annoying brat, ne'er-do-well, and even philosopher have all been terms used to describe Pooka. They love pranks and play, and they hate hard work and meanness. They play the part of the court jester, poking fun at authority figures and tearing down the walls and facades we all build to separate ourselves from one another. Every Pooka has a close bond with a particular animal, and this kinship expresses itself both physically and

through the Pooka's personality. Truth is a curious thing to Pooka. Anything they say is likely to be peppered with lies, half-truths, and misinformation. Their inability to speak the truth is well known to all Kithain. It is the primary weapon they use to combat Banality. Truth, after all, is often not very exciting or happy, therefore Pooka lie. They mean no harm by it. They simply can't help themselves. Most Pooka do not use the same method of telling falsehoods, but rather mix it up, making deciphering "Pooka-ese" all the more difficult. A Pooka may speak in opposites, or exaggerate, or mix in outright falsehoods.

Appearance: Nearly all Pooka have physical traits relevant to the animal they share kinship with: tails, ears, beaks, whiskers, or feathers, and many have a fine layer of fur or feathers on their hands, faces, and body. Pooka care little for social conventions, except perhaps to break them. Style for a Pooka can almost always be said to be... unique. They are just as likely to show up at Court wearing pajamas as they are courtly garb. And even their courtly wear is often exaggerated, loud, and ostentatious.

Affinity Realm: Nature

Revelry: Playing a prank or joke on some, especially someone who is self-important or haughty.

Birthrights:

- *Shapechanging:* all Pooka have a kinship with a particular animal (chosen at character creation). Traits from this animal affect the Pooka's personality and appearance (especially their fae mien), and the Pooka can transform into the animal at will so long as they are unobserved. If they are only observed by fellow changelings, chimera, enchanted mortals, or other supernatural beings, the transformation costs 1 point of Glamour. A Pooka

cannot transform into their Birthright's animal at all when observed by unenchanted mortals. Shifting back into human form is always free, but it is subject to the same rules regarding observation. When in their animal form, a Pooka has whatever special abilities a typical specimen of that animal would possess (e.g. a hawk can fly, a bat can "see" in the dark, a fish can "breathe" underwater, etc.), and their Traits are altered to better match the form's size and characteristics

- *Confidante*: despite their strange, mercurial natures, people find it easy to trust a Pooka with their secrets. While their methods differ, every Pooka has a way to encourage others (even total strangers) to spill their guts. Once per scene, when engaged in a conversation (of at least 30 seconds) with a person, a Pooka's player can spend a level of either the Empathy or Subterfuge Ability to force a target to blurt out the true answer to a question (no matter how secret). The Pooka engages the target in a Challenge of Perception or Manipulation vs Wits. If the target loses, they must answer the Pooka's question or spend a point of Willpower to resist

Frailties:

- *Untruths*: it is widely believed that Pooka never tell the truth. This isn't *entirely* accurate. Pooka can usually manage their compulsion to mislead by using sarcasm, working in lies, or exaggeration (e.g. "oh *sure* Ginny Weasley is the one who opened the Chamber of Secrets, yeah right!"). However, when they are asked a direct question, they absolutely *must* answer with a falsehood (and they are unable to use the previously mentioned tricks to make the falsehood obvious). If a Pooka

wishes to answer a direct question with the unalloyed truth, they must spend 2 points of Willpower

Redcaps* (*RED-kaps*)



Description: Named for the bright red caps they used to dip in the blood of their enemies, the Redcaps long ago gave up such quaint beginnings. Instead, they embrace their heritage as the Kith born out of nightmare itself to become the most terrifying, disgusting, fiercest fae around. At their hearts, Redcaps are rebellious and headstrong, and vicious to anyone they perceive as the ruling body they must oppose. A Redcap is only happy when she is making mortal and Kithain alike recoil in terror or disgust, and while a single Redcap can be a disruptive presence in any Court, a group of them can become a violent tide not even the wisest ruler can stop. Redcaps only feel understood among their own, and gather in gangs called “corbies.” Each corby carries its own name, and Redcaps spread the symbol and name of their gang far and wide to strike fear in their enemies.

Appearance: Redcaps come in all shapes and sizes, but all share the same gray, rubbery skin, blood-shot eyes and yellowing, uneven teeth. Their bodies are often thick, with stocky shoulders and legs.

And who can forget their signature mouth, full of blood-red gums and razor-sharp teeth, ready to rip apart flesh and grind bone? Redcaps dress in rough and ready clothing, and always sport a splash of that terrifying red in their wardrobe.

Affinity Realm: Nature

Revelry: Tasting something new for the first time, or savoring the horror & disgust on someone's face in reaction to them.

Birthrights:

- *Dark Appetite:* Redcaps can eat anything. Full stop. Their horrific, jagged teeth are hard as metal, and their digestive systems are best left up to the imagination. If a Redcap can fit their gaping, detachable jaws around an object, they can swallow and digest it. If they can, they can usually chew it into smaller pieces to ingest. If an object is remarkably tough (like steel or concrete) or toxic (like waste products or molten lava), the Redcap must spend a point of Glamour to digest it. In combat, a Redcap's bites do 1 extra Lethal damage. If a Redcap successfully hits a grappled target with a bite attack, they can expend a level of the Brawl Ability to attempt to sever and swallow a limb. This must be done before damage is applied. If the bite does 3 or more levels of damage after armor and other effects have been accounted for, then the limb the Redcap targeted is lost
- *Bully Browbeat:* hideous and brutal, Redcaps are the stuff of nightmares. They are so frightening, they all receive a free level of the Intimidate Ability. Furthermore, they can use that Ability on any conscious target (from unenchanted mortals to chimera to artificial intelligences to deities). Redcaps automatically gain +2 on Social Challenges to scare someone, and they also throw the Bomb in any Intimidation Challenge

Frailties:

- *Bad Attitude:* Redcaps are among the most reviled beings in either the Autumn World or the Dreaming. If something goes wrong, everyone always suspects the Redcap had something to do with it. Redcaps suffer a penalty of -2 on every Social Challenge except to Intimidate someone

Satyrs (*SATE-urs*)



Description: For Satyrs, the truest passion in life *is* passion, and they devote themselves to the pursuit of pleasure. Whether they lust for food or drink, dancing and revelry, or something more carnal in nature, Satyrs pursue their desires with wild abandon. Satyrs' appetites are tremendous, and they have the stamina to match, able to make parties, raves, or sexual encounters stretch across multiple days. They lack restraint in all things, indulge in blunt or bawdy humor at every turn, and never lack for lovers. Indulging in life's finer pleasures doesn't mean Satyrs are materialistic. They give gifts freely, happily sharing their possessions with others. Satyrs seldom experience romantic jealousy, believing love should also be shared. Satyrs charge into battle, study, philosophy, and other pursuits with

the same fully committed passion that they devote to their revels, and they form extremely close bonds with their extended family bands (called “tragos”).

Appearance: Satyrs may be among the most distinctive Kiths in appearance. Their most notable features include fur-covered legs with cloven hooves and horns growing from their foreheads. These horns grow throughout their lives. Male Satyrs’ horns are slightly larger than those of the females. Their horns are a huge source of pride and vanity, as well as the subject for many bawdy jokes. Satyrs trend towards lean, though a life of overindulgence can lead to a heavier build, especially in later years. Most Satyrs prefer not to shave, and both males and females wear their hair long and wild. They dress sparsely, favoring light, gauzy articles that can be quickly shed.

Affinity Realm: Fae

Revelry: Engaging in a shared passion with someone for the first time.

Birthrights:

- *Gift of Pan:* when a Satyr indulges themselves in a passion (be it sexual, creative, or otherwise), they give themselves over to it completely. This wild abandon is so absolute that it causes those nearby to become caught up in the same passion. This Birthright cannot cause someone to take actions they don’t want to—on the contrary, it simply removes all the inhibitions that hold people back from things they secretly *do* want to do. Anyone in the same room or area as the Satyr may choose to engage in a Static Challenge of their Willpower or Banality vs the Satyr’s Glamour to resist the temptation to indulge in the same passion the Satyr is experiencing. If they fail, they may spend a point of Willpower and immediately flee from the scene. Players of

Satyrs should be especially careful when using this power, as it has a lot of potential to make fellow players uncomfortable. It is advisable to review the OK Check, Consent, and Conduct rules before using this Birthright

- *Physical Prowess:* hedonism can be a hard pursuit, and Satyrs have devoted their lives to it. All Satyrs receive 1 extra dot of Stamina, even if this raises the Trait's total above 5. The powerful goat legs of a Satyr allow them to move twice as far as others in an action or turn, and a Satyr can throw the Bomb in Athletics Challenges

Frailties:

- *Passion's Curse:* near-constant indulgence can wear out one's mental stability. Satyrs are prone to mood swings, fits of temper, and particularly drinking too much. Because of this, Satyrs find it hard to develop steady relationships with mortals and must spend 1 additional point of Experience when purchasing the Allies, Contacts, or Influences Backgrounds. Additionally, if a Satyr ever willingly passes up a direct temptation, they suffer a Banality Trigger

(River) Selkies* (*RI-ver SELL-kees*)



Note: While traditional Selkies are born from dreams of the sea and enjoy a deep connection to it, modern days have seen the genesis of a strange offshoot: the River Selkies. These cousins to the original Selkies are the same in every respect, except that they are mystically connected not to the sea but to a body of fresh water (usually a river, but sometimes a lake). This body of water must be significant enough that several mortals have dreamt of it. As the city of Memphis is far from any sea, all Selkies in Backbeat Ballad are members of the River Selkies Kith.

Description: Selkies are both seal and human, and are creatures of contradiction, at once playful and practical, shy and outspoken, loving and distant. They fall deeply in love, spending nearly every waking minute with their beloved and then disappearing to spend long months frolicking in the water. They may be the life of the party, talking and dancing with everyone, but they can just as quickly become secretive and reclusive. Perhaps it is their intimate connection with their seal coat, and the need to keep it safe at all costs, that causes them to keep a certain amount of distance and prevents them from ever truly trusting another. A Selkie's skin

contains their faerie essence and their Glamour. Selkies are skinchangers, so unlike Pooka or other shapeshifters such as werewolves, a Selkie must physically wear their skin in order to change form. In order to take human form again, they remove the skin. If a Selkie's skin is lost or stolen, they cannot use faerie magic until they regains. If the skin is destroyed, the Selkie's faerie self dies along with it (see below), though fortunately a Selkie's skin is quite difficult to destroy. The mortal seeming of a Selkie's skin can take many forms. Some appear to be traditional seal skins, though they can also appear to be wetsuits, long coats, or any other item of apparel. When a Selkie is not wearing or touching their coat, they do not have access to any of their faerie abilities. This includes Birthrights as well as the ability to cast Cantrips. They do, however, retain all of their faerie memories.

Appearance: Selkies are always sleek and attractive, with large, dark, liquid eyes and a light webbing between their fingers and toes. Even when far from their home waters, they drip chimerical fresh water, and they have a faint scent of the river just after a storm. They tend to dress in loose-fitting garments that are easily removed to allow them to return to their seal form.

Affinity Realm: Nature

Revelry: Immersing themselves in their chosen river, interacting with its wildlife, currents, and human visitors (especially those with whom they establish a romance).

Birthrights:

- *River's Grace**: every River Selkie has a primal connection to a particular river (and its nearest lakes), chosen at character creation. When in fresh water, a River Selkie has +2 on all

Dexterity Challenges and can throw the Bomb on any Athletics test that depends mostly on swimming. Additionally, when in the water of their chosen river, a River Selkie can wrap themselves in their seal coat and transform into a seal (similar to how Pooka can shift into various animals). This takes a single action, during which the changeling must be completely submerged in the water of their chosen river. If the water in question has been *taken* from that River, it must have been done so in the last 24 hours. While in their seal form, Selkies do not suffer any Perception penalties for being in water, and they can hold their breath for one hour per dot of Stamina they possess. Finally, River Selkies can gain special benefits from using the Swim Downtime Action (but they also suffer penalties if they *don't* use this action)

- *Seal's Beauty*: all Selkies possess an alluring, inherent charm. During character creation, Selkies receive their choice of 1 extra dot of Charisma or 1 extra dot of Appearance, even if this raises the Trait's total above 5

Frailties:

- *Seal Coat**: a Selkie's fae soul is woven directly into their magical seal coat, which means it can be lost or even destroyed. A seal coat is resistant to fire and requires a Static Strength Challenge vs difficulty 10 to damage. If a seal coat suffers 3 levels of damage in this way, the Selkie's fae soul is destroyed forever. Also, a River Selkie is dependent on their chosen waters and must take the Swim Downtime Action once a month or suffer a Banality Trigger

(Arcadian) Sidhe (*arr-KADE-ee-en SHEE*)



Note: Regardless of their level in the Title Background, all Sidhe are considered nobility at birth.

Description: The commoner Kiths were long ago trapped in the mortal world, left behind in Concordia while the nobles fled to Arcadia during the Shattering. When the Sidhe emerged from Arcadia during the Resurgence, they expected to return to a world similar to the one they left behind. What they found was drastically different. The commoners had actually thrived without them, developing their own leadership or eschewing it altogether. The Houses returning in the Resurgence have had almost half a century to reestablish dominance and adjust to the new technologies and politics of the mortal world, while those who returned in the Evanescence have still had more than a decade. On the whole, Arcadian Sidhe have begun to adjust. The Sidhe typically hold positions of power in both the fae and mortal worlds. Used to reigning over their vassals and commanding fiefdoms, Sidhe apply these skills with precision in the mortal realms of business and politics. They shine on film and stage when they turn their interest to these pursuits. In the rare case where money and luxury do not come easily to the Sidhe, their bitterness often drives them towards

the Unseelie Court. It is rumored among the commoner Kiths that the Arcadian Sidhe did not willingly return to the Autumn World in the Resurgence—some believe they were exiled for some great offense. For their part, the Sidhe who came back then (and in the years that followed) either deny this rumor outright or claim to have no memory of what crimes they might have committed to earn so weighty a sentence.

Appearance: Sidhe resemble humans, but are more beautiful and flawless than any human could be. Their features are even and balanced, from their large eyes of striking colors like silver and amethyst to the tapered points of their ears. They stand tall and slender, their hair shining and silken, often brightly colored. They walk with grace and a noble bearing, and the golden bells of their laughter carry a hidden sadness that hints at the constant pain of being severed from the Dreaming. They dress, almost without exception, in the finest materials, or in chimerical gowns that defy the laws of physics.

Affinity Realm: Time (Arcadian Sidhe characters treat the Time Realm as Familiar)

Revelry: Inspiring and receiving adoration & admiration from others.

Birthrights:

- *Unearthly Beauty:* all Sidhe possess an ethereal, statuesque appearance. Sidhe receive 2 extra dots of Appearance, even if this raises the Trait's total above 5. Additionally, when a Sidhe Invokes the Wyrd (see the Banality & Glamour Rules for details), their beauty becomes overpowering. Any being that sees a Sidhe Invoke the Wyrd must spend a Willpower point or simply stare in awestruck wonder at the Sidhe for 1 turn per dot of Appearance possessed by the Sidhe. Creatures affected by this

bedazzlement can still defend themselves normally from visible attacks but cannot otherwise take any actions

- *Noble Bearing*: Sidhe carry a quiet dignity at all times. Any Cantrip or other magical effect that would cause a Sidhe to look foolish automatically fails (this does not prevent a Cantrip from harming them—they just maintain their poise when this happens). Additionally, Sidhe can Throw the Bomb in any Etiquette or Politics Challenge

Frailties:

- *Curse of Banality*: all other Kiths have spent centuries enduring the encroachment of Banality in the Autumn World, but Arcadian Sidhe only returned recently. Their resistance is far lower than that of their fellow Kithain. Whenever an Arcadian Sidhe gains points of Banality, the points are doubled

(Autumn) Sidhe (*AWT-um SHEE*)



Note: Regardless of their level in the Title Background, all Sidhe are considered nobility at birth.

Description: Fae history talks about the Shattering, when the gates to Arcadia slammed shut and the Sidhe fled Concordia, leaving the

commoners behind. When those gates reopened on July 20, 1969, the Sidhe that returned to the mortal world thought that all those nobles left behind perished in the cold winds of Banality. They thought they were the only members of the Shining Host in the mortal world. They were wrong. Nobles from Houses Scathach and Liam chose to remain behind and take on the Changeling Way so as to survive the harsh centuries of Banality. Autumn Sidhe are markedly different than their Arcadian counterparts. While Arcadian Sidhe are noted for their inhuman splendor, the grace and power of an Autumn Sidhe lies in her more down-to-earth beauty. The Autumn Sidhe have a significant advantage to their Arcadian brethren in their understanding of the mortal world. Autumn Sidhe are more in touch not only with the needs of the commoners but with mortal society and technology, giving them an edge when maneuvering through culture, industry, business, and society.

Appearance: Autumn Sidhe have been changed by the act of taking on the Changeling Way. Not as flawless as Arcadian Sidhe, these changelings instead embody the wild beauty of human complexity. Their features may be asymmetrical, their bodies of all types and sizes, their eyes all possible colors. Yet Autumns walk with the same noble bearing, their power apparent from the tips of their pointed ears to their impossibly graceful feet. Autumn Sidhe dress as they like to fit their changeling lifestyle, always cutting a beautiful figure among the fae, a mixture of old-world beauty and stylish new evolution.

Affinity Realm: Fae

Revelry: Due to the way that mortals easily become obsessed with them, Autumn Sidhe cannot use Revelry.

Birthrights:

- *Unearthly Beauty:* all Sidhe possess an ethereal, statuesque appearance. Sidhe receive 2 extra dots of Appearance, even if this raises the Trait's total above 5. Additionally, when a Sidhe Invokes the Wyrd (see the Banality & Glamour Rules for details), their beauty becomes overpowering. Any being that sees a Sidhe Invoke the Wyrd must spend a Willpower point or simply stare in awestruck wonder at the Sidhe for 1 turn per dot of Appearance possessed by the Sidhe. Creatures affected by this bedazzlement can still defend themselves normally from visible attacks but cannot otherwise take any actions
- *Noble Bearing:* Sidhe carry a quiet dignity at all times. Any Cantrip or other magical effect that would cause a Sidhe to look foolish automatically fails (this does not prevent a Cantrip from harming them—they just maintain their poise when this happens). Additionally, Sidhe can Throw the Bomb in any Etiquette or Politics Challenge

Frailties:

- *Adoration:* the splendor of the Autumn Sidhe works against them if they spend too much time building relationships with mortals. When an Autumn Sidhe directly interacts with a mortal, the mortal often becomes obsessed with the changeling, following them and perhaps even stalking them. Due to this, Autumn Sidhe must pay +1 additional Experience points to purchase levels of the Allies, Contacts, Dreamers, or Influence Backgrounds

Sluagh (*SLOO-ah*)



Description: Dark and mysterious, the Sluagh are little understood, and truth be told, they prefer it that way. Many call them the underfolk, as some make their homes in abandoned tunnels and sewers beneath the city streets, but most Sluagh prefer crumbling Victorian mansions or ancient stone buildings. They are alternately mistrusted and feared, taunted and ignored. The Sluagh ignore the taunts and indignations and go about their business of collecting secrets and lost lore. They are by their very nature collectors, gathering things left behind and thrown away—broken toys, curious knickknacks, ancient manuscripts, worm-eaten books, and discarded correspondences are all fodder for the Sluagh’s thirst for knowledge. Outsiders are often mystified by the Sluagh’s penchant for collecting these apparently useless things, but then again, perversity is the Sluagh’s trademark. Their penchant for pursuing secrets often takes Sluagh to dark and mysterious places. Of the Kithain, they are among the most likely to interact with other supernatural beings, especially wraiths.

Appearance: Sluagh are slender and pale and move in an unsettling manner, as if they have cartilage rather than bone. The lack teeth,

their lips are black, and they have small, tired-looking eyes. They rarely look anyone in the eye, instead usually staring off at something that no one else can see. The scent of the grave lingers about them like a heavy perfume. They favor antique clothing, usually black and always ornate. They are shy, yet territorial, adhering to extensive codes and rules of etiquette that are unfathomable to other Kithain.

Affinity Realm: Prop

Revelry: Discovering a new hidden place or secret.

Birthrights:

- *Squirm:* while not as gifted at shapechanging as the Pooka or Selkies, Sluagh are still able to contort their bodies with incredible ease. While they cannot alter their mass, they can contort into almost any shape given enough time (usually a span between 1 turn and 15 minutes, depending on how extreme the change is). If used to escape bonds, the Sluagh must attempt a Static Dexterity Challenge with a difficulty of 6 to 12 (with 6 being needed to slip out of handcuffs and 12 being needed to squirm out of expertly-tied ropes & chains). If used to escape confinement (usually done by worming between the bars of a cell), the Sluagh must attempt the same type of test with a +1 difficulty. Sluagh also can throw the Bomb to slip out of a grapple. They cannot use any aspect of this Birthright when restrained or confined by cold iron
- *Sharpened Senses:* Sluagh can temporarily heighten one of their senses to replicate the most basic effect of the vampiric Discipline known as *Auspex* (see *Laws of the Night: Revised* for more information). When doing so, Sluagh automatically know if one of their senses (though not *which* sense) is being affected by a supernatural power. If they choose, the Sluagh may spend

a point of Willpower and engage in a Perception Challenge (using the Kenning Ability to retest) vs the caster of the effect to pierce the illusion. If they fail, they may not attempt to penetrate this same illusion again for 24 hours. Finally, Sluagh that are heightening their senses can feel a cold shiver on their skin if a ghost is nearby. In such cases, the Sluagh may choose to spend a point of Glamour to engage in a Static Perception Challenge (using the Kenning Ability to retest) vs 9. If they succeed, they can both directly perceive and communicate with the ghost for 1 scene (though this does not guarantee that the ghost will share a language with the Sluagh or otherwise be interested in conversing with them)

Frailties:

- *Curse of Silence:* perhaps as a result of their love of secrets and quiet, dark places, the Sluagh can never speak louder than a whisper. Even a shriek comes out as a soft sigh. This leads to a lot of social awkwardness, and Sluagh suffer -2 Bonus Traits in Social Challenges with anyone other than fellow Sluagh

Trolls (*TROLES*)



Description: Honor. Duty. Strength. Vigilance. These are the cornerstones of the life of every Troll. Born of the dreams of warriors and guardians, Trolls are the dauntless and dedicated stalwarts of the fae courts. Honest to a fault, Trolls dedicate their lives to the service and protection of other fae. Once they take an oath to support someone, a Troll will go to any lengths to protect their charge. That dedication is the most fundamental part of a Troll's being, so much that if a Troll breaks that word they begin to sicken until they have redeemed themselves from dishonor. Patient, chivalrous, and dependable, many see these "giants" as naive and too trusting. Yet anyone who betrays a Troll discovers the violence and rage that lurks beneath that restrained exterior. Trolls are stubborn and resist change, and though they are slow to anger, their tempers can explode if their honor is impugned. Trolls are also dedicated to chivalry and courtesy, using formal titles and following courtly rules as a matter of course.

Appearance: Though Trolls range in appearance, they have one thing in common: they're large. Ranging from seven to nine feet tall, these changeling giants have thick hair, slate-gray skin, and pale blue or

green eyes. Every Troll sports a pair of ridged horns that sprout from their foreheads, and prefer warrior garb, often in Nordic styles. Unseelie trolls are terrifying dark shadows of their Seelie brethren, sporting greenish skin, thicker, more brutish features, and a generally wild, unkempt appearance.

Affinity Realm: Fae

Revelry: Protecting and maintaining their belongings and relationships, or engaging in athletic competitions or battle.

Birthrights:

- *Titan's Power:* fulfilling their duties causes a Troll's power to grow. So long as a Troll is under the effects of at least 1 sanctified Oath, they gain an additional Bruised Health Level and 1 extra dot of Strength, even if this raises the Trait's total above 5. If a Troll is subject to at least 2 sanctified Oaths, they receive another additional Bruised Health Level and a second extra dot of Strength, even if this raises the Trait's total above 5
- *Strong of Will and Body:* few things can stand in the way of a Troll doing their duty. Any attempt to tempt, seduce, distract, or even magically compel a Troll to abandon their cause even for a moment has a +2 difficulty. Trolls also throw the Bomb on any Athletics or Investigation Challenge

Frailties:

- *Bond of Duty:* nothing matters to a Troll more than their personal honor. If a Troll breaks an Oath (or other formal contract), they immediately lose access to their *Titan's Power* Birthright and begin to sicken. The only way to resolve this is to atone for the broken promise, usually by making restitution and receiving forgiveness for the aggrieved party. Additionally, if a

Troll is betrayed by someone they entered into an Oath, motley, or contract with, they must fly into a rage and attack the betrayer. The Troll can spend a point of Willpower to resist the urge to do this for 1 scene. This urge lasts for 1 week per dot of Glamour possessed by the Troll

What Are Noble Houses?

The aristocracy of the fae (and therefore the changelings) is divided into Houses, collectively referred to as the “Shining Host.” These groups were forged across the ages by bonds of shared interests, sacred Oaths, magical curses, family bloodlines, and complex intrigue. In the modern days, only 12 Houses remain populous enough to have sway over the Kingdom of Concordia, and 2 outlying Houses struggle at the edges of changeling society to carve out their own spaces in the endless, intricate dance of noble politics. While no Sidhe are fully aware of what led to their exile from Arcadia, each Noble House tends to have an accepted belief to explain their return to the Autumn World.

- While Sidhe characters are considered nobility at birth, no character can officially join a Noble House without at least 1 rank in the Title Background. That being said, the Arcadian Sidhe are by far the most numerous and influential members of the Great Houses. A character who loses all their ranks in Title is no longer a member of their House and loses access to all benefits and drawbacks of membership
- It is customary to add either “of House [House Name]” or the older form of “ap [House Name]” after one’s name in formal introductions (e.g. when the Baroness Nancy Nuñez the Nocker joins House Liam, she begins introducing herself as “Baroness Nancy Nuñez ap Liam”)

- Every House confers upon its members a magical benefit (a “Boon”) and a magical curse (a “Foible”)
- There are 2 ways to join a Noble House:
 - i. Be inducted into the House by a member in good standing that has an equal or higher rank in the Title Background. The process is different for each House (and generally involves completing some task to prove oneself), but it usually involves at least swearing the Oath of Fealty (to the House’s leadership rather than any one particular liege)
 - ii. Purchase the Perk required for a member of your Kith and Court to start play as a member of the House (in which case, you will be inducted into the House in the manner listed above, but by an NPC during downtime—which constitutes your Downtime Action for the month). If your character is joining a House that does not require a Perk (e.g. if you’re an Arcadian Sidhe in the Seelie Court trying to join House Gwydion), then you simply need to spend a Downtime Action to join the House
- A small (but growing) group of commoners have devised a special Oath (the Oath of Hoi Polloi) to gain similar effects to a House’s Boon and Foible (see the Status, Positions, & Oaths rules document for more information). Be advised that the Hoi Polloi are being phased-out in an upcoming rules update
- Most Houses (excepting the rare Houses of Danaan and Scathach) owe allegiance to one of the two Fae Courts: Seelie and Unseelie
- A House will in some cases accept a member who is part of the opposing Court, but this requires the player to purchase a Perk
- Houses marked with an asterisk (*) are uncommon and require a 10-point Perk to play

- Houses marked with a dagger (†) are rare and require a 15-point Perk to play

Seelie Houses

House Beaumayn* (*BOE-mayn*)



Nicknames: Dark Stars, Hopeless (vulgar)

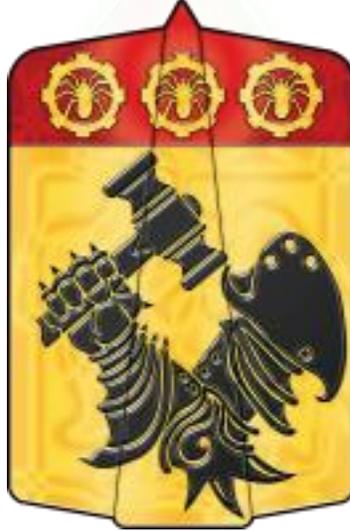
Description: A House of prophets, occultists, and monster hunters, House Beaumayn is infamous among the nobility for its reluctance to participate in traditional politics, preferring to occupy a niche as killers of Thallain (a rare kind of evil changelings said to hide among members of the Unseelie Court). They keep a watchful eye out for Unseelie extremists and sinister chimera. Combined with their perceived aloofness and often cryptic manner, this self-appointed role does little to endear them to either Court, and so the Beaumayn are one of the most solitary noble Houses, second only to House Scathach in that regard. Dark Stars are often fringe types from an early age, drawn to the

occult and its associated close-knit groups of believers. Many become obsessed with the “secret history” of the area where they reside, digging into local records and legends, not really knowing what they’re looking for but needing to feel as if they know the area inside out.

Boon: Dark Stars have uncanny senses, particularly where magic or evil are concerned. All members of House Beaumayn receive 1 extra dot of Perception, even if this increases the Trait’s rating over 5. Additionally, Dark Stars receive +1 Bonus Traits on Kenning Challenges (+2 if the Challenge involves the Thallain, monsters, or nightmare chimera) and can throw the Bomb on Kenning Challenges. Finally, members of House Beaumayn occasionally receive prophetic dreams or visions. This allows them to gain an additional Rumor Card at the beginning of each game session.

Foible: Unfortunately, their long history of hunting the Thallain and other monsters has left an indelible mark on the Dark Stars. Thallain and members of the Shadow Court can sense the presence of members of House Beaumayn with a reflexive Static Kenning Challenge vs 8. If they fail, they may not attempt to sense the same Dark Star again for 1 hour. Nightmare chimera, monsters, and the Thallain all go out of their way to harm a Dark Star when they detect one nearby. Due to this, all members of this House have the Flaw: Enemy at rank 3 (though they receive no Freebie Points from it, and it can never be removed).

House Dougal (*DOO-gull*)



Nicknames: Smiths, Broken (derogatory)

Description: This ancient House finds Glamour in craftsmanship of all kinds and prides itself on its willingness to get its hands dirty in its endless quest for mastery of its many trades. They are also consummate patrons of craftsmen, doing their best to seek out talented new Dreamers and support them as they literally forge a brighter world. It's said that the Smiths are as honest as a hard day's labor, and while Dougal are certainly no strangers to politics and diplomacy, there's still a lot of truth to that stereotype. After all, craftsmanship doesn't lie—you either have the skills or you don't. It's an attitude that shapes a lot of the House's philosophy, and gives them a reputation for gruff honesty. Often called "Gwydion's right hand" due to the close ties between the two Houses, House Dougal remains a steadfast ally of the leaders of the Seelie Court. In the modern days, the Smiths have embraced the DIY revolution and emerging maker culture that puts production in the hands of local crafters as opposed to relying on mass-produced factory goods. More than one popular instructional video series has a Dougal patron, and they are also fascinated by the possibilities of 3D printers and other home fabrication devices.

Boon: Members of House Dougal possess an iron resolve. Once per month, they may convert Glamour into Willpower (or vice versa) at a 1-to-1 rate, provided they are engaged in a difficult act of creative or physical labor (including combat). Additionally, once per month a Smith can expend 1 point of Glamour to gain +2 Bonus Traits on all Crafting Challenges for 1 scene.

Foible: Craftsmanship is so integral to members of House Dougal that their own bodies gradually change to incorporate it. For each level of the Title Background a Smith gains, a part of their body is replaced with a fully-functional artificial component (a clockwork eye, a stained-glass heart, a steam-powered brass hand, etc.). This may happen on its own over time, or the Smith might craft the replacement parts themselves. Acquiring these replacements does not require a roll or pose a threat to the Dougal. As they are fully-functional components, these replacements are not necessarily evident in a Dougal's mortal seeming, unless the mortal seeming has need of a prosthetic. In game terms, these replacement parts provide no innate mechanical benefits, though they could potentially be used to justify purchasing related Merits or even Treasures. However, for every replacement a character possesses, they suffer from -1 Bonus Trait in all Challenges related to Animal Ken, Empathy, and Subterfuge, as their increasingly artificial nature makes it harder to relate to others. Additionally, a replacement part immediately ceases to function if it comes into contact with cold iron.

House Eiluned (*ell-EEE-ned*)



Nicknames: Sorcerers, Sneaks (unflattering)

Description: Known as the “House of Secrets”—an epithet not always intended to flatter—House Eiluned understands better than most the way of magic and sorcery. They understand that nobility and secrecy are intimately linked; few in power arrived there without skeletons in their closet, and Eiluned understands that controlling their secrets is necessary for maintaining that power. Eiluned, founder of the House, grew up as the sickly younger sister of the powerful Ailil. As Eiluned’s skill in prophecy and divination developed, she cautioned the noble Sidhe to be wary of an oncoming storm which would usher the fae into a dark time. Sadly, Ailil dismissed his sister’s words, which caused a rift between the siblings that would never be healed. Eiluned founded her House, training those who joined her in the ways of magic. In the modern world, House Eiluned maintains its reputation as sorcerers, though they have also turned their great intellect and intuition to technology, finding many of the same mysteries in the world of computers as they did in the world of magic. The Eiluned understand that as much magic lies within a keystroke or a piece of code as in a moldering text. They have a particular fascination with cloud storage, implementing their own mystical version

as a way to store lore and confidential information so that other Eiluned may access it from anywhere. Some particularly passionate Eiluned become deeply involved in hacking, especially when it involves uncovering the secrets of others.

Boon: Magic comes naturally to the members of House Eiluned. They can engage in a reflexive Kenning Challenge vs a caster to not only identify the Art and Realm of a Cantrip or Unleashing, but also to determine the identity of the caster. They can pick the source of the magic out of a crowd or, if they are familiar with the caster, recognize the “signature” of the Cantrip. Members of House Eiluned also enjoys +2 Bonus Traits on all Gremayre tests. Finally, members of this House are immune to the truth-sensing powers of House Gwydion.

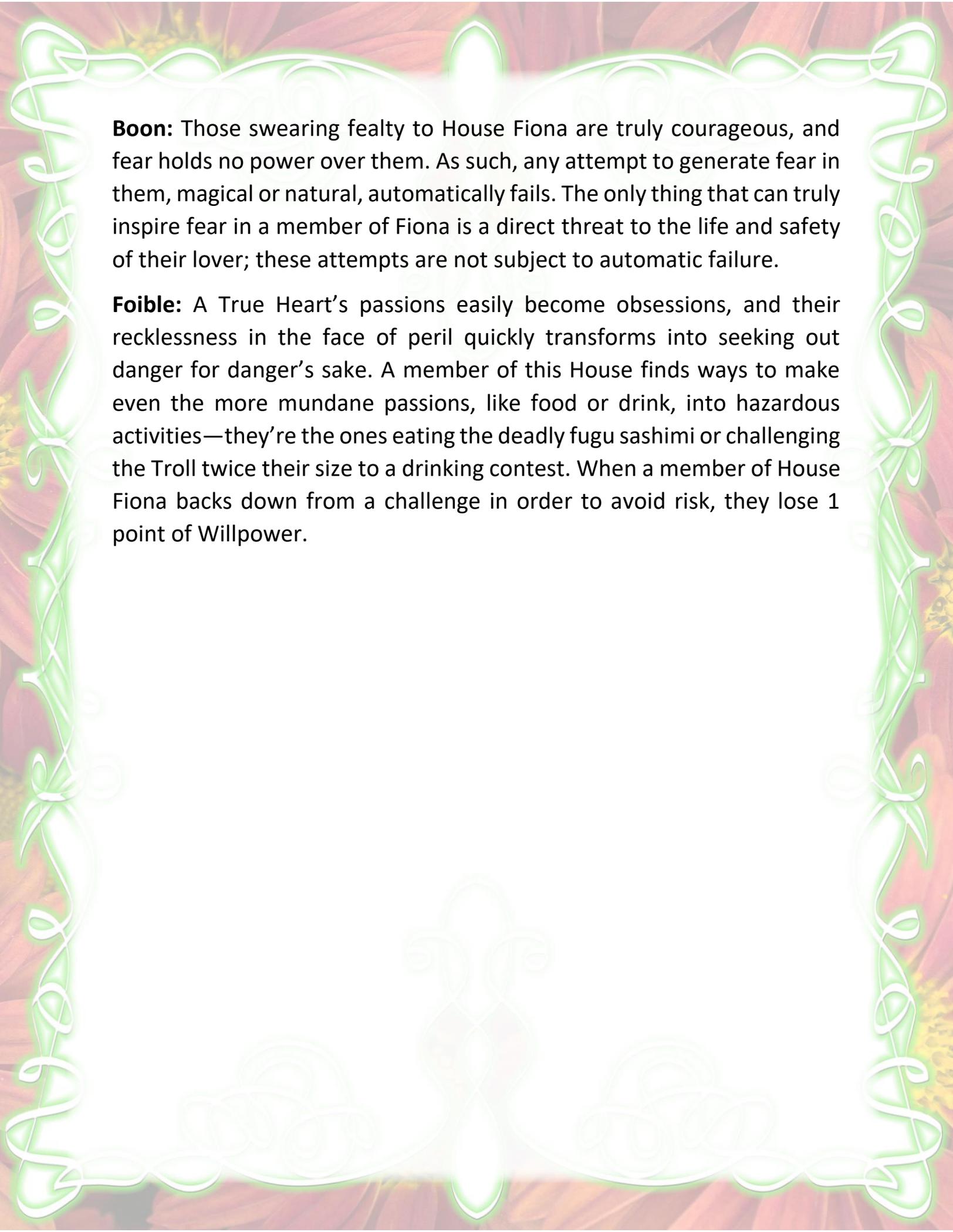
Foible: House Eiluned thirsts after mystery and intrigue, and their curiosity often leads them into dangerous situations. If a member of this House comes across a locked door, password-protected system, or something else being kept hidden, they must try to discover the secret. If they choose not to investigate, they gain 1 point of Nightmare.

House Fiona (*fee-OH-nuh*)



Nicknames: Lions, True Hearts, Gossips (vulgar)

Description: House Fiona does nothing by halves. Fierce and intense in both love and loyalty, the Lions revel in the pleasures of food and drink, sex, battle, and anything else designed to stimulate the senses. They love deeply and absolutely, valuing true love in its many forms above all else, particularly when that love comes at a high cost. Courtly love plays a central role in their games and challenges. They engage in activities with reckless abandon, not just ignoring the risks, but actively embracing them. In fact, the greater the danger, the greater the thrill, as the nobles of House Fiona continually search for an even bigger rush. Because they seldom brandish the power of their station, the nobles of House Fiona tend to be well-regarded by the commoners. Fiona fiefdoms may not be run in the courtliest fashion, but their open-door policy towards their vassals minimizes political unrest and fosters mutual affection between the lords and ladies of House Fiona and their subjects. They have handled the transition into the modern world better than some other Houses. They embrace technology for its entertainment value, with a particular love for reality TV, tabloid new shows and websites, and any other programming that delves into the titillating private lives of individuals.



Boon: Those swearing fealty to House Fiona are truly courageous, and fear holds no power over them. As such, any attempt to generate fear in them, magical or natural, automatically fails. The only thing that can truly inspire fear in a member of Fiona is a direct threat to the life and safety of their lover; these attempts are not subject to automatic failure.

Foible: A True Heart's passions easily become obsessions, and their recklessness in the face of peril quickly transforms into seeking out danger for danger's sake. A member of this House finds ways to make even the more mundane passions, like food or drink, into hazardous activities—they're the ones eating the deadly fugu sashimi or challenging the Troll twice their size to a drinking contest. When a member of House Fiona backs down from a challenge in order to avoid risk, they lose 1 point of Willpower.

House Gwydion (*GWID-eee-ohn*)



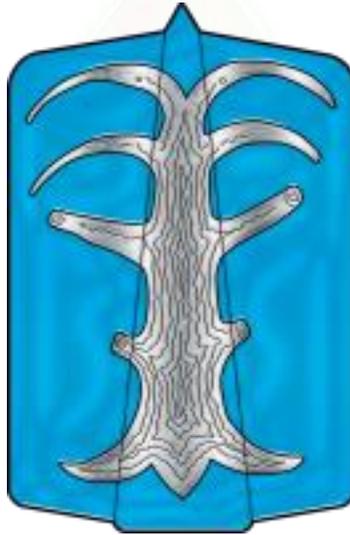
Nicknames: Falcons, Proud (unflattering)

Description: During the Resurgence, Gwydion returned to the mortal world to reclaim their lands and titles, only to find that the subjects they had left behind were unwilling to cede these properties to their lieges. House Gwydion fought at the forefront of the Accordance War, attempting to return the world to some semblance of order again. It was one of their own, David Ardry ap Gwydion, who took on the mantle of High King and united Concordia, ending the bloodshed. From this time forward, House Gwydion have truly been the most noble of nobles, both great warriors and wise rulers. Known for their openness and honesty, the Falcons view ruling as an obligation, one they are duty bound to carry out fairly for the benefit of their subjects. Most Falcons are conservative, placing value on ceremony, tradition, and Oaths. House Gwydion has not adapted to the passing years as easily as some other Houses, but individual members have begun adjusting their rule to keep peace within their fiefdoms. Giving commoners a voice in how they are governed hasn't come easily to the arrogant Gwydion, but those who ask the opinions of their subjects are rewarded with even greater loyalty.

Boon: House Gwydion holds itself to a high standard, striving to be open and honest in its reign. They expect no less from those around them. Members of House Gwydion can attempt to sense whether someone is speaking the truth or telling a lie with a successful Perception Challenge (using Kenning for retests) vs the liar's Manipulation (using Subterfuge for retests). Members of House Eiluned, the House of Secrets, are known to be immune to this power.

Foible: House Gwydion has clung to the Dreaming and the society that used to be more dearly than any other House that returned to Concordia during the Resurgence. A Gwydion's honor is paramount, and they will not forget a slight, nor will they forgive it. If anyone insults the honor of a Gwydion or their House, the Gwydion must take revenge commensurate with the slight before the next sunrise or suffer a Banality trigger.

House Liam* (*LEE-um*)



Nicknames: Monks, Oathbreakers (vulgar)

Description: Criticized for speaking out on behalf of mortals, House Liam were shunned by the rest of the Noble Houses long before the Shattering. Many changelings chose to view humans as little more than a source of Glamour, nuisances at worst and pets at best. House Liam insisted mortals had rights and value, just like the fae, a stance which made this House wildly unpopular among the Kithain nobility. Most changelings preferred to blame humans for the Banality encroaching upon the world. By placing itself between the mortals and the rest of the nobility, House Liam unwittingly orchestrated its own exile. In the modern days, their relationships with commoners tend to be positive, though few commoners swear allegiance to this House. House Liam's love of humans, while well known, is widely misunderstood. Most changelings think the Monks are opposed to harvesting Glamour from mortal Dreamers at all, but this is not entirely true. They merely believe humans should be able to live free from the influence of the fae. While Seelie Houses all frown upon Ravaging on principle, House Liam actively loathes this brutal means of forcefully harvesting Glamour. More than any other House, the members of Liam are able to integrate into human

society, gently guiding artists and performers down the most creative paths, defending the young and old, and making lasting connections that provide a continuing source for Revelry.

Boon: House Liam holds a particular affinity with mortals and those in pain, taking on burdens others cannot bear. If a member of House Liam lays hands upon a mortal, they can spend 1 Glamour to reduce the mortal's permanent Banality rating by 1. Likewise, if they lay hands upon another changeling, they can spend 1 point of Glamour to reduce the changeling's Nightmare by 1. In either case, this can only be performed on a given target once per month.

Foible: House Liam's ties to mortals carry a price. Liam characters begin with 1 additional dot of Banality. Members of House Liam are also unable to gain Glamour from Ravaging.

Unseelie Houses

House Aesin* (*EEE-sin*)



Nicknames: Northmen, Beasts (vulgar)

Description: Nature and their bond with it defines House Aesin, and members of this House possess the ability to speak with animals. Many members of this House identify strongly with a specific animal from whom they believe they draw strength, which has led some outside their House to believe Aesin are bestial savages. In fact, the opposite is true, and House Aesin see themselves as the last true bastions of fae society, the guardians of the Dreaming itself. They are highly capable of navigating the complex social situations of Court, but they have little patience for superficial politeness. They view small talk and other shallow niceties as human nonsense at best, blatant dishonesty at worst. They prefer forests and other untouched wilderness to the comforts of cities, and they look upon the mortal bodies they were forced to claim as clothing—something they must dress themselves in as protection against the elements (otherwise, disgust at their mortal flesh might drive them mad). They also have a rich scholarly tradition still carried out through the singer-poet skalds. They pride themselves on their forthright

honesty and adherence to the nine virtues: courage, truth, honor, fidelity, hospitality, discipline, industry, self-reliance, and perseverance. House Aesin holds fast to its ancient legends, preparing itself for what it sees as an inevitable battle with creatures known as the “Jotunns,” twisted nightmares that must be kept at bay to protect Concordia.

Boon: House Aesin’s bond with nature is strong. Members of Aesin can speak with forest animals (non-domesticated wildlife like squirrels, bears, deer, etc.). To understand an animal, the Northman must succeed in a Static Intelligence test vs 8 (using either Empathy or Animal Ken for retests).

Foible: Aesin fae have not adjusted well to the life of mortal flesh. They view humans as servants, though loyal ones occasionally worthy of the Aesin’s defense, and cannot reconcile themselves with the unpleasant reality of their own human bodies. Because of this disconnect between their fae and mortal natures, changelings from House Aesin are unable to gain Glamour through Rapture.

House Ailil (*ay-LEEL*)



Nicknames: Dragons, Liars (vulgar)

Description: While other Houses use politics to push their agendas, House Ailil views politics as a perfect end unto itself. Gifted leaders, strategists, and manipulators even among the nobility, the Dragons demonstrate a mastery of political maneuvering that makes other Houses wary of entering alliances, but even more afraid of crossing them. When you're dealing with the Ailil, you had best think three steps ahead—that way you're probably only two steps behind. House Ailil sees itself as the head of the Unseelie Court, just as House Gwydion heads the Seelie, and justifies many of its actions as necessary for restoring the balance between Seelie and Unseelie. Although the Dragons are regarded with suspicion by their rival Houses, in fairness, their reputation for dishonesty is not completely deserved. Ailil place great stock in Oaths, and the House boasts some of the greatest Oathcrafters among the fae (though those swearing with them are advised to check the language of the Oath carefully, just in case). Life within House Ailil is intensely competitive, with constant jockeying for position and games of one-upmanship both grand and petty. Every member is keenly aware of

their standing, and alert for any chance to climb the ladder—and keep those below them from doing the same.

Boon: Even the noblest members of House Ailil still have a way with words, and their politicians and deceivers never seem to be caught out like others of their kind. Dragons gain +2 Bonus Traits in all Manipulation tests, and they can always throw the Bomb in Subterfuge or Politics Challenges.

Foible: Ailil believe that they are the smartest ones in the room. A Dragon must spend a point of Willpower to directly admit being wrong or to let someone else have the last word in a heated situation. If an Ailil admits they are wrong, loses a contest of wits or skill, or backs down from a heated confrontation, they cannot regain Willpower points and suffers -2 Bonus Traits on all Social Challenges until they restore face somehow. This can mean getting revenge on their opponent or simply (unfairly) berating their lessers until they feel better.

House Balor (*BAY-lor*)



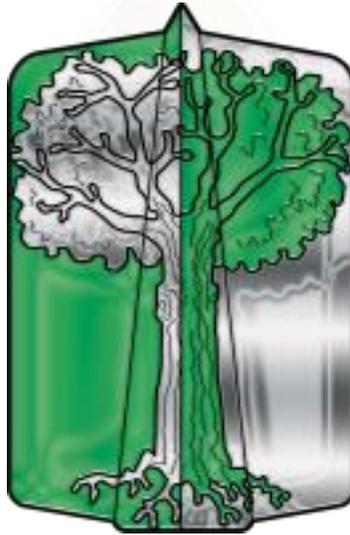
Nicknames: Blooded, Monsters (vulgar)

Description: Ruthless generals, savage warriors, and relentless hunters, the Blooded emulate their legendary namesake, Balor of the Baleful Eye, in demonstrating why mortals once feared the fae as gods...and might again one day. House Balor may not be the subtlest House, but what it lacks in nuance it more than makes up for in brute strength and vicious cunning. The Balor see politics as a necessary evil, and tend to play the game defensively, slowly taking and fortifying territory rather than flitting about from Court to Court. Despite their aggressive reputation, Balor are not mindless brutes, nor are they always quick to turn to violence—any action taken is always a means to an end, not simply an end in itself. There are bullies and sadists in their ranks, to be sure, but they do not tend to rise far as their enjoyment of pain is too personal and self-interested to be of much use to the House in general. Balor is home to the fewest Seelie of any Unseelie House, as the traditionally-minded Blooded view Seelie concepts like love and honor as weaknesses to be exploited rather than virtues to be celebrated.

Boon: The Blooded's willingness to accept even the most unpleasant tasks without complaint is made manifest in their House Boon, along with one of the prime reasons they are so widely feared by other fae. While touching cold iron causes a Balor mild discomfort, they do not lose Glamour from handling it, nor from being struck by it. However, cold iron still inflicts Aggravated damage on the Blooded, and death by cold iron destroys a Balor's soul the same as any other changeling.

Foible: All members of House Balor are marked by sinister deformities, and wear them proudly. Balor fae tend toward freakish traits such as forked tongues, glowing eyes, over-long limbs, scales or fur instead of hair, and other markedly unnatural characteristics. A Blooded's deformity might be temporarily concealed, but can never be permanently corrected, not even with magic. Sidhe of House Balor are born with these traits, while other fae who take Titles in the House later on in life inevitably develop them as part of the Blooded's secret initiation rites. Despite appearances, these deformities never offer any mechanical advantages on their own, though they could perhaps be used to justify purchasing certain Merits (or Flaws). These deformities also carry over to the mortal seeming in a non-paranormal but still memorably unsettling form (instead of looking outright reptilian, a Balor with patches of lizard scales might appear to "merely" have a strange skin condition in their mortal guise). Investigators trying to track one of the Blooded receive a +4 Bonus Traits on the difficulty of Challenges related to witnesses remembering, describing, and identifying the noble unless the Balor took special pains to conceal their abnormality. Due to their savage Fomorian blood, members of House Balor also subtract 2 from their maximum Willpower rating (i.e. a Grump member of this House can never have more than 8, while a Childling can never have more than 6).

House Daireann (*dar-RAWN*)



Nicknames: Hosts, Cauldron-keepers

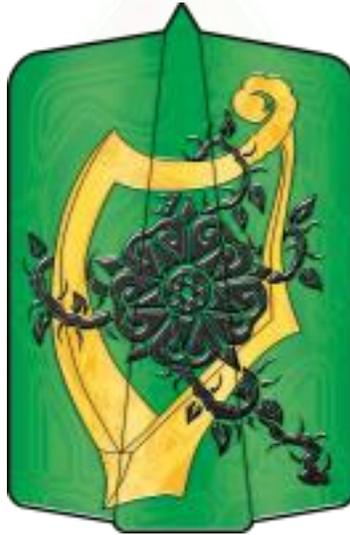
Description: A member of House Daireann never denies shelter or food when requested honorably, not even to their greatest enemy. Likewise, poisoning or harming guests would be most inhospitable, bringing dishonor to any Daireann who did so. Daireann may request a story or song in recompense for their hospitality, but nothing beyond the guest's ability to give. Even during the Sundering, when Daireann's warriors battled constantly, the sight of Daireann's banner promised rest and refuge. The changelings of House Daireann live by three laws: Honor, Hospitality, and Vengeance. Honor they hold dear because their founder's son stayed true to his word, even in the face of betrayal. Hospitality they still offer to all who seek it, as long as they obey the House's three simple rules: never ask for more than is offered, bring no harm to your hosts or anyone else under the host's roof, and always make a fair offer of reciprocity. As did their founder, many members of House Daireann still practice herbalism. While their brews can be used for healing, they are far better known for their use as poisons. Daireann vengeance is slow and painful, exacted through sinister poisons that can take days, even weeks, to kill their victims. Those who violate Daireann

rules of hospitality are often still allowed to stay, but only because it's easier to poison someone under one's own roof.

Boon: House Daireann dedicates itself to the laws of Honor, Hospitality, and Vengeance. Members of this House receive +2 Bonus Traits in all Challenges specifically pertaining to protecting someone under their hospitality or when enacting vengeance against someone who has violated their hospitality.

Foible: Members of House Daireann cannot turn away someone seeking shelter or asylum, even a mortal enemy, unless the person violates Daireann's rules of hospitality.

House Leanhaun (*lee-ANN-an*)



Nicknames: Muses, Incubi/Succubi (vulgar)

Description: While the Ailil scheme to bring about the supremacy of the Unseelie Court, and the Balor work toward the dark ends ordained by their ancient forbears, the third of the greatest Unseelie Houses busies itself tending the garden it has been given. Members of House Leanhaun take great pride in their reputation as patrons of the arts, and the roll of artists and Dreamers they claim to have inspired since their return is a veritable who's who of a dozen entertainment industries. Combined with their reputation for debauchery, this perception has led more than one Seelie noble to dismiss Muses as serious rivals. It's a common mistake. House Leanhaun is justifiably well-known as patrons and muses, but it's what they do with that influence that makes them dangerous. Perhaps better than any other House, the Muses understand that whoever directs art directs culture, and so they bestow fame and wealth in return for favors and oaths of service, creating worldwide sensations overnight and a legion of influential artists who owe the Leanhaun favors. When it comes to mortal society, the Muses invariably find a position where they have access to a large number of potential Dreamers, preferably one that also sees a fairly regular turnover, in order to better disguise their more

unsavory appetites. Agents, talent scouts, entertainment reporters, and art teachers are all common professions for the Leanhaun, though some content themselves by being groupies and super fans.

Boon: The Muses are unnaturally charming. Leanhaun receive 1 free dot of Charisma, even if this takes the Trait above 5. A Muse can also focus the full force of their charms on one mortal at a time; all Epiphany tests involving that individual gain +2 Bonus Traits. A Leanhaun can only target one individual this way per month.

Foible: House Leanhaun members age rapidly when denied access to fresh mortal Glamour. Each week a Leanhaun does not gain Glamour from a Dreamer, they effectively age one year. Glamour gained from Reverie or Rapture reverses such aging at a rate of 1 year for every 5 points gained, while Glamour from Ravaging cancels 1 year per point gained, and Glamour from Rhapsody restores 5 years per point. Revelry (or uses of the Dreamers Background) does not restore youth at all. Note that a Muse cannot become younger than their actual age by infusion of Glamour; any “excess” rejuvenation is lost. This aging carries over to the mortal seeming, meaning Leanhaun must monitor their Glamour acquisition carefully to avoid arousing suspicion. This unnatural aging toll is suspended for Leanhaun living in Freeholds or the Dreaming. For every 4 years of excess aging gained, a Muse suffers from -1 Bonus Traits in Physical and Social tests in which their unnatural decrepitude would be relevant. Time-altering magics such as the Chronos Art cannot be used to circumvent this Foible.

House Varich* (*VAH-rik*)



Nicknames: Weavers, Puppetmasters (vulgar)

Description: Varich changelings are known for their frozen hearts and inability to love. The founder of House Varich was once betrayed in love, fooled by a Sluagh sorceress into loving a magical construct made of snow. When the maiden melted away in Varich's heated embrace, Varich's parents set a curse upon the Sluagh. The enmity between House Varich and the Sluagh exists to this day, and members of House Varich vow never to give their heart to another. Varich's standard became a rallying point for the broken-hearted and betrayed, with bitterness as their banner. Masters of pattern recognition, the Weavers don't fret or wait. They search for meaning in everything around them. When observing a series of seemingly-unrelated events, Varich can see the small threads that connect them, quickly learning an opponent's battle strategy and predicting changes in politics or even the stock market, which has given Varich a great deal of financial power in the mortal world. House Varich also excels in all areas of gambling, from cards to sports betting, able to note subtle patterns in play, distinguish tells, and successfully predict outcomes. This talent also plays out in battle, though members of this House would rather orchestrate the battle than fight it.

Boon: House Varich's greatest strength is their ability to discern patterns and make predictions. If a Weaver has an opportunity to spend a scene analyzing an opponent in advance of a competition or conflict (such as fighting, sports, chess, etc.), they can perform a Static Perception Challenge (using Kenning as the retest) vs 8 to successfully analyze their target's pattern of play in that specific type of competition. When next in that sort of conflict with the target, the Weaver gains +2 Bonus Traits on all Challenges. Because an opponent can adapt their strategy over time, this bonus can only be used once before another scene of observation must take place.

Foible: Broken-hearted Varich vowed never to love again, and his House followed suit. Their perspective allows them to see the entire pattern and to manipulate it, but forces them to remain outside of it themselves, disconnected from others. They can never swear an Oath of love to another, and they have -2 Bonus Traits on all Empathy tests.

Unaligned Houses

House Danaan† (*da-NON*)



Nicknames: Pathfinders, Lost (vulgar)

Description: House Danaan has only recently made contact with the earthbound Kithain in any significant way, and as a result the House's existence is still considered little more than a rumor by many fae. Even among those that know the truth, few can claim to have met a Pathfinder in person. Often contact is conducted by chimerical messengers or other intermediaries. Part of this is simple practicality—the House is relatively small and scattered across multiple worlds, making direct contact taxing. Another part, however, is that the Pathfinders find the mortal world distasteful. Although Arcadian Sidhe still occupy many prominent positions in the House, Danaan is the only Noble House with a non-Sidhe serving as High Lord, and so it is perhaps no surprise that the Pathfinders see no problem with inducting commoner Kithain into their ranks. Eshu, Satyrs, Piskies, Nockers, and other curious and itinerant fae are natural candidates for recruitment, though any changeling with a passion for exploration and an interest in the realms of the Dreaming is welcome within this House. Since the return of the Sidhe, the Pathfinders have

remained almost entirely in the Dreaming, reopening ancient pathways and claiming long-lost strongholds there while the rest of the nobility returned to Earth. The Pathfinders believe their duty is to serve as heralds of change, seeing the opening of relations with their earthbound cousins as necessary to stave off calamity for both the Autumn world and the Dreaming.

Boon: Pathfinders can withstand the rigors of the Dreaming far better than most Kithain. Members of this House are in no danger of Bedlam from simply living in the Dreaming, even for extended periods of time. They are also experts at finding and navigating Trods. Danaan members can throw the Bomb on any Challenge involving locating, opening, or navigating a Trod. They may also spend 1 point of Glamour to locate the Silver Path after a full minute of contemplation, provided it has not been magically concealed. Once per month, a House Danaan character may spend 1 Glamour point to invoke the Oath of the Dragon for a scene, allowing the character to add their Title rating to all Social tests related to chimera and other inhabitants of the Dreaming. While under this effect, a Pathfinder may converse normally with such beings, even feral chimera (within the limits of their intelligence). By ancient and sacred oath, chimera and natives of the Dreaming will not attack a Danaan under this effect, even if magically commanded, though this effect is immediately and permanently broken for any witnesses if the Pathfinder breaks faith and attacks, abuses, or trespasses against such beings, or orders others to do so.

Foible: Due to their deep ties to the Dreaming, Danaan suffer from a curious version of the Mists when it comes to the Autumn World. Any dramatic moment where a Danaan must remember an important detail about their mortal life or the mundane world in general, from where they left their keys to where they work to their lover's name, the character must make a Static Intelligence Challenge vs 8. This difficulty may vary



based on factors such as the obscurity of the information and how much pressure the Pathfinder is under. Failing this test means the information is lost completely, and must be relearned anew. In addition, a point of Willpower must be spent for every month the character spends in the Dreaming, or they gain a permanent -1 Mental Bonus Trait to reflect their disconnection from the mortal world.

House Scathach† (*SKAH-huh*)



Nicknames: Gray Walkers, Killers (vulgar)

Description: House Scathach has always worn the mantle of nobility uneasily, preferring the battlefield to the throne room, and seeing themselves as a warrior elite more than a ruling class. The Gray Walkers try to lead by example and always fight at the front, in the process forming close bonds with many of the commoners they fight beside. While Scathach was not the first House to elevate commoners into its ranks, their level insistence on merit as a determining factor set them apart from most of their fellow nobles. Of course, bucking tradition does not come without cost, especially among Sidhe traditionalists. For daring to become close to commoners—and asserting that they had much to learn from them—House Scathach became a pariah among the nobility, sparking an enmity with the more traditional Houses that persists to this day. Many “proper” nobles look down on the House as spoiled runaways who couldn’t make it in politics, and so chose to quit the game entirely. In the modern age, Scathach tend toward professions that allow them to move around often and work on their own for long periods of time; despite their fearsome reputation, though, very few Gray Walkers actually make their living as mercenaries or hired killers. Instead, they

often find themselves in jobs that offer a lot of autonomy and territory to cover such as private detectives, park rangers, or long haul truck drivers.

Boon: The Gray Walkers excel at all forms of close combat, and seem to have a preternatural skill at going unnoticed. They make no sound when fighting unless they choose to do so, and they receive +2 Bonus Traits on all Stealth tests. A Scathach can always throw the Bomb in a Stealth Challenge. In addition, due to their intense combat focus, all Gray Walkers receive +2 Bonus Traits in all Brawl and Melee tests, as their perception of time seems to slow down, making it easy to land hits and avoid return strikes.

Foible: All Scathach suffer from a bad reputation with most of their fellow nobles, as well as commoners with royalist sympathies. All Social Challenges with other nobles or royalist commoners are made with -4 Bonus Traits (though nobles from Houses Liam and Danaan are exempt from this rule). By ancient pact, Gray Walkers who aren't Arcadian Sidhe are also forbidden to use the Art of Sovereign, a ban backed by the full weight of the Dreaming. In general, known Scathach are typically the first investigated if notable thefts or deaths occur among the nobility, particularly if it appears to be a sophisticated or polished job. Arcadian Sidhe do not suffer the Sovereign restriction, but have trouble tempering their battle lust, requiring them to spend 1 point of Willpower to stop fighting once engaged. While they will not blindly attack friends or bystanders in this state, they are otherwise wholly fixed on their enemies and their objectives, and will do their utmost to prevent being removed from the field until their work is done.

Ch-Ch-Ch-Ch-Change Log

4/19/22

- Added Perk requirement to the Pooka Kith's description

7/9/22

- Removed a reference to a non-existent Downtime Action from the Satyr Birthrights

7/9/22

- Removed references to Negative Traits

8/31/22

- Changed the term for the drawback suffered by each Noble House from "Flaw" to "Foible"

11/19/23

- Added note that the Hoi Polloi are being phased-out in the near future