

A Dream of Dark Velvet



A BDSM Club / Unseelie Freehold

*Pray now for how long
We're falling from ecstasy like changelings
Freedom returned for new souls hereafter
Well, enrapture me, and I'll change...*

Psychonaut – The Fields of the Nephilim

Introduction

A Dream of Dark Velvet is an Unseelie freehold located in what appears to be a very large warehouse in Rochester. It is run by Mistress Velvet Ní Ailil, a Sidhe of some considerable reputation in the BDSM scene, both mortal and Fae.

The BDSM Club / Freehold is located in a business park to the south of Rochester High Street, and to mortal eyes it appears to be just another warehouse of indeterminate usage. Most Mundanes would just pass it off as being a storage facility for a business located elsewhere. Once you get inside, the warehouse takes on an entirely different appearance.



Entrance Hall

The Entrance Hall is situated at the front of the warehouse. It is a spacious area with oak panelled walls and wall lamps in the form of torches. Leather seats are placed around the walls with small coffee tables in front holding an arrangement of books and magazines for the clientele to read while awaiting admittance to the other areas of the freehold. Tattoo Art magazines jostle for space with books like *The Art of Spanking* and minor occult tomes.

To the left of the entrance is the cloakroom, which is always manned by a seemingly friendly Boggan Grump known solely as Tyler. He has a friendly disposition that puts the clientele at ease, and is always a mine of useful information to Mistress Velvet on the incomings and outgoings at the freehold. His other duties include running the bar in the Childling's Area and cash handling, and often moves between them all night.

To the right of the entrance is the Reception Desk, behind which is a small office manned by some of Mistress Velvet's staff. The Reception Desk consists of a counter with a bell on, and usually there is a signing in book open at today's page with the usual entries written upon it in a neat hand. The office behind is open plan, and one can tell by its relatively small size that it only deals with general enquiries and recording the night's incomings and outgoings. All serious office work is dealt with in another place, away from prying eyes.

Behind the Reception Desk and office is Mistress Velvet's Office, the one she uses to vet new clientele and staff. Rumours have it that from this office is a tunnel that leads behind all the more interesting rooms of the freehold with regular spy holes into these rooms. It is also rumoured that this tunnel ends at Mistress Velvet's main office, which in turn leads to her private quarters.

Opposite the main entrance is a double door leading to the main public area of the freehold, the Main Bar and Dance Floor. It is often manned by a couple of Trolls who act as bouncers for the main public areas. There is a shift system for this duty, but invariably, the staff's chosen for this role comes from the troll community.



*Du
Du hast
Du hast mich
Du hast mich gefragt
Du hast mich gefragt
Und ich hab nichts gesagt*

*Willst du bis der Tod euch scheidet
treu ihr sein für alle Tage...*

Nein

*Willst du bis zum Tod der Scheide
sie lieben auch in schlechten Tagen....*

Nein

Du Hast - Rammstein (Sehnsucht)

Main Bar / Dance Floor

As you enter the Main Bar / Dance Floor you are hit by a wall of sound from the DJ station directly opposite. In front of the DJ's station is the Podium, where the most energetic, usually Satyrs, dance and strut their stuff. Most of the music played is from the Alternative Scene, everything from heavy metal to Gothic rock, with punk, industrial, ska, and on occasions, dance and hip hop, depending on who is DJ'ing and that evening's clientele.

To the left of the dance floor entrance is the main bar, a long L shaped bar that is manned by several wilders of different Kith. An Eshu called Najiyyah is put in charge of the bar, and quite often she'd be entertaining the clientele with her stories and in the mean time making them part with their money for drinks.

At the end of the main bar is the entrance to the Childling's area. Most of the premises are restricted for Childlings, because of the nature of the club, so this area has been put aside for their use.

Opposite the main bar are the Snugs, private booths where clients can meet and have private conversations, make assignations, and even make out.



Childling's Area

The Childling's Area is entered through double doors beside the main bar. Immediately upon entering, one notices the décor of this area. The walls are painted to represent a woodland glade, with deer and stags peeping out from behind trees. The lighting is brighter than the main area, and the furniture is mostly child sized.

At the top end of the room are a Games Arcade, with pinball machines and the usual arcade games. The main difference with these games is that they are Treasures and are devoid of Banality, unlike their mundane counterparts. Role Play games are the mainstay of the arcade games on offer, with puzzle solving a major activity, and most of them rely upon Fae Lore as the background to the games, giving them a certain "educational" quality. Each time a Childling completes a level, they gain a point of temporary Glamour, and should they complete the game, they get a point in their Fae Lore Knowledge. There are also free Pool tables in the Games Arcade.

At the bottom end of the room is an alcohol free bar, which is run by Tyler. All manner of drinks are available, from Root beer floats to milkshakes. Ice cream sundaes and other desserts are also on offer, and all the prices are set at "pocket money" levels so that even the poorest Childlings can afford them. As for those Childlings who are so poor as to not have any money, the generosity of other Childlings often suffices in their gaining drinks and ice cream, and Tyler is a soft touch and often "forgets" to take money for these purchases, making sure that the till balances at the end of the evening out of his own pocket.

Along the wall opposite to the doors are the Snugs or booths, which, like their counterparts in other areas of the club, offer some amount of privacy.



*Would you pay life's pleasure to see me
Does it hurt? - For I want you to remain
I run your hair through, in another decade
Sumerland holds me in Sumerian haze*

*Pain in the places where the lovers mourned
Arranging the playthings up and down the hall
Forever remain, for every day
My honour remains, forever remain*

*Between the spaces along the wall
Appearing faces that disappear at dawn
We're getting close now, I can see the door
Closer and closer - Kthulhu calls*

Last Exit for the Lost – Fields of the Nephilim / The Nephilim

Adults Only Area

At the top end of the Main Area is a single doorway that leads off to the more exclusive areas of the freehold. This entrance is guarded by a female Troll Grump, Hannelore, who's main job is to prevent Childlings from entering these areas unless accompanied by Mistress Velvet or other staff, as sometimes Childlings need to pass through these areas to the private parts of the freehold like the dormitories and meeting rooms. Needless to say, some Sluagh Childlings get past this troll, as there is no defence against such antics purely because of the nature of the Sluagh.

Once through the door, you will find yourself in a short corridor that terminates in a t-junction with another corridor. If you turn right, this new corridor will take you to the Entertainment Rooms and Punishment Realms. If you turn left, it will lead you past more Punishment Realms, and to the door leading to the Private Area of the freehold. This door is marked "Private", and another Troll is on this side of the door.

The Entertainment Rooms are more private rooms for entertaining guests and holding meetings. Assignations and seductions are made there, and the staffs here are sworn to secrecy if required. Naturally, security isn't as tight as the patrons would imagine, as often there are Sluagh spies keeping an eye on proceedings, to report back to Mistress Velvet.

The Punishment Realms are several smaller rooms where most exotic tastes are catered for, from light bondage to full blown BDSM, and everything in between. Officially there is no prostitution engaged upon, although unofficially one could get such services for a price. The only provision to the tastes catered for is that they do not break the higher moral laws of society, and that all parties are consenting and legally able to consent.



Private Areas

Once through the door you meet another security guard, a Sluagh Wilder known as Esme Ombreux. Despite her casual attitude, nothing much escapes her notice, and should she need to she is quick to act. She will escort you to where you need to go, unless you are on Mistress Velvet's exclusive list. This is the largest part of the freehold, full of secret passages and rooms known only to Mistress Velvet and a chosen few.

The first rooms you come to are various offices where the private business of the freehold is conducted. The things that happen here is known only to senior staff, as all the "club" business is handled from the main reception.

The next rooms you come to are the Meeting Rooms. These two rooms, beside each other and joined together by a single door, are for the more serious meetings that are conducted from time to time within the Unseelie community, as well as the usual staff meetings. Both rooms are fully equipped with modern conferencing equipment including large plasma screens controlled by PC's with full internet conferencing software supplied by Nockers under license from the Bes Din, the Nocker authority in charge of granting licenses to sell Nocker technologies to third parties. These PC's are linked directly to the Æthernet, the Nocker version of the Internet, which is the one technology that Bill Gates does not have his fingers in. 'Effing Luceal from the freehold on Rochester high Street has the contract to maintain this equipment. She is sworn to secrecy and is not privy to the most secret things, primarily because she hasn't, yet, been turned to the Unseelie Court.

Further along the corridor are the more exclusive Punishment Realms. This is where the more unusual guests with more unusual tastes go. In one room there is branding equipment for Vampires who love the pain of being burned, in another room is what appears to be dog-training equipment for Werewolves and Pooka to be punished for being "bad doggies". Anything and everything goes here, so long as it's legal.

Next you come to the dormitories, where the staff when not on duty. There are four dormitories here to segregate the sexes from each other, and Childlings from wilders and grumps. Between the adult and childling dormitories are some private quarters where the female troll who guards the entrance to the adult areas live. She is entrusted with looking after any Childlings who stay there.

At the end of the corridor is Mistress Velvet's Office, with her private quarters behind. The office is spacious and airy, with an Art Deco décor, with white washed walls and statuettes tastefully placed to show the vast space of the office. At the far end is Mistress Velvet's large oak desk, also from the 1920's or 30's, with a period leather chair. Behind this is the entrance to her private quarters.



*We must suffer
To free our pain
Can you help us to find our way*

*You're here to stay
Stay here in paradise*

*I'd end this moment to be with you
Through morphic oceans
I'd lay here with you*

*Only to stay
Stay here in paradise
Only to stay*

*So lonely from this maelstrom free are you
From this maelstrom to be with you*

And There Will Your Heart Be Also – Fields of the Nephilim / Elyzium

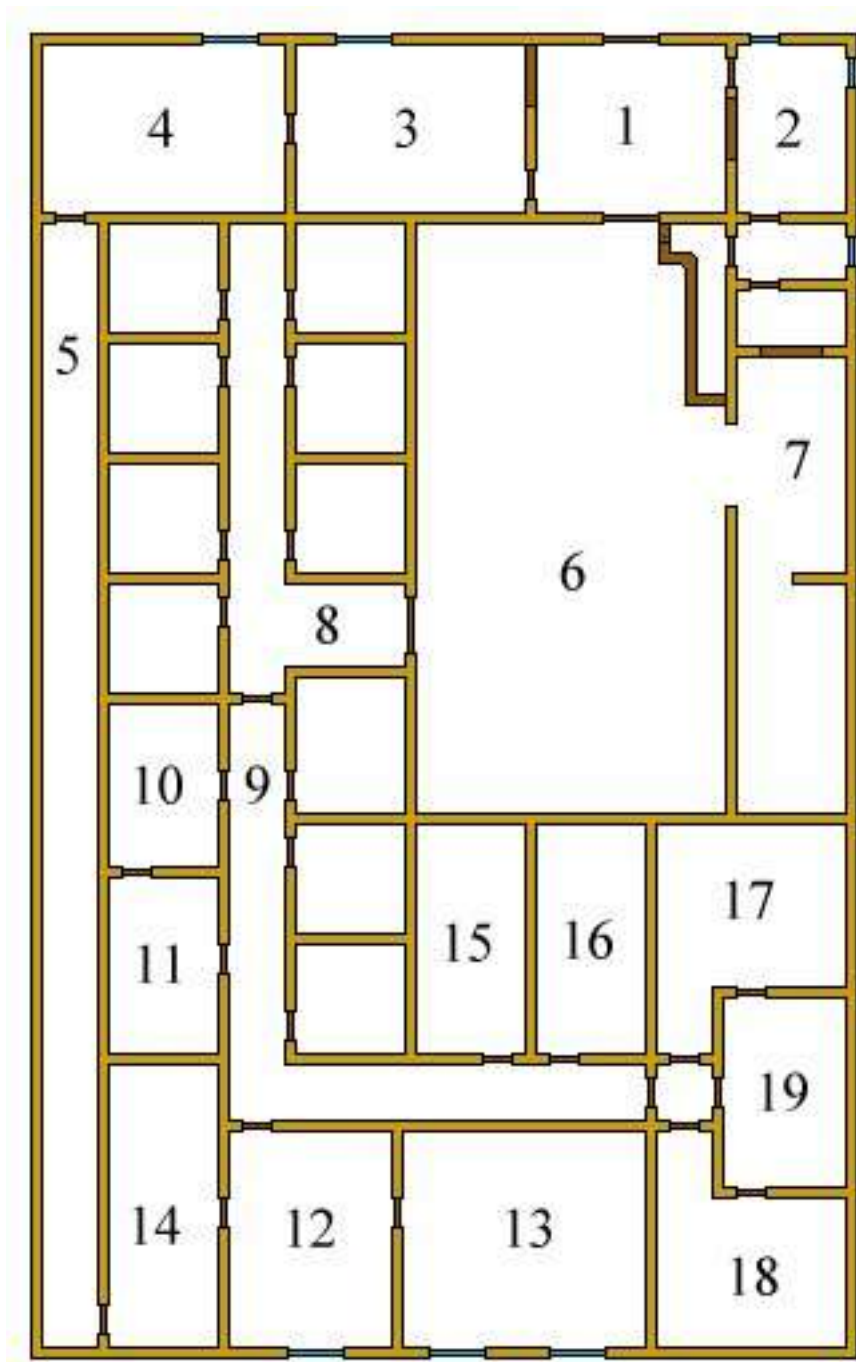
Storyteller Notes

This section is purely for storytellers, and is not to be read by players. In here you will find the low down on all the major characters with their motivations and secrets. The players will know that the Freehold is basically Unseelie. What they will not know is that it is run by the Shadow Court. Even if they are Unseelie, they still won't be privy to most of its secrets, but they may use A Dream of Dark Velvet as their base of operations.

Also, there are other staff of various function not listed here, plus other denizens who visit from time to time. This is up to the storyteller to decide upon and fill in the details.



Plans of A Dream of Dark Velvet



Key

1. Entrance Hall
2. Cloak Room
3. Reception
4. Mistress Velvet's Public Office
5. Secret Passage
6. Main Bar / Dance Floor
7. Childlings' Area
8. Adults Only Area
9. Private Areas
10. Conference Suite 1
11. Conference Suite 2
12. Mistress Velvet's Private Office
13. Mistress Velvet's Private Chambers
14. Esme Ombreux's Chambers
15. Male Dormitory
16. Female Dormitory
17. Male Childlings' Dormitory
18. Female Childlings' Dormitory
19. Hannelore's Chambers



Mistress Velvet Ní Ailil

Mistress Velvet Ní Ailil is a Sidhe grump who is experienced in both pleasure and pain. She relishes her work with all her clients, making sure that they are well beaten and satisfied, whatever their more unusual peccadilloes may be.

She appears to be around twenty-five years of age, although she is far older due to the time spent within the confines of the freehold. How she has avoided bedlam no one knows, but she is known to visit places outside of the freehold.

Mistress Velvet runs a web of contacts among the Shadow Court, making good use of Sluagh spies and Redcap enforcers. She knows everything there is to know about key members of the Changeling community as well as having all the dirt on the minor players at her fingertips, and she knows how and when to use this information. For a Sidhe she is as tricky as a Sluagh, and her skills at politics are not rivalled by any within Medway.

Court: Unseelie (Shadow Court)

Unseelie Legacy: Ringleader

Seelie Legacy: Regent

Kith: Sidhe

Seeming: Grump

House: Ailil

Political Impulse: Purist

Secret Society: Les Amoureux (The Enamoured)

Birthrights: Awe and Beauty / Noble Bearing

Frailties: Banality's Curse

Concept: Sidhe Dominatrix / Agent Provo cure

Attributes:

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 4, Appearance 6

Mental: Perception 3, Intelligence 3, Wits 3

Abilities:

Talents: Empathy 2, Intimidation 3, Kenning 2, Persuasion 2

Skills: Drive 1, Etiquette 4, Leadership 3, Melee 1, Security 1, Stealth 2, Survival 1

Knowledges: Computer 2, Enigmas 2, Gremayre 3, Lore (Faerie) 3, Politics 3

Advantages:

Backgrounds: Contacts 5, Dreamers 2, Holdings 4, Remembrance 3, Resources 4, Title 4, Treasure 2

Arts: Chicanery 3, Primal 4, Soothsay 2, Sovereign 5, Wayfare 2

Realms: Actor 3, Nature 1, Fae 4, Prop 3

Tempers:

Glamour 6

Willpower 5

Banality 4

Other Traits:

Carousing 3, Poetic Expression 1, Public Speaking 4, Seduction 5

Dancing 3, Game Playing 2, Hypnotism 1, High Ritual 3, Misdirection 1, Psychoanalysis 3

Accounting 2, Area Knowledge 3, Cryptography 2, Occult 4, Stone Lore 2, Heraldry 2, History 2



Morana de Fae

Morana appears to be twelve years of age, and has a certain whimsical demeanour. She could even be deemed as cute by Sluagh standards. Do not let appearances deceive you though, as behind her sweet façade is a heartless killer of Kithain and Kinain alike, and unlike others of her ilk, she KNOWS the dead don't just get up and brush themselves off after the obligatory count to ten.

Morana is also extremely gruesome in her way of leaving “calling cards” on the bodies of her victims. She often peels away a small section of skin just large enough to hold a card and place one there like an implanted sign of her handiwork.

One piece of advice when dealing with Morana in a “social” setting: never piss her off. She has no objections to doing work for free, if she thinks the idea entertaining enough, or that it would further the aims of the Shadow Court. Mistress Velvet doesn't need to blackmail Morana into working for the Shadow Court because she loves killing, but rest assured, if Mistress Velvet ever had to blackmail her, she'd have plenty of dirt to do it with.

Court: Unseelie (Shadow Court)

Unseelie Legacy: Peacock

Seelie Legacy: Wayfarer

Kith: Sluagh

Seeming: Childling

House: Ailil

Secret Society: Children's Crusade

Birthrights: Squirm / Sharpened Senses

Frailties: Curse of Silence

Concept: Childling Assassin working for the Shadow Court.

Attributes:

Physical: Strength 1, Dexterity (Lightning Reflexes) 5, Stamina 2

Social: Charisma 3, Manipulation 1, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 4

Abilities:

Talents: Alertness 2, Athletics 1, Dodge 3, Kenning 1, Streetwise 2

Skills: Etiquette 1, Firearms 3, Melee 2, Security 2, Stealth [Hide] 4

Knowledges: Enigmas 1, Gremayre 1,

Advantages:

Backgrounds: Chimera 2, Mentor 2, Treasures 1

Arts: Delusion 1, Legerdemain 1, Wayfare 1

Realms: Fae 3, Prop 2, Scene 1

Tempers:

Glamour 5
Willpower 3
Banality 2

Other Traits:

Disguise 1
Mythlore 1
Search 1
Sewer Lore 1
Technology 2

Equipment:

Bag of Gummy Worms
Slingshot and Cold Iron Pellets
Bag to keep pellets in
Gameboy™
Silenced pistol disguised as a water gun



Morrigana

Morrigana is a Redcap wilder of some twenty years of age, and works in A Dream of Dark Velvet as Mistress Velvet's Head of Security and Enforcer. Most of her duties entail making sure that the security of the club is not compromised in any way, but she has been known to take out the trash, as she likes to call it. This usually involves a lot of blood and disgusting dietary habits.

Morrigana is, to put it quite bluntly, a lesbian, and is known to have a thing for 'Effing Luceal. The feelings here are mutual, and Luceal can often be found in Morrigana's private quarters when they are both free from their various duties.

She also conducts certain more intimate services for Mistress Velvet, and this is held over Morrigana to blackmail her.

Should Luceal ever find out about her other dalliances, they may end up killing each other. What she doesn't know is that Luceal is also having relations with Mistress Velvet.

Court: Unseelie
Unseelie Legacy: Beast
Seelie Legacy: Regent
Kith: Redcap
Seeming: Wilder
House: Ailil
Secret Society: None

Birthrights: Dark Appetite / Bully Browbeat
Frailties: Bad Attitude

Attributes:

Physical: Stamina 4, Dexterity 3, Strength 4,
Social: Charisma 2, Manipulation 4, Appearance 3
Mental: Perception 3, Intelligence 1, Wits 2

Abilities:

Talents: Alertness 1, Brawl 3, Dodge 3, Interrogation 1, Intimidation 1,
Persuasion 1, Streetwise 2, Scan 1,
Skills: Blind Fighting 1, Etiquette 1, Firearms 3, First Aid 1, Melee 2, Security 1
Knowledges: Investigation 1, Law 2, Medicine 1, Science 1

Advantages:

Backgrounds: Contacts 1, Mentor 1, Remembrance 1, Resources 2
Arts: Primal 2, Sovereign 1
Realms: Actor 2, Fae 2, Scene 1

Tempers:

Glamour 4
Willpower 2
Banality 3

Merits:

Acute Senses
Danger Sense
Regeneration
Underworld Ties

Flaws:

Dark Secret
Sadism / Masochism
Weak Hearted (falls in love too easily)



Esme Ombreux

Esme is Mistress Velvet's best spy, and is mostly handled by her. When she isn't on some nefarious mission outside of the Freehold, she can be found behind the door that leads into the private areas. Or rather, she cannot be found, as she is able to make herself invisible as she wishes.

Esme, like all Sluagh, is very secretive about who she is and what she does, but like all of Mistress Velvet's staff, has something with which she can be blackmailed, should Mistress Velvet ever need to. Therefore, Mistress Velvet commands her obedience in all things, even if begrudgingly at times.

Court: Unseelie

Unseelie Legacy: Beast

Seelie Legacy: Wayfarer

Kith: Sluagh

Seeming: Wilder

House: Ailil

Secret Society:

Birthrights: Squirm / Sharpened Senses

Frailties: Curse of Silence

Concept: Security Specialist for Mistress Velvet Ní Ailil and general all round spy.

Attributes:

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 3, Wits 3

Abilities:

Talents: Alertness 2, Athletics 1, Brawl 2, Dodge 2, Kenning 3, Persuasion 1, Streetwise 2, Subterfuge 2

Skills: Drive 2, Etiquette 1, Firearms 3, Leadership 2, Melee 3, Security 2, Stealth 5, Survival 3

Knowledges: Enigmas 3, Gremayre 2, Investigation 3, Law 2, Lore [Fae] 2, Politics 2

Advantages:

Backgrounds: Contacts 4, Resources 2

Arts: Chicanery 3, Legerdemain 2, Wayfare 2

Realms: Actor 2, Fae 3, Prop 2

Tempers:

Glamour 5
Willpower 3
Banality 3



Tyler

Tyler is the only key member of staff who doesn't obviously appear to be Unseelie, let alone of the Shadow Court. He is polite, erudite, and has the appearance of being kind hearted and generous to a fault. For all you know, he could be the only Seelie Fae working at A Dream of Dark Velvet. This is a pure deception, as he is the most treacherous, backstabbing, gossiping little shit going. He is a member of the Unseelie Society of Gossips and Slanderers, a secret cabal of Boggans and Boggarts who's mission it is to spread rumours and disinformation about other Fae.

Tyler also runs the local Chapter of the Children's Crusade, a Secret Society within the Shadow Court concerned in Wet Work (assassination). Many Childlings who frequent the Freehold work for him, who in turn takes his orders from Mistress Velvet. As for what dirt Mistress Velvet has on him, no one knows, but you can be rest assured that she has some serious dirt on him.

Court: Unseelie (Shadow Court)

Unseelie Legacy: Ringleader

Seelie Legacy: Courtier

Kith: Boggan

Seeming: Grump

House: Ailil

Secret Society: Gossips and Slanderers / Children's Crusade (Unit Leader)

Birthrights: Craftwork / Social Dynamics

Frailties: Call of the Needy

Concept: Shadow Court gossip and Children's Crusade handler

Attributes:

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 2, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 4

Abilities:

Talents: Alertness 1, Dodge 1, Intimidation 3, Kenning 2, Streetwise 3, Subterfuge 2

Skills: Drive 1, Etiquette 1, Firearms 1, Leadership 4, Security 4, Stealth 3, Survival 2

Knowledges: Enigmas 2, Gremayre 1, Investigation 2, Lore [Fae] 3, Politics 2

Advantages:

Backgrounds: Contacts 4, Resources 2, Mentor 1

Arts: Chicanery 3, Legerdemain 1

Realms: Actor 2, Fae 2, Prop 1

Tempers:

Glamour 5

Willpower 5

Banality 5



Najiyyah

Najiyyah appears to be a lady of about twenty of either Indian or Pakistani extraction, and has long dark hair that reaches down to the small of her back. Her skin is an olive colour and her dark brown eyes are like bottomless pools that one can lose their soul in. She is stunningly beautiful and her demeanour shows that she uses this to her best advantage.

How she came to the Kingdom of Chalk no one knows, and there are as many tales of her arrival as there are punters who have asked her. All that anybody knows is that one day she turned up at A Dream of Dark Velvet needing a job and a place to stay, and Mistress Velvet put her behind the bar, where she soon found herself as manager. Of course, being an Eshu her wanderlust is still strong, but for now she remains content to be working for Mistress Velvet, and to be sharing her bed.

Behind the bar she is friendly and erudite, keeping her customers spending at the bar with amusing stories and the occasional flirting. She often wears billowy blouses that reveal a hint of some of her more interesting charms, and that is often more than enough to keep punters spending money at the bar, where the drinks are overpriced and the snacks are never free.

When she isn't behind the bar she can be found with Mistress Velvet, acting as her right hand lady in the other business dealings of the Freehold. Rumour has it that Najiyyah is being groomed to take over from Mistress Velvet should she ever decide to step down.

Court: Unseelie (Shadow Court)
Unseelie Legacy: Knave
Seelie Legacy: Wayfarer
Kith: Eshu
Seeming: Wilder
House: Ailil
Secret Society: Les Amoureux (The Enamoured)

Birthrights: Spirit Pathways / Talecraft
Frailties: Recklessness

Concept: Barmaid and Seductress.

Attributes:

Physical: Strength 2, Dexterity 3, Stamina 1
Social: Charisma 3, Manipulation 4, Appearance 3
Mental: Perception 3, Intelligence 2, Wits 3

Abilities:

Talents: Alertness 2, Dodge 1, Empathy 3, Kenning 2, Persuasion 3, Streetwise 2, Subterfuge 2
Skills: Drive 2, Etiquette 5, Firearms 1, Leadership 3, Melee 1, Performance 3, Security 1
Knowledges: Enigmas 2, Gremayre 2, Lore [Fae] 3, Politics 3

Advantages:

Backgrounds: Contacts 2, Mentor 4, Remembrance 2, Resources 3
Arts: Chicanery 3, Legerdemain 2, Wayfare 5
Realms: Actor 2, Fae 3, Prop 2, Scene 2

Tempers:

Glamour 5
Willpower 5
Banality 3



Hannelore

Hannelore is a German Troll of around twenty-nine years of age, and has been in Mistress Velvet's service ever since she was a Wilder. She came to the Kingdom of Roses as a young lady before her Chrysalis, following the BDSM scene in London. Mistress Velvet spotted her in a Soho club giving some minor Conservative MP the thrashing of his life, and saw that she was a changeling even before Hannelore had even heard of one. So Mistress Velvet gave her an offer she couldn't refuse, and she came down to the Kingdom of Chalk to work at A Dream of Dark Velvet.

Within days of coming to the Kingdom of Chalk, Hannelore Chrysalised, and was brought through the whole process under the watchful guidance of Mistress Velvet. Hannelore then knew who she truly was, and threw herself into the arms of the Shadow Court and to service to Mistress Velvet. She has never returned home to Germany since.

When Hannelore isn't guarding the entrance to the Adult's Areas of the Freehold from Childling incursions, she is to be found in her private quarters to one side of the Childling Dormitories. She takes looking after her charges very seriously, as all Trolls, Seelie or Unseelie, tend to take their duties of honour. As the saying goes, the Trolls are what the Sidhe used to be.

Court: Unseelie

Unseelie Legacy: Riddler

Seelie Legacy: Paladin

Kith: Troll

Seeming: Grump

House: Ailil

Birthrights: Titan's Power / Stubbornness

Frailties: Bond of Duty

Concept: Troll Bouncer and Dormitory Matron.

Attributes:

Physical: Strength 5, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Abilities:

Talents: Alertness 3, Athletics 2, Brawl 3, Dodge 2, Empathy 3, Intimidation 3, Streetwise 2

Skills: Drive 2, Etiquette 1, Firearms 1, Leadership 2, Melee 3, Security 3, Stealth 1, Survival 1

Knowledges: Enigmas 1, Gremayre 1, Investigation 3, Lore [Fae] 1

Advantages:

Backgrounds: Chimera 2, Contacts 2, Mentor 4, Remembrance 3, Resources 2

Arts: Primal 4

Realms: Actor 1, Fae 2, Nature 3, Prop 1

Tempers:

Glamour 6

Willpower 5

Banality 5



Lady ‘Effing Luceal

Lady ‘Effing Luceal lives at Mary Donnelly’s Freehold on Rochester High Street, a Seelie Freehold located in an old town house. Details of this freehold is found in the document entitled “Mary Donnelly’s Freehold.doc”, also published by the author of this work. She is the typical Nocker – foul mouthed, obnoxious, rude and very hard to get along with, but she is tolerated because of her talent for building and maintaining Æthernet systems, along with the usual toys and weapons she is known for.

Luceal is the lover of Moriggana, and as such is often found in her chambers when she isn’t working in her workshop in Mary Donnelly’s Freehold. Because of the time she spends at A Dream of Dark Velvet, there is a fair chance that she will turn Unseelie.

Court: Seelie

Seelie Legacy: Crafter

Unseelie Legacy: Grotesque

Kith: Nocker

Seeming: Wilder

Society: Toymakers Guild, Weapons Guild

Attributes:

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 5, Wits 3

Abilities:

Talents: Intimidation 2, Kenning 4, Streetwise 2, Subterfuge 2

Skills: Crafts 5, Etiquette 1, Mining 2, Stealth 3, Survival 2

Knowledges: Chimerical Alchemy 4, Computer 2, Gematria 4, Lore (Fae) 2, Politics 1, Science 3

Advantages:

Backgrounds: Chimera (Golem) 2, Treasures (Basilisk Stone, Ornithopter) 3, Title 2

Arts: Chicanery 2, Infusion 4

Realms: Actor 2, Nature 3, Prop 3, Fae 2

Tempers:

Glamour 6

Willpower 4

Banality 4



Appendix I: New Merits and Flaws

Flaws:

Weak Hearted (2/3)

Weak Hearted is a flaw whereby the character has a habit of falling in love too easily. If taken as a level 2 flaw, the character can only have one crush at a time, while at level 3 she can have multiple crushes. Each time she meets a new person, she has a chance of developing a crush on them if they fall into their preference category (to be discussed with ST).

To resist developing a crush should the object of their attentions fall into their preference category, the character must make a willpower roll (level 2 is 6+, level 3 is 8+); otherwise they develop a crush on that person. The crush lasts a week per failure, and botches causes the crush to become obvious to everyone around her, which could make for some interesting 'in character' teasing. In the case of level 2 characters, if they develop a crush on someone else, the old crush is forgotten.



Appendix II: New Rules

Enchanted Remembrance

Enchanted Remembrance is a secret roll the ST makes when a mundane is enchanted more than once. It is purely to see if the PC / NPC remembers anything from former enchantments while “re-enchanted.”

A secret roll is made by the ST to determine how much they remember (the difficulty going down each time they are "re-enchanted"). All creatures have an inherent Glamour rating in Changeling, even Vampires, so their glamour rating would be the dice pool. Start it at difficulty 9 for the first time they are re-enchanted, then knock off 1 each time after that to a minimum of 5.

The more successes rolled, the more they remember. If they fail they remember nothing from former enchantments, but this doesn't stop them remembering stuff at a later date when they are next enchanted. If they fail and botch then they don't remember, and next time they are enchanted the difficulty goes back up to 9.



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And now for the legal stuff...

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