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Chapter 1: The Gentry

Adapting True Fae for the Chronicle

We’re coming off of a fantastic chronicle for Lost – we all saw some great plot and roleplay, both storyteller and player driven.

That said, some elements of the chronicle were less than ideal, particularly as they related to True Fae. Unless a storyteller had an entire freehold encounter a particular character’s Keeper, (perhaps unfairly spotlighting that character at the cost of others’ enjoyment) it was difficult to tailor The Gentry to a character’s backstory.

This meant players would draft up detailed Durances with incredibly thorough work on their Keeper, with the expectation that they may not ever engage “their” True Fae at any point during the chronicle.

In addition, unless planned in advance, multiple characters would rarely have background ties or common experiences in-game with a particular member of The Gentry. Essentially, every player and storyteller created their own unique True Fae for their own unique purpose. This meant fewer opportunities for shared character experiences across domains and almost no chance for players and storytellers to develop a unified sense of True Fae lore.

In tackling this problem for the coming chronicle, we also had to consider the advantage of the current system: Every player and storyteller had complete creative control of “their” Gentry. Creativity is a core appeal of Changeling, and we wanted to keep this aspect intact if at all possible.

We considered limiting True Fae options to those listed in canon material, and providing suggestions on how to adapt these Gentry to their concept. While appealing from the standpoint of promoting shared background experiences and character ties, it limits some of the creative aspects players and storytellers enjoyed.

The solution involved adoption and alteration of aspects listed in the Equinox Road source book, particularly the concept of Fae “Actors.” Simply put, there are 24 True Fae – no more, and no less.

These powerful entities may manifest their titles into dozens – possibly hundreds – of different “Actors” that are each part of the same being. The True Fae itself just chooses the disguise it presents to the world. Players can still create an actor that’s relevant to them, while remaining an aspect of a True Fae that’s relevant to the larger chronicle.
Many Titles, One Keeper

Multiple changelings might have interacted with different manifestations of the same True Fae. These Lost might have had entirely different experiences in their respective durances, but a few common threads will let them know they shared a keeper.

Consider two changelings, both abducted by the True Fae known to changelings as The Matriarch:

One was kept by the Golden Mother of Gardens and coddled to the point of torture, while the other was a prisoner of the Queen of Frost and Lies who was neglectful and cold.

Both changelings would remember her motherly bearing and the silver crown she wore upon her head, and know they were both taken by the same True Fae.

How does this Benefit Players?

You still have complete freedom to design your character’s durance and Keeper, just like you do in the Changeling tabletop game, and just like you did this chronicle. The details of your durance might even be completely unique.

You’ll simply need to select one of the True Fae presented here to represent which of the Gentry kept your character, and integrate that True Fae’s tell into your Keeper’s manifestation.

This allows players from completely different parts of the globe to have instant character ties with hundreds of other players. Lore and experiences about a specific True Fae can be shared among characters, creating plenty of roleplaying opportunities. Plot presented at larger gatherings like conventions will also be far more relevant to your character and the characters of those you know.

What Do the PCs Know?

In the 2013 chronicle, the Lost understand certain truths about the True Fae. Each court has its own opinions and perspectives, but there are three key “truths” about the Fae that any character who has been a part of changeling society will know. The truths are listed here, followed by the prevailing opinions and thoughts among the four seasonal courts.

The Gentry Assume Many Disguises

It’s generally understood among the Lost that the number of actual Gentry is finite and they can take any form they choose. While reports conflict, it appears as though these different incarnations can be in more than one place at a time.

The Gentry are Betrayed by The Tell

The actual number of True Fae is finite. This is understood because each of the Gentry has a Fae Tell. The Tell is a fundamental, unchangeable part of their being that shines through any of their disguises.

While the Monster may present itself as a horrific mass of mouths and tentacles or as a refined, gentlemanly serial killer, it bears the same red stain in both forms. Lost who might not otherwise know they shared a Keeper can look to this stain as evidence of their shared experience.

The Gentry are Diverse, but Unchanging

The disguises a particular True Fae takes will usually have different names and titles. The Patriarch might appear as “The Shining King of the North Wind” or as “The Cold Emperor of Bitter Lies.”

These disguises might have completely different appearances and may behave in completely different fashions. This said, the Patriarch’s golden crown and authoritative nature will always betray him. These deceptions make the Gentry dangerous to unaware changelings, but an informed fae learns to recognize the behaviors and tells of at very least their own Keeper.
The Spring Court

Of the four seasonal courts, the Spring Court tends to care the least about the true nature of the Gentry.

As far as most verdant courtiers are concerned, the many disguises the Fae take are meant to distract and confuse the Lost, so the best course of action is to ignore them and embrace all life has to offer.

The Summer Court

Manifestations, disguises, actors – whatever you want to call them, the Summer understand destroying one of them doesn’t destroy the True Fae itself.

That said, at very least it’s got to hurt them. Every slain actor is a step toward understanding how to truly kill the Gentry when the time comes, a test in preparation for when it really counts.

The Autumn Court

The Autumn Court tends to be the most knowledgeable about the individual True Fae, their society, as well as their behaviors and tells.

The Court of Fear sees it as their responsibility to study and understand the true nature of the Gentry. While there is some amount that’s been puzzled out, the Autumn know there is more beneath the surface, waiting to be discovered.

The Winter Court

Winter Courtiers argue that an apparent victory over one of the True Fae is no cause for celebration. There is no limit to the power of the Others, and any slain actor can be replaced. The only rational option is to hide, watch and, when necessary, run.

The Silent Arrow understands there is a time to fight, to revel, and to study. It should just always be done from somewhere hidden and, most of all, somewhere safe.

True Fae Descriptions

To follow are the descriptions of the 24 Gentry for use in the chronicle beginning 2013. Each entry begins with the name of the True Fae being described, followed by a short description. The names listed here are the common terminology used by the Lost community.

They’re archetypical by design. Firstly, they’re a succinct description of the particular Fae’s behavior and tendencies. Secondly, it’s generally considered bad form to refer to a particular True Fae by an actor’s names or titles, as these can draw their unwanted attention. These names provide a safe substitute.

If you’re having trouble selecting a True Fae to represent your keeper, work with your Storyteller to determine the best option.

Example Manifestations: A description of 3-4 examples of the True Fae’s possible actors

Tells: The Gentry’s tell is present regardless of the actor currently manifested – it’s the element of each of the Gentry that lets the Lost tell them apart, regardless of their current appearance and titles.

Truces & Feuds: While True Fae are ultimately selfish creatures that rarely work together, there are alliances (and most definitely rivalries) in place. Truces represent Fae that particular True Fae is not hostile toward, while Feuds represent exactly the opposite.

During their durance, a character may have had limited experience with one of their Keeper’s Truces or Feuds.
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The Architect

The Architect proudly proclaims itself the best craftsman among the Gentry.

The Architect is above all else, a creator. It seeks to leave something enduring behind, and will go to any lengths to do so. Its “creation” varies from actor to actor - it might be an artistic endeavor: an eternity-long play or musical masterpiece, for example. It may also be a physical construct: a never-ending wall, a bizarre city-scape, or series of “lifelike” statues.

In any form, one thing The Architect requires is assistance. It designs and directs, but is often loath to perform the work completely on its own. It has need of slaves and “assistants” to complete its bizarre works, or simply obedient critics who will marvel at their completion.

Example Manifestations: Gnarled maker of oddities, obsessive multi-limbed painter, mad obelisk-constructing pharaoh.

Tells: The Architect’s hands are always working hands – always covered in dirt or clay. No matter how thoroughly cleaned they are, something about its work betrays them. There’s always a faint ink stain, or dirt under its fingernails.

Truces: The Architect trusts his works to The Caretaker, who tends & protects them. The Architect feels a creative kinship with the Performer, who is also an artist.

Feuds: The bane of the Architect, The Brute seeks to tear down all it has built. The Architect despises and seeks to impress The Lover, who adores people over things.

The Benefactor

The Benefactor sees itself as the most “generous” of the Gentry, though it derives a perverse & cruel pleasure in providing for others.

The Benefactor portrays itself as benevolent. Its cruelty though, however subtle, cannot be denied. Opulent surroundings and riches become gilded prisons, and those who have wishes granted always get more than they bargained for.

The Benefactor will rarely “give” something and expect nothing in return. Like most True Fae, it is a selfish creature - wanting either a “return” on its investment, or simply twisted amusement from the chaos its gifts cause.

Example Manifestations: Twisted fairy godmother, wealthy adopted “father,” seven-mouthed genie whose wishes never turn out quite as intended.

Tells: The Benefactor is betrayed by the color blue, which marks it in some way. Depending on the manifestation, it could range from a lock of hair, to an oddly colored birthmark, to a flowing blue dress that rolls like the sea.

Truces: The Benefactor has alliances with those it can manipulate through its great wealth of resources. It provides for The Child, and trades with The Merchant.

Feuds: The Benefactor distrusts The Oracle, who wants for nothing but knowledge. The Benefactor is also at odds with the Matriarch over the attentions of The Child.

The Brute

The Brute sees itself as the strongest of the Gentry, and lives for savage, bloody battle.

While The General leads armies into battle and The Hunter kills for sport, battle is the Brute’s life. The Brute lives by the creed “Might makes right,” and believes itself to deserve anything it can take by force. It cares little for courtesy or anything larger than itself – the strong survive and the weak perish.

The Brute may seek mortals to serve as subordinates, servants, or perhaps victims to its lust for violence.

Example Manifestations: Village-terrorizing giant, savage pygmy, bloodthirsty gladiator-king
**Tells:** The Brute carries the scars of its many battles proudly, and will rarely try to conceal them.

**Truces:** The Brute has allied with The Trickster, which promises it the strength to defeat its enemies. The Brute recognizes strength in The Victor, and serves at its will.

**Feuds:** The Architect builds, that the Brute may destroy or take by force. The Brute despises The Socialite, who shuns it and hides behind its web of favors and alliances.

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**The Caretaker**

*The Caretaker preserves places and things*

The Caretaker protects and preserves, seeing itself as the most responsible of the Gentry.

The Caretaker takes its responsibilities very seriously, often abandoning any sense of morality in doing so – at least, as humans would understand it. Whether a trod of barren wasteland, a garden of endless wonder, or a lost city of gold, The Caretaker will safeguard it in manners that range from violent to outright bizarre.

The Caretaker is always looking for assistance in its timeless duty; tenders to its gardens and protectors of its land. Unwitting mortals who tread in the wrong places may even be “punished,” becoming part of the land being protected – in Arcadia, living fruit hangs from a tree of human flesh, over a garden given sustenance through the screams of tortured souls.

**Example Incarnations:** Horrible swamp hag, riddle-speaking bridge troll, tender of a great, twisting tree.

**Tells:** The Caretaker preserves eternally. In its presence, no timepiece will function - Even cell phones and other digital clocks will pause at the last “known” time.

**Truces:** The Caretaker tends great works, built by The Architect. The Caretaker preserves traditions and laws, earning it the favor of The Judge.

**Feuds:** The Caretaker looks to defeat The Hunter, who comes to kill. The Caretaker turns away The Rogue, who treads recklessly on sacred ground.

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**The Child**

*The Child is cared for*

The Child is to be nurtured and protected, viewing itself as the most precious of the Gentry.

The Child is immature. While the True Fae are each slaves to their whims, the Child is particularly fickle. It will always need at least one caretaker of some kind to tend to its wants and needs. Lost might even be caught up in its games and “hobbies.”

Woe to any who upset the Child, because its power is no less than that of any other True Fae and its tantrums can prove quite dangerous.

**Example Manifestations:** Golden-locked princess, icy “lost” boy, tantrum-throwing giant with the mind of a child.

**Tells:** The Child enjoys childish things. It will always carry a doll of some kind – this could be a stuffed animal, porcelain doll, or even an action figure (complete with kung-fu grip). There will always be one constant about this doll, though: It will have no mouth.

**Truces:** The Child adores The Benefactor, who spoils it with riches. The Child is beholden to its mother, The Matriarch, who nurtures and protects it.

**Feuds:** The Child fears the Monster that seeks to devour it. The Child weeps at the mercy of the Sadist, who does not nurture it.

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**The Deity**

*The Deity is worshipped*

While most of The Gentry are vain, the Deity believes itself worthy of fanatical worship.

The Deity may manifest as any classical interpretation of a superior being. It has masqueraded as nearly any god or goddess from...
any culture imaginable – and even some of its own bizarre design.

The Deity believes itself the most worthy of supplication and worship among all the True Fae. Its quest for devout prophets and followers has resulted in more than one mortal disappearance. The Deity’s desire for worship is not easily sated, however. It often asks much of its followers, and “heretics” are punished without mercy.

Example Manifestations: Lightning-hurling Olympian, angelic being of light, sacrifice-demanding volcano god

Tells: The Deity’s eyes are lit with the power of its “divinity.” They have no pupil or iris, and always possess an unmistakable golden glow.

Truces: The Deity blesses the General, who fights in its name. The Lunatic is prophet to The Deity, driven mad by its radiance.

Feuds: The Hedonist distracts itself with earthly pleasures, drawing The Deity’s ire. The Victor seeks only to usurp, upsetting The Deity’s “natural” order.

The General
The General wagers war

The General views itself as the most “honorable” of the Gentry, and the most fit to wage war.

Assuming a twisted sense of the word “honor,” The General will adopt a leadership role and send its followers into battle. While it will usually appear as a formidable warrior itself, it typically does not see its own job as that of a fighter – that’s a role for its lesser. Wise Lost, however, will not mistake The General’s preference to command with cowardice. It can be as blood-thirsty as any of the Gentry (excepting, perhaps, The Brute).

Armies require soldiers, and The General “recruits” from the ranks of unsuspecting mortals of any age or gender. Often, these soldiers are little more than cannon-fodder for some incomprehensible feud with another Fae. Other unfortunates serve as practice targets for The General to prove its martial prowess.

Example Manifestations: Viking lord of hoar and brine, refined battlefield commander, lupine pack alpha

Tells: The General will always appear in uniform with a silver & green badge granted it by the Patriarch. This can range from a 4 star general’s military dress, to a corporate executive’s suit (with name badge), or any kind of work “uniform.” It could even be a pelt of finely groomed fur. The badge it wears will change to be appropriate to the uniform.

Truces: The General fights “bravely” in the name of The Deity. The General serves at the pleasure of The Patriarch, who is its king.

Feuds: The General resents and looks to capture the mercenary Hunter. The General would slay the terrible Monster that threatens its realm.

The Hedonist

The Hedonist lives for pleasure

The Hedonist believes itself to have the greatest appetites among all the Gentry.

While most True Fae live to fulfill their own whims and desires, the Hedonist lets its vices define it. Depending on the actor, the pleasures of the moment may be gluttonous, depraved, or even sexual. The more self-destructive and decadent the pursuit, the more it piques the Hedonist’s interests.

The Hedonist may take mortals to share in its deprivations, or to serve as the helpless objects of its cravings. Either way, the experience is rarely pleasant for long.

Example Manifestations: Hookah-toking caterpillar, pleasure palace Sultan, immense, barking noblewoman

Tells: The Hedonist is defined by its self-destructive pleasures. It will constantly be smoking or smell of smoke – this could be any kind of recreational smoking, from tobacco in cigarettes or cigars, to marijuana, to opium or other narcotics.
**Truces:** The Hedonist and Merchant are partners in amassing wealth, and often compare bizarre “collections.” The Lover and Hedonist are torrid, but self-interested, lovers.

**Feuds:** The Hedonist serves only its earthly pleasures, and rejects the spiritual offerings of The Deity. The Hedonist’s trysts with The Lover draw the ire of The Socialite.

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**The Hunter**

The Hunter is deadliest of the Gentry, a killer in all its forms.

Regardless of its specific manifestation, it enjoys the thrill of the hunt more than anything. It takes a dark glee in pursuing its prey with tenacity and fervor through the realms of Arcadia.

Lucky mortals may be abducted to serve in the “hunting party” as a slave or tracking animal. Unfortunately for most, a hunter requires prey, and humanity is abundant, curious, and clever enough to prove interesting game.

**Example Manifestations:** Arcadian huntsman, bizarre contract killer, massive, crystalline bird-of-prey

**Tells:** The Hunter leads the Wild Hunt, and will always blow the hunt’s first horn. While the visual component of the horn may change with The Hunter’s manifestation, the horn always sounds the same – a terrifying, bellowing sound that those who’ve heard will always recognize.

**Truces:** The Hunter and Sadist are kindred spirits, reveling in the pain and fear of their victims. The Hunter and Victor each respect the other’s skill and strength.

**Feuds:** The Hunter rejects The General’s hierarchy and wages guarantee war against its armies. The Hunter stalks The Caretaker’s lands, and the two often come into conflict.

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**The Judge**

The Judge arbitrates and enforces the rules

The Judge views itself as the wisest of the Gentry.

In any form, The Judge ensures other are following the “rules.” It will seek out situations where it can pass judgment as the final word on innocence or guilt or serve as an arbiter or referee. Ultimately, the rules and systems it works from are of its own design and ever-changing – often bizarre or cruel depending on its whims.

Mortals taken by The Judge may be involved in a dispute it wishes to “solve,” may be taken as advisors, or may be participants in The Judge’s systems & contests. Guilty and losing parties are often subjected to peculiar penalties that may last years or longer.

**Example Manifestations:** Skeletal robed judge, ghastly efficiency expert, brutish factory foreman.

**Tells:** None can escape judgment – as a result, the Judge will never close its eyes, even to blink.

**Truces:** The Judge and Caretaker are kindred spirits, in preserving that which must be preserved. The Judge views itself as logical, and values The Scientist’s intellect

**Feuds:** The Lunatic does not listen to reason or accept fair judgment, and is anathema to The Judge. The Rogue operates outside the law, and The Judge seeks its punishment.

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**The Lover**

The Lover seeks companionship

The Lover considers itself, in all of its manifestations, to be the most desirable of the Gentry.

Craving all expressions of human affection – ranging from basic sexual desire to romantic love, the Lover does not and cannot reciprocate the emotion. Like other Gentry, The Lover is selfish and finds it quite difficult to care for another being. Its mimicry of “affection” tends to be controlling, possessive and smothering.
Most mortals abducted by The Lover are taken as potential mates, typically after showing attention or affection to the Fae’s incarnation in the mortal world. Some are taken in an attempt for The Lover to prove itself a better “match” than the mortal’s actual husband or wife.

**Example Manifestations:** Beautiful sea nymph, dashing but arrogant Prince Charming, life-draining succubus.

**Tells:** The Lover is adorned with a purple ribbon. It may have been a token from a suitor, or an eye-catching piece designed to lure potential mates. Regardless of its origin, The Lover will always bear this ribbon in some form – it could be a literal ribbon tied in its hair, a military ribbon representing a tour of duty, or a ribbon pin supporting some unnamed cause.

**Truces:** The Lover and Socialite are bound to one another, usually in a romantic or monogamous relationship. The Hedonist tempts The Lover to break these vows.

**Feuds:** The Lover spurns the Architect, who seeks its attentions. The Lover and Performer are rivals, as both crave adoration above all else.

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**The Lunatic**

The Lunatic is insane.

It might appear as a raving prophet of the end-times, or as a psychedelic vision leading mortals about the realm of Arcadia in a mad stupor. The Lunatic is the True Fae most likely to take a strange & abstract form.

Most True Fae are bizarre. The Lunatic takes this to another level, and embraces madness over any kind of reason, logic or reality. It will often view situations in the most outlandish of terms, and will abduct mortals for inscrutable and bizarre reasons.

**Example Manifestations:** Mad Prophet, sentient but abstract entity made of sound and color, ancient and unknowable evil.

**Tells:** The Lunatic will take many forms, but is betrayed by its eyes. Regardless of manifestation, one is always blue, and the other always green.

**Truces:** The Lunatic is friend to the Monster, as it knows no fear. The Lunatic is herald to The Deity.

**Feuds:** The Lunatic reject rules, order, and reason, subverting the power of The Judge and The Scientist.

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**The Matriarch**

The Matriarch is Mother to all – Gentry, Lost and mortals alike.

The Matriarch sees herself as mother and queen to all – Gentry, Lost and mortals alike.

The Matriarch will always assume a role of traditional female leadership or responsibility. This may be a malicious queen, a wicked stepmother, an insect wise-woman or even a smothering grandmother. She will also often appear with her “husband,” the Patriarch.

Those abducted by the Matriarch serve as subordinates and servants. Also a symbol of motherly authority, she will occasionally abduct treasured mortals to mother. Her “love” for these children is a dangerous one, smothering and selfish.

**Example Manifestations:** Ice queen, weeping mother in white, matronly hag.

**Tells:** The Matriarch is Queen to her people, and will always appear in female form. She will wear a silver crown, either upon her head or in some symbolic representation. (For example, a patch, design, or piece of jewelry depicting a crown)

**Truces:** The Matriarch cares for and protects The Child. The queen is wife to the king, and so The Matriarch and Patriarch are tied.

**Feuds:** The Benefactor spoils The Child and craves its attentions, drawing the ire of the Matriarch. The Sadist seeks to harm the queen’s people; The Matriarch must stand against it.
**The Merchant**  
_The Merchant procures_

The Merchant might invest, collect, buy, sell or trade, but it always gets what it wants. It believes itself to be the shrewdest of the Gentry.

The Merchant is always marked by greed. It wants to procure great wealth (in whatever form its current manifestation desires) and might use varying methods to do so. It will rarely turn down the opportunity to make a deal.

Mortals are often abducted to watch or protect The Merchant’s horde, or as slaves or “collectables.” Unfortunately, most unwittingly enter the service of The Merchant as the result of some devious bargain – leaving is rarely so simple.

**Example Manifestations:** Eccentric Victorian moneychanger, ethereal “art” collector, Fae gangster trading in illicit dreams.

**Tells:** The Merchant’s being is so tied with wealth, it’s bound to carry a golden coin. The coin could be in its pocket, in its hands, tossed, or worn as a cufflink, but The Merchant is never without it.

**Truces:** The Merchant respects those who value what wealth can acquire. The Hedonist and Benefactor are both valued allies.

**Feuds:** The Merchant reviles the Oracle, who cannot be manipulated with wealth. The Merchant works against the Trickster, whose schemes often come at odds.

**The Monster**  
_Everyone is afraid of The Monster_

The Monster sees itself as the most terrifying of The Gentry.

In any form, the Monster is a living nightmare. It’s the thing that goes bump in the night; the thing that waits in closets to devour little children and lurks just beyond the perceptions of mortals. The Monster is fear.

Those taken are usually chased through the Hedge into Arcadia to serve as playthings and victims, indulging The Monster’s need to terrify. While it will kill and in many forms is quite deadly, it prefers to stalk its victims and cultivate horror in those it abducts.

**Example Manifestations:** Unfathomable terror from another dimension, headless apparition, shadow-skulking serial killer.

**Tells:** The horror of the Monster’s being has stained it red. Something about the Monster will always bear a red stain – Though it usually prefers to manifest with teeth stained in blood.

**Truces:** The Monster is friend to those who enjoy fear and pain – The Lunatic and Sadist are often allies in terror.

**Feuds:** The General stands against the Monster, anathema to the beast. The Monster seeks to devour the Child.

**The Oracle**  
_The Oracle sees and knows_

The Oracle considers itself the most knowledgeable of the Gentry.

Its knowledge may come from a reflecting pool, a window to anywhere in the world, or an ancient and endless library. Regardless of the source, The Oracle considers itself learned and wise, serving as a guide or teacher.

As such, The Oracle will share its knowledge with those who seek it. There is usually some kind of catch or price involved, and the wisdom it imparts is also often of self-serving or cruel intent...

**Example Manifestations:** Portent-reading witch, gnomish keeper of books, headmaster of a twisted Fae boarding school.

**Tells:** The Oracle sees all, though it will never reveal its eyes. They may be hidden behind sunglasses or hair, a dark hood or wrap, or even appear to be missing entirely.

**Truces:** The Oracle is knowledgeable, and The Scientist seeks its truths. The Oracle aids The Rogue’s journey gladly.

**Feuds:** The Merchant and Benefactor are tied to material things, and reject the Oracle’s wisdom.
The Patriarch

The Patriarch is father and king

The Patriarch sees himself as father and king to all – Gentry, Lost and mortals alike.

The Patriarch will always appear as a representation of male authority and responsibility. He could be a stern father, a powerful king, or a mad dictator. He will often appear with his “wife,” the Matriarch.

The Patriarch is typically domineering, controlling, or wrathful (often all three) and requires subjects to heed his edicts. Taken from mortal stock are servants, slaves and concubines, adapted to meet the king’s needs.

Example Manifestations: Golden emperor, sadistic fisher king, domineering father figure

Tells: The Patriarch is King to his people, and will always appear in male form. He will also always wear a golden crown, either upon his head or in some symbolic representation (for example, a patch, design, or piece of jewelry depicting a crown)

Truces: The General serves at the king’s pleasure. The king is husband to the queen, and so the Matriarch and Patriarch are tied.

Feuds: The Trickster has designs on the king’s throne, though it serves as an advisor. The Victor seeks to overthrow The Patriarch, and is not to be trusted.

The Performer

The Performer craves attention

The Performer defines itself by the attention it gets, and believes itself to be the most talented of the Gentry.

In any guise it takes, the Performer desires attention and praise. It views itself as a diva, a maestro and virtuoso, and does not take kindly to those who disagree, criticize, or steal the spotlight.

The Performer always requires assistance in its performances – writers, extras, accompaniment, stage-hands and the like. Those with artistic talent are prized, as they enhance the performance. Those stolen, though, must take care not to out-shine the star of the show...

Example Manifestations: Golden-voiced siren, ghoulish jester, jealous beauty-queen

Tells: The Performer is always striving to shine brightest among all the stars. The symbol of the star is bound up in its being, and will always manifest in some fashion. It could be represented on a pendant, in a tattoo, or even deep in its eyes.

Truces: The Architect is also an artist, and has the Performer’s respect. The Socialite appreciates the performance, and lavishes the attention the Performer desires.

Feuds: The Performer and Lover are rivals, both looking to shine above all others. The Performer rejects the stoic logic of the Scientist, who doesn’t appreciate its art.

The Rogue

The Rogue rejects authority

The Rogue sees itself as the most free of all the True Fae, though it is as bound to this role as the other Gentry are to theirs.

The Rogue is anti-authoritarian, living on the fringes of Fae Society. It is the ne'er-do-well, the vagabond, and the pirate. It seeks out situations where it can revel in its own freedom, typically at the expense of others.

For as highly as it values its own freedom, The Rogue is just as keen as the rest of the Gentry to take slaves and servants – many times to fight or aid in battles The Rogue’s reckless behavior starts.

Example Manifestations: Swashbuckling & blood-drinking pirate, modern revolutionary leader, flittering magpie made of quicksilver

Tells: The Rogue is prone to whistle, play or sing the same tune in all of its manifestations. The lyrics often change, (it’s been a sea shanty, a
lonely outlaw’s ballad, and a spirited rebel’s anthem) but who’ve heard the Rogue’s Melody will recognize it instantly.

**Truces:** The Rogue consults The Oracle for wisdom on its journeys. The Rogue and The Trickster both share a love of rebellion.

**Feuds:** The Rogue rejects the rules of The Judge, and revels in flaunting their violation. The Rogue dares to tread on the wild and forbidden places The Caretaker protects.

**The Sadist**

The Sadist revels in its role as most cruel of the Gentry.

At best, any True Fae may have indifference toward the suffering of others. The Sadist revels in causing it. No purpose is served by the tortures it applies, other than to fuel The Sadist’s twisted drives.

The form it takes is of minor concern compared to the type of suffering it inflicts on those it abducts. It has fixed people to endless racks, and burned victims for decades at a time. It has tested the limits of mortal tolerance for pain, and will often exceed them - There are always more to take.

**Example Manifestations:** Wicked interrogator with impossible questions, cruel & jealous stepmother, Hellish tormentor

**Tells:** The Sadist’s soul is black, tainted by its actions. Any clothing it adorns will bear that taint, and will tint to very dark (usually black) hues.

**Truces:** The Sadist follows The Hunter, and revels in the pain of its passing. The Sadist and Monster are kindred spirits in malevolence.

**Feuds:** The Sadist enjoys bringing pain to the innocent the most, and the Child is exactly that. The Matriarch stands in the way of the Child, drawing the Sadist’s ire.

**The Scientist**

The Scientist fancies itself the most curious of the Gentry.

This curiosity can express itself in many ways, depending upon the actor. The Scientist has been an explorer, a scheming wizard, and chemist of dreams. In short, it may not always manifest itself as the traditional scientist.

It is, however, always in need of assistants and test subjects for its sometimes elaborate, unfathomable experiments and explorations. Some who survive these trials may consider those who didn’t quite lucky.

**Example Manifestations:** Grey-skinned abductors, depraved scientist, mad insectoid cartographer

**Tells:** The Scientist will always have something to aid its eyesight. This could be glasses, a telescope, goggles, binoculars, lenses, or a microscope. True to the Gentry, it’s more about the symbol than the function – contact lenses usually won’t count.

**Truces:** The Oracle and Scientist share knowledge and ideas. The Judge’s devotion to rule and reason appeals to the intellectual Scientist.

**Feuds:** The Scientist values reason above all else, and The Lunatic seeks to tear that reason away. The Scientist sees the Performer as a frivolity, and draws no joy from its shows.

**The Socialite**

The Socialite believes itself to be the most beloved among the Gentry – at least among those who matter.

It seeks out situations where it can impress others, particularly those of high social standing. This typically means other True Fae, though the Socialite has taken interest in certain mortal social institutions in the past.
Any social ladder-climber needs an entourage, and many unfortunate mortals are abducted to serve this purpose. They might also serve in elaborate courts or as guests of never-ending and self-serving soirées.

**Example Manifestations:** Vicious harpy (both social and literal), handsome & painfully gregarious host, high-profile collector of specimens.

**Tells:** The Socialite’s world is grace and smooth words; it will always dress to match. The Socialite will always adorn something made of yellow silk – from a formal evening gown, to a men’s handkerchief, to literally silken yellow hair.

**Truces:** The Socialite and Performer both live to entertain, and attend many of the same parties. The Lover serves as The Socialite’s “trophy” and mate.

**Feuds:** The Socialite turns away The Brute, because it is uncouth and a poor guest. The Hedonist seeks the attentions of The Lover, and draws The Socialite’s jealousy.

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**The Trickster**

The Trickster views itself as the cleverest of all the Gentry.

The deceiver is a traditional archetype in myth and legend; The Trickster is the source of many of these myths. It will rarely take its “true” form when manifesting, preferring instead to assume some kind of disguise. It derives a cruel entertainment from the chaos it causes, and can be quite sadistic in its deceptions.

Those taken into Faerie by The Trickster are rarely taken for a reason – At best, they’re entertainment. At worst, they’re dangerous and unwitting agents of chaos.

**Example Manifestations:** Will-o-the-wisp, deceptive and beautiful temptress, platinum-skinned con-man.

**Tells:** Each of the Trickster’s disguises will have a small, but critical, flaw. A waitress may be wearing high-heeled shoes, or a stray dog might have no toenails. When this is pointed out, the Trickster is bound only to speak in rhyme until it assumes a new guise.

**Truces:** The Trickster has deceived the Brute, who will go along with its schemes. The Rogue and Trickster are very much alike, and spare each other their proclivities.

**Feuds:** The Trickster is coyote to The Merchant’s raven, making the two rivals in deception. The Trickster advises the Patriarch, but seeks to grab power for itself.

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**The Victor**

The Victor considers itself the most competitive of all the Gentry.

The Victor has at some point or another sought to “usurp” each of the other Gentry in some contest or another. Feuds with the Victor are common, as it will rarely turn down a challenge. Changelings should not be fooled, however, as the Victor will rarely present a truly fair contest.

While The Victor will promise (and will begrudgingly provide) almost anything as a reward for besting it, the price of losing The Victor’s contests is typically the freedom of the contestant. Sometimes, a changeling’s durance is the contest itself – decades-long games and series of physical contests are common.

**Example Manifestations:** Fiddle-playing devil, swordsman of living metal, challenge-seeking gaming enthusiast.

**Tells:** The Victor is always striving to climb metaphorical mountains and competition is a part of its being. Its incarnations all take on some aspect of the ram – possibly a tail, horns, or cloven hooves.

**Truces:** The Victor respects strength and tenacity to win, making it ally to the Brute and Hunter.

**Feuds:** The Deity and Patriarch both hold positions the Victor covets, and it seeks to overthrow them.
Chapter 2: Lost History

What Happened, and Why

In the 2013 chronicle, one of the design team’s goals was to establish Changelings as more of a large-scale community, with shared experiences and interactions that extend beyond a Freehold’s borders.

Critical to this is the establishment of a common history, so players have material to use for background inspiration and ties. On the following pages is a broad-level overview of mortal history and how it affected Lost society. Each decade is examined in very general terms, with occurrences in mortal society and how these events impacted the Lost.

Provided for each decade, as well, is an event of particular note to the Lost that occurred in that decade. These events are here to provide a foundation for later plot and story, as well as provide unique events players may want to have been involved in as participants or spectators. (Standard approval levels apply for taking part in these high-profile events.)

The history provided here is intentionally broad – Local, Regional and National organizations will most certainly have plans for their own chronicle and histories, and individual players can fill in specifics for their own characters.

The Shared History of the Lost

Lost rarely are makers of history themselves – by nature, they tend to shy away from activity that can draw the unwanted attention of The Others. This said, the goings-on of mortals certainly have an impact on changeling society.

Until recent times, much of Lost record-keeping was handed down verbally between generations and concerned the histories of a specific city, or at best, a region. Thanks to advancements in both transportation and communication, this has changed steadily over the past 130 years. Eager Lost historians are piecing together the society’s shared history to this day.
The 1880s

This time was at the core period of the Second Industrial Revolution. Most Western countries experienced a large economic boom, due to the mass production of railroads and other more convenient methods of travel. The modern city as well as the sky-scraper rose to prominence in this decade as well, contributing to the economic prosperity of the time.

The 1880s were also part of the Gilded Age, which lasted from 1874 to 1907. During this time commercial electric lighting was developed, along with alternating current, the first automobiles, submarines, aircraft, several new types of engines, phonographs, movies, Coca-Cola, Huckleberry Finn, Treasure Island, Dr. Jekyll and Mr. Hyde, and the shootout at the OK Corral. Over 73,000 miles of railroad track were laid in the US.

Changelings of this time experienced a great deal of prosperity - The Spring Court, in particular, held considerable favor, its numbers swelling.

From the Hedge emerged new technologies powered by Glamour and steam. New Trods seemed to emerge overnight, complete with rail lines and locomotives staffed by Hobs. Never before had Changelings found it so easy to travel. As such, many relocated to larger Freeholds. Some moved to get away from their old lives or Fetches. Some moved out of a sense of adventure or to be nearer the support structure of other Lost.

The Statue of Liberty

Changelings, as undeniably fae beings, are creatures who adore symbols – and no symbol in the United States of the time was bigger to the Lost than that being constructed in New York Harbor.

Records can be provided that show The Ancient and Accepted Order of the Bridgemasons was involved, if not instrumental, in building the pedestal for the Statue of Liberty. To hear the Bridgemasons tell it, one might be convinced the statue itself was assembled overnight by their hands.

The monument’s dedication became a phenomenon among Lost of the time. The dual symbols of hope and freedom were those a changeling could feel as deeply about as any immigrant. Lost from all over came to New York for the unveiling of the Statue, participating in the revelry of the first ever ticker-tape parade.
**The 1890s**

The 1890s were sometimes referred to as the "Mauve Decade" – because William Henry Perkin's aniline dye allowed the widespread use of that color in fashion. This decade was also part of the Gilded Age, a phrase coined by Mark Twain, alluding to the seemingly profitable era that was riddled with crime. In the United States, the 1890s were marked by a severe economic depression sparked by the Panic of 1893, combined with several strikes in the industrial workforce.

Internal strife within the US boiled over into several conflicts. The 1890’s saw the massacre of Wounded Knee in South Dakota, the Johnson County War in Wyoming, the Leper War in Hawaii, the Enid-Pond Creek Railroad War in Oklahoma, and the Lattimer Massacre in Pennsylvania.

Following suit, the tensions between the Fairest and the Anti-Gentrification League bled over into many aspects of Lost society. This said, by the turn of the century conflicts amongst the various “classes” of the Lost had died down, and everyone seemed to settle into more agreeable relationships.

Technology was continuing to advance at an incredible pace. During this time, radioactivity was discovered, commercial automobiles were being manufactured. Advancements were made to motion pictures and flying machines as well.

Lost, as well, saw advancements their own technology. Popular works of the time were fantastic and inconceivable contraptions of steam, brass, wood and gears. While some of the inventions came from enterprising Wizened, hobgoblin tinkerers also made their contributions. During this time, it wasn’t uncommon to find this strange device or that “discovered” laying about in the Hedge.

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**Wendys Race**

1896 saw the first Trans-American Lost Airship race. Beginning in New York, the race course stretched all the way to California. Many Lost participated on behalf of various craft, either as builders, crews, or financial backers.

Large crowds of Lost gathered at the finish line to witness the end of the race. The winner was an airship by the name of The Innocent and Heartless, piloted by an airtouched calling herself “Captain Wendy.”

Subsequent years saw similar races, the annual event dubbed “Wendy’s Race” due to the convincing name of her first victory. Several years later, Captain Wendy claimed to be the inspiration for the character of the same name in the Peter Pan stories by J.M. Barrie.

Though the Lost took efforts to make sure their races were hidden, reports of mysterious objects in the sky among mortals were common those years.
**The 1900s**

The time from 1900 to 1909, also called the "The aughts" or "naughts" (aught-aught through aught-nine) was a time of transitions: The way people looked at the universe was being changed by Einstein's Theory of Special Relativity. The Wright Brothers successfully achieved controlled flight. The Brownie camera brought photography to the masses. Expeditions finally reached the North Pole. And, with the death of Queen Victoria, the Victorian Era had concluded its influence on the world.

Among Changelings, the Cubism movement in art proved popular, as well as (oddly enough) the new novel *The Wizard of Oz*.

During this time of change, however, there were still several tragedies: A hurricane hit Galveston, the San Francisco earthquake struck California, and the Rolling Mill Mine disaster occurred in Pennsylvania. Fires struck the Iroquois Theater in Chicago, the cities of Jacksonville and Baltimore, and the General Slocum steamboat in New York City.

Through all of this, the naughts were a time of relative prosperity for the Lost. The Hedge was bountiful, and Court politics were (mostly) peaceful. It was discovered that a new breed of True Fae Actors were coming into power. These Gentry calling themselves "Progressives" seemed to embrace the technology of the time, promoting its use and acting as patrons and benefactors to the denizens of the Hedge.

Among this helpful group of True Fae, no one had known a Progressive to be anyone's Keeper. These Progressives would go out of their way to assist Lost and Hobs in their fight against the group of "Traditional" True Fae. While at first there was heavy resistance among the Lost to ally with any of The Others, regardless of their apparent intent, this opposition disappeared with time. It seemed like the Lost had powerful allies against their enemies.

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**The Blasted Beach**

During the early years of the 20th Century, there was a battle in the Deep Hedge. A group of Lost had managed to track down a Traditional Gentry known as the Robber Bird (Years later, changelings would identify this as a manifestation of The Trickster). Through powerful magics and sheer numbers they managed to gain the upper hand over the Fae, striking down their adversary.

The Robber Bird exploded in a blast of magic, cratering the beach on which they fought and peppering the area with shrapnel made of the Tokens it had “acquired” for its collection. A brave Swimmerskin known as Mary O’Brine was the one who dealt the final blow, thrusting a rusted rapier through the monster’s heart.
The 1910s

The 1910s saw the completion of the Panama Canal, invention of stainless steel, the Model T, crossword puzzles, Jazz music, Tarzan, and the beginnings of Prohibition.

The first cases of one of the worst influenza epidemics in history were reported at Fort Riley, Kansas – an outbreak that would eventually kill more than 1/2 million Americans.

Undeniably, though, the history of the decade was dominated by the First World War. Nothing the world had seen could prepare it for the enormity of the conflict.

The Gentry War

Utilizing powerful magic, loyalist hob workers, and a curious mix of glamour and steam technology, the Progressive True Fae Actor known as “Phineas, Bringer of Righteous Progress, Enemy of the Archiac, Slayer of Traditions, Chosen by the Hills, and Parter of Seas” (later identified as The Victor), waged open war on “Traditional” Gentry. Of note, The Victor forged one of the longest trods ever discovered - a Trans-Atlantic Trod that stretched from Rockport, Maine to Lisbon, Portugal.

Under the intoxicating tide of progress, Lost society began to seriously experiment with non-feudal freehold structures, abandoning the Courts and Monarchies so familiar to them.

It wasn’t long before conflict escalated to all-out war between Traditional Gentry and Progressive Gentry. Many Hobs were pressed into service. Some Lost even joined the fight, thinking that the Progressives were “good guys”. A massive battle was fought Deep within the Hedge, right on the border of Arcadia where the Marchland Needles rise. During the day, the battles would rage, soaking the ground with blood. At night, the armies would retreat to tend to their wounds, and wait for the light of dawn to begin anew.

The War ended one morning when both armies and all traces of battle simple vanished. There were a few Lost and Hobs left behind, seeming witnesses to the odd occurrence. The small number that remained couldn’t, however, tell anyone exactly what happened.

Whatever it was, it occurred while they were asleep. With the disappearance of the Progressives, most of their bizarre steam powered devices failed to work, and the Trans-Atlantic Trod collapsed. While the rail-tracked trods can still be found in the Hedge, the great steam engines and rail cars ceased to function. They can occasionally still be found, overgrown in the Hedge.

It the aftermath of the war, Lost began to realize that the many True Fae that they had encountered were different facets of the same beings. With this deeper understanding, the College of Scriveners began to investigate and catalogue any information that could be gleaned about the true nature of the Gentry. In a silver lining to the destructive conflict, much of what modern Lost know about The Gentry was learned by observing this conflict.
**The 1920s**

“The Roaring Twenties” is a term sometimes used to refer to this decade, characterizing the period’s distinctive cultural edge during a sustained economic prosperity. “Normalcy” returned to politics in the wake of hyper-emotional patriotism during World War I, jazz music blossomed, the flapper redefined modern womanhood, and Art Deco peaked.

Economically, the era saw the large-scale diffusion and use of automobiles, telephones, motion pictures, and electricity. Unprecedented industrial growth and accelerated consumer demand and aspirations led to significant changes in lifestyle and culture.

The media focused on celebrities, especially sports heroes and movie stars, as cities rooted for their home team and filled palatial cinemas and gigantic stadiums. In most major countries women were given the vote for the first time. By the middle of the decade, prosperity was widespread, with the second half of the decade later became known as the "Golden Twenties”.

The spirit of the Twenties was marked by a general feeling of discontinuity associated with modernity and a break with traditions. Everything seemed to be possible through modern technology. New devices, especially automobiles, moving pictures and radio, sold 'modernity' to a large part of the population.

Formal decorative frills were shed in favor of practicality in both daily life and architecture. At the same time, jazz and dance rose in popularity, in opposition to the pall cast by World War I. As such, the period is also often referred to as the Jazz Age.

Despite the progress among mortal society, Lost society seemed to stagnate in the wake of the Gentry War. No one is sure if the events were tied, but with the defeat of the Progressives, Lost Freeholds returned their usual Court and Monarch structures. Even with the rise of Democracy, Changelings still gravitate toward this feudal society in modern times.

**Treasure Island**

The Sesqui-Centennial International Exposition of 1926 was a world’s fair in Philadelphia, Pennsylvania to celebrate the 150th anniversary of the signing of the United States Declaration of Independence.

Amongst its other attractions, the Exposition also included an amusement area, located within League Island Park. The area was designated as “Treasure Island.” It occupied over five acres and was referred to as a children’s paradise. A wide variety of amusements and entertainment were available. Included were a replica of the Canadian Rockies, a miniature railroad, mountain slide, Robinson Crusoe’s Beach, a pirate’s lair, boat rides and Noah’s Ark complete with animals.

This attraction in particular brought Lost together from all over the country, as the Spring Court threw one of the grandest Spring Revels in memory. Glamour was easy to come by, and the Spring Courtiers made for excellent hosts. Legend holds that more than a few Lost escaped from Arcadia only to surreptitiously emerge from one of the attractions on League Island Park.
The 1930s

The US was the tipping point. The stock market plummeted and the news spread quickly. Black Tuesday, as it came to be known, encircled the globe in an economic noose. Unemployment rose, companies folded, the rich were laid bare, and the global trade economy stalled in its tracks.

There were a hundred mitigating factors; make no mistake. Britain upset the balance by switching back to the gold standard as their monetary backing source. Worldwide decisions by various corporations resulted in an economic bubble of lowered consumption and over investment. The list goes on and on.

It was the stock market that tightened that noose to the strangling point, though. And many couldn't handle the pressure. Lives were lost as the scared panicked; crime skyrocketed and people killed themselves. Fear was rampant in the early days. Then, as the panic began to recede, as people came to terms with the situation they were in, the sorrow set in.

In those early days of the Great Depression era, the Autumn Court was strong. Glamour was available in ways that they had never seen before. They didn't even have to do anything; they simply looked out their windows and the fear was everywhere.

Then the earth itself turned against the people of the US. A series of droughts, massive winds causing erosion unheard of before in the Midwest, and an extreme upward shift in both the population and the mechanization of the farming industry all worked to create a perfect storm for the agriculture world. The economy across the globe, already being strangled by the depression, was given its official death sentence.

The Great Depression

With this added disaster, it took very little time for the fear to give way to a resigned acceptance. Things were as bad as they could get for the people. And, as that realization set in, many of the people simply gave up.

Suddenly the Winter Court held the reins. Sorrow, self-pity, self-loathing, and a sense of overall hopelessness had set in throughout the industrialized countries of the world. As bountiful as fear had been for the Autumn Court just a short time before, the Winter Court found the sorrow to be even more available.

In many places the sorrow was so strong that the seasons within the Wyrd never even changed. Winter courtiers held crowns season after season, year after year. Members of other courts had the experience of their mantles being lowered. Sorrow was so pervasive that nothing else stood a chance. The Winter Court called this period “The ‘Great’ Depression,” too... but they always said it with a faint smile. The differing connotation of the word ‘great’ was unmistakable for they had gained so much during this period.

Unfortunately, this imbalance in the nature of the world drew the Fae. The places with the worst imbalances were hit the hardest. With no structures in place to keep the Fae confused, the Changelings were left vulnerable. With their natural adeptness with remaining hidden and their increased strength during this time, the Winter Court took the least of the brunt of this increase in Fae activity. Despite that, the Winter courtiers still supported the other courts in confronting the problems at hand.

Interestingly, this period was a huge boon to oneiromancers, as well. Dreams soared to new heights as even the smallest thing could become a person’s greatest dream. When people have nothing, everything becomes important. At the same time, when you are standing right on the brink, or having just fallen from it, the nightmares are as terrifying as they can come. For these reasons the dreamscape came alive in a way unprecedented in Changeling society.

Another odd facet of this series of events is that the Hedge changed in ways no one could have predicted. While the landscape took on a look and feel similar to that of the real world’s Midwest United States in many places, the Hedge thrived. In fact, many of the markets profited. Mortals, being lost in their hopeless real world existences, wandered even more frequently than the norm into the Hedge.

Many a hob took advantage of this situation. Some were sold into slavery to other hobs...
while some went to the Fae directly. Some hobs weren’t quite so greedy and simply took the mortal’s possessions, memories, and even their very skills. With the influx of new goods, though, none were complaining. The Hedge economy was booming.

But, as with all things, the world changed. The New Deal was put into place to get jobs out there. New innovations and precautions were put into place to protect the agricultural world. And WWII changed the landscape of everything. With the world changing and the various courts striving to create a better balance, The Great Depression (and The ‘Great’ Depression) grew to an end.
The 1940s

The Second World War took place in the first half of the decade, which had a profound effect on most countries and people in Europe, Asia and elsewhere. The consequences of the war lingered well into the second half of the decade, with a war-weary Europe divided between the jostling spheres of influence of the West and the Soviet Union.

The 1940's were dominated by World War II. European artists and intellectuals fled to the United States from Hitler and the Holocaust, bringing new ideas created in disillusionment. War production pulled us out of the Great Depression. This boom lasted well into the 1970s.

Women were needed to replace men who had gone off to war, and so the first great exodus of women from the home to the workplace began. Rationing affected the food we ate, the clothes we wore, the toys with which children played.

After the war, the men returned, having seen the rest of the world. No longer was the family farm an ideal; no longer would blacks accept lesser status. The GI Bill allowed more men than ever before to get a college education. Women had to give up their jobs to the returning men, but they had begun to achieve a new independence.

The decade also witnessed the early beginnings of new technologies (including computers, nuclear power and jet propulsion), often first developed in tandem with the war effort, and later adapted and improved upon in the post-war era.

The Summer Court largely led Lost society through this period of War. Times were tough everywhere, however, it was the Winter Court, with their perpetual preparedness that truly held Freeholds together. After the war had ended, the Spring Court stepped forward to help guide people through the “what do we do now?” time of transition.

The Bloody Wing

During World War II, a Fairest Summer Courtier, Colonel David “Big Iron” Carson, put together a unit of Lost soldiers for the US Army. He got the word out to let him know if you were a Lost that had joined the war effort or had been drafted.

He then arranged for transfers to his unit, paratroopers known as the “Bloody Wing”. Many members of the Bloody Wing didn’t make it through the war, and many of those that did found their Clarity suffered. After the War, the Bloody Wing became a Changeling Militia, still recruiting and training new members, and battling threats found in the Hedge.
The 1950s

The end of World War II brought thousands of young servicemen back to America to pick up their lives and start new families in new homes with new jobs. With an energy never before experienced, American industry expanded to meet peacetime needs. Americans began buying goods not available during the war, which created corporate expansion and jobs.

Growth everywhere, the baby boom was underway... The world had largely recovered from war and the Cold War developed from its modest beginning in the late 1940s to a hot competition between the United States and the Soviet Union by the end of the 50s. Clashes between communism and capitalism dominated the decade, especially in the Northern Hemisphere.

Conflicts included the Korean War in the beginnings of the decade and the beginning of the Space Race with the launch of Sputnik I. Along with increased testing of nuclear weapons, this led to a politically conservative climate. In the United States, the Red Scare (fear of communism) caused public Congressional hearings by both houses in Congress and anti-communism was the prevailing sentiment in the United States throughout the decade.

This was a good time for Autumn and Spring. Pursuit of the American Dream drove emotions of desire forward, making Glamour plentiful for individual Spring Court Members. However, the fear that accompanied the Red Scare propelled the Autumn court into power. Even other Lost were not immune to the fears of the times. They relied on the Autumn Court to "do what needed to be done" to protect them.

The Green Bay Trials

Lost Society was not immune during this time of paranoia. Changelings eyed each other suspiciously, wondering if the Lost they knew could be Loyalists or Privateers.

In Green Bay, Wisconsin, this unease culminated in what would come to be known as the "Green Bay Trials". The Hound Tribunal, loosely interpreting its mandate to protect the Court of Summer, was relentless in its investigations into Loyalist activity and influence.

Feeling there was enough evidence, The Entitlement put the whole city under secret trial. For a month, every Lost of the Green Bay Freehold was questioned and re-questioned, often in extreme manners – some bordering on imprisonment and cruelty.

In the end the Hound Tribunal found everyone innocent, and Green Bay free of any Loyalist or Privateer activity or influence. While many were angered at the extreme measures taken by the Tribunal, changelings everywhere were also relieved to learn that there was at least one city where the entire Freehold could be trusted.
The sixties were the age of youth, as 70 million children from the post-war baby boom became teenagers and young adults. The movement away from the conservative fifties continued and eventually resulted in revolutionary ways of thinking and real change in the cultural fabric of American life. No longer content to be images of the generation ahead of them, young people wanted change. The changes affected education, values, lifestyles, laws, and entertainment. Many of the revolutionary ideas which began in the sixties are continuing to evolve today.

The 60s belonged to the Summer and Spring Courts. During this time, the War and Peace movements found these Courts direct opposition. This was largely a conflict of ideals, and fortunately there were very little altercations outside of the political arena. The rapid changes in society seemed to bring about relative relief from the True Fae. There were hardly any reports of Loyalist, Privateer, or other Gentry activity during this time.

Woodstock

The Woodstock Festival was a music festival, billed as "An Aquarian Exposition: 3 Days of Peace & Music". It was held at a dairy farm in the Catskills near the town of Bethel, New York, from August 15 to August 18, 1969. During the sometimes rainy weekend, thirty-two acts performed outdoors in front of 500,000 concert-goers. It is widely regarded as a pivotal moment in popular music history. Rolling Stone listed it as one of the 50 Moments That Changed the History of Rock and Roll.

Despite poor supplies, weather, and sanitation- in tune with the idealistic hopes of the 1960s, Woodstock satisfied most attendees. There was a sense of social harmony, which, with the quality of music, and the overwhelming mass of people, many sporting bohemian dress, behavior, and attitudes helped to make it one of the enduring events of the century. Numerous Lost were in attendance, and afterwards described the event as “a magical weekend full of infinite Glamour and delight.”
The 1970s

The chaotic events of the 60’s, including war and social change, seemed destined to continue in the 70’s. Major trends included a growing disillusionment of government, advances in civil rights, increased influence of the women’s movement, a heightened concern for the environment, and increased space exploration. Many of the "radical" ideas of the 60’s gained wider acceptance in the new decade, and were mainstreamed into American life and culture. Amid war, social realignment and presidential impeachment proceedings, American culture flourished. Indeed, the events of the times were reflected in and became the inspiration for much of the music, literature, entertainment, and even fashion of the decade.

People were deeply influenced by the rapid pace of societal change and the aspiration for a more egalitarian society in cultures that were long colonized and have an even longer history of hierarchical social structure.

At the same time, an increasing number of people began to seek urban prosperity over agrarian life. Consequently, humanity was relying less on small, tightly knit groups. They were no longer being born, raised, working, and dying in the same small community, where they knew everyone and everyone knew them.

This new loss of the idea of "community" amongst mortals was difficult for Changelings to adapt to. By their very nature Lost rely on other members of their Freehold for understanding and support. A Changeling that “goes it alone” usually doesn’t last very long.

The First Earth Day

The genesis of Earth Day is credited to Gaylord Nelson, a U.S. Senator from Wisconsin. Earth Day was first held on Wednesday, April 22, 1970. Over 20 million people participated that year, and now Earth Day is observed each year by more than 500 million people.

Numerous communities celebrate Earth Week, an entire week of activities focused on environmental issues. Nelson, an environmental and conservationist activist, took a leading role in organizing the celebration, hoping to demonstrate popular political support for an environmental agenda.

He modeled it on the highly effective Vietnam War teach-ins of the time, favoring a decentralized, grassroots effort in which each community shaped its action around local concerns.

The Spring Court was instrumental in spreading this grassroots movement, likewise Elementals acted for the first time as a large, widespread group with a singular purpose. Earth Day has been incorporated into the Spring Festivities for Freeholds across the Nation.

That same year, the Woodsie the Owl “Give a Hoot - Don't Pollute!” campaign began. A Owl Beast Winter courtier named Woodrow Cosgrove claims to be the inspiration, but many doubt his claims given his normally dour disposition.
1980s became the “Me! Me! Me!” generation of status seekers. During the 1980s, hostile takeovers, leveraged buyouts, and mega-mergers spawned a new breed of billionaire. Donald Trump, Leona Helmsley, and Ivan Boesky epitomized the meteoric rise and fall of the rich and famous. If you’ve got it, flaunt it and You can have it all! were watchwords.

Forbes’ list of 400 richest people became more important than its 500 largest companies. Binge buying and credit became a way of life and ’Shop ’til you drop’ was the slogan of the time. Labels were everything, even (or especially) for our children.

Tom Wolfe dubbed the baby-boomers as the ‘splurge generation.’ Video games, aerobics, minivans, camcorders, and talk shows became part of our lives. The decade began with double-digit inflation, Reagan declared a war on drugs, Kermit didn’t find it easy to be green, hospital costs rose, we lost many, many of our finest talents to AIDS which before the decade ended spread to black and Hispanic women. During this time, unemployment was also on the rise.

On the bright side, the US Constitution had its 200th birthday, Gone with the Wind turned 50, ET phoned home, and in 1989 Americans gave $115,000,000,000 to charity. Internationally, at the very end of the decade the Berlin Wall fell. At the turn of the decade, many were happy to leave the spendthrift 80s for the 90s, although some thought the eighties were “Totally Awesome!”

During the 1980s the fear of global thermonuclear war was ever present in the back of peoples’ minds, and it permeated the culture of the time. With that, the Autumn Court largely held sway. A close second was the Spring Court, fueled by the “Greed is Good” mentality and everyone’s apparent desire for “more!”

**Midsummer Nights**

Part caravan, part carnival, part traveling snake oil bazaar, the 1980s saw the rise of the Midsummer Night’s Goblin Market and Sideshow. It travels from freehold to freehold on a yearly basis.

It arrives in the dead of night, its brightly painted 18-wheelers spilling out tents and carnival rides quick as anything. It sets up in poor locations by a genuine carnival’s standards: stretches of fallow fields off disused roads, vacant lots in depressed neighborhoods, places where the average suburbanite is unlikely to take his kids.

Its Mask is that of a third-rate carnival barely scraping by, its rides showing rust at the seams and its tents faded and dog-eared. When its veil is pierced, it retains a faintly shabby aspect, but the exotic is far more evident - strange forms dance in the dim light of the sideshow tents, peculiar smells waft from the food stalls, and the workers are distinctly not as human as they look.

The Midsummer Night’s Sideshow is mostly staffed by changelings (largely Wizened) led by Ringmaster Harold Ronk, with added assistance from hobgoblins who only come out to run the show at night.

Organized like a traveling carnival, the Midsummer Nights Market also proved as reputable. More than one town has been fleeced by this traveling Goblin Market, although it is commonly accepted that if you are a Changeling who gets bamboozled, you probably should have known better.
THE 1990S

The 1990s were truly the electronic age. If not for the Internet, much of the convenience and entertainment we enjoy would not be possible.

The World Wide Web was born in 1992, changing the way we communicate (email), spend our money (online gambling, stores), and do business (e-commerce). In 1989, 15% of American households had a computer. By 2000, this figure increased to 51%, with 41.5% online.

Internet lingo like plug-ins, BTW (by the way), GOK (God only knows), IMHO (in my humble opinion), FAQS, SPAM, FTP, ISP, and phrases like "See you online" or "The server's down" or "Bill Gates" became part of everyday vocabulary. We signed our mail with a :-) smile, and cell phones were becoming commonplace.

The Winter and Spring Courts were strange bedfellows during this time. After the cold war, the new possibilities that opened up for mortal society brought a surge of Glamour to Spring Court members. Likewise, Winter Court members were making good use of the anonymity that electronic communications brought, in order to further their goals.

THE GREEN BAY REFUGEES

During the 1990s there was a dramatic increase in Loyalist and Privateer activity. Using extreme measures and terrorist tactics, they seemed to stop at nothing to accomplish their goals.

Several Freeholds were badly injured during this period. Due to the need for safety, many Lost fled to Green Bay, Wisconsin a city known to be safe from Privateers and Loyalists due to the extreme efforts of the Hound Tribunal and several other Entitlements.

The local Lost bolstered the defenses in place there, determined to make it a Safe Haven and provide aid to their fellow Lost. Eventually these attacks subsided, and relative peace was restored to Lost society.

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The 2000s

Globalization, which had accelerated after the early-1990s fall of communism, continued to be a force in the new millennium. The growth of the Internet was one of the prime contributors to globalization during the decade, making it possible for people to interact with other people, express ideas, introduce others to different cultures and backgrounds, use goods and services, sell and buy online, research and learn about anything, along with experiencing the whole world without having to leave home.

The institutions, connections and technologies that emerged or were redefined earlier would in this decade benefit many countries. This said, the economic growth of the 2000s had considerable environmental consequences, raised demand for diminishing energy resources, and was still shown to be vulnerable as demonstrated during the Global Financial Crisis of the late 2000s.

Another result of a global society, The September 11 attacks in 2001 ultimately led to the United States, United Kingdom and other nations invading Afghanistan, as well as implementing various anti-terrorist measures at home and abroad in what was known as the War on Terror.

With the rise of fear and wrath during this time, the Autumn and Summer Courts grew in power, with Winter and Spring taking on support roles. Often the courts acted towards a single purpose with either the Autumn or Summer leading.

The steam-powered Hedge technologies were once again in vogue, crafted again by Hobs, and soon after by Wizened. Strangely, some of that technology was simply “rediscovered” in the Hedge, sometimes in a forgotten Hollow, other times by cutting away the overgrown Thorns.

The Emerald City of Green Bay

The Lost population of Green Bay had grown dramatically during the 1990s. It had come to be seen as “The Emerald City of Oz,” a Mecca for the Lost. A popular phrase at the time was “All Trods lead to Greed Bay”. The Green Bay Freehold even took partial credit for the city’s title of All-America City in 1999.

True to most things the Lost cherish, this Golden Age could not last without drawing the ire of the Others. No one knows if it was the increase in Lost numbers, the attention the city received from Lost society, its effectiveness at ferreting out True Fae influence, or some other unknown cause- But in 2000 Green Bay became a city under seige.

Loyalist armies began amassing in the Hedge, launching assaults on Hollows and Hob settlements. Raiding parties would enter the real world to abduct Lost and mortals away. Luckily with the rise of the internet, Changelings had been given a new tool: instantaneous and covert communication over vast distances. As soon as the Freehold realized what was happening, winter//net put out the call for aid across the country.

Within days, Lost from all over were able to arrive in Green Bay to assist (most notably, the Bloody Wing militia arrived within hours. Speculation has run rampant since exactly as to how.) Previously, the city had provided help to any Lost that needed it, now changeling society was repaying the debt.

With bolstered forces, the assembled Lost were able to quickly rout the armies of the Gentry that had been assaulting the city. For Changeling society for the first time realized that Freeholds did not need to stand alone. The Freehold of Green Bay stands proudly to this day as the crown jewel of a united changeling society.
Adapting Lost for a Global Game

Changeling: the Lost’s setting and tabletop rules lend themselves very well to writing a story or campaign involving a single city. The storyteller is able to flesh out courtly intrigues with a bevy of city NPCs, as a small group of characters are the stars of the show – a living city with developed court structures and politics can be built around them.

The setting as presented poses a challenge for a global LARP chronicle, however. Since players will represent the structures themselves, limited numbers means a limited ability to participate in the Seasonal Courts – if one is the only Spring Court player in a city, for example, the Venue Storyteller will have difficulty catering to the player’s desire to play politics within his own court, and even among others.

This situation proves difficult for the storyteller as well – how can we introduce social plot, for example, when the rest of the freehold are portraying Summer Court who’d rather shoot first and ask questions later?

To resolve this, we were faced with a few options. We considered making the great court structures regional entities, overseeing the activities of court members in a region. Ultimately, the number of players to fill out the court’s titles and positions was too small, and we felt play would still be unsatisfying on this level. Worse, players that weren’t interested in court politics would be subjected to systems and authorities they may not have interest in.

Ultimately, the model that provided the player a choice of involvement, as well as provided a large enough player base to fill out the court’s titles, positions and politics, was to create national-level Courtly Institutions – born of, but functionally separate from, the Seasonal Courts.

What is an Institution?

The Institutions are the ideals and structure of the Great Courts... institutionalized. They provide both the necessary player base and
structure for players who want to play a structured political court game.

Participation in a court’s Institution is completely optional – a player can still attain Spring Mantle 5 and become renowned in his court without joining The Emerald Society, for example. He would still be recognized as an embodiment of his court’s ideals, and would even be accorded great respect among members of The Society because of his Courtly standing.

The reverse is also true. The joining of an elite Institution might afford a Changeling a certain amount of prestige and respect, but confers no actual authority. Consider the example of political “think tanks.” While they may be hierarchal internally and set an overall direction for a political party, a Democratic think tank holds no kind of authority over Democratic voters.

In short, a character’s relationship with their chosen season isn’t in any way related to their participation in the Institution’s structure. The Institution serves as a vehicle for play-style, politics, plot and, most importantly, meeting new people.

**How Does My Character Join?**

To join an Institution, a certain level of dedication to one’s chosen season is required. This means induction is only open to members of a court at Mantle 3 or higher. From there, there will be an in-character induction process represented by a plot kit unique to the Institution.

On the following pages are the descriptions of the four great Courtly Institutions – The Emerald Society, The Crimson Knighthood, The Academy of Ashes, and winter//net. There will be a brief description of the Institution’s history, values and structure, as well as how to attain Titles and prestige within the Institution. Also listed are ways to use these titles to create opportunities to work with other players. Lastly listed are rituals of the Institution, based on court rituals but increased in scale.

**Ground Rules**

While each of the Institutions differs in purpose, structure, and ideals, for simplicity’s sake we’ve provided a single resolution system for these Institutions to use when making decisions or appointing members to positions.

**Votes**

Any member can initiate a vote on a course of action, structural change, or simply as a public statement of the Institution’s position on a discussion or topic.

The vote must be seconded, which moves the Institution to a week of debate. At midnight ET after the 7th full day of discussion, a week of public voting begins. No further voting is allowed after the 7th full day of voting. Among those who publicly voted on the Institution’s list, the majority opinion carries the motion. In the case of a tie, if there is no member capable of casting the tie-breaking vote, the motion will not carry.

An appointment is a kind of vote designed to appoint a member to a vacant position among a group of candidates. The first candidate is nominated by another member of the Institution, which begins a week of nomination and discussion. At midnight ET following the 7th full day of discussion, voting begins and lasts for 7 days. The candidate carrying the most votes is appointed.

Removal of a member from an appointed position requires a vote. In this case, 2/3 of the public votes are necessary to remove the member from the position. Removal of a member from the Institution itself requires 3/4.
The Emerald Society

In any strong civilization, members of the Emerald Society will tell you, the elite rise to the top. They’re trend-setters and innovators of culture, setting the tone and direction for society at large to follow.

The Emerald Society presents itself as a refined expression of the values of Spring – art, humanities, music and society with a tangible undercurrent of desire. Their parties are traditionally illustrious affairs, ranging from sophisticated and elegant functions to cutting edge fashion shows, to loud underground concerts.

The Emerald Society has proven quite effective at promoting the ideals and traditions of their patron court, and are almost universally welcomed and valued by both the Spring Court and Lost in general.

**History**

It’s Society legend that wealthy Fairest matron Magdalena Ruth wore a necklace featuring an emerald the size of a child’s fist, and never removed it – even to bathe.

Her parties were equally legendary: From New York to San Francisco, Lost of the time claimed to have been involved in the grandest ball, party or soirée ever thrown. In each of these instances, “Maggie Ruth” was there, hosting, networking, drinking, and wearing her storied emerald.

It was on this stone she founded The Emerald Society in the early 20th century. The Institution was founded on the principle that, as the social elite among the Lost, the Spring Court should institute a formalized structure of community and recognition. Gathering a small group of Spring court together, she bestowed on each a single emerald – albeit smaller than her own – and The Society was born.

Shortly after this, Magdalena disappeared completely from high society. Lost turned to that original group of Spring Court for an explanation, for the founders of the Society knew her best. While they each seemed to know something about it, they would - to a person - address it with a polite smile and the dismissive mantra, “These things happen.”

While the mysterious nature of her exit raised many questions among Lost, the organization she created endures to this day. Over the years, it has grown from just an organization of high-society members to also encompass philanthropists, club owners, party-goers, artists, and performers of all different backgrounds.

In modern times, the Society still values refinement and sophistication, but its members remember that Maggie wasn’t afraid to “cut loose” when the situation demanded it. Some Society affairs can become quite raucous, depending on the nature of its host and intended guests.

**Heraldry**

Members of The Society each wear an emerald in some prominent fashion – typically on a necklace, ring, or earring. As the elite of changeling civilization, they wear the accoutrements of their Institutional affiliation proudly.

Society members will always dress to impress, drawing attention through their clothing. The specifics of actual fashion can vary wildly – from the staunchly conservative to the wildly eccentric; from the expensive suits and dresses of the wealthy to the tattered leathers and laces of rock stars.
**Titles and Positions**

The titles and positions of The Emerald Society have been developed over the years under the premise that Society members are all equal – that as long as one embodies and holds true to the values of the Spring season they deserve an equal voice in Society matters.

**Voted Titles**

These are titles and positions that are limited in number, and carry a level of personal responsibility to the Institution. They’re typically appointed by appointment (See Votes, p.33) and serve for a single year. For ease of tracking, members holding these titles must include the date of appointment in their IC signatures.

**Verdant Advocate**  
*(Lords of Summer p.33 - Adapted from Canon for the purposes of the chronicle)*

The first position of Verdant Advocate was held by Magdalena Ruth herself. The Verdant Advocate moderates conflict within the Society.

The Verdant Advocate is a position of limited authority and distinct responsibility. Designed to be a position that leads by example, grace and charm, an Advocate has the burden of mediating conflict, as well as the tie-breaking vote in Society votes. The Advocate is also the final word in a vote with a dispute on results.

*Selection:* A Verdant Advocate is selected by vote. The Verdant Advocate can serve for a maximum of one year, and any Society member may only serve once. There may be only one Advocate in service at any time.

**Archivist**  
*(Lords of Summer p.34)*

The Archivist holds the responsibility of organizing and executing The Emerald Society’s rituals and celebrations. The traditional Society sponsored rituals are listed at the end of this section. Often, The Archivist will appoint assistants to help with her duties.

*Selection:* The Archivist is decided by vote, and serves for a single year. The traditional timing for appointment is the first week of February.

**Sylvan Emissary**  
*(Lords of Summer p.34)*

At any time, there are up to three Sylvan Emissaries in service to the Society – one each for Summer, Autumn and Winter. Sylvan Emissaries gain access to the Courtly Institution of the relevant season, and serve as diplomats.

*Selection:* Emissaries are decided by vote, and serve for a single year. The traditional timing for appointment is the month before the change to the relevant season.
**Titles of Service**

These are positions within the organization that can be filled by multiple members. None of these titles are attained by appointment, and may be used as long as the player wishes. Please be aware that while many are self-granted, others may have requirements or be bestowed.

**Vernal Sovereign**  
*Lords of Summer p.32*

The title of Vernal Sovereign is held by Rulers of a Freehold who are also members of The Society. While respected, they hold no express authority in the institution.

**Claviger**  
*Lords of Summer p.33*

The position of Claviger is offered by another Society member and accepted. A Claviger is expected to guard his charge to the best of his ability, or step down from the position.

**Sage Escort**  
*Lords of Summer p.35*

Sage Escort is a self-claimed title, though the courtier should be prepared to conduct the duties of the title - as well as bear the implications of holding the position.

**Avant Guard**  
*Lords of Summer p.35*

The title and position of Avant Guard is one awarded by peers for artistic, trend-setting, or cutting-edge innovation. One receives the title from fellow Society members. As described in the source material, it’s still quite gauche to refer to one’s self by the title.

**Joyeux**  
*Lords of Summer p.35*

The title of Joyeux is self-claimed. A changeling looking for a prestigious title should be aware, though - it’s an expression of one’s commitment to helping others attain their own desires. Both altruism and generosity are expected of anyone claiming the position. As many Joyeux may serve The Society as volunteer.

*Out of Character Note: The title of Joyeux should be taken up by those willing to help other characters fulfill their desires. These players should be willing to travel or proxy their characters to provide assistance as agreed to with other players.*
Rituals

Spring Revel
*(Changeling: The Lost p.47 - Adapted from Canon for the purposes of the chronicle)*

The Spring Revel, while traditionally occurring at the transfer of power from Winter to Spring, has in recent decades had to adjust its timing to accommodate the number of Lost interested in participating. These days, it can occur at almost any point during the season.

Artistic competitions like the ones described in the core book are common, as well as any other activity The Archivist deems appropriately festive.

*Out of Character Note: Spring Revel should serve as the foundation for an important event during Spring. It would be perfect for notable player gatherings like Featured Games of the Month and Regional or National Conventions.*

Homecoming
*(Changeling: The Lost p.48 - Adapted from Canon for the purposes of the chronicle)*

Affixed to the March escape of the Society’s founder from Faerie, Homecoming is coordinated to occur on the first gathering of each freehold in March. The Archivist should engage Society members to return to their own courts and organize Society-hosted, city-scale celebrations on this day.
The guiding themes of the Summer Court are brotherhood, combat, defense, competition, service to the greater good and revenge against the True Fae – and nowhere are these principles embodied more than in the Crimson Knighthood.

The Knighthood is equal parts standing army and fraternity, its members holding to a mantra of brotherhood (or sisterhood) and service to the Lost. The Crimson Knights serve as a bulwark against the incursions of the True Fae on changelings and mortals alike.

Membership among the Knights is quite diverse, the only requirements for entry a dedication to the ideals of Summer and a willingness to serve the Lost community. While many knights hold to the ideas of chivalry and honor, this level of dedication isn’t observed by all members of the Knighthood. Some seek bloodthirsty vengeance on the Fae, and others are just looking for a constructive avenue for their aggression.

**History**

Common belief among Knighthood scholars places the founding of the order in early America, around 1800, with a motley known as the “Cavaliers of Connecticut.” Rumor holds while the motley was founded in Connecticut, its members were from areas littered across the newly formed states. Reports of their deeds ranged across the countryside up and down the seaboard.

Five in number, The Cavaliers each held legendary reputations in their own rights. Erik Élan was an Ogre, the pinnacle of courage, rumored to drive off a cell of Loyalist gunmen armed only with a woodsman’s axe. “Firebrand” Francois Bernard was an Elemental said to have been able to outmaneuver even the cleverest of True Fae. An Elemental and Beast, brothers Toby and Fredrick Smythe held communion with the trees and animals. The two were said to have raised entire armies from the land itself. Wizened soldier and swordsman “Elegant” Edward Thames was rumored to have killed hundreds, but never have touched a gun in his life.

Getting on in years, the assembled heroes realized they couldn’t police the country forever. The solution, posed Francois, was to found a knightly order in the tradition of France’s Musketeers. Each member would have a duty to the whole, and vice versa – “All for one, and one for all.”

Recruitment among eager Summer Courtiers was rapid, and within decades the Crimson Knighthood was more of a standing army than a humble knightly order. Each of the Institution’s founders perished during the following 20 years, but the order they created supports the ideals of the Summer Court to this day.

**Heraldry**

Standard dress used to require every knight to wear a crimson sash and badge at all times of service, though this tradition has changed with a transition to modern times. The sash and badge is still awarded to each Knight upon induction to the order and are worn in times of war, but members no longer wear them in times of peace.

Most knights opt instead to display the color crimson in other ways – from crimson ties, shirts, scarves and other accessories to ruby jewelry.
Titles and Positions

While cliché with its saturation in popular culture, the phrase “All for one, and one for all” is apt when describing the Crimson Knighthood. While there is an element of military hierarchy within the order, outside of battle the voice of each Knight is heard with value and respect.

Voted Titles

These are titles and positions that are limited in number, and carry a level of personal responsibility to the Institution. They’re typically appointed by appointment (See Votes, p.33) and serve for a single year. For ease of tracking, members holding these titles must include the date of appointment in their IC signatures.

The Wroth General Calescence
(Lords of Summer p.54 - Adapted from Canon for the purposes of the chronicle)

Expected to be an experienced advisor, battlefield leader, and a shining example of the Knighthood to all other councils and courts, the Wroth General is perhaps the most prestigious appointment in the Knighthood. The position requires a Summer Mantle of 4.

The Wroth General casts the deciding vote in a vote in the case of a tie, and is the final word if the result of a vote is disputed.

Selection: The Wroth General Calescence is decided by vote, and serves for a single year. Re-appointment is possible, but only after four years without service - This is in honor of the 5 members of the motley who founded the Knighthood.

Out of Character Note: Those interested in being active in the Knighthood, leading others by example and influencing others without a position of express authority should look into the title of Wroth General.

While its stated power is limited, Wroth General is seen as the primary position of leadership in the Knighthood.

Red Victor
(Lords of Summer p.54)

The Red Victor is the ultimate expression of the Knighthood and the Summer Court in general. The Victor is a champion & paragon of the Institution, and is expected to act courageously, involving herself in glorious battles and conflicts. This does mean the position holds a requirement of Summer Mantle 5. Needless to say, serving as Victor involves extreme personal risk.

The position holds no institutional authority, but is a position of responsibility and extreme prestige. The Red Victor, if she survives, serves for a term of one year – though she should be removed if judged to be cowardly or opposing the values and ideals of the Summer Court.

Selection: The Red Victor is decided by vote, and serves for a single year. There is no traditional timing for appointment – it is filled when a qualified member of the Knighthood steps up to the task. Only a single Victor serves the Knighthood.

The Sun’s Tongue
(Lords of Summer p.53)

At any time, there are up to three Tongues in service to the Knighthood – one each for Spring, Autumn and Winter. Sun’s Tongues gain access to the Courtly Institution of the relevant season, and serve as diplomats.

Selection: Sun’s Tongues are decided by vote, and serve for a single year. The traditional timing for appointment is the month before the change to the relevant season.
Titles of Service

These are positions within the organization that can be typically filled by multiple members. None of these titles are attained by appointment, and may be used as long as the player wishes (or until the title is removed.) Please be aware that while many are self-granted, others may have requirements or be bestowed.

**Dust Grunt / Mud Grunt**  
*(Lords of Summer p.53 - Adapted from Canon for the purposes of the chronicle)*

Once adopted officially into the Knighthood, the entrant graduates from Mule Squire to Grunt. Grunts serve as foot soldiers as described in Lords of Summer. This is the title assumed by any member graduating into the Knighthood.

**Man-At-Arms**  
*(Lords of Summer p.53 - Adapted from Canon for the purposes of the chronicle)*

Man-At-Arms is the title awarded to fully-fledged members of the Knighthood. A Grunt graduates to Man-At-Arms by nomination of a current Men-At-Arms, and confirmation of two others, or by promotion from the Wroth General.

**Hunter of the Longest Day**  
*(Lords of Summer p.54)*

The title of Hunter is self-claimed, though the Changeling doing so must be of reputation (Summer Mantle 4), and ready to perform the duties of bounty hunter, tracker and assassin.

Trophys are collected by Hunters in order to prove they’ve completed their task, as well as proof of their reputation, accomplishments and prowess.

**Sentry of Summer’s Vigil**  
*(Lords of Summer p.53)*

The position of Sentry is offered by a member of the Knighthood seeking protection. If accepted, a Sentry is expected to guard his charge to the best of his ability, or step down from the position.

**Arrayer of Distant Thunder**  
*(Lords of Summer p.54 - Adapted from Canon for the purposes of the chronicle)*

An Arrayer of Distant Thunder is named and dismissed by the Wroth General.

The position of Arrayer has evolved into a keeper of Summer traditions – one who rallies others to service by organizing the Knighthood’s rituals and observances.

Of course, when the time comes for revel to be set aside and for the Knighthood to mobilize, the Arrayer becomes a key figure in organizing the move to war.

**Iron Adjutant**  
*(Lords of Summer p.54 - Adapted from Canon for the purposes of the chronicle)*

Adjutants are named and dismissed by the Wroth General.

Rather than a servant to a Summer Monarch, The Adjutant is an assistant as described to the Wroth General, explained in detail later in this section. There is no Mantle requirement for this position beyond the Mantle required to become a knight.

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**Out of Character Note:** The title of Hunter should be taken up by those wanting to help others of their court in a Bounty Hunter capacity. These players should be willing to travel or proxy their characters to complete “jobs” as agreed to with other players.
**Constable of Calefaction**  
*(Lords of Summer p.53 - Adapted from Canon for the purposes of the chronicle)*

Constables are named and dismissed by The Wroth General.

The constable moderates & mediates conflict within the Knighthood, and investigates and polices issues internally.

The Constable of Calefaction is a position of definite responsibility. A Constable has the burden of mediating conflict, as well the responsibility of investigating wrong-doing by members of the Knighthood and, *very* occasionally, members of other courts.

**Sun’s Shadow**  
*(Lords of Summer p.55)*

The title of Sun’s Shadow may be awarded by the Knighthood to an esteemed member of any court. The title is awarded by a simple majority vote of the Knights, though the title is rarely awarded more frequently than once in a single year.

**RITUALS**

**The Shikar - The Royal Hunt**  
*(Lords of Summer p.56 - Adapted from Canon for the purposes of the chronicle)*

The Knighthood has adopted the ritual of the Royal Hunt on a larger stage. The target is selected by the Arrayer, though it should be of interest to the Knights and Lost as a whole – notable Gentry, Loyalist cells, and Privateer networks are popular targets. All are invited to take part. The hunt takes place the night of June 21st.

**Out of Character Note:** The Shikar should be a large-scale event, and could be handled through a large-scale character proxy to the place of the Hunt.

**Midsummer's Yield**  
*(Lords of Summer p.56 - Adapted from Canon for the purposes of the chronicle)*

The tradition of Midsummer’s Yield has been re-coordinated to occur on the first gathering of each freehold in March. The Arrayer should have members to return and organize celebrations on this day.

**Feast of Strength**  
*(Lords of Summer p.56 - Adapted from Canon for the purposes of the chronicle)*

Feasts are approved and advertised by the Arrayer. Many contests should be included, though typically three contests will generally be included to suit the other courts, fostering goodwill.

The traditional date for the Feast of Strength is August 31st, though the date has expanded to nearly anytime during Summer to increase attendance.

**Out of Character Note:** The Feast should serve as the foundation for an important event occurring during Summer. It would be perfect for notable player gatherings like Featured Games of the Month and Regional or National Conventions.
Any university thrives on its reputation; the same can be said of the Academy of Ashes. The Institution as a whole works to project a sinister reputation to other Courts and Institutions in order to minimize interference with studies and experiments others might see as too unsavory or risky to pursue.

Not all Scholars, as members of the Academy refer to each other, pursue darker studies – a large number of Scholars are pursuing above-board and reputable research and investigation, choosing to work with the Academy for the wealth of resources and information at their disposal.

While within the Academy, Scholars may bicker about the morality of another researcher’s or college’s methods, outside of the Academy’s harrowed halls the group presents a unified front. In the end, the Academy serves as an institutional reinforcement of the methods and ideals of Autumn.

**History**

The Academy was founded in colonial New England on October 31st, 1663. While Halloween wasn’t yet widely celebrated in the Americas, the timing was almost certainly deliberate and the date holds special significance to the Academy.

Three Autumn Courtiers are credited with the founding of the Academy’s three colleges. The Academy’s original charter, rumored to have been written in the blood of these founders, has long been lost, but their names are remembered to this day.

“Nimble” Jack Pageant was, by far, the least scholarly of the three. A wizened woodwalker with a penchant for spending time in the Hedge, his preference was to spend time out in the wilds rather than in a room studying. None, however, could dispute his unrivaled knowledge of the Hedge, hobgoblins, and tactics for avoiding and confronting the Gentry. Nimble Jack founded the College of Rangers.

The second of the founders, Braham Radcliffe, was a Fairest historian, record-keeper, and an expert at reading portents from stars. His predictions were legendary and frighteningly accurate. Rumors even exist of a collection of predictions written by Radcliffe, known as “Omens.” Braham is the founder of the College of Scriveners, the historians, lore-keepers and prophets of the Academy.

The third and final founder was a Darkling by the name of Agatha Addler. Agatha, an occultist and expert in Contracts, pledges and forbidden fae lore, long ago embraced the moniker “witch of bitter winds.” She passed the title of “Witch” along to the members of her College, The College of Bitter Winds. They serve today as the magicians and forbidden knowledge-keepers of the Academy.

The founders are no longer around, though rumors exist of this researcher or that catching sight of an old, gnarled woman outside the corner of their eye. The Colleges haven’t changed much in function over the Academy’s storied history, and today serve much the same purpose as they did in olden-times.

**Heraldry**

Similar to a class ring awarded by mortals upon graduation from a learning institution, a ring is awarded to any Autumn Courtier inducted into the Academy.

The ring is a simple band of metal – copper for the College of Rangers, gold for the College of Scriveners, and silver for the College of Bitter Winds. The ring is always hedge-spun, it’s mein indicating to fae and ensorcelled observers the Scholar’s name and date of induction in glowing script.
**Voted Titles**

These are titles and positions that are limited in number, and carry a level of personal responsibility to the Institution. They’re typically appointed by appointment (See Votes, p.33) and serve for a single year. For ease of tracking, members holding these titles must include the date of appointment in their IC signatures.

**Magister of Nightmares**  
*(Lords of Summer p.73 - Adapted from Canon for the purposes of the chronicle)*

The Magister, while also responsible for gathering prey for the Hunt of Leaves, has attained broader responsibility for organizing and executing The Academy’s rituals and observances. Some traditional Academy-sponsored rituals are listed at the end of this section.

Similar to other positions in Institutions with responsibility for organizing rituals, the Magister has a secondary duty to advertise the Academy. In the case of the Magister, however, the duty is to spread a more... sinister reputation. This is for the benefit of other courts and Institutions. That said, many natural leaders have used the position to further their own agendas.

**Selection:** The Magister of Nightmares is decided by vote, and serves for a single year. The traditional timing for appointment is the first weeks of August, in preparation for the change of seasons. A Scholar may only serve as Magister once.

**Ashen Notary**  
*(Lords of Summer p.74 - Adapted from Canon for the purposes of the chronicle)*

Adding to the original responsibility for notarizing pledges, The Ashen Notary has grown into a position of great responsibility. The Notary has the burden of mediating conflict within the Academy, as well as the tie-breaking vote in Academy votes. The Notary is also the final word on disputed results on a vote.

**Selection:** The position of Ashen Notary is selected by vote. The Notary can serve for a maximum of one year, and any Academy member may only serve once. There may be only one Notary in service at any time.

**Legate of Mists**  
*(Lords of Summer p.72)*

At any time, there are up to three Legates in service to the Academy – one each for Spring, Summer, and Winter. Legates gain access to the Courtly Institution of the relevant season, and serve as diplomats, as well as literal fear-mongers.

**Selection:** The Legates of Mists are decided by vote, and serve for a single year. The traditional timing for appointment is the month before the change to the relevant season.

**Out of Character Note:** The Magister of Nightmares should work with storytellers and coordinators during the Autumn season to facilitate celebrations that mark large events, foster roleplay, and serve the chronicle on a large scale.

In addition, those interested in being active in the Academy, leading others by example and influencing others without a position of express authority should look into the position of Magister of Nightmares.
Titles of Service

These are positions within the organization that can be typically filled by multiple members. None of these titles are attained by appointment, and may be used as long as the player wishes. Please be aware that while many are self-granted, others may have requirements or be bestowed.

Ranger
(Lords of Summer p.72 - Adapted from Canon for the purposes of the chronicle)

Ranger is the title afforded to members of the College of Rangers. Their areas of study can include, but are not limited to, the Hedge, hobgoblins, goblin markets, goblin fruit, as well as means and tactics for combating The Gentry. If a member chooses the College of Rangers on acceptance to the Institution, they carry the title of Ranger.

Lord (or Lady) Scrivener
(Lords of Summer p.73 - Adapted from Canon for the purposes of the chronicle)

Lord (or Lady) Scrivener is the title held by members of the College of Scriveners. Their studies involve the collective history of the Lost, soothsaying and the reading of omens, and the history of Lost encounters with The Gentry. If a member chooses the College of Scriveners on acceptance to the Institution, they carry the title of Lord Scrivener.

Witch of the Bitter Wind
(Lords of Summer p.73 - Adapted from Canon for the purposes of the chronicle)

The title of Witch appropriately belongs to the college of Bitter Winds, who study pledges, contracts, magic and the occult, and forbidden True Fae lore. If a member chooses the College of Bitter Winds on acceptance to the Institution, they carry the title of Witch.

Paladin of Shadows
(Lords of Summer p.72 - Adapted from Canon for the purposes of the chronicle)

The position of Paladin is offered by a member of the Academy seeking protection. If accepted, a Paladin is expected to guard his charge to the best of his ability, or step down from the position.

This position may be assumed voluntarily, the Paladin pledging his combat ability to the needs of the Autumn Court and the Academy.

Ghûl
(Lords of Summer p.73)

The title of Ghûl is assumed by members of the Academy offering their services and executioners and assassins against Loyalists, soulless and other heinous criminals. The title is self-granted, though it carries a certain level of obligation.

Out of Character Note: The title of Ghûl should be taken up by those willing to help others of their court with assassination or execution.

These players should be willing to travel or proxy their characters to complete "jobs" as agreed to with other players.

Fool of First Frost
(Lords of Summer p.73)

The position of Fool is a voluntary one, assumed by Lost willing to play equal parts comedian, satirist, and distraction.

Dread Esquire
(Lords of Summer p.74)

The title of Dread Esquire may be awarded by the Academy to an esteemed member of any court. The title is awarded by a simple majority vote of the Academy, though the title is rarely awarded more frequently than once in a single year.
RITUALS

Fallen Fair
(Changeling: the Lost p.55)

Yearly, at some point during the Autumn season, a gathering is hosted for all Lost to attend. Here, information about all things occult is exchanged – including barter for magical items and lore. Lectures are hosted as well, providing others access to information regarding the Academy's studies.

Out of Character Note: The Fallen Fair should serve as the foundation for an important event occurring during Autumn. It would be perfect for notable player gatherings like Featured Games of the Month and Regional or National Conventions.

Ash Run
(Changeling: the Lost p.55)

The Ash Run is a lethal event in which the Lost gather to run down a common enemy, typically identified, captured and incarcerated by the Magister of Nightmares.

The run typically spans a few nights, as Changelings hunt their quarry with the goal of eliminating it and claiming any trophies or bounty.

Out of Character Note: The Ash Run should be a large-scale event, open to Changelings from just about anywhere. This could be handled through a large-scale character proxy to the site of the Run.
In today’s age, quick access to critical information is a requirement for power. The ability to make not only rapid decisions, but informed decisions is appealing to the Winter Court, who has taken distinct advantage of the internet in this manner with the founding of winter//net.

The Network, as members casually refer to it, is an online information network, secret society, and quasi-anonymous jobs board all in one. High-level members anonymously disseminate information to lower ranking members, who are expected to act on that information. The system has, in its short life, already prevented major disasters, heading off Loyalist and True Fae activity.

Interaction on winter//net is as anonymous as can be maintained while still being functional for its membership. Certain amounts of information do need to be passed along from those seeking or offering assistance with an important matter. The Network’s moderators, the high-ranking Winter Court known as the Unbidden Lords, maintain anonymity at all times, vouched for by the Onyx Thanes who hold the only direct communication with them.

**HISTORY**

The Winter Court have had a long tradition of wide-spread, complex and secretive information networks reaching back to the 18th Century and probably further. Indeed, this has been a key to the Court’s survival and probably the survival of Lost society as a whole.

Originally, the information networks used by the Lost relied on word-of mouth, expressed through networks of couriers and contacts. This method was virtually unchanged until the Network went online in the early 2000s.

The founders of winter//net are unknown. The first group of Onyx Thanes arranged the initial recruitment into the Lores among Winter Courtiers. Each of them was a trusted member of the court, and none provided any information about the Unbidden Lords who created the Network. Those chosen for membership were wise enough to know not to ask.

Traditionally, the Network consisted of only Winter Court members – this has changed very recently, at the behest of the Unbidden Lords. Exactly one member of each Courtly Institution is now allowed access. These members are typically diplomats, selected by their own institutions.

The reasoning for this decision was never relayed. Most feel the inclusion of the other Institutions was done out of necessity, feeling information could pass to Lost society as a whole much quicker than it could have otherwise. Currently, no known member of winter//net has access to the other Courts’ Institutions – though rumor is, the Unbidden Lords have their own methods for gathering this information.

**HERALDRY**

For obvious reasons, members winter//net don’t tend to broadcast their membership to outsiders. An ad-hoc system has been developed by the members of the Network, however, to identify themselves at in-person gatherings without transmitting obvious information like names or photographs.

The system is unspoken on the Network itself. Each courtier will include some cryptic quote, reference, or innocuous picture in their personal signature. Typically this will be a veiled reference to some visual cue – this cue is what members use to identify each other in person.

For example, a poster may include in her signature line the cryptic line “I’m youth, I’m joy. I’m a little bird that has broken out of the egg.” When at a gathering of Network members, the poster identifies herself with a simple denim jacket, the image of Peter Pan on the back.
**Titles and Positions**

Winter//net is unique among Institutions in that none of its titles are granted by appointment. Titles are handled more as an indication of how far into the “Inner Circle” you’ve progressed.

Members all carry a rank based on their current attainment of Lore (Lords of Summer, p.93-95) and can claim other titles as suits their ability to serve the Network.

**Members of the Five Lores**  
(Lords of Summer, p.93-95)

*Flowing Page:* The lowest rank of the Lores, the Page is a prospective member – given simple tasks to prove herself to the Network before advancing. This title will be used in the recruitment plot-kit.

*Squire of the Frost:* Brought further into the inner circle, the Squire has further duties to provide the Network. He is educated on the Network’s security procedures and provided very basic access to Network resources. This title will be used in the recruitment plot-kit.

*Iceclad Amiger:* At this stage, the prospect is a fully-fledged, if low-ranking, member of the Network. Access to the full array of winter//net resources is granted, including direct communication with the Onyx Thanes. This is the title assumed by any member graduating fully into the Network.

*Onyx Thane:* An Onyx Thane is granted by an Unbidden Lord based on service and proven trust (Generally speaking, a Top Approval). To claim the title without the approval of an Unbidden Lord invites the member to be ejected from the Network entirely. Thanes are the visible leadership for the Network, passing along duties from the Lords.

*Unbidden Lord:* For all intents and purposes, the Unbidden Lords don’t exist. Their knowledge regarding secrets of the fae world is rumored to be nearly limitless, but direct communication with the Unbidden Lords is almost impossible. They pass along orders through untraceable electronic messages to the Onyx Thanes, who disseminate them to the Network at large.

**Out of Character Note:** The wealth of information Unbidden Lords have access to, combined with the clandestine nature of their existence, means these positions will generally be filled by anonymous NPCs.

This will allow the perfect vehicle for storytellers to put out important plots & information, making Onyx Thanes very important to winter//net as visible leaders.

**Archer of the Lonely March**  
(Lords of Summer, p.95)

An Archer serves as a scout in both the Hedge and mortal worlds, identifying safe areas for the Lost to travel, settle, and establish safe-houses. The title of Archer is self-claimed, though it does express a Changeling’s willingness to assist the Network in this capacity.

**Out of Character Note:** The title of Archer should be taken up by those willing to help others of their court as guides and scouts.

These players should be willing to travel or proxy their characters to scout and explore as agreed to with other players.

**DJ Ötzal**  
(Lords of Summer, p.96)

DJ Ötzal is the pseudonym assumed by broadcasters on Radio Free Fae. Some who assume this self-claimed identity are open with their true identity, while others prefer total anonymity.

While Radio Free Fae used to be conducted using underground radio transmissions, these days it’s more of a secure, collaborative, and mobile podcast with posts made by any DJ Ötzal with the barest of recording and computer equipment.

Rumors say the “real” DJ Ötzal moderates and maintains the site and posts occasionally using his own name as a pseudonym, but most discount this as some kind of misdirection by another crafty Winter courtier.
**Lord of the Inhospitable Chamber**  
* (Lords of Summer, p.96)  

Master manipulators, the Lords and Ladies of the Inhospitable Chamber turn their efforts toward interrogating and imprisoning enemies of the Network. To accomplish this, they will isolate their prey by distancing their allies and encouraging their enemies to chase him where the Lord wishes.

This is a self-claimed title by Winter Courtiers who can serve the Network in this capacity.

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**Out of Character Note:** The title of Lord of the Inhospitable Chamber should be taken up by those willing to help others as interrogators, jailers, and manipulators.  
These players should be willing to travel or proxy their characters to manipulate, imprison and interrogate as agreed to with other players.

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**Sun Banisher**  
* (Lords of Summer, p.96)  

Those courtiers with an aptitude for cover-ups, secrecy and elimination of evidence can claim the title of Sun Banisher – the title is self-claimed and an indication of willingness to serve the network in this capacity.

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**Out of Character Note:** The title of Sun Banisher should be taken up by those willing to help others in clean-up crews and as cover-up artists.  
These players should be willing to travel or proxy their characters to participate in these “jobs” as agreed to with other players.

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**Rituals**

Many of the Rituals observed and promoted by the Winter Court as listed in Changeling: the Lost and Lords of Summer are done on a local level – winter/net doesn’t necessarily facilitate these. The only large-scale event supported by the Network is Winter Market, of particular interest because it involves secrets and information.

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**Winter Market**  
* (Lords of Summer, p.59)  

The Winter Market, which used to be conducted in a physical location with stalls and vendors, has evolved into an anonymous local, regional, national and world-wide online market.

The market starts in December, and runs through February. This is a structured way for changelings to engage in formalized commerce, as well as a great opportunity to obtain rare contracts, tokens and well-kept secrets.

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**Out of Character Note:** The Winter Market will be used as a way for trade-minded changelings to interact commercially on a large scale - Think of it as an anonymous fae Craigslist.  
This will also allow storytellers to disseminate lore, tokens and plot seeds to the player base in fun and interesting ways.