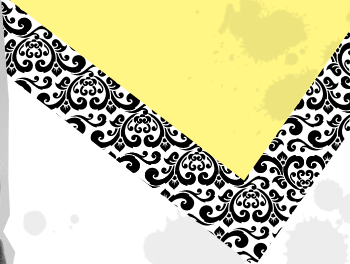


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# CHANGELINGS

The Magic & The Fury



CHANGELINGS ANARCHISTIC F  
TTRPG GAME NOT DEAD IN  
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MAGIC LA PLAGE! ROLLING  
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ROCK AND ROLL MAGIC IS  
'69 BOMBS INDISTINGUISHABLE  
SOUS LES PAVES IEST

*Any sufficiently*

*advanced magic is*

*indistinguishable from*

**bombs.**



# CHANGELINGS



Paweł Jakub Domownik





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**Based on:** Wights, Łukasz Kołodziej 2021

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Version 0.9, March 2022

# TABLE OF CONTENTS

Introduction .....	6
Characters .....	8
On Changelings .....	18
Gameplay .....	22
Checks .....	24
Game aids .....	28



## *Art*

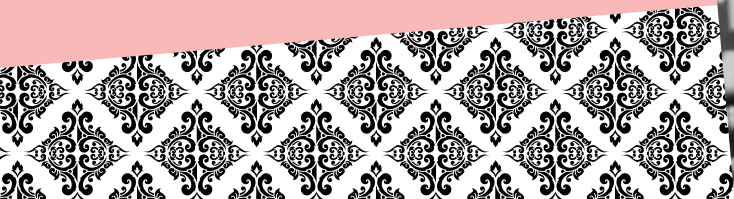
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# Intro duct ion



## Roots

This game is a hack of “Wights,” created by Łukasz Kołodziej. It wouldn’t exist but for the incredible creative energy of the Fajerbol Polish fanpage. Although “Changelings” is a stand-alone game, you can always refer to the “Wights” book in case of any doubts.



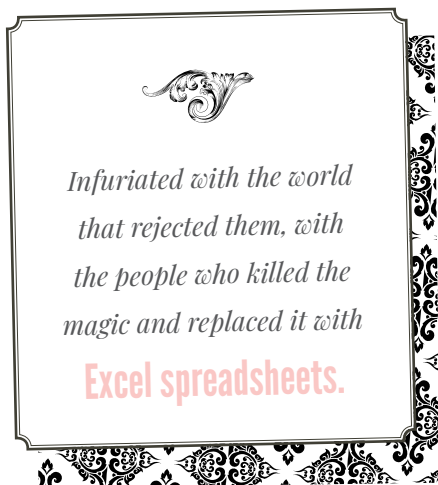
## The Theme

“Changelings” is a roleplaying game about changelings – fae creatures<sup>1</sup> inhabiting human bodies. While in the mortal realm they must control **their conflicting nature** while fighting for the cause that called them onto Earth in the first place.

## Changelings

The world burns. Climate catastrophe, galloping inequality, all-powerful corporations, and politicians fighting them with hatred. Billionaires, more and more resembling Bond villains. In the third decade of the 21st century, things seem to be worse than ever before. **But there is a glimmer of hope:** the fair folk, the fae who left this world as the civilization developed and banality ruled.

Recalled by human dreams of a better world, they return as changelings. Infuriated with the world that once rejected them, with the people who killed the magic and replaced it with Excel spreadsheets. The Faerie, wearing a human body, find a cause to fight for. They come to help the weak and the excluded. After all, the Fairy Godmother helped Cinderella, not the rich and powerful stepmother.



## Disclaimer

I want you to have fun. That’s why I encourage reading about the basic game session safety rules (for example: <https://www.montecookgames.com/consent-in-gaming/>) Choose and use the tools your group finds the most suitable. Have fun!

1. the elves, the faerie, the fair folk.

# Characters

## Character Creation

In the game, each player controls a changeling. Changelings are fae creatures in human bodies. They arrived on Earth to fight for something. Each changeling is different, so before you start playing, each player has to choose one of each: **a cause**, **an archenemy**, **a court**, **a geas**, and the character's **approach** and **resources**.

## Cause

Changelings return to Earth because the **dreams of the excluded and the poor call them back**. If there is a place where people desperately dream about a better tomorrow, changelings may appear there. For centuries the fae have dwelt at Tír na nÓg, hiding away from the triumph of banality and rationality. Now, they're full of wrath; their anger directed against those who are powerful, great, and unpunished. Against those, who are destroying the world. Changelings choose a cause to fight for and then begin to sow magic and chaos.

### *Where do changelings come from?*

The fae come to Earth when human dreams and desires call them. But what about their bodies? There are several options, depending on the character's personality and your ideas:

- Some changelings were swapped with a human baby, not long after birth. For years they lived unaware of their legacy.
- They use the body of a comatose person, or one clinically dead.
- They are using their real form. The human form is just an illusion.
- A crazy fae can and will possess humans.

The effect is always the same. Wearing a human body inevitably makes a changeling walk the thin line between dreams and banality.



Changelings often have their goddaughters and godsons. When someone like that gets into trouble, it's a good reason to start a fight for a cause. Sometimes changelings get involved because of a deal made long ago between mortals and the fae. Perhaps now it is time to pay the debt.

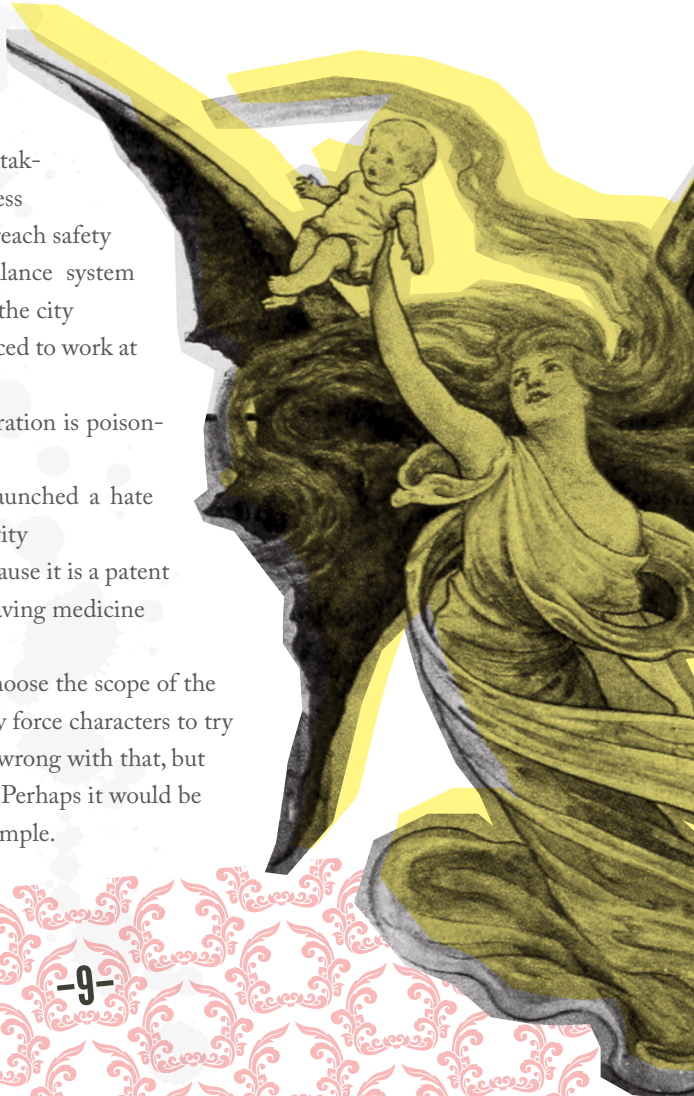


**Choose a Cause** for your Changeling and think about as many details as you see fit. Having a similar cause (or even exactly the same) is a great way to form a connection among several changelings.

### Example causes:

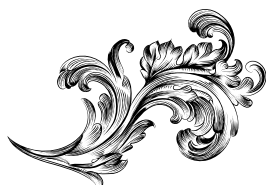
1. Saving the city park from real estate developers
2. Stopping a corporation from taking over a small family business
3. Helping a group of refugees reach safety
4. Destroying a citizen surveillance system that's being implemented by the city
5. Freeing a group of people forced to work at an industrial farm
6. Revealing proof that a corporation is poisoning the environment
7. Stopping a politician who launched a hate campaign directed at a minority
8. Causing a company's fall, because it is a patent troll blocking access to life-saving medicine

**Remember,** it is important to choose the scope of the cause correctly. Some causes may force characters to try and rebuild the world. Nothing wrong with that, but might take a few game sessions. Perhaps it would be better to start with something simple.





## Archenemy



Each cause has its archenemy. Because of this person, the cause does not have a simple solution. Changelings love to fight against the great and the powerful, cut the upper 1% down to size. Your opponents will be those with wealth and influence, people who often feel unpunishable and above the law. You must get them to fulfill your goals.

**Choose an Archenemy** for your Changeling and think about as many details as you see fit. Having the same type of Archenemy (or even exactly the same) is a great way to form a connection among several changelings.



### **Example archenemies:**

1. Ego-centric celebrity
2. Duplicious priest
3. Corrupt politician
4. Greedy CEO
5. Ruthless soldier
6. Immoral lawyer
7. Greedy landlord
8. Influencer who denies climate crisis

### *Sex, magic, and videotapes*

The fair folk are creatures born of primeval magic and dreams. Unsurprisingly, changelings sometimes do not fully understand intricacies of modern society. It may happen that to kick their archenemy's ass, instead of organizing grass-roots movements, consulting the public, or writing petitions to politicians, they'll choose a more direct approach. Subterfuge, violence, blackmail, public humiliation, and making fun of a powerful person are more in line with a changeling's nature. Sometimes I think it's better. But hey! Your changelings can be different and that is great too.

## Court

There are more fairy courts than stars in the sky. Some are great and powerful, others are just small coterie of individuals with an extravagant title. The court a changeling belongs to determines their powers and the appearance of their true form. **Choose a Court** for your Changeling and think about as many details as you see fit. You begin with a power **assigned to the first dot**. More information about developing this power can be found below, in the *gameplay* section. Because changelings are born of dreams and legends, they're infinitely moldable, therefore you can match any court to any power and form. Or make your own.

### Red caps

Big and sharp teeth, blue-grey skin, red hair or hat, heavy brass feet.

- The changeling can chew through anything.
- The changeling can jump inhumanly far.
- The changeling can cause panic in people who can see them.

### Gargoyle

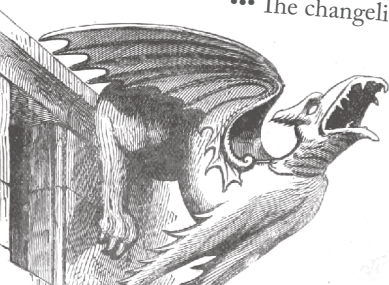
Stone skin, vestigial wings, horns.

- If the changeling decides to defend something, nothing can move it from the place.
- The changeling is inhumanly strong.
- The changeling can forge a legendary weapon, such as Excalibur or Mjölfnir.

### Faun

Goat legs, small horns, long tassel.

- The changeling can enchant anyone for a short time.
- Using music, the changeling can control a group of people.
- The changeling can change someone's position, emotions, or personality.



### Gremlins

Large ears, scaly skin, claws, and 2 feet tall at most.

- The changeling can break any machine.
- The changeling can repair any machine.
- The changeling can build any machine.

### Aos Si

Aerie face, bark-covered body, luminous vortex in place of legs.

- The changeling can use illusion magic to change their face however they like.
- The changeling can create an illusion that affects one selected sense.
- The changeling can create an illusion that affects all senses.



### Sprites

Butterfly wings, petite build, glowing bodies.

- The changeling can transform into one chosen animal.
- The changeling can speak with animals and give them orders.
- The changeling can assume a hybrid animal-human form to fight.

### Morvarc'h

Crane feet, small flames at the tip of each finger, a foot-long, tapered tuft ears, feline tail.

- The changeling can teleport to any place in sight.
- The changeling can be inhumanly fast for a short time.
- The changeling can draw a portal on a wall. The portal allows this changeling and their companions to pass to the other side.



### Sluagh

Tall, white skin, spindly body, no hair, many eyes.

- The changeling can speak with the dead.
- The changeling can change into a bodyless, spiritual form.
- The changeling can control ghosts and undead creatures.

## Changelings

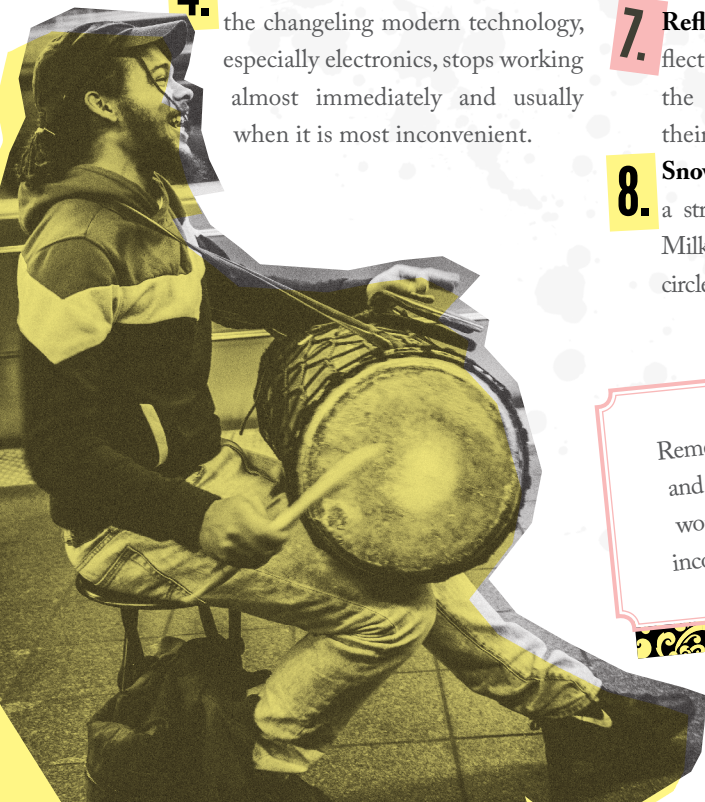


## Geas

Inhabiting the human body takes a toll. It manifests as magic that draws attention to the changeling and causes trouble. **Choose a Geas for your Changeling** and think about as many details as you see fit.

- 1. Dragon claws** – the changeling feels the urge to gather gold, cash, jewels, or just shiny things.
- 2. Troll curse** – sunlight burns the changeling. After a few minutes of exposure, the changeling slowly turns into stone.
- 3. Satire's passion** – the changeling is addicted to something: it can be a hobby, music, sex, or drugs.
- 4. Arcadia's echo** – in the vicinity of the changeling modern technology, especially electronics, stops working almost immediately and usually when it is most inconvenient.
- 5. Crusader's heart** – the changeling follows the code of chivalry and honor. No challenge shall remain unanswered and they will always help those in need!
- 6. Jester's tongue** – the changelings feels the urge to humiliate, play pranks, and make the life of everyone around them difficult. The urge grows stronger the higher in the hierarchy the changeling is.
- 7. Reflection of truth** – mirrors, reflections, photos, recordings, and the changeling's shadow reveal their true form.
- 8. Snowflake** – charms and wards have a stronger effect on the changeling. Milk sours in their vicinity, mushroom circles sprout near their home, etc.

Remember that geas is not a power and usually comes into play at the worst possible moment or causes inconveniences for the changeling.





# Approach

Due to their dual natures, changelings are constantly torn between the Banality and the Dreams. Changelings can approach each problem either from the perspective of **Dreams** (by creating, inspiring, convincing, tempting, using magic, giving, using agility, charisma, empathy and guile, acting in a risky way) or from the perspective of **Banality** (by destroying, fighting, using technology, harming others, taking, using strength, endurance, acting calmly and safely). Choose an Approach for your Changeling and decide on its scope by assigning a numerical value to it: from 2 to 5.

**A low value** means that your Changeling is better at overcoming challenges by using **Banality**.

**A high value** means that your Changeling is better at overcoming challenges by using **Dreams**.



# Resources

Your changeling begins with a set of clothes. Moreover, choose two from the items below.

Melee weapon or Firearm

Hideout

Vehicle

Full wallet

Ally (informer, spy, equipment supplier, etc.)

Add as many details to those items as you wish. If you choose an ally, describe them briefly. They won't win your cause for you, but they can help.

# Details

Think of a name for your changeling. Write their backstory, describe their appearance, draw a picture – do whatever you feel will make you more connected and help other players understand what's your character about.



### Example

Justine is creating her first changeling. She has half an hour, this manual, a copy of the character sheet, and a pencil. Other players are present, so they can on the fly decide on the details and connections between the characters. The Narrator is also with them and Justine can always ask them for advice.

### Cause

Justine decides that her changeling is going to ruin a corporation that is hiding the fact that its products are made in forced labor camps.

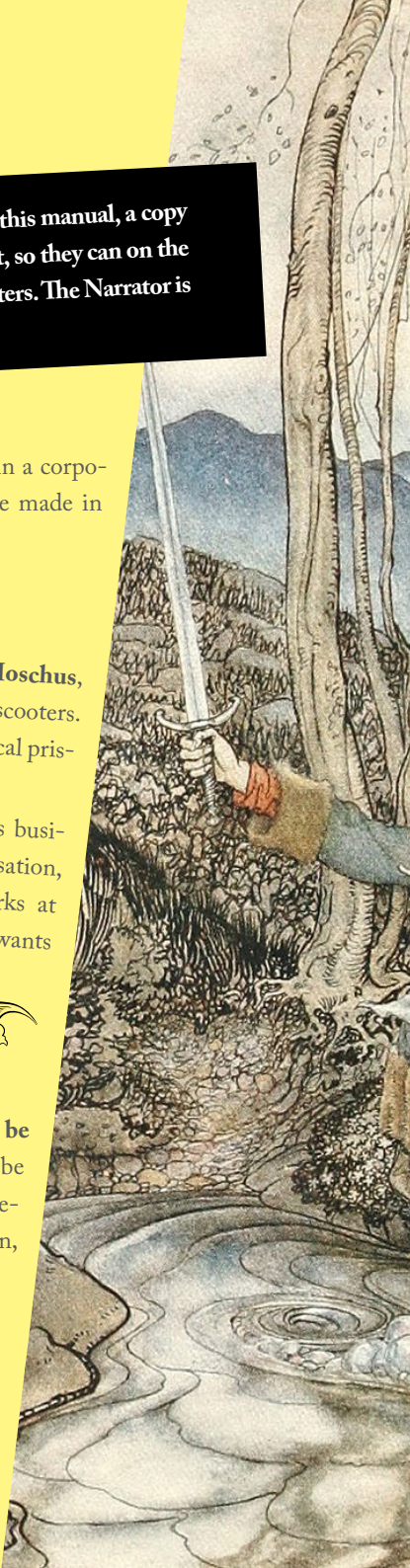
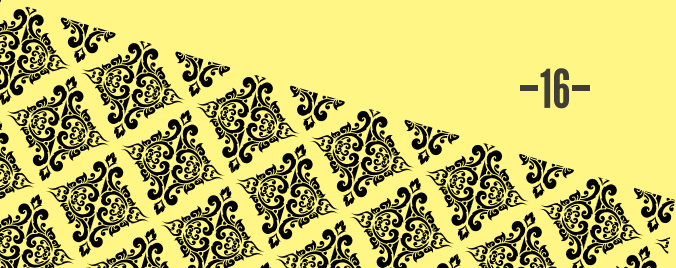
### Archenemy

Justine decides that her Archenemy is **Elaine Moschus**, a **ruthless CEO** of a company making electric scooters. Her startup uses components assembled by political prisoners in China.

Luke, another player, also chose the mendacious businessman for his archenemy. After a short conversation, they decide that Luke's character's godson works at such a forced labor camp and Luke's changeling wants to free him.

### Court

Justine decides that their changeling **is going to be a gremlin**. Powers that affect machines might be useful when fighting a high-tech startup. Justine describes the real form of her character: red, scaly skin, claws, and hairy ears.



Bogna, another player, also chose a Gremlin. The narrator asks whether one of them would like to choose another Court, which would broaden the range of the party's abilities. After a short discussion, Bogna changes her mind and picks the tall, multi-eyed Sluagh, because this is going to counter Justine's character nicely.

### Geas

Justine writes down that her changeling **has an especially sharp tongue**. They love to clown around, laugh at people and no big fish can be spared a snarky comment.



### Approach

Justine decides that her character should depend on reality and solve most of their problems with Banality. This matches the Gremlin's hard personality. This changeling is goal-oriented, knows a bit about technology and unlike some other changelings doesn't live in La La Land. Justine sets **Approach at 3**.

### Resources

Justine decides that their changeling begins the game with a **zip biker jacket**, a **set of tools**, and a **hideout in an old clock tower**.



### Details

Justine writes down that her character's name is **Deidre Uí Dornáin**. She's a petite woman with long, black hair and a spanner tattooed on one shoulder. That's it, the changeling is ready. When other players finish making theirs, the game can begin.

# On changelings

## How does the body of changeling work?

1. Changelings are **inhumanely fascinating**. They don't grow old, tire slowly and their bodies are more resilient than normal humans.
2. They also have their **true form**, invisible to normal humans. It manifests always when they use the power granted by their court. They can also manifest it when they feel like it.
3. **Cold iron burns** changelings as if it was a fire.
4. Because every changeling appears in this world because of a Cause, **only their archenemy can truly destroy them**. Sooner or later injuries from all other sources are healed.

## How does the mind of changeling work?

1. Changelings **dial things up to maximum**. They go all out. They don't like half-measures.
2. **They can't lie**. They might omit certain facts, avoid answering, twist their words but a straight-out lie is impossible for them.
3. Changelings are easily deconcentrated. Everything fascinates them.
4. Deals are very important and changelings **will do everything they can to keep their word**.

## Changelings

### The double nature

The changeling is a fae spirit in a human body. That is why they are always torn between **Dreams** and **Banality**.

- If a changeling does something really banal, their Approach value decreases by 1.
- If a changeling does something really creative, their Approach value increases by 1.

#### Sample actions that decrease Approach

A complication in a check using the Banality approach

Murdering someone

Destruction of an effect of creativity (an art object)

Ignoring charms and wards or cold iron's effect

Breaking one's word

#### Sample actions that increase Approach

A complication in a check using the Dreams approach

Completing one's cause

Creating something unique

Doing something with amazing style

Inspiring mortals

Doom awaits a changeling whose Approach exceeds either extremum.

- If one's Approach decreases **below 1**, the changeling forgets they are a fae creature. They become a normal human being.
- If one's Approach increases **above 6**, the changeling cannot stay in this world any longer. The Wild Hunt appears and takes them into the strange, mythic lands from where no one returns.

It's a good moment to play out a scene where such a character says their goodbyes to the rest of the party. They can take one last look at the cause they didn't win and let the character go.

When changing your Approach's value, always mark one box on your experience track.

Everyone at the table should agree to change a changeling's Approach. But when a player says: "Wow, the thing your character did was incredible!" it usually means that you should probably change your Approach.

## Fulfilling the cause

If a changeling manages to complete their goal and the archenemy is no more, that changeling has no reason to remain in this world. Their time here is over and they feel the increasing longing for Arcadia, Tír na nÓg, the land beyond the North Wind, or whatever the place they came from is called. If the changeling wishes so, they can stay for a while, **but only to help other changelings.**



### *Charms and wards*

There are many superstitions regarding Changelings and the fae. The sound of church bells (or other religious objects) makes them uncomfortable. Clothes worn inside out make people invisible for them and a four-leaf clover protects from changeling powers. A vast majority of witchcraft methods work the same as folk tales describe them. Ask your players, maybe they know some other such methods?





# Gameplay

## The Narrator



1. In case of any doubts, read the “How to play” chapter in the “Wights” manual.
2. Show the **glimmers of hope and magic** in the exhausted, dirty world.
3. **Help your players** create cool characters that complement each other, but don't force your ideas and don't take the spotlight from them.
4. **Play to see what happens. Don't prepare an adventure or story before the game.**
5. Ask questions and build on the answers.
6. Challenge the players and let them come up with the solutions.
7. Say “Yes” or ask for a check. Roll the dice only when both the success and the failure are going to produce interesting results.
8. Let the checks divert the story onto a new track.
9. Help your players, but complicate things for their characters.
10. If you don't know what to do, check the *Aids* sections.

## Character development

As your shared story progresses, your character may become more powerful. **When you mark the third box** on the experience track, remove all the marks and add one dot to the power granted you by your court. You mark the square on the experience track when you:

- have zero successes in a check,
- call upon your Geas to automatically fail a roll (and get zero successes),
- change your Approach's value.

## Sample gameplay

The following sections illustrate how you can begin a game of “Changeling” and how the game session develops. Three players (Justine, Luke and Bogna) and their narrator (Mike) are about to begin their game.

**Mike (The narrator):** All right, what city are we in?

**Bogna:** Los Angeles!

**Mike (n):** Everyone agrees? Great. LA it is. Where exactly are you?

**Justine:** Hmm, let’s say we’re at a beach.

**Bogna:** Yes, but it’s night, so it’s rather empty.

**Luke:** But we can hear a wild party going on somewhere?

**Bogna:** Sure, spring break has begun and people are partying.

**Mike (n):** Okay, what are you doing there?

**Luke:** We’re waiting for our informer who is supposed to bring us some dirty secrets of the Amazing Inc, so we can get that scumbag corporation.

**Mike (n):** Actually, you can see him. He runs from behind a dune and a police officer is close behind him. They chase him down and throw him on the sand.

**Bogna:** Hey, leave him!

**Justine:** My character shouts: “Hey, doughnut eater! Leave him and find someone your size!”

**Mike (n):** The police officer gets up and walks over to you. He’s a huge man, when he gets close you realize he’s at least a foot taller than you. He grins, sure of his authority and power. What do you do?

**Justine:** My character can break any machine, does the taser at his belt count? Didre wants to break it so the electrical charge would hit that son of a bitch.

**Mike (n):** Sure! Great idea, of course, you can break his taser, but because you are very specific about the effect and you want to harm the cop, I think we should roll for that.

**Justine:** Okay!



# Checks

## What are checks?

A Check means rolling a few six-sided dice to check whether a changing managed to succeed in doing something.

## When should you make checks?

Always when the narrator isn't sure whether a changing can do something or when they decide that potential failure may interestingly develop the story.

# How do you make checks?

First, the player decides whether their changeling approaches the problem from the perspective of **Dreams** (by creating, inspiring, convincing, tempting, using magic, giving, using agility, charisma, empathy and guile, acting in a risky way) or from the perspective of **Banality** (by destroying, fighting, using technology, harming others, taking, using strength, endurance, acting calmly and safely).

Then the player rolls dice. Typically, one dice, but you the narrator may allow extra dice (up to the maximum of 3) for having:

 helping allies

 suitable powers


 useful items.



When solving a problem with **Dreams**, each dice showing the value equal to or lower than the changeling's Approach value means one success. When solving a problem with **Banality**, each dice showing the value equal to or higher than the changeling's Approach value means one success.

Add up the number of success on all the dice and check what happens:

- 0 successes** – the changeling failed! The Narrator describes how the situation deteriorates. Mark one box on the experience track.
- 1 success** – the changeling barely succeeded! The player describes how their character overcomes the problem. The narrator then adds a cost, loss, injury, or unexpected complication.
- 2 successes** – the changeling succeeded! The player describes how the situation improves.
- 3 successes** – astounding success! The player describes how the situation improves and the narrator adds an unexpected positive turn of events.



If you are familiar with "Wights", note the small differences. In "Changelings" checks work a bit differently, which gives players more creative freedom.



## Changelings

### Visions

A result on a dice that equals the changeling's Approach means that the character receives a mystical vision straight from the realm of dreams and nightmares. For each dice showing such a result, the player can ask the Narrator one question regarding the situation in the game, for example:

Where is the archenemy?

What happened here?

How can we get inside?

Who's responsible?

The Narrator must answer truthfully.



### Cooperation

The Narrator may allow players to **roll extra dice** (maximum three) if another player adds something new and exciting to the scene, or an unexpected complication or previously unknown connection between the changelings. Make sure that **everyone agrees** to this new element.



## Sample check

Below you can find an example of how checks work in the game. This fragment directly follows the scene described in the previous example. Justine wants her character, Deidre to damage a cop's taser so that the electric charge harms the policeman. Everyone agrees that a check is a good idea here.

Justine decides to solve the problem with **Banality** (she's affecting a technological device). It means that the dice must come up with a result higher or equal to her character's Approach value. The Approach value is 3, so Justine needs to roll 3, 4, 5, or 6 on the six-sided die. Not bad, but she still wants to improve her chances.

**Justine:** He's confident and doesn't expect such a small girl to harm him. Extra die for a surprise?

**Mike (n):** No way, he's a trained officer at a night patrol, he's expecting trouble.

**Justine:** All right, I'd like an extra die anyway, because the check directly involves my power.

**Mike (n):** Oh right, sure.

Justine rolls two dice. One shows 2, the other 5. One success means that her Deidre succeeds but at a cost. Justine now describes their character's success:

**Justine:** His taser explodes, electricity arches burn his body, and the stink of burned flesh fills the air. He falls to the ground unconscious.

The Narrator adds complications:

**Mike (n):** Unfortunately, the discharge affected his beacon, which transmitted an automated call for help. More cops are coming, and in force too.



# Game aids

A collection of suggestions, inspirations, complications, and keywords you can use during a game session.

It helps if all participants have access to those during a game.

## Names

### Changeling

1. Bors
2. Elaine
3. Arnive
4. Yvain
5. Guinevere
6. Morholt
7. Blanchefleur
8. Morien
9. Gwenhwyfach
10. Laudine

### Polish

1. Zbigniew
2. Gabriela
3. Jan
4. Brygida
5. Maciej

### Other

1. Alistair
2. Wendell
3. Avril
4. Ellen
5. Gabriel
6. Morrow
7. Morden
8. Harley
9. Layla
10. Yoko



6. Eugenia
7. Piotr
8. Władysława
9. Amadeusz
10. Marta

## Archenemy

An archenemy should have two advantages and one flaw.

### Flaws

1. Greed
2. Wrath
3. Laziness
4. Lust
5. Madness
6. Gluttony
7. Pride
8. Addiction
9. Irrational
10. Superstitious

### Advantages

1. Ingenious manipulator
2. Supernatural powers
3. Army of minions
4. Ingenious inventor
5. Five moves ahead
6. Cartloads of money
7. Great influence
8. Loved by all
9. Peak physical condition
10. Fortified HQ

## Bystanders

### Good neighborhood

1. Tired corpodrone
2. Obese priest
3. Jogger
4. Dodgy businessman  
shouting into their phone
5. A couple on a date
6. Tipsy businessman
7. Scared nerd
8. Young, rich people
9. Some hipsters
10. Lost tourist

### Wrong side of the track

1. College student having fun
2. Tired sex worker
3. Food Delivery messenger
4. Sick homeless person
5. Desperate thug
6. Coarse worker
7. Uber driver (immigrant)
8. Emaciated addict
9. Corrupt police officer
10. Wight on their way to exact  
revenge

**Organizations**

**Legal**

1. Technological startup
2. Conservative legal think tank
3. Big Pharma
4. Immoral clergy
5. Lazy police
6. Patent trolls
7. Ruthless corporation
8. Biased journalists
9. Lobbyists
10. Kremlin trolls

**Illegal**

1. Hackers
2. Mafia
3. Drug dealers
4. Biker gang
5. Sect or cult
6. Human traffickers
7. Neonazi group
8. Truthers
9. Greedy landlords
10. Environmental terrorists



**Cities**

1. Berlin
2. London
3. Glasgow
4. Boston
5. Cairo
6. Gdańsk
7. Calais
8. Amsterdam
9. Barcelona
10. Palermo



## City qualities

A city should have one advantage and two flaws.

### Flaws

1. Neglected infrastructure
2. Dark
3. Crime
4. Loud
5. Deserted neighborhoods
6. Stinky
7. Crowded
8. Callousness
9. Very high unemployment
10. Concrete jungle

### Advantages

1. Good city transport system
2. A lot of hideouts
3. Nightlife
4. Beautiful skyline
5. Helpful people
6. Extensive tunnel network
7. Lots of parks
8. Bustling
9. Beautiful old town
10. No CCTV

## Locations

### Venues

1. Branch cafe
2. Ethnic restaurant
3. Abandoned factory
4. Striptease club
5. Office skyscraper
6. Luxury apartment
7. Open space office
8. Sleazy bar
9. Car garage
10. Crowded shopping mall

### Spaces

1. Dark alley
2. Municipal cemetery
3. Town square with a fountain
4. Skyscraper's roof
5. Mansion's garden
6. Art Gallery
7. Tenement house yard
8. Municipal Park
9. Library
10. Subway tunnels



## Changelings

### Weapons

1. Renaissance rapier
2. Ornamented katana
3. Greatsword
4. Glass dagger
5. Oaken shillelagh
6. Two pistols
7. Sawn-off shotgun
8. Sniper rifle
9. Old musket
10. Giant revolver

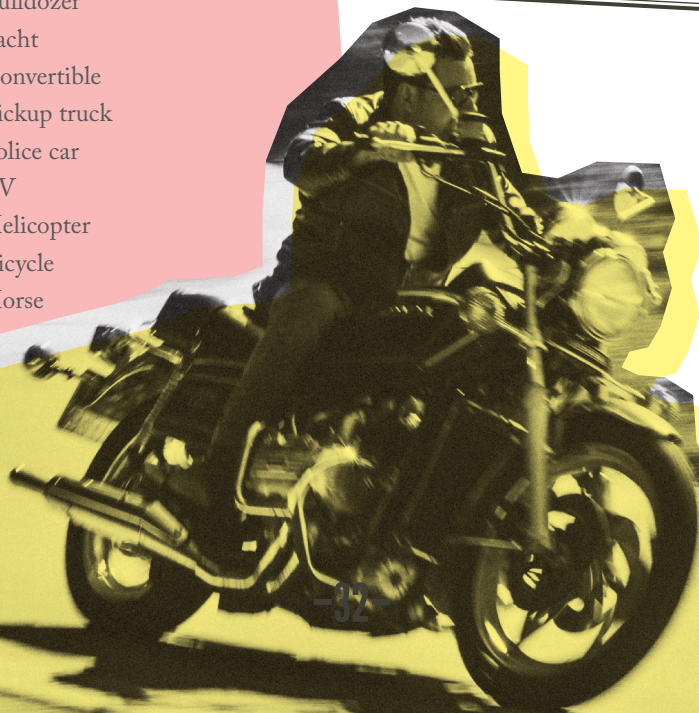


### Props

1. Compromising nudes
2. Horn of a magic beast
3. Access card
4. Someone's smartphone
5. Explosives
6. Confidential documents
7. Suitcase with money
8. Magic sword
9. Modern art piece
10. Pendrive with a video recording

### Vehicles

1. Motorbike
2. Bulldozer
3. Yacht
4. Convertible
5. Pickup truck
6. Police car
7. RV
8. Helicopter
9. Bicycle
10. Horse





## Sample complications

1. The police intervene (or federal agents, military, counterterrorists).
2. Magical beasts appear and try to foil changelings' plans.
3. An occultist intervenes, and they know how to deal with changelings.
4. Bells begin to toll in a nearby church, which weakens the changelings.
5. Someone films/takes photos of changelings in action and then runs for their life.
6. Unexpectedly one element of the scene turns out to be made of wrought iron.
7. A person appears and the changeling owes them for something.
8. An ally turns out to be working for the archenemy.

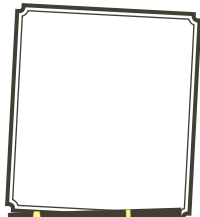


## Sample positive events

1. The changeling discovers an excellent place to hide.
2. The changeling finds a useful item.
3. The changeling finds a useful piece of information.
4. The story moves to a place that better suits the changeling.
5. The changeling learns about their archenemy's weakness.
6. Changeling's magic fully heals their injuries.
7. The changeling's enemies are stunned and unable to do anything.
8. The changeling gains a new ally.

# CHANGELINGS

## The Magic & The Fury



**Approach**

*experience*

\_\_\_\_\_ *name*

\_\_\_\_\_ *player*

\_\_\_\_\_ *cause*

\_\_\_\_\_ *archenemy*

\_\_\_\_\_ *court*

\_\_\_\_\_ *geas*

### Resources

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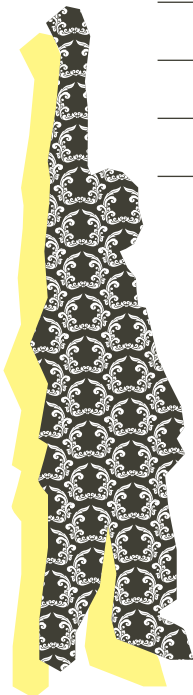
### Details

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FROM BOMB NO GODS FUCK  
DISTINGUISH NO SYSTEM  
CAMBODIA MASTERS THE EAT  
WE ARE ANIFA RICH  
E WEIRDOS NEVER DO  
MIAŁO PODNIĘŚMY NEVER N'T TRUST  
SZTANDAR GROW ANARCHISTIC  
NASZ W GÓRE! UP VIVA LA  
LOVE FRIENDSHIP REVOLUCION  
LAW IS MAGIC IF I CAN'T DANCE  
PLAŻA IS MAGIC I DON'T WANT  
JP2GMD NOT TO BE IN YOUR  
REVOLUTION



*Negras tormentas agitan los aires  
nubes oscuras nos impiden ver.  
Aunque nos espere el dolor y la muerte  
contra el enemigo nos llama el deber.\**

*\* A las barricadas – song of the anarchists  
during the Spanish Civil War.*

Warsaw 2022

