

Changeling The Lost: Among the Ruins

Arcadia has fallen. In the world beyond the deep hedge, ruined realms of splendor and arcane mystery lie abandoned, the dance halls, labyrinths and fighting pits stand empty, no life or narrative to be found.

Recently

Three months ago, Changelings all over the land found themselves confused, lost, unable to remember what was going on or why they were standing here in a forest clearing, dressed in a tabard, wielding a sword. Those that had luck or wit on their side fled through the thorns and emerged into the real world. There was a sense of relief, a feeling that something momentous had happened and they were part of it but nothing more. Some reached for crowns that were gone, others found their gear and mantles nothing more than sticks and leaves.

Their real lives a mystery, they scrambled to find themselves again, some picked up the pieces, but found no comfort in old friendships or acquaintances. Familiar faces were now strangers again, and the very foundation of court and entitlement had shifted beneath their feet.

Reports began to come in, somebody got Radio Free Fae working again, and people discovered it was much the same all over. Those that explored the hedge found that there were safe places, strange keeps standing in the hedge, and within strange powerful creatures that apparently wished them no harm but also gave no rhyme or reason to their presence.

The bravest spoke of travels to deep dark places, empty shells where the glittering palaces of Arcadia had once caused so much terror. They were gone.

What's happening now

Some changelings still emerge from the thorns every once in a while, the strange relationship between time there and here means that their journeys started long before the disaster which would have rendered them meaningless.

Changelings live within Anchorages, safe spaces that exist in the hedge. The Anchorages contain physical buildings, fortresses and strongholds built in the hedge that surround strange eldritch entities.

The Eldritch seem to be creatures of the hedge, but they are neither True Fae, Changeling nor Hob. Great creatures, majestic and silent, they present an enigma, clearly their presence is neither coincidence nor without intent, but nothing can be gleaned of what they are or where they came from.

In a city like Birmingham, Manchester or London there might be several of these Anchorages, but there is normally at least one to be found in each city.

Within the Anchorage the hedge is a place of wonder and danger. There is peril for those that wander from the path but also the opportunities that can be reaped, such as hedge fruit and hollows.

Where the Anchorage ends, there is the brim, an area of ever shifting hedge, practically fizzing and crackling with energy.

Beyond is the Wilds, an area of hedge that is viciously malevolent and dark, where strange creatures born of chaos roam. Even the bravest changelings think twice about exploring here, it is not only inhumanly uncaring and full of traps for even the most prepared, but is actively predatory.

Tone Notes

If the tone of the current chronicle is epic scale action adventure, then the new game will focus more on urban horror and fantastic mystery. Alien and modern horror/fantasy will be prioritised over the folkloric and national epic themes presented in the last chronicle.

Mechanics Notes

We will continue to use NWOD 1ed Changeling: the Lost and its associated splat books.

We will be running a lower XP version of the game, as we think this helps characters carve out niches, especially based on their kith and seeming blessings.

A new addenda will be published in advance of the game, it will mostly use the rules we have evolved over years of play, but will be updated to reflect the setting.

How we envision the game working

Each domain will exist within its own Anchorage as maintained by the Eldritch, this creates a zone of safeish hedge in which normal changeling play can proceed. Emphasis will also shift to what happens in the real world, enemies unknown being a core theme of the game. STs will be provided with greater guidance on how to manage this new game relationship. The GST will provide LSTs with parts of the mystery to be unravelled, national games might deal with exploration of fallen realms, a call for help in a distant Anchorage or other wider plot that might emerge from local games. The Anchorage scheme though by its nature means each domain is not inherently plugged into a wider political or social structure.