

What Do the Numbers Mean?

If you're the sort of person who thinks that taking on Banality is actually a good strategy for a changeling to take, (after all, you can use it as protection from cantrips and other fae attacks), the following guidelines are provided to help you roleplay your character's slow decline. Enjoy.

Banality of Five

For human adults, this is borderline insanity. Mortals in this frame of mind may have invisible friends, believe in elaborate conspiracy theories, live in elaborate delusions, or fall prey to rampant paranoia and take precautions against secret societies living in their midst. Getting a job as an occult investigator for a tabloid newspaper or selling bottles of holy water downtown in your off-hours are two good career moves. Be careful, though, or you'll wind up in an asylum. Briefly seeing (and misunderstanding) elements of the Dreaming is a faint possibility.

For human children, this is borderline maturity. You can still grow up to be the President of the United States, become an astronaut, or go to Harvard someday. Being nine years old isn't really that bad, except when you have to go to school.

Among the Kithain, this is the Banality of an extremely open-minded grump. Most grumps don't keep this state of grace for long. Although this frame of mind is extremely dull by faerie standards, the individual nonetheless believes himself to be a reincarnation of a being from a magical race that regularly interacts with a dimension of imaginary people and objects. He will not, however, play *Ring Around the Rosie* without at least some prompting.

Banality of Six

In human society, this is the state of mind of a creative artist. She is poised between the mundane concerns of day-to-day life and the maddening call of her muse. Maintaining this frame of mind can be difficult. Under the right conditions, an artist can create beautiful works of art and find truthful revelations. Seeing chimerical objects, however, is out of the question without Enchantment.

For a changeling that is slowly going mundane, there is still hope at this stage. The changeling may feel the need to spend more time around mundanes at this level of Banality. She might hang out a lot at art school, beg for change on the streets, follow a band or medieval recreation group across the country, or just generally spending a great deal of time with Glamorous mortals trying to induce Reverie. If she doesn't

act quickly, she may find her task slowly becoming more difficult.

Banality of Seven

This is the state of mind of the average mortal: practical, sensible and cautious. This type of person keeps plenty of food in the fridge, cleans his apartment once a week, and rarely stays up past midnight. For more inspiration on this kind of behavior, watch an evening of prime time television or spend an afternoon doing housework.

A changeling at this level of Banality will find the concerns of the mundane world more pressing than the needs of the Dreaming. Any call to adventure will require him to first make cautious plans and question how it will affect his mundane life. Any adventurous course of action will seem somewhat foolish at first.

Unseelie are better able to resist Banality than Seelie fae. One welcome distraction is the diversion of the Shadow Court. Members of the court at this level become more concerned with the trivial details of court than the problems outside their social circle. They are muckrakers who traffic in gossip and try to deny their own Banality by rooting out despair and failure in those around them. They also become powerful Ravagers, but they play a dangerous game, risking their hearts and souls for the sake of raw power.

Banality of Eight

This is the frame of mind of a Heavy Sleeper or a weak Autumn Person. The Comic Relief archetypes in Chapter Three work best at this level of Banality. Truly banal people resist despair and mistrust by becoming obsessive and anal. Anyone who does not share these traits is a threat to them. For further ideas, take Runcible's advice and go out human-watching. See what happens when you point and stare, or when you watch them through binoculars.

Seelie handle this sickening of the spirit somewhat differently. Arthur Fishlips, the character in Chapter One, is an example of a Seelie fae with this degree of mundanity. Tearing himself away from regret and despair is difficult, although he is painfully aware of what is happening to him. Finding the energy to go out and truly live becomes difficult. It's so much safer to just stay at home. You still trust the guidance of your friends, but you require their leadership to help you clear the cobwebs from your mind.

Unseelie find other diversions as their hearts harden. At this stage, mundane Unseelie either elevate themselves to higher positions in the Shadow Court and increase their