

addiction or tear themselves away from it completely. Rogues who isolate themselves from the Court (or are rejected from it) begin to spiral into epic feasts of Ravaging in a desperate attempt to either stave off spiritual decay or lessen the pain by inducing Bedlam.

The difficulty for any roll involving an Epiphany is increased by one for characters who have achieved this level of Banality.

Banality of Nine

This is the mental state of an Autumn Person. Faeries find that prolonged exposure to this type of individual can actually be physically painful. (One way to represent this is by the system for "Berating Oration," described below.) For more ideas on how to be truly banal, ride across the country in a bus for three days while making 10 minute stops in small towns along the way. (Legal considerations prevent me from naming a suitable bus line for this enterprise, but the reader should be able to find one.)

("Why did my father waste his life making these wooden toys for me?")

Once the Oration is finished, the Storyteller rolls a number of dice equal to the harassed or abused changeling's Banality. (Being banal makes the fae more vulnerable.) For each success, the changeling will take chimerical damage at a rate of one point per turn at the end of the scene. The changeling can flee at any point to avoid further damage, or:

a) undo the senselessly mundane action,

A changeling at this level of Banality will begin to forget the more glamorous details of her past. As her temporary Banality continues to increase, more and more memories of her faerie life will disappear. The fae will forget the names of kith allies and the location of freeholds. Her kith seeming will almost exactly resemble her mundane seeming. Understanding or even seeing elements of the Dreaming is difficult (+ 2 difficulty to all Kenning and Gremayre rolls).

Banality of Ten

Humans at this state of Banality lose most of their emotions. They are oblivious to the joys of life and gain an inscrutable affinity to tedious things. Childhood has been forgotten, love is an impossibility, and only the stupor of intoxication can offer a temporary succor from the depths of his sorrow.

A changeling who gains 10 points of Permanent Banality is in severe risk of being Undone. See page 33 for further details on this.

(i.e., rescue the burning toys from the fire),

b) issue a retort to the critique and roll Glamour to resist,

("Yes! For me every day is Halloween!"), or

c) Enchant the Autumn Person.

("He made these toys because he loved you. Here. Take them home with you.")

Use this power sparingly. Not every Autumn Person will have this power, but an encounter with one who does can be extremely dangerous for a banal changeling.