

David Wolfe

“In the name of King and Country, you are under arrest!”

Ever since you were little (relatively, as you’ve never been a small man), you’ve had a head for justice. There’s something about being fair and righteous that innately appeals to you and always have. That’s probably why the Baron of Oklahoma City made you the Reeve in charge of making sure that Criminals are delivered for justice.

Recently, Oklahoma City had a Changing of the Seasons, a beautiful ceremony that went off with only a small hitch: a Satyr named Jimmy Fuzz was reportedly responsible for the deaths of more than a few childlings, a crime for which there can only be one punishment.

Since then, your Baroness has decided to show Fuzz some measure of leniency as the city’s network of influence in Kinain (mortal) affairs has begun to deteriorate without the well-connected Satyr’s assistance. You’ve been tasked with personally hunting him down to inform Fuzz and bring him back.

Unfortunately, as you travelled, you’ve begun to hear rumors of a motley of Thallain—Monstrous Unselie Changelings intent on the destruction of all things Seelie. You’re not sure what they would want at this party, but it’s worth investigating. You know that Thallain tend to look a lot like regular changelings, but with a slightly more monstrous look. They may be doing their best to hide their true nature, but there is something in their natures that cannot be mistaken.

Goals

- Receive formal permission to remain at the party. You’ll need the head of both wedding parties, as well as the Proprietor of the waystation itself to give you the okay.
- Investigate the rumors you’ve heard of a Shadow Motley operating in the area—check and make sure that they haven’t crashed this party!
- Find Jimmy Fuzz and let him know that the Baron has agreed to show him mercy, provided he returns to Oklahoma City with you.

Faction: Party Crasher

As you weren’t technically invited to this party, there’s a good chance that someone is out to make sure that you see your way out of it. If asked who you are, be prepared to make up something on the spot about who you are and why you’re there!

Seelie Court

The Seelie have a reputation as the guardians of fae traditions. They are the peacekeepers, protectors of the weak, and the ideals of chivalry. Most Seelie seek the reunion between the mortal world and the dreaming, and would like to be back to the time before the realms became divided.

The Seelie Code

- **Death before dishonor:** honor is the most important virtue, the source of all glory.
- **Love Conquers all:** love lies at the heart of the dreaming. True love transcends all and epitomizes what it means to be Seelie.
- **Beauty is life:** beauty is a timeless, objective quality that, while it cannot be defined, is always recognized for itself.
- **Never forget a debt:** one gift deserves another. The recipient of a gift is obliged to return the favor.

Troll

Strong, Chivalrous, Stoic and Brave are all apt words to describe a Troll. Tall and noble, these Kithain originally hail from the north, specifically Nordic lands. Supposedly the first noble kith, legend has it they were defeated in a war against the Sidhe and then swore fealty to them. As such, they are often seen as guards or knights in the service of Changeling Nobility. Their valor and taste for hard work has often made them nobility themselves, though the practical, simplistic Trolls are humble enough to not let it go to their heads. As such, they are loyal and honest to a fault, and are often disappointed in the other Kithain for not being the same way. This has led some others to think of them as naive. In reality, Trolls are not stupid, just patient and sometime stubborn, though when pushed too far, a Troll may fly into an uncontrollable rage until either everything is broken or she is taken down.

Connections

Shadow Changelings – Somewhere in the city is one or more Shadow Court changelings who are certainly up to no good. You'll need to do your best to figure out who they are, without letting them know you're investigating. If they find out, they'll probably kill you. Or worse.

Jimmy Fuzz – You are here to offer the criminal Jimmy Fuzz a deal: come work for the Baron and be spared his life. Still, you know he was responsible for the death of three childlings, and that kind of needless destruction weighs on your soul.