
COUNTY OF THE FOUR SEASONS

Version 3.0
by
Ed “Runner Smurf” Pichon

INTRODUCTION

This is a writeup of Changeling and the Kithain of the DFW Metroplex, for use in my Shadowrun campaigns. See the writeup on Changeling in the 6th World for overall information on rules and general setting information, especially the history section bringing the Changeling setting timeline up to 2080.

LEGAL STUFF

Text copyright Ed Pichon, © 2020. Licensed under Creative Commons 4.0 - Attribution + Noncommercial + ShareAlike. Short version - feel free to use for your own games. You can modify and distribute with the same license terms. Noncommercial use only.



Shadowrun setting, images, logos and icons all belong to Catalyst Game Labs, licensed from The Topps Company. This writeup is not associated with Catalyst in any way.

Changeling belongs to White Wolf, and Onyx Path Publishing. All images, logos and icons related to Changeling belong to White Wolf Publishing and Onyx Path Publishing. This writeup is not associated with White Wolf or Onyx in any way.

OVERVIEW

The DFW Metroplex is known as the County of the Four Seasons to the kithain. There are maybe 400 changelings in the entire DFW area. They tend to cluster around the creative areas of the city - the Arts District, Grand Prairie (realm of the fashionistas), the various concert halls and performing arts centers, and similar locations.

The County of the Four Seasons has the normal problems facing any kithain society, but with the additional problem of refugees and invaders from the Kingdom of the Feathered Serpent - Aztlan. Fae that have fled the area are...off. Several of the slums and refugee camps to the South and West (Parker and Summervell) have several deranged gangs of redcaps (and worse). The redcaps are especially feral in the DFW area, even by the standards of their kind, and apparently are more susceptible to the corruption that has been brought from Aztlan.

For all that, fae politics in the area are unusually settled, largely due to the efforts of Count Arcturus. The Count does not tolerate laxity or corruption on the part of his nobles, takes the obligations of the Escheat very seriously, and has even elevated common kith to noble rank. This has earned him the enmity of some of the sidhe; either offended by the challenge to tradition, or bitter at being passed over. This is offset by reduction in discord from the commoners, who find the nobility unusually generous and caring for their concerns. His stern demeanor and harsh judgement has earned the Count little love, but little hatred either. Save for a few of the more rabid republican types, and the frothing lunatics in the Barrens, most are content.

Beyond the bleeding wound that is Aztlan and the barrens, the other great worry of the fae is the appearance of a new star in the skies several years ago. Visible around the world (reportedly), it reminds those in the know of the Red Star that shined over the fae as a portent in the decade leading up to the Awakening and the Snowfall Wars. This star is more ominous, as it is black - it is best seen during the day as a black dot in the skies. Initially it was a dark pinprick, but it has been growing, and now emits (absorbs?) black rays that seem to twinkle even on the brightest days. The Blackstar, as it is known, differs from its predecessor in another way - its position is not fixed in the heavens. It moves across the sky like any other star, and is not visible for half the year. Unfortunately, it is currently visible during the summer months in North America.

GEOGRAPHY

THE KINGDOM OF WILLOWS

One of the former Kingdoms of Concordia, it corresponds to the Confederation of American States (CAS).

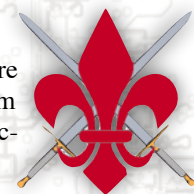
THE DUCHY OF THE LONELY STAR

The Snowfall Wars ceded the Duchy of the Lonely Star to the Kingdom of Willows. It comprises those parts of Texas that belong to the CAS. There is always a single star

visible in the sky over the Duchy, centered on the seat of the Duke in Austin. This star burns faintly during the day, and more brightly at night. Within the County of the Four Seasons, it occasionally has a purple color, but is more often white.

THE COUNTY OF THE FOUR SEASONS

Comprising the DFW metroplex and other parts of North East Texas, the County of the Four Seasons is one of the more vibrant communities of Fae in the Kingdom of Willows. Its most distinguishing characteristic is how much the seasons are evident. Winter has drifts of chimerical snow, spring is filled with flowers, fall has colorful leaves - even if the mundane Texas lacks such things.



CHAIN OF FEALTY

QUEEN FAERILYTH AP EILUNED (SIDHE GRUMP)

Queen Faerilyth is the current ruler of the Kingdom of Willows, and rules from Willow's Heart in Atlanta. She is rarely seen in public, and when she does she wears a silver mask. She is now quite old (nearly 90), and the succession crisis that will come when she dies is a cause of much gossip and rumor.

DUKE CELIDON AP EILUNED (SIDHE GRUMP)

His grace, the Duke of the Lonely Star, was raised to his position when the previous duke went into bedlam and had to be put down. Celidon's wife, Morella, is a sluagh, and it is probably because of their relationship that sluagh have been able to secure positions of some power within the Duchy. Celidon is a very passionate man, and with the exception of his temper, is widely considered to be a good sort, at least within sidhe circles. If he has a weakness it is that his emotions often get in the way of making good decisions, and he has something of a decadent streak. Duke Celidon makes his home in Austin, where he patrols the border with the Kingdom of the Feathered Serpent - with less rigor than some would like.



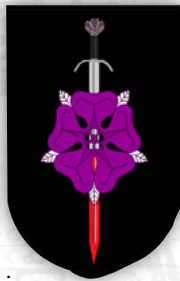
COUNT ARCTURUS OF BEAUMAYN (SIDHE GRUMP)

His excellency, the Count of the Four Seasons, Arcturus. He is not a nice man, being ruthlessly devoted to duty and obligation to the expense of all else. Which isn't to say that he doesn't feel for people, just that he doesn't let that interfere with his duties. He doesn't let *anything* interfere with his duties. Ever. His Freehold is in Highland Park. Named

the Arbor, it is a place of flowers and trees in the midst of steel and concrete. He is a tough liege to have, as he expects perfection and tolerates little else. He has a skewed sense of the aristocracy, in that he clearly holds the nobility apart from the commoners, but he feels that the whole purpose of the nobility is to serve the commoners. In some, this might lead to a right kithist bastard that only deals with sidhe, but Arcturus is ruthlessly egalitarian – if you serve better than sidhe, he treats you as nobility. If you are a sidhe noble that fails to live up to his standards...it can be unpleasant. His attitude puts off many commoners, who view him as a cold-hearted authoritarian snob. But he has also earned a great deal of loyalty from those worthies that he has elevated, and gratitude from those commoners he has aided. Which, to his credit, is most of them.



The Count spends much of his time supporting his Barons and the Militia as they secure the city from the predation and rot coming from the Barrens. He tends to lead from the front, and his skills as swordsman have been demonstrated repeatedly. Including in a famous duel to defend the honor of one of his Barons.



There are rumors that the Count is not pleased with Duke Celidon or Queen Faerilyth, as they don't quite live up to his standards. Also, the Duke used to be the Count of the Four Seasons, and somewhere during the handoff of power to Count Arcturus, their relationship soured.

It should also be noted that Arcturus, in his mortal seeming of Nigel Monroe, is quite wealthy, and is a keen supporter of the arts.

PLACES

CAER GHOSTWALK - LAS COLINAS

This was the home of Duke Celidon when he ruled the County of the Four Seasons, and is where he retreats when allowed to take a break from his duties on the borders - which is apparently most of the time. To the continued annoyance of the Count. Placed amongst the canals and office buildings, it is a freehold of fountains, canals and ponds.

THE ARBOR - HIGHLAND PARK

The home of Count Arcturus, this freehold is a massive garden in the backyard of an otherwise unassuming stone-facaded mansion. The freehold is open to all of Count Arcturus' vassals in time of need, but he has no patience for freeloaders.

BUTTERFLY'S

This ultra-posh restaurant, situated on top of a skyscraper in downtown Dallas is famed for its parties and for its ambience. The restaurant is an open-air garden, with trees grow-

ing from the roof. The mundanes view it as an achievement in genetic engineering, rather than as the verdant freehold that it is. The owner is a butterfly pooka, and nobody is quite certain what her name is - she has never given the same name twice, so most just call her Butterfly. Even her boggan husband, Bingo, is unsure what her name is.

NOTABLE KITHAIN

THE NOBILITY

Baroness Shaughnessy (Denton, House Fiona, Sidhe Wildling)

A former child star, Shaughnessy just recently turned 16. She is rumored to have several lovers, human and fae, and her parties are legendary – even among the satyrs, who flock to her domain. Despite her well-earned reputation for debauchery, she is well respected as a member of the nobility. Arcturus has something of a paternal feeling towards her, and gently (by his standards) educates her on her duties.



Baron Flint (Hill, House Dougal, Troll Grump)

A troll to the core, Flint is the head of the County's militia, and a fierce fighter. He is responsible for containing the redcaps of Somervell and Parker. One of Count Arcturus first acts on his elevation was to make Flint a baron, earning the fierce loyalty of Flint, and the respect of the trolls in the area. He is also the leader of the Heartbreakers, and as such is rarely entirely sober. His wife - Stacy - is a tiny little boggan - barely a quarter his height.



Sir Buzz (Bee Pooka?)

Dressed invariable in yellow and black stripes, wielding a black serrated sword (and an assault rifle), and a set of gossamer wings, most think that Sir Buzz is a bee pooka. The slugh know she is actually a chimerical anthropomorphic bee. An honorable – if volatile – sort, she is a close friend of the Count, and part of his personal retinue. She is a particular foe of Invae (bug spirits) and takes it as personal offense if somebody implies that she has anything to do with them. Insect puns, on the other hand, she collects with relish.

Baroness Celestrelle (Fort Worth, House Gwydion, Sidhe Grump)

Along with Baron Flint, Celestrelle protects the County from incursions from the twisted fae of Somvervell and Parker. Stories say she was quite beautiful when she was young, but her constant battles have left her haggard and scarred. The left half of her face is a ruin, chewed off by a redcap in battle in the turbulent



times after the Snowfall Wars. She wears her scars proudly, and many in her retinue wear a half-mask in honor of their liege. All that remains of her former beauty is her hair, which changes color with her mood, and tends to move of its own accord much like the tail of a cat. If her hair is still, all is well - but should it begin to thrash, be somewhere else.

Baroness Rime (Rockwall, House Ailil, Sidhe Grump)

One of the few Seelie member's of the House of Dragons, Rime makes the Count seem warm and approachable. A cold and dispassionate tactician, Rime's ruthlessness and sober judgement have earned her the respect of the Count. She has few - if any - friends, and her allegiance to the Count has made her something of an outcast with her own house. Few question her loyalty after she infamously froze an assassin attempting to take the life of the Count into a solid block of ice. Which she then shattered in a very public fashion. Her cold nature extends to her entire barony, and Rockwall is noticeably cooler, with light chimerical snows falling even in the heat of summer - making her freehold quite popular in August. There is apparently an ongoing contest amongst the pooka (and the satyrs) to see who can make the Baroness smile - after over a decade of attempts, no one has succeeded.



COMMON FAE OF NOTE

Akbar (Unseelie Eshu, Dallas)

A thief, a liar and backstabber, Akbar is a consultant for mundane politicians, and apparently one in high demand. A friend to the slough, as he is happy to pay for dirt that the slough have uncovered. He is a master of the dark political arts, and is responsible for the public exposure of more than one scandal involving a live boy, and probably a dead girl or two. As is typical for an eshu, he doesn't spend a lot of time in the metroplex, but DFW is his home base.

Baxter (Seelie, Knocker, Plano)

Known for being something of a mastermind at vehicular engineering, Baxter is the County's Master of Arms. In his younger days, he was infamous for his chimerical cherry bombs, but now contents himself to attaching things to cars that have no business being in motion, let alone on a car: the nail-gun tires are responsible for a significant portion of the metroplex's pot holes, and the less said about the stripper-pole headlights the better. Baxter is the Master of Arms not because he is particularly gifted at making weapons, but because - unlike beaT.Nik - his weapons rarely pose a threat to the wielder.

beaT.Nik (Unseelie, Knocker, McKinney)

A weapons maker, both mundane and chimerical. beaT.Nik's designs are legendary for their complexity, their lethality, and that their lethality is frequently directed at the user of the weapon. Her skunk trebuchet is a thing of legend, and how she managed to get the skunks to explode one of

her most closely guarded secrets. That her day job involves designing missile systems is probably a threat to national security - but it's hard to say whose national security is most threatened.

Ethan Quisling (Seelie, Pooka Wildling, Dallas)

Quisling is an underground performance artist and rich-kid party animal (weasel, by all accounts). His motto is that when he paints the town red, he applies a primer coat first. If speed is required, he is apparently quite good at using explosives to distribute said paints.

Sergeant Crumb (Seelie Redcap, Dallas)

One of the (less) dangerous Redcaps in the area, and apparently resistant to the taint that seems to affect his fellow redcaps. He is loyal to the Count, and his loyalty has been recognized and rewarded - though rumor has it that he refused being made a knight. He is brash and impulsive, but a valiant fighter, and often serves as the Count's bodyguard on patrols.

Goldie (Pooka Goldfish)

Never seen in human form without wearing something altogether too shimmery, Goldie is closely associated with the Count, but few know how. Rumors abound that they are lovers - Goldie's coy confirmations being the best evidence that it is rumor only. She is often on the arm of the Count at social functions, both mundane and glamorous, and is a regular fixture in the gossip screamsheets.

Martin de Vries (Satyr, Grand Prairie)

The driving creative force behind one of Grand Prairie's more successful fashion houses, Martin is famous (infamous?) for his demanding standards for beauty: You don't make the grade, you are not welcome at his parties. Indeed, he claims to get physically ill if forced to spend time with someone below his exacting tastes. On the plus side, his standards don't appear to be based on race, gender, kith, girth, height or metatype. Nor are they particularly consistent from year to year - though he does appear to favor brunettes, and lefties.

Timmy (Redcap Wildling, Somervell)

Timmy was once a ward of Duke Celidon, but can best be described now as rabid. It's clear that Arcturus blames Duke Celidon for Timmy's nature. Timmy is now one of the more influential redcaps in Somervell, and is quite insane. If it weren't for the protection of Duke Celidon, Arcturus would have killed him years ago. That protection is a point of sore contention between the Count and the Duke.

Travonia (Unseelie, Sidhe, former Baron, Parker)

Travonia - Arcturus will only refer to him as "Oath-breaker" - was once a Baron of the County, but the Count stripped him of title several years ago for reasons that aren't entirely clear. He has gone into hiding, and rumor has it that he now works with the...things...coming out of Aztlan. He may be the leader of the Red Eaters.

ORGANIZATIONS

The Heartbreakers

A group of trolls (mostly). They are the core of the Militia and the police of the County. Courage in battle, and honor in victory are their watchwords. And partying after a battle. And before battle. And during the battle. Most especially during battle. That they aren't all in jail for DUI or public intoxication is a minor miracle.

The Knights of the Chrysanthemum Vigil

Notable insofar as nobody knows anything about them, who their members are, or what their purpose is. The only thing known about them is their name, and that the Count claimed from the day of his chrysalis to be a member. He is as baffled as everyone else, and claims (honestly, to all reports) that he has no memory of the order, save that he belongs to it.

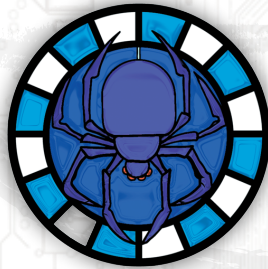
The Red Eaters (Gang)

This is name amongst the mundanes for the redcaps that live in the Weatherford Barrens. It's not clear if they are an actual gang of redcaps, or just the mundanes connecting a few dots. Hopefully it's the later, as the only thing scarier than a mob of redcaps is an organized mob of redcaps. That they may be led by Travonia, the sidhe stripped of title by the Count, makes the prospect even worse.

SLAUGH

Sir Calvin Margossa (Spy)

Arcturus' spymaster, and a LoneStar coroner. Has something of a bad reputation within the slough community for being far too sociable. He has apparently acquired some skill at the art of Sovereign, and has used it at a slough tea; to great scandal. He also possesses a Treasure in the form of his ever-present top-hat, which he is able to crawl into and pull in after himself, vanishing utterly. He is spectacularly creepy and able to reduce children, mundane and fae alike, to tears with only a few whispers in their ears. That he can also wrap his tongue around (and through) their ears probably helps. Rumored to have once been - and possibly still is - Mirabella's lover. Though victim is probably a better word.



Fayde (Wildling)

The archetypal goth chick, and bane of Allen high school where she has been a student for nearly 15 years (to no one's apparent concern). Insofar as any slough can be a party animal, she is one. She is the proverbial wallflower, watching from the shadows of parties, raves and concerts - though generally wearing earplugs. Her great joy is to seduce the most popular boy or girl in the school, turn them into a social outcast for being in a relationship with the freak, and then jilting them in a spectacularly public and brutal fashion.

She is revered amongst the slough as an artiste of the highest order.

Mirabella (Dominatrix, Terrorist)

Probably the most dangerous kithain in the Duchy. She is a true psychopath, a professional (and skilled) sadist, and a fanatic hater of nunnehi and inaminae. She has declared herself in rebellion against Queen Faerilyth, whom she denounces as a traitor for accepting the signing the Ghost Accords. Fortunately for the Queen, and in turn the Count, Mirabella's hatred of the nunnehi means that the Queen is at the bottom of a *very* long list. And it takes some time for Mirabella to scratch a name off of the list: she prefers to torture her victims to death over a period of weeks. If the victim dies in less than a month, Mirabella can be quite unpleasant to be around - even some of her paying subs get more than they bargained for. She is so bloodthirsty, her invitations to High Tea get mysteriously lost with great frequency. She shows up anyway.

Morella (Duchess of the Lonely Star, Witch)

There are few things as disgusting as a blissfully happy slough, and Morella has been blissfully happy for years, ever since she and the then-Count Celidon were married. Nearly twenty years at this point. To this day, she blushes and giggles whenever her husband's name is mentioned. It's positively embarrassing. About the only thing that wipes that smile off her face is to mention her sister, Mirabella. But then she just pouts prettily for a few minutes. It makes most slough gag. But, as the wife of the Duke, they have to invite her to tea anyway, and put up with it. Most take solace by making sure her home is continuously infested with spiders - there's a duty roster and everything.

Sinjin (Assassin)

Travels more than your average slough. Its specialty is social assassinations, and chimerical poisons. Loyal to the people who pay it the most...usually. It's probably a good thing that the Count doesn't know that it lives in the area - and that Sinjin takes great care to not work in the County. And yes, it prefers to be an "it". Not only is it gender-neutral, it seems to be rather baffled by the whole concept of gender. It tries, but it seems incapable of knowing or remembering who prefers to be a "he" or a "she".