



Call of the Wyld Hunt

A Changeling: the Lost One-Shot

“You’ve seen Central Park right? That huge expanse of greenery that Olmstead and Vaux built on some old quarries and farms back in the 1850s? Sure you have, everyone knows it.

What most people don’t know is that every 10 years people go missing around the park, normally about a dozen or so; the locals know to stay in doors when they hear the hunting horns and the local PD cover it up.

How do I know you might ask? Well, because last time the horns sounded I got taken, but I found a way back.”

Call of the Wyld Hunt is a one-shot where players take on the part of people snatched by the True Fae 10 years ago, changed by their ordeals they have managed to find a way back to the world:

- **Blaze:** A school sports star who served as a hunting lantern in Arcadia, now imbued with the elemental power of fire.
- **Wolf:** Once a bouncer, this feral Changeling served as one of the Huntsman’s hounds.
- **Bones:** A mortician who tried to investigate the disappearances and became a servant of the Fey, preparing their kills.
- **Sway:** A dancer touring with the New York Ballet her beauty captivated the Fey and she was taken to their realm to serve as a consort.
- **Hare:** A park ranger working in New York, he ignored the warning of the horn to try and help an innocent and was rewarded by becoming prey for the Huntsman.