

House	Boon	Flaw
Ailil (from <i>The Shadow Court</i>)	-1 to Manipulation roll Difficulties; cannot Botch Politics or Subterfuge.	Must make a Willpower roll (vs. 8) to admit they are wrong (even when it's obvious); suffer +1 to Social roll Difficulties after backing down from a situation until they do something to regain face.
Balor (from <i>The Shadow Court</i>)	Suffer no loss of Glamour when in contact with Cold Iron.	Suffer some sort of irreversible deformity (physical, emotional, or psychological); cannot have a Willpower higher than 6.
Dougal	May convert temporary Glamour to temporary Willpower once per story (must be engaging in physical exertion—exercise, combat, etc.).	Suffer some sort of handicap (poor eyesight, club foot, etc.); this is usually compensated for by smithwork.
Eiluned	+1 success on all Cantrips.	Must spend a temporary Willpower point to avoid investigating a mystery or becoming involved in a plot; +1 to all Social roll Difficulties.
Fiona	Any attempt to generate fear automatically fails.	Overpoweringly attracted to danger; given to epic and tragic romances (usually with outlaws, mortals, and other "unacceptables").
Gwydion	Perception + Kenning (vs. target's Willpower) roll to detect lies (members of House Eiluned are immune).	Must make a Willpower roll (vs. 5) whenever they reach the Wounded Health level or their honor is insulted, or fly into a berserk frenzy (may attack allies).
Leanhaun (from <i>The Shadow Court</i>)	+1 to Charisma; -1 to Seduction roll Difficulties; cannot Botch Seduction.	Age one year for every month they fail to engage in Rhapsody.
Liam	-1 to number of Glamour points needed to enchant or otherwise affect mortals.	Considered oathbreakers and discriminated against; begin with +1 point of permanent Banality.
Scathach (from <i>Nobles: The Shining Host</i>)	+1 to Brawl and Melee; -1 to Stealth roll Difficulties; immune to Banality's Curse.	Must make a Willpower roll (vs. 7; 3 successes needed to retreat) to leave a battle without defeating all foes; cannot use Sovereign; +2 to all Social roll Difficulties with other Sidhe (except Houses Fiona and Liam).