

Changeling: The Lost

2015–2020 Chronicle, Isles of Darkness

Addenda Document

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Chapter 1 – Books and character types

Sanctioned books (always check with your LST anyway)	
Changeling: The Lost (Ctl) Rites of Spring (RoS) Lords of Summer (LoS) Winter Masques (WM) Autumn Nightmares (AN)	Swords at Dawn (SaD) Dancers in the Dusk (DitD) Equinox Road (ER) Goblin Markets (GM)
Books from which some material has been specifically sanctioned	
Victorian Lost (VL)	Night Horrors: Grim Fears (NH:GF)
Universal material, which applies to all genres, is considered canon	

Sanctioned Character Types	
Changeling	Local Approval
Fae-Touched	Genre Notification
Enchanted	Genre Notification

Character properties	
Taken before 1750	Not sanctioned
Taken before 1900	Genre Approval
Taken before age 11	Genre Approval
Age in play	Players may not play a character whose physical, emotional or mental age is less than 18. This is not saying that your character

	cannot act without emotion, or in a childish fashion, but rather to make it clear that your character is responsible for their own actions.
Wyrd 6+	Genre Approval, gain in play only.

Common Knowledge

It is common knowledge to characters with Occult 3+, an Occult spec in Ghosts, Autumn Mantle 2+ or who are Gravewrights, that Changelings don't have souls in the traditional sense, that they therefore are immune to traditional soul manipulation (including some powers of sin-eaters and mages) and that they don't leave ghosts. This is also true of fetches who have not merged with their Changeling. The exception to this is Changelings that have merged with or consumed the corpse of their own fetch and gained an appropriate Milestone Merit in the process.

The Underworld: even in the underworld, Changelings are an alien presence that impinges on that reality. Changelings therefore find it difficult to sense and open the doorways of the Underworld (referred to as Avernian Gates), and take an implicit -2 penalty on all checks to do this.

Chapter 2 – Seemings

Changes and notifications	
'No seeming' merit	Creation only. Genre Approval.

Unsanctioned elemental forms	
Iron	
Examples of inappropriate elements	
Car	Represents a compound notion, not an elemental concept.
Wolf	This is already represented by the Beast seeming.
Hunger	This is too abstract a concept.
Gravity	This is a force, not an element.

Chapter 3 – Seeming contracts

Rules on learning contracts can be found in Universal contracts - chapter 11.

Beast Affinity Contracts	
Contracts of the Den (Winter Masques, pg 19)	
	No change.
Contracts of Fang and Talon (Lost, pg 142)	
	No change - please remember to consult the book for a definition of appropriate animal types.
Contracts of the Wild (Rites of Spring, pg 111) Note: affinity is shared with Elementals	
	No change.

Darkling Affinity Contracts	
Contracts of Darkness (Lost, pg 136)	
Darkness 4	Scuttling Boon only lets you walk and run on surfaces. It doesn't allow you to stand, lie, or sit on them.
Contracts of Shade and Spirit (Winter Masques, pg 26)	
Shade and Spirit 4	<ul style="list-style-type: none"> • This power does not summon ghosts, and so can be used on departed Changelings. However, due to the nature of Changelings, a shade summoned in this fashion might have patchy or inaccurate information at the ST's discretion. It cannot be used on dead Werewolves, Geists, and Kerberoi or other Underworld denizens. • This power does not work to raise the shades of fetches.

Elemental Affinity Contracts	
Contracts of Communion (Winter Masques, pg 32)	
	No change.

Contracts of Elements (Lost, pg 138)

Elements 2	<ul style="list-style-type: none">● The defensive damage from this power applies when contact is first made. If contact is maintained (e.g. through a grapple), the defensive damage is NOT re-applied each round. If the contact is broken and then re-established, the defensive damage is again applied only once, at the start of the contact.● The offensive attack rolls Dex+Brawl+½ Wyrđ (rounded up), and automatically deals ½ Wyrđ (rounded up) points of lethal damage on a success. Additional successes do not increase the damage dealt by this attack.<ul style="list-style-type: none">○ The Changeling attacks with the element. This attack must be made within melee, but the Changeling does not need to actually touch their opponent (and so would not be damaged in turn by an opponent's Armour of Elements).○ No Fighting Styles, weapons bonuses, etc. may be added to this pool.○ The defender applies their Defence and Armour as usual to reduce the attacker's pool.○ This attack may be used within an established grapple. The defender receives their normal Defence (not Strength) unless they are immobilised. This attack may be used while immobilising an opponent; however it is used in lieu of attempting to improve the immobilisation. Please note that establishing a grapple is a separate type of attack and, as such, does not do Elemental-Armour based damage. Likewise, initiating a grapple is an attack, so the initiator's armour does not inflict the defensive automatic damage which would occur if the Changeling with armour were the defender.● Both offensive and defensive attacks may also damage weapons and equipment with low enough Durability.<ul style="list-style-type: none">○ The item in question takes ½ Wyrđ (rounded up) minus Durability damage each time it makes contact (defensive) or is successfully attacked (offensive).
Elements 5	<ul style="list-style-type: none">● The Changeling using this power always remains visible in some fashion.● Bonuses from Hedgespun clothing and equipment are usable if:<ul style="list-style-type: none">○ The bonus does not require the clothing/equipment to be visible (e.g. you would normally retain an initiative bonus, but not a social bonus for having Hedgespun clothing).

	<ul style="list-style-type: none"> ○ It does not provide an Armour rating (e.g. Hedgespun armour might still give Danger Sense but would not provide Armour against attacks).
Contracts of the Wild (Rites of Spring, pg 111) Note: affinity is shared with Beasts	
	No change.

Fairest Affinity Contracts	
Contracts of Reflection (Equinox Roads, pg 34)	
General	<ul style="list-style-type: none"> ● Any reflective surface used in this power must be able to provide a clear reflection or be specifically designed to be a reflective surface. This means that a tarnished mirror would work, but anything not designed as a mirror would need to provide a clear reflection (e.g. a pool of water must be still; a window pane needs to be of good quality glass with appropriate lighting; a piece of metal must be highly polished; etc.). ● An item which is only sometimes reflective (in appropriate lighting, for example) and is being used to access past information, items, etc., must have been reflective at the time being viewed. <ul style="list-style-type: none"> ○ e.g. Reflection 1 will show only events of the past week during the time in which the object was suitably reflective. For Reflection 2-5, the Changeling or object must be/have been in front of the object while it was suitably reflective. ● It is down to ST discretion whether the item a Changeling seeks to use is suitable for this purpose.
Contracts of Separation (Winter Masques, pg 40)	
Separation 5	<ul style="list-style-type: none"> ● The effect lasts 1 hour / 1 scene. ● Characters who are both using this clause can attack each other as they're both in the same state. ● The power allows the character to physically affect ghosts, and to be affected in turn, but provides no ability to see or hear them. ● Characters using this contract are blocked by iron and cannot interact with it, but can be hurt by iron weaponry. More complex interactions will be at ST discretion, using this as a guideline.
Contracts of Vainglory (Lost, pg 146)	

	No change.
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Ogre Affinity Contracts

Contracts of Oath and Punishment (Winter Masques, pg 47)

Oath and Punishment 4	This contract will work in any realm but you must normally be in the same realm as your target when you begin, per the requirement they be under the “same sky” as the Changeling. One complication is the Hedge, which does not have an abrupt transition like other realms. This contract will track someone from the real world to the near Hedge, as the transfer from the “same sky” of the real world to that of Arcadia is gradual and the Hedge is essentially a “border zone”. If the target is in the deep Hedge, as determined by the ST, the changeling must start in the Hedge in order for this contract to find them. In theory, a Changeling could also track a target from the deep Hedge into Arcadia, though this is not recommended.
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Contracts of Stone (Lost, pg 144)

Stone 1	<ul style="list-style-type: none"> • The power must be used after a Strength-based action is declared. The player cannot change their action even if the power fails to activate. • The results of the power apply only to the roll made immediately after activating the power, not to the entire turn.
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Wizened Affinity Contracts

Contracts of Animation (Winter Masques, pg 52)

	No change.
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Contracts of Artifice (Lost, pg 134)

Artifice 3	<p>Only 1 supernatural bonus may be applied to an item at a time. This means a Hedgespun weapon can either use the bonus gained from Blessing of Perfection or its normal bonus, but not both.</p> <p>Exceptional Success: to obtain the permanent bonus, the Changeling must spend a dot of Willpower rather than a point of</p>
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	Willpower. Other rules for this remain as per the book.
Contracts of the Forge (Rites of Spring, pg 99)	
	No change.

Chapter 4 – Kiths

Not approved for play		
Fatemaker Lurker	Shadowsoul Succubus	Apsaras
Genre Approval		
Coyote Daitya Di-Cang Gandharva Illes	Nix Oni Pamarindo Pishacha Skogsra	Thusser Troll Weiss Frau
Approved kiths from non-core books		
Inventor Larcenist Minstrel	Playmate Riddleseeker Romancer	

Dual-Kith	
●	Creation Only*. In seeming kiths.
●●●	Creation Only*. Out of seeming kiths.
●●●	Genre Approval.
*Must be purchased with merit dots during character creation	

Kith blessing changes and notifications	
Brewer	Works as written on Mooks. Non-Mook NPCs and Players get a roll on Stamina + Resolve penalised by the difference between health and potency to resist falling unconscious.
Drudge	When making rolls to perform a mundane activity, you increase the number of rolls you can make by 1. However, you don't get this benefit if

	others assist you in your extended roll.
Nightsinger	Haunting Nocturne: by playing an instrument or singing, they may lull listeners into a hypnotic state. The player spends a point of Glamour and makes an <i>Expression</i> + Wyrd roll; listeners may contest the roll with Composure + Wyrd. Success makes the affected listeners more suggestible; such listeners suffer a -2 penalty to Resolve, Empathy and Subterfuge rolls for the duration of the scene. A Nightsinger also gains a free <i>Expression</i> Specialty.
Pisacha/Moonborn	Using the kith blessing is a level 3 clarity sin. It is not a clarity sin to receive a temporary derangement from this blessing.
Razorhand	Ripper's Gift: by spending one Glamour, one or both of your hand(s) become as a knife's blade for the duration of the scene, and count as +1L weapons. In addition, you gain a bonus <i>Weaponry</i> Specialty (Knives). You can use your hands with Brawl or Weaponry, but only light weaponry fighting styles apply.
Venombite	Non-Mooks reduce the toxin potency when bitten by an amount equal to successes on a Stamina + Resolve roll.
Witchtooth	When applying a Pishogue to a broken pledge, the Witchtooth gets a +3 bonus on the contract activation. Witchtooths apply lesser curse sanctions as medial and medial curse sanctions as greater. When using Fickle Fate the penalty applied is -3, instead of -2. The Witchtooth may also spend glamour one-for-one to increase non-contract Occult rolls (but may not split this spend over multiple turns).

Chapter 5 – Courts

Courts	
Dusk Dawn North East South West Sun/Day Moon/Night	Genre Approval for PCs. Local approval for NPCs.

Changes and notifications	
Spring Mantle 3	<p>This is a repetition of Universal Addenda section ‘Changing IC Groups’.</p> <p>If you lose Spring Mantle 3, then the cost of your allies and contacts already purchased doesn’t change, but increasing your allies and contacts costs the normal amount.</p> <p>You may not use a background in which you had Spring Mantle in order to buy these merits cheaper.</p>
Summer Mantle 3	The point of armour granted by this power always stacks with other armour.
Autumn Mantle 1	Mantle 1 provides a character two bonus dice on any contract activation roll that uses <i>Occult</i> and <i>one bonus dice on Occult rolls to find loopholes in a pledge</i> .
Autumn Mantle 3	At Mantle 3, you add one die to Empathy and Investigation rolls dealing with True Fae or Faerie. In addition you may purchase the following merits at half price to represent your growing affinity with the nature of the Fae: Visionary Dreams, Long of Days, Arcadian Metabolism, Gentrified Bearing, Pledge Smith, Wisdom of Dreams.
Dusk Mantle 3	See Spring Mantle 3.
Dusk Mantle 5	This reroll may stack with similar powers.
South Mantle 3	See Spring Mantle 3.

Court Titles

All titles at Mantle 3+ are Genre Notification, all titles at Mantle 4+ are Genre Approval.
Mantle 4+ is Genre Approval, all other Mantle levels are available at Local Approval.

Spring

Mantle 1+	Debutantes and Beautillions
Mantle 2+	Searce, Socialite, Joyeux/Bard, Sage Escort, Emissary,
Mantle 3+	The Up-And-Comers, The Archivist, The Claviger
Mantle 4+	The Avant Guards

Summer

Mantle 1+	Grunts or Squires
Mantle 2+	Sheriff/Constable or Knight
Mantle 3+	Hunter of the Longest Day or Arrayer of Distant Thunder, The Sun's Tongue
Mantle 4+	The Iron Adjutant
Mantle 5+	The Wroth General, The Red Victor

Autumn

Mantle Any	The Ghul - This post is Genre Approval
Mantle 1+	Apprentices
Mantle 2+	Briar Ranger, Sorcerer, Seer, Scribe, The Twilight Pages
Mantle 3+	Paladin of Shadows or Witch of the Bitter Wind, The Lord or Lady Scrivener

Mantle 4+	The Magister of Nightmares, The Ashen Notary, The Legate of Mists
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Winter	
Mantle 1+	Flowing Page, DJ Otzal, Sun Banisher, Agent Operative, Archer of the Lonely March
Mantle 2+	Squire of the Frost, Lord of the Inhospitable Chamber
Mantle 3+	Iceclad Amiger
Mantle 4+	Onyx Thane
Mantle 5+	Unbidden Lord

Non-seasonal Court titles	
<p>Many of the other courts don't have such structured title structures, however we are happy to discuss options. Similar requirements will be applied to non-seasonal courtiers as seasonal courtiers.</p>	

Chapter 6 – Court Contracts

Rules on learning contracts can be found in Universal contracts - chapter 11.

Court Contracts	
<p>To buy a Clause in a Court Contract, you must either have:</p> <ul style="list-style-type: none"> • The appropriate Mantle rating at one level lower than the level of the clause. • The appropriate Court Goodwill rating at one level higher than the level of the clause. 	
<p>Examples:</p> <ul style="list-style-type: none"> • To buy a level 1 clause, you need Mantle 0, so anyone can do this. • To buy a level 3 clause, you need Mantle 2 or Goodwill 4. • To buy a level 5 clause, you need Mantle 4. You cannot buy this with Goodwill. 	

Spring Court Contracts	
Contracts of Eternal Spring (Lost, pg 151)	
Eternal Spring 1	This contract only heals fatigue and damage from food or water deprivation. It does not heal all bashing damage.
Contracts of Fleeting Spring (Lost, pg 149)	
	No change.
Contracts of Verdant Spring (Lords of Summer, pg 39)	
	No change.

Summer Court Contracts	
Contracts of Eternal Summer (Lost, pg 155)	
Eternal Summer 4	<ul style="list-style-type: none"> • If someone is actively seeking to hide, whether in a crowd or anywhere else, they are on a chance die. <ul style="list-style-type: none"> ○ This does not automatically highlight them as an enemy/fugitive/etc. People must still be actively

	<p>looking for the hidden individuals in some manner in order to know to single them out. The Changeling might realise that someone looks like they're trying to remain concealed, but this does not provide information on why they are concealing themselves. It also does not identify otherwise unknown enemies among a group if they are relying on their unknown status rather than active concealment to hide.</p> <ul style="list-style-type: none"> • If a Changeling has hardened their Mask, it is still subject to being pierced by a perception check by those who would not normally be able to see through it - including other Changelings. • This power applies to people, and to the Masks of tokens/hedgespun items, not to hidden objects, locations, etc.
Contracts of Fleeting Summer (Lost, pg 153)	
	No change.
Contracts of Punishing Summer (Lords of Summer, pg 59)	
	No change.

Autumn Court Contracts	
Contracts of Eternal Autumn (Lost, pg 159)	
	No change.
Contracts of Fleeting Autumn (Lost, pg 156)	
	No change.
Contracts of Spellbound Autumn (Lords of Summer, pg 79)	
Spellbound Autumn 1	<ul style="list-style-type: none"> • This clause does defeat "Lightshy". • You cannot see ghosts, demons, spirits, etc. that haven't manifested, though you might be able to detect that something is haunting an area, at ST discretion.
Spellbound Autumn 2	You can hear ghosts, and they can hear you, but you cannot see them.

Spellbound Autumn 3	The elapsed time per roll is changed to 15 minutes.
Spellbound Autumn 4	“Arcadian creature” is defined as Hobs, Goblins, and Hedge Beasts. It does not include Loyalists, Changelings, Dragons or Incubi.

Winter Court Contracts	
Contracts of Eternal Winter (Lost, pg 162)	
	No change.
Contracts of Fleeting Winter (Lost, pg 160)	
	No change.
Contracts of the Sorrow-Frozen Heart (Lords of Summer, pg 99)	
	No change.

Directional Court Contracts	
Contracts of the Four Directions (Winter Masques, pg 134)	
Four Directions 1	Mindfinder only works in the real world, as it relies on the existence of directions which lose their meaning in other realms.

Dawn Court Contracts	
Contracts of Potential (Swords at Dawn, pg 138)	
Potential 4	This clauses uses Dawn Mantle in its pool, not Dusk Mantle.

Dusk Court Contracts

Contracts of Entropy (Dancers in the Dusk, pg 141)

No change.

Chapter 7 – Entitlements

Entitlements	
All entitlements are Genre Notification, so that we can monitor and drive plot appropriately.	
Domain and Genre Approval	The Lord Sages of the Unknown Reaches
Genre Approval Gain in play only	Legacy of the Black Apple, The Lost Pantheon , The Charmed Circle The Office of the Vizerial Counsel, The Parliament of Victors, Knights of the Widow's Walk
Not Approved	The Bronze Beylik, The Phantom Tong
Custom Entitlements	GST Approval. Require a minimum of 4 PC members to create. Creating an entitlement will be a major in character endeavour.

Changes and notifications	
The Hound Tribunal/ The Guild of Goldspinners/ The Legion of the Iron Wall	These pledges are considered to be secret. It is a Genre Approval to use these pledges if you are not of the appropriate entitlement.
Guild of the Sacred Journey	Non-Fairest may join this entitlement, but it is a Genre Approval to do so.
Margravate of the Brim	Each Barony may have a Brim, within the greater Freehold territory.
Satrapy of Pearls	In addition to the benefits of this entitlement as outlined in the book, they gain one bonus Goblin Market merit when they take on this entitlement (which might make becoming a Satrap a Genre Approval).
Ancient and Accepted order of Bridgemasons	Non-Elementals and Ogres may join this entitlement, but it is a Genre Approval to do so.
The Lord Sages of the Unknown Reaches	Purchasing any Mage merits is a Domain Approval.
The Office of the Vizerial Counsel	Contract clauses must still be bought in order. Needs permission of a Monarch, and not a Baron or similar council, in order to get discount.

The Pilgrims of the Endless Road	This power does not allow a third kith. Pilgrims receive Dual-Kith as a bonus merit.
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Chapter 8 – Freeholds and Baronies

Changes and notifications	
Baronies	Freeholds consist of autonomous smaller units called Baronies. Each Barony has made a year-and-a-day pledge with the Freehold.
Court Titles	Where Court Titles are unique, they are unique to a Freehold.
Joining a Freehold	You may make your Freehold pledge to a Baron, or the equivalent ruling party. You do not need to make a pledge to a Monarch. This is in effect a Barony pledge, but you are included in the Freehold through the pledge that binds the Barony to the Freehold. Some individuals are sworn directly to the Freehold, this is often the case where they have a high level of responsibility to the Freehold, or they fall within the Freehold boundaries but not within a Barony.
Fealty Pledges	The Knight's Oath might be made between a changeling and a Monarch, or a changeling and a Baron or other ruling party. Barons may only make The Knight's Oath with Monarchs.
Renewing the Freehold Pledge	This is done via a Tithing ceremony, and may differ between regions.
Freehold benefits	Free access to Barony commons. Court titles. Where appropriate, Court and Freehold resources. Freehold law. Freeholds additionally provide the following mechanical benefit: <ul style="list-style-type: none"> • Attempts to locate the changeling by the True Fae or their servants are at a -1 penalty.
Barony benefits	Baronies extend the Freehold benefits and may pick one of the following benefits (non-exhaustive list, discuss with GST if you want a different benefit): <ul style="list-style-type: none"> • Attempts to gather glamour are bolstered, changing the base glamour for the freehold from 6 to 7 • The freehold bolsters against madness, adding a +1 bonus to rolls to avoid losing clarity • Changelings gain a +1 bonus on any roll dedicated to hiding the nature of changelings from normal people • Changelings gain a +1 social bonus with markets <p>Baronies may provide up to three pairs of social modifiers to all sworn changelings within the borders of the Barony, which reflect the nature of the Barony. It is always possible in the Hedge to tell</p>

	<p>when you enter or exit a Barony. These bonuses extend to the real world as well. Examples include:</p> <ul style="list-style-type: none">● +1 Criminals. -1 Police● +1 Police. -1 Criminals● +1 Hobs. -1 Mortals● +1 Mortals. -1 Hobs● +1 Artists. -1 Scientists● +1 Religion. -1 Government
Barony Commons	<p>Baronies may have structures which are free for the use of the local changelings, these might be real-world buildings or Hollows in the Hedge. All Barony commons are considered to be already paid for and do not require XP investment by PCs as long as the building/Hollow remains freely accessible by changelings in the Freehold. Improving such a commons requires DT actions, but no XP spend what is and is not achievable in improving commons is entirely at ST discretion</p>

Chapter 9 – General Changeling Merits

Merits	
<p>This document covers general merits. For a full list of changes to merits, please see the Merits Appendix. For Dream, Harvest and Market merits, please refer to the appropriate chapter.</p>	
Genre Approval	Sublime, Token Master, Dual-Kith - when gained in play (See Kiths), Milestone Merits, Faerie Favor
Not Approved	Narrative Master Goblin Vow

Hollows	
<p>These rules supplement the rules for Locations detailed in the Universal Addenda. Please refer to those rules, except where noted below. A Hollow is a 'Location' in the Hedge.</p>	
Ward	<p>Wards replaces Security and Occultation for Hollows. For each Dot in Wards, subtract one die from attempts to find the Hollow, and write down a description of the Ward and a skill that can be used to overcome the Ward.</p> <p>To overcome that type of Ward the intruder must achieve 5 successes on an extended action. The default assumption is one roll per minute, with no more rolls at each stage than the intruder's total pool (after penalties and bonuses). The Ward rating is applied as a penalty on this pool. A failure on any given roll potentially alerts inhabitants currently in residence to the attempt.</p> <p>For any levels not described in advance by the player owning the Hollow, the default types of Wards at each level, and the default skills used to bypass them, are:</p> <ol style="list-style-type: none"> 1) Hedge Foliage (Survival) 2) Hobgoblins (Brawl/Stealth) 3) Machines (Larceny) 4) Obstructions (Athletics) 5) Weather (Survival) <p>For NPC locations, STs may always add additional difficulty, time, or barriers - The Wall in Bristol and The Keep of the Watcher on the Water are protected in ways not achievable by PCs.</p>

Doors	Hollows may additionally have doors, as per the merit Hollow (Doors).
Ritual Doorway	If a Ritual Doorway is used from outside the Domain containing the Hollow then it is Genre Notification.
Mobile Hollow	You must get the permission of both LSTs to relocate a Hollow using this merit.
Hob Kin	Your Hollow is protected by hobs that follow the rules for Mooks from the Universal Addenda. This is separate to Wards.
Archive	Use the Universal rules for Library.
Hedge Garden (● to ●●●●●) Limit: Hollow Size	Your Hollow might contain a Hedge Garden. This provides fruit on a monthly basis in the same manner as Harvest (Hedge Bounty), but only for your home game. If the Hollow is shared, then you must decide how the garden dots are shared between invested parties.
Hollow Amenities (● to ●●●●●) Limit: Hollow Size	<p>For each point of this merit your Hollow provides one of the following benefits. It is up to the player to describe the amenities that this mechanic represents:</p> <ul style="list-style-type: none"> ● Sleep Amenities: your Hollow provides not only a safe place to perform dream travelling but actively provides a bonus towards it. Attempts to leave dreams and return to wakefulness in the Hollow have a +2 bonus. ● Clothing Amenities: your Hollow provides magically produced Hedgespun clothing; you may request any set of clothes last thing at night and in the morning the clothes are produced. These clothes are hedgespun, but provide no additional magical effects, but may include such things as travel wear or cold/hot weather clothing which might provide bonuses in the appropriate environments. These clothes turn into nothing but leaves and string at the next dawn. ● Hospitality Amenities: your Hollow provides a warm relaxing environment and magically produces food and drink, resting in the Hollow and partaking of the food and drink doubles your natural healing rate. ● Entertainment Amenities: your Hollow contains all manner of diversions that help with unwinding; over the course of the month the Hollow helps you relax, allowing you to regain 1 additional willpower. ● A hedgespun automata or hedgespun artwork with dots equal to or less than the Hollow amenities dots (this may be taken multiple times). If the automata or artwork leaves the Hollow then it ceases to function.

Changes and Clarifications

Fae Mount	Dots	Base Power	Extra Powers
Requested clarification	•	<ul style="list-style-type: none"> • Appears when called. • Moves at twice horse speed in Hedge. 	None
	••		1
	•••		2
	•••••	<ul style="list-style-type: none"> • Can enter real world for one scene. • Can create a Hedge Gate into the Hedge, but you cannot control where to. 	3
	Examples of Fae Mount powers (not exhaustive): <ul style="list-style-type: none"> • Water-walk • Spider-climb • Flight • Carry additional passengers • Poisonous Bite • Fire Breath • Chameleonic • Unpleasant Aura 		
Retainer (Hobgoblin)	You may have a hobgoblin as a retainer in the Hedge. The hobgoblin may leave the Hedge for one scene, but then must return to the Hedge for a full day before they can leave again.		
Tokens	See Chapter 18 on Tokens. Some Tokens have been removed from play. Token 4 is Genre Approval. Token 5 is gain in play only and Genre Approval.		
Age Reversal	Not available for changelings that will be younger than 18 in 2020.		
Brownie's Boon	When making rolls to perform a mundane activity, you increase the number of rolls you can make by 1 and 1 more for each glamour you spend (which is subtracted from your starting glamour at your next home game as normal). However, you don't get this benefit if others assist you in your extended roll. Please remember this can only be used on mundane actions, so cannot be used when crafting Tokens or enchanting Hedgespun items.		

Workshop	Tokens and Hedgespinning are not allowed as specialisations.
Hedge Beast Companion	<ul style="list-style-type: none">• To create a Hedgebeast Companion, use the Universal animal retainer rules and add +1 to the cost.• This means the Hedgebeast Companion has mundane abilities equivalent to an animal retainer one level below the level it has been purchased at.• In addition to these mundane abilities, the Hedgebeast Companion has dots in Contracts equivalent to their rating. E.g. a 3 dot Companion might have 3 level-one clauses, a single level-three clause, or 1 level-one and 1 level-two.• Unlike animal retainers dots in Hedgebeast Companion is capped by the size of the base animal + 1.

Chapter 10 – Universal contracts

Rules for learning contracts:

- Anyone may learn Universal contracts.
- Learning the first clause of any Seeming or Court contract requires a teacher unless they are affinity contracts for your character.
- Each Elemental and Beast affinity (wolves, bears, fire, ice, etc.) must be learnt from a mentor separately unless they are affinity contracts. The mentor must have that specific affinity.
- Per the book, each affinity is a contract tree, though additional trees after the first one cost half price.
- Learning from a PC does not require a DT action; finding an appropriate NPC mentor does require a DT action.
- Goblin contracts cannot be taught and must be purchased from a Goblin market.
- Players should make a note in their character background about how they learned any non-affinity contracts purchased with XP prior to the start of play. While this doesn't have to be a long and detailed story, they should provide their LST with some information about how they came to learn the contract in question.

Universal Contracts	
Contracts of the Board (Swords at Dawn, pg 46)	
	No change.
Contracts of Dream (Lost, pg 124)	
Dream 2	This clause does not let you enter the dreams of others.
Dream 4	<ul style="list-style-type: none"> • This can only be used on another's dreams, not the changeling's own dreams. • The changeling picks one, and the exact nature of the manifestation is at ST discretion: <ul style="list-style-type: none"> ○ Draw forth one object from the subject's dreams. This object must be a single solid object such as a sword or a box. It cannot be part of a continuous whole - you can't pull out part of a wall. It is also a simple object; complex concepts like a car or food blender cannot be extracted or, if they are, they behave as a non-working model of that object. ○ Create a minor localised weather effect from the character's dreams - blistering heat, a snow flurry,

	<p>fog, etc. People who interact with this effect realise it is fake, although it might still have some effect on the local environment.</p> <ul style="list-style-type: none"> ○ Disguise themselves or another person to look like a figure that appeared in their dreams. ○ Create a minor ephemeral illusion or image in the air, from their dreams. <ul style="list-style-type: none"> ● The image or object remains in reality for a number of turns equal to the number of successes obtained on the roll. ● Dream stuff has a Durability of 1. ● Exceptional Success: as with a normal success, but the object remains in reality until the following dawn or the end of the scene, whichever is longer. In addition, the changeling may, at any time, banish the dream-item back beyond the wall of dreams. ● It is harder to pull a very large object from dreams. Pulling an object larger than size 5 incurs a -1 penalty for each additional size above 5 (e.g. size 6 is -1 to the initial roll).
<p>Dream 5</p>	<ul style="list-style-type: none"> ● To locate a nearby dreamer, the changeling must make a successful dream analysis roll (Intelligence + Occult). The following modifiers should be used: <ul style="list-style-type: none"> ○ -2 during the day ○ -2 in the suburbs ○ -4 in the countryside ○ -6 in the middle of nowhere, with no appreciable population around. ● No roll is required if the changeling has prepared a nearby sleeper in advance. For the purposes of this contract, only mammals above size 3 are considered to have cogent enough dreams to facilitate travel. A sleeping rodent in your hat does not count, but a sleeping (not sedated) cat in your car would be sufficient (except for the IC ban on entering the dreams of cats). ● This is effectively a teleport through dreams that should normally function as a “fair escape”. However, the changeling will generally end up in a random location, nearby the sleeper whose dreams they end up in.
<p>Contracts of Hearth (Lost, pg 127)</p>	
	<p>No change.</p>
<p>Contract of Hours (Rites of Spring, pg 102)</p>	
<p>Hours 2</p>	<p>While outside of time, the item becomes intangible. It cannot be used to trap or block other actions.</p>

Hours 5	This can normally push an individual forward by 1 scene or 1 hour. On Mooks, additional successes can push the character forward per the times in the book.
Contracts of Lucidity (Dancers in the Dusk, pg 69)	
	No change.
Contracts of Mirror (Lost, pg 129)	
	No change.
Contracts of the Moon (Rites of Spring, pg 105)	
	No change.
Contracts of Omens (Rites of Spring, pg 108)	
Omens 4	Once activated, anybody else with this contract may also activate Vision of Disaster and therefore change their actions as though they had activated the contract. All others must act as though they didn't have prior knowledge. The same initiative round may not be subsequently re-played by a different character using this contract.
Contracts of Smoke (Lost, pg 132)	
	No change.
Contracts of Thorns and Brambles (Swords at Dawn, pg 49)	
	No change.

Chapter 11 – Goblin Markets

When making Genre Approvals for markets, please add [Markets] to the front of the subject line

Please also see this document's sister document [So you want to be a Goblin Marketeer](#)

For additional information [Market Prices and value table](#)

Changes and notifications	
Known National Markets	<ul style="list-style-type: none">• Le Cirque Noir• The Moonshine Mama• The Avalon Faire <p>Please contact the GST for more details. It is Genre Approval to use these markets in your local game.</p>

Chapter 12 - Market Merits

Changes and notifications		
Market Familiarity	•	The character can reliably locate and get into any of the ordinary markets inside the five major Freeholds of the UK, as well as make use of the Crafter's Market.
	•••	Genre Approval, means that a character also knows the location of the Hoard, can figure out where their Seasonal market trading specialist is right now, and is generally aware of any secretive markets around the place.
Slave	Approved for play. There are slavers, and it is entirely possible to buy slaves nationally if you know where to look; should an LST have slavers locally I'd appreciate a heads up, and the Slave merit is Genre Notification just so I can keep track.	
Market Sense	Genre Approval	
Goblin Merchant	•	It's the marketeering equivalent of a provisional driving license; a character with this merit cannot operate as a market trader, but they <i>can</i> help out at the stall of one in exchange for a wage - like an apprenticeship - and they are also eligible to seek an audience with the Market Council, if they can find two sponsors.
	•••	Genre Approval, and represents a character having gone before the Council and received a 'yes' vote - after which, they can trade in the markets in their own right and are eligible to buy the Market Stall merit.
Market Stall	Genre Approval	
Wholesale Wares	Local approval, though all pre-reqs must have been met.	

Chapter 13 – Goblin contracts

Goblin contracts cannot be taught and must be purchased from a Goblin market.

Goblin Contracts		
• Contracts		
Shooter's Bargain	CtL, pg 164	No change.
Sight of Truth and Lies	RoS, pg 114	No change.
Trading Luck for Fate	CtL, pg 164	No change.
•• Contracts		
Calling the Guardian	RoS, pg 114	No change.
Dream Rendering	SaD, pg 109	<ul style="list-style-type: none"> • Fairest roll four dice for the clarity check for this contract. • Dream Rendering can be used as part of a crafting DT action to make the token available in dreams.
Diviner's Madness	CtL, pg 165	The ST will select which of the possible derangements is gained through the drawback according to their discretion.
Fair Entrance	CtL, pg 165	No change.
Fool's Gold	CtL, pg 166	This power can only be used on an object the Changeling can comfortably carry with their unmodified Strength.
Sandman's Bargain	SaD, pg 110	No change.
••• Contracts		
The Blessing of Forgetfulness	RoS, pg 115	No change.
Burden of Life	CtL, pg 166	No change.

Delayed Harm	CtL, pg 167	No change.
Goblin Midwife	GM, pg 25	No change.
Grace Falsely Shed	NH:GF, pg 88	Approved contract from a non-core book.
Hospitality's Hold	GotU, pg 29	Not in play.
Mirror Mirror	SaD, pg 53	No change.
•••• Contracts		
Goblin Oath	RoS, pg 115	No change.
Good and Bad Luck	CtL, pg 167	No change.
Call the Hunt	CtL, pg 167	Using this power is a Genre Approval. LSTs should see the relevant plotkit.
Riot	VL, pg 23	Approved contract from a non-core book.
Royal Oil	SaD, pg 54	No change.
••••• Contracts		
Blood-binding	RoS, pg 116	No change.
Goblin Ward	SaD, pg 54	No change.
Lost and Found	CtL, pg 168	No change.
Mad Trespass	SaD, pg 110	No change.
Sabotage	VL, pg 24	Not in play.
Sleepwalker	SaD, pg 111	<ul style="list-style-type: none"> • Dreams of Might and Dreams of Glory cannot increase the affected Attribute or Skill above 11. • Dreams of Vanity retains all its mechanical effects but does not render the changeling any more sexually attractive than implied by

		<p>the Striking Looks and social Skills boosts.</p> <ul style="list-style-type: none"> The “traits” which are halved by the drawback refer to Attributes and Skills.
Contracts of Goblin Sacrifice (Rites of Spring, pg 117)		
• Fortune’s Favor	RoS, pg 117	No change.
•• Fortune’s Swift Blessing	RoS, pg 117	No change.
••• Fortune’s Bane	RoS, pg 118	No change.
•••• Distracting the Hounds	RoS, pg 118	No change.
••••• Recalling the Lost	RoS, pg 119	No change.
Contracts of Goblin Transformation (Rites of Spring, pg 120)		
• Healing Sacrifice	RoS, pg 120	No change.
•• Seven-Year Gift	RoS, pg 121	No change.
••• Trading Beauty for Love	RoS, pg 121	No change.
•••• Changing Minds	RoS, pg 122	Not in play.
••••• The Fatal Transformation	RoS, pg 123	Not in play.
Goblin Contracts of the Wyrd (Dancers in the Dusk, pg 65)		
• Mantle Mask	DitD, pg 65	No change.
•• Daunting Force	DitD, pg 66	No change.
••• Nothing Hidden	DitD, pg 66	No change.
•••• Wyrd Eye	DitD, pg 66	No change.

•••• The Fatal Clause	DitD, pg 66	No change.
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Chapter 14 – Dreams

Dreams are much better covered by this document's sister guide: [National Lost - The Skein: Guide for STs and Players.](#)

For information on how Changeling rules interact with Mage rules, please contact the UST who has been provided with a X-Genre document.

When making Genre Approvals for dreams, please add [Dreams] to the beginning of the subject line.

Dream Teaching and XP

New DT Action: Craft a teaching dream

Extended action: Intelligence + Empathy + Wyrd.

For each five successes you get in an action you create one teaching dream. You may not use Good Time Management, the Drudge Blessing, or Brownie's Boon, to extend the number of rolls you get on this action.

When you create a teaching dream, it must be placed in a suitable sleep vessel (created as part of the extended action). Please note what you will be teaching and what your current level in that contract, skill or fighting style is, or the specific specialisation term.

Learning from a teaching dream:

If your current level of contract, skill or fighting style is lower than that of the dream, or you don't currently have the specified skill specialisation, then you may absorb the knowledge in the dream. Note this in a separate XP log, called the Dream XP log.

Add 1 XP per dream. You may only add 1XP to your dream log per downtime cycle and it is overcap - i.e. it does not count towards your normal limit of 5XP.

For each contract, skill, skill specialisation or fighting style, you may only have 1 unspent dream XP recorded at any time. For the purposes of this mechanic, treat different types of Fang and Talon, and Elements or Communion contracts separately.

The next time you improve a contract, skill, merit or fighting style, if you have a recorded Dream XP unspent assigned to that purchase, then you must spend that Dream XP to reduce the cost of the purchase.

Caveats:

Each dream vessel you craft costs 1 Glamour, which is deducted from your starting total at your next home game (as per the usual rules for spending magical resources in DT).

This does allow you to teach somebody a specific type of Fang and Talon, Elements or Communion contract.

This does not allow you to ignore any other prerequisites for learning that contract, merit, fighting style or skill.

You must spend unspent dream XP if able; you cannot 'bank' it towards a future purchase.

Dream XP is counted as overcap, and applied as a cost reduction.

You may only gain 1 Dream XP per DT cycle, but it does not take a DT action to add to your log.

You may not teach Goblin Contracts via this method.

Once a dream vessel is used, it is expended.

The following may be taught with this method:

- Fighting styles
- Universal, Court and Seeming Contracts
- Skills
- Skill Specialisations

Changes and notifications

The Contract of Dreams, Clause 2: Forging the Dream

This clause does not let you enter the dreams of others.

Chapter 15 – Dream Merits

Changes and notifications	
Prophet Circle	Prophet Circle grants additional DT actions equal to its dots, but only for prophetic dreams.
Visionary Dreams	Visionary dreams grant a specific additional DT action.

Chapter 16 – Pledges

Changes and notifications	
Pledge Duration	People cannot be released from pledges early; if you wish you may incorporate escape clauses as a task into the pledge wording.
Pledge Adroitness/Blessing	Does not stack with itself.
Pledge Tasks	<p>Pledge tasks are mutually exclusive; you cannot promise to do the same thing to multiple people separately. This includes similarly worded tasks.</p> <p><i>For example: you cannot promise to get the hera pear for Alan, and promise Beth you will get Alan the hera pear. You could however promise Alan you would give him £1000 and Beth that you will give them £1000 as this is two different tasks. The LST is the final arbitrator.</i></p>
Book inconsistencies	The lesser alliance task has a cost of +0 for pledge-building, as listed on page 178 of the core book. The vulnerability sanction has a cost of -3 for pledge-building, as listed on page 185.
Supernatural Information	Per the rules in the Lost books, pledges may grant mundane merits. Where such a merit could theoretically grant supernatural information or some other supernatural benefit, only a mundane benefit may be chosen. E.g.: a Library merit gained through a pledge cannot grant access to supernatural information. Any occult-related material gained in this way will be information available to mundane scholars.

Chapter 17 – Hedgespinning

Crafted items cost $\frac{1}{2}$ XP of a bought item. If you are crafting for somebody else, then they or the purchaser may pay the XP cost.

Crafted Hedgespun items are limited to 5 dots.

Crafted Tokens are limited to 3 dots, or 4 dots with a Genre Approval.

Failure to craft an item does not spoil materials.

"Hedgespun" may not be taken as a Crafts Skill specialisation. Hedgespun items come under the specialisation for the relevant type of item.

Excess successes can be put towards crafting an additional item.

Wondrous Allure: all visible hedgespun items give the wearer or owner cachet, improving socialize rolls by +1 (this stacks) to influence changelings or ensorcelled. This has no effect on hobs. Any time this is used in a scene the bonus it provides is reduced by 1; viewers don't continue to be that impressed after the initial impact.

Creation Process	
Recipe	<p>The recipe rules are the same as for crafting any item. The below is reproduced from the universal addenda, and that document should be considered to supercede this one.</p> <p>An item must be designed and a design provides an equipment bonus. Premade designs can be found for common items off the shelf/on the internet. They cannot exceed the item's equipment bonus unless designed by a PC (see below).</p> <p>A design off the internet, from the library or purchased in a market is usually +1 or +2 unless you know where to look for better designs. Such designs will have a maximum bonus equivalent to your Computer skill (if found on the internet), Academics (if you're using a book), Allies/Retainers (if you've got a relevant source) or Crafts skill (if you have the relevant specialisation).</p> <p>These can be obtained for "free" in that they do not cost an action.</p> <p>A PC can spend 1 action designing an item, either to obtain a better bonus or in order to make a custom item not otherwise available. Roll Intelligence + Crafts. Successes determine the design's equipment bonus.</p>

	<p>A failure still provides a design but with a +0 bonus, as long as your LST is satisfied that you have relevant expertise. Once a design has been made it can be copied and shared in the future.</p>																	
<p>Materials</p>	<p>This requires one downtime action to get the core of your magic item. Players can opt for an easy challenge, or a hard challenge. A hard challenge requires ST input, but gives you a bonus to your crafting rolls to actually craft the item. The bonus is dependant on your skill in acquiring the materials (see the Lost setting guide, page 52, for more details).</p> <p>STs are encouraged to track resources as part of their setting.</p>																	
<p>Crafting</p>	<p>Crafting the object's shape requires a number of successes on extended rolls (as per the universal addenda):</p> <p style="text-align: center;">(Base item cost +1) x Equipment Bonus + Size</p> <p style="text-align: center;">And the spinning to add the magic:</p> <table border="1" data-bbox="509 915 1419 1199"> <thead> <tr> <th data-bbox="509 915 964 999">Number of Dots</th> <th data-bbox="964 915 1419 999">Number of Successes</th> </tr> </thead> <tbody> <tr> <td data-bbox="509 999 964 1052" style="text-align: right;">•</td> <td data-bbox="964 999 1419 1052">1</td> </tr> <tr> <td data-bbox="509 1052 964 1083" style="text-align: right;">••</td> <td data-bbox="964 1052 1419 1083">3</td> </tr> <tr> <td data-bbox="509 1083 964 1115" style="text-align: right;">•••</td> <td data-bbox="964 1083 1419 1115">6</td> </tr> <tr> <td data-bbox="509 1115 964 1146" style="text-align: right;">••••</td> <td data-bbox="964 1115 1419 1146">10</td> </tr> <tr> <td data-bbox="509 1146 964 1199" style="text-align: right;">•••••</td> <td data-bbox="964 1146 1419 1199">15</td> </tr> </tbody> </table> <p>*Equipment Bonus:</p> <p>For weapons this is damage rating, for Armour, add both halves of the rating together.</p> <p>If you are improving this rating, use the base rating before improvements.</p> <p>All items should have some form of equipment bonus, even if this just indicates the quality of the item.</p> <p>For the purposes of this equation, equipment rating is the greater of actual equipment rating and 0.5</p> <p style="text-align: center;">For items without a base resource cost, use the below</p> <table border="1" data-bbox="509 1780 1419 1877"> <tbody> <tr> <td data-bbox="509 1780 964 1833" style="text-align: right;">Trinkets</td> <td data-bbox="964 1780 1419 1833">1</td> </tr> <tr> <td data-bbox="509 1833 964 1877" style="text-align: right;">Hedgespun</td> <td data-bbox="964 1833 1419 1877">4</td> </tr> </tbody> </table>		Number of Dots	Number of Successes	•	1	••	3	•••	6	••••	10	•••••	15	Trinkets	1	Hedgespun	4
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•••••	15																	
Trinkets	1																	
Hedgespun	4																	

	Token	5
	<p>Example:</p> <p>A 3L Knife would be 2 dots and would therefore require $(1+1) \times *1 + 1 = 3$ successes (to make the knife) and 4 successes to make it magical.</p> <p>A 10 foot statue that inspires fear for 100ft would be a 3 dot item and require $(5) \times * 0.5 + 6 + 9 = 18$ successes (note we must round up).</p> <p>A Better x 2 Versatile Automaton (4 dots, Socialise, Medicine, Crafts) would require $(5) * 1 + 2 + (4*4) = 26$ successes.</p>	
Signature	Your crafting signature should be the same from work to work, and should also be included in the writeup of the item.	

Spun Artwork	
The base 1 dot artwork is 'interesting', The eyes appear to follow you or it is unsettling if you approach inside its range of 50 feet.	
Impressive	For each +2 dots spent, the artwork increases its wondrous allure by +1 dot.
Range	For each +1 dot spent, the artwork conveys its effects an additional 50 feet.
Emotion	Purchased once for +1 dot, the artwork conveys a specific emotion to each viewer within range. This has no mechanical effect.
Skill Bonus	For each +1 dot spent, the artwork improves or reduces a mental or social skill of anybody within its radius that can see the artwork.

Spun Automata
<p>A base 1 dot automata has the same abilities as a 1 dot retainer (with skills of your choice) and has size 2. It is considered a Mook for combat purposes. Automata may not pick social skills except Socialise and Intimidation, or mental skills except Crafts, Investigation and Medicine.</p> <p>Automata are considered to be a 1B weapon, and will need to be equipped with separate weapons if desired.</p>

Guardian	Spend +1 dot once to remove the Mook quality. This gives the automata 1 point of armour and durability.
Guardian Armour	For each +1 dot spent, the Guardian Automata increases its armour and durability by 1 point.
Versatile	For each +1 dot spent, the Automata has one additional skill.
Better	For each +1 dot spent, improve the skill level of the automata, as though it were a retainer one level higher.
Bigger	For each +1 dot spent, increase the size of the automata by 1 and its bashing rating by 1.
Faster	For each +1 dot spent, increase the speed and initiative of the automata by 2.

Spun Clothing and Armour

Start with the Clothing and Armour as per the Universal Crafting rules.
This is a one dot hedgespun item. It gains the benefits of a mask.
You may then add properties to your garments (and thus create a higher level item).

Swift	Each +1 dot spent increases your Speed (when wearing this armour) by 2.
Alert	Each +1 dot spent provides a +1 tool bonus to Initiative checks.
Stealthy	Each +1 dot spent provides a +1 tool bonus to Stealth checks.
Disguise	Each +1 dot spent provides a +1 tool bonus to checks to disguise yourself.
Radiant	Purchased once for +2 dots, this allows your armour/clothes to glow on command providing light equivalent to a lantern.
Impressive	Each +1 dot spent provides a +1 tool bonus to Socialise.
Terrifying	Each +1 dot spent provides a +1 tool bonus to Intimidation.
Fitted	Armour and clothing without a speed penalty can be improved for every +1 dot to provide a +1 bonus on athletics checks. Except

	when using a ranged weapon.
Unencumbered	For each +1 dot spent, reduce the defence penalty of the armour by 1 (this cannot increase your natural defence).
Warded	For each +1 dot spent, increase either the ballistic or normal rating of the armour by 1.
Gossamer	For each +2 dots spent, reduce the Strength requirement of the armour by 1.

Spun weaponry

Start with the base weapon as per the Universal Crafting rules.
This is a one dot hedgespun item. It adds a +1 bonus to the weapon rating.
You may then add properties to your weapons (and thus create a higher level item).

Vicious	Purchased once for 2 dots, this causes your Bashing weapons to deal Lethal damage instead. (But does not improve weapons with a Lethal rating).
Poisoned	Purchase once for 2 dots, this causes your Lethal weapons to have a toxicity rating of 2.
Piercing	For each +1 dots spent, your weapon ignores 1 point of armour and durability.
Enhanced	For each +1 dot spent, your weapon rating is increased by 1 point.
Durable	For each +1 dot spent, your weapon's durability is increased by 1 point.
Defensive	For each +2 dots spent, your weapon provides a +1 defence bonus.
Skilled Tool	For each +1 dots spent, your weapon improves its tool bonus by 1.
Light	For each +1 dots spent, consider your weapon one size smaller for the purposes of calculating strength requirement.
Mask	Purchase once for +1 dot, your weapon has a mask, and will appear to be a mundane object of similar size and shape.

Chapter 18 – Tokens

Changes and notifications	
Not sanctioned for play	The Keeper's Quirt, The Hungry Arrow.
Stingseed and Ribbon of Nevermiss	These can be applied to Archery as well as to Firearms.
Dead Man's Boots	Damage of catch is upgraded to 1 Lethal / hour.
Hedgespun Wardrobe	Creates only base hedgespun clothing with no additional benefits.
Hedgespun Raiment	See Chapter 17 - Hedgespinning.
Lantern of Ill Omen	The cost to activate is now a willpower point not a willpower dot.
Any Token at ●●●● or ●●●●●, Book of Tales (any level), Ashlight, Minister Vibrunum's Clepsydra	Not available to craft. Genre Approval. Level 5 Tokens are going to be heavily restricted to enforce the uniqueness of these items.
The Cursing Box, Legendary Tokens	Reserved for use by the GST team.

Chapter 19 – Token Crafting

Changes and notifications

Crafting Tokens follows the rules for Hedgespinning, with the exception that you may create random Tokens through a process known as Hedge weathering. You take an item into the Hedge, infuse it with glamour regularly and after a number of months, the Token will be created. Players will have no control over the item created by this process, it is LST discretion. This takes one DT action per month.

For custom Tokens that are not covered by the rules for Hedgespinning, you must provide a Genre Approval following the standard format for Tokens, with the name of the Token, a precise description of its suggested benefits, a drawback and a catch. Preferably, players should work with their LST to submit a suggestion that is mechanically balanced and appropriate for the setting and chronicle.

Custom Tokens are Universal Notification.

"Tokens" may not be taken as a Crafts Skill specialisation. Tokens come under the specialisation for the relevant type of item.

Chapter 20 – Goblin Fruit

Changes and notifications	
Glamour Fruit	Removed from play
Fruit Scouring	As an instant action, any goblin fruit may be scoured; it releases glamour equal to its harvest dot equivalent which may be absorbed. This destroys the fruit.
Token: Fruit	Removed from play.
Preserving Goblin Fruit	This is a downtime action; make an extended Intelligence+Crafts roll, you can preserve a number of fruit equal to successes.

Fruit	
<p>The levels presented here represent the difficulty to harvest this fruit and are indicative of its availability at markets. When you harvest fruit, you get Healing fruit by default, but you can trade that allowance in using the table below. This should also be used as a guide for how much particular fruit might cost at markets.</p>	
1	<ul style="list-style-type: none"> Buglewort Cocoorange Coralscalp Dactyl Fear Gortach Headgourd Healing fruit (Blushberries, Dream-A-Drupe, Ertwen, Murmerleaf) Jarmyn Fruit Jarmyn Leaves Jennystones Nevernip Stabapple Trenchmint Vermsap
2	<ul style="list-style-type: none"> Coupnettle Gallows Root Hog Eye Jennyapples Promise Leaves Scarhistle Tovil's Ooze

	Walking Gertrude Wyrnthumb
3	Babel Gum Chu Chu Culm Cousin's Trumpet Pitmoss The Judas Yew
5	Brumebulb Hidefruit
LST Approval	Amaranthine
Genre Approval	Hera Pear Pedical Velvet

Chapter 21 – Glamour

Glamour at the start of each game	
<p>Base 6 + 2 highest harvest merits* +3 per DT action dedicated to harvesting** + local and regional modifiers</p>	
<p>* Harvest (Hedge Bounty) is received in fruit instead of glamour. You either receive healing fruit equal to your dots in Hedge Bounty (and may claim 3 additional fruit through a harvesting DT action) or you may trade those for other fruit using the Harvest equivalence table in Chapter 20.</p>	
<p>** Per the universal addenda, if you use Glamour or Willpower in a downtime action, those reductions are applied to your starting values at the beginning of your next home game.</p> <p>The same applies to any downtime actions spent to gain renewable traits – these are added to the starting values of your next home game (exception: you may downtime to another LST to gain renewable traits for use at their game, not your home game).</p>	

Harvesting Glamour	
Pledges	You make pledges with mortals. This provides you with glamour but might draw you into situations you hadn't envisioned.
Emotions	You can just get glamour from your surroundings in the real world, and this is represented by the base glamour of 6, but there is more glamour to be found in the real world if you inspire the emotion yourself. The methods by which you do this might gain unwanted attention.
Dreams	You travel through the dreams of mortals you have made a pledge with, manipulating their dreams to provide you with glamour. This might draw the attention of dream beings.
Hedge Scouring	This is a process by which you draw glamour out of the Hedge, damaging it. This attracts the attention of disgruntled hobs, and may draw the ire of other groups.

Changes and notifications

Spending Glamour

For contract activations, glamour may be spent over multiple turns; the contract will activate when you have finished spending the glamour. For kith and seeming activations, you are limited to the amount you can generate in a single turn.

Chapter 22 – The Hedge

Trods provide a discretionary bonus to Hedge Navigation rolls at the ST's discretion.

Recommended Hedge Navigation modifiers

Quality of the Trod	+1 to +3
Within freehold territory	+1
Within loyalist territory	-1
Deep Hedge	-1 to -3

Trod Maintenance

Maintaining the Trod at its current level either requires a level of traffic suitable to its quality, or a single DT action in which the changeling 'treads the Trod', a ritual form of maintenance.

Scouring a Trod - DT action

- The Changeling starts their next home game on full glamour and reduces the quality of a trod by 1. If it is reduced to 0, then the trod ceases to exist (though it can be improved back into existence).
- Some trods are so integral to the landscape or are maintained by powerful forces and cannot be scoured.

Trods can be improved with maintenance:

- This requires DT actions and carries with it a small degree of risk as the character will be spending a prolonged period in the Hedge. While they will be physically maintaining the Trod the actual maintenance is a side-effect of their presence and will:
- [Wits + Wyrd] is the roll and requires successes equal to the quality rating you wish to impart x 5.
- Each roll is a DT action
- The improvement requires a payment of 5 times the quality rating in glamour; the glamour may come from multiple sources. The Glamour may be spent over time, or over subsequent downtimes, once the improvement is complete.
- The geography of the Hedge does not map rationally like the geography of the real world. Changelings should never expect to fully map out their local Hedge - there may be places which can only be accessed at certain times, or by moving certain ways (e.g. clockwise instead of counterclockwise), or which shift and change. Because of this:

- Trods improved in this way would be trods in a conceptual area, rather than mapping to a specific geography. This might be trods around a specific landmark, or specific routes.
- It is entirely up to ST discretion how large an area can be improved at a given time.
- STs may impose penalties, making some areas harder to improve.

Chapter 23 – Iron

- We will be using the rules found in CtL (p174), AN (p71) and RoS (p81-87) for using and forging iron weapons.
- Possessing an iron weapon or armour is a Genre notification.
- Possessing a hand-forged iron implement is a Genre approval.
- A "standard" iron weapon and armour cost +1 Resources, as such items are exceptionally rare and must be made to order. STs may also place additional complications in attempting to contract such unusual service, as they deem appropriate. Hand-forged iron weapons must be made according to the rules in RoS.
- Iron items are always -1 Durability compared to their normal counterparts.
- Iron weapons cut through all Wyrd-based magical defenses, including Contracts, hedgespun armour, Summer Mantle, etc. They do not block magic which improves a Changeling's ability to avoid getting hit (e.g. the Wizenod dodge bonus).
- Iron cannot be directly affected by any Wyrd-based magic
- This includes both detrimental effects (e.g. contracts to reduce durability) and helpful effects (e.g. hedgespinning, Blessing of Perfection).
- This also includes non-iron weapons firing iron, e.g. a hedgespun bow loses its magic bonuses when firing iron arrows.
- It can be indirectly affected (e.g. contracts that increase a changeling's Strength would then allow them to attempt to break an iron item.)
- Iron armour does not remove the weapons bonuses when struck by magical weapons, but it does block any armour-piercing quality such weapons possess.
- Iron has no special effect on Hedgebeasts or hobs, though it affects their Wyrd-based magic in the same way as changelings' Wyrd-based magic (e.g. using Contracts and hedgespun).

Appendices

Appendix A – Merits

Merits	
Genre Approval	Sublime, Token Master, Dual-Kith - when gained in play (See Kiths), Milestone Merits, Faerie Favor
Not Approved	Narrative Master Goblin Vow

Hollows	
<p>These rules supplement the rules for Locations detailed in the Universal Addenda. Please refer to those rules, except where noted below.</p> <p>A Hollow is a 'Location' in the Hedge.</p>	
Ward	<p>Wards replaces Security and Occultation for Hollows. For each Dot in Wards, subtract one die from attempts to find the Hollow, and write down a description of the Ward and a skill that can be used to overcome the Ward.</p> <p>To overcome that type of Ward the intruder must achieve 5 successes on an extended action. The default assumption is one roll per minute, with no more rolls at each stage than the intruder's total pool (after penalties and bonuses). The Ward rating is applied as a penalty on this pool. A failure on any given roll potentially alerts inhabitants currently in residence to the attempt.</p> <p>For any levels not described in advance by the player owning the Hollow, the default types of Wards at each level, and the default skills used to bypass them, are:</p> <ol style="list-style-type: none">1) Hedge Foliage (Survival)2) Hobgoblins (Brawl/Stealth)3) Machines (Larceny)4) Obstructions (Athletics)5) Weather (Survival) <p>For NPC locations, STs may always add additional difficulty, time, or barriers - The Wall in Bristol and The Keep of the Watcher on the Water are protected in ways not achievable by PCs.</p>

Doors	Hollows may additionally have doors, as per the merit Hollow (Doors).
Ritual Doorway	If a Ritual Doorway is used from outside the Domain containing the Hollow then it is Genre Notification.
Mobile Hollow	You must get the permission of both LSTs to relocate a Hollow using this merit.
Hob Kin	Your Hollow is protected by hobs that follow the rules for Mooks from the Universal Addenda. This is separate to Wards.
Archive	Use the Universal rules for Library.
Hedge Garden (● to ●●●●●) Limit: Hollow Size	Your Hollow might contain a Hedge Garden. This provides fruit on a monthly basis in the same manner as Harvest (Hedge Bounty), but only for your home game. If the Hollow is shared, then you must decide how the garden dots are shared between invested parties.
Hollow Amenities (● to ●●●●●) Limit: Hollow Size	<p>For each point of this merit your Hollow provides one of the following benefits. It is up to the player to describe the amenities that this mechanic represents:</p> <ul style="list-style-type: none"> ● Sleep Amenities: your Hollow provides not only a safe place to perform dream travelling but actively provides a bonus towards it. Attempts to leave dreams and return to wakefulness in the Hollow have a +2 bonus. ● Clothing Amenities: your Hollow provides magically produced Hedgespun clothing; you may request any set of clothes last thing at night and in the morning the clothes are produced. These clothes are hedgespun, but provide no additional magical effects, but may include such things as travel wear or cold/hot weather clothing which might provide bonuses in the appropriate environments. These clothes turn into nothing but leaves and string at the next dawn. ● Hospitality Amenities: your Hollow provides a warm relaxing environment and magically produces food and drink, resting in the Hollow and partaking of the food and drink doubles your natural healing rate. ● Entertainment Amenities: your Hollow contains all manner of diversions that help with unwinding; over the course of the month the Hollow helps you relax, allowing you to regain 1 additional willpower. ● A hedgespun automata or hedgespun artwork with dots equal to or less than the Hollow amenities dots (this may be taken multiple times). If the automata or artwork leaves the Hollow then it ceases to function.

Changes and Clarifications

Fae Mount	Dots	Base Power	Extra Powers
Requested clarification	●	<ul style="list-style-type: none"> ● Appears when called. ● Moves at twice horse speed in Hedge. 	None
	●●		1
	●●●		2
	●●●●●	<ul style="list-style-type: none"> ● Can enter real world for one scene. ● Can create a Hedge Gate into the Hedge, but you cannot control where to. 	3
	Examples of Fae Mount powers (not exhaustive): <ul style="list-style-type: none"> ● Water-walk ● Spider-climb ● Flight ● Carry additional passengers ● Poisonous Bite ● Fire Breath ● Chameleonic ● Unpleasant Aura 		
Retainer (Hobgoblin)	You may have a hobgoblin as a retainer in the Hedge. The hobgoblin may leave the Hedge for one scene, but then must return to the Hedge for a full day before they can leave again.		
Tokens	See Chapter 18 on Tokens. Some Tokens have been removed from play. Token 4 is Genre Approval. Token 5 is gain in play only and Genre Approval.		
Age Reversal	Not available for changelings that will be younger than 18 in 2020.		
Workshop	Tokens and Hedgespinning are not allowed as specialisations.		
Hedge Beast Companion	Once purchased, the Hedge Beast Companion may not be improved as a merit, however you may spend your XP on the Hedge Beast Companion to improve its abilities.		

Dream Merits	
Prophet Circle	Prophet Circle grants additional DT actions equal to its dots, but only for prophetic dreams.
Visionary Dreams	Visionary dreams grant a specific additional DT action.

Market Merits		
Market Familiarity	•	The character can reliably locate and get into any of the ordinary markets inside the five major Freeholds of the UK, as well as make use of the Crafter's Market.
	•••	Genre Approval, means that a character also knows the location of the Hoard, can figure out where their Seasonal market trading specialist is right now, and is generally aware of any secretive markets around the place.
Slave	Approved for play. There are slavers, and it is entirely possible to buy slaves nationally if you know where to look; should an LST have slavers locally I'd appreciate a heads up, and the Slave merit is Genre Notification just so I can keep track.	
Market Sense	Genre Approval	
Goblin Merchant	•	It's the marketeering equivalent of a provisional driving license; a character with this merit cannot operate as a market trader, but they <i>can</i> help out at the stall of one in exchange for a wage - like an apprenticeship - and they are also eligible to seek an audience with the Market Council, if they can find two sponsors.
	•••	Genre Approval, and represents a character having gone before the Council and received a 'yes' vote - after which, they can trade in the markets in their own right and are eligible to buy the Market Stall merit.
Market Stall	Genre Approval	

Wholesale Wares	Local Approval, though all pre-reqs must have been met.
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Appendix B – Contracts

Rules for learning contracts:

- Anyone may learn Universal contracts.
- Learning the first clause of any Seeming or Court contract requires a teacher unless they are affinity contracts for your character.
- Each Elemental and Beast affinity (wolves, bears, fire, ice, etc.) must be learnt from a mentor separately unless they are affinity contracts. The mentor must have that specific affinity.
- Per the book, each affinity is a contract tree, though additional trees after the first one cost half price.
- Learning from a PC does not require a DT action; finding an appropriate NPC mentor does require a DT action.
- Goblin contracts cannot be taught and must be purchased from a Goblin market.
- Players should make a note in their character background about how they learned any non-affinity contracts purchased with XP prior to the start of play. While this doesn't have to be a long and detailed story, they should provide their LST with some information about how they came to learn the contract in question.

Universal Contracts	
Contracts of the Board (Swords at Dawn, pg 46)	
	No change.
Contracts of Dream (Lost, pg 124)	
Dream 2	This clause does not let you enter the dreams of others; you may only enter your own dreams, the dreams of your fetch, and others to whom you have made a dream pledge.
Dream 4	<ul style="list-style-type: none"> ● This can only be used on another's dreams, not the changeling's own dreams. ● The changeling picks one, and the exact nature of the manifestation is at ST discretion: <ul style="list-style-type: none"> ○ Draw forth one object from the subject's dreams. This object must be a single solid object such as a sword or a box. It cannot be part of a continuous whole - you can't pull out part of a wall. It is also a simple object; complex concepts like a car or food blender cannot be extracted or, if they are, they behave as a non-working model of that object. ○ Create a minor localised weather effect from the

	<p>character's dreams - blistering heat, a snow flurry, fog, etc. People who interact with this effect realise it is fake, although it might still have some effect on the local environment.</p> <ul style="list-style-type: none"> ○ Disguise themselves or another person to look like a figure that appeared in their dreams. ○ Create a minor ephemeral illusion or image in the air, from their dreams. <ul style="list-style-type: none"> ● The image or object remains in reality for a number of turns equal to the number of successes obtained on the roll. ● Dream stuff has a Durability of 1. ● Exceptional Success: as with a normal success, but the object remains in reality until the following dawn or the end of the scene, whichever is longer. In addition, the changeling may, at any time, banish the dream-item back beyond the wall of dreams. ● It is harder to pull a very large object from dreams. Pulling an object larger than size 5 incurs a -1 penalty for each additional size above 5 (e.g. size 6 is -1 to the initial roll).
<p>Dream 5</p>	<ul style="list-style-type: none"> ● To locate a nearby dreamer, the changeling must make a successful dream analysis roll (Intelligence + Occult). The following modifiers should be used: <ul style="list-style-type: none"> ○ -2 during the day ○ -2 in the suburbs ○ -4 in the countryside ○ -6 in the middle of nowhere, with no appreciable population around. ● No roll is required if the changeling has prepared a nearby sleeper in advance. For the purposes of this contract, only mammals above size 3 are considered to have cogent enough dreams to facilitate travel. A sleeping rodent in your hat does not count, but a sleeping (not sedated) cat in your car would be sufficient (except for the IC ban on entering the dreams of cats). ● This is effectively a teleport through dreams that should normally function as a "fair escape". However, the changeling will generally end up in a random location, nearby the sleeper whose dreams they end up in.
<p>Contracts of Hearth (Lost, pg 127)</p>	
	<p>No change.</p>
<p>Contract of Hours (Rites of Spring, pg 102)</p>	
<p>Hours 2</p>	<p>While outside of time, the item becomes intangible. It cannot be</p>

	used to trap or block other actions.
Hours 5	This can normally push an individual forward by 1 scene or 1 hour. On Mooks, additional successes can push the character forward per the times in the book.
Contracts of Lucidity (Dancers in the Dusk, pg 69)	
	No change.
Contracts of Mirror (Lost, pg 129)	
	No change.
Contracts of the Moon (Rites of Spring, pg 105)	
	No change.
Contracts of Omen (Rites of Spring, pg 108)	
Omen 4	Once activated, anybody else with this contract may also activate Vision of Disaster and therefore change their actions as though they had activated the contract. All others must act as though they didn't have prior knowledge. The same initiative round may not be subsequently re-played by a different character using this contract.
Contracts of Smoke (Lost, pg 132)	
	No change.
Contracts of Thorns and Brambles (Swords at Dawn, pg 49)	
	No change.

Beast Affinity Contracts

Contracts of the Den (Winter Masques, pg 19)

No change.

Contracts of Fang and Talon (Lost, pg 142)

No change - please remember to consult the book for a definition of appropriate animal types.

Contracts of the Wild (Rites of Spring, pg 111) Note: affinity is shared with Elementals

No change.

Darkling Affinity Contracts

Contracts of Darkness (Lost, pg 136)

Darkness 4

Scuttling Boon only lets you walk and run on surfaces. It doesn't allow you to stand, lie, or sit on them.

Contracts of Shade and Spirit (Winter Masques, pg 26)

Shade and Spirit 4

- This power does not summon ghosts, and so can be used on departed Changelings. However, due to the nature of Changelings, a shade summoned in this fashion might have patchy or inaccurate information at the ST's discretion. It cannot be used on dead Werewolves, Geists, and Kerberoi or other Underworld denizens.
- This power does not work to raise the shades of fetches.

Elemental Affinity Contracts

Contracts of Communion (Winter Masques, pg 32)

No change.

Contracts of Elements (Lost, pg 138)

Elements 2	<ul style="list-style-type: none">● The defensive damage from this power applies when contact is first made. If contact is maintained (e.g. through a grapple), the defensive damage is NOT re-applied each round. If the contact is broken and then re-established, the defensive damage is again applied only once, at the start of the contact.● The offensive attack rolls Dex+Brawl+½ Wyrđ (rounded up), and automatically deals ½ Wyrđ (rounded up) points of lethal damage on a success. Additional successes do not increase the damage dealt by this attack.<ul style="list-style-type: none">○ The Changeling attacks with the element. This attack must be made within melee, but the Changeling does not need to actually touch their opponent (and so would not be damaged in turn by an opponent's Armour of Elements).○ No Fighting Styles, weapons bonuses, etc. may be added to this pool.○ The defender applies their Defence and Armour as usual to reduce the attacker's pool.○ This attack may be used within an established grapple. The defender receives their normal Defence (not Strength) unless they are immobilised. This attack may be used while immobilising an opponent; however it is used in lieu of attempting to improve the immobilisation. Please note that establishing a grapple is a separate type of attack and, as such does not do Elemental-Armour based damage. Likewise, initiating a grapple is an attack, so the initiator's armour does not inflict the defensive automatic damage which would occur if the Changeling with armour were the defender.● Both offensive and defensive attacks may also damage weapons and equipment with low enough Durability.<ul style="list-style-type: none">○ The item in question takes ½ Wyrđ (rounded up) minus Durability damage each time it makes contact (defensive) or is successfully attacked (offensive).
Elements 5	<ul style="list-style-type: none">● The Changeling using this power always remains visible in some fashion.● Bonuses from Hedgespun clothing and equipment are usable if:<ul style="list-style-type: none">○ The bonus does not require the clothing/equipment to be visible (e.g. you would normally retain an initiative bonus, but not a social bonus for having Hedgespun clothing).

	<ul style="list-style-type: none"> ○ It does not provide an Armour rating (e.g. Hedgespun armour might still give Danger Sense but would not provide Armour against attacks).
Contracts of the Wild (Rites of Spring, pg 111) Note: affinity is shared with Beasts	
	No change.

Fairest Affinity Contracts	
Contracts of Reflection (Equinox Roads, pg 34)	
General	<ul style="list-style-type: none"> ● Any reflective surface used in this power must be able to provide a clear reflection or be specifically designed to be a reflective surface. This means that a tarnished mirror would work, but anything not designed as a mirror would need to provide a clear reflection (e.g. a pool of water must be still; a window pane needs to be of good quality glass with appropriate lighting; a piece of metal must be highly polished; etc.). ● An item which is only sometimes reflective (in appropriate lighting, for example) and is being used to access past information, items, etc., must have been reflective at the time being viewed. <ul style="list-style-type: none"> ○ e.g. Reflection 1 will show only events of the past week during the time in which the object was suitably reflective. For Reflection 2-5, the Changeling or object must be/have been in front of the object while it was suitably reflective. ● It is down to ST discretion whether the item a Changeling seeks to use is suitable for this purpose.
Contracts of Separation (Winter Masques, pg 40)	
Separation 5	<ul style="list-style-type: none"> ● The effect lasts 1 hour / 1 scene. ● Characters who are both using this clause can attack each other as they're both in the same state. ● The power allows the character to physically affect ghosts, and to be affected in turn, but provides no ability to see or hear them. ● Characters using this contract are blocked by iron and cannot interact with it, but can be hurt by iron weaponry. More complex interactions will be at ST discretion, using this as a guideline.

Contracts of Vainglory (Lost, pg 146)	
	No change.

Ogre Affinity Contracts	
Contracts of Oath and Punishment (Winter Masques, pg 47)	
Oath and Punishment 4	This contract will work in any realm but you must normally be in the same realm as your target when you begin, per the requirement they be under the “same sky” as the Changeling. One complication is the Hedge, which does not have an abrupt transition like other realms. This contract will track someone from the real world to the near Hedge, as the transfer from the “same sky” of the real world to that of Arcadia is gradual and the Hedge is essentially a “border zone”. If the target is in the deep Hedge, as determined by the ST, the changeling must start in the Hedge in order for this contract to find them. In theory, a Changeling could also track a target from the deep Hedge into Arcadia, though this is not recommended.
Contracts of Stone (Lost, pg 144)	
Stone 1	<ul style="list-style-type: none"> • The power must be used after a Strength-based action is declared. The player cannot change their action even if the power fails to activate. • The results of the power apply only to the roll made immediately after activating the power, not to the entire turn.

Wizened Affinity Contracts	
Contracts of Animation (Winter Masques, pg 52)	
	No change.
Contracts of Artifice (Lost, pg 134)	

Artifice 3	<p>Only 1 supernatural bonus may be applied to an item at a time. This means a Hedgespun weapon can either use the bonus gained from Blessing of Perfection or its normal bonus, but not both.</p> <p>Exceptional Success: to obtain the permanent bonus, the Changeling must spend a dot of Willpower rather than a point of Willpower. Other rules for this remain as per the book.</p>
Contracts of the Forge (Rites of Spring, pg 99)	
	No change.

Court Contracts	
<p>To buy a Clause in a Court Contract, you must either have:</p> <ul style="list-style-type: none"> • The appropriate Mantle rating at one level lower than the level of the clause. • The appropriate Court Goodwill rating at one level higher than the level of the clause. <p>Examples:</p> <ul style="list-style-type: none"> • To buy a level 1 clause, you need Mantle 0, so anyone can do this. • To buy a level 3 clause, you need Mantle 2 or Goodwill 4. • To buy a level 5 clause, you need Mantle 4. You cannot buy this with Goodwill. 	

Spring Court Contracts	
Contracts of Eternal Spring (Lost, pg 151)	
Eternal Spring 1	This contract only heals fatigue and damage from food or water deprivation. It does not heal all bashing damage.
Contracts of Fleeting Spring (Lost, pg 149)	
	No change.
Contracts of Verdant Spring (Lords of Summer, pg 39)	
	No change.

Summer Court Contracts

Contracts of Eternal Summer (Lost, pg 155)

Eternal Summer 4

- If someone is actively seeking to hide, whether in a crowd or anywhere else, they are on a chance die.
 - This does not automatically highlight them as an enemy/fugitive/etc. People must still be actively looking for the hidden individuals in some manner in order to know to single them out. The Changeling might realise that someone looks like they're trying to remain concealed, but this does not provide information on why they are concealing themselves. It also does not identify otherwise unknown enemies among a group if they are relying on their unknown status rather than active concealment to hide.
- If a Changeling has hardened their Mask, it is still subject to being pierced by a perception check by those who would not normally be able to see through it - including other Changelings.
- This power applies to people, and to the Masks of tokens/hedgespun items, not to hidden objects, locations, etc.

Contracts of Fleeting Summer (Lost, pg 153)

No change.

Contracts of Punishing Summer (Lords of Summer, pg 59)

No change.

Autumn Court Contracts

Contracts of Eternal Autumn (Lost, pg 159)

No change.

Contracts of Fleeting Autumn (Lost, pg 156)

No change.

Contracts of Spellbound Autumn (Lords of Summer, pg 79)	
Spellbound Autumn 1	<ul style="list-style-type: none"> • This clause does defeat “Lightshy”. • You cannot see ghosts, demons, spirits, etc. that haven’t manifested, though you might be able to detect that something is haunting an area, at ST discretion.
Spellbound Autumn 2	You can hear ghosts, and they can hear you, but you cannot see them.
Spellbound Autumn 3	The elapsed time per roll is changed to 15 minutes.
Spellbound Autumn 4	“Arcadian creature” is defined as Hobs, Goblins, and Hedge Beasts. It does not include Loyalists, Changelings, Dragons or Incubi.

Winter Court Contracts	
Contracts of Eternal Winter (Lost, pg 162)	
	No change.
Contracts of Fleeting Winter (Lost, pg 160)	
	No change.
Contracts of the Sorrow-Frozen Heart (Lords of Summer, pg 99)	
	No change.

Directional Court Contracts	
Contracts of the Four Directions (Winter Masques, pg 134)	
Four Directions 1	Mindfinder only works in the real world, as it relies on the existence of directions which lose their meaning in other realms.

Dawn Court Contracts

Contracts of Potential (Swords at Dawn, pg 138)

Potential 4

This clauses uses Dawn Mantle in its pool, not Dusk Mantle.

Dusk Court Contracts

Contracts of Entropy (Dancers in the Dusk, pg 141)

No change.

Goblin Contracts

• Contracts

Shooter's Bargain
(CtL, pg 164)

No change.

Sight of Truth and Lies
(RoS, pg 114)

No change.

Trading Luck for Fate
(CtL, pg 164)

No change.

•• Contracts

Calling the Guardian
(RoS, pg 114)

No change.

Dream Rendering
(SaD, pg 109)

- Fairest roll four dice for the clarity check for this contract.
- Dream Rendering can be used as part of a crafting DT action to make the token available in dreams.

Diviner's Madness
(CtL, pg 165)

The ST will select which of the possible derangements is gained through the drawback according to their discretion.

Fair Entrance (CtL, pg 165)

No change.

Fool's Gold (CtL, pg 166)

This power can only be used on an object the Changeling can comfortably carry with their unmodified Strength.

Sandman's Bargain
(SaD, pg 110)

No change.

••• Contracts

The Blessing of Forgetfulness (RoS, pg 115)

No change.

Burden of Life (CtL, pg 166)

No change.

Delayed Harm (CtL, pg 167)

No change.

Goblin Midwife (GM, pg 25)	No change.
Grace Falsely Shed (NH:GF, pg 88)	Approved contract from a non-core book.
Hospitality's Hold (GotU, pg 29)	Not in play.
Mirror Mirror (SaD, pg 53)	No change.
•••• Contracts	
Goblin Oath (RoS, pg 115)	No change.
Good and Bad Luck (CtL, pg 167)	No change.
Call the Hunt (CtL, pg 167)	Using this power is a Genre Approval. LSTs should see the relevant plotkit.
Riot (VL, pg 23)	No change.
Royal Oil (SaD, pg 54)	No change.
••••• Contracts	
Blood-binding (RoS, pg 116)	No change.
Goblin Ward (SaD, pg 54)	No change.
Lost and Found (CtL, pg 168)	No change.
Mad Trespass (SaD, pg 110)	No change.
Sabotage (VL, pg 24)	Not in play.
Sleepwalker (SaD, pg 111)	<ul style="list-style-type: none"> • Dreams of Might and Dreams of Glory cannot increase the affected Attribute or Skill above 11. • Dreams of Vanity retains all its mechanical effects but does not render the changeling any more sexually attractive than implied by the Striking Looks and social Skills boosts.

	<ul style="list-style-type: none"> The “traits” which are halved by the drawback refer to Attributes and Skills.
Contracts of Goblin Sacrifice (Rites of Spring, pg 117)	
• Fortune’s Favor (RoS, pg 117)	No change.
•• Fortune’s Swift Blessing (RoS, pg 117)	No change.
••• Fortune’s Bane (RoS, pg 118)	No change.
•••• Distracting the Hounds (RoS, pg 118)	No change.
••••• Recalling the Lost (RoS, pg 119)	No change.
Contracts of Goblin Transformation (Rites of Spring, pg 120)	
• Healing Sacrifice (RoS, pg 120)	No change.
•• Seven-Year Gift (RoS, pg 121)	No change.
••• Trading Beauty for Love (RoS, pg 121)	No change.
•••• Changing Minds (RoS, pg 122)	Not in play.
••••• The Fatal Transformation (RoS, pg 123)	Not in play.
Goblin Contracts of the Wyrld (Dancers in the Dusk, pg 65)	
• Mantle Mask (DiD 65)	No change.
•• Daunting Force (DiD)	No change.

66)	
•• Nothing Hidden (DiD 66)	No change.
••• Wyrd Eye (DiD 67)	No change.
•••• The Fatal Clause (DiD 68)	No change.