

Changeling: The Lost

2015-2020 Chronicle, Isles of Darkness

Addenda Document

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Revisions

27 August 2017

Contracts of Artwork

The Contracts of Artwork have been added to the addenda and are available to all. The details of the contracts are in Appendix B. These contracts are universal contracts which are affinity for Wizened.

Contracts of Hospitality

The Contracts of Hospitality have been added to the addenda and are available to all. The details of the contracts are in Appendix B. These contracts are universal contracts which are affinity for all Lost.

Both of these sets of contracts have been reviewed for balance purposes. Individuals who have already gained them should view the text.

June 4th 2016

Retainer (enchanted)

With the changes to the Retainer rules, we looked at the Enchanted Sub-template, and we decided that this is a free upgrade available to your retainers, rather than it costing a dot. With that in mind we also looked at the Fae-Touched sub-template.

Fae-Touched

We looked at the Fae-Touched at the same time, partly in order to examine why we get Ghouls and Wolfblood etc, but no characters as far as we know are currently fae-touched.

The answer to this is pretty much in the mechanics of the Fae-Touched, they're poorly known and understood, and they get a lot of the drawbacks of a changeling without a lot to balance them out.

We've substantially overhauled this sub-template, so have a look at the changes that we've made.

Retainer (fae-touched)

We need to examine the actual effects of being a fae-touched Retainer and these have been updated too; they automatically are ensorcelled, and have 1 wyrd for effects that care about wyrd, you may select a Seeming (but not a kith) for your retainer, and the retainer may make vows on your behalf, though it should be noted that if you have a retainer make a vow, and then the retainer breaks that vow, that you will suffer a social stigma, not as bad as if you had become an oath-breaker yourself.

Retainer (hobgoblin)

Hobgoblins may be taken as retainers (as before), they have to cost 2 dots as a supernatural creature, otherwise they are built (sensibly) as any other retainer. Their supernatural nature grants one weird and wonderful 'quirky' ability agreed between you and your LST.

Hedgebeast companion

The change to hedgebeast companion is that these rules now reflect the splitting of animal retainers into a new pet merit, which is slightly confusing as Changeling already contains a pet merit, it is referred to here as the Universal Pet merit.

Automata

Versatile was redundant following the retainer changes.

Sleepwalker

On the balance of probabilities, it was decided to remove this from the game because the drawbacks were too limited compared to the abilities granted, and increasing the drawbacks didn't properly compensate the abilities in a live game.

Token Limbs

These are not available to purchase with XP or by crafting, but might be gained in play by a variety of routes, the important thing to note is that the contract gained is determined by the ST not the players.

Venombite and Blightbent

It was discovered that there's not one rule for all toxicity in this new chronicle so we've had to look at these kith blessings.

Goblin Fruit

More Fruit

Hoarflakes and Bottlevoice have been added to the list of available goblin fruit, with some nods to them not being universally available, as they must have been gathered from mountainous or pelagic hedge biomes.

Preserving

Preserved or cooked fruit must be kept in a hollow or carried, it cannot be stored somewhere nearby for easy access.

There is no limit to the amount of fruit that can be stored in a hollow.

New research allows hedgefruit to be preserved in a form similar to a pill in addition to other forms such as jams or dried.

New crafting options

We've added a new section to the crafting document on cooking, brewing and creating drugs from hedge fruit.

Contracts of Reflection

A few tweaks to make the power level of this contract commensurate with other contracts.

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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

Clarifications and Changes (updated 4th June 2016)	
Fae-Touched	<p>Fae-touched may in addition to opening gates to the hedge, join courts - they gain the benefits of the Mantle 1 bonus, and make pledges as though they were a changeling, and buy goblin contracts.</p> <p>All Fae-Touched gain the Lucid Dreamer merit for free.</p> <p>Since they only ever have one glamour and are only able to spend 1 glamour per turn, they will find themselves needing to meet the catches on most goblin contracts. They may also spend their glamour to activate tokens.</p> <p>Fae-touched are considered to have Wyrd 1 for the purposes of defending themselves against effects, for activating contracts, for determining the number of vows they can possess and for the purposes of holding hedge-fruit.</p> <p>Fae-touched do not have True Names.</p>

	<p>Fae-touched may not learn universal, court or seeming contracts.</p> <p>Fae-touched may not join entitlements in the sense that they would gain the benefits of joining that entitlement, though they may as a roleplaying effect work as members of an entitlement. E.g. they might act as a squire for one of the knightly orders, or as an assistant in the college of worms or the guild of gold-spinners, but they wouldn't gain access to the tokens, secret oaths or special powers of those entitlements.</p>
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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
<p>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.</p> <p>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.</p>

Chapter 2 – Seemings

Changes and notifications

'No seeming' merit	Creation only. Genre Approval.
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Unsanctioned elemental forms

Iron

Examples of inappropriate elements

Car	Represents a compound notion, not an elemental concept.
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Wolf	This is already represented by the Beast seeming.
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Hunger	This is too abstract a concept.
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Gravity	This is a force, not an element.
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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

	<p>round. If the contact is broken and then re-established, the defensive damage is again applied only once, at the start of the contact.</p> <ul style="list-style-type: none"> ● 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).
<p>Elements 5</p>	<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). ○ 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)

<ul style="list-style-type: none"> • 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.
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Clauses 4 and 5	Are acquired in the opposite order
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Clause 4	<ul style="list-style-type: none"> • Items created are non-magical versions of the object being cloned. Hedgespun armour for example is an object that looks like the item cloned but has none of its properties. Similarly for the purposes of plot, if a specific item is required to achieve a goal then fate/wyrd means that the cloned item is insufficient. Though it might fool an enemy.
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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.
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.
Contracts of Artwork	
<ul style="list-style-type: none"> • General 	These are considered affinity contracts for Wizened.

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	
Blightbent	Once per day, the changeling may spend one Glamour to inflict a polluted touch on an opponent — breathing a puff of toxic smog into his face, marking him with acidic fingertips or the like. The player makes a touch attack using Dexterity + Brawl – Defence (Armour does not apply). If successful, the target is affected by a lethal poison with a toxicity equal to the changeling's Wyrd. This poison has an onset time of 1 round, inflicting damage on the target's next turn. The damage can be resisted as per the usual toxin rules with a reflexive Stamina + Resolve - Toxicity roll, with each success reducing the damage taken by 1. If the touch attack misses then the Glamour is still spent and this blessing can't be used again this day.

	The Blightbent are also resistant to toxins and poisons of manmade origin, and gain +3 on rolls to resist their effects.
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> + Wyrld roll; listeners may contest the roll with Composure + Wyrld. 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	Once per scene, the changeling's player may spend a point of Glamour and roll a normal brawling attack (Strength + Brawl – Defense + Armor). The attack causes normal brawl damage, but also delivers a lethal poison with a Toxicity equal to the changeling's Wyrld. This poison has an onset time of 1 round, inflicting damage on the target's next turn. The damage can be resisted as per the usual toxin rules with a reflexive Stamina + Resolve - Toxicity roll, with each success reducing the damage taken by 1. If the brawl attack misses then the Glamour is still spent and this power can't be used again this scene.
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+	Seance, 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+	Apprentice
Mantle 2+	Briar Ranger, Sorcerer, Seer, Scribe, The Twilight Page
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

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

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.

Chapter 6 – Court Contracts

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

Court Contracts

To buy a Clause in a Court Contract, you must either have:

- 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.

Examples:

- 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

	<p>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 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 clause 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 Goldspinnners/ 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	This power does not allow a third kith. Pilgrims receive Dual-Kith as

Endless Road	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</p>

	<p>the nature of the Barony. It is always possible in the Hedge to tell 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>	
Local Approval	Unseen Sense (Talecrafting)
Genre Approval	Sublime, Token Master, Dual-Kith - when gained in play (See Kiths), Milestone Merits, Faerie Favor
Not Approved	Narrative Master Goblin Vow
ST Only May not be got with XP	Token Limbs

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)

	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.
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	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: <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.

	<ul style="list-style-type: none"> • 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.
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Changes and Clarifications

Change/Clarification	Dots	Base Power	Extra Powers
Fae Mount	•	<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
	<p>Examples of Fae Mount powers (not exhaustive):</p> <ul style="list-style-type: none"> • Water-walk • Spider-climb • Flight • Carry additional passengers • Poisonous Bite • Fire Breath • Chameleonic • Unpleasant Aura 		
Retainer (Hobgoblin)	<p>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. Treated as a supernatural retainer as per the Universal Retainer rules. May have one quirky ability for free, see Fae Mount and Hedge Beast Companion for examples.</p>		
Tokens	<p>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.</p>		
Age Reversal	<p>Not available for changelings that will be younger than 18 in 2020.</p>		

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, start with the Universal Pet rules to buy a supernatural animal. ● You may give it one of the following abilities, to represent it's weird nature: <ul style="list-style-type: none"> ○ Size +1 or Size 3, whichever is higher ○ It can fly, with an appropriate modification (wings or webbing or similar) ○ Squeeze, it can enter small spaces like a rodent or weasel ○ Venomous, it's bite deals one toxic damage on the targets initiative, in addition to normal damage. ○ Spiderclimb ○ Banshee Howl, once per scene impose a -2 penalty to all actions on anybody who hears the howl for a single round. ○ A merit from the following list: Charmed Life, Encyclopedic Knowledge, Hedge Gate Sense, Perfect Stillness, ○ Another ability along these lines, consult with your LST. ● In addition to these 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. ● Additional dots may be used to buy additional abilities as well as increasing the number of contract dots the Hedgebeast companion possesses. ● Example: <ul style="list-style-type: none"> 5 dot fae hound companion: 3 dots - Wolf Pet used as base 1 dot - Hedgebeast Companion - Banshee Howl (gained 4 contract dots, 2 in hearth, 2 in omens) 1 dot - Hedgebeast Companion - Hedge gate sense and Shade and Spirit 1 ● Hedgebeast companions are considered to have wyrd equal to half their dots (round-up). ● For Hedgebeast companions intended to be used as

	mounts, please use the Fae Mount rules instead.
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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).
Dream 5	<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.
Contracts of Hearth (Lost, pg 127)	
	No change.
Contract of Hours (Rites of Spring, pg 102)	
Hours 2	While outside of time, the item becomes intangible. It cannot be

	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 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

- Le Cirque Noir
- The Moonshine Mama
- The Avalon Faire

Please contact the GST for more details. It is Genre Approval to use these markets in your local game.

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 Notification	
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	Not in play.
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.

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. This contract may also be used at games (bypassing the required five hours sleep) or between games at a National Event at the Storyteller's discretion.

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

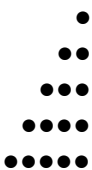
The recipe rules are the same as for crafting any item. The below is reproduced from the universal addenda, and that document should be considered to supercede this one.

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).

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).

These can be obtained for "free" in that they do not cost an action.

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>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>	
	<p>Number of Dots</p>	<p>Number of Successes</p>
<p style="text-align: right;">  </p>	<p>1 3 6 10 15</p>	
<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>For items without a base resource cost, use the below</p>		
<p>Trinkets</p>	<p>1</p>	

	Hedgespun Token	4 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, its wondrous allure increases by +1 dot.
Range	For each +1 dot spent, its effects are conveyed 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

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.

Automata are considered to be a 1B weapon, and will need to be equipped with separate weapons if desired.

Guardian	Spend +1 dot once to remove the Mook quality. This gives the
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	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.
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.
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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.

Hedge Cooking

All of these require an appropriate skill roll depending on what is being created (food, drink or drug).

Cooking: Int + Crafts. Suggested specialties: Cooking, Preserves.

Brewing: Int + Crafts. Suggested specialties: Brewing, Distilling.

Drugs: Int + Science. Suggested specialties: Chemistry, Pharmaceuticals.

Preserving Goblin Fruits

Recipe	Recipes can be created to improve your crafting roll.
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Gathering	As a normal part of Harvest (Hedge Bounty), from a Hollow (Garden) or with a specific DT action.
Crafting roll	One success gives you an appropriately preserved goblin fruit: <ul style="list-style-type: none"> • Cooking - Dried, Jam, in a fruit cake, etc. • Brewing - A measure of some kind of alcoholic beverage • Drugs - Pills, powders, injectables • Preserving - Cheeses, charcuterie, pickling
Blessings of the Wyrd	
It is also possible to create food and drink which confers additional benefits - either the effects of a contract or a kith blessing as if the user had just activated it themselves.	
Recipe	Recipes can be created to improve your crafting roll.
Gathering	An appropriate edible hedge ingredient needs to be found (a goblin fruit or other hedge plant, meat of a hedge beast, etc. Knights of the Tongue can use non-organic materials as per their entitlement ability). This can be done in game or with a separate DT action. At the ST's discretion this can grant a bonus if the ingredient is particularly potent and challenging to acquire.
Crafting Rolls	Contract: 5 successes per dot of the contract. Kith Blessing: 10 successes.
Costs	If successful, the crafter must pay the cost of the contract or 1 glamour for a kith blessing. This is deducted from the crafter's starting total at the next game.
Result	Success creates one measure of food, drink or drug that grants one use of that contract or blessing to whomever consumes it. Accruing additional successes equal to the original target number creates another measure for free (additional materials or contract costs are not required).
Effects of Item	When consumed, the effect lasts for one scene or for the normal duration of the contract or blessing, whichever is shorter. The basic activation cost does not apply, and any activation roll uses the crafter's original dice pool for that contract (which should be recorded when the item is made).
Clarifications and examples	Any Kith blessing with additional effects that cost glamour must be paid by the consumer, e.g.

- | | |
|--|--|
| | <ul style="list-style-type: none">• Venombite allows a poisonous attack to be made once per scene at the cost of 1 glamour. This would be free to the consumer as this is a one-time effect from this blessing.• Whisperwisp grants 9-Again on Empathy and Subterfuge for the scene, but the ability to to whisper a message within earshot would still cost glamour as this can be used multiple times in a scene.• Earthbones enables you to spend glamour to increase non-combat Strength rolls on a 1-to-1 basis; these spends would cost the consumer 1 glamour each. |
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Chapter 18 – Tokens

Changes and notifications	
The Keeper's Quirt, The Hungry Arrow	Not sanctioned for play.
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> <p>*These hedgefruit can only be acquired if your barony contains a mountain (hoarflakes) or a coastline (bottlevoice), otherwise a specific DT action is required to gather them.</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"> Bottlevoice* Coupnettle Gallows Root Hoarflakes* Hog Eye Jennyapples

	Promise Leaves Scarthistle Tovil's Ooze Walking Gertrude Wyrthumb
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

Base 6 + 2 highest harvest merits*
 +3 per DT action dedicated to harvesting**
 + local and regional modifiers

* 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.

** 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.

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).

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.
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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	
Local Approval	Unseen Sense (Talecrafting)
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 Watchtower 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

Change/Clarification	Dots	Base Power	Extra Powers
Requested Fae Mount	●	<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
	<p>Examples of Fae Mount powers (not exhaustive):</p> <ul style="list-style-type: none"> ● Water-walk ● Spider-climb ● Flight ● Carry additional passengers ● Poisonous Bite ● Fire Breath ● Chameleonic ● Unpleasant Aura 		
Retainer (Hobgoblin)	<p>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.</p>		
Tokens	<p>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.</p>		
Age Reversal	<p>Not available for changelings that will be younger than 18 in 2020.</p>		
Workshop	<p>Tokens and Hedgespinning are not allowed as specialisations.</p>		
Hedge Beast Companion	<p>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.</p>		

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. This contract may also be used at games (bypassing the required five hours sleep) or between games at a National Event at the Storyteller's discretion.

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 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).
Dream 5	<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.
Contracts of Hearth (Lost, pg 127)	
	No change.
Contract of Hours (Rites of Spring, pg 102)	
Hours 2	While outside of time, the item becomes intangible. It cannot be

	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.
Contracts of Hospitality	
<ul style="list-style-type: none"> • General 	<ul style="list-style-type: none"> • These contracts are affinity for all Lost. • For the purposes of this contract, "territory" is defined as something that is recognized by the local neighbors as belonging to the changeling, or that he legally owns or has rented, or one for which he has spent XP to own. A rented apartment is territory, but the whole building is not unless the Changeling owns it or the residents look on the building as "his" — for instance, if the Changeling is the head of a street gang that protects the building, and his word is accepted as law therein. A back room in a bar hired for the evening is also territory but only for the changeling that hired it and only for the period agreed

	upon, their name must be on the paperwork.
The Great Hall (1)	<p>This clause assists the changeling by making knowledge that they wish hospitality to be declared within to be made known to all denizens of the hedge that approach.</p> <p>Cost: 1 Glamour Dice Pool: Presence + Wyrd, Action: Instant Catch: The Changeling has prepared food and drink for guests ROLL RESULTS Failure: The character pays the cost but there is no additional effect.</p> <p>Success: Standing within a building or a defined area of associated grounds that are within the changelings territory and succeeding at this clause causes the area defined when activating this clause to be under the hospitality of the Changeling for a number of hours equal to their Wyrd, this area becomes the changeling's "Hall". Any hedge-denizen (Changeling, Hob, Fae) instantly recognises the hall as under hospitality. The hall is made up of the entire dwelling or rented space, and only one Changeling may claim it as a hall at once, subsequent attempts to use this clause do not work until the first clause expires or the ownership agreement ends. If the changeling wishes it, this clause will also create Hospitality signs on the exterior of the hall. The hospitality signs created are in line with the Changeling's Mien and cannot directly be controlled by the Changeling.</p>
The Perfect Host (2)	<p>The Changeling becomes a better host, more capable in a social situation while they host their event.</p> <p>Cost: 1 Glamour Dice Pool: Socialise + Wyrd Action: Instant Catch: The character is using this clause at a party they have arranged. ROLL RESULTS Failure: The changeling pays the price but nothing else happens. Success: The changeling gains a +2 bonus on any socialise rolls and suffers no penalty for untrained social checks until the end of scene.</p>
Mark of Insolence (3)	This allows the changeling to mark another who has transgressed hospitality.

	<p>Cost: 1 Glamour Dice Pool: Presence + Wyrd minus Composure Action: Instant and resisted Catch: The subject has broken an oath to the changeling</p> <p>ROLL RESULTS Failure: The Contract fails, and the target is unaffected. Success: The changeling causes a Violation Mark to appear (see Sidebar), it cannot be masked and lasts for a number of months equal to the changeling's wyrd. The target must have breached hospitality - That is to say that they must have harmed somebody or their possessions, either magically or physically within the changeling's "hall" (see The Great Hall) within the last 24 hours. In order to mark the target, the Changeling must be able to see the target and the changeling must not already be marked with a Violation Mark.</p>
<p>Traveller's Rest (4)</p>	<p>This turns a Changeling's hall into a place of quiet rest for the weary or injured. Cost: 4 Glamour (+1 Willpower) Dice Pool: Composure + Wyrd, this clause may only be activated in the changeling's "hall" (see The Great Hall). Action: Instant Duration: 1 scene or (until 24 hours with willpower expenditure) Catch: The changeling has just undertaken a long and dangerous journey (ST discretion) ROLL RESULTS Failure: The contract fails.</p> <p>Success: The changeling imbues his "hall" (see The Great Hall) with a mien of comfort and safety, pillows become comfier, environmental effects such as wind or cold are lessened (reduce environmental penalties within the hall by the number of successes) and anybody who rests within naturally heals twice as fast as normal.</p> <p>In addition the changeling gains a number of temporary health levels equal to his successes, the changeling cannot by any means gain further health levels from this clause during the next 24 hours.</p>
<p>Cornucopia (5)</p>	<p>This contract creates a feasting hall and fills it with wondrous food and drink. Cost: 2 Glamour + 1 Willpower Dice Pool: Presence + Wyrd</p>

Action: Extended (5+ successes, each draw represents 10 minutes of communing with the “hall”)
Catch: The changeling hides a vessel containing their blood, sweat and tears within the “hall”.

ROLL RESULTS

Failure: The contract creates a great mess in the hall that will take hours to clean up.
Success: The contract summons a great feast, and decorates the “hall” with suitable dressings, a spring ball might be festooned with flowers and a Winter Masquerade might have ice swans and crystal icicles. Anybody that eats or drinks from the feast, remains in the hall for half an hour and does not breach hospitality heals all bashing damage.

The drink has the additional effect of purifying the system, flushing toxins and poisons from the body.

The food is equally nourishing and relieves the effects of any disease that the eater might be suffering from, but does not cure them.

If a guest breaches hospitality then the food turns poisonous, and ashen in their mouth or stomach and their wounds return. They immediately take all bashing damage they have healed and if they have eaten they are affected by a lethal poison with a Toxicity equal to the changeling’s Wyrd. This poison has an onset time of 1 round, inflicting damage on the target’s next turn. The damage can be resisted as per the usual toxin rules with a reflexive Stamina + Resolve - Toxicity roll, with each success reducing the damage taken by 1.

The feast can feed a number of people equal to the number of successes accrued.

Suggested Modifiers
Modifier Situation
-2 The changeling is not hosting a party.
-1 The “hall” is in a rented space.
+2 The “hall” is the changeling’s hollow.

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

	<p>round. If the contact is broken and then re-established, the defensive damage is again applied only once, at the start of the contact.</p> <ul style="list-style-type: none"> ● 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).
<p>Elements 5</p>	<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). ○ 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)	
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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. ● Due to unknown occult conditions, characters may not learn any of the Clauses of this contract if they possess Clauses of Artwork, or vice versa.
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Clauses 4 and 5	Are acquired in the opposite order
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Clause 4	Items created are non-magical versions of the object being cloned. You create an object that looks like the item cloned but has none of its properties. Similarly for the purposes of plot, if a specific item is required to achieve a goal then fate/wyrd means that the cloned item is insufficient. Though it might fool an enemy.
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Contracts of Separation (Winter Masques, pg 40)	
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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
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	<p>ghosts, and to be affected in turn, but provides no ability to see or hear them.</p> <ul style="list-style-type: none"> • 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	<p>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.</p>
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.
Contracts of Artwork	
<ul style="list-style-type: none"> • General 	<ul style="list-style-type: none"> • These contracts are affinity contracts for wizened. • For the purposes of these contracts 'Artwork' is defined as an original work of art drawn/painted or sprayed by the artist, it cannot be a print of an original, a photograph or lithograph. Tattoos do not count as artwork. • Visions seen are dictated by the quality and nature of the artwork - for example a Cubist painting will show images that are unclear at best - in the case of unclear images, Int+Occult rolls may be made to provide some degree of interpretation, but some art may simply be unable to produce a clear image. Attempts to produce 'photo-realistic' artwork should be judged by appropriate Crafts rolls • Items created are dictated by the quality and nature of the artwork (see Clause 4 for details). • Storytellers may wish to consult the rules for 'Create Art' on p.58 of the nWoD Corebook. • Creating artwork in advance, either to produce items or to place in locations can be done either in game (using the Create Art rules above) or can be done via Downtime, in which case this should be treated as a crafting roll. • Characters looking to create artwork of rare or complex items do not require the appropriate crafts skills, but do require either several photorealistic images or an example of the item to work from. • Due to unknown occult conditions, characters may not learn any of the Clauses of this contract if they possess Clauses of Reflection, or vice versa.

<p>The All Seeing Picture (1)</p>	<p>It is often said that artworks contain elements of the souls of the artist, with the Wyrd you can manipulate these elements to show you something that has been seen in the past week.</p> <p>Cost: 1 Glamour Dice Pool: Wits + Wyrd Instant Catch: The painting was created by an enemy of the Changeling or someone with significant emotional enmity towards them. Roll Results Dramatic Failure: The painting shows untrue scenes that confirm the changeling's fears or worries. Failure: The artwork continues to reflect its present environment. Success: The changeling can encourage the artwork to show a scene it has seen within the last week as a frozen image in the same style as the painting. The quality of this image is the same as it was at the moment when it was originally seen and takes into account the art style of the painting. The changeling can review the images as rapidly as desired or she can state a specific day and time to see exactly what the surface saw at that moment, freezing this image in place for as long as desired (up to the scene limit). These images can be seen by anyone, though they cannot be photographed (they can be copied by hand). The changeling can use this clause on any artwork, but pictures will show images based on their style as per the General rules. She can continue using this clause on a picture for one full scene.</p> <p>Exceptional Success: The image that is revealed is significantly sharper and clearer than it originally was and will shape itself to fit the preferred art style of the user of the contract, not the artist's style.</p> <p>Suggested Modifiers Based on the quality of the artwork, also the subject</p> <p>A ship will not understand a murder scene as much as a picture of Sherlock Holmes for example. +1 if the artwork has something such as eyes that could see. -1 if poorly kept.</p>
<p>Glimpse of a Distant Drawing (2)</p>	<p>The Lost can look into any picture and use it to see out of another picture which they have appreciated before.</p>

Cost: 1 Glamour

Dice Pool: Composure + Wyrd

Action: Instant

Catch: The picture the changeling is looking into is of someone who has sworn enmity against him.

Roll Results

Dramatic Failure: The image through which the Changeling wants to be looking will take on elements of the Changeling – either showing their face or elements of their seeming for an hour.

Failure: The changeling sees only the picture.

Success: The character and anyone he is with can see the artwork shift to show what the targeted artwork can 'see' (the style of the art is a mixture of the style of both paintings, disparate art styles require interpretation rolls or may simply be impossible to understand, at the STs discretion).

The targeted artwork will begin to shift to show the changeling or elements of their appearance the longer they look through the joined artworks (change occurring at a rate of one significant identifiable feature every thirty seconds).

This clause can work on any range as long as the Changeling has seen the artwork at some point in the past week in person.

The Changeling can watch in this fashion for up to one scene, or dismiss the effects at any time, once dismissed both artworks revert to normal..

Exceptional Success: The image that is revealed is significantly sharper and clearer than it originally was and will shape itself to fit the preferred art style of the user of the contract, not the artist's style.

Suggested Modifiers

Based on the quality of the artwork.

+1 if the artwork has something such as eyes that could see.

-1 if poorly kept or is a landscape with no method of seeing.

-1 to 5 penalty for differing art styles, in addition to potential required interpretation rolls.

Paintings Grasp (3)

The changeling can reach through an image he has touched and manipulate any object within reach, including pulling objects through the picture.

Cost: 2 Glamour

Dice Pool: Dexterity + Wyrd

Action: Instant

Catch: The character attempts to reach through an image he created himself.

Roll Results

Dramatic Failure: The changeling's arm becomes briefly stuck going through the two images. He injures his arm, taking one level of lethal damage in the process.

Failure: The image fails to admit the character's arm.

Success: The changeling can physically reach his arm into one artwork and out another, assuming both are large enough for him to reach his arm and hand through. In effect, the character reaches through one artworks surface and his hand comes out of the other's surface. The destination surface must either be within the character's line of sight, or a surface he has physically touched within the last day. The character can manipulate objects on the other side of the image and can even bring inanimate objects of Size 2 or smaller back through a image large enough to fit them through.

Any object brought through (and the Changelings arm) is smeared with the appropriate art material used in the creation of the artwork.

The changeling cannot see through the artworks he is reaching through, unless he uses the Glimpse of a Distant Drawing clause. The changeling can use this clause for one full scene, during which time he can put his hand and objects he is holding through the surface as often as possible.

Exceptional Success: The changeling can see through the artworks as well as reach through it.

Suggested Modifiers

+1 The changeling is able to spend at least a minute running both of her bare hands over the image she wishes to reach out of.

	<p>+1 the painting is clear and realistic -2 The picture is especially dirty or impressionist.</p>
<p>Stealing the Solid Image (4)</p>	<p>The changeling can reach into an artwork and remove any object depicted with a Size equal to or less than his Wyrd x 2. Once removed, the item is a solid, working object. This will not create working magical objects – i.e. an image of a magic wand is not a working magic wand when removed. To create working complex objects may not be possible or will require appropriate Int + Crafts rolls (see below). Cost: 3 Glamour + 1 Willpower Dice Pool: Wyrd + Larceny Action: Instant Catch: The changeling removes an image of an object owned by someone who is in debt to him. Roll Results Dramatic Failure: The object returns to paint or chemical in the Changeling’s hand and is removed from the picture entirely. Failure: The changeling can remove nothing from the picture. Success: The changeling can remove the image of an object in the artwork. The entirety of the object must be in the artwork and in the case of complex objects the art must be sufficiently clear that the image has detail else the object will not work as desired. In addition, the artwork must be large enough to remove the object from. The changeling can only pull out full-sized objects, not those that have been increased or reduced in Size. To remove an object from an artwork, it must also not be too large. The object’s Size cannot be more than the changeling’s Wyrd x2. A changeling with a Wyrd of three could remove an object with a maximum Size of six, while a changeling with a Wyrd of six could remove objects of up to Size 12, which allows them to remove both cars and small boats from an artwork. Any object removed from an image is an exact duplicate of the image, so a Dali style object would be melting, a cubist image would be a cube etc. The ability of existing artworks to produce functional items is up to the Storyteller. As a guideline for Lost looking to create an artwork from which to draw an object should call for between 10-15 successes on the Create Art roll. See the</p>

	<p>general rules section of this contract for creating artwork in advance.</p> <p>An image can be extracted for 1 scene after that time, the object returns to the picture and all damage is removed. Also, no matter how many pictures the changeling possesses, it is only possible to create a single solid object of a single image at any one time.</p> <p>Exceptional Success: The object remains solid and substantial until the next time the Sun rises or sets, it also leaves an image in the picture.</p> <p>Modifier Situation Based on the quality of the artwork. +2 the object is perfectly depicted with detail, -1 the image is impressionist and doesn't contain clear details.</p>
<p>Picture Walk (5)</p>	<p>The changeling can step into one artwork large enough to fit his body through and out of a similarly sized artwork that he has touched and studied for at least 1 minute within the last week or has made themselves.</p> <p>Cost: 3 Glamour Dice Pool: Athletics + Wyrd Action: Instant Catch: A blood relative is the subject of the artwork they are stepping out of. Roll Results Dramatic Failure: The character steps into the image and becomes temporarily lost in the maze between artworks. Each hour, he can make another roll (though needn't spend additional Glamour). If he succeeds, he finds his way back through the surface he initially stepped through. This process is sufficiently confusing and uncomfortable that the character also loses one point of Willpower. While within the artwork the Changeling can be seen as part of it.</p> <p>Failure: The clause fails to activate.</p> <p>Success: The character can step into one artwork large enough for her to fit through and then immediately step out of another</p>

	<p>artwork. Once the character begins stepping through, she cannot stop. If she holds another person's hand, she can bring that person through with her, but must spend another two points of Glamour and a point of Willpower to bring them through (she may bring two additional people in this fashion, but must observe the willpower spending limits, causing this contract to take two turns to activate). The clause's catch cannot negate the cost of bringing through an additional person. The changeling cannot see through the artwork from which she is emerging, but she can use the Glimpse of a Distant Drawing clause to take a look through it before stepping through.</p> <p>Exceptional Success: The changeling can step back and forth through the artwork for a number of turns equal to his Wyrd without spending more Glamour.</p> <p>Modifier Situation +1 The changeling owns the picture out of which he is attempting to step. -1 Either image is not a clear precise picture such as a impressionist artwork.</p>
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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 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)	
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	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 clause 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)	Not in play.
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 (DiD 65)	No change.
•• Daunting Force (DiD 66)	No change.
••• Nothing Hidden (DiD 66)	No change.
•••• Wyrd Eye (DiD 67)	No change.
••••• The Fatal Clause (DiD 68)	<p>The type, effects and drawback of this contract have been changed.</p> <p>Type: Instant and resisted</p> <p>Effects:</p> <p>Dramatic Failure: The character short-circuits their own glamour by using the Fatal Clause, spending not only the activation cost of the contract, but the activation cost of the target contract and provides a +2 bonus to the target contract's activation roll.</p> <p>Failure: No effect occurs. The target contract activates as normal.</p> <p>Success: If the character succeeds on their roll, the targeted contract activation fails as per the 'Failure' portion of the contract. Any glamour and willpower spent to power the contract is still spent.</p> <p>Exceptional Success: As above, except the targeted contract fails as per the Dramatic Failure portion of that contract.</p> <p>Drawback: Once invoked, the Fatal Clause warps the wyrd around the character, tending their own contracts towards failure. For the remainder of the scene, the character suffers a penalty on all contract activation rolls excluding the Fatal Clause equal to the level of the contract nullified. In the case of multiple uses of the Fatal Clause, this effect is not cumulative, but the highest penalty applies. For example, a character who has used the Fatal Clause on a level 1, level 3 and level 5 contract suffers a -5 penalty to all contract activation rolls except those to activate the Fatal Clause.</p>

	<p>Note: This contract can only be used to effect contracts as they are being activated. It may be used reflexively in response to a contract activation as long as the character has not acted this turn, but takes up the character's action.</p>
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