

Lost specific downtime actions

This summary is intended to make Lost players aware of some of the Lost-specific downtime actions that are available, in addition to general actions such as investigation, research, building influence etc.

Reminder: you get 3 actions each downtime period. Various merits such as Allies & Retainers can also be used to take additional actions.

For more details on all of this please check out the Lost & Universal addenda on the Isles of Darkness website: <http://live.islesofdarkness.com/info>

Harvest Glamour

At the start of each game you receive Glamour = 6 + the dots of up to two Harvest Merits (except Hedge Bounty, see below, although using that does count as one of your two Harvests). A DT action can be spent harvesting to provide an additional 3 Glamour for a single game (if this is for a game other than your home game, you should make the relevant ST aware).

Gather Goblin Fruit

At the start of each game you receive dots of Goblin Fruit equal to any Harvest (Hedge Bounty) and Hollow (Hedge Garden) merits (Hedge Garden is home game only). A DT action can be spent to gather an additional 3 dots worth of Goblin Fruit for a single game (or for the purposes of preserving). The default fruit are 1 dot healing fruit; if you want anything else you should make your ST aware. You can find the dots value of different Goblin Fruit here:

https://docs.google.com/spreadsheets/d/1Wq7r4yTZwbZz1TOPE_RApNtgQE2o5KMmE3dxMsj_Rqc/edit?usp=sharing

Preserve Goblin Fruit

A DT action can be spent attempting to preserve Goblin Fruit that you have left over after a game (plus any gathered from other DT actions). This is an extended action rolling Intelligence + Crafts + workshop. You receive 3 rolls (4 with the Good Time Management merit). Each success preserves 1 Goblin Fruit. Remember that your Wyrd limits the number of Goblin Fruit you can carry though!

Weave a dream

Any Changeling can attempt to weave dream vessels containing custom dreams (Healing, Stress Relief, Teaching, Nightmares etc. as per the Lost core book). This is an extended Intelligence + Empathy + Wyrd action. You receive 3 rolls (Good Time Management is not applicable). Every 5 successes creates a dream vessel containing the type of dream you were aiming to create, but also costs 1 Glamour, which is deducted from your starting total at your next home game.

Hedgespinning & Tokenmaking

Any changeling with the Crafts skill can hedgespin. Crafting tokens requires the Tokenmaker merit.

Making hedgespun items or tokens consists of 3 actions: design, gathering materials & crafting the item.

Design

A design that provides a small bonus can usually be found for free without spending a DT action, or a DT action can be spent to create a new design (this may be required for some items). This is an Intelligence + Crafts roll. Each success provides a +1 equipment bonus on the crafting roll.

Gathering materials

Gathering materials requires a DT action. This can be an easy or hard a. An easy action means the materials are gathered but provide no bonus. A hard action means there is an element of risk and rolls will be required, but the materials will provide a bonus to crafting. The exact rolls required and risk involved will vary depending upon what sort of materials you are looking for. Survival is likely to be a key skill though.

Crafting

Your potential crafting pool is: Dexterity + Crafts + design bonus + materials bonus + workshop.

You receive 3 rolls per DT action (4 with Good Time Management).

Please refer to the Universal & Lost addenda for the full crafting & hedgespun item rules and to calculate the target number of successes required for an item.