

## MES ACCORD ADDENDUM: CHANGELING THE LOST

Effective Date: 01 December 2015

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This addendum is organized into the following sections:

- I. **ERRATA AND ADDITIONAL BOOKS** A listing of errata and books specifically sanctioned for this venue.
- II. **CHARACTERS** Basic rules for Lost Characters.
- III. **ORGANIZATIONS** Rules pertaining to the various changeling Courts.
- IV. **REALMS** Rules pertaining to magical place
- V. **MERITS** Rules pertaining to Lost-specific Merits.
- VI. **SEEMINGS/KITHS** Rules pertaining to changeling Seemings and Kiths.
- VII. **CONTRACTS** Rules pertaining to various changeling Contracts.
- VIII. **WYRD** Rules pertaining to the changeling power stat, Wyrd.
- IX. **IRON (Cold Iron, Pure Iron, or relatively Pure Iron)** Rules pertaining to the effects of iron on changeling characters.
- X. **DREAMS** Rules pertaining to changeling involvement in and manipulation of dreams.
- XI. **THE HEDGE** Rules pertaining to the Hedge that separates the mundane world from Arcadia.
- XII. **PLEDGES** Rules pertaining to changeling pledges.

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

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### **I. ERRATA AND ADDITIONAL BOOKS**

- A. Errata for **Changeling: the Lost (WW70000)**, available on the White Wolf website, is sanctioned.
- B. **Autumn Nightmares (WW70300)**
- C. **Dancers in the Dusk (WW70207)**
  1. Rules and themes from Chapter 4 for the Deepening Dusk setting are considered optional rules and are not sanctioned unless stated otherwise in this addendum. Mechanics from pages 136-158 (Dusk Court, Entropy contracts, tokens, and Entitlements) are sanctioned at normal approval levels listed below.
  2. **Using Fate: for the purposes of the Chronicle, using fate per the rules presented in Chapter 2 Reserved for use of the NST**
- D. **The Equinox Road (WW70300)**
  1. Only rules specifically listed in the Addendum are sanctioned from this book.
  2. Evolution of the Wyrd is implemented as described in the new Merit, Wyrd Evolution, in section V of this Addendum.
    - a. Instances of mechanics that subtract 1s from successes are replaced with “Double Trouble” (MET pg. 182).
    - b. **Instances of mechanics that grant Exceptional Success at three successes instead of five are instead granted 9-Again if the VSS does not use the Exceptional Success aberration. If the Lost with this Evolved Wyrd already possesses 9-Again, it becomes 8-Again.**
    - c. The clarified mechanics for other supernatural creatures in the Hedge provided in Chapter Two (pg. 70-79) are sanctioned.
- E. **Goblin Markets (WW70002)**
  1. **Second-hand Skills: Low Approval**
    - a. Text should read: “choose one Skill per dot of the Merit” instead of “choose three Skills when purchasing this Merit.”

- b. Limited to non-combat Skills.
    - c. May only be purchased through a goblin market, whether in backstory or chronicle.
  - 2. Transformations: The only transformation that may provide a mechanical benefit is purchasing a new kith. Purchasing a new kith in this manner is the same approval as other methods of obtaining a new kith. May only be purchased through a goblin market, whether in backstory or chronicle.
  - 3. Curiosities:
    - a. ●●●●: Items that would be extremely rare are Top Approval. Example: a Gutenberg Bible.
    - b. ●●●●●: Unique Artifacts representing named items are Top Approval: Example: Hitler's Molar.
    - c. ●●●●●+: Not Sanctioned
  - 4. Living Merchandise:
    - a. Living merchandise that can be represented by an appropriate Merit (Retainer, Slave, Hedge Beast Companion, Allies, etc) fall under the same approval levels for that Merit.
    - b. ●●●●●+: Not Sanctioned (except for hedgespun automatons).
  - 5. Price and Experience Costs: Only NPCs may accept payment in XP. **Purchasing the ability to get a mechanic for free or reduced XP cost is not sanctioned.**
- F. **Grim Fears (WW70205)**
  - 1. Use of included NPCs: Top Approval
  - 2. The sidebar titled 'The Fetch' is sanctioned for play at Low Approval.
- G. **Lords of Summer (WW70202)**
- H. **Rites of Spring (WW70201)**
  - 1. The Counseling Optional Rule (p 81) is sanctioned for use.
- I. **Rose Bride's Plight (WW70906)**
  - 1. Use of included NPCs: Top Approval
- J. **Swords at Dawn (WW70208)**
  - 1. Talecrafting is not sanctioned for use.
  - 2. Other mechanics in Chapter 2 are not sanctioned unless specifically mentioned below.
- K. **Victorian Lost (WW70006)**
  - 1. Though sanctioned for play, the history and settings in this book are not necessarily those of the chronicle.
- L. **Winter Masques (WW70200)**

## II. CHARACTERS

- A. Background
  - 1. **Longevity: See Accord Universal Addendum**
  - 2. **Youth**
    - a. Taken to Faerie prior to age 3: Not Sanctioned (Mid for NPCs).
    - b. Taken to Faerie prior to age 12: High Approval (Low for NPCs).
  - 3. **Time in Faerie**
    - a. Specific knowledge of Faerie (except distant memories and dreams): Top Approval. Note: This does not preclude background connections from your time spent in Faerie.
  - 4. **Conceiving a child after being kidnapped by the True Fae: Top Approval.**
  - 5. **Interactions with True Fae**
    - a. 'Killing' True Fae: True Fae are both extremely devious and extremely hard to kill, even in the 'real' world. Because of this, while player characters may believe that they have killed True Fae in their character histories, such a belief may not be based upon fact.
    - b. **Taken in-chronicle as a mortal by the True Fae: See template conversion in Accord Universal.**
- B. **Character Types**
  - 1. **Changeling: Low Approval**

- a. **Loyalist:** Reserved for the Office of NST for player characters (Low For NPCs)
  - b. **Former Loyalist:** Low Approval
  - c. **Madmen:** Not Sanctioned as player characters (Low Approval for NPCs)
  - d. **Privateer:** Low Approval, does not provide easy access to True Fae or their agents (see True Fae approval)
  - e. **Soulless:** Not Sanctioned as player characters (Low Approval for NPCs)
2. **Cambions [Dancers in the Dusk]:** Not available as player characters (Low Approval for NPCs)
  3. **Devourers [Autumn Nightmares]:** Not available as player characters (Low Approval for NPCs)
  4. **Fae-Touched Mortal [Equinox Road]:** Low Approval, Lesser Template
    - a. **Creation**
      - i. Fae-touched receive the Fae-touched merit for free and may also purchase the 3 dot merit Seeming for free.
      - ii. Fae-touched may purchase any of these supernatural merits at the following approval levels. Addendum restrictions noted in this document still apply:
        - a. Low Approval: Brownie's Boon, Charmed Life, Court Goodwill, Enchanting Performance, Fae Mount, Faerie Favor, Faerie Healing, Freehold Status, Goblin Fruit, Goblin Merchant (1 dot only), Harvest: Hedge Bounty, Hedge Beast Companion, Hedge Gate Sense, Hedgespun Item, Hobgoblin Trainer, Market Familiarity, Perfect Stillness, Rigid Mask, Second Hand Skills, Siren Song, Soul Song, Token
        - b. Note that some of these merits can be activated or enhanced by Glamour expenditures. Due to the restrictions on Fae-touched Glamour usage, this option is not generally possible for Fae-touched mortals.
    - b. **General Rules**
      - i. Fae-touched can store up to 5 points of Glamour which can only be spent to enter into pledges (they cannot initiate them), open Hedge Gates, power their Seeming blessing (if applicable), or strengthen/drop the Mask. They regain their glamour through goblin fruit, access to pledges with changelings, or tokens.
      - ii. Fae-touched may have as many vows on them as a changeling with Wyrd 1. They may only participate in other oath-types if it makes sense for the character.
      - iii. Fae-touched may participate in Hedge Duels as though they were a Changeling with an effective Wyrd rating of 0.
      - iv. Fae-touched may carry Goblin Fruit as if they were a Changeling with an effective Wyrd rating of 1. Goblin Fruit effect Fae-touched as if they were Changelings.
5. **Fetches:**
    - a. Not available as player characters (Low Approval for NPCs)
    - b. **As PC controlled Retainers:** Reserved for Office of NST
    - c. **As other social merits:** Reserved for Office of NST
    - d. **Occult Specialty in Fetches:** Low Approval, Insider for Changelings and Fae-touched
  6. **Fetch Children [Autumn Nightmares]:** Not Sanctioned as player characters (Low Approval for NPCs)
    - a. PC possession of Fetch children blood: Top Approval (Low Approval for NPCs)
  7. **Fetch Spawn [Autumn Nightmares]:** Not Sanctioned as player characters (Low Approval for NPCs)
  8. **Hedge Creatures/Hobgoblins:** Not available as player characters (Low Approval for NPCs with the following exceptions).
    - a. Custom Hedge Creatures/Hobgoblins: Custom hobgoblins and hedge beasts (not Hedge Beast Companions) should be created using the monster creation rules presented in the Universal Addendum with the following changes:
      - i. Hobgoblins use Wyrd and Glamour and gain all of the benefits and drawbacks of Wyrd, such as forming Pledges, frailties, attribute/skill limits and the rate at which they can spend glamour.

- ii. Hobgoblins are created with the same XP limits as other NPCs. Hobgoblins begin play with Wyrd 1 and five creation dots of contracts, using the same creation limitations as a changeling character, though they may spend their Contract creation points on any non-court contracts. Hobgoblins purchase Wyrd and Contracts with experience and creation points as Changelings with no seeming affinities.
  - b. **Fallen Star [Dancers in the Dusk]: Reserved for NST**
  - c. Grub Legion, The [Dancers in the Dusk]: Reserved for the Office of NST
  - d. Nemesis [Dancers in the Dusk]: Reserved for the Office of NST
  - e. **Sawbones of Pickwick Circus, The [Dancers in the Dusk]: Reserved for the Office of NST**
  - f. **Triflesmiths [Dancers in the Dusk]: Reserved for Office of NST**
  - g. **Unmade, The [Dancers in the Dusk]: Reserved for the Office of NST**
- 9. **Morpheans [Dancers in the Dusk]:** Not available as player characters (Top Approval for NPCs).
- 10. **True Fae:** Not available as player characters. All approvals below are for NPCs only.
  - a. All True Fae are Reserved for NST.
  - b. **Actors [Equinox Road]: Reserved for NST**
  - c. **The Banished:** Reserved for NST
  - d. **Wisps [Equinox Road]: Reserved for NST**
  - e. **Props [Equinox Road]: Reserved for NST**

### III. ORGANIZATIONS

#### A. Courts

1. Changing Courts: **Low Approval**. All instances of changing Courts follow the mechanics in the “Different Seasons” sidebar on page 94, with the following changes:
  - a. Convert Mantle and Court Goodwill as noted, gaining at least one dot in each. Any remaining XP is refunded (remember the first dot of Mantle is free). At VST discretion, the character can purchase the next level of Mantle immediately, to a maximum of 3 dots.
  - b. The character may choose to forgo higher rating of Goodwill for an XP Refund, but must take at least one dot in Goodwill for their previous Court.
  - c. The character may retain any Court Contracts previously learned that his new Goodwill rating allows. The character must pay the difference in costs as they are now non-affinity. The player is refunded for any lost court contracts.
  - d. Example: Bill the Ogre is Spring Court. He has mantle 4 and Summer goodwill 3. He decides to switch courts. Using the formula, he now has Summer Mantle 1 and Spring Goodwill 2, leaving him with 24 XP. He had Fleeting Spring 5, which drops to Fleeting Spring 1, meaning he is also refunded 54 XP. He asks his VST if he can have Summer Mantle 2, which is approved, so his totals refund is 74 xp.
2. Far Away Courts, The [Winter Masques]: The VST may use his or her discretion in using alternate Court names (such as Monsoon Season and Tornado Season) to better reflect the local or seasonal weather conditions. The use of alternate names does not affect the mechanics of Seasonal Court Mantle, Goodwill or Contracts.
3. **Non-Seasonal Courts: Low Approval**
4. Custom Courts [Equinox Road]: Not Sanctioned

#### B. Entitlements

1. **Joining an Entitlement (for a PC): Low Approval**
  - a. **Knights of Widow Walk are also Top Notification**
2. **Prerequisites:** If a character joins an entitlement and at a later date no longer meets the prerequisites, the consequences are the same as willingly leaving the entitlement.
  - a. The exception to this is if a character changes courts or loses a dot of Clarity while part of an entitlement that requires a certain level of Mantle (that is not court specific) or Clarity level. The character loses access to his entitlement benefits temporarily. If the mantle and/or Clarity requirement is not met within a year and a day, the character is considered to

- have left the entitlement, with all the associated drawbacks that entails.
  - b. Benefits gained by Oath do not count as a prerequisite for joining an Entitlement.
- 3. **Custom Entitlements:** Reserved for Office of US NST
- 4. Charmed Circle, The [Equinox Road]:
  - a. Friend or Foe: For the purpose of this power, a Story is one day.
  - b. Success Begets Success: The 5th dot of any Merit gained with this power costs two of the dots gained from joining. Merits gained this way must be mundane and otherwise generally available to unenchanted Mortals.
- 5. Court of the Solstice [Lords of Summer]: Members of this entitlement must remain Courtless or be ejected from the entitlement with all of the associated penalties.
- 6. Eternal Echoes, The [Lords of Summer]: Perfected Memory can be used on dreams. Any such uses memorize the details of the dream but do not retain any of the additional benefits of the dreams, such as Healing Sleep or Stress Relief.
- 7. Guild of Goldspinnners [Lords of Summer]:
  - a. Gildwheel Token: This token can only be used by a member of the Goldspinner entitlement. It does not require a permanent Willpower investment to make work.
  - b. Gildwheel Pledge:
    - i. This pledge allows for the creation of permanent gold via the Gildwheel token.
    - ii. Use of this token does not grant Resources dots; it grants hard cash for favors, chores, tasks, etc. that are exchanged for the gold created.
    - iii. Selling the gold (a business transaction of raw gold or jewelry, etc.) counts as a use of the pledge and would result in the cash value equal to Resources dots as per *Mind's Eye Theater*, pg. 144.
      - a. Making two dots of gold per the token equates to about \$5,000 worth of cash or a task that would cost \$5,000 (such as major repairs to a vehicle).
      - b. Any cash earned through selling gold via this pledge stacks with funds available from current purchased Resources dots but is temporary, disappearing at the end of the month.
      - c. The character may utilize this cash, especially in high amounts, to justify purchase of the Resources and Luxury merits, at VST discretion.
- 8. Knights of the Widow's Walk [Equinox Road]:
  - a. The Spymaster is an NPC controlled by the NST's office.
  - b. A Bouquet of Lies: This power detects when the subject is knowingly lying as subject to ST discretion. Lies of omission are not detected. This power only works when the subject lies to the Knight directly and not when simply speaking a lie nearby to the Knight.
- 9. Legacy of the Black Apple [Lords of Summer]:
  - a. Weighted Words: The character receives a 9 again benefit for the listed actions.
- 10. Legion of the Iron Wall [Swords at Dawn]:
  - a. Freehold's Defender Pledge: The Warmaster can benefit from this pledge. The dot of Fast Reflexes is added even if the characters swearing have it at two dots, but it is considered a modifier.
  - b. Master of Combat: Warmasters must choose a chosen combat skill, which can be Athletics, Brawl, Firearms, or Weaponry. When purchasing a specialty for their chosen combat skill, they do so at 2 xp per specialty. They may purchase one fighting style that utilizes this skill at half cost. This replaces the Master of Combat benefit listed in the book, but does not alter the Entitlement's prerequisites.
- 11. Lord Sages of the Unknown Reaches [Lords of Summer]:
  - a. One of the two Specializations required to join must pertain to the type of supernatural creature selected. This specialization is subject to normal approval requirements. Valid supernatural choices include: Arisen Mummies, Changing Breeds, Ghosts, Possessed, Prometheans, Purified, Sin-Eaters, Spirits, Vampires, Werewolves
  - b. Specializations in this creature type and its associated specializations is considered Insider

(for example, Insider Vampire would provide associated Insider with Ghouls, Dampyr, etc.). Lord Sages also receive Insider specialties on some other topics (see Other Realm Knowledge Guide).

- c. The Outsider Fetish is sanctioned as written. It only applies to Fetishes (see Accord Forsaken Addendum), and at 1-dot provides Talens per the Talen merit at one dot (see Accord Forsaken Addendum). All levels of this merit add to the character's RQ and it is Graduated Cost. Lord Sages may not upgrade any fetish into a tattoo or scar.
  - d. Members of this Entitlement gain for free upon joining the Unseen Sense Merit that works only on their chosen supernatural type. This Merit can only be gained for one creature type.
12. Office of Vizieral Council, The [Equinox Road]:
    - a. The Clausemaker's Boon: Replace with: The Vizier may choose one Contract when joining this Entitlement. That contract is changed to affinity XP cost; any prerequisites and/or approvals to learn this contract still apply.
  13. Parliament of Victors, The [Equinox Road]:
    - a. Stacked Odds: Replace with: By spending a Willpower, the character benefits from Heroic Effort (MET pg. 177) on a single physical action that isn't a combat or power activation roll. This grants the character a +5 bonus instead of +3.
  14. Phantom Tong, The [Winter Masques]: This Entitlement's benefit does not stack with other benefits that discount merit cost.
  15. Pilgrims of the Endless Road [Swords at Dawn]:
    - a. The Kith gained upon joining must be out-of-seeming. If a character has an out-of-seeming. **The only prerequisite for the Kith gained is the prerequisite for the Entitlement.** Dual Kith already, then the third kith must be of a different Seeming than both Kiths.
    - b. The additional Kith may be shed as normal.
    - c. Pilgrims with the Dual Kith can have three Kiths.

#### IV. REALMS

##### A. Arcadia/Faerie

1. Access to Faerie: Top Approval (except for True Fae NPCs which can come and go from Faerie as needed).

#### V. MERITS

##### A. Milestone Merits

1. A character may never have more than a single Milestone Merit. A Milestone Merit is only granted when a fetch meets its final death and the criteria for the particular Milestone Merit. If events meet the criteria for multiple Milestone Merits, the most appropriate one is selected by the Storyteller.
2. Shared Guilt [Autumn Nightmares]:
  - a. Change the requirement for each member of the motley needing to inflict damage to the fetch to the following requirement: It is VST discretion as to what qualifies as 'assistance' in regards to fulfilling this milestone, but all current motley mates must participate in some fashion (whether tracking the fetch, supporting their motley in combat, etc.). A degeneration check from all members is still required.
  - b. This milestone benefit can be utilized as long as at least three members of the motley are present at the game or event in which it is used, and witness or take part in the breaking point.

##### B. Merits Affected by the Addendum

1. **Age Reversal [Grim Fears]:** Standard age approvals still apply (see II.A. above).
2. **Allies:**
  - a. **Hobgoblins:** Low for Lost and Fae-touched, Reserved for NST otherwise
  - b. **True Fae:** Reserved for NST
  - c. **Loyalist or Privateer:** Top Approval (Low Approval for NPCs). [Not Grandfathered]
3. **Charmed Life [Rites of Spring]:** This merit can only be used once per game session.

4. **Court Goodwill:**
  - a. A character may not purchase Court Goodwill for a court they are a member of.
  - b. Having Goodwill on a non-Changeling/Fae-touched PC is Top approval for any level. The support must come from PCs. Having Goodwill does not allow non-Changeling PCs the ability to learn Court Contracts.
5. **Contacts:**
  - a. Hobgoblins: Low for Lost and Fae-touched, Reserved for NST otherwise (Low Approval for NPCs in the Lost Venue)
  - b. True Fae: Reserved for Office of NST
  - c. Loyalist or Privateer: High Approval (Low Approval for NPCs).
6. **Devotee [Equinox Road]:** Low Approval
7. **Dream Bastion [Swords at Dawn]:** Pre-requisites should read: "Empathy specialty in Oneiromancy. Must belong to a motley where everyone has an Empathy specialty in Oneiromancy."
8. **Dual Kith [Winter Masques]:** Dual Kith is a 10 XP five dot Merit. This supersedes the Dual Kith Merit in *Rites of Spring*. Wyrd prerequisites are as follows:
  - a. Dual Kiths with two in-Seeming kiths requires Wyrd 3.
  - b. Dual Kith with one in-Seeming and one out-of-Seeming Kith requires Wyrd 5
  - c. Dual Kith with two out-of-Seeming Kiths: Not Sanctioned
  - d. More than two Kiths: not available except to Pilgrims of the Endless Road.
9. **Enchanted Mortal [Equinox Road]:** This merit can also be gained through extended time in the Hedge or other traumatic, Fae/Wyrd based situations akin to being taken by the Gentry. Characters with lesser templates may still have Enchanted Mortal.
10. **Fae Mount [Rites of Spring]:** Low Approval, but powers not listed in the write-up are Not Sanctioned.
11. **Faerie Favor [Rites of Spring]:** Reserved for NST
12. **Fighting Style: Brute Force [Autumn Nightmares]:** Not Sanctioned
13. **Fighting Style: Dream Combat [Rites of Spring]:**
  - a. ●● Double Team: The character makes two attacks as described in this maneuver, choosing the best draw from them to apply.
14. **Fighting Style: Hedge Duelist [Rites of Spring]:**
  - a. ● Quick Count: The second-to-last sentence should read, "With Quick Count, your character gets a +2 bonus to her Initiative when beginning a Hedge Duel."
  - b. ●●●● Hedge Wrath: Ignore the reference to an exceptional success causing aggravated damage.
15. **Freehold Status:** For the purposes of the Accord Chronicle, Freehold Status is optional. You may choose whether or not your VSS uses this status. **This merit does not cost XP to purchase.**
16. **Glamour Thief [Swords at Dawn]:** This merit uses the following modified Harvest draw pool: Empathy + Wyrd (no other modifiers) vs Wyrd, with each net success yielding one point of glamour
17. **Goblin Fruit (• to ●●●●)**
  - a. This is a simple cost merit.
  - b. Many changelings take advantage of their visits to the Hedge to harvest goblin fruits. Whether they're used for their otherworldly tastes or for the mystical effects, taking a few extra goblin fruits is a long-standing tradition among the fae. Goblin Fruit is a precious commodity, and one of the first things many changelings do upon coming to terms with their new existence is try to find some way to secure a steady supply. This Merit can represent particular skill in foraging for Goblin Fruit, or a relatively stable and consistent source of Goblin Fruit that the changeling is considered to have ready access to, allowing her to more easily refresh her supply of Goblin Fruit in times of need. This does not guarantee that the changeling will always be able to find the exact type of Goblin Fruit she wants. After all, the Hedge is an unpredictable place at best — but it does give her a bit more security than a changeling who never knows where his next bit of Goblin Fruit will come from. A Changeling with this Merit may have access each month to a number of Goblin Fruit equal to their rating in this Merit. The Goblin Fruits are subject to Storyteller discretion, and

normal approval levels. This merit includes both Goblin Fruit and Oddments, but does not include Trifles. This Merit does not alter the rate at which the Goblin Fruit spoils once plucked, and the number of Goblin Fruit a Changeling may carry is still determined by her Wyrd (C:tL p225).

- c. While a player and storyteller can work out which specific Goblin Fruit is gained, if there is no specific request the storyteller can randomize the selection using the Goblin Fruit Randomizer.

**18. Goblin Vow [Rites of Spring]: Reserved for the Office of NST**

**19. Harvest:**

- a. The four types of Harvest are different merits and are purchased separately.
- b. A character may not purchase multiple instances of the same category of Harvest.
- c. Harvest: Goblin Fruit or Harvest: Hedge Bounty only provide extra glamour via goblin fruit, not actual goblin fruit. The merit is used as justification for higher starting glamour, not actual items.

**20. Hedgebeast Companion [Autumn Nightmares]:**

- a. This is a graduated cost merit.
- b. May be used to provide a downtime action like Allies, Mentors, Contacts, and Retainers provided that the Hedge Beast is capable of performing that action.
- c. A Hedgebeast Companion never counts as a natural example of the animal they resemble. They are always intelligent creatures, and may speak human languages at ST discretion. They do not count as natural animals for the purposes of fulfilling a catch.
- d. This merit causes the same sins against morality as a familiar (see Accord Familiar Guide)

**21. Hobgoblin Trainer [Rites of Spring]:** Hobgoblins purchased via the retainer merit as detailed in Hobgoblin Trainer are created as minor monsters per the rules for creating hobgoblins above with the following exceptions: As per the retainer merit, hobgoblins receive 10 XP per dot in the retainer merit after the first dot. These retainers can leave the Hedge per normal rules for Hobgoblins outside of the Hedge and cause the same morality sins as endangering a human retainer.

**22. Hollow: Not Sanctioned, see Citadel Guide**

**23. Mantle:**

- a. Free Dot: The first dot of Mantle is free.
- b. This Merit cannot be purchased by characters that do not possess the Changeling template.
- c. Mantle is not necessarily tied to what other PCs think of you nor is it related directly to your standing within your court; it is a representation of what the Wyrd itself thinks about you and how well you embody the court in question and its related attributes.

**24. Manymask [Equinox Road]: Low Approval**

**25. Market Familiarity [Goblin Markets]: Low Approval**

**26. Market Stall [Goblin Markets]: Low Approval for NPCs, Reserved for NST otherwise.**

**27. Merger with the Fetch [Autumn Nightmares]:**

- a. This should be treated as a Milestone Merit.
- b. The process of merger with the Fetch is a long and difficult one. It takes many months of preparation before a merger can even be attempted, and even then it may not be successful.

**28. Mourning Cant [Lords of Summer]:** Purchased as a Language.

- a. For those with Winter Mantle or Court Goodwill: Low Approval
- b. All others: Not Sanctioned
- c. Any PC with Mourning Cant who loses all of their Winter Mantle or Goodwill also cannot make use of this merit; regaining Winter Mantle or Goodwill will return the use of this merit.

**29. No Seeming [Equinox Road]: Low Approval**

- a. A character with this merit can never permanently gain a seeming or kith but can benefit from them via temporary supernatural means

**30. Seeming [Equinox Road]: Low Approval (fae-touched mortals only).**

**31. Slave [Goblin Markets]: Not Sanctioned**

32. **Sublime [Equinox Road]:** Not Sanctioned for PCs (High Approval for NPCs).

33. **Token:**

- a. Token is a simple cost merit and can be purchased multiple times to represent additional tokens.
- b. Non-mechanical changes and reskinning of a published token (ex. what it looks like, what the item is) may be done as long as it does not change listed mechanics.
- c. Tokens/Hedgespun printed in canon material: Low Approval
  - i. Characters with no fae aspect can purchase Tokens up to 3 dots as long as the token does not manipulate, change, add, or remove a Fae aspect (such as kith, seeming, etc.). They cannot spend Glamour to use these items, but must fulfill the catch.
  - ii. Promise Tokens: Reserved for the Office of NST
  - iii. Legendary Tokens [Swords at Dawn]: Reserved for Office of NST. All Legendary Tokens are 5 dot items.
  - iv. Baubles [Swords at Dawn]: Top Approval
    - a. Only activated for a scene at a time, with a glamour cost.
  - v. Gewgaws [Goblin Markets]: Low Approval. Cost 0 XP and have no mechanical effect.
  - vi. The Token option for Goblin Fruit noted on pg. 98 of *Changeling the Lost* is not sanctioned. Instead refer to the Goblin Fruit merit above. This option is still available for Trifles.
- d. Custom tokens:
  - i. Top Approval to create the base mechanics. These are vetted by the aNST Accord and the Rules Team. If approved, they are added to a central [Accord Custom Token document](#), and are available at Low Approval for anyone who can purchase a token. Please see the [Token Creation Guide](#) for rules on how to create custom tokens.
  - ii. Cursed Tokens [Dancers in the Dusk]: Reserved for the Office of NST
  - iii. Hedgespun:
    - a. All Custom Hedgespun items must be made per Section 1 of the [Custom Token Creation Guide](#) and conform to those rules..
    - b. ● to ●●●●●: Low Approval for Lost and Fae-touched characters
    - c. ●●●●● ●+: Not Sanctioned
    - d. Automatons: Low Approval, regardless of rating. Can be rated at more than 5 dots. Hedgespun Automatons may not be worn or used as armor, weapons or machines; for these purposes, use instead the rules for Hedgespun Raiment, Hedgespun Weapons and Hedgespun Machines.
  - iv. Token Limb [Dancers in the Dusk]: Low Approval for Lost and Fae-touched only. These merits are not gained from the Pickwick Circus, but can be crafted by a Token-maker. Only one clause is gained, equal to the dots of the item. The reduced Glamour cost rule is ignored.
  - v. Custom Oddments and Goblin Fruit: Reserved for the Office of NST
  - vi. Custom Trophies [Dancers in the Dusk]: Reserved for the Office of NST
  - vii. Custom Promise Tokens: Reserved for the Office of NST
  - viii. Custom Baubles: Reserved for the Office of NST
  - ix. Custom Gewgaws [Goblin Markets]: Low Approval. Cost 0XP and have no mechanical effect.
- e. **Entitlement tokens [Rites of Spring]:**
  - i. May only be taken and used by members of the Entitlement.
  - ii. If a member of an entitlement loses their entitlement token, it remains in play for

one month then is reclaimed by the Hedge.

- iii. The entitlement Token(s) received for being a member of an entitlement are considered part of the benefit of joining an entitlement and do not need to be purchased with XP. Replacement Tokens for those lost or destroyed in game are also free.
  - f. **Travel Tokens [Equinox Road]:** Not Sanctioned (Mid Approval for NPC use).
    - i. Characters must be willing to travel for this token to be used on them.
  - g. **Clayface trifle [Rites of Spring]:** A character may only benefit from a Clayface trifle once a week.
  - h. **Gilded Torc [Equinox Road]:** Dots taken from a PC can be granted to PC's or NPC's. Dots taken from NPCs can only be granted to NPCs. The Torc ceases to function when the wielder is not an active monarch as determined by the ST.
  - i. **Givertaker trifle [Rites of Spring]:** The mechanics of this trifle are that your next instant action or reflexive roll is drawn twice taking the best of those tests and the next instant action or reflexive draw made after that is also made twice taking the worst of those tests.
  - j. **● Book of Tales, The [Rites of Spring]:** Replace the mechanics with: Allows the user to make two pulls on a test and keep the better. Cannot be used in combat or on power activation rolls. Usable once per day and must be declared prior to making making the first test.
  - k. **● Jackdaw Trinket, The [Rites of Spring]:** Replace "treat as a dramatic failure" with "everyone in line of sight automatically notices the attempt at sleight of hand."
  - l. **● Jack's Lantern [Grim Fears]:** This is a Legendary Token.
  - m. **●● Chaosium [Dancers in the Dusk]:** Low Approval
  - n. **●● Periwig of Orators [Rites of Spring]:** Usable only once per day, regardless of the user.
  - o. **●●● Book of Revelations [Grim Fears]:** This is a Legendary Token.
  - p. **●●● Crowbill [Dancers in the Dusk]:** Low Approval for members of the Dusk court
  - q. **●●● Drowsing Coil [Swords at Dawn]:** Strike the passage that states "a live-feed camera will do"; this only works with direct line of sight.
  - r. **●●● Thief of Dreams [Swords at Dawn]:** Repeated use of this token upon a mortal is considered ravaging a mortal's dreams (a Clarity 3 breaking point).
  - s. **●●●● Grand Cross of Saint George, The [Winter Masques]:** This is considered to be a 4 dot token.
  - t. **●●●●● Broken Blade, The [Dancers in the Dusk]:**
    - i. This is considered to be a 5 dot token.
    - ii. This token cannot be an iron blade.
  - u. **●●●●● Keeper's Quirt, The [Rites of Spring]:** Upon a successful attack and activation, the target's Defense is halved rounded down and they receive a -3 to their Speed and Initiative.
  - v. **●●●●● Kingslayer [Swords at Dawn]:** This is a Legendary token
34. **Token Maker [Rites of Spring]:** Low Approval
35. **Tokenmaster [Equinox Road]:** Not Sanctioned
36. **Trained Observer [Dogs of War]:** This merit does not reduce the penalty applied to Perception by low Clarity.
37. **Wholesale wares [Goblin Markets]:** Not Sanctioned
38. **Wisdom of Dreams [Rites of Spring]:**
- a. This merit provides the benefit until the next time the character sleeps.
  - b. This merit can not be used to gain any specializations or languages that would normally require Special Approval.
39. **Wyrd Evolution ●● to ●●●●●**
- a. This graduated Merit allows access to the various stages – both Blessing and Curse - of the Evolution of the Wyrd as described in Equinox Road. Only Seeming evolutions are

included; Kith evolutions are Not Sanctioned.

- b. ●●: Prerequisite: Wyrd 7. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 7.
- c. ●●●: Prerequisite: Wyrd 8. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 8.
- d. ●●●●: Prerequisite: Wyrd 9. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 9.
- e. ●●●●●: Prerequisite: Wyrd 10. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 10.

40. **Wyrdskill [Equinox Road]:** Low Approval

## VI. SEEMINGS/KITHS

- A. All Seemings/Kiths remain humanoid in their mien. While physical characteristics of Changelings may be altered by their time in Arcadia, these alterations provide no additional mechanics beyond those supplied by the Seeming/Kith advantages.
- B. Gaining one's first Kith can be done at Low Approval.
- C. A single out-of-Seeming Kith [Winter Masques]: Not Sanctioned
- D. Custom Kiths [Winter Masques]: Not Sanctioned
- E. Shedding a Kith [Winter Masques]: Low Approval
  - 1. A Kith that has been shed may not be regained.
  - 2. Gaining a new Kith after one has already been shed can be done through play. This does not change the normal approval levels for any type of Dual Kith or out-of-Seeming Kith.
  - 3. If a Kith gaining through the Dual Kith merit is shed, the merit is lost with XP refund until a new Kith is gained..
  - 4. Any method of shedding a Kith, including selling a kith at a goblin market, requires the permanent Willpower dot per the rules in *Winter Masques* pp. 99.
- F. Kith Blessings: The default duration for a Kith blessing once activated, if not stated in the writeup, is one scene/hour. Kiths with longer or shorter durations listed in their writeup are not affected.
- G. **Seemings Affected by the Addendum**
  - 1. Elementals
    - a. Character may not be Elementals of Iron (any form), radioactive materials or man-made elements (such as unnilhexium).
    - b. The Elemental's curse applies to any draw including any of the stated Attribute and/or skills, not including clauses from the Contract of Elements, Contract of Communion, and Contract of the Wild.
- H. **Kiths Affected by the Addendum**
  - 1. **Artists [Winter Masques]:** The Kith blessing Impeccable Craftsmanship should read "Impeccable Craftsmanship: the changeling enjoys the benefit of the 8 again rule on any draw pool using Crafts, and can choose to spend a point of Glamour to treat one Crafts draw as a Rote Action (see MET p. 183). This blessing can be used only once per draw."
  - 2. **Gandharva [Winter Masques]:** The Kith blessing of a Gandharva is application of the 9-again rule on Expression and Persuasion tests.
  - 3. **Levenquick [Winter Masques]:** The Kith blessing of a Levenquick does not stack with itself.
  - 4. **Lurker [Victorian Lost]:** If the Lurker is not a Darkling, then the bonus to Stealth is 9 again, not 8 again.
  - 5. **Moonborns [Winter Masques]:** The Kith blessing of the Moonborn is a level 3 Clarity breaking point to use upon another. It is not a Clarity breaking point for the target to gain a temporary derangement from these blessings.
  - 6. **Minstrel [Grim Fears]:** The Kith blessing Perfect Pitch should read: "Spend a glamour to treat one Expression draw as an Advanced Action..
  - 7. **Nightsinger [Winter Masques]:** Replace Performance with Expression in the Nightsinger blessing.

8. **Pishacha [Winter Masques]:** The Kith blessing of the Pishacha is a level 3 Clarity breaking point to use upon another. It is not a Clarity breaking point for the target to gain a temporary derangement from these blessings.
9. **Palewraith [Winter Masques]:** The Kith blessing of a Palewraith does not stack with itself.
10. **Riddleseeker [Grim Fears]:** The Wits bonus gained by the Kith blessing of a Riddleseeker applies to all Wits-related pools, including Perception-based.
11. **Shadowsoul [Winter Masques]**
  - a. A character with this Kith must choose two of the three Kith Blessings upon gaining the Kith.
    - i. To change which two Blessings the character has access to requires going through the full process of Shedding a Kith (see section VI.E); when this process is done, the character may then rejoin the Shadowsoul kith and re-choose their two Blessings; all approvals for shedding and/or joining a kith are still required.
    - ii. Example: Bob the Shadowsoul starts play and chooses the Intimidation bonus and an affinity for Darkness Contracts. Thus he does not gain the 9-again to Subterfuge.
12. **Stonebones [Winter Masques]:** The armor provided by this Kith penalizes Initiative, not Defense.
13. **Venombites [Winter Masques]:** The Poisonous Bite blessing follows all mechanics detailed in Poisons and Toxins [U.5.02], including the resistance draw. This blessing deals poison damage once a minute.

## VII. CONTRACTS

### A. Overall

1. Failed Social and Mental Tests: To determine failed tests not repeatable in the same scene, consider Contracts to be social or mental if they are opposed by Composure or Resolve.
2. Learning a Court contract always requires the appropriate Mantle or Goodwill. All Court (Seasonal and non-Seasonal) contracts have the same prerequisites, as follows:
  - a. ●: None
  - b. ●●: Mantle 1 or Goodwill 3
  - c. ●●●: Mantle 2 or Goodwill 4
  - d. ●●●●: Mantle 3 or Goodwill 5
  - e. ●●●●●: Mantle 4
  - f. Any additional prerequisites beyond Mantle or Goodwill must still be met.
3. Lowered Mantle / Goodwill Rating:
  - a. If a character's Mantle/Goodwill rating ever permanently falls below the required amount for a particular clause, they lose and are refunded XP for that clause and the lost mantle/goodwill.
  - b. If a character's Mantle / Goodwill rating ever temporarily falls below the required amount for the particular clause they must pay the difference in extra Glamour. For the purpose of this in regards to activating 5 dot powers, those with Mantle 1 in that Court must pay an additional 5 glamour to activate the 5 dot power.
4. Custom Contracts: Not Sanctioned
5. NPCs: It is possible for NPCs built via the monster rules in the Universal Addendum for use in the Lost venue to use Contracts, if built to do so.
6. Non-Terrestrial Focus: Changeling characters cannot have Contracts with a non-terrestrial focus (e.g., Contract of Elements: Hedge or Arcadia; Contract of Fang and Talon: Hedge Beasts).
7. It is only possible to specialize in the clause of a contract if the clause's die pool includes a skill.
8. No single Clause can be activated more than once per turn.
9. [Fulfilling a Clause's Catch covers all Glamour costs for the clause \(per the \*Changeling the Lost\* errata\), but not Willpower costs.](#)

### B. Contracts Affected by the Addendum

1. Contracts of Animation

- a. ●●●●● Command the Inanimate
  - i. A character can only command as many objects as half his Wyrd, rounded up.
  - ii. Each item requires a separate action to command, though they continue acting until ordered or impeded.
  - iii. The dice pool to command items is unmodified Wyrd + unmodified Presence + the item's equipment bonus.
  - iv. This clause cannot be used on Iron weapons.
  - v. This power is an exception to the rules on multiple attacks, as the summoned items are considered a controlled mob. If more than one object is sent against a single opponent, the character's damage cap applies per 'Multiple Sources of Damage.' At VST discretion, the attack may be considered an advanced action instead of multiple hits.
2. Contracts of Artifice
  - a. ●●● Blessing of Perfection:
    - i. Cannot stack with itself; only the highest Wyrd takes precedence.
    - ii. This Clause only affects active tests; fixed values (e.g., Armor, Defense, etc.) cannot be affected by this Clause.
3. [Contracts of Communion: This contract follows the same material type and use restrictions as the Contract of Elements \(below\).](#)
4. Contracts of Darkness
  - a. ●●●●● Touch of the Paralyzing Shudder: Lasts for one scene.
5. Contracts of Dream
  - a. ●● Forging the Dream: This may not be used in conjunction with Dream Riding.
  - b. ●●● Phantasmal Bastion: When used defensively provides additional Willpower equal to the user's Wyrd. These points of Willpower are used only for defense in Oneiromachy and may not be expended as normal Willpower.
6. Contracts of Elements
  - a. [Iron \(any form, including choosing 'metal'\), radioactive materials, radiation, man-made elements \(such as unnilhexium\), or fictional/mythical/supernatural elements \(such as magic or 'The Hedge'\) may not be selected for this contract.](#)
  - b. [While dead biological components are a valid choice \(bones, blood, wood, etc.\), this contract cannot be used to control or manipulate living organisms, with the exception of non-sentient plants.](#)
  - c. Contracts of Elements must be taken in order for a given element. That is, if a character has Fire 3, Ice 2 and Metal 1, they may select a new element at 1, Fire 4, Ice 3 or Metal 2. They may not select Shadows 4 as they don't have any earlier levels of Shadows.
  - d. [●● Armor of the Elements' Fury: Strike the text in the book. Instead, Armor of Element's Fury grants elemental armor equal to half the user's Wyrd rounded up. In addition to providing armor, anyone who touches the armor via Brawl based attacks or other forms of physical contact will suffer 1 lethal damage appropriate to the element in question. The user may also choose to deal 1 lethal by touching their target; this requires a successful touch attack and cannot be combined with any other type of attack. A character may only benefit from one type of Elemental Armor at a time.](#)
  - e. ●●● Control Elements: Activating this clause takes an Instant action and enables control of the specific element for the remainder of the scene. Once active, each use requires a different Instant action.
  - f. ●●●●● Become the Primal Foundation: A character using this contract to become an insubstantial element can be hit and damaged by an iron weapon. The character in elemental form gets her normal defense and health levels. A character who takes more than half her health (rounded up) in damage in this way is forced into her normal form, loses 2 Willpower, and cannot use this clause for one full day.
7. Contracts of Eternal Spring

- a. ●●●● The Mother of All Deaths: Vines created use the user's Strength for the purposes of maintaining and breaking a grapple.
8. **Contracts of Eternal Summer**
- a. ●●● Noontday Grasp: This power adds +1 to Strength per success for the scene, to a maximum of the user's dots in Wyrd.
9. **Contracts of Eternal Winter**
- a. ● Jack's Breath: Uses the rules for Temperature Extremes in the Mind's Eye Theatre book if taken to temperature extremes.
10. **Contracts of Fang and Talon**
- a. Fang and Talon Contracts may not be taken for mythical creatures, extinct creatures, supernatural creatures, or any other animal group that does not currently exist on the Earth side of the Hedge.
  - b. Contracts of Fang and Talon must be taken in order for a given animal. That is, if a character has Canines 3, Felines 2 and Oxen 1, they may select a new animal at 1, Canines 4, Felines 3 or Oxen 2. They may not select Birds of Prey 4 as they don't have any earlier levels of Birds of Prey.
  - c. ●●●● Cloak of the Bear's Massive Form: Can only take the form of animals with sanctioned mechanics. Refer to various sources like Mind's Eye Theatre and Skinchangers for some sanctioned animals. Any animals without sanctioned mechanics are not sanctioned.
11. **Contracts of Fleeting Autumn**
- a. ●●●● Scent of the Harvest: May not impose a penalty greater than the highest of the user's natural Presence, Expression or Autumn Mantle to supernatural efforts to induce fear.
  - b. ●●●● Mien of Baba Yaga: May only affect a target once per scene.
12. **Contracts of Fleeting Spring**
- a. ●● Growth of the Ivy: The draw for this clause is Manipulation + Persuasion + Mantle (Spring) vs. Resolve + Wyrd.
13. **Contracts of Hearth**
- a. The rules for forcing ill fate on the same subject more than once per story due to Bans is enforced in the chronicle. For the purposes of this, a story is changed to chapter, which is one game session or day.
  - b. ●●●● Triumphant Fate: Replace the mechanics of this clause with: "The target of this clause receives extra draws on an Extended Action (normally base pool) equal to the target's Wyrd score. This Extended Action cannot be combat related nor can it be the activation of another power. A character may not activate or benefit from this clause more than once a story/month. If the attempt is made, see the Ban mechanics of the clause."
    - i. Example: Wally Wizeded has a Wits 3, Crafts 3, an appropriate specialty, and Equipment 3. This means his base pool for crafting is 10, which is also how many draws he receives. Dora Darkling uses Triumphant Fate on Wally, and his Wyrd is 4. Thus he now draws 14 times on a crafting Extended Action.
14. **Contracts of Hours [Rites of Spring]:**
- a. ●● Frozen Moment: Clothing and other items worn by a living creature are considered part of the creature for the purposes of this clause.
  - b. ●●●● Leaping Towards Nightfall:
    - i. When used against an unwilling target (as determined by the contested roll), this power lasts only one turn per success.
    - ii. If a character uses an effect, whether beneficial or harmful, that requires the character to exist or be alive to continue, and is then thrown through time, that effect ends.
15. **Contracts of Lucidity [Dancers in the Dusk]:**
- a. Sidebar: The Dangerous Secret: Top Approval for a character to learn definitively.
  - b. Sidebar: Using Contracts of Clarity for Healing Mental Health: As per this sidebar, this contract can be used for counseling.

- c. This contract is not an affinity with any seeming (cost = new dots x 6 XP to purchase).
  - d. This contract works on all morality trees.
16. Contracts of the Moon [Rites of Spring]:
- a. The Second level and higher Contracts of the Moon are a level 3 Clarity breaking point to use upon another. This contract does not cause the victim to face Clarity breaking points for gaining derangements.
  - b. The fourth and fifth dots of this contract are contested by Resolve + Supernatural Advantage.
17. Contracts of Oath and Punishment [Winter Masques]
- a. ●●●● Relentless Pursuit: This clause may not be used to track a subject that is Unknown, as per the Dream Connection chart on p. 17 of Dancers in the Dusk.
18. Contracts of Omen [Rites of Spring]
- a. ●● Glimpsing the Future: The advanced action effect of this power applies before the draw, never after.
  - b. ●●●●● Tying the Knots of Fate
    - i. The maximum modifier provided by this effect is either +5 or the target's morality, whichever is lower.
    - ii. While multiple impending fates may be declared per the limits on pg. 111, none of these declared fates may overlap with each other. This clause cannot stack with itself.
19. Contracts of Potential [Swords at Dawn]:
- a. ●●●● Shift the Foundation: Dice pool should be "Manipulation + Expression + Dawn Court Mantle vs. Composure + Subterfuge".
20. Contracts of Reflection [Equinox Roads]:
- a. This contract is Affinity Cost for all Changeling characters.
  - b. ●● Glimpse of a Distant Mirror: This clause does not work across VSS boundaries.
21. Contracts of Separation [Winter Masques]
- a. ●●●●● Phantom Glory:
    - i. When a character has Phantom Glory (Separation 5) active, objects that are dropped, thrown, fired, etc. do not of their own accord return to the physical world; they land where they fall and fade from existence altogether if the changeling has not picked the object back up before dropping the power.
    - ii. Cold iron may affect those in Separation 5 form. Additionally, those in Phantom Glory are stopped by iron barriers.
    - iii. Contracts: No powers (mental, social or physical) can be used by someone in Phantom Glory to affect those still in the normal world, and others may not use powers of any sort to affect the character using Phantom Glory.
    - iv. This clause does not put a character in a state of Twilight. They cannot interact with Twilight beings, they simply phase through normal matter (save restrictions noted above).
22. Contracts of Shade and Spirit [Winter Masques]
- a. ●●●●● Opening the Black Gate: This clause opens up a gateway to or from the local autochthonic depths.
23. Contracts of Smoke
- a. ●●●● Smoke Stepping [Victorian Lost]: Low Approval
    - i. When a character first buys the fourth dot in Contracts of Smoke, you must choose between this clause and the standard one from the core book. A single character can have only one or the other.
24. Contracts of the Sorrow-Frozen Heart [Lords of Summer]
- a. Attacks benefiting from Remorseless Strike are still subject to standard Damage Limits. Remorseless Strike may not be combined with other damage causing supernatural abilities or powers.

25. Contracts of Spellbound Autumn [Lords of Summer]
- a. ● Warlock's Gaze: This clause lasts for a scene.
26. Contracts of Vainglory
- a. ●●●● Splendor of the Envoy's Protection [Victorian Lost]: Low Approval
    - i. When a character first buys the fourth dot in Contracts of Vainglory, you must choose between this clause and the standard one from the core book. A single character can have only one or the other.
    - ii. Replace "member of nobility" with "member of High Society".
    - iii. The status dots gained from this Contract are temporary and cannot be used to satisfy any prerequisites.
27. Goblin Contracts
- a. At character creation a character may only assign one of their starting five Contract dots to Goblin Contracts. Additional contracts can be purchased with experience (from MC or earned in play) for PCs and creation XP for NPCs.
  - b. ● Healing Sacrifice [Rites of Spring]: Can only work on a willing target.
  - c. ●● Dream Rendering [Swords at Dawn]: The effect of this contract lasts until dawn or dusk (whichever comes first) and if the token is lost in a dream, it is gone from the real world as well.
  - d. ●● Fortune's Swift Blessing [Rites of Spring]: Use of this contract, which must be announced before any tests are made, allows the user to make their next test twice and use the better of the two; can only be used once per scene; the cost for this contract is 2 Glamour and 1 Willpower (not 1 Willpower Dot).
  - e. ●●● Blessing of Forgetfulness [Rites of Spring]: This contract's effect is not permanent, a target will remember any lost memories after one hour; can only be used once per day; for one full day after attempting to activate this contract, the user is automatically reduced to a chance draw for all tests to lie.
  - f. ●●● Delayed Harm [Changeling the Lost: The damage taken from this contract in the future is not subject to attacker limits and is treated as a separate source of damage.
  - g. ●●● Fortune's Bane [Rites of Spring]: High Approval
    - i. Lasts for one hour per success on activation test. Each character can only be affected by this Contract once per session.
    - ii. Replace the effect with: The cursed subject must make all tests twice and use the lowest for the duration.
  - h. ●●● Goblin Midwife [Goblin Markets]: Top Approval
  - i. ●●● Hospitality's Hold [Glimpses of the Unknown]:
    - i. The sidebar "Violation Marks" is sanctioned for play. Any character that received a Violation Mark must enter a Low Notification that states the date the mark was received and the duration of the mark.
    - ii. The player must inform the ST at every game attended about any active Violation Marks affecting the character.
    - iii. A character with a Violation Mark has an obvious manifestation in their mien that will be understood by other Lost. The player must inform any who can see their character about the mark and what it means.
  - j. ●●●● Call the Hunt: High Approval
  - k. ●●●● Good and Bad Luck: Replace the Drawback with "Double Trouble" (MET p 182) for the scene.
  - l. ●●●●● Blood-Binding [Rites of Spring]: Not Sanctioned.
  - m. ●●●●● Recalling the Lost [Rites of Spring]: Top Approval to free a PC from Arcadia; High Approval otherwise.
  - n. ●●●●● The Fatal Transformation [Rites of Spring]: Not Sanctioned
  - o. ●●●●● Mad Trespass [Swords at Dawn]: Not Sanctioned
  - p. ●●●●● Sabotage [Victorian Lost]: Not Sanctioned

- q. ●●●● Sleepwalker [Swords at Dawn]:
    - i. A user can only target himself with this contract and can only ever have one effect active at a time.
    - ii. The user of this contract must choose one of the following effects prior to activation, ignoring normal restrictions such as trait caps, which then lasts for one scene.
      - a. Dreams of Might – Any one Attribute is raised by 3
      - b. Dreams of Glory – Any one Skill is raised by 5
      - c. Dreams of Flight – as listed in the book
      - d. Dreams of Vanity – Gain Striking Looks 2 on top of any other Striking Looks the character may already possess and a +2 to Persuasion and Socialize
      - e. Dreams of Dominance – Gains a +2 to Persuasion and Expression and the benefits of the Enchanting Performance merit.
28. Goblin Contracts of the Wyrd [Dancers in the Dusk]
- a. ●●●● Fatal Clause, The: Mid Approval

## VIII. WYRD

### A. High Wyrd:

1. Evolution of the Wyrd [Equinox Road]: See the Wyrd Evolution Merit.

### B. Augmentation from Glamour:

1. Augmentation from Glamour is limited. When a character spends Glamour to activate a Seeming/Kith Blessing that adds a bonus on a one-for-one basis to add to test pools (for example the Ogre blessing to increase Strength), the applied bonus from that Glamour can be no higher than the natural unmodified Attribute or +5, whichever is higher. This increase is part of the +/- 15 modifier pool.

### C. Incite Bedlam:

1. For the purposes of being able to Incite Bedlam, consider a Chronicle to mean one year, Story to mean one month, and Session to mean one day.

- D. **Frailties:** The exact description of a Frailty must be detailed on the character sheet and approved by the player's Low Approval ST.

## IX. IRON (Cold Iron, Pure Iron, or relatively Pure Iron)

- A. The terms of Cold Iron and Hand-Forged Iron used in this Addendum follows the definitions included in Rites of Spring (p 85). Hand-Forged Iron gains all of the bonuses and negatives of Cold Iron, in addition to the effects from being Hand-Forged.

- B. Creatures native to the Hedge (non-Lost and non-True Fae) are affected by Iron in the same way as are the Lost.

- C. Iron equipment, items, or weapons cannot be used to satisfy a catch unless otherwise noted in the writeup of the clause in question.

- D. Tokens (such as Hungry Arrow) or Contracts (such as Punishing Summer 4) that require an attack before activation cannot be used if the character is attacking with an Iron weapon.

### E. Bullets: Low Approval

1. Iron bullets, regardless of means of manufacture, are no longer treated as Hand Forged Iron upon being fired from a firearm.
2. Normal firearms may fire only one iron bullet before being rendered useless.
3. Firearms designed to fire iron bullets: Not Sanctioned

### F. Hedgespun:

1. Hedgespun items cannot be made from Iron.
2. Hedgespun items lose all supernatural bonuses when in contact with Cold Iron, but otherwise act like a normal item of the same.

- G. Hand Forged Iron: Weapons and Other Equipment:
  - 1. **Low Approval**
  - 2. Edged Weapons: Iron edged weapons are at -1 to their weapon rating (to a minimum of 0).
- H. The Tools of Goblin Men [Dancers in the Dusk]: The material described in this sidebar on page 29 has the same approval requirements and properties as Cold Iron.

## X. DREAMS

- A. Archetypal Realms, Archetypes and the Archetypal Advice Sidebar [Dancers in the Dusk]
  - 1. Top Approval per visit
- B. Dreamwoven Vessels
  - 1. No particular dreamwoven vessel may be used more than once.
- C. Gate-Shaping [Dancers in the Dusk]
  - 1. Shaping a gate is considered ravaging a mortal's dreams, a Clarity 3 breaking point.
- D. **Hypnagogic Constellation, The [Dancers in the Dusk]: Reserved for the Office of NST**
- E. **Oneiroscopy [Dancers in the Dusk]: Low Approval**
- F. Skein, The [Dancers in the Dusk]: Trapping in the Skein any other creature which is unable to get out is considered a device that denies them the opportunity to escape.

## XI. THE HEDGE

- A. Gateways
  - 1. Gateways into the Hedge can be made from any archway, frame, door or reflective surface.
  - 2. The created Gateway is permanent in fixed space. Moving or destroying the object causes the Gateway to cease to function.
- B. Goblin Fruit
  - 1. Bloodroot: To vampires, Bloodroots act as heroin with a potency of 2, as per MET pg. 244, with an additional +2 bonus to Wits tests related to perception. Failing to resist the effects of Bloodroot inflicts the mental flaw Addiction as per MET pg. 312.
  - 2. Hera Pear Goblin Fruit [Rites of Spring]: High Approval to possess
  - 3. **Myrsina [Rose Bride's Plight]: Top Approval**
  - 4. Promise Leaves: Promise Leaves may only be used in conjunction with those Clauses and Contracts which are specifically detailed in the text, such as in Blessing of Perfection.
- C. Thorn Towns and Hedge Settlements [Dancers in the Dusk]: The specific places listed are unique and are controlled by the National Storyteller. Any use of them within the US requires Top Approval. Use of locations outside of the US requires approval of the relevant affiliate.
- D. Trods
  - 1. Crossing VSS boundaries through the Hedge requires the use of a Trod, using the rules presented on pages 219 and 220 of the Lost core book.
  - 2. Trods may not be purchased as a merit. The creation of Trods is reserved for the ST chain and must take into account the approval levels in Universal Addendum section III.
  - 3. Trods may not open into locations that require special approval to interact with.
- E. Miscellaneous
  - 1. **Boggart Holes [Dancers in the Dusk]: Reserved for NST**
  - 2. **Imps of Anaximander, The [Dancers in the Dusk]: Reserved for NST**
  - 3. Niche, The [Dancers in the Dusk]: The Niche is considered a device that denies a character the opportunity to escape.
  - 4. **Ornithine's Hedge Pomology [Rites of Spring]: Reserved for NST**
  - 5. The clarified mechanics for other supernatural creatures in the Hedge provided in Equinox Road (pp 70-79) are sanctioned.
  - 6. **Use of supernatural abilities and powers on plant life and other aspects of the Hedge is subject to ST discretion. The vast majority of plants and elements in the Hedge are 'natural', but the barriers of the Hedge and the Thorns cannot be effected by supernatural abilities other than Hedge-shaping.**

## XII. PLEDGES

### A. Overall

1. All Pledges listed in sanctioned material are available at Low Approval.
2. Pledges sworn on a Corporal emblem (Entitlement, Court, etc):
  - a. These pledges break under any of the following conditions:
    - i. The character ever leaves the group the emblem is tied to (e.g. leaving the Entitlement, switching Courts, etc).
    - ii. The emblem is destroyed or dies (e.g. the Nemesis dies, the marriage fails, the true name is lost, etc).
    - iii. The dots representing the emblem are lost (e.g. the Ally dies, the Contact is lost, etc).
3. The Lesser Alliance Task has a cost of +0 as listed on page 178 for pledge building. The Vulnerability Sanction has a cost of -3 as listed on page 185 for pledge building.
4. Adroitness and/or Blessing do not stack with each other. Each selection of these boons must be for different skills / merits as appropriate.
5. Adroitness: This is considered an effective dot to the skill, **thus increasing beyond normal maximums**, but is counted as part of the +15 modifier.
6. Blessing:
  - a. Use of the Blessing Boon may not increase a merit above the standard maximum dots for the merit. The Blessing Boon may not give a character access to Creation-only Merits.
  - b. **The total Blessing boon point total added to a single pledge may not exceed 7 total points.**
    - i. **For mortals, the maximum benefit of a greater blessing is either a simple merit worth up to 5 dots or +3 dots to a graduated merit.**
    - ii. **For greater templates, the maximum benefit of a greater blessing is either a simple merit worth up to 3 dots or +3 dots to a graduated merit.**
  - c. **Citadel dots can be gained through a Blessing.**
7. The Medial Curse Sanction uses the system permutation "Double Trouble" on page 182 of the **Mind's Eye Theatre (WW50000)**. The Greater Curse Sanction causes all tests to be reduced to a Chance Draw.
8. A Lifelong pledge is considered active until all parties in the pledge are deceased. Swearing such a pledge does not require a permanent Willpower dot (this includes published Oaths such as the Heart's Oath). XP spent on permanent Willpower for Lifelong oaths is refunded.
9. You must meet the requirements of the blessing to benefit from the blessing. For example, you must meet the requirements for Iron Stamina to benefit from a pledge that provides Iron Stamina. You can still enter into such a pledge, and be subject to the Tasks, Sanctions and Duration, you just do not get the benefit of the blessing.
10. **Death Clause: Use the rules from *Book of the Dead* exactly. The character's trip out of the Underworld after his purchased 'death' should not be easy or glossed over, it is a difficult and dangerous journey.**
11. The consequences of breaking a Pledge with the Death Sanction are not considered a "one-shot kill".
12. The use of a Death Sanction is not allowed in Curse or Unwitting Pledges.
13. Oath of Retribution [Grim Fears]: Not Sanctioned
14. Oath of Commendation [Changeling the Lost]: Permanent Willpower spent by the Monarch sealing this pledge is refunded when they are no longer Monarch (i.e. when the pledge ends or when a new monarch is crowned).
15. **Freehold Emblem:**
  - a. **This emblem option is now sanctioned as part of standard Pledge mechanics.**
  - b. **The Oath of Commendation or any Freehold Pledge as determined by the VST, may be changed to the Freehold Emblem at Low Approval with no other changes to the Pledge.**

- c. The Freehold emblem is usually sworn upon a symbol of unity and togetherness. Swearing that they are able to be trusted and relied upon, especially in times of great peril. The Lost by nature, are slow to trust and with very good reason, so undertaking this emblem is not to be done lightly. Any lost who breaks the bond of unity and trust is branded as a traitor for a number of months equal to 2 times their Wyr, showing any Lost they come across that they are not to be trusted, or cannot be relied upon. This mark is unable to be hidden or concealed, and always finds a way to reveal itself to those the Lost comes in contact with. So long as a changeling is branded they receive a -2 die penalty to all social rolls in situations with other Lost.

## B. Custom Pledges

1. Approval Level: Custom Pledges are available at an approval level dependent upon the boons and duration of the pledge.
  - a. Boon total:
    - i. 4 to 8: Low Notification
    - ii. 9 to 12: High Approval
    - iii. 13 to 15: Top Approval
    - iv. 16+: Reserved for the Office of NST
  - b. Duration:
    - i. Decade, Lifelong, Generational or Eternity: Top Approval
    - ii. Custom Pledges with duration less than the above require Low Approval and must have a corresponding Database number for reference when traveling.
  - c. The highest approval level for either the boon or the duration is required. Existing pledges remain in effect but are not Grandfathered for others swearing into the pledge or renewing the pledge after the duration has expired.
  - d. Joining an existing High or Top Approval: Low Approval

## C. Pledges With NPCs

1. NPCs may not participate in pledges that provide PCs with Adroitness or Blessing boons for longer than one month. This limitation may be waived on an individual, case-by-case basis with High Approval.

## D. Pledges With Other Supernatural Beings

1. Pledges with non-Lost Venue characters are available without restriction. These characters may only enter Vows, and have a limit of three Vows active at one time (Wyr + 3 as standard). This limit may not be increased by any means.