

MES NWoD ADDENDUM: CHANGELING: THE LOST

Effective Date: 12 October 2016

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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 is optional. Use of these rules requires including in the VSS and will only work within the VSS boundaries.
- 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 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: Mid 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, or a PC with the Market Stall Merit.
 - 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.
 - a. May only be purchased through a goblin market, whether in backstory or chronicle, or a PC with the Market Stall Merit
 - 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.
- 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** (including both extended age based on higher levels of Wyrd and long periods spent in Faerie).
 - a. Existed since 1930 or earlier: High Approval
 - b. Existed since 1900 or earlier: Top Approval
 - 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.
 - i. Returning 'killed' Fae into play: Low Approval with High Notification. The surviving True Fae must lose a single Title (and the attributes and skills associated) per "death".
6. Taken in-chronicle as a mortal by the True Fae: Mid Approval

B. Character Types

1. **Changeling:** Low Approval
 - a. Loyalist: High Approval (Low Approval for NPCs)
 - i. Former Loyalist: Low Approval
 - b. Madmen: Not Sanctioned as player characters (Low Approval for NPCs)
 - c. Privateer: High Approval (Low Approval for NPCs)
 - d. Soulless: Not Sanctioned as player characters (Low Approval for NPCs)
2. **Cambions [Dancers in the Dusk]:** Not available as player characters (High 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 5 dot 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 1-2, Enchanting Performance, Fae Mount, 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, Milestones (except Merger with Fetch), Perfect Stillness, Rigid Mask, Second Hand Skills, Siren Song, Slave, Soul Song, Token, Token Limb
 - b. Top Approval: Court Goodwill 3+, Faerie Favor, Mourning Cant (with or without Goodwill: Winter Court).
 - c. 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, open Hedge Gates, power their Seeming blessing (if applicable), or strengthen/drop the Mask
 - ii. Fae-touched may participate in Hedge Duels as though they were a Changeling with an effective Wyrd rating of 0.
 - iii. Fae-touched may carry Goblin Fruit as if they were a Changeling with an effective Wyrd rating of 1.
5. **Fetches:**
 - a. Not available as player characters (Low Approval for NPCs)
 - b. As PC controlled Retainers: Top Approval, requiring a full sheet in the application (Not Grandfathered)
 - c. As other social merits: Reserved for Office of NST
 - d. Occult Specialty in Fetches: Top Approval (Not Grandfathered)
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)
 - a. Assisting any Changeling: High Approval
- 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 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.
 - iii. Hobgoblins and hedge beasts created through these rules are Mid Approval outside of the Changeling venue.
 - b. Fallen Star [Dancers in the Dusk]: Fallen Star – Mid Approval when used as an NPC under a VSS approved to use the Fate rules; Top Approval NPCs otherwise.
 - c. Grub Legion, The [Dancers in the Dusk]: The Grub Legion is considered an NPC hit squad.
 - d. Nemesis [Dancers in the Dusk]: Nemesis – Low Approval NPCs when used under a VSS approved to use the Fate rules; High Approval NPCs otherwise
 - e. Sawbones of Pickwick Circus, The [Dancers in the Dusk]: Low Approval for basic interaction; having them perform surgery on a PC requires the use of a National level plotkit, which can be requested by a player to their VST.
 - f. Triflesmiths [Dancers in the Dusk]: High Approval for NPCs
 - i. Any custom Tokens created by Triflesmiths are subject to normal approval levels.
 - g. Unmade, The [Dancers in the Dusk]: Mid Approval NPCs
- 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. Titles and the True Fae

A True Fae can manifest each of their titles by investing it in one of four ways: Realm, Wisp, Prop, and Actor. If the form is destroyed or killed, the title itself is lost (**Equinox Road** p 90). The total number of titles that a True Fae has determines the power level for these manifestations. The maximum number of titles reflected in the power level of an Actor is 5.
 - b. Actors are created using the following template.
 - i. **Attributes:** Attributes are assigned like mortals, but Actors are much more powerful. They get 9/7/5 dots plus 1 dot to each priority for each title held. Fifth and higher attributes cost only a single dot, but are limited to 5 plus the number of titles held. Attributes are purchased with XP at 5 times new dot. While in the hedge, attributes are doubled, increasing the damage limit.
 - ii. **Skills:** Skills are prioritized as 20/12/6 dots plus 1 dot to each priority for each title held. Fifth and higher skills only cost a single dot, but are limited to 5 plus the number of titles held. They are limited to only one dot in Computer, Empathy, and Expression in the Hedge or Arcadia, but a max of three in the mundane world (**Autumn Nightmares** p 69). Skills are purchased with XP at 3 times new dot. While in the hedge, skills are doubled, increasing the damage limit.

- iii. **Skill Specialties:** True Fae get 3 skill specialties at creation +1 free skill specialty towards Changelings. True Fae can not have specialties the Courts. Specialties cost 3xp each.
 - iv. **Wyrd:** True Fae can not purchase Wyrd. An Actor's Wyrd is 5 plus the number of titles held.
 - v. **Merits:** True Fae do not get merit creation dots, but may purchase character creation merits with XP, and pay double the XP cost for mundane merits.
 - vi. **Contracts:** True Fae get 20 dots in contracts to spend. The fifth clause in a contract costs only one dot. Mantle requirements are ignored, but only True Fae with 4-5 titles may purchase Court contracts. Contracts may be purchased at Affinity cost except Goblin Contracts which are normal cost.
 - vii. **Mask:** A True Fae's Mask is always imperfect (**Autumn Nightmares** p 67) and costs a glamour to turn on and remove.
 - viii. **Mien:** Actors get one Seeming and 3 kiths. Kiths must be chosen from within the Seeming or the True Fae kiths (**Autumn Nightmares** p 68). Kiths may be changed reflexively.
 - ix. **Other Advantages:** True Fae have a Virtue and Vice, but gain willpower as per the Ruled by Passions aspect. True Fae may gain Clarity as Changelings if they are Banished but otherwise are Clarity 0. Size and Species Factor (to determine speed) are limited to 10 dots + 2 per title and Defense is the highest of Dexterity and Wits.
 - x. **Other Traits:** All Actors possess the Immortal Flesh and Ruled by Passions aspects. They have one Major bane or taboo in addition to those gained from High Wyrd. True Fae have a limited time in the real world as per **Autumn Nightmares** p 69 and can harvest Glamour as per **Autumn Nightmares** p 67.
 - xi. **Damage Cap:** True Fae Actors have a damage cap based on the highest attribute or skill the Actor possesses, up to a cap of 10 points of damage. This is an exception to the normal damage cap rules found in the Universal Addendum.
 - xii. True Fae in Arcadia do not have stats. They are only limited by the deals they have made and can make their manifestations as powerful or as weak as they please. A True Fae in Arcadia only has a damage cap based on ST discretion.
- c. **Actors [Equinox Road]:**
 - i. 0-2 Titles: Mid Approval with High Notification
 - ii. 3 Titles: High Approval
 - iii. 4+ Titles: Top Approval
 - d. **The Banished:** High Approval
 - e. **Wisps [Equinox Road]:** High Approval
 - f. **Props [Equinox Road]:** High Approval

III. ORGANIZATIONS

A. Courts

- 1. Defining the Local Court Structure: Top Approval VSS
 - a. A VST may choose to change the default court structure in their VSS. Once done, the default structure becomes Low Approval for local PCs.
 - i. The court structures available for this are: Seasonal, Directional, and Diurnal (Day/Night).
 - ii. Dusk/Dawn is not considered a cohesive court structure and are not available at lower approval level through this method.
 - iii. Seasonal Courts become Mid Approval for local PCs if the default structure is changed.

- iv. Being part of a non-Seasonal court that is not the default remains High Approval.
- 2. Changing Courts: Mid 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’s new Court Goodwill in his previous court is an exception to the sponsorship requirements and approval levels for Court Goodwill listed below. 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.
- 3. 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. These changes must be written into the local VSS.
- 4. [Non-Seasonal Courts](#):
 - a. [Directional and Day/Night Courts: Mid Approval \(Low Approval for NPCs\) unless otherwise noted via the above method.](#)
 - b. [Dusk/Dawn Courts: High Approval \(Low Approval for NPCs\)](#)
- 5. Custom Courts [Equinox Road]: Not Sanctioned

B. Entitlements

- 1. Joining an Entitlement (for a PC):
 - a. Low Approval with Mid Notification: Any not listed if recruited by a PC in game or in history.
 - b. Mid Approval: [Charmed Circle \[If previously a monarch\]](#), Legion of the Iron Wall, Lord Sages of the Unknown Reaches, The Lost Pantheon, Pilgrims of the Endless Road (no Dual Kith), The Office of the Vizierial Council, Squires of the Broken Bough, any not listed if recruited by NPC.
 - c. Mid Approval with Top Notification: Knights of the Widow’s Walk
 - d. [High Approval: Charmed Circle \[If never a monarch\]](#)
 - e. Top Approval: Pilgrims of the Endless Road (with Dual Kith)
- 2. Joining an Entitlement (for an NPC):
 - a. Low Approval: Any Entitlement not otherwise listed
 - b. Mid Approval: Lord Sages of the Unknown Reaches
 - c. Mid Approval with Top Notification: Knights of the Widow’s Walk
- 3. **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.
 - i. 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.
 - ii. [Benefits gained by Oath do not count as a prerequisite for joining an Entitlement.](#)

4. **Custom Entitlements:** Reserved for Office of US NST
5. Charmed Circle, The [Equinox Road]:
 - a. The approval level of this entitlement varies depending on if the character has ever held the crown for a freehold, as noted above.
 - b. Friend or Foe: For the purpose of this power, a Story is one day.
 - c. 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.
6. 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.
7. 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.
8. 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 or 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.
9. 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.
10. Legacy of the Black Apple [Lords of Summer]: Weighted Words: The character receives a 9 again benefit for the listed actions.
11. 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.
12. 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: Vampires, Werewolves, Ghosts, Spirits, Mages, Changing

Breeds

- b. The list of Merits that members of this Entitlement may purchase is replaced with: Library, Difficult to Ride, Easy Ride, Pleasing Aura, Saintly.
 - c. 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.
13. 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.
14. 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.
15. Phantom Tong, The [Winter Masques]: This Entitlement's benefit does not stack with other benefits that discount merit cost.
16. Pilgrims of the Endless Road [Swords at Dawn]:
- a. The Kith gained upon joining must be out-of-seeming.
 - i. If a character has an out-of-seeming Dual Kith already, then the third kith must be of a different Seeming than both Kiths, and is Top Approval.
 - b. The additional Kith may be shed as normal. Replacing this shed Kith for a Pilgrim requires a separate Top Approval to add a new Out-of-Seeming Kith.
 - c. Interaction with Dual Kith:
 - i. Pilgrims with this Merit can have three Kiths.
 - ii. The separate Dual Kith Merit requires a separate application. If the Dual Kith is gained after the entitlement, it is Top Approval regardless of Seeming.

C. Changeling Institutions

1. Gaining titles in chronicle from the Changeling Institutions document are available through processes described within the [MES Lost Chronicle Player's Guide](#) itself.

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).
2. Red Veil Academy:
 - a. To have visited, worked or fought at the Academy: Low Approval
 - b. To have received accolades for your time at Red Veil Academy (such as being deemed champion of the jousting arena or named Master Armorer): High Approval

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. A milestone merit can only be gained in play, not in background. Existing milestones are grandfathered from Pre-February 2014.
3. 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, Mid for Fae-touched, Reserved for NST otherwise (Low Approval for NPCs in the Lost Venue)
 - b. **True Fae, 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 character may not purchase Court Goodwill for a court they are a member of. Approval levels for Seasonal, **Directional**, and Day/Night Court Goodwill are:
 - a. ● to ●●: Low Approval
 - b. ●●● to ●●●●: Mid Approval
 - c. ●●●●●: High Approval
 - d. Above ●●●●● total dots (across multiple courts): Top Approval
 - e. Court Goodwill in Dusk or Dawn Courts: High Approval
 - f. A player character must have the support of player characters from the court to which they are gaining goodwill. The total number of required supporters equals the levels they are applying for multiplied by 2. Levels approved prior to May 18, 2015 are Grandfathered.
 - i. Example: Bob wants Summer Goodwill. He garners two Summer supporters, and can get Goodwill x1. To gain Goodwill x3, he must have four more Summer supporters, separate from the first two that supported him, for a total of six supporters.
 - g. New PCs may enter play with no more than 3 total point of Court Goodwill. This can be all in one court or spread out amongst several. Support for each level sought must still be attained as listed and justified in the character's background.
 - h. Having Goodwill on a non-Changeling PC is Top approval for any level. The support requirements are unchanged.
 - i. For a non-Changeling PC to have Goodwill, that PC must be attached to a Changeling VSS with the required approval.
 - ii. Having Goodwill does not allow non-Changeling PCs the ability to learn Court Contracts
 - iii. Fae-touched follow normal Court Goodwill approval levels.
5. **Contacts:**
 - a. **Hobgoblins:** Low for Lost, Mid for Fae-touched, Reserved for NST otherwise (Low Approval for NPCs in the Lost Venue)
 - b. **True Fae, Loyalist or Privateer:** High Approval (Low Approval for NPCs).
6. **Devotee [Equinox Road]:** Low Approval
7. **Dream Bastion [Swords at Dawn]**
 - a. 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]**
 - a. Dual Kith is a 10 XP five dot Merit with no Wyrd prerequisite. This supersedes the Dual Kith Merit in *Rites of Spring*.
 - b. Approval:
 - i. Dual Kiths with two in-Seeming kiths: High Approval
 - ii. Dual Kith with one in-Seeming and one out-of-Seeming Kith: Top Approval

- iii. Dual Kith with two out-of-Seeming Kiths: Not Sanctioned
 - iv. More than two Kiths: not available except to Pilgrims of the Endless Road.
- 9. **Fae Mount [Rites of Spring]:** Low Approval, but powers not listed in the write-up are Not Sanctioned.
- 10. **Faerie Favor [Rites of Spring]:** High Approval
- 11. **Fighting Style: Brute Force [Autumn Nightmares]:** Not Sanctioned
- 12. **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.
- 13. **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.
- 14. **Freehold Status:**
 - a. Optional: For the purposes of the Lost Chronicle, Freehold Status is optional. You may choose whether or not your VSS uses this status. It must be written into the VSS and will only be acknowledged within the Freehold.
- 15. **Glamour Thief [Swords at Dawn]:**
 - a. Mid Approval for Lost PCs, Low Approval for NPCs
 - b. 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
- 16. **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.
- 17. **Goblin Vow [Rites of Spring]:** Reserved for the Office of NST
- 18. **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.

19. 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.

20. 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.

21. Hollow

- a. Hollow is a shared merit per Housing merits in Universal. It comprises of several aspects, rated 1 to 5 dots, which include: Size, Wards, Amenities, Doors, Archive, Workshop, Mobile, and Armory.
- b. Hollow Doors may not cross VSS boundaries. Additionally, Hollow Doors may not open into locations that require approval to interact with or another character's Hollow.
- c. Long-distance doors within VSS boundaries: Low Approval, using the mechanics presented in Rites of Spring.
- d. Hollow Doors may open onto a Trod with VST discretion.
- e. Hollow Amenities do not include items that would normally cost experience points to acquire (tokens, etc.), though such items may be purchased separately to be present in the Hollow.
- f. Hollow Doors may form Keys at Low Approval, as per the sidebar on pg. 138 of **Rites of Spring**. Players should work with their local VST to determine if their Hollow Doors have Keys and what steps are taken to open them. Additionally, a VST may assign a Key to a Hollow Door at mid notification without player knowledge. This reflects the fact that Keys can, and do, spontaneously form from time to time.
- g. Workshop [Rites of Spring]: Dots in Workshop do not stack. Each dot must be applied to one type of crafting specialty. The +3 bonus for this dot applies to base Equipment, stacking with mundane equipment up to +5 total. If the character already has Equipment rated +5, then the +3 is added as a modifier.
- h. Mobile Hollow [Swords at Dawn]:
 - i. This Hollow aspect has been altered for simpler use within the MES chronicle. Replace text found in the book with: "This aspect allows a Hollow to move with a defined form of movement (flying, sailing through the air, giant chicken legs, etc.). Each dot spent towards this aspect increases the Hollow's speed by a factor of 10 (so Speed 10 at one dot, Speed 20 at two dots, etc.)."
 - ii. Once a Mobile Hollow leaves a VSS, any Hollow Doors must be redefined for use by the characters.

22. Mantle:

- a. Free Dot: The first dot of Mantle is free.
- b. ● to ●●●: Low Approval
- c. ●●●●: Mid Approval
- d. ●●●●●: High Approval
- e. This Merit cannot be purchased by characters that do not possess the Changeling template.
- f. 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.

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

24. **Market Familiarity [Goblin Markets]:**

- a. ●: Low Approval
- b. ●●●: High Approval

25. **Market Stall [Goblin Markets]:**

- a. This merit's approval rating is directly related to the scope of the market in which the character owns a stall. Example: A regional market would be high approval, while a local freehold market would be low. Market Stall can be purchased multiple times, representing multiple markets.
- b. A Player Character with this merit may not accept XP as payment for items they sell or trade.

26. **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. High Approval.

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

- a. For those with Winter Mantle: Low Approval
- b. For those with Goodwill: Winter Court: High Approval
- c. All others: Not Sanctioned
- d. 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.

28. **No Seeming [Equinox Road]:** Top Approval for Lost PCs (Low Approval for NPCs).

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

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

30. **Slave [Goblin Markets]:**

- a. Slaves receive 10 XP per dot in the slave merit after the first dot.
- b. Hedge beasts purchased through this merit are minor monsters per the rules for creating hedge beasts or the rules for creating hobgoblins.
- c. Slaves with a lesser template Native to the Venue: Mid Approval
- d. Slaves with a greater template Native to the Venue: High Approval
- e. Slaves with a Top Approval Template (changing breeds, Second Sight, etc.): Top Approval
- f. Slaves with Templates from a non-Lost Venue: Reserved for NST
- g. At ST discretion owning a slave may count as a Clarity sin.

31. **Sublime [Equinox Road]:** Reserved for NST for PCs (High Approval for NPCs). All characters with this merit must meet the prerequisites, this is Not Grandfathered.

32. **Token:**

- a. Token is a simple cost merit and can be purchased multiple times to represent additional tokens.
- b. Tokens/Hedgespun printed in canon material:
 - i. ● to ●●●: Low Notification
 - ii. ●●●●: Mid Approval
 - iii. ●●●●●: High Approval
 - iv. Promise Tokens: Some of these will be made available through a National level plotkit only; specifics will be detailed within the plot itself but are otherwise considered to be not sanctioned

- v. Legendary Tokens [Swords at Dawn]:
 - a. Top Approval
 - b. Concrete knowledge of these items and their fates: Top Approval
 - c. Dawn Court members may have knowledge of the Kingmaker with Mid Approval.
 - d. All Legendary Tokens are 5 dot items. This is not Grandfathered.
- vi. Baubles [Swords at Dawn]: High Approval
- vii. Gewgaws [Goblin Markets]: Low Approval. Cost 0 XP and have no mechanical effect.
- viii. 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.
- c. Custom tokens: Please see the [Token Creation Guide](#) for rules on how to create custom tokens. These tokens are still considered custom and follow the approval levels for custom tokens, even after they have been built using the rules from the guide.
 - i. The Token Creation Guide has been rewritten and updated. All previously approved custom Standard Tokens need to be rebuilt and resubmitted into the Approvals Database by June 15, 2015 and are inactive until re-approved.
 - ii. Standard Tokens without Token Maker (created via the Token Creation Guide: Section 2):
 - a. ● to ●●: Mid Approval (includes Trifles).
 - b. ●●●: High Approval
 - c. ●●●●+: Top Approval
 - d. Tokens that do not conform to the Token Creation Guide: Not Sanctioned
 - iii. Tokens created by a character with the Token Maker Merit have slightly lower approval levels:
 - a. ● to ●●●: Mid Approval (includes Trifles).
 - b. ●●●●: High Approval
 - c. ●●●●●: Top Approval
 - d. Tokens that do not conform to the Token Creation Guide: not sanctioned.
- iv. Cursed Tokens [Dancers in the Dusk]: High Approval
- v. Hedgespun:
 - a. All Custom Hedgespun items must be made per Section 1 of the [Custom Token Creation Guide](#) and conform to those rules. These rules have been updated, and all Hedgespun items must be rebuilt and resubmitted in the Approvals Database by June 15, 2015 and are inactive until re-approved.
 - b. ● to ●●●●●: Low Notification
 - 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.
- vi. Token Limb [Dancers in the Dusk]: Only available through National plotkit, noted above
 - a. Token Limbs may only be received from Pickwick Sawbones.
 - b. Receiving a Token Limb or prosthetic limb from the Pickwick Sawbones is a Clarity 4 breaking point (extreme unexpected life change).
- vii. Oddments and Goblin Fruit: See the [Token Creation Guide](#) for details. Custom Goblin Fruit and Oddments are created by the ST, not players, and must conform with the aforementioned guides.

- a. Kithfruit: High Approval
 - viii. Trophies [Dancers in the Dusk]: Not Sanctioned..
 - ix. Promise Tokens: Not Sanctioned.
 - x. Baubles: Top Approval
 - xi. Gewgaws [Goblin Markets]: Low Approval. Cost 0XP and have no mechanical effect.
- d. **Entitlement tokens [Rites of Spring]:**
- i. May only be purchased 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.
- e. **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.
- f. **Clayface trifle [Rites of Spring]:** A character may only benefit from a Clayface trifle once a week.
- g. **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.
- h. **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.
- i. ● **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.
- j. ● **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."
- k. ● **Jack's Lantern [Grim Fears]:** This is a Legendary Token.
- l. ●● **Chaosium [Dancers in the Dusk]:** Low Approval for members of the Dusk court, Mid Approval otherwise.
- m. ●● **Periwig of Orators [Rites of Spring]:** Usable only once per day, regardless of the user.
- n. ●●● **Book of Revelations [Grim Fears]:** This is a Legendary Token.
- o. ●●● **Crowsbill [Dancers in the Dusk]:** Low Approval for members of the Dusk court, Mid Approval otherwise.
- p. ●●● **Drowsing Coil [Swords at Dawn]:** Strike the passage that states "a live-feed camera will do"; this only works with direct line of sight.
- q. ●●● **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).
- r. ●●●● **Grand Cross of Saint George, The [Winter Masques]:** This is considered to be a 4 dot token.
- s. ●●●●● **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.
- t. ●●●●● **Keeper's Quirt, The [Rites of Spring]:**
- i. High Approval
 - ii. Upon a successful attack and activation, the target's Defense is halved rounded

down and they receive a -3 to their Speed and Initiative.

33. **Token Maker [Rites of Spring]:** High Approval
34. **Tokenmaster [Equinox Road]:** Not Sanctioned
35. **Trained Observer [Dogs of War]:** This merit does not reduce the penalty applied to Perception by low Clarity.
36. **Wholesale wares [Goblin Markets]:** Not Sanctioned
37. **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.
38. **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. Mid Approval
 - c. ●●●: Prerequisite: Wyrd 8. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 8. Mid Approval
 - d. ●●●●: Prerequisite: Wyrd 9. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 9. Mid Approval
 - e. ●●●●●: Prerequisite: Wyrd 10. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 10. Mid Approval
39. **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]: High Approval
- 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 at Mid Approval. 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 and a new approval must be submitted to gain a new Dual Kith.
 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 a Rote Action (see MET p 183)".
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 unnihexium), 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 Winter
 - a. ● Jack's Breath: Uses the rules for Temperature Extremes in the Mind's Eye Theatre book if taken to temperature extremes.
 9. 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.
 10. 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.
 11. Contracts of Fleeting Spring
 - a. ●● Growth of the Ivy: **The draw for this clause is Manipulation + Persuasion + Mantle (Spring) vs. Resolve + Wyrd.**
 12. 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.

13. 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: When used against an unwilling target (as determined by the contested roll), this power lasts only one turn per success.

14. Contracts of Lucidity [Dancers in the Dusk]:

- a. Sidebar: The Dangerous Secret: High 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).

15. Contracts of the Moon [Rites of Spring]:

- a. ●: Mid Approval
- b. ●● to ●●●●: Top Approval
- c. 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.

16. 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.

17. Contracts of Omen [Rites of Spring]

- a. ●●●● 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.

18. Contracts of Potential [Swords at Dawn]:

- a. ●●●● Shift the Foundation: Dice pool should be "Manipulation + Expression + Dawn Court Mantle vs. Composure + Subterfuge".

19. Contracts of Reflection [Equinox Roads]: Mid Approval

- a. Can only be learned through a PC teacher. Previous PCs running through the kit are released from their pledges as the Contract solidifies, and are refunded their spent WP dot.
- b. This contract is Affinity Cost for all Changeling characters, even if required to be learned from a PC. Characters that purchased it as non-affinity cost are refunded the difference.
- c. ●● Glimpse of a Distant Mirror: This clause does not work across VSS boundaries.

20. 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).

21. 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.

22. 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.

23. 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.

24. Contracts of Spellbound Autumn [Lords of Summer]

- a. ● Warlock's Gaze: This clause lasts for a scene.

25. 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.

26. 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.

27. Goblin Contracts of the Wyrd [Dancers in the Dusk]

- a. ●●●●● Fatal Clause, The: Mid Approval

VIII. WYRD

A. High Wyrd:

1. Wyrd 6+: See Universal Addendum. Previous purchases of Wyrd 6+ are not grandfathered and require the new approvals.
2. 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 +/- 10 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: Top 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. Created by a PC Smith-kith by spending a Willpower dot: Mid Approval
 - 2. All other sources: High Approval
 - 3. 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]
 - 1. Jupiter Dreams: Experience from Jupiter dreams is treated as downtime experience. Jupiter dreams can also be used as counseling.
 - 2. Lilith Dreams: Mid Approval
 - 3. Mars Dreams: Not Sanctioned
 - 4. Mercury Dreams: Not Sanctioned
 - 5. Pluto Dreams: Top Approval
- E. Oneiroscopy [Dancers in the Dusk]
 - 1. Approvals:
 - a. Autumn Court: High Approval
 - b. All others: Top Approval
- F. Skein, The [Dancers in the Dusk]
 - 1. 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]: High Approval to possess
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]

1. 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]: NPC boggarts are only available through a National level plotkit although signs of their past presence, such as abandoned boggart holes, are Low approval.
2. Imps of Anaximander, The [Dancers in the Dusk]: NPCs and/or the maps they have created are available only through a National level plotkit.
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]: Available only through a National level plotkit
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 +10 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 supernaturals, 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. Hollow 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 Pact: Top Approval upon completion of National Plotkit](#)
 - a. Death Pact can be used to bring a Changeling back to life.
 - b. Characters brought back by this mechanic must immediately proxy to the Office of the National Storyteller.
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 Wyrld, 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 or less: Low Notification
 - ii. 5 to 8: Mid Approval
 - iii. 9 to 12: High Approval
 - iv. 13 or more: Top Approval
 - b. Duration:
 - i. A Year and a Day: High Approval
 - ii. Decade, Lifelong, Generational or Eternity: Top Approval
 - iii. Custom Pledges with duration of a Moon or a Season that require Low Approval per the above 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 supernatural beings (Vampires, Werewolves, Mages, etc) are available at an approval level dependent on the Boon and Duration:
 - a. Boon total:
 - i. 2 or less: Mid Approval
 - ii. 3 to 6: High Approval
 - iii. 7 or more: Top Approval
 - b. Duration:
 - i. Less Than a Month: Mid Approval
 - ii. Over a Month to a Year: High Approval
 - iii. Over a Year: Top Approval
 - c. Joining an existing Pledge with a non-venue supernatural being: High Approval