

CHANGELING™

THE LOST
SECOND EDITION



HEARTS ON TRIAL

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PART ONE: LOST AND FOUND

In **Changeling: The Lost**, you take on the role of an ordinary person who has seen the extraordinary. Lured or abducted by the alien Gentry, you have passed the gates and Hedges between our world and the vast fantastic.

In Arcadia, the Gentry changed you. They forged your flesh and sewed your bones, and they gave you a role to play. You were a lover or a servant or a monster. But it was never your story.

On the way back, you had to cross the Hedge, a surreal land that separates our everyday world from Arcadia. Finally arriving back in the realm of humanity, you resolve to reclaim your life — or build a new one. You're Lost, and it's time to find yourself. That's where our story begins.

Your eyes are open now. You can see that magic is not the sole province of Faerie. The world is alive with wonders most people never see...and rife with horrors that count on that unwariness. It's all part of your life now. You take the good with the bad, the magic with the monstrosity, the beauty with the madness.

It's not always an easy story, not always a happy story. But now it's your story.

THEMES

Changeling: The Lost is set in the Chronicles of Darkness, which portray a world like ours, but alive with supernatural wonder and terror. For millennia, the enigmatic Gentry have abducted humans from this world and taken them to Arcadia, a fairyland where the Gentry's will shapes reality.

In **Changeling**, you'll play someone who's had their whole life taken away, and who won't rest until they have it back — or make a better one. You'll face fears and uncover secrets, slay dragons, and bargain with goblins. You'll walk the roads between dreams and penetrate the maze that lies

behind every mirror. You'll see the truth behind all things, and you will make it your own.

Like the fairy tales that inspire it, **Changeling: The Lost** can tell almost any sort of story, but it revolves around six contrasting themes.

Beauty + Agony

You have seen flowers with colors that simply don't exist in the everyday world, and you have felt their barbs rake across your skin. You have been to the very home of wonder, and you have found its rotten core.

Clarity + Madness

You see the truth behind the everyday. The fantastic creatures that walk our streets. The gates into otherworlds of silver and thorn. Yet you're in a vertigo, a sense that the world has been torn out from beneath you, and can never be restored.

Lost + Found

Your memories brought you home. The smell of popcorn at the theater, the sound of your son's laughter. But you're forever apart from them, cast across the gulf of years or replaced by something that's even better at being you.

CONTENT WARNING

Changeling: The Lost deals with heavy subject matter, which may hit close to home for players. Not everything in the game is a metaphor, and very little is direct allegory, but the stories of the Lost are deliberately survivor stories. They're about reclaiming your life, about owning yourself and your perceptions, about moving beyond pain without simply blocking it out. We hope the game can help players express complicated feelings in a comparatively safe environment.



LEXICON

changeling: A human who has been gradually changed by her *durance* in Arcadia, becoming partly fae herself.

court: A social organization dedicated to mutual aid and self-defense, bound together by pledges of loyalty.

durance: The ordeal shared by all changelings, during which they were held captive by the *True Fae*.

freehold: A local society of changelings, offering support to their fellows.

Glamour: The raw supernatural energy that feeds the fae. It is tied to the strong emotions of the human heart.

Hedge, the: The thorny otherworld that lies between the mortal realm and Faerie.

hobgoblins: The fae creatures who inhabit the Hedge.

Huntsmen: Hunters who chase down escaped changelings, twisted by the *True Fae*.

Icon: A piece of a changeling's soul left behind in the Hedge when she escaped from her *durance*.

Keeper: The Fae who kept a changeling in Arcadia, whose influence is usually felt in that changeling's seeming.

Mask: The illusion that conceals the presence of the fae from mortal eyes.

mien: A changeling or other fae's true form, concealed by the Mask.

motley: A small group of changelings, usually bound in a pledge of friendship.

privateer: A changeling who acts as a slaver or bounty hunter for the *True Fae* or Huntsmen in exchange for continued freedom.

True Fae: The immortal inhabitants of Faerie; the creatures that abduct humans and transform them into changelings. Also *Gentry*.

Wyrd: The power of Faerie, the cosmic principle of reciprocity.

WONDERS AND TERRORS

You ran away from Arcadia to find a human life again, but it's hard to keep a secret that big. It puts distance between you and the people who knew you before. The burden's a little easier with other changelings; they see you more clearly. They know what it's like to be changed, to have been lost.

WYRD

Turn around seven times widdershins at twilight, and a new path opens. Promise you'll always be by your sister's side and you will, even if it means following her to the ends of the Earth and beyond.

The Wyrd is the ineffable force that governs all fae magic. From its coffers flows Glamour, a currency paid in feelings and passions that buy fae miracles. The Wyrd has no guiding impulse, but it gives and takes in equal measure, always. It's the force that says when you gain something you must pay something in return. This is why all fae creatures — including you — make deals and promises. If *you* don't define the price when someone gains something, the Wyrd will do it for you, and nobody wants that.

Glamour is the stuff of pure emotion and daydream. You know it as the tantalizing scent you pick up when your neighbor's little girl cries alone on the porch, and when your lover's breath catches as he speaks your name; the rush of feeling alive as you take in these cherished moments and breathe them back out as power. They give, and you take; then you pay, and you receive.

SEEMINGS

Your *durance* was unique, but you see common themes when you trade stories with your friends. Your seeming forms from what happened to you in Arcadia, how you escaped it, and/or how you approach the world now. It defines the abilities and outlooks you brought back with you from Faerie, which you now use to fight back against its forces. While your seeming may influence behavior, any seeming could draw anyone.

Your seeming bestows both a *blessing* and a *curse*.

BEAST

The Beast is as clever as he is wary, as fleet of foot as he is keen of eye. If he's crude, it's only because social graces are far less important than needs. And if he's aggressive, it's only because he'd rather be the hunter than the hunted. Others may consider them heartless, but Beasts look out for themselves because to do otherwise is to give up control of their fates.

You do what you want, whenever you want, and you won't apologize for stepping on someone's delicate toes while you do it. You don't take orders and you'll never beg for anything again. But you're no lone wolf — you put your survivalist skills to good use for your comrades, keeping watch while they sleep and tracking enemies through urban jungles. When your motley is mired in complex intrigues and moral conundrums, you remind them to take life one day at a time and savor the little things. Your friends know that when cages need breaking and knights need devouring, you're the one to count on.

DARKLING

The Darkling loves the silence and prefers to be outside looking in — or at least, accepts it as her inevitable place. If she speaks in riddles, it's only because each word holds power of its own, so she chooses them with care. And if she watches too closely, it's only because what she learns might save everyone someday. Others may view them with suspicion, but Darklings keep their own counsel because to



do otherwise is to expose their darkest selves to the light.

You'll never be truly rid of the fear you learned in Faerie, but you can wield it like a stiletto, sharp and icy cold. You can trade forms and faces to be anyone. You can laugh away your troubles with a bit of sleight of hand. You're the one who knows it all, who goes anywhere you please, and it frees you in a way the other Lost can't understand. You spy and thieve on your own terms, and demand whatever you want in return — because they know you could just take it if they refuse. You may be often overlooked, but your friends know that for all you seem shy or hesitant, you're the one who's always heard the right whisper or read the right book.

ELEMENTAL

The Elemental is a force of nature, but more than that, he *commands* nature. The Gentry transformed him into something completely alien: a bonfire or a storm, an inanimate object, a living plant, or a clockwork automaton. If he overwhelms, it's only because he can't remember how to tone it down. And if he's self-aggrandizing, it's only because he sees himself reflected in all the world's most magnificent miracles. Other Lost may call them incorrigible, but the Elementals listen to their gut intuition because to do otherwise is to deny who they are.

The only purpose that matters is the one you give yourself, and the only limitations you tolerate are those you decide are worth accepting. Everywhere you go, mindless fragments

of your gestalt await your bidding, and you are only too glad to oblige. You take every opportunity to unleash everything you have, because that's when you feel the most like you. Your friends know that when danger calls for unrelenting persistence and maybe a lightning strike that shorts out a city block, you're the one to call.

FAIREST

The Fairest is adored, whether she wants to be or not. None can stand against her judgments, whether she passes them down from an executive's chair or spits them across a barricade at those who would take away her people's freedoms. If she's imperious, it's only because she refuses to be put in her place. And if she pries, it's only because she's had enough of small talk to last a lifetime. Others may envy them, but the Fairest bear the burden of leadership because to do otherwise is to cheapen themselves.

You glorify yourself, because no one will do it for you. You show people the real you at every opportunity, and you bring out their real selves, too. You already have their love, but you crave their respect, and you know the best way to get it is to share a true connection that trivialities can't break. You're the guiding light in a sea of uncertainty, the grandeur of Arcadia come to Earth in the flesh. Your friends know that when they tire from their labors or lose hope from their traumas, you'll be there with words to inspire and a plan to win.



OCRE

The Ogre knows what a fine line separates a hero from a bully, and how hard it is to walk it. But walk it he does, with the resolve to overcome any temptation. Ugly and imposing even behind the Mask, he walks among mortals like a grizzly in human clothes. If he speaks too bluntly, it's only because he has no patience for tiptoeing around the truth. And if he shuts people out, it's only because he doesn't want to be hurt again. Others may dismiss them as brutish and slow, but the Ogres keep it simple because to do otherwise is to drown in remorse.

You can't erase what you did in Arcadia, but you can make up for it. You look out for your fellow Lost and butcher anything that comes for them, whether it's hounds and Huntsmen or confusion and temptation. You erect walls around your heart, but the precious few who get to know the real you never regret it. Your friends know that you're more than a scarred face and a heart of gold: You're also the one they can count on to do the right thing, even when it happens to be the hardest thing.

WIZENED

The Wizenied is happiest when she's busy. She keeps her wits about her in a crisis and pulls miraculous solutions out of the most vexing problems. If she chatters or com-

plains, it's only because she's glad of the company while she works. And if she gives a little too much advice, it's only because she's been there and done that, she *made* the t-shirt, and she doesn't like to see the same mistake made twice. Others may call them overachievers, but the Hatters build and plan because to do otherwise is to feel helpless.

You're Wizenied because you have a way about you that reminds the others of a withered old seamstress: nose to the grindstone, with a jaded air and a half-empty glass. But for all your talk, you still mix ethereal colors into your palette and build wonders that dazzle even your fellow Lost. Your canny — and uncanny — mind works overtime to keep the freehold running smoothly and your motley's pockets full. Your friends admire your creations and put them to good use, but they know you're not just making gadgets. You're building a better world.

KITHS

Sometimes, a True Fae needs its servant to be something unique, with a particular purpose. Sometimes, a changeling looks into a golden box she shouldn't have, or eats a fruit from a strange tree after three days of fleeing her master's hounds. Sometimes the soul, for whatever strange and occult reason, just fits into a particular shape. This transformation, a refinement of seeming, is called a



kith. Any kith can be paired with any seeming. Many and varied kiths exist; the following is just a small sampling.

Bright One: passionate changelings with shining souls who can't help but attract attention.

Chimera: animalistic changelings stitched together from pieces of a multitude of Arcadian beasts.

Helldiver: curious changelings who explore otherworldly realms and fade into an incorporeal form.

Hunterheart: wild changelings with bestial temperaments who hunt and kill with unsettling abandon.

Leechfinger: mysterious, vampiric changelings who sap the life out of others with a touch.

Notary: meticulous changelings with flawless memories who preside over pledges as living pacts.

Playmate: loyal changelings with healing powers who give of themselves to be steadfast companions to others.

Kiths bestow blessings just as seemings do, but no curses.

COURTS

Your past hasn't forgotten you, and you're still on the run. A hunt can only ever be delayed. But in between being hunted, you still have the rest of your life.

Courts help you get your feet back under you and keep the monsters from your door. Joining a court is embracing what you are — building it a home in your heart, and letting it drive you instead of consume you. Every freehold

manages its time and responsibilities a little differently, building on the metaphors that speak to that community. Seasonal courts, which divide the year into quarters and trade authority with the passing of one into another, are the most common.

Spring Court: the court of desire, springtime, and denial. Spring Courtiers revel in life to defy the past's hold on them and to remind their fellows what living really is.

Summer Court: the court of wrath, summertime, and war. Summer Courtiers fight battles so their fellows don't have to, protect their own, and take out their rage on the Fae.

Autumn Court: the court of fear, autumn, and compromise. Autumn Courtiers sow dread and keep secrets, seeking forbidden magics to keep their fellows safe.

Winter Court: the court of sorrow, wintertime, and hiding. Winter Courtiers wield the pain of loss to strengthen their fellows, and lay in wait until the time is right to strike.

Courtiers have *Mantles*, powers that align with the court's themes and grow as they increase their status.

FREEHOLDS

All the local courts in one area or city make up a freehold. While freehold structures vary wildly, each serves to provide members with resources, education, and protection, as well as stability and belonging. Many freeholds are fraught with power struggles and politics, but for most changelings, they are better than doing without.





PART TWO:

How To Play

In **Changeling: The Lost**, a group of usually two to five players portray one changeling character each, while another player is the Storyteller. The Storyteller portrays all the other characters in the world of the story and presents situations that challenge the other players' characters.

This chapter contains all the basic rules you need to play **Hearts on Trial**. More information, including additional systems and examples of play, can be found in the **Changeling: The Lost Second Edition** core book.

ROLLING DICE

When your character wants to accomplish something and the outcome is in doubt, roll a number of 10-sided dice. The result of that roll determines whether your character succeeds or fails. Failure doesn't mean "nothing happens," just that your character doesn't get what he wants and complications are headed his way.

You might also score an *exceptional success* or suffer a *dramatic failure* (below).

You don't need to roll dice for everything. If your character isn't in a stressful situation, you don't need to roll; as long as it's something your character could reasonably do, he just does it.

DICE POOL

The total number of dice you roll on any given action is called your *dice pool*. Usually, your pool equals the rating of one of the character's Attributes plus one of their Skills; the Storyteller determines which traits you use based on what the action is and how you're approaching it. If you have a Specialty for the Skill that's relevant to the action, indicated in parentheses after the Skill, add one additional die to the pool.

Sometimes you'll roll a different pool, such as to invoke a Contract, but those are called out in the text. Circumstantial factors, appropriate equipment (or lack thereof), or opposition from another character can add or subtract dice from the total.

Any die showing 8, 9, or 10 counts as a *success*. Any die that shows a 10 is counted as a success, then rerolled. Continue counting successes and rerolling as long as you keep rolling 10s.

If penalties reduce your dice pool to zero or fewer dice, roll one die anyway. This is a *chance die*. Only 10 counts as a success, and 10s are not rerolled. A chance die showing a 1 is a *dramatic failure*.

Roll Result Basics

- **Success:** 1-4 successes. Your character's action succeeds.
- **Exceptional Success:** 5+ successes. Your character's action succeeds, *and* your character gains a beneficial Condition (p. 60). Specific actions might have additional effects.
- **Failure:** 0 successes. Your character's action fails.
- **Dramatic Failure:** Chance die shows a 1. Your character's action fails, and something goes significantly awry. Specific actions might have specific effects. Otherwise, the Storyteller decides on appropriate consequences.
- **Voluntary Dramatic Failure:** Regain a point of Willpower and convert a failure into a dramatic failure, up to once per scene.



BEATS AND WILLPOWER

Normally, voluntary dramatic failures and some other rules that grant Willpower would grant Beats instead, which are a resource players use to advance their characters' traits and powers. Since this adventure is meant to be played in just one or two game sessions, it allows you to regain Willpower instead, which you can use to help your character succeed. See p. 13 for more details.

PERMUTATIONS

- **9-again and 8-again:** When something grants you 9-again, reroll dice that show 9 or 10, as opposed to just 10. If you gain 9-again on a roll that already had that quality, it becomes 8-again instead. When you have 8-again, reroll dice that show 8, 9, or 10 — any successful die.
- **Teamwork:** Choose one character to be the *primary actor*; all others involved in the action are *secondary actors*. Secondary actors make the action's roll first,

totaling up all their successes. Then, the primary actor makes the roll and adds bonus dice equal to the total number of successes all secondary actors rolled. Each secondary actor who gets a dramatic failure instead imposes a cumulative four-die penalty on the primary actor's pool.

ACTIONS

Each action has two criteria: how long it takes to attempt, and whether another character opposes it. All actions fall into one category in both arenas: An action might be instant and simple (abbreviated to "instant"), instant and contested (abbreviated to "contested"), or reflexive and resisted, for example.

Actions by Time

- **Instant:** The action resolves in a single roll. Unless otherwise noted, an instant action only takes a few seconds and takes up your *turn* in an *action scene*.
- **Reflexive:** The action takes no appreciable time or effort, and resolves in a single roll, or may not require a roll at all. In an action scene, you can take reflexive actions on other characters' turns, and reflexive actions don't take up your turn. *Contesting* someone else's action is always reflexive.

TIME

Changeling uses several units of dramatic time. The following are relevant to this scenario.

- **Turn** – lasts about three seconds. A character can perform a single instant action and move their Speed in a turn. Turns normally only matter in action scenes, like fights and chases.
- **Scene** – the time spent dealing with a single, specific event. The Storyteller frames the scene, describing what's going on, and it's up to the players to resolve the event or conflict.
- **Chapter** – the collection of scenes that happen during one game session.

Actions by Opposition

- **Simple:** No opposition. Calculate dice pool and roll results as normal.
- **Contested:** Calculate dice pool as normal and roll. The target rolls a dice pool specified by how they contest the action. If your total successes exceed the target's, your action succeeds; if their total exceeds yours, your action fails. On a tie, reroll the same pools until someone comes out on top.
- **Resisted:** Calculate dice pool, then apply a penalty equal to one of the target's Resistance Attributes (Stamina, Resolve, or Composure) or Defense. Roll, and calculate roll results as normal.

WILLPOWER

A changeling's Willpower represents her determination and ability to go above and beyond what should be possible to achieve her goals.

Spending Willpower

- Spend 1 Willpower to gain a three-die bonus on a single dice pool.
- Spend 1 Willpower to gain +2 to *resistance* (see above) against a single action.
- Other abilities may require Willpower expenditure, as noted under their cost.
- Characters may only spend 1 Willpower per action.

CONDITIONS

Conditions represent ways in which the story has affected a character, and what he can do to move past those events. Events in the game apply them and they remain until certain *resolution* criteria are met. Various systems and supernatural powers bring Conditions into play, and the Storyteller can do so based on story circumstances.

A list of sample Conditions starts on p. 60. When a character resolves a Condition, the player regains a Willpower. A player can only regain 1 Willpower per scene by resolving Conditions.

Some Conditions are marked as Persistent. These Conditions last for a long time and can only be resolved permanently with a specific and impressive effort. Once per chapter, a player can regain a Willpower when a Persistent Condition impacts his character's life in a way specified in the Condition's text.

ACTION SCENES

Sometimes it's useful to zoom in close on the action and track things moment by moment, with a clear understanding of who does what in what order. These are *action scenes*, and they proceed by *turns* in order of *Initiative*.

- On your turn, move up to your Speed and take one instant action, or move twice your Speed.
- Characters involved in an action scene take turns one at a time in order of Initiative, from highest to lowest.
- Once all characters have acted, the order of action returns to the character with the highest Initiative. Initiative can change from turn to turn, if for instance a supernatural power makes a character faster or slower.
- **Calculating Initiative:** When you come into the action scene, roll one die and add the result to your Initiative modifier. This is the only roll in the game on which you treat the result of the die as a number rather than a success or not. Wielding a weapon inflicts a penalty to Initiative based on the type of weapon.

TILTS

Tilts apply temporary circumstances to characters or the environment during action scenes. Outside action scenes, use Conditions instead. Tilts do not grant Willpower when they end, but the effects of a Tilt can easily cause a Condition.

Tilts come in two forms: Personal and Environmental. Personal Tilts only apply to one character and include ways they can overcome the effect. Environmental Tilts affect



the whole scene and offer ways for individual characters to mitigate their effects. For a list of sample Tilts, see [p. 61](#).

VIOLENCE

Fighting is a type of action scene.

ATTACK

All attack actions are instant actions. Unarmed, melee, and thrown attacks are resisted, while other ranged attacks and touching an opponent are simple actions.

- **Unarmed Attack:** Strength + Brawl – Defense; bashing damage
- **Melee Attack:** Strength + Weaponry – Defense; lethal damage
- **Ranged Attack:** Dexterity + Firearms; lethal damage
- **Thrown Attack:** Dexterity + Athletics – Defense; lethal damage
- **Touching an Opponent:** Dexterity + Brawl or Dexterity + Weaponry; inflicts no damage.
- **Damage:** A successful attack inflicts damage equal to the number of successes rolled + weapon modifier ([p. 15](#)), if any.

DODGE

Dodging is a reflexive action, but your character can only do it if she hasn't taken an action yet this turn, and it takes up her action for the turn.

- **Contested Attacks:** Attacks made against your character become contested instead of resisted until your next turn. Contest attacks with double your Defense as your dice pool, and unlike a normal contested action, your successes cancel out the attacker's successes on a one-for-one basis. Don't reroll ties; if you cancel out all the successes, the attack simply fails.
- **Dramatic Failure:** Defense suffers a –1 penalty until your next turn.

GRAPPLING

To start grappling, you have to grab your opponent.

- **Grab:** Make an unarmed attack. Upon success, inflict no damage but start a grapple. On exceptional success, also choose a grapple move (below) to enact reflexively.
- **One Action:** All participants in the grapple act on the highest Initiative among them. The only action they can take is the grappling action.

- **Grappling:** Instant and contested; Strength + Brawl vs. Strength + Brawl. The character with the most successes chooses a grapple move to enact immediately, or two grapple moves on an exceptional success. On a tie, the characters continue to grapple but nothing else happens.

Grapple Moves

- **Break Free:** The grapple ends, and your character may take another instant action immediately.
- **Control Weapon:** Take hold of a weapon, either your character's or her opponent's. Lasts until your character's opponent chooses Control Weapon. Required for other grapple options.
- **Damage:** Treat the grapple action as an unarmed attack, inflicting damage equal to your rolled successes. If you have control of a weapon, this counts as a melee attack with the weapon's modifier.
- **Disarm:** Remove a weapon from the grapple entirely. Requires Control Weapon.
- **Drop Prone:** Throw all participants to the ground. Requires Break Free to stand back up.
- **Hold:** Immobilize an opponent. Both characters lose Defense.
- **Restrain:** Your opponent can't take combat-related actions, can't apply Defense, and can't move. Requires Hold. If your character uses equipment to restrain her opponent, she can leave the grapple.
- **Take Cover:** Any ranged attacks against your character automatically hit her opponent. Lasts until the beginning of your next turn.

WEAPON TRAITS

- **Damage (aka Weapon Modifier):** Added to successes rolled on attack to determine total damage inflicted.
- **Initiative:** The penalty to Initiative when wielding the weapon.

ARMOR

Each point of armor reduces the total damage taken by one point, starting with the most severe type of damage.

When applying armor to an attack inflicting lethal damage, you always suffer at least one point of bashing damage from the shock of the blow.

Some attacks have an **armor piercing** rating that subtracts from the target's armor.

INJURY AND HEALING

Characters can suffer three types of damage. Fists and feet, along with other kinds of low-impact trauma, deal *bashing* damage. Brass knuckles, knives, and speeding trucks deal *lethal* damage. Some horrifying powers deal *aggravated* damage.

SUFFERING DAMAGE

When a rule tells you to suffer an amount of damage, you mark off that many Health boxes, starting from the leftmost side and continuing to the right. A box marked with any kind of damage is called a *point*.

Damage Basics

- **Bashing:** Mark bashing damage with a (/) in the leftmost empty box of the Health track.
- **Lethal:** Mark lethal damage with an (X) in the leftmost box that doesn't contain lethal or aggravated damage. If you mark over bashing damage, move that bashing damage one box to the right, unless there are no empty boxes to the right.
- **Aggravated:** Mark aggravated damage with an (*) in the leftmost box that doesn't already contain aggravated damage. If you mark over bashing or lethal damage, move all of the damage one box to the right, unless there are no empty boxes to the right.
- **Upgrading Damage:** If your character suffers more damage but has no empty Health boxes in which to mark it, each point of further damage upgrades the leftmost point of bashing to lethal. If she suffers more damage but has no empty Health boxes or boxes marked with bashing damage, each point of further damage upgrades the leftmost point of lethal to aggravated.

Effects of Damage

- **Unconscious:** If your character's rightmost Health box is filled with bashing or lethal damage, roll Stamina every turn as a reflexive action. Failure means she falls unconscious until her rightmost Health box is empty.
- **Bleeding Out:** If your character's rightmost Health box is filled with lethal damage, she suffers one lethal damage per turn until she receives medical attention.
- **Death:** If your character's rightmost Health box is filled with aggravated damage, she dies.



HEALING

A character heals without medical attention, unless she's bleeding out.

Healing Basics

- **Rightmost Box:** Natural healing only affects the rightmost point of damage. Once the rightmost box is cleared, healing time for the next-rightmost box starts.
- **Bashing:** Clear bashing damage after 15 minutes of in-game time.
- **Lethal:** Clear lethal damage after two days of in-game time.
- **Aggravated:** Clear aggravated damage after a week of in-game time.

OBJECTS

Objects such as lead pipes, walls, and cars have three traits: Durability, Size, and Structure. These relate to how easy the object is to destroy.

- **Equipment:** Objects that count as equipment grant a one- to five-die bonus to relevant actions that use them.
- **Durability:** Subtract Durability from any damage inflicted on the object. Aggravated damage ignores Durability.
- **Size:** Objects smaller than Size 1 can fit entirely in a person's palm.
- **Structure:** An object's Structure equals its Durability + Size.

Damaging Objects

- **Damage:** Each point of damage removes a point of Structure, regardless of type.
- **Reduced Functionality:** Once it's taken more damage than its Durability, anyone using the object suffers a one-die penalty.
- **Destruction:** At Structure 0, the object is destroyed.

BUILDING EQUIPMENT

While changelings can gain access to equipment of all kinds through purchase, borrowing, blackmail, or theft, some prefer (or are forced) to make it themselves. Wized excel at this.

If it would offer a bonus to an action, or would make actions possible that were previously not, it can be considered "equipment," and your character can build it.

Equipment Types

- **Physical Objects:** most common type, including objects, weapons, armor, and creative works.
- **Organizations:** small groups of people assembled to address a particular need, like a cadre of bodyguards or research assistants. Organizations built as equipment disband at the end of the chapter.
- **Plans:** abstracted plans that orchestrate single complex encounters with specific goals involving multiple people, like heists or rescues. A plan grants its bonus to all participants, but ceases to exist when the endeavor succeeds or definitively fails.

Build Equipment Basics

- **Scope:** Build Equipment actions never take longer than the time between one scene and the next. If it can't reasonably be built in a few hours or less, the character needs to acquire it another way.
- **When to Roll:** If the character has plenty of time, isn't under any duress, and has dots in the relevant Skill equal to the equipment bonus a standard example would provide, don't roll. If the character is under pressure or in danger, roll. Likewise, if she's trying to build something beyond her casual expertise — i.e., something with an equipment bonus greater than her dots in the relevant Skill, something with higher traits than the standard example, or something the Storyteller determines is too complex — roll.
- **Built-In Penalty:** The roll always suffers a penalty equal to the intended equipment bonus. Each other intended benefit, like a new function, an increased trait, or access to a resource, counts as a one-die bonus for this purpose, as well as to determine whether to roll in the first place. Weapons impose a penalty equal to their weapon modifier; armor imposes a penalty equal to its rating.
- **Time:** ranges from a few minutes to a few hours, but the important factors are whether your character finishes before something else happens, and what else happens in the meantime.

During an action scene, a Build Equipment action takes a number of turns equal to the built-in penalty; the Storyteller may rule that something can't be built that quickly.

Build Equipment Action

Action: Instant

Dice Pool: Determined by equipment type. Wits + Crafts for physical objects, or Wits + Expression for creative works; Presence or Manipulation + Socialize or Streetwise for organizations; Wits + Composure for plans.

CLARITY AND TOUCHSTONES

Changelings usually have a trait called Clarity that represents their resistance against others making them doubt the truth of their own experiences. They also have Touchstones, which are people or places of importance to them that help ground them. This jumpstart doesn't use Clarity or Touchstones because they're more well-suited to a longer game. Instead, where a rule would normally interact with Clarity, it causes a character to lose or gain a Willpower point instead.

Roll Results

Success: Build the equipment.

Exceptional Success: As success, and add one equipment bonus die or other benefit; dice bonuses may not exceed +5.

Failure: Build the equipment, but it carries the Fragile (p. 60) or Volatile (p. 61) Condition.

Dramatic Failure: Fail outright and suffer a consequence at the Storyteller's discretion, such as taking damage from an explosive reaction, owing someone a favor, or leading a threat directly to your character's location.

JURY RIGGING

Jury rigging always takes place in action scene timing.

Action: Instant; takes one turn

Dice Pool: As above. The Storyteller may rule that some equipment is too complex to be Jury Rigged.

Roll Results

Success: Build the equipment, but it carries the Fragile (p. 60) or Volatile (p. 61) Condition.

Exceptional Success: Build the equipment.

Failure: As dramatic failure.

Dramatic Failure: As the usual Build Equipment action.

CHARACTER TRAITS

The following are traits, abilities, and weaknesses changelings possess. You can find them on your character sheet, starting on p. 40.

NEEDLE AND THREAD

Your character's *Needle* is the core of her personality, the true self she shows the world. Her *Thread* is the primary motivation that drives her and keeps her strong. Each can

help her regain all spent Willpower (p. 13) once per chapter, or one point of Willpower at any time.

- Regain 1 Willpower when she overcomes a small hurdle to affirm her Needle or pursues her Thread in a way that causes her to withdraw from others, lash out, or put herself at a disadvantage.
- Regain all spent Willpower when she commits terrible acts or incurs significant risks to affirm her Needle or pursue her Thread.

MERITS

A Merit is a specialized benefit that makes your character more unique or connects him to various elements of the setting. A court's Mantle is one example of a common Merit changelings have.

ASPIRATIONS

An *Aspiration* is something a character or player wants to accomplish, or something a player wants to have happen to her character. Whenever you fulfill an Aspiration, regain 1 Willpower point.

MASK AND MIEN

Your character's *mien* is his true appearance that marks him as a fae creature. Many factors influence it — primarily seeming and kith, but also Mantle and Contracts.

His *Mask* is the human appearance that hides his mien from mortal eyes. All things fae have a Mask that hides their true natures in the human world, but all fae beings can see through all Masks by default. In the Hedge, Masks don't work; everyone can see fae creatures and objects for what they are there.

WYRD AND GLAMOUR

Your character's *Wyrd* rating determines how powerful she is and how much fae magic she can tap into. It sometimes factors into dice pools, such as to activate Contracts or when she performs a *Clash of Wills*.

Clash of Wills: Whenever supernatural powers clash in a way that makes it unclear which one should prevail, each changeling participant rolls Wits, Dexterity, or Manipulation (whichever is most relevant) + Wyrd vs. the opponent's Clash of Wills pool; non-changelings may use different pools.

Glamour is a resource that comes from human emotions, which all fae beings use to perform tricks and use powers. Your character's *Glamour pool* is how many total points of Glamour she has available to spend on Contracts and other abilities; her Wyrd rating determines the maximum amount of Glamour she can hold at once and how many points she can spend in a single turn.

A changeling who falls to 0 Glamour suffers from physical deprivation as though starving, as well as suffering

the Deprived Condition (p. 60). No matter how much she eats or drinks, she cannot gain nourishment until she possesses at least one point of Glamour.

HARVESTING AND REAPING

To regain spent Glamour points, a changeling can harvest or reap it from humans (but not fae beings) experiencing strong emotions as long as she's close enough to experience their reaction firsthand.

To *harvest* Glamour, roll a relevant pool based on how your character interacts with the target, and each success generates one Glamour. The human loses a point of Willpower and can't be harvested from again in the same scene. Harvesting your character's court's favored emotion, such as wrath for Summer Courtiers, grants an extra point of Glamour.

To *reap* Glamour, touch the target to regain all spent Glamour; the human loses Willpower points equal to your character's Wyrd, and suffers severe lethargy. Reaping causes the changeling to lose a Willpower point as well.

FRAILTIES

All fae beings suffer weaknesses called *frailties*. The universal frailty for changelings, hobgoblins, and the True Fae (but not Huntsmen) is iron. Fae magic fails in the presence of iron; changelings can't use portaling to escape iron cages or shackles, and defensive Contracts don't work against iron weapons. Touching "cold iron," which is hand-forged iron that is mostly pure and wasn't created by any magical means, deals one point of aggravated damage per turn of contact to changelings and True Fae; attacks using cold iron weapons deal aggravated damage instead of lethal.

Other bane frailties deal damage as though they were cold iron, but lethal rather than aggravated. Bane damage can't heal until the character flees the bane's presence. A taboo frailty forces or prohibits a certain kind of behavior, which the character must spend Willpower to avoid: 1 Willpower per scene for a minor taboo, or 1 per *turn* for a major one. The specifics of these frailties vary from fae to fae.

PORTALING

Your character can spend a point of Glamour to reflexively and automatically escape any mundane binding, trap, or prison, including grapples. Supernatural bonds or powers prompt a Clash of Wills. A changeling can also use portaling to move from the mundane world into the Hedge and back, by spending a Glamour and speaking a request aloud to any closeable portal he can fit through. That portal becomes a door into or out of the Hedge for turns equal to his Wyrd.

CONTRACTS AND GOBLIN DEBT

A Contract is a magical power changelings can use due to longstanding pacts between the True Fae or change-

ling courts and various cosmic forces. Lesser Contracts are Common and greater ones are Royal. Unless otherwise noted, Contracts last for the current scene. Changelings can end Contracts at will, but Conditions imposed by a Contract persist until resolved as normal. Some Contracts belong to symbolic categories called Regalia, while others come from a changeling's court and are fueled by her Mantle.

A changeling must pay a Contract's cost to use its effects, but if she performs the Contract's Loophole, the Glamour cost (but no other cost) is waived. Some Contracts require the player to succeed on a roll before the effects come into play.

Changelings can also make deals with hobgoblins to use Goblin Contracts, but whenever they invoke one, they gain a point of Goblin Debt. The Storyteller can spend a character's Goblin Debt to subtract dice from a player's roll on a one-for-one basis, impose a non-Persistent Condition or personal Tilt for four Debt points, or impose a Persistent Condition for eight. The player may reject any Debt expenditure, but if she does, the character gains another point of Debt. If a character would gain a 10th point of Goblin Debt, she becomes a hobgoblin instead. She can work off the Debt by performing tasks for the goblin who sold her the Contract or another one who represents the deal to turn back into a normal changeling again.

OATHS

Changelings, Huntsmen, and the True Fae are the only beings that can swear magical oaths, and Huntsmen cannot swear oaths to each other. Oaths are sworn with heart, soul, blood, and Wyrd.

Common changeling oaths include joining a court, motley, or freehold, or declaring a duel. No magic can force a character into swearing an oath. A changeling could coerce, blackmail, or threaten someone into swearing one, but she couldn't use a Contract to simply make it happen against the other party's will; the Wyrd doesn't consider that kind of cheating valid.

Upholding an oath grants benefits based on what kind of oath it is; oaths of enmity reward the sworn for fighting each other, while oaths of friendship help them support each other. Consequences for breaking an oath may include disruption of magic, sickness, loss of Willpower, or increased attention from other fae creatures. Changeling oathbreakers also gain the Oathbreaker Condition (p. 61).

All participants must speak the oath aloud or write it out, and seal it with a point of Glamour. Oaths also involve a physical gesture; changelings swearing an oath of camaraderie might cut their hands and mingle the blood, for instance. When changelings swear oaths with Huntsmen, hostile oaths are the most common. Some Huntsmen would rather take the odds of blessed destruction over returning to the Gentry's service, but getting at that desire

buried beneath the Fae Title to convince the Huntsman to agree to the oath is a difficult prospect.

THE HEDGE

The Hedge is the mystical barrier between the mortal world and Arcadia, but it's also a realm unto itself, full of wonders and dangers. Hobgoblins live there, and goblin queens rule over domains filled with strange creatures. It's psychoactive, reshaping itself in response to the strong emotions and passions of those within it. Some parts of the Hedge, called the Thorns, are more dangerous than usual. In some places, paths called trods cut through the Hedge, offering slightly more safety to travelers.

Traveling through the Hedge with a goal or destination always requires engaging in a chase, which is a type of action scene (p. 13).

CHASES

In most action scenes, a character's Speed trait determines how much she can move, so you can figure out who is faster without dice. The following rules turn the chase into the focus of the scene instead, adding excitement and drama.

Chase Basics

- **Set the Terms:** By default, each party requires five total successes to prevail. Apply modifiers to this total as follows.

Circumstance	Modifier
Opponent's Speed is higher than yours	+1
Opponent's Speed is twice yours	+3
Opponent's Speed is at least 10 times yours	+5
Initiative modifier is higher than opponent's	-1
Initiative modifier is twice the opponent's	-2
Initiative modifier is at least three times the opponent's	-3
Your character knows the territory somewhat	-1
Your character knows the territory intimately	-3
Your Size is lower than your opponent's	-1
Opponent immune to fatigue	+2
Actively dangerous environment	+1 to +3, Storyteller's discretion
Opponent starts with one turn lead	+1
Opponent starts with at least two turns' lead	+2

- **Determine the Edge:** Whoever has better manipulated the environment, terrain, and circumstances to his advantage based on the everchanging situation gains the Edge, not counting circumstances listed above to modify required successes. If the character with the Edge isn't obvious, make a contested roll for each involved character using a relevant pool determined by the player, with Storyteller permission. Relevant Skills could include Athletics, Streetwise, Survival, etc. If the context of the scene changes significantly, redetermine who has the Edge.

- **Turns:** Each turn usually represents roughly 30 seconds to a minute; in the Hedge this can vary wildly. The character with the Edge rolls first. If she accumulates the requisite total successes before others have a chance to roll, she wins immediately.

PURSUIT AND EVASION

Both pursuit and evasion use the same chase action.

Action: Instant

Dice Pool: Determined each turn by the side with the Edge, based on current situation. You *can* use a different pool, but unless you have the Edge, you lose 10-again on your roll and suffer a cumulative one-die penalty that increases each turn you don't have the Edge and use the wrong pool. These turns don't have to be consecutive.

Roll Results

Success: Overcome the immediate challenge and make headway. Add rolled successes to your running total.

Exceptional Success: As success, and inflict the turn's terms of failure upon your opponent regardless of his roll.

Failure: Determined each turn by the side with the Edge, before dice are rolled. Choose from among the following: lose one accumulated success from your total, suffer two points of bashing damage or one point of lethal, or suffer an appropriate Tilt.

Dramatic Failure: As failure, and the Storyteller may impose a negative Condition.

HEDGE NAVIGATION

The Hedge itself is another chase participant.

- The Hedge has Speed 10 by default, 15 in the Thorns, or 8 on a trod.
- Its Initiative modifier is (10 – highest current Willpower among changelings present).
- It begins with a base pool of five dice, +1 cumulatively for each turn that passes, and with other situational modifiers depending on circumstances; subtract three dice from the pool on a trod, and add three dice in the Thorns.



HEDGESPINNING: SUBTLE SHIFTS

Success Cost	Effect
1-5	Give any character an equipment bonus to their next roll equal to successes spent; represents creating or fortuitously finding a piece of equipment (p. 16) on the fly
1-5	Give any character an armor rating equal to successes spent for one turn
1+	Increase or decrease a Hedge object or structure's Durability by successes spent for one turn, to a maximum of +5
1	Make a minor aesthetic change to a Hedge object, structure, or terrain feature, such as turning a house purple or putting a rainbow in the sky
1	Decrease an opponent's Speed or Initiative modifier by 1 for the scene (cumulative)
1	Learn which direction to travel in to reach one stated type of location that isn't deliberately concealed (but not a specific location; "any Hollow" or "an open Hedge gate," not "Juliet's Hollow" or "the gate my Keeper used")
1	Introduce a minor beneficial twist of luck or complication for any character
2+	Create one or more weapons from whole cloth, one weapon per two successes spent
2	Introduce a personal Tilt for any character
2	Introduce a hazard to the scene, such as carnivorous grass or a swarm of bees
3	Learn which direction to travel in to reach a stated specific location that isn't deliberately concealed
3	Make a minor location change, like moving the action outdoors from inside or onto the roof from the ground
3	Create a new localized terrain feature, such as a bridge, a tree, or a swamp
4	Introduce a temporary Condition for any character as long as a Hedge feature currently in the environment could impose it, which fades without resolution when the target leaves the Hedge
4	Turn any character's failure into a dramatic failure that doesn't grant a Willpower, as long as a Hedge feature currently in the environment could cause it
4	Automatically gain the Edge next turn while navigating the Hedge
4	Change one physical property of a Hedge object, structure, or terrain feature not currently in use, such as increasing or decreasing its Size by 1 or turning a brick house into a gingerbread one

- The Hedge's base total successes needed is eight, modified up or down based on circumstances. If it wins, other participants end up in more dangerous places, although another participant may also achieve their goal.

- Any non-Hedge participant who doesn't win gains the Lost Condition (p. 60) at the end.

HEDGESPINNING

Savvy travelers understand how the Hedge responds to their thoughts and feelings, and can deliberately shape it by altering people's mindsets, including their own. Any fae creature can subtly shape the Hedge, but only changelings, Gentry, and Huntsmen can enact paradigm shifts.

A traveler must engage in a give-and-take with the surrounding Hedge and the people whose minds it reflects. For instance, if she wants to create a bridge to span a chasm, she must guide events toward harmony or progress, perhaps convincing people (or goblins) to work together to accomplish something.

- Subtle shifts:** Before taking any mundane action, decide whether you want it to generate shaping successes. If so, the action takes a penalty depending on where the character is: -3 on a trod, -2 in the Thorns, or -1 elsewhere. If you generate more rolled successes than necessary to succeed at the action, you may immediately spend one Glamour and spend those extra successes on various effects (see chart). You can only allocate any given rolled success to one purpose, so on actions for which successes matter, choose whether to allocate each success to its usual result or to the shaping. Subtle Hedgespinning effects can be as fantastical as the changeling likes, as long as they're still relatively small changes.

- Paradigm shifts:** On an exceptional success on any action designated for Hedgespinning, you may spend *two* points of Glamour to enact a paradigm shift, spending not just excess successes on the roll, but all of them. If so, forfeit the usual exceptional success Condition. You may spend these successes on subtle effects as above or

HEDGESPINNING: PARADIGM SHIFTS

Success Cost	Effect
2+	Bank a number of successes to add to a later shift within this scene (subtle or paradigm) equal to successes spent minus one, to a maximum of five banked successes
3	Transform a Hedge object, structure, or terrain feature not currently in use into something completely different of roughly the same size or mass, like turning a wall into a huge pile of gemstones or a stream into a beanstalk
3	Introduce a major beneficial twist of luck or complication for any character
5	Introduce an Environmental Tilt
5	Force another character to engage in a Clash of Wills with you if they try to take a Hedgespinning action; failure means they waste their Glamour and extra successes
6	Learn which direction to travel in to reach a stated location type or specific location that's deliberately concealed or mystically protected, like a specific trod or the exit to a maze (but not how to navigate what's in between); if another character's magic conceals or protects the location, the changeling must win a Clash of Wills
7	Introduce a Persistent Condition for any character as long as a Hedge feature currently in the environment could impose it, which fades without resolution when the target leaves the Hedge
7	Completely change the scenery, like transforming a parking lot into a sewer or making a volcano rise up from beneath a city street
8	Ignore the effects of a single attack or ignore a Tilt's effects for one turn
8	Perform one impossible action the changeling couldn't normally perform as long as it interacts with the environment, like leap 100 feet into the air on a tarp trampoline, breathe underwater, or throw a thorn spear to knock a star out of the sky
9	Move your immediate environs, with a radius up to (your Wyrd x 10) yards/meters, up or down one step on the scale from trod to normal Hedge to Thorns.
9	Transfer an emotional Condition onto another character present in the scene

on more drastic changes (see chart). Once per scene, if a paradigm shift aligns with the changeling's Thread, gain one extra success to add to her next Hedgespinning action during the scene.

Enacting a paradigm shift in the Hedge requires the changeling to let what's going on around her affect her deeply. At the end of any scene in which a changeling performed at least one paradigm shift, she gains a relevant emotional Condition. Paradigm shifts also alert Hedge locals that some powerful business is going down nearby, and they inevitably come to have a look — or punish whoever turned their liar's apple tree into a scarecrow.

The Hedge also shapes *itself*: whenever a character makes a roll to navigate or investigate a place, deal with a Hedge denizen, or otherwise interact with the Hedge, the Storyteller rolls eight Hedgespinning dice. This roll loses 10-again if she's on a trod, gains 9-again if not, and gains 8-again if she's in the Thorns. The Storyteller can use any successes beyond one to enact shifts in direct reaction to whatever the characters just did. A paradigm shift that the Hedge itself enacts grants a Willpower to each character who suffers adverse effects from it.

ICONS

All Lost must pass through the Thorns at least once, to return to the mortal world. They leave something of themselves behind there: an Icon. Icons can look like anything, from brilliant shards of crystal, to pocket watches, to scraps of cloth or bone, or even living creatures. An Icon's form represents something about the changeling, a piece of her personality or a moment from her past. Icons are small and easy to carry, and when a changeling recovers one, it vanishes to become part of her again the moment she returns to the mortal world.

Recovering an Icon completely replenishes a character's Willpower points. It also restores that part of her mind or heart that was missing, which can contain pain, but also can contain good memories. She might remember forgotten obligations or relationships.

Holding a changeling's Icon gives someone access to parts of her soul. Any fae being touching an Icon may spend a Glamour to see a vision of one of the changeling's memories from her duration or escape, or her previous life. It can grant the holder blackmail material and the opportunity to extort great favors from her in exchange for a promise to return it. It can give them knowledge of forgotten trods and Hollows the changeling didn't even realize she had, or insight into her desires and weaknesses.





PART THREE:

HEARTS ON TRIAL

In this story, a part of the motley's past they would rather forget abruptly confronts them. Drawn into a strange Hedge trial with a childlike goblin queen, a terrifying Huntsman, and a former friend from their durance, how do they respond to their feelings of betrayal? To whom do they owe their greatest loyalties, and what sort of judgment do they pass upon others — and upon themselves?

This is a jumpstart adventure to begin your journey into the setting and characters of **Changeling: The Lost**. It's designed as a standalone game that takes just one or two chapters (game sessions), but you can also extend it to fit into a longer chronicle. The jumpstart comes with five fully developed characters for the players to choose from, with fleshed-out backgrounds and connections to each other. No character creation is needed! If you have fewer than five players, you can use the unused ones as Storyteller characters, to provide the full range of relationships, backstory, and abilities. Allied Storyteller characters should defer to player decisions and follow the player characters' lead, to avoid overshadowing them.

Hearts on Trial contains four scenes that make up a full scenario, each of which comes with a set of Storyteller characters and challenges the characters must face. Players

can approach these challenges any way they like; the guidance given here presents a few of the most obvious routes, but it's fine if players come up with something different. The scenario contains enough information to help you improvise where necessary.

Blocks of boxed, italicized text are meant for you to read aloud to players at the appropriate time or use as inspiration for your own presentation of the details.

PROPS AND SCENERY

This story takes place on South Street in Philadelphia, Pennsylvania, and in the Hedge. A haven for punks and occult fanatics for decades, South Street harbors enough self-proclaimed weirdos for changelings to feel right at home. The street itself is full of locals who come to hang out at two-dollar pizza joints, punk fashion stores, witchy havens, dive bars, and cafes loaded with local art. Cobblestone paves some historic roads in the area, and the south end of the street opens up to a vista overlooking highways, murals, and a view of the city. South Street is an inspiration for many, but especially for changelings looking for something a little darker and a little weirder.

NEVERMORE

Nevermore is the player characters' freehold. The Seasonal Courts here are mostly typical in aesthetic and goals, if a bit more macabre and maverick on the whole. All four seasons are represented, upholding Bargains faithfully. Human culture in Philly celebrates artistry and costuming even at mundane events, and the changelings here eagerly join in. It's customary to have a different wardrobe for each season, out of reverence for local tradition and to celebrate the courts themselves, and each Philly freehold has its own rituals that differ slightly from the others.

FOR THE STORYTELLER'S EYES ONLY

Other than the players' character sheets, this chapter of the jumpstart is for the Storyteller only to read. If players read it, they'll spoil the scenario for themselves!

The freehold closest to Center City is called Nevermore in honor of Edgar Allen Poe, who lived and worked not far away in historic Philadelphia. It makes its home base on South Street in a nondescript, old brick building hidden among the side streets and apartments just off the main drag. The inside is much larger than the outside could possibly contain, split evenly into four large wings with many labyrinthine hallways right out of an old Queen Anne-style home. The interior design of each space is inspired by its season, and changes as often as the monarchs like.

Nevermore is cautiously open to newcomers, granting them hospitality but wary of traitors. They've been burned before for being too open, welcoming changelings into their fold who proved unreliable or worse, and coming under attack from a full Wild Hunt twice in living memory. Strengthening their defenses and becoming more paranoid rubs this goth-hearted freehold the wrong way, but they grudgingly accept the necessity to keep their people safe, and retaliate against enemies with their home city's characteristic scrappy ferocity.

ONCE UPON A TIME

The characters in this jumpstart are all changelings from the same durance who are now motley-mates. Their freehold is in the middle of a delicate negotiation with a rival freehold from South Philly, with whom Nevermore has been warring off and on for over a century. The motley's

discussion of the situation is interrupted when a young girl named Liza with curious powers reveals one of their Icons and makes off with it. They chase her through the Hedge to discover that, as always, things aren't as they seem.

The girl is a goblin queen who holds a trial with the motley at the center of the drama. They must wheel and deal to decide the fate of a friend from their durance who betrayed them, oathbreaker and former motley-mate Ambrose. Ambrose turned privateer and tried to capture his own motley. They escaped his trap, but he escaped, too. He later tried to make a deal with Liza, only to find that she already had a standing agreement with a Huntsman to hand over any changelings she found. They set Ambrose up, captured him, and through interrogation found out who his motley and Keeper were. The Huntsman is ultimately after Lady November, Nevermore's Autumn Queen. Upon hearing that the motley's Darkling is an Autumn Courtier there, he decided to make a play for a deal.

Liza hunted down the Icon and set up the parley. She views it as a fun time and a kangaroo court of sorts, in which she expects the motley to learn what happened, hear both sides out, then judge the prisoner and decide his fate based on which deal they take (if any).

Once the characters make their decision, they must face the consequences for it back at Nevermore. Whatever they choose complicates the negotiation for Lady November, but also offers a unique — if troubling — opportunity.



DRAMATIS PERSONAE

This section presents the player characters and primary Storyteller characters that may appear in **Hearts on Trial**.

PLAYER CHARACTERS

The motley all escaped together from their durance in Grandmother, Grandmother's cabin in the deep, dark woods, along with Ambrose. Their Keeper molded them into an approximation of a stereotypical family household, with siblings, a treasured doll, and beloved pets. They stuck together afterward because they formed true family bonds, despite how their Keeper tried to twist them. Now, in Philadelphia, they work together to keep Nevermore safe and secure.

For full character sheets, see p. 40.

ASH, WISECRACKING VIZIER

Wizened Notary, Winter Court

As the black sheep of the family in Arcadia, Ash grew skilled at presiding over pledges while serving Grandmother, Grandmother. She tinkers to distract from the ache of a lost childhood, and often cracks wise to hide immense sorrow.

CHESTER, CHEERFUL DIPLOMAT

Fairest Helldiver, Spring Court

Grandmother, Grandmother took Chester, a daydreamer and poet, to become her golden child who could do no wrong. She allowed him to wander into the woods in her service, and he learned how to negotiate with the monsters there. With these excellent communication skills, Chester is now a friendly diplomat, seeking to solve problems through words instead of violence.

LEANDER, BELLWETHER BEAST

Beast Chimera, Courtless

Leander was taken to be an exotic pet to keep the children entertained. Grandmother, Grandmother forced him to assume a menagerie of different animal bodies, enduring constant change and confusion to satisfy the whims of child and Keeper alike. Leander was a part of the Autumn Court but was ousted for violating rules prohibiting unsanctioned violence upon those who trespass against the freehold. He has embraced his monstrous form by becoming an urban legend.

PRETTY PENNY, RELENTLESS CONSTABLE

Elemental Leechfinger, Summer Court

Penny was once a proud fashionista, but Grandmother,

Grandmother transformed her into nothing more than a wooden doll. Unable to move or speak, Penny desperately tried to communicate with the siblings. She finally succeeded through sheer force of will and rage, and demanded they take her with them in their escape. Full of fury about their durance, Penny's now an enforcer for the freehold.

RED, RESTLESS SKATER

Darkling Playmate, Autumn Court

Red was a lazy skater kid taken to play the ignored middle child of the family. While out cutting a switch to be punished with, she ran away through the darkness to escape, unintentionally leading the rest of the motley to freedom as they searched for her. Red's restless, always skating and unable to sit still. She is the most fearful in the motley of the Wild Hunt and hopes to never betray loyal friends.

STORYTELLER CHARACTERS

The following is a collection of characters you can introduce in this scenario. Some come into play by default over the course of the story, while others are optional, meant to flesh out the freehold and Liza's domain if needed.

AMBROSE, PRIVATEER TRAITOR

"Listen, I'm just tryna survive out here! You'd do the same, if youse were me."

Background: Grandmother, Grandmother took Ambrose at the age of 15, a rebellious teen who figured he



knew better than any adult and was ready to take the world by storm. He spent years as the family dog, leashed and left outside every night to defend the cabin from monstrous intruders — and to stop the children from running off. But he was also a beloved pet, keeping the kids company when they were lonely. Grandmother, Grandmother trained him well: he came when called, attacked or rolled over on command, performed for treats and craved attention, and did anything to avoid punishment. Ambrose hated the leash, but never could break it; and his Keeper had a way of commanding him to let her leash him, every time.

When Red ran off, Ambrose was supposed to stop her. But as he caught up to her, growling to cow her into submission, Red pleaded for him to come with her instead. He remembered his rebellious days and agreed, protecting her from the monsters and the goblins. Ambrose joined the Summer Court but couldn't keep up that intensity of wrath and resented having to bend the knee to a monarch. When he expressed a desire to leave, they mistrusted and kept tabs on him. When a hobgoblin offered him tokens, favors, and a letter of marque from a Gentry sponsor, it didn't take much convincing. He felt bad about trying to capture his own motley, but it was supposed to have been *easy*. They trusted him. He needed protection from the Fae; he needed to never be taken again. If the others had to go back for him to stay free, he thought, so be it.

He failed, though, and since he didn't keep up his end of the bargain, his protections expired. He couldn't go back to the courts for help, so he tried teaming up with goblins. That didn't go so well either. Tricked and captured, he is now a bargaining chip for Liza and the Executioner.

Description: Ambrose's mien reveals his true form — half human, half German shepherd. His Mask shows a wiry young man with skittish eyes and short, dark hair.

Storytelling Hints: Ambrose is wily and perceptive, but also desperate. He's ultimately more selfish than loyal, but he legitimately does care about his former friends and feels conflicted about how things went down when he betrayed them. He resents the changeling courts' resemblance to the courts of the True Fae, and is really not cut out to obey orders, no matter where they come from.

Seeming: Beast

Seeming Blessing: +3 Initiative and Speed; may deal lethal damage with unarmed attacks; costs 1 Glamour per three turns if he has a fear Condition, such as Shaken or Spooked.

Seeming Curse: Once per scene, lose 1 Willpower when acting on impulse causes harm or complications for someone else.

Kith: Hunterheart

Kith Blessing: Achieve exceptional success on three successes when using Investigation to track

fae creatures. Spend 1 Glamour and roll Presence + Wyrd as an instant action vs. target's Composure + Wyrd to inflict the Insensate Tilt or Frightened Condition on someone, and Ambrose's unarmed attacks deal lethal damage to them until that ends.

Court: None

Attributes: Intelligence 2, Wits 4, Resolve 3; Strength 4, Dexterity 3, Stamina 3; Presence 4, Manipulation 3, Composure 2

General Dice Pools: Hedge Navigation and Hedgespinning 9, Looking Out for Number One 5, Making Deals 7, Perception 8, Reading People 6, Tracking 8

Combat Dice Pools: Breaking Things 6, Fighting Dirty 7 (damage OB or OL with seeming/kith blessing), Escaping 8

Willpower: 5

Needle: Rebel — regain 1 Willpower when refusing to do what's expected of him, or all Willpower when putting others in danger to do so.

Thread: Joy — regain 1 Willpower when ignoring another's plight to maintain his happiness, or all Willpower when making others suffer so he doesn't have to.

Aspirations: Win his ex-motley's forgiveness; escape the Executioner; win permanent freedom

Initiative: 8

Defense: 7

Size: 5

Speed: 15

Health: 8

Wyrd: 2

Glamour/per Turn: 11/2

Frailties: Must eat meat when presented with it (minor taboo)

Contracts: Boon of the Scuttling Spider, Dance of the Toys, Might of the Terrible Brute, Talon and Wing

Notes: Ambrose suffers from the Oathbreaker Condition (p. 61).

LADY NOVEMBER, AUTUMN QUEEN OF NEVERMORE

"A tower high or fortress strong is only stone. Stone walls avail you nothing against a keen wind and an inconvenient truth."

Background: A bright young Ivy League academic, she had a passion for history before the Storm King lured her into his domain. Her Keeper twisted that passion into a great tempest. Lady November became the lightning and thunder that haunted the kingdom, an uncontrollable fury that filled the skies. Other creatures trembled beneath her. As a storm, she saw with a sky's-eye view everything her Keeper did; she learned who his enemies and allies were, and



all his secret places. Since all she could do was watch and rage until she escaped, Lady November stored these secrets deep inside her memory for the future.

Now she rules the Autumn Court, and those secrets serve her well against the Wild Hunt. Her love of history never died, and she maintains a detailed archive of the freehold's lore — including knowledge too dangerous for any eyes but hers. She is aggressively protective of her chosen family, if not always the warmest matriarchal figure. She possesses a magic mirror that shows omens about the freehold's future.

Description: Lady November's mien is a dark cloud in human form, with electricity arcing across her body. Her Autumn Crown creates a crisp smell of bonfires burning, and manifests as an elaborate headpiece of red leaves and berries that cascades down into a mantle draped across her shoulders. Her Mask shows a black woman in her late 30s, with a shaved head and careful expressions.

Storytelling Hints: Lady November knows many powerful secrets, prompting the Storm King to send the Huntsman known as the Executioner to drag her back; once they discover this, other members of the freehold may view her as a danger to them. Lady November is the current queen at Nevermore, and she acts as caretaker of the freehold's legacy. She uses secrets, gossip, politics, and historical record as weapons at court — and when all else fails, her lightning strikes fear into many a heart. She's absolutely loyal to the freehold as a whole, but ruthless with anyone she disagrees with, and unafraid to face conflict. She values her authority and has been known to lord it over those who cause too much trouble for her.

Seeming: Elemental

Seeming Blessing: In a storm, use rain, wind, and lightning to take mundane actions at a distance of up to three yards/meters away, using her usual traits. Includes unarmed attacks, but not attacks with weapons. Costs 1 Glamour per action if she has fewer than 3 Willpower.

Seeming Curse: Once per scene, lose 1 Willpower whenever someone browbeats, coerces, or forces her to act against her will.

Kith: Bright One

Kith Blessing: Achieve exceptional success on three successes when using Socialize to be the center of attention. She always has a soft, visible glow; spend 1 Glamour to dazzle enemies, inflicting a point of bashing damage and a -2 to Physical and Mental rolls for one turn.

Court: Autumn

Autumn Mantle: Gain +5 to Social rolls targeting Autumn Courtiers, mundane rolls to intimidate or instill fear, and mundane rolls to investigate Faerie. After a magical effect affects her, spend 2 Glamour to mimic the effect exactly with a new target, within the same scene. Regain 1 Glamour when overcoming fear to investigate something dangerous.

Attributes: Intelligence 4, Wits 3, Resolve 4; Strength 2, Dexterity 3, Stamina 3; Presence 4, Manipulation 3, Composure 2

General Dice Pools: Historical Knowledge 8, Knowing Your Secrets 7, Perception 7, Political Maneuvering 6, Striking Fear 13

Combat Dice Pools: Demanding Surrender 13, Knockout Punch 6 (damage OB), Ranged Combat 7 (pistol damage 1L)

Willpower: 6

Needle: Protector — Regain 1 Willpower when she ignores her needs to protect someone else, or all Willpower when she misses the last opportunity to achieve an important goal to do so.

Thread: Family — Regain 1 Willpower when she takes a freehold member's burden upon herself without expecting recompense, or all Willpower when she puts herself at risk to provide for the freehold.

Aspirations: Secure peace with the rival freehold; outwit the Executioner; teach the motley a lesson

Initiative: 5

Defense: 7

Size: 5

Speed: 10

Health: 8

Wyrd: 4

Glamour/per Turn: 13/4

Frailties: Must dance with lightning in a thunderstorm (minor taboo); cannot travel without a conductive metal (minor taboo)



Favored Regalia: Mirror, Sword

Contracts: Autumn's Fury, Portents and Visions, Primal Glory, Riding the Falling Leaves, Walls Have Ears

LIZA CANTWELL, GOBLIN QUEEN

"Kneel before the queen!" [dissolves into giggles]

Background: Liza's been in the Hedge about a year now, left here by a goblin queen who tricked her into following them into the Hedge and taking their place. Liza missed her parents at first, but when she gets sad, the pixies entertain her and make her laugh again. Sometimes they lead her on a chase, and the Thorns cut her. It probably should hurt, but it doesn't, really, and she doesn't feel so sad afterward.

Description: Liza is a nine-year-old girl, wearing a finely made but dirty dress. She also wears a woven flower crown, held in place by tangled hair. Liza still carries her backpack, which contains her last few school assignments, a library book, and a handout about stranger danger.

Storytelling Hints: For a kid who's spent a year as goblin queen, fawned over by faerie retainers, Liza is pretty even-keeled. She gives orders and expects them to be carried out, but she doesn't fly into rages or demand impossible things of her subjects. When she's in a good mood, she's mischievous and wants to be entertained. She comes across a little cold when she's upset or offended; she's lost a lot of herself to the Thorns. If players want to rescue her (although she doesn't want to be rescued), they can try to bring another child from the mortal world to take her place or convince her to do favors for hobgoblins until she's worked off enough Debt to revert back to a human child.

Attributes: Intelligence 3, Wits 2, Resolve 2; Strength 2, Dexterity 3, Stamina 2; Presence 5, Manipulation 2, Composure 1

General Dice Pools: Childlike Persuasion 6, Giving Orders 7, Hedge Navigation and Hedgespinning 7, Playing Tricks 8, Ridiculous Antics 7, Stealing Things 4

Combat Dice Pools: Acrobatics 7, Scepter Attacks 4 (damage 1L, initiative -1)

Wyrd: 2

Glamour/per Turn: 7/2

Willpower: 3

Aspiration: Rule all of Faerie

Initiative: 5

Defense: 5

Size: 4

Speed: 8

Health: 6

Frailties: Falling raindrops (minor bane)



Other Traits: Reduce total needed successes to win Hedge chases by one; suffer the Deprived Condition (p. 60) in the mortal world; can offer deals to collect Debt.

Contracts: Glimpse of a Distant Mirror, Murkblur

DREAD POWERS

Beastmaster: instant action. Conjure a giant teddy bear and ride around on its shoulders. The bear has the following traits: General dice pools — Born Survivor 7, Marathon Runner 5, Aggressive Growl 7, Bite 6, Tackle 6; Initiative 5, Defense 7, Health 8, Willpower 0, Size 6, Speed 10.

Much Depends on Dinner: instant action. Conjure a feast. Anyone who sees it rolls Wits + Composure + Wyrd vs. seven dice once per 15 minutes; failure means they're compelled to eat, but it's not real food.

Snare: Denote an area of up to 10 square yards/meters. She can grapple anyone in the area, with a three-die bonus.

THE EXECUTIONER, IMPLACABLE HUNTSMAN

"I'll have what I want, or your head. Well? Which is it to be?"

Background: Huntsmen are terrifying, literally heartless creatures who've had their hearts stolen and hidden in a mortal's dreams by a Fair One. In place of the Executioner's heart is only the Storm King's desires, which drive him to the exclusion of his own, subsumed as they are beneath

his Keeper's. Huntsmen live in the wild lands of Arcadia. When changelings escape, the True Fae head into those deep thickets and call upon a Huntsman to find them.

Description: The Executioner looks like a figure from a hellish medieval tarot card, a hulking man in leather armor and an executioner's hood. He carries a gigantic headsman's axe, and a falcon with cruel eyes sits on his shoulder. He seems filled with electricity on the inside, his eyes and open mouth crackling with it.

Storytelling Hints: Changelings usually must kill or flee a Huntsman, but it is possible — if difficult — to release him from the Storm King's compulsion by finding his heart somewhere among the Hedge's Dreaming Roads and returning it to him with a sworn oath. This pledge must be willingly made, so changelings must overcome the Keeper's overwhelming presence through trickery, persuasion, coercion, or sheer force of will. Huntsmen can only be swayed in the Hedge, where they are closer to their true selves.

The Executioner in particular is a grim and relentless killer. His first Aspiration is his own and is only available within the Hedge.

The Executioner shares a Keeper with Lady November. The Storm King imposes on him the unerring desire to recapture her from Nevermore, and he uses Red's and Leander's connections to the Autumn Court as leverage to do this.

Attributes: Intelligence 2, Wits 2, Resolve 2; Strength 5, Dexterity 2, Stamina 2; Presence 5, Manipulation 2, Composure 4

General Dice Pools: Learning Secrets 5, Mystical Knowledge 3, Terrifying Presence 9, Tracking 5

Combat Dice Pools: Giving Chase 7

Wyrd: 3

Glamour/per Turn: 8/3

Willpower: 6

Virtue: Relentless

Vice: Impatient

Aspirations: Behead his quarry; recapture Lady November (Keeper); procure an Elemental Changeling prize (Keeper)

Carried Fae Title: The Storm King, Wyrd 7

Initiative: 9

Defense: 5

Armor: 3 (iron chainmail)

Size: 6

Speed: 10 (13 on horse)

Health: 8

Advantages: +4 to contest attempts to make him defy his Keeper; gain (target's Wyrd) bonus dice to track a changeling in the Hedge; reduce total successes needed to win a Hedge chase by one, or two in the Thorns.



Attack	Dmg	Dice Pool	Init.	Special
Headsman's axe	3L	10	-4	9-again; two-handed; iron
Armored punch	0L	8	-0	Iron

DREAD POWERS

Among the Sheep: instant action. Take any roughly humanoid shape between Size 4-6. Tell: bright blue eyes.

Beastmaster: instant action. Conjure a warhorse as a mount.

Command the Herald (falcon): Remotely use his falcon's senses and communicate through it with his own voice.

Hungry Heart: When attacking a changeling or True Fae, steal 1 Glamour per success.

Hunter's Panoply (iron headsman's axe, iron chainmail, barbed iron net): Gain 8-again on all rolls using panoply. Call these back to hand as an instant action; actions that would use these tools when he doesn't have them lose 10-again. Regain 1 Willpower on exceptional success using these tools.

Inescapable Snare: Denote an area of up to 10 square yards/meters. He can grapple anyone



in the area, with a five-die bonus. This trap uses his barbed iron net.

Regenerate 1: Once per turn, reflexively heal one lethal point of damage, or two bashing.

TROD TROLLS, LIZA'S MINIONS

"Where do you think you're going, kid?"

Background: Trod trolls demand tribute, favors, or tasks from those who wish to pass. They block the road and refuse to let travelers continue until they've paid their way. This tribute can take many forms: a sack of goblin fruit, favors owed, or anything else the troll might need, or senses the changelings value.

Description: Trod trolls are large enough to plunk themselves down in the middle of a trod and leave no room for a traveler to squeeze by on either side and still remain on the path. Often, they change their skin to resemble the road itself, so they blend in from a distance.

Storytelling Hints: Trod trolls tend to be surly and a bit smug. They aren't very smart, but they don't have to be: They're big and heavy and they're not kidding when they threaten to pitch you into the Thorns if you defy them.

Attributes: Intelligence 1, Wits 1, Resolve 3; Strength 7, Dexterity 3, Stamina 5; Presence 2, Manipulation 2, Composure 3

General Dice Pools: Bargaining 4, Hedge Navigation and Hedgespinning 4, Looming 8, Lying in Wait 6, Resilience 8

Wyrd: 4

Glamour/per Turn: 9/4

Willpower: 6

Virtue: Greedy

Vice: Unintelligent

Aspirations: Amass a fortune; serve Liza

Initiative: 6

Defense: 3

Size: 7

Speed: 13

Health: 12

Frailties: Must attempt to solve a riddle asked of it (minor taboo); sunshine from the mortal world (minor bane; if it dies from sunshine, it turns to stone)

Other Traits: Reduce total needed successes to win Hedge chases by one; suffer the Deprived Condition in the mortal world; can offer deals to collect on Debt.

Attack	Dmg	Dice Pool	Init.	Special
Fists/grapples	2B	11	n/a	Knocks targets prone
Thrown boulders	2L	10	-3	Knocks targets prone

Contracts: Might of the Terrible Brute, Paralyzing Presence, Seven-League Leap

DREAD POWERS

Home Ground (Trots): On a trod, gain +3 to Physical dice pools, reduce all damage by three, and gain +3 to rolls to contest supernatural effects.

Regenerate 1: Once per turn, reflexively heal one lethal point of damage, or two bashing.

Surprise Entrance: Appear on the scene reflexively and take one action before anyone else can act. Witnesses roll Resolve + Composure to avoid suffering the Shaken Condition (p. 61).

Unbreakable: Any attack that doesn't achieve exceptional success only deals one point of bashing damage to the troll, except attacks that incorporate mortal sunshine.

BRIARWOLVES, LIZA'S MINIONS

[Menacing, inhuman growl]

Description: Briarwolves are among the Hedge's most frightening hunters. They are part wolf but have eerily human features. Their hands end in wickedly clawed fingers. They stand on two legs, but can run just fine, and just as fast, on all fours. Their eyes are human eyes, always. Briarwolves smell of dirt and meat and old, dried blood, and their mouths are full of too many teeth. When they're on the hunt, their howls cut to the bone.

Briarwolves are pack animals. When one catches a scent, they all gather to stalk their prey.

Briarwolves are everywhere in Liza's domain, waiting among gumdrop bushes to strike when the characters least expect it. They are a great addition for creating menace and dread in the scenario.

Attributes: Intelligence 2, Wits 4, Resolve 3; Strength 4, Dexterity 5, Stamina 4; Presence 2, Manipulation 1, Composure 2

General Dice Pools: Hunting 9, Perception 7, Reading Prey Reactions 8, Sneaking 10, Terrifying Presence 7

Combat Dice Pools: Giving Chase 7

Wyrd: 4

Glamour/per Turn: 9/4

Willpower: 5

Virtue: Cruel

Vice: Lazy
Initiative: 8
Defense: 6
Size: 5

Speed: 15

Health: 9

Frailties: May not step onto a trod uninvited
(minor taboo)

Attack	Damage	Dice Pool	Special
Claws	2L	10	Armor piercing 2
Bite	3L	9	Armor piercing 2

DREAD POWERS

Jump Scare: Resolve a target's Shaken Condition (p. 61), choosing which action fails; or turn the automatic failure from a target resolving the Shaken Condition into a dramatic failure.

Prodigious Leap: Leap the equivalent of four stories straight up or across a six-lane highway.

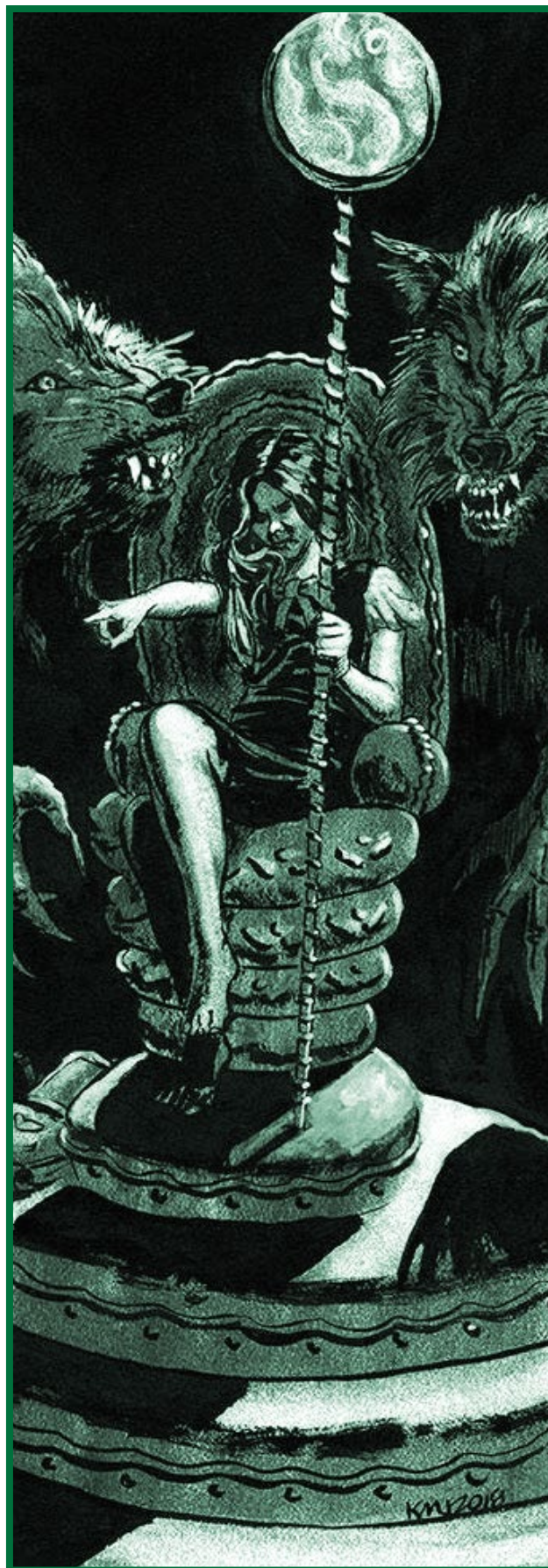
NEVERMORE COURT MONARCHS

Kamilah Rose is a wise, old Spring Court Wizeden who leads the freehold during the season of desire. She's an Iranian-American transgender woman, with a youthful, carefree love despite her many wrinkles. During spring, the freehold transforms into something like a burn festival, with many pop-up tents, glow toys, and hallucinogens. **Persuasion 5, Streetwise 3, Survival 3**

Caer Longhorn takes up the Summer Crown during the season of wrath. She's a pansexual Fairest of Irish-American heritage whose mien is that of a satyr. She grew up in the Detroit club scene and loves partying almost as much as she enjoys a dangerous rescue campaign into the local Hedge. She's often found sharing war stories and urban legends over a good brew. **Academics 4, Expression 4, Weaponry 3**

Lady November leads the freehold during the Autumn season; see p. 26.

Dr. Pablo Herran, a Latino Ogre of the Winter Court, leads through the coldest season. He specializes in oneiromancy, diving deep into people's dreams and helping them through magical crises. A licensed psychologist, he also can diagnose and treat mortal conditions. His enormous size belies his gentle demeanor. Dr. Herran is a fantastic listener and guides the freehold through the darkest months with empathy and insight. **Empathy 5, Medicine 4, Occult 3**



SCENE ONE: SOUTH STREET

The motley meets up for coffee at the punk rock cafe Siouxsie to discuss the current big news at the freehold: a delicate negotiation with a competing freehold from South Philly.

SCENE ONE GOALS

Players:

- Describe their characters to each other and chat among themselves to get to know each other in character
- Familiarize themselves with the situation at the freehold and discuss it to form some opinions about it
- Interact with humans and get to know the setting

Storyteller:

- Introduce Liza, the goblin queen, and drop enough hints to the players that she has something they want to prompt them to follow her into the Hedge

The autumn air in Philadelphia's Center City is crisp and refreshing. A brisk wind ushers in orange leaves on cobblestone streets, and the smell of the first chimney smoke of the season teases thoughts of cozy fires. It's a cool Saturday morning, and the motley engages in its regular ritual of meeting for coffee on South Street to discuss freehold business. Keeping regular rituals helps you stay close, since you don't live together anymore like you did in the cabin in the Arcadian woods, which none of you likes to talk much about. Maybe one day you'll live together again, but for now this works well for your chosen changeling family.

This punk cafe, aptly named Siouxsie, is packed full of young artists and people of different subcultures. Framed pictures of women in punk bands throughout the years cover the walls. The coffee smells freshly roasted, and they have a small selection of locally made pastries.

First, explain Nevermore's current diplomacy attempt with the South Philly freehold: The two communities have engaged in street conflicts and shadow wars for over 100

years, over territory and resources to which they both lay claim; countless personal grudges and inter-motley feuds have arisen from those, and have even been inherited over generations of changelings and their allies. Make sure to mention that Ambrose, their former motley-mate, was a member of the rival freehold before he betrayed them.

Allow each player to introduce and describe their character. Ask who gets there first and how they greet each other, and let them chat about the negotiation and anything else they like for a little while.

If the players stall in their interactions, ask some or all of the following questions to guide them:

- Do they revert back to old family behaviors from their days with their Keeper, or do they avoid that?
- What kind of coffee or food do they buy?
- How do they interact with the humans here — the cheerful and snarky barista, the fashionable punk lady who holds open the door for them, the awkward boy who spills his drink by their table, the homeless person out front who asks for spare change?
- What do they think about the negotiation with their longstanding rival freehold? Are they for or against it? Do they have any motley or individual feuds with changelings there? What roles do they expect to play in the negotiation based on their unique abilities and positions?

Once these interactions reach a natural stopping point, introduce Liza. She enters through the front door, but if any of the players succeeds at a Wits + Composure perception roll opposed by Liza's Playing Tricks pool, they notice that the door leads onto a strange candyland path rather than the South Street they know until it closes behind her.

Describe Liza according to her character sheet on [p. 28](#) and have her hint that in her kingdom in the Hedge, she has a few things that belong to the motley that she thinks they'll want back. That alone might interest them, but if the characters resist, have Liza skirt closer and closer to telling them outright what she's got: Penny's Icon, and their errant motley-

mate. She won't actually reveal these things outright unless the players succeed at opposed Social rolls to make her spill the beans — she's here to play games and speak in riddles to pique their interest and get them to follow her. Try to keep Ambrose's identity a surprise as long as you can, but if the players legitimately earn it through dice rolls or powers, Liza makes the revelation dramatic.

If no one plays Penny, the Icon belongs to Ash. If no one plays either, just pick someone.

Make sure to explain the Icon mechanics here so they know why it's valuable, and the portaling mechanics so the characters can try out entering the Hedge through a door

from the mortal world without alerting the other customers. Call for some appropriate rolls to achieve this to get the players used to the system; if they fail, go ahead and play out the consequences of humans noticing fae shenanigans, but ultimately, they should escape into the Hedge by the end of the scene regardless of what else happens.

If the characters spend Glamour during this scene, also explain the harvesting and reaping mechanics to see whether the players would like to try out getting Glamour from human beings; this is the only surefire opportunity they have in the scenario to interact with mortals, so make sure to present the option.



SCENE TWO: INTO THE HEDGE

The motley chases Liza through the Hedge until they catch up with her and arrive at her domain.

SCENE TWO GOALS

Players:

- Catch up with Liza and avoid losing her in the Hedge

Storyteller:

- Introduce players to the Hedge as a mystical setting and its navigation and Hedgespinning systems, and let them experiment with these rules
- Use the chase to lead the players through a transition between the mundane world and the fae world of the upcoming mock trial in scene three

As soon as you pass through the door, Liza produces a flying scooter from nowhere and mounts it, taking off at dizzying speeds! "If you want what I have, you'll have to catch me first!" she calls back to you, with a giggle. After her!

Take a moment to explain the basics of the Hedge navigation and Hedgespinning rules to the players. They don't need to know all the details until they come up over the course of the scene, but give a rundown of what the players are trying to accomplish, what rolls they can make, and how to allocate rolls to Hedgespinning. Let them look at the tables for subtle and paradigm shifts to get an idea of the kinds of changes they can make.

At first, you're running down the street past the familiar shops and bars, turning down old alleys with brick buildings on either side and fire escapes above. Small changes occur one by one along the way: street signs become tall chocolate trees, a stack of peppermint candies takes the place of a trash can, and passing cars start to resemble bizarre fae beasts. Finally, you're racing through the Hedge on foot, along an overgrown trod. Cracked graham-cracker pavement gives way every other step to sprawling,

grasping vines made of licorice and thorns. As you zig and zag, the general shapes of the old brick buildings of South Street rise on either side of the road, but the streetlamps are gumdrop lanterns and the historic storefronts boast fruit leather awnings supported on candy cane posts.

The little girl you're chasing laughs and waves from her flying scooter, darting between clouds and street signs on the trod above and ahead.

The trod has a rating of 2. Follow the Hedge chase rules on [p. 19](#) and the Hedgespinning rules on [p. 20](#). Liza starts off with the Edge, since she's flying and this is her domain.

As the chase progresses, keep the pace quick and describe the strange candyland landscapes the characters interact with as they try to catch up with Liza. During the chase, the Hedge pulls weird tricks like molasses bogs and lollipop labyrinths. The aesthetic of the domain here turns everyday objects like mailboxes and buses into saccharine

MOLASSES BOG (ENVIRONMENTAL TILT)

Description: Thick, sticky molasses rises to the characters' waists, impeding movement.

Effect: All characters suffer -2 to Physical actions and can't take reflexive move actions; they must succeed at a **Dexterity + Athletics** instant action to move from where they stand. Dramatic failures cause the **Immobilized Tilt**, as the character sinks further into the bog; a character who rolls any failure on a Physical action once **Immobilized** sinks completely and must rely on someone else to fish them out with a successful **Strength + Athletics** roll. Characters who stay submerged for more than (Stamina) turns suffocate, taking one point of bashing damage per turn.

treats. Feel free to get creative, and let the players' Hedgespinning ideas run wild!

- If the characters win, they catch up to Liza and each of them may take one instant action before the Huntsman shows up on the road ahead; don't roll Initiative right away though, as this scene is about to transition to the next one. If the characters do something Liza doesn't like, she calls in the trod troll, who uses Surprise Entrance and takes its instant action from that power to intimidate anyone who looks like they're going to fight or run into simmering down and listening to "Her Royal Highness, Queen Liza." Note that Liza doesn't keep the Icon on her person, so pinning and searching her doesn't reveal it.

- If Liza wins, she lures the changelings into the heart of her domain, a candy grove containing a strawberry shortcake throne where she holds court. Several briarwolves (p. 30) stand guard here. Then *she* gets an instant action, which is to call in the Huntsman, change her clothes, and call up her judge's stand (see p. 36).

- If the Hedge wins, it deposits them all in Liza's throne room, but they all end up mired in the molasses bog, which imposes the Molasses Bog Tilt (see sidebar). Liza's scooter crashes, unable to fly for the rest of the adventure.

Regardless of how the chase ends, once it resolves, move to the next scene.



SCENE THREE: WHEELING AND DEALING

Liza casts the motley as the jury of a mock trial, in which Ambrose is the defendant and the Huntsman is the prosecutor — more or less. She also seeks payment in return for the Icon.

SCENE THREE GOALS

Players:

- Learn all the information they need to make an informed decision about the fate of Ambrose and Lady November, and agree on a final verdict
- Offer a trade Liza will accept for the Icon

Storyteller:

- Let the players experiment with the game's Social, Mental, and possibly even Physical systems (including Hedgespinning, if they like) to glean information and insight, interact with the Storyteller characters, and achieve their goals

Liza twirls in place, suddenly wearing a long judge's robe and a powdered wig several sizes too big for her head. She stands at a podium made of fudge, and holds an enormous lollipop gavel in one hand, which she thumps loudly on the podium, shouting "Order! Order in the court!"

"This is a party for all my friends," she says. "One of them has been misbehaving." She wags the lollipop toward the road ahead. A hulking figure in boiled leather armor steps forward from out of the mist, carrying an enormous headsman's axe over one shoulder. His eyes crackle with electricity, in tune with the storm brewing overhead, and a falcon with cruel eyes sits on his shoulder. He leads a horse by the reins, which pulls an iron platform on wheels. And sitting huddled on the platform, chained to it by the wrists with iron shackles and staring desperately at you, is a changeling.

Not just any changeling. That's Ambrose. He used to be one of you — forced by your collective Keeper to be the beloved family dog back in Arcadia. He was your motley-mate, your friend. A Summer Courtier from your rival freehold. Then he betrayed you and tried to sell you back to the Gentry for his own freedom. "Help me!" he pleads.

"Tsk, quiet!" Liza bangs her gavel, then gives it a lick. "Cute Eggs Man," she points here to the Huntsman — "The Executioner," he interrupts — "Has an idea! But my new friends," and here she points the lollipop at you, "Get to decide what to do about it."

Liza says it's up to the motley to hear out both sides and decide the prisoner's fate — will they take the Huntsman's deal? Will they try to rescue Ambrose? Will they leave him to be taken back to Arcadia and risk the Huntsman now having their scent, ready to negotiate with Grandmother, Grandmother to make a new deal? Or something else? What will they offer for the Icon?

LIZA'S GOALS

Liza throws wrenches into the works to make the proceedings entertaining and get a satisfactorily dramatic ending. She wants something she likes in exchange for the Icon; this can include esoteric things like memories, Glamour, servants, and other oddities. She'll also accept three points of Goblin Debt, distributed among the changelings however the players like, or other things the characters value highly. When she produces the Icon from a hidden place beneath her throne, ask the player whose character it belongs to what it looks like — remind them that an Icon takes the form of something that represents the part of the character's soul the Thorns claimed in their escape from Arcadia.

She holds a secret durance memory over the head of the character whose Icon she's already examined, and uses this information to make things more complicated if negotiations with the Huntsman and Ambrose go too smoothly for the motley. If the motley decides to help or forgive Ambrose, the memory is Ambrose leaving the character at a monster's mercy to avoid harm. If the motley decides to imprison Ambrose or leave him to the Fae, the memory is Ambrose saving the character's life.

If the characters do anything Liza doesn't like, like try to fight or disengage from the trial, she calls for her trod troll to show up with Surprise Entrance, or calls upon briarwolf minions to forcibly dissuade them. If this turns into a battle, that's okay; see the "Violence" rules on p. 14. If the motley does manage to leave, they end up in the Thorns and Liza dispatches the trod troll to bring them back. The troll's strategies are simple: use Seven-League Leap and

Surprise Entrance to get ahead of them, grab them one by one, and throw them bodily back to the grove. Hedgespinning is always an option for everyone involved.

THE EXECUTIONER'S GOALS

The Executioner wants to trade Ambrose for a promise to deliver Lady November to him and won't accept anything less than a Wyrd-backed oath (p. 18). He argues that Ambrose is valuable to the motley because he knows all about them — their frailties and anchors, where they live, who their friends and enemies are — and could pass that knowledge on to Grandmother, Grandmother and whoever she sends after them next. Ambrose would end up a loyalist on a leash. If he ends up taking Ambrose back to their Keeper, the Huntsman argues, she'll battle the other Fae for possession of the Executioner's heart and he'll just be back to get the rest of them...and now he has their scent.

If the characters glean the right information through various rolled actions, they might learn that the Huntsman's heart is somewhere in the Dreaming Roads and can be returned to him to eject the Keeper taking up residence inside him. They might want to go find the Bastion where his heart is hidden. Doing so through oneiromancy is beyond the scope of this jumpstart, but you can use simple rolls and Hedgespinning to approximate it as a new scene; remember that convincing or coercing a Huntsman to overcome his Keeper's desires long enough to go along with this plan should be highly difficult and risky, and make the players aware that failure is a fairly likely outcome. If they decide to try anyway, go ahead and let them — anything's possible!

AMBROSE'S GOALS

Ambrose wants escape above all else. He helps the motley only if they swear an oath by the Wyrd to let him go free; he'll do *anything* to avoid being leashed again. He wants the motley's forgiveness, but freedom is more important. He tries to convince them to take the Huntsman's deal and betray Lady November on the basis that she's just like the Gentry — she expects fealty and obedience. How are the courts any different from the durance? He offers to show them the ropes of privateer life in return for helping him out — they can all be *truly* free, together, and they'll never have a reason to betray each other ever again.

See Ambrose's character sheet for more details about his relationship to the motley, so you can fill them in as you need to, or as the players ask. Of particular note is Red convincing him to escape with her instead of dragging her back to the cabin. If it comes up, here's a note on the oath he broke:

Your motley oath didn't have any built-in consequences, other than the broken trust — you never expected to have to worry about it. You were family. Now, you suppose, this turn of events

means the Wyrd is forcing the issue for Ambrose, delivering him into your hands. But at what cost?

WRAPPING IT UP

Once the characters make a decision and carry it out, they receive a phone call from the freehold requiring their presence at an important ceremony, which is part of the final stages of Nevermore's negotiation with the rival freehold. Depending on what they decided, they might have Ambrose with them when they go.

Some possible outcomes to this scene include:

- Take the Huntsman's deal and swear to bring him Lady November. If they do this, scene four becomes an attempt to capture her, with the Huntsman's help — unless they go back on their oath, which has its own consequences (p. 18).
- Refuse the Huntsman's deal; he returns to Arcadia to bring information about the motley to Grandmother, Grandmother.
- Take Ambrose's deal and turn privateer; in this case, scene four becomes an attempt to capture another changeling and drag them back to Arcadia for their own gain.
- Agree to let Ambrose go free, turn him over to Liza, or some other fate that doesn't bring him back to the freehold. If they let him go, he accompanies them only as far as the mortal world before taking off on his own.
- As above, but bring Ambrose back to Nevermore or the rival freehold for judgment.
- As above, but leave Ambrose to the Huntsman. In this case, the Executioner drags him back to Grandmother, Grandmother, and he becomes a loyalist in her service; everything the Huntsman promised would happen looms on the horizon.

The players might also do something unexpected, like use Hedgespinning to create a door, turn it into a gate with portaling, and drag the trod troll through it to the mortal world to kill it with sunlight. They could also find a way to steal the Icon and run without making a deal, in which case they *each* gain three points of Goblin Debt. They might even manage to kill the Executioner. These outcomes are fine, too! If their actions would lead to a new scene, just add it in before scene four. Make it clear that leaving the trial behind without resolving it doesn't make any of their problems go away; treat that eventuality as though the characters decided to leave Ambrose to the Huntsman. If the Huntsman dies, the Fae Title that inhabited his heart goes back to Arcadia, promising worse to come.

SCENE FOUR: NEVERMORE

The characters return to Nevermore just in time for the ceremony, only to find that Lady November has read the signs of what's coming to the freehold as a result of their actions, and she confronts them about it. Whatever happened with Ambrose presents both opportunity and complications in the negotiations, and Lady November presents the motley with a choice.

SCENE FOUR GOALS

Players:

- Face the consequences of their decisions and act to help or hinder negotiations with the rival freehold

Storyteller:

- Wrap up the scenario by presenting the players with a final decision to make in dealing with Lady November, the consequences of their actions, and the rival freehold
- Make the other court monarchs available as part of the delegation involved in the ceremony, so the characters can interact with them if they like

The characters return to South Street through a familiar portal by an old shelter that used to be a horse corral. It's nighttime by this point, under a clear sky that shines with a bright moon. Nevermore is just a few blocks from here. The ceremony is about to begin, so regardless of the trial's outcome, the characters must hurry back to make it in time.

Back at Nevermore, the Autumn Queen reigns, and the chambers comprise a birch forest with brightly colored leaves and stormy indoor skies. Lady November waits for them in the grand entranceway with a knowing—and ominous—look in her eye.

Describe Lady November as an impressive, grandiose figure, based on her character sheet (p. 26). She knows enough about what's happened to know the general shape of the consequences coming for the characters, the freehold, and herself, and she confronts them about whatever those are. Her imperious attitude might prove Ambrose's point to the motley about her being no better than the

Gentry, and the characters may change their minds about whatever they've decided.

- If they warn Lady November about the Executioner, she trusts them and asks for their help dealing with the hunt that's coming. Such a hunt presents a danger to the negotiations because some of the other court monarchs in both freeholds oppose the alliance, and if Lady November were to disappear, those factions can take over and reignite the feud... and when they inevitably learn about the hunt, they conspire to turn her over on purpose. The motley may decide to help them out or defend their monarch.
- If they bring Ambrose, Lady November is willing to hear them out as to what fate they wish him to suffer, since they're the ones he most directly betrayed, but she leans toward a stance of no mercy and needs convincing with Social rolls for anything else. Her preferred solution is to hand him over to the rival freehold — his own former freehold — as a peace offering, where he will absolutely be executed or held prisoner with iron indefinitely. He's desperate enough to try drastic measures to escape, should the characters agree to this.
- If they *don't* bring Ambrose, Lady November chastises them for letting an opportunity slip through their fingers, and needs convincing not to order them to go back and get him, for the above negotiation tactics. Not doing so means the rival freehold learns they could have gotten their hands on him — whether through magic, an eavesdropper, or Lady November outright telling them to preserve the alliance — and blames the motley for their loss. They demand restitution and the motley must defend themselves with rolls to avoid destroying the tentative peace or getting themselves in trouble.

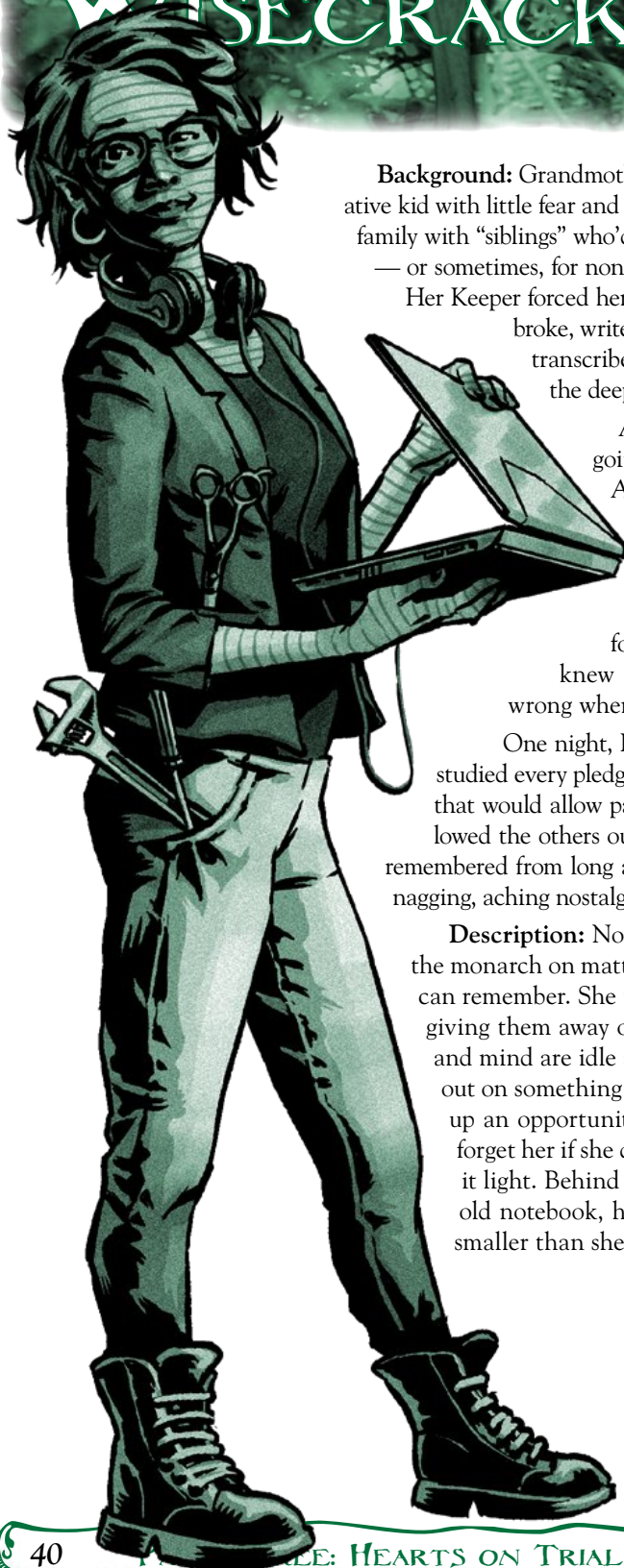
The scene ends when something definitive has been decided regarding Ambrose, Lady November, the Huntsman, and the negotiations. You can play those out or fade to black and narrate an epilogue to let the players know how their characters' plans turn out.

CURTAIN CALL

Explore each character's final thoughts, feelings, future plans, and how they justify their actions to themselves one way or another. No matter what they decided, they've likely betrayed *someone*, whether it's their monarch, their freehold, or a friend who — no matter his own transgressions — suffered the same duration they did. It could just as easily have been any of them in that cage begging for rescue after having made a stupid, desperate mistake. On the other hand, they may view privateering as unforgivable, and feel completely justified in forcing Ambrose to face the music. Explore the themes of the game with the players and prompt them to consider how the events of this scenario might ripple out into more adventures in the future.



ASH, WISECRACKING VIZIER



Background: Grandmother, Grandmother took Ash when she was 10 years old, a talkative kid with little fear and a lot of opinions. Ash spent years as the Black Sheep in a false family with “siblings” who’d been taken just like her, punished for the smallest infraction — or sometimes, for none at all. In Her eyes, everything she said was the wrong thing. Her Keeper forced her to clean the house and cook the meals, fix things when they broke, write contrite essays apologizing for her so-called bad behavior, and transcribe Her agreements and contracts with the monsters who lived in the deep dark wood outside Her cabin, when they came to call.

After a while, Ash acted out on purpose, because if she was going to be punished regardless, then why not speak her mind? Ash learned a lot about fae pledges and Wyrd magic as Her Notary, and fed what she learned to her “siblings” when they came to visit her, while she was locked in a closet or toiling in the basement alone. To keep her mind off work and loneliness, Ash made makeshift toys for them, and for herself. Despite what her Keeper told her about herself, she knew the difference between right and wrong, and she only did wrong when it would hurt Her.

One night, Red ran away, and Ash felt a hope she’d all but forgotten. She studied every pledge she’d ever written down for her Keeper, and found loopholes that would allow passage out of the dark forest and through the Hedge. She followed the others out of the wilderness and found Red back in a world she barely remembered from long ago. Ash joined the Winter Court to come to terms with the nagging, aching nostalgia for a lost childhood and missing years she can’t ever shake.

Description: Now, Ash is 26. She officiates pledges for Nevermore, advising the monarch on matters of fae legality and providing pedantic details no one else can remember. She tinkers whenever she finds herself idle, making trinkets and giving them away on a whim — sshe’s afraid to relax, for whenever her hands and mind are idle and no one’s around, she feels desperately that she’s missing out on something important and the world is passing her by. Ash never passes up an opportunity to say what’s on her mind, because she fears people will forget her if she doesn’t, but she couches it in sarcasm and wisecracks to keep it light. Behind her Mask, her skin is smooth and lined like the pages of an old notebook, her fingers are stained with splotches of ink, and she seems smaller than she is.

Seeming Blessing: Take a Build Equipment action (p. 16) to turn one material into another; counts as 5-die equipment bonus. Costs 1 Glamour to jury rig, but you can improvise tools.

Seeming Curse: Once per scene, lose 1 Willpower when an unpleasant surprise takes you off-guard.

Kith Blessing: Achieve exceptional success on three successes when using Politics to negotiate or interpret a fae pledge; once per chapter, negate the Glamour cost for a pledge in which you're involved and always recite that pledge from memory thereafter.

Winter Mantle: Gain +2 to Social rolls targeting Winter Courtiers. Enemies suffer -2 dice to notice you when you're deliberately spying. Gain +2 dice when obscuring the truth. Regain 1 Glamour when helping someone come to terms with grief.

Needle: Teacher — regain 1 Willpower when someone uses your advice to succeed, or all Willpower when risking yourself to teach others a lesson.

Thread: Honor — regain 1 Willpower when refusing to take an action that would besmirch your honor, or all Willpower when taking a more dangerous path to avoid abandoning your code.

Glamour/per Turn: 11/2

Attack	Damage	Dice Pool	Init.
Baton/club	1L	3	-1

Contracts: Changing Fortunes, Know the Competition, Props and Scenery, Tatterdemalion's Workshop, Touch of Winter, Uncanny

CHANGELING™

THE LOST SECOND EDITION

NAME: Ash

NEEDLE: Teacher

SEEMING: Wizenod

PLAYER:

THREAD: Honor

KITH: Notary

CHRONICLE: Hearts on Trial

CONCEPT: Wisecracking Vizier

COURT: Winter

Attributes

POWER Intelligence ●●●●●

Strength ●●●●●

Presence ●●●●●

FINESSE Wits ●●●●●

Dexterity ●●●●●

Manipulation ●●●●●

RESISTANCE Resolve ●●●●●

Stamina ●●●●●

Composure ●●●●●

Skills

MENTAL

(-3 unskilled)

Academics 00000
Computer 00000
Crafts Jury Rigging ●●●●●
Investigation 00000
Medicine 00000
Occult ●●●●●
Politics ●●●●●
Science ●●●●●

PHYSICAL

(-1 unskilled)

Athletics ●●●●●
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth 00000
Survival 00000
Weaponry ●●●●●

SOCIAL

(-1 unskilled)

Animal Ken 00000
Empathy Lies ●●●●●
Expression Pledges ●●●●●
Intimidation 00000
Persuasion ●●●●●
Socialize ●●●●●
Streetwise 00000
Subterfuge 00000

MERITS

Winter Mantle ●●●●●
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FAVORED REGALIA

Jewels
Mirror

FRAILTIES

Must correct someone who is factually wrong
(minor taboo)

ASPIRATIONS

Preside over a fae pledge
Become something wondrous
Participate fully in a group activity

CONDITIONS

Clarity
□
□
□
□
□
□
□

Other Traits

HEALTH

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WILLPOWER

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WYRD

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GLAMOUR

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CLARITY

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TOUCHSTONES

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Size: 5 Speed: 8
Defense: 4 Armor: 0
Initiative Mod: 5
Beats: □ □ □ □ □
Experiences:

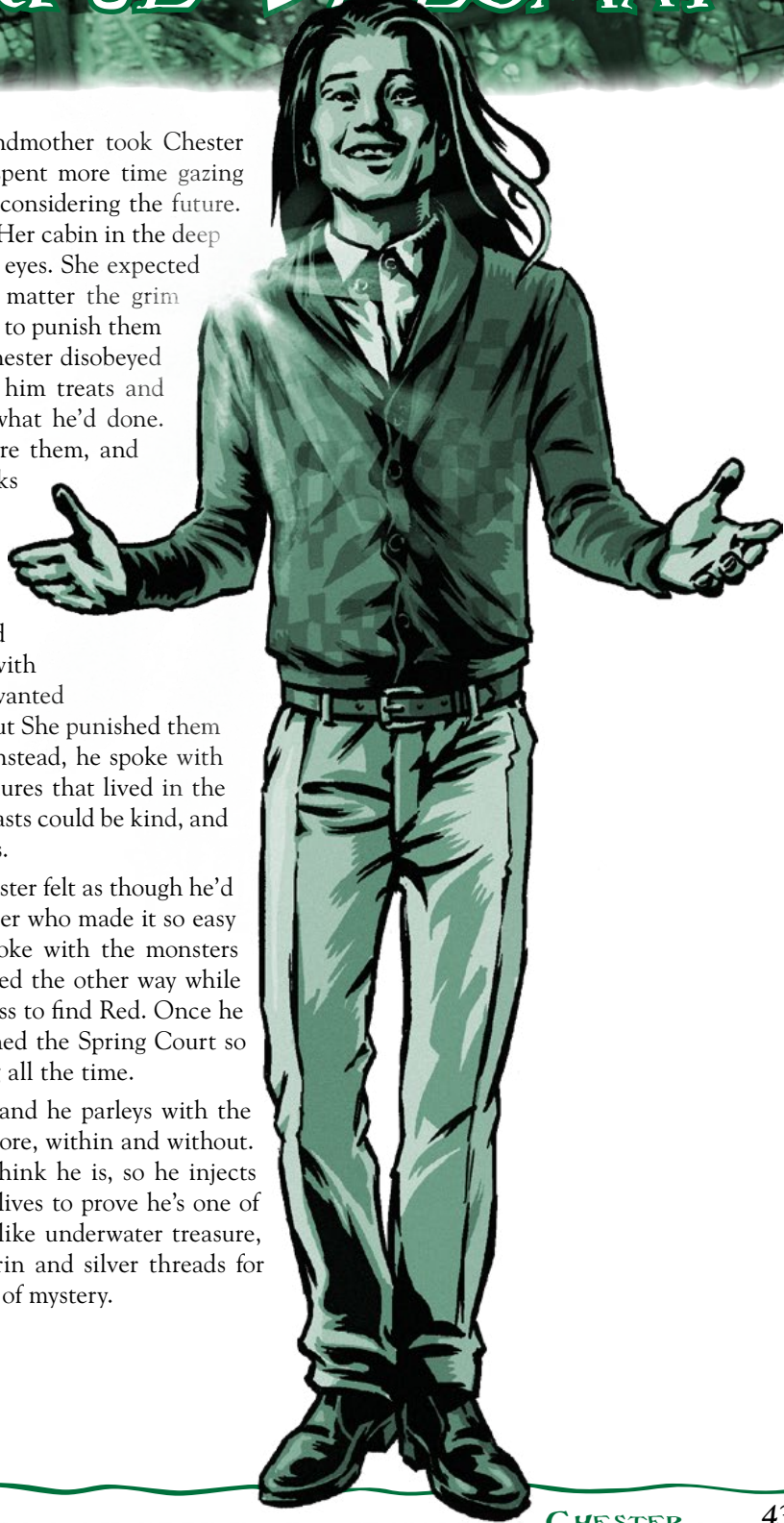
Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: +1 to one favored Attribute; record Blessing, Curse, favored Regalia • Kith: Record Blessing, if applicable • 1 Touchstone • Minor frailty if Wyrd 2
Contracts: Second favored Regalia, 4 Common (Regalia, Court, or Goblin; 2 must come from favored Regalia) + 2 Royal (Court or favored Regalia) • Merits 10 + Mantle 1 if courtier • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 • Defense = (Lower of Dexterity or Wits) + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Max Clarity = Wits + Composure
Starting Wyrd = 1 • Starting Glamour = 10

CHESTER, CHEERFUL DIPLOMAT

Background: Grandmother, Grandmother took Chester when he was 16, a daydreamer who spent more time gazing out windows and writing poetry than considering the future. He spent years as the Golden Child in Her cabin in the deep dark wood, able to do no wrong in her eyes. She expected him to smile through everything, no matter the grim things She did to his younger “siblings” to punish them while he looked on. No matter how Chester disobeyed or talked back, his Keeper only gave him treats and toys, and blamed the other kids for what he’d done. So he tried to always be good, to spare them, and instead he learned to play subtle tricks on Her to help them out without retribution. She only punished him when he stopped smiling, so he learned to put on a happy face. She rewarded him with a silver thread, and sent him out into the forest to speak with the monsters there as Her envoy. He wanted to bring back wonders for the others, but She punished them for having such things, so he didn’t. Instead, he spoke with goblins, Huntsmen, and stranger creatures that lived in the darkness. He learned that terrifying beasts could be kind, and that alluring pixies could be monstrous.

One night, Red ran away, and Chester felt as though he’d failed her, even though it was his Keeper who made it so easy to overlook the Middle Child. He spoke with the monsters and made deals with them. They looked the other way while he led the others through the wilderness to find Red. Once he found her in the human world, he joined the Spring Court so he wouldn’t feel so guilty about smiling all the time.

Description: Now, Chester is 25 and he parleys with the best of them to bring peace to Nevermore, within and without. He’s not perfect, but his fellow Lost think he is, so he injects a little mischief and banter into their lives to prove he’s one of them. His fae mien makes him shine like underwater treasure, an enticing friend with an inviting grin and silver threads for hair that others glimpse through a veil of mystery.



Seeming Blessing: You may spend a Willpower for +3 dice or +2 resistance on another character's behalf, but still may only spend one per action. Costs 1 Glamour if a Condition would cause contention or mistrust between you and the target.

Seeming Curse: Once per scene, lose 1 Willpower whenever your action or inaction leads directly to your allies' misfortune.

Kith Blessing: Achieve exceptional success on three successes when using Larceny in the Hedge, Arcadia, or other unearthly realm; spend 1 Glamour and roll seven dice to turn incorporeal and invisible, which takes turns equal to (10 – your current Willpower). Same to reverse the process.

Spring Mantle: Gain +3 to Social rolls targeting Spring Courtiers, mundane rolls to seduce or attract someone, mundane actions that encourage or cause overindulgence, and mundane teamwork actions to help an ally. Regain 1 Glamour when overstepping your bounds to satisfy your personal desires.

Needle: Composer — regain 1 Willpower when eschewing traditional aesthetics regardless of consequences, or all Willpower when embracing something vile to espouse its beauty.

Thread: Acceptance — regain 1 Willpower when ignoring personal problems to gain someone's favor, or all Willpower when putting yourself at risk to defend someone who needs you.

Glamour/per Turn: 10/1

Attack	Damage	Dice Pool	Init.
Unarmed	0B	Chance die	0

Contracts: Blessing of Perfection, Cupid's Arrow, Goblin's Luck, The Royal Court, Trapdoor Spider's Trick, Waking the Inner Fae

CHANGELING

THE LOST

SECOND EDITION

NAME: Chester

PLAYER:

CHRONICLE: Hearts on Trial

NEEDLE: Composer

THREAD: Acceptance

CONCEPT: Cheerful Diplomat

SEEMING: Fairest

KITH: Helldiver

COURT: Spring

Attributes

POWER Intelligence ●●●●●

Strength ●●●●●

Presence ●●●●●

FINESSE Wits ●●●●●

Dexterity ●●●●●

Manipulation ●●●●●

RESISTANCE Resolve ●●●●●

Stamina ●●●●●

Composure ●●●●●

Skills

MENTAL

(-3 unskilled)

Academics 00000
Computer 00000
Crafts 00000
Investigation 00000
Medicine ●●●●●
Occult 00000
Politics Goblins ●●●●●
Science 00000

PHYSICAL

(-1 unskilled)

Athletics ●●●●●
Brawl 00000
Drive 00000
Firearms 00000
Larceny ●●●●●
Stealth 00000
Survival 00000
Weaponry 00000

SOCIAL

(-1 unskilled)

Animal Ken 00000
Empathy ●●●●●
Expression ●●●●●
Intimidation 00000
Persuasion Mediation ●●●●●
Socialize ●●●●●
Streetwise 00000
Subterfuge Hidden Meanings ●●●●●

MERITS

Spring Mantle ●●●●●
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FAVORED REGALIA

Crown

Shield

FRAILTIES

None

ASPIRATIONS

Mediate between parties in conflict

Brighten someone's day

Play a trick on someone

CONDITIONS

Clarity

☐
☐
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Other Traits

HEALTH

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WILLPOWER

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WYRD

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GLAMOUR

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CLARITY

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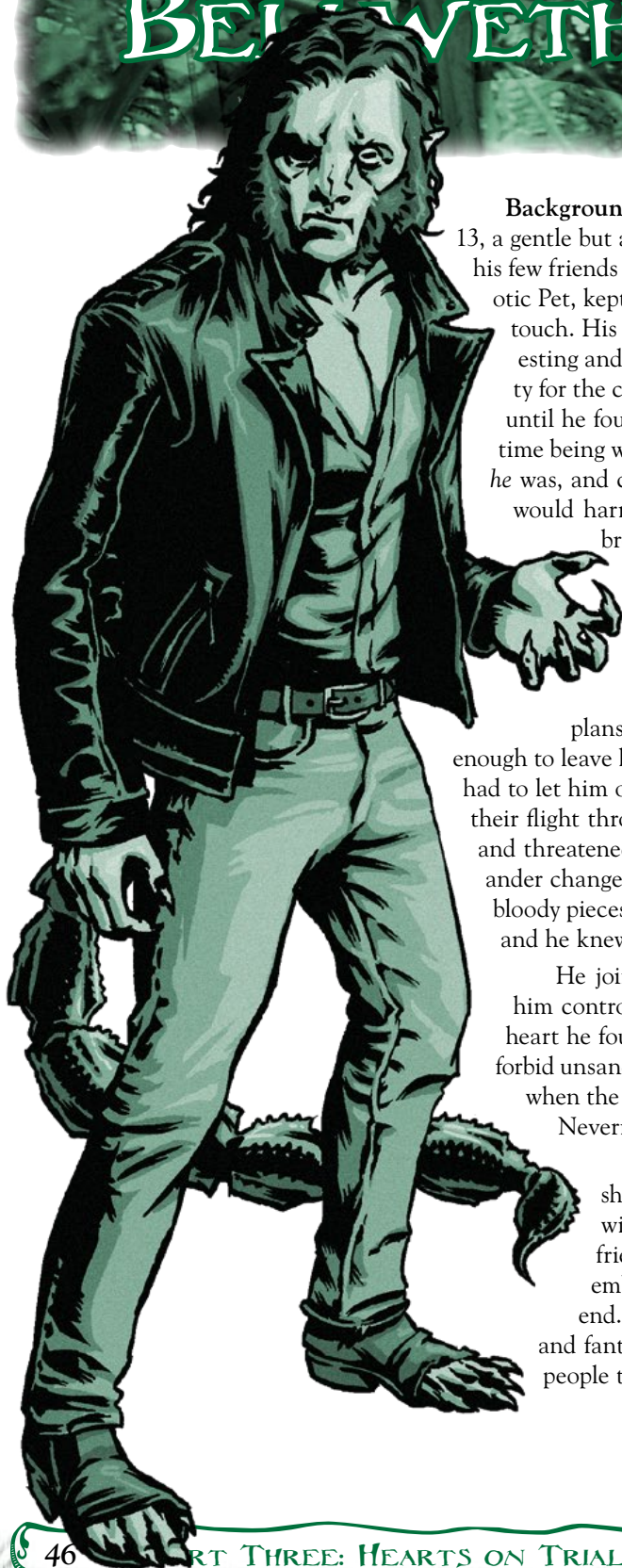
TOUCHSTONES

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Size: 5 Speed: 10
Defense: 4 Armor: 0
Initiative Mod: 7
Beats: □ □ □ □ □
Experiences: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: +1 to one favored Attribute; record Blessing, Curse, favored Regalia • Kith: Record Blessing, if applicable • 1 Touchstone • Minor frailty if Wyrd 2
Contracts: Second favored Regalia, 4 Common (Regalia, Court, or Goblin; 2 must come from favored Regalia) + 2 Royal (Court or favored Regalia) • Merits 10 + Mantle 1 if courtier • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 • Defense = (Lower of Dexterity or Wits) + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Max Clarity = Wits + Composure
Starting Wyrd = 1 • Starting Glamour = 10

LEANDER, BELLWETHER BEAST



Background: Grandmother, Grandmother took Leander when he was 13, a gentle but anxious kid who feared pain and conflict, and stuck close to his few friends for protection from bullies. He served as the household's Exotic Pet, kept in a cage for the children to ooh and ahh over but never to touch. His Keeper demanded he change his form to a new, more interesting and dangerous creature whenever the form he had lost its novelty for the children. If he didn't keep them entertained, She starved him until he found a new way to capture their attention. He spent so much time being what She and they wanted him to be that he lost track of who he was, and came to believe he really was a deadly outsider, a freak that would harm anyone who came too close. Still, the siblings and Ambrose were his only company and he viewed them as beloved family, even when She insisted his value to them began and ended at shallow thrillseeking. They tried to sneak snacks to him when She wasn't looking during the worst of his deprivation, and he felt guilty whenever they got caught.

One night, Red ran away, and Leander overheard the plans the others made to go after her. Terrified they feared him enough to leave him behind, he made such a ruckus inside his cage that they had to let him out to keep their Keeper from coming to investigate. During their flight through the dark wood, some creatures refused Chester's deals and threatened to eat the siblings. Desperate to save his only friends, Leander changed into a monstrous chimeric beast and tore the creatures to bloody pieces. The rest fled, more frightened of him than he was of them, and he knew then who the real monster was.

He joined the Autumn Court because he believed it would help him control his instincts, but having unleashed the savage within his heart he found he couldn't put it back behind bars again. The freehold forbid unsanctioned violence in dealing with those who broke its rules, so when the Bellwether Beast killed a suspected spy without due process, Nevermore and the Autumn Court exiled him from their ranks.

Description: Now, the Bellwether Beast is 30, a courtless shadow haunting South Street to punish those he judges to be wicked, drive mortals away from fae business, and protect his friends. Finding acceptance with his motley if nowhere else, he embraced his role as feared enigma and became an urban legend. His mien is a humanoid amalgamation of dangerous animals and fantastical monsters. Even his Mask is intimidating, prompting people to cross the street to avoid making eye contact with him.

Seeming Blessing: +3 Initiative and Speed; may deal lethal damage with unarmed attacks; costs 1 Glamour per three turns if you have a fear Condition, such as Shaken or Spooked.

Seeming Curse: Once per scene, lose 1 Willpower whenever acting without thinking causes significant harm or complications for someone else.

Kith Blessing: Achieve exceptional success on three successes when using Subterfuge to detect trickery, spoken or in writing. Each story, choose one Goblin Contract you possess; that Contract doesn't impose Goblin Debt when you invoke it.

Needle: Bon Vivant — regain 1 Willpower when leaving a personal problem unsolved in favor of enjoying the moment, or all Willpower when abandoning an important relationship to pursue pleasure.

Thread: Revenge — regain 1 Willpower when seeking retaliation over moderation, or all Willpower when abandoning reason and logic to exact revenge.

Glamour/per Turn: 11/2

Attack	Damage	Dice Pool	Init.
Unarmed	0B (0L with seeming blessing)	9	-0

Contracts: Blessing of Forgetfulness, Chrysalis, Fae Cunning, Overpowering Dread, Talon and Wing, Twilight's Harbinger

CHANGELING™

THE LOST SECOND EDITION

NAME: Leander

PLAYER:

CHRONICLE: Hearts on Trial

NEEDLE: Bon Vivant

THREAD: Revenge

CONCEPT: Bellwether Beast

SEEMING: Beast

KITH: Chimera

COURT: None

Attributes

POWER Intelligence ●●●●●

FINESSE Wits ●●●●●

RESISTANCE Resolve ●●●●●

Strength ●●●●●

Dexterity ●●●●●

Stamina ●●●●●

Presence ●●●●●

Manipulation ●●●●●

Composure ●●●●●

Skills

MENTAL

(-3 unskilled)

Academics 00000
Computer 00000
Crafts 00000
Investigation ●●●●●
Medicine 00000
Occult ●●●●●
Politics 00000
Science 00000

PHYSICAL

(-1 unskilled)

Athletics ●●●●●
Brawl ●●●●●
Drive 00000
Firearms 00000
Larceny 00000
Stealth Camouflage ●●●●●
Survival Hunting ●●●●●
Weaponry 00000

SOCIAL

(-1 unskilled)

Animal Ken 00000
Empathy 00000
Expression 00000
Intimidation Stare Down ●●●●●
Persuasion 00000
Socialize 00000
Streetwise Rumors ●●●●●
Subterfuge ●●●●●

MERITS

Fast Reflexes (Initiative bonus) ●●●●●

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FAVORED REGALIA

Steed

Sword

FRAILTIES

Holly berries (minor bane)

ASPIRATIONS

Punish someone for wicked deeds

Protect a motley-mate from danger

Forge a relationship with someone who doesn't fear me

CONDITIONS

Clarity

☐
☐
☐
☐
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☐
☐

Other Traits

HEALTH

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WILLPOWER

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WYRD

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GLAMOUR

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CLARITY

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1 2 3 4 5 6 7 8 9 10 11

TOUCHSTONES

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Size: 5 Speed: 12
Defense: 5 Armor: 1
Initiative Mod: 7
Beats: □ □ □ □ □
Experiences: _____

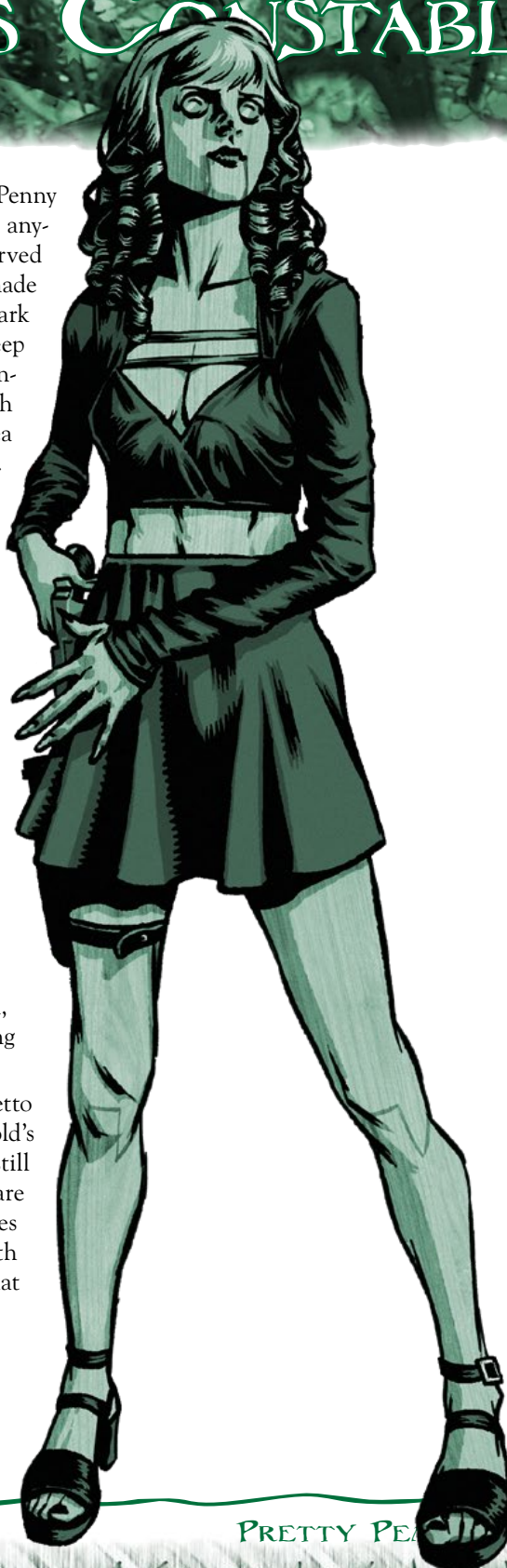
Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: +1 to one favored Attribute; record Blessing, Curse, favored Regalia • Kith: Record Blessing, if applicable • 1 Touchstone • Minor frailty if Wyrd 2
Contracts: Second favored Regalia, 4 Common (Regalia, Court, or Goblin; 2 must come from favored Regalia) + 2 Royal (Court or favored Regalia) • Merits 10 + Mantle 1 if courtier • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 • Defense = (Lower of Dexterity or Wits) + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Max Clarity = Wits + Composure
Starting Wyrd = 1 • Starting Glamour = 10

PRETTY PENNY, RELENTLESS CONSTABLE

Background: Grandmother, Grandmother took Penny when she was 25, a proud fashionista bitch who never let anyone push her around. During her years in Faerie, Penny served as a motionless Wooden Doll with perfect ringlet hair made of ribbon and pennies for eyes, in the cabin in the deep dark wood. She was made to sap the children's strength, to keep them docile while they loved and played with her, all unknowing. The kids in her "family" took turns sleeping with their arms wrapped around her at night, or playing tea party, doctor, or dress up with her when they were bored. Sometimes they threw her aside like she was nothing or lost her under the bed for weeks while she waited with the rats and the cockroaches and the dust. Sometimes they fought over Penny, tearing her dress or breaking her limbs, and her Keeper (ir Ash) repaired her again and again. Penny was completely at the mercy of their whims, and yet it wasn't them her soul screamed to hurt — it was Her.

One night, Red ran away, and the others decided to go after her. Penny listened to their plotting, sitting forgotten where they'd left her on the dresser, and the thought of being left behind alone cracked the dam holding back the rage inside her. She pried open her wooden mouth to demand they take her with them, as her paint peeled and her body splintered with the effort of *moving* in ways she wasn't built to move. She escaped with them, turning back the malevolent trees of the forest and the Thorns of the Hedge until she reached the human world, where she joined the Summer Court to focus her seething anger into something worthwhile.

Description: Now, Pretty Penny is 28. She rocks stiletto heels and a killer dress while she interrogates the freehold's enemies, ferrets out spies, and metes out justice. Her hair still falls in perfect ringlets and without her Mask, her eyes are still pennies and her body still wooden, but now she goes where she pleases and repairs herself. She funnels her wrath into stopping the Fae from ever doing to anyone else what they did to her and her friends.



Seeming Blessing: If touching or surrounded by wood, you may use it to take mundane actions up to three yards/meters away; costs 1 Glamour per action if you have fewer than 3 Willpower points.

Seeming Curse: Once per scene, lose 1 Willpower when someone browbeats, coerces, or forces you to act against your will.

Kith Blessing: Achieve exceptional success on three successes when using Medicine to gauge someone's health; spend 1 Glamour per full turn of physical contact with a target to downgrade one of your wounds by one level and inflict one bashing damage.

Summer Mantle 2: Gain +2 to Social rolls targeting Summer Courtiers, mundane rolls to intimidate or cow someone, and mundane attacks when defending your freehold against fae threats. Regain 1 Glamour when you further a goal in enacting your wrath.

Needle: Dynamo — regain 1 Willpower when you attempt to solve a problem before you have all

the information, or all Willpower when you jump to hasty conclusions, putting you or someone else in danger.

Thread: Memory — regain 1 Willpower when ignoring a dangerous situation to recreate a memory from the past, or all Willpower when denying reality to immerse yourself in a memory.

Glamour/per Turn: 11/2

Attack	Damage	Dice Pool	Init.
Baton/club	1L	3	-1
Revolver	2L	7	-2
Unarmed	0B	4	-0

Contracts: Baleful Sense, Dance of the Toys, Helios' Light, Red Revenge, Touch of Wrath, Walls Have Ears

CHANGELING™

THE LOST

SECOND EDITION

NAME: Pretty Penny

NEEDLE: Dynamo

SEEMING: Elemental

PLAYER:

THREAD: Memory

KITH: Leechfinger

CHRONICLE: Hearts on Trial

CONCEPT: Relentless Constable

COURT: Summer

Attributes

POWER Intelligence ●●●○○○

Strength ●●●○○○

Presence ●●●○○○

FINESSE Wits ●●●○○○

Dexterity ●●●○○○

Manipulation ●●●○○○

RESISTANCE Resolve ●●●○○○

Stamina ●●●○○○

Composure ●●●○○○

Skills

MENTAL

(-3 unskilled)

Academics 00000
Computer 00000
Crafts Carpentry ●0000
Investigation Crime Scenes ●●●○○○
Medicine 00000
Occult 00000
Politics 00000
Science 00000

PHYSICAL

(-1 unskilled)

Athletics ●●●○○○
Brawl ●●●○○○
Drive ●●●○○○
Firearms ●●●○○○
Larceny 00000
Stealth 00000
Survival 00000
Weaponry ●●●○○○

SOCIAL

(-1 unskilled)

Animal Ken 00000
Empathy 00000
Expression 00000
Intimidation Interrogation ●●●○○○
Persuasion 00000
Socialize 00000
Streetwise 00000
Subterfuge ●●●○○○

MERITS

Summer Mantle ●●●○○○
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FAVORED REGALIA

Jewels

Sword

FRAILTIES

Must oblige a child's request if they say "please"
(minor taboo)

ASPIRATIONS

Force or coerce information from someone
See justice done
Accidentally get myself in trouble

CONDITIONS

Clarity

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Other Traits

HEALTH

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WILLPOWER

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WYRD

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GLAMOUR

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CLARITY

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1 2 3 4 5 6 7 8 9 10 11

TOUCHSTONES

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Size: 5 Speed: 10
Defense: 5 Armor: 2
Initiative Mod: 5
Beats: □ □ □ □ □
Experiences: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: +1 to one favored Attribute; record Blessing, Curse, favored Regalia • Kith: Record Blessing, if applicable • 1 Touchstone • Minor frailty if Wyrd 2
Contracts: Second favored Regalia, 4 Common (Regalia, Court, or Goblin; 2 must come from favored Regalia) + 2 Royal (Court or favored Regalia) • Merits 10 + Mantle 1 if courtier • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 • Defense = (Lower of Dexterity or Wits) + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Max Clarity = Wits + Composure
Starting Wyrd = 1 • Starting Glamour = 10

RED, RESTLESS SKATER

Background: Grandmother, Grandmother took Red when she was 14, a lazy skater kid more interested in socializing and exploring than doing homework. She spent years as the Forgotten Middle Child in Her cabin in the deep dark wood, with nothing but the red hoodie she'd borrowed from her boyfriend to remind her she was more than just an ignored "sibling" desperate for attention that never came, in a false household filled with chaotic dysfunction and terror of the monsters in the forest. Red's "brothers" and "sisters" were the only comfort she had, and even then, the roles her Keeper forced upon them kept them from fully embracing her. She read a lot of books and studied the things lurking in the darkness to keep herself occupied.

One night, Red angered her Keeper, who sent her into the dark wood to cut a switch for her own punishment. In a moment of desperation, with the red hood pulled up over her head to keep warm, she braved the night's horrors and ran — leaving her "siblings" behind. They followed to find her and escaped to become her motley. Red vowed never to abandon them again. She joined the Autumn Court to master her fears: fear of herself, and fear of the unknown.

Description: Now, Red's 22 and she never goes anywhere without her red hoodie or her skateboard. She's always restless, always moving, never still. She feels like she constantly has to prove her loyalty to her friends, fearing that one day her dread of the Wild Hunt will drive her to betray them once more. So she latches onto them, quiet and shy but always watching. She circles them like a benevolent shark, ready to give them anything they desire at a moment's notice. Her fae mien makes her seem to move in and out of focus, only half-there, like a fuzzy afterimage.



Seeming Blessing: Spend 1 Willpower and touch something insubstantial to become part of it for three consecutive turns; costs 1 Glamour if anyone is looking at you.

Seeming Curse: Once per scene, lose 1 Willpower when a secret or important piece of information you know turns out to be false.

Kith Blessing: Achieve exceptional success on three successes when using Persuasion to get someone to like you or your friends. Touch someone and spend 1 Glamour as an instant action to heal up to three points of their bashing or lethal damage; you lose 1 Willpower if you healed bashing damage, or 2 if lethal.

Autumn Mantle 3: Gain +3 to Social rolls targeting Autumn Courtiers, mundane rolls to intimidate or instill fear, and mundane rolls to investigate Faerie. Pay -1 Glamour when using Contracts to subvert something from Arcadia. Regain 1 Glamour when overcoming fear to

investigate something dangerous.

Needle: Daredevil — regain 1 Willpower when taking a risk that puts others in danger, or all Willpower when taking a risk that puts someone you love in danger.

Thread: Friendship — regain 1 Willpower when following a friend into a disadvantageous situation, or all Willpower when following a friend into deadly danger.

Glamour/per Turn: 10/1

Attack	Damage	Dice Pool	Init.
Knife	0L	1	-1

Contracts: Portents and Visions, Riding the Falling Leaves, Seven-League Leap, Shared Burden, Unravel the Tapestry, Witches' Intuition

CHANGELING™

THE LOST SECOND EDITION

NAME: Red

PLAYER:

CHRONICLE: Hearts on Trial

NEEDLE: Daredevil

THREAD: Friendship

CONCEPT: Restless Skater

SEEMING: Darkling

KITH: Playmate

COURT: Autumn

Attributes

POWER Intelligence ●●○○○

FINESSE Wits ●●●●●

RESISTANCE Resolve ●●○○○

Strength ●●○○○

Dexterity ●●●●●

Stamina ●●○○○

Presence ●○○○○

Manipulation ●●●○○

Composure ●●○○○

Skills

MENTAL

(-3 unskilled)

Academics 00000
Computer 00000
Crafts 00000
Investigation ●●○○○
Medicine 00000
Occult Hedge Lore ●●●●●
Politics 00000
Science 00000

PHYSICAL

(-1 unskilled)

Athletics Skateboarding ●●●●●
Brawl 00000
Drive 00000
Firearms 00000
Larceny 00000
Stealth Shadowing ●●●●●
Survival 00000
Weaponry 00000

SOCIAL

(-1 unskilled)

Animal Ken ●●○○○
Empathy ●●●○○
Expression 00000
Intimidation Veiled Threats ●●○○○
Persuasion ●●●○○
Socialize 00000
Streetwise 00000
Subterfuge ●○○○○

MERITS

Autumn Mantle ●●●○○
Fleet of Foot (Speed bonus) ●●●○○
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____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000

FAVORED REGALIA

Mirror _____
Steed _____

FRAILTIES

None _____

ASPIRATIONS

Use knowledge to protect my friends _____
Discover something new _____
Accidentally get the motley in trouble _____

CONDITIONS

Clarity
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____

Other Traits

HEALTH

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WILLPOWER

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WYRD

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GLAMOUR

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CLARITY

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TOUCHSTONES

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____ 8
____ 9
____ 10
____ 11

Size: 5 Speed: 14
Defense: 9 (or 10) Armor: 0
Initiative Mod: 6
Beats: □ □ □ □ □
Experiences: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: +1 to one favored Attribute; record Blessing, Curse, favored Regalia • Kith: Record Blessing, if applicable • 1 Touchstone • Minor frailty if Wyrd 2
Contracts: Second favored Regalia, 4 Common (Regalia, Court, or Goblin; 2 must come from favored Regalia) + 2 Royal (Court or favored Regalia) • Merits 10 + Mantle 1 if courtier • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 • Defense = (Lower of Dexterity or Wits) + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Max Clarity = Wits + Composure
Starting Wyrd = 1 • Starting Glamour = 10

APPENDIX

This appendix lists the Contracts, Conditions, and Tilts you will need for **Hearts on Trial**.

CONTRACTS

The following is an abbreviated list of Contracts for use in this jumpstart. For a full list of Contracts available to changeling characters, see **Changeling: The Lost Second Edition**.

AUTUMN'S FURY (AUTUMN, COMMON)

Cost: 2 or 3 Glamour

Action: Instant

For 2 Glamour: inflict Heavy Rain and Heavy Winds Tilts (p. 61). For 3 Glamour, the storm also strikes enemies with lightning: reflexively roll (Presence + Occult – Defense) as an attack with weapon bonus 1L against anyone (other than yourself) in the area at the beginning of each of their turns.

Loophole: Spend an instant action lifting a metal rod into the air, then pointing it at foes.

BALEFUL SENSE (SUMMER, COMMON)

Cost: 1 Glamour

Dice Pool: Wits + Intimidation + Mantle vs. Composure + Wyrd

Action: Contested

Sniff the target. If successful, learn their greatest wrath. You may turn it toward another subject instead.

Loophole: You coaxed your target into screaming at you this scene.

BLESSING OF FORGETFULNESS (GOBLIN)

Cost: 2 Glamour

Dice Pool: Manipulation + Subterfuge + Wyrd vs. Composure + Wyrd

Action: Contested

Erase one of the target's memories and replace it with a false, plausible, and harmless one. Conclusive evidence of the forgotten event can alert the target they forgot about it.

Loophole: The event caused the target pain, and you rendered aid or comfort.

BLESSING OF PERFECTION (JEWELS, COMMON)

Cost: 2 Glamour

Action: Instant

Lasts one action. Caress and speak to an object to replace its equipment bonus with your Wyrd rating, or speak words of encouragement to someone while they work to replace their rating in Computer, Crafts, or Medicine with your Wyrd rating.

Fairest: You can apply this to someone's Expression, Persuasion, or Socialize as well.

Loophole: Accept payment for the Contract's effects, then bury the payment.

BOON OF THE SCUTTLING SPIDER (STEED, COMMON)

Cost: 1 Glamour

Action: Instant

Move over any surface strong enough to bear your weight at full Speed, regardless of direction or treacherousness.



Beast: Using webbing, you can restrain opponents on the same turn that you initiate a hold without an exceptional success.

Loophole: Swallow a live spider.

CHANGING FORTUNES (JEWELS, COMMON)

Cost: 2 Glamour

Dice Pool: Wits + Occult + Wyrd – Resolve

Action: Instant

Each success adds or subtracts a die from the target's next roll or raises or lowers its exceptional threshold by one. You can mix and match these.

Wizened: After seeing the roll, you may make the target reroll it and keep the second result.

Loophole: You dramatically failed an action this scene; if you do so after invoking the Contract normally, regain the spent Glamour.

CHRYSLIS (STEED, ROYAL)

Cost: 2 Glamour

Action: Instant

Transform into a crocodile (Strength 6, Dexterity 3, Stamina 5; Size 7; Speed 14, or 19 in water; Health 12; armor 2), a griffin (Strength 5, Dexterity 6, Stamina 4; Size 6; Speed 16; Health 10; flight), a snake (Strength 4, Dexterity 7, Stamina 2; Size 2; Speed 13; Health 4; poisonous bite), or a hyena (Strength 4, Dexterity 5, Stamina 4; Size 4; Speed 16; Health 8).

Loophole: You're in the natural habitat of your chosen animal and near enough to touch at least one of them.

CUPID'S ARROW (SPRING, COMMON)

Cost: 1 Glamour

Dice Pool: Wits + Empathy + Mantle vs. Composure + Wyrd

Action: Contested

Learn the target's greatest desire. You may turn it toward another subject instead.

Loophole: You're holding a living ivy flower.

DANCE OF THE TOYS (JEWELS, ROYAL)

Cost: 2 Glamour

Dice Roll: Manipulation + Crafts + Wyrd

Action: Instant

Give one mechanical device within (Wyrd x 10) yards a simple command for an action it could normally perform, and it continues to follow it for the duration; anyone try-

ing to stop it rolls Strength + Resolve and must beat this Contract's invocation roll.

Beast: The device gains animal-like intelligence and you can give it multiple commands or ones with more specificity.

Loophole: Inscribe a unique name on the object and call it to life by name.

FAE CUNNING (SHIELD, COMMON)

Cost: 2 Glamour

Action: Reflexive

Apply Defense to ranged attacks and never lose Defense even if you're surprised or distracted. Supernatural powers that would deny you Defense prompt a Clash of Wills. If you successfully Dodge, you may redirect the attack to another valid target, which automatically hits with (your Presence) successes.

Loophole: You challenge an opponent to an immediate duel.

GLIMPSE OF A DISTANT MIRROR (MIRROR, COMMON)

Cost: 1 Glamour

Action: Instant

Look into a reflective surface to see out through another that has reflected your face before; anyone looking can see this.

Loophole: Look into a mirror belonging to a sworn enemy.

GOBLIN'S LUCK (GOBLIN)

Cost: 1 Glamour

Action: Instant

Make a random guess with finite possibilities for something minor, and it's the right one.

Loophole: Willingly let this Contract also benefit an unfriendly rival or enemy.

HELIOS' LIGHT (SUMMER, COMMON)

Cost: 1 Glamour

Action: Instant

Shed bright light in an area with a diameter of (Mantle x 20) yards. Anyone looking directly at you suffers the Blinded Tilt (*both eyes*; p. 61). It's true sunlight but filtered; creatures that take damage from sunlight take half, rounded down.

Loophole: You're in pitch darkness and can't see.

KNOW THE COMPETITION (MIRROR, COMMON)

Cost: 1 Glamour

Dice Pool: Manipulation + Socialize + Wyrd vs. Composure + Wyrd

Action: Contested

Takes 10 minutes to invoke. Play a game with the target to learn their Needle and Thread or Virtue and Vice, and one Aspiration.

Loophole: You goaded the target into challenging you to the game.

MIGHT OF THE TERRIBLE BRUTE (SWORD, COMMON)

Cost: 2 Glamour

Action: Reflexive

Gain a new grappling move: inflict -1 to opponent's Strength to gain +1 to yours.

Beast: You can steal either Strength or Dexterity.

Loophole: Grapple multiple opponents at once.

MURKBLUR (JEWELS, COMMON)

Cost: 1 Glamour

Dice Pool: Manipulation + Subterfuge + Wyrd vs. Wits + Wyrd

Action: Contested

If successful, the target suffers the Blinded Tilt (*both eyes*; p. 61) for one turn.

Loophole: Eat a creature's eye.

OVERPOWERING DREAD (SWORD, COMMON)

Cost: 1 Glamour

Dice Pool: Presence + Intimidation + Wyrd vs. Composure + Wyrd

Action: Contested

Invoke while staring at the target and destroying something to intimidate them. If successful, target gains the Frightened Condition (p. 60).

Loophole: Stand in shadows and take the target by surprise.

PARALYZING PRESENCE (CROWN, COMMON)

Cost: 2 Glamour

Dice Pool: Presence + Intimidation + Wyrd vs. Composure + Wyrd

Action: Contested

Must have target's attention. If successful, target suffers the Insensate Tilt (p. 62).

Loophole: Victim is otherwise alone, and you touch them.

PORTENTS AND VISIONS (MIRROR, COMMON)

Cost: 1 Glamour

Dice Pool: Manipulation + Occult + Wyrd vs. Composure + Wyrd

Action: Contested

Takes at least one minute. If successful, read an important event, promise or deal in target's past or future. If future, gain the Informed Condition (p. 60) regarding the target.

Darkling: You may instead view a past crime or transgression, and inflict the Guilty Condition on the target.

Elemental: You may instead view the next violent event in the target's future; if it comes to pass, the target gains +1 Health and Size for one scene.

Loophole: Tear up a picture of the target.

PRIMAL GLORY (SWORD, COMMON)

Cost: 2 Glamour

Action: Instant

Touch an element to gain immunity to mundane damage from that element, and suffer only half damage from magical sources. Also gain armor 1 that deals one point of lethal damage per turn to anyone in melee against you.

Elemental: If the element matches yours, the armor deals its damage to anyone within (Wyrd) yards instead.

PROPS AND SCENERY (MIRROR, ROYAL)

Cost: 1 Glamour + 1 Willpower

Dice Pool: Manipulation + Persuasion + Wyrd

Action: Instant

Transform into an inanimate object up to your own Size, plus one benefit per success: +1 Durability (stackable), limited mobility, +/- 1 Size (stackable), or others with Storyteller approval.

Loophole: You're in plain sight of multiple others, but no one is looking at you.

RED REVENGE (SWORD, ROYAL)

Cost: 3 Glamour

Action: Instant

A blood-red aura surrounds you; gain +3 to initiative modifier, Intimidation rating, and Physical Attribute ratings, which also increase traits derived from those Attributes. Gain 3/3 armor and the Berserk Condition (p. 60) also.



Elemental: Also gain +1 damage on Brawl and Weaponry attacks.

Loophole: You use this Contract to exact vengeance for a loved one or friend.

RIDING THE FALLING LEAVES (AUTUMN, ROYAL)

Cost: 2 Glamour

Dice Pool: Dexterity + Occult + Mantle

Action: Instant

On success, become an avatar made of autumn leaves. You may Dodge reflexively once per turn, except against attacks effective on a pile of leaves, such as flames. On a successful Dodge, spend another Glamour to inflict the Spooked Condition (p. 61) on the opponent. You can fly at (Speed – 3) and flatten your body to slip through small openings. You cannot manipulate objects or physically attack. On exceptional success, you can fly at full Speed and carry light objects.

Loophole: Catch something the wind naturally bears aloft.

THE ROYAL COURT (CROWN, ROYAL)

Cost: 3 Glamour + 1 Willpower

Action: Instant

Set yourself up as the leader of a meeting to ensure no violence breaks out. Prompts a Clash of Wills if anyone's under supernatural influence to fight. Can't stop violence once it starts.

Fairest: You may also extend this to Social interactions: no one can intimidate or threaten anyone else.

Loophole: Stand and make a speech at least five minutes long.

SEVEN-LEAGUE LEAP (STEED, COMMON)

Cost: 1 Glamour

Action: Reflexive

Lasts one turn. If successful, roll (Strength + Athletics) to jump (Wyrd x 10) yards as an instant action.

Loophole: Wear boots you stole from an enemy this scene.

SHARED BURDEN (SHIELD, COMMON)

Cost: 2 Glamour

Action: Instant

Let your blood flow onto your target's body to heal two points of their damage for every one lethal damage you inflict on yourself. You heal bashing first, then lethal;

you can't heal aggravated damage. No magic can heal the damage you inflict on yourself this way.

Loophole: Hold a strip of skin, four inches or longer, of the creature that inflicted the target's injury.

TALON AND WING (STEED, ROYAL)

Cost: 1-3 Glamour

Action: Instant

Gain one of the following for each Glamour spent:

- +10 Speed
- +3 dice to perception rolls, suffer no penalties in darkness
- Unarmed attacks deal lethal damage, or aggravated if they already dealt lethal

Beast: You are also immune to mundane fatigue and may oppose supernatural fatigue with a Clash of Wills.

Loophole: Eat a piece of an animal you emulate.

TATTERDEMATION'S WORKSHOP (JEWELS, ROYAL)

Cost: 2 Glamour

Action: Instant

Invoke when you jury rig something. No object up to Size 5 is too complex to jury rig and you can improvise all components and tools; reduce Build Equipment penalty by half your Wyrd.

Wizened: The object can be any Size.

Loophole: You're wearing large, old glasses and using archaic tools.

TOUCH OF WINTER (WINTER, COMMON)

Cost: 1 Glamour

Dice Pool: Intelligence + Science + Mantle

Action: Instant

Touch water to freeze a five-yard diameter area solid, which expands by five yards each turn of maintained contact.

Loophole: You melt a handful of ice to liquid right before invoking the Contract.

TOUCH OF WRATH (SWORD, COMMON)

Cost: 1 Glamour

Dice Pool: Intelligence + Crafts + Wyrd

Action: Instant

Deal damage equal to invocation successes to an object, subject to Durability unless you roll an exceptional success.

Elemental: Double damage to objects made entirely of natural materials.

Loophole: The object's owner stole (or attempted to steal) something of value from you, or cheated (or attempted to cheat) you, in this scene.

TRAPDOOR SPIDER'S TRICK (SHIELD, COMMON)

Cost: 1 Glamour, or 1 Glamour + 1 Willpower

Action: Instant

For 1 Glamour: Step through an opening (door, window, hole, etc.), then make a visual illusion that it's impassable or nonexistent. Prompts a Clash of Wills for supernatural perception to see through it. Pay an additional Willpower to make it last until the next dawn or dusk, whichever comes first.

Loophole: Lure an enemy or rival through the portal first.

TWILIGHT'S HARBINGER (AUTUMN, COMMON)

Cost: 1 Glamour

Action: Instant

Choose a currently extant event or circumstance when you invoke the Contract (a power, a meeting, an affair, a life, etc.). Thirteen minutes before it ends, a creature of omens visits you to warn you. Lasts until the ending comes to pass.

Loophole: You carry something with a meaningful connection to someone vitally important to the chosen event or circumstance.

UNCANNY (GOBLIN)

Cost: 2 Glamour

Action: Reflexive

Your next mundane action that is neither resisted nor contested gains the rote quality.

Loophole: You have no dots in the relevant Skill.

UNRAVEL THE TAPESTRY (MIRROR, ROYAL)

Cost: 2 Glamour + 1 Willpower

Dice Pool: Wits + Occult + Wyrd

Action: Reflexive

Replay the last 10 seconds (outside an action scene) or go back to the top of the Initiative roster one full turn ago (in an action scene). Everyone but you must take the same actions as before. Once per story, this activates automati-

cally when you die if you can pay the cost, but you gain the Spooked Condition (p. 61).

Darkling: You may reflexively move up to (your Stealth) yards before events start again.

Loophole: You haven't yet repaid a debt, even a trivial one, you incurred in this scene.

WAKING THE INNER FAE (SPRING, ROYAL)

Cost: 1 Glamour

Dice Pool: Manipulation + Expression + Mantle vs. Composure + Wyrd

Action: Contested

Weave a flower crown from passions and luck, then gift the crown to the target, who is compelled to put it on. It vanishes immediately, but the target gains the Wanton Condition (p. 61). Once per scene for the rest of the story, whenever you successfully tempt the target into doing something, regain 1 Willpower. You can only have one active target at a time.

Loophole: You told the target one of your own secret desires in this scene.

WALLS HAVE EARS (MIRROR, COMMON)

Cost: 1-3 Glamour

Action: Instant

Exchange secrets with an object. Then, do one of the following for each Glamour spent:

- Halve the object's Durability against your attacks
- Gain 9-again to wield or use the object
- See a vision of whoever last used the object, under what circumstances

Loophole: You're in public, among mortals who can hear you speak your secret aloud.

WITCHES' INTUITION (AUTUMN, COMMON)

Cost: 1 Glamour

Dice Pool: Wits + Subterfuge + Mantle vs. Composure + Wyrd

Action: Contested

You must tell the target one of your secret fears. If successful, learn the target's greatest fear. You may turn it toward another subject instead.

Loophole: Eat part of the target (a hair, a nail, blood, etc.).



CONDITIONS AND TILTS

The following are Conditions and Tilts that appear in *Hearts on Trial*. For more options, see *Changeling: The Lost* Second Edition.

CONDITIONS

BERSERK

The fury inside your character demands that she lash out, and the descending red mist makes it hard to tell friend from foe. Each turn, she must succeed at a Resolve + Composure roll or attack the nearest target with whatever weapons she has to hand. Even if she succeeds, she suffers a -3 penalty on all actions other than attacking the nearest target.

Resolution: The character falls unconscious or no targets are left to attack.

DEPRIVED

Your character suffers from an addiction. Because she's without it, she's unable to focus or contain herself. Remove one die from her Stamina, Resolve, and Composure dice pools. This does not influence derived traits.

Resolution: Your character indulges her addiction or, if she gained this Condition by reaching Glamour 0, gains any Glamour.

FRAGILE

The equipment the character is using to aid his action won't last long for some reason, whether because it's an object put together with duct tape and bubble gum, or because his relationship with the people involved sours, or because his computer ends up suffering a blue screen of death and the data is corrupted. A plan may be Fragile because of disrupted communication between the characters, or because of an unexpected hurdle, etc. The equipment ceases to exist in any usable form after a number of uses equal to its creator's dots in the Skill used to build it.

Resolution: The equipment falls apart one way or another. Plans grant one Willpower to each player whose character is involved when this Condition resolves.

FRIGHTENED

Something's scared your character to the point where he loses rational thought. His only priority is getting the fuck away from the thing that's frightened him — to hell

with his stuff and his friends. If someone tries to stop him from escaping, he'll fight his way past them. He can't approach the source of his fear or act against it — and if the only way out involves going near it, he'll collapse on the ground in terror. This Condition lasts until the end of the scene; suppressing its effects for a turn costs a point of Willpower.

Resolution: The character escapes from the source of his fear, or the scene ends.

GUILTY

Your character experiences deep-seated feelings of guilt and remorse. He suffers a -2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls.

Resolution: The character confesses his crimes and makes restitution for whatever he did.

INFORMED

Your character has a breadth of research information based on the topic she investigated. When you make a roll relating to the topic, you may resolve this Condition. If you resolve it and the roll fails, consider it to have a single success. If it succeeds, consider it an exceptional success. The roll that benefits can be any relevant Skill roll, except rolls in action scenes.

Resolution: As above.

INSPIRED

Your character is deeply inspired. When he takes an action pertaining to that inspiration, you may resolve this Condition. An exceptional success on that roll requires only three successes instead of five, and you gain a point of Willpower.

Resolution: As above.

LOST

Your character has no idea where she is, or how to reach her target. She cannot make any headway toward her goal without first navigating and finding out where she is. This requires a successful Wits + Streetwise action (in the city) or Wits + Survival action (in the wilderness). In the Hedge, it requires a successful navigation chase (p. 19).

Resolution: Successfully navigating.

OATHBREAKER (PERSISTENT)

The character has violated an oath, and receives this Condition in addition to any other effects breaking the oath carries. Changelings instinctively distrust the character. He suffers a -1 on all Social actions with other changelings.

Resolution: The character undertakes a sincere attempt to make restitution for his betrayal. This includes finding all other participants involved in the oath and undertaking whatever tasks they assign.

Willpower: Once per session, the player can choose to automatically dramatically fail a Contract roll, or a Social action with a changeling, and regain a Willpower. Make the choice before rolling.

SHAKEN

Something has severely frightened your character. Any time she takes an action where that fear might hinder her, you may opt to fail the roll and resolve this Condition.

Resolution: As above.

SPOOKED

Your character has seen something eerie — not overt enough to terrify her, but unmistakably otherworldly. How she responds is up to you, but it captivates her and dominates her focus.

Resolution: Your character's fear and fascination cause her to do something that hinders the group or complicates things (she goes off alone to investigate a strange noise, stays up all night researching, runs away instead of holding her ground, etc.).

VOLATILE

The equipment the character is using to aid his action is ready to blow at any moment, figuratively or literally. One wrong word, one badly placed rune, and it's time to duck and cover. A plan may be Volatile because it backfires terribly, or because a Storyteller character betrays the group, etc. Any failure achieved while benefiting from the equipment is automatically a dramatic failure. The equipment may continue to exist after this Condition is resolved, but if so, reduce its equipment bonus by two dice. This can create equipment *penalties* if the original bonus was fewer than two dice.

Resolution: The character suffers a dramatic failure while using the equipment. Plans grant one Willpower to each player whose character is involved when this Condition resolves.

WANTON

Your character wants for the sake of wanting. He's distracted with temptations of excess and indulgence. Any Composure or Resolve rolls to resist temptation suffer a -2 die penalty. As well, the character who caused this Condition achieves exceptional success on three successes instead of five on any rolls to tempt your character.

Resolution: Indulge in something that harms someone else or significantly jars your sense of self or certainty in your own experiences.

TILTS

BLINDED

Personal

Description: The character's eyes are damaged or removed.

Effect: The character suffers a -3 penalty to any rolls that rely on vision. Increase to -5 and loss of Defense if both eyes are affected.

Ending the Tilt: Mark the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it is healed. Supernatural powers that inflict Blinded indicate how long they last.

DRUGGED

Personal

Description: The character's mind is addled by mind-altering substances.

Effect: Represent a generic narcotic with one set of modifiers; the character suffers a -2 to Speed and Defense, and a -3 penalty to all rolls in combat. The character ignores wound penalties.

Ending the Tilt: A generic narcotic lasts for $(10 - \text{victim's Stamina} + \text{Resolve})$ hours. Medical help halves this time.

HEAVY RAIN

Environmental

Description: Torrential rain lashes down like knives.

Effect: Perception rolls suffer a three-die penalty.

Ending the Tilt: The best way out of the rain is to get indoors.



HEAVY WINDS

Environmental

Description: Howling winds buffet the characters.

Effect: Heavy winds are loud, so characters suffer a -3 modifier to aural perception rolls. The wind also inflicts a penalty to all Physical rolls equal to its level, from one to five: one is tropical storm level, three is hurricane level, and five is tornado level. Characters take bashing damage each turn equal to the wind's rating, but can make a reflexive Dexterity + Athletics roll each turn to avoid damage.

Ending the Tilt: Get out of the wind.

INSENSATE

Personal

Description: The character shuts down, either due to extreme fear or sudden pleasure.

Effect: The character can't take any actions until the Tilt ends. He can apply Defense to incoming attacks, and if he takes any damage from an attack, the Tilt ends.

Ending the Tilt: The Tilt wears off at the end of the scene. The victim can spend a point of Willpower before then to act normally for one turn. A successful attack against him also ends the Tilt. If the character has been knocked insensible by drugs, then when this Tilt ends it is replaced with the Drugged Tilt.



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