

Changeling: The Lost Preview, Part 2

Winter in the Woods

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[FICTION]

It Happened to Me, Part III

Michael:

“Pop art is about liking things, June. Why can’t you just like things?”

She threw a decorative museum-store pillow at me. “Warhol was just dodging. I think he liked trying to get interviewers to put words in his mouth. Like it was more fun for them to invent an opinion for him.” The cashier rolled her eyes and pointedly looked at the pillow lying on the ground. I picked it up and pretended to be fascinated by the certificate of authenticity. Hand-crafted, disenfranchised women, traditional techniques, something something organic. We both knew I wasn’t going to buy it, but now it was my responsibility to put away.

“Look, can we go home yet? It’s Peter’s turn to make dinner, and he’s the only one of us who can actually cook. I want to know what culinary treasures await us if we make it back on time.”

“God, you’re like a baby bird, Michael. Constantly hungry, helpless at taking care of yourself.”

I ruffled my feathers slightly. “I can cook, I’m just not an Artist. Besides, Wendy puts him in charge when she’s going to be busy. If he’s the leader of our band of lost children, I feel like it’s my duty to act like a misfit child. Keep his spirits up in these times of strife. So go brandish your art-nerd discount and buy that watercolor set already. We’ll miss the bus and then I’ll miss dinner and I’ll make you crazy whining about the shitty pizza we’re going to wind up eating instead.”

“Use your powers of prescience to figure out if it’s stopped raining, I’m almost done.”

By almost done she meant chatting up the cashier I guess, but I could look starving and pathetic just as well while splayed across the glass door leading out to the street. It was rattling a little in the wind. The rain had abated enough to merely be pelting the sidewalk, rather than cracking against it hard enough to pit the surface. The bus would be moving slowly enough that we might still catch it, but we’d get soaked on the way there.

Then June started twirling her hair at the cashier, and I started hauling her to the door. “June, it’s pouring, we need to go now.” Far in the distance I could hear thunder rolling, and the lights dimmed for a moment.

She dug in her heels, pulling away. “If it’s raining that hard, we should just stay. Maybe Wendy could pick us up later.” Then, whispering, “I am *so close*, Michael. She is definitely maybe going to give me her number. And you are spoiling it.”

The cashier coughed delicately. “We’re closing in a few minutes anyway, you should probably try to catch that bus.” And then June expired, dropping to the gift-shop floor muttering incoherent apologies, and I had to drag her lifeless corpse out into the rain.

The neon was melting down to the sidewalk. We splashed through puddles of light and stood in the wet reflections of stoplights and didn’t speak. It was a little like the old times, where it was all we could do to keep ahead of Her and Her maidens. Quiet, quiet, flying when we could and running when we had to, sleeping under roots and in the lees of stones. My eyes always flicker a little when I’m remembering. It’s like the Hedge gets wrapped over what’s actually in front of me, covering the world, but also filling it in. Everything feels a little more real when it’s full of forest. Everything looks a little less real when it’s covered by forest.

Which is how it came to be that we ran directly into the bus we were supposed to be catching. It was a different driver than before, slow to meet our eyes, hardly seeming to notice the water we tracked in. The rain beat down on the roof of the empty bus, and we huddled together, shivering in the forced air. Maybe I dozed a little, because June was anxiously pulling my feathers and had given up whispering for chirping. The bus was still empty. The driver still wasn't looking at us. I didn't recognize the dirty road we were traveling down, but I did recognize that copse of trees.

Function could follow story here. Pulling the cord might stop the bus, but that might also make it dissolve into foam, or take on new ghostly passengers, or the driver might finally open his eyes. Of all of us, Robin might have remembered best how to tell the dreamers from the ogres, and Summer would have seen through the trick. June and I would just need to make do. I touched the cord lightly at first, and felt the driver shudder through the floor of the bus. Then we joined hands, pulled it hard, and ran for the back of the bus. The driver howled, and the bus flexed along with his body. A giant, black-eyed mare unfurled its hooves and shook the glass from its faces.

We stumbled in the waves of water slowly cascading down its body, washing over each face, catching in the valleys under each eye. We slid down its sleek legs, and June flung her pressed watercolor powder into the puddles at our feet, drawing powdery streaks into the straight bright lines cast by the neon sign at the receptionist's window. Once we could hear sirens, never letting go, we jumped through the puddle, and fell straight through to a fire.

I choked on smoke and June screamed. I'd finally unpacked my bag yesterday. I'd thought we were finally safe. Wendy had found us, and months later she still hadn't let us go. There was school most days, and Mandarin lessons after, and only chores when they needed to be done. June and Summer were painting together. I was teaching Robin to read. Peter still held us when we woke up shivering. I only just got a home. I'm not ready to be done.

The second night after she rescued us — when the cold hadn't quite left my bones, when I still wasn't used to my new name — I asked Wendy why. She said she didn't even think, when she found us hiding in the bog. Didn't stop to justify it to herself, to explain why she should run or come closer. She just knew that she had to pick us up and take us home. Peter didn't leave us, even when he knew he couldn't protect us anymore. Wendy didn't leave us, even when she found out what we were. I can't leave them, either.

I rubbed at the smoke in my eyes and ran towards the fire, trusting June to follow. I didn't even think.

[END FICTION]

Chapter Three: Words of Wonder

Who looks outside, dreams; who looks inside, awakes.

Carl Jung

Changelings exist at once in two worlds. They stand in the mists between the dreamlike magic of Faerie and the mortal world of shadows and glass. Ripped from the lives they knew, they've become something neither human nor True Fae. They are Lost, but have found in themselves something new to call their own.

Character Creation

The following steps take the basic idea of a character and turn it into one of the Lost, defining her traits using the game's rules. In the end, we'll know who she is, and what she's capable of. Then, we can explore her time outside Arcadia. Take a look at the character sheet in the back of this book; it's your map to exploring your **Changeling** character.

Step One: Character Concept

At the first stage, come up with a rough idea of who you want to play. Who was she before she was taken? What purpose did she serve in Arcadia? What was her durance like? How did she escape? Don't worry too much about things like seeming or court at this step. Instead, try to filter down the idea of your character into a single statement. "Secluded rare bookseller" is a concept. "Impatient courier" could be another. It doesn't need to be complex, just a solid, archetypal idea. Think of how you'd describe your favorite character from a book or movie to a friend if you only had a couple of seconds to do it. That's a concept.

As you go through the character creation process, if ever you run into a hurdle or hard choices, you can always go back to your concept, and take the path that fits more closely. For our example above, if you're hard-pressed for Merit choices, you might take Language, Library, Trained Observer, Encyclopedic Knowledge, or even Safe Place. Those all evoke the feeling set forth by the concept.

As well, choose three Aspirations. When choosing your character's Aspirations, choose one or two that reflect her changeling existence. Does she want to become a leader within her freehold? Does she want to find an Icon? Then, choose at least one Aspiration pertaining to her associations with the mortal world. Is she trying to find her fetch and destroy it? Does she have a still-living family with whom she is trying to reconnect? Some of these Aspirations should be short term: Aspirations that are simple to complete, that you could accomplish in a single session. At least one should be something that may take a few sessions to complete, or even a full story arc. These long-term Aspirations help guide your character's story and development over the course of a chronicle.

Aspirations are one of the most important ways you can earn Beats and Experiences, which advance your character. More importantly, they're clear statements to your Storyteller about the types of things you wish to see happen to your character. It's important that the Storyteller take note of all the troupe's Aspirations. This way, she can add hooks in the chronicle to touch on something for everyone.

Also, starting Aspirations are a great way to establish motley relationships. For example, if a motley consists of two Summer Court characters, one may have the Aspiration "Become Summer King," and another might have "Become a knight within the Summer Court." This helps put motley dynamics into a loose perspective, and can help chronicle momentum start strong.

Lastly, Aspirations make for great fodder for quick and easy goals. Don't be afraid to take at least one Aspiration without immense challenge or risk. For example, "Find a safe place to sleep" isn't an unreasonable goal, and it gives you something to do during the first session if you're struggling to find a place for your character. Look at easy Aspirations as story hooks. In play, try to involve the other players' characters in accomplishing them.

If you're having trouble with Aspirations, revisit this stage once you've fleshed out the character some more. Often, one part of the character creation process will stand out for a given character. These standout parts will help you determine goals.

Step Two: Select Attributes

Attributes define the most basic elements of your character's abilities. They define how fast, charismatic, and intelligent she is. Look to the three categories (Mental, Physical, and Social), and prioritize which you think is the most important for your character. Then, determine which is second-most important. When selecting Attributes, consider why your character's True Fae captor may have taken him. What drew her attention? How did his time in Arcadia shape him?

In your primary category, place five dots and split them between the Attributes. In your secondary, place four. In your tertiary, place three. No Attribute may start at higher than 5.

As you'll see on your character sheet, your character gets one free dot in each Attribute. A single dot represents a deficient Attribute, something below average. Two dots represents the average of human ability. Three dots is above average, highly competent. Four dots is a remarkable specimen, a rarity. Five dots is the pinnacle of human capability.

Step Three: Select Skills

Next, you'll select your character's Skills. These have the same categories as Attributes: Mental, Physical, and Social. Similarly, prioritize these three categories. You do not gain free dots for Skills. Your primary category gets 11 dots, your secondary gets seven, and your tertiary gets four. No Skill may start at higher than 5.

When choosing Skills, think about your character's background. Was she an athlete before she was taken? Then she might have a few dots in Athletics and maybe some Brawl. Did he have an advanced degree in physics? Then he might have several dots in Science and a few in Investigation. Was she forced to perform for her True Fae master? She probably has a few dots in Expression and maybe some in Athletics and Socialize.

Step Four: Skill Specialties

Skill dots represent training and experience with a broad range of techniques and procedures. Skill Specialties allow you to refine a few Skills, and show where your character truly shines. You define your own Skill Specialties. They reflect a narrow focus and expertise in a given Skill. For example, your character may have a Drive Specialty in Severe Weather or a Science Specialty in Physics.

Choose three Specialties. Again, use this as an opportunity to better understand who your character is, and who she was prior to her capture and subsequent escape. A character with Socialize (Seduction) is wildly different than one with Socialize (Small Talk). Computer (Hacking) says something completely different from Computer (IT).

In play, players tend to solve problems with the Skills their characters are Specialized in. The Storyteller should expect this and work with it.

Step Five: Add Lost Template

We have the basic aspects. Now to add the Glamour.

Seeming

A character's seeming forms from what happened to her in Arcadia, how she escaped it, or how she approaches the world now. This cannot change once play starts, but a kith may modify the

character's seeming or make it more specific. Look over the six seemings: the Beast, the Darkling, the Elemental, the Fairest, the Ogre, and the Wizen, starting on p. XX.

Seeming is more archetype than personality. While the Contracts and kiths associated with the various seemings may influence behavior, any person could be drawn into any seeming. There's something to be said for playing into stereotypes, but challenging established norms can be fulfilling, too.

Your choice of seeming determines a Contract Regalia with which your character has an affinity. As well, every seeming has three favored Attributes from either Power, Finesse, or Resistance traits. Take an additional dot in one of these. This can only take an Attribute to five dots.

[START TABLE]

Seeming	Favored Attributes
---------	--------------------

Beast	Resistance
-------	------------

Darkling	Finesse
----------	---------

Elemental	Resistance
-----------	------------

Fairest	Power
---------	-------

Ogre	Power
------	-------

Wizen	Finesse
-------	---------

[END TABLE]

Kith

A kith is a refinement of seeming. If your character served a specific purpose in Arcadia, she was molded to that task. Kith is the resulting transformation, which spans all seemings.

Mien

Your character's time in Arcadia shapes her fae mien. Her captor molded her from a human into something strange and alien. Her seeming can help suggest her purpose while in captivity — or the other way around — but her mien is unique. No two Wizen look exactly the same, even if they had similar tasks. Consider what your character's role was, as well as how form inspires function. Was she a tracker, with long ears and large eyes? Did she stand as a statue with marble skin and crystalline eyes? These things inform what her mien looks like now. Select a few descriptive lines to describe how your character looks inhuman without her Mask.

Court

Courts are the changelings' way of coping with the Fae. Courts represent strong emotions and the stages of grief that come after abuse, but also represent a practical way for changelings to defend themselves. Your character ultimately chooses her own court based on a variety of personal decisions, and it may change during play. You may choose to start play without a court.

If you decide to start play as a courtier, your character receives a free dot in the appropriate Mantle Merit (p. XX) for her court.

Needle and Thread

Choose a Needle and a Thread for your character. Whereas a mortal character has a Virtue and a Vice, a changeling character has a Needle and a Thread.

Changelings approach problems and deal with challenges and people as defined by their Needle. Needle is like the changeling's Myers-Briggs personality type, her true self that she uses as a shield against becoming someone she is not. People see her Needle, they interact with her based on it, and it informs her actions.

Thread is the motivation that keeps a changeling strong. This is the tie that binds her to reality. Thread combines her innermost fears, desires, and needs that drive her forward and keep her grounded. When everything goes wrong, and she's only just hanging on, Thread is what reminds a changeling how she overcame the vulnerability Arcadia forced upon her.

For each of these traits, choose an archetype from the appropriate sample list below, or craft your own. This is a simple statement of identity and motivation.

You can find more on Needle and Thread on p. XX.

[START TABLE]

Needle Archetypes Thread Archetypes

Bon Vivant Acceptance

Chess Master Anger

Commander Family

Composer Friendship

Counselor Hate

Daredevil Honor

Dynamo Joy

Protector Love

Provider Memory

Scholar Revenge

Storyteller

Teacher

Traditionalist

Visionary

[END TABLE]

Touchstone

Your character's Touchstone is a person, place, or thing that reminds her of what is real in this world, and helps her readjust to life after her durance. Name a Touchstone, and count a number of boxes from the left equal to your character's Composure + 1. Write your Touchstone next to that box. See p. XX for more on Touchstones. If you choose to take the Touchstone Merit, you may start with additional Touchstones.

Contracts

Contracts represent agreements made in the past between the True Fae and the natural world. A changeling can take advantage of Contracts he is familiar with, or has learned about. These bargains allow the changeling to defy the natural laws which normally bind a person, from being able to eat any substance regardless of hardness to disappearing in an ephemeral cloud of smoke.

Contracts have a variety of effects grouped into common themes called Regalia, such as Crown for leadership, or Mirror for perception. Most Contracts are freely accessible to all changelings, but each seeming has a particular affinity for one Regalia, and you choose a second favored Regalia for your character as well.

Your character begins with four Contracts chosen from among Common Regalia, Common Court, and Goblin Contracts; she must meet the proper requirements to take Court Contracts, see p. XX. Two of those starting Contracts must come from the character's favored Regalia. She also gains two Royal Contracts from her court or favored Regalia.

Wyrd

Wyrd measures your character's connection to the strange and fantastical world of Faerie. The higher it is, the more fae and strange she becomes; the lower it is, the more grounded she is in her human life. It determines how much Glamour the changeling may store, and how rapidly she can expend it. It affects certain Contracts, and her ability to contest supernatural powers.

All Lost start play with a free dot of Wyrd. You may purchase one or two additional dots for five or 10 of your 10 starting Merit dots, respectively.

You can find more on Wyrd on p. XX.

Step Six: Merits

Choose 10 dots' worth of Merits. The Lost may possess any of the Merits from the **Chronicles of Darkness** core rulebook, except for those on the Supernatural Merits list, Vice-Ridden, and Virtuous (since changelings do not have Virtue and Vice traits). As well, consult the extensive list of Lost-specific Merits on p. XX.

Step Seven: Determine Advantages

All characters have certain advantages, some of which depend on their Attributes, Skills, and Merits. Determine the following advantages with the given calculations and note them on your character sheet. A specific Merit or Contract that modifies your character's advantages will call that out in its text.

- **Size:** Characters start at Size 5.
- **Health:** Size + Stamina
- **Speed:** 5 + Strength + Dexterity
- **Willpower:** Resolve + Composure
- **Maximum Clarity:** Wits + Composure
- **Initiative:** Dexterity + Composure
- **Defense:** (Lower of Wits or Dexterity) + Athletics

[THE FOLLOWING IS ONE OF THOSE QUICK-REFERENCE TABLES]

Changeling Creation Quick Reference

Here are the basics for creating a **Changeling** character.

Step One: Concept

Choose a concept. Come up with three Aspirations.

Step Two: Attributes

Prioritize categories. They receive 5/4/3 dots, distributed in any combination.

Step Three: Skills

Prioritize categories. They receive 11/7/4 dots, distributed in any combination.

Step Four: Skill Specialties

Choose three Skill Specialties.

Step Five: Add Lost Template

Choose seeming, kith (if any), court (if any), Needle, Thread, Touchstone(s), Wyrd, frailties (if any), a second favored Regalia, and Contracts. Describe fae mien.

Step Six: Add Merits

Select 10 dots of Merits, minus any spent on Wyrd. Characters in a court receive Mantle • for free.

Step Seven: Determine Advantages

Calculate the following advantages:

Size: 5

Health: Size + Stamina

Speed: 5 + Strength + Dexterity

Willpower: Resolve + Composure

Maximum Clarity: Wits + Composure

Initiative: Dexterity + Composure

Defense: (Lower of Wits or Dexterity) + Athletics

Experienced Lost

Storytellers may allow players to make more experienced characters to start play. These bonus Experiences allow characters to start beyond the basic level.

[START TABLE]

Rank Bonus Experiences

Established in the Freehold 5

Rising Star 10

Squire 15
Knight 25
Court Queen 35
Faerie Legend 50
Timeless Fae 100

[END TABLE]

Lost Template

Seeming

Choose the seeming to which your changeling belongs and note its favored Regalia.

Beast: Savage survivalists, passionate and deadly. (Steed Regalia)

Darkling: Lurkers hiding in the shadows, silent but ever watchful. (Mirror Regalia)

Elemental: Unbridled and unchained, the true forces of nature. (Sword Regalia)

Fairest: Stately and elegant, forever loved and craving true connection. (Crown Regalia)

Ogre: Warriors and brutes, blunt and to the point. (Shield Regalia)

Wizened: Crafters and builders, weary but not jaded. (Jewels Regalia)

Kith

You may, if you like, choose a kith. See p. XX.

Court

Choose a court to which your character belongs.

The Spring Court exults in life and harnesses desire to make life worth living.

The Summer Court gathers strength and power to turn their wrath upon their enemies.

The Autumn Court utilizes a healthy fear to help them prepare for attack.

The Winter Court uses the pain of their sorrow to strengthen themselves against further losses.

The courtless walk their own paths, outsiders in a dangerous world.

Wyrd

Wyrd starts at 1. Additional dots may be purchased with five Merit dots each. A maximum of two Wyrd dots may be purchased this way.

Contracts

Choose a second favored Regalia. Each character starts with four Contracts from Common Regalia, Common Court, or Goblin Contracts, at least two of which must be in favored Regalia. Also choose two Royal Contracts from court or favored Regalia.

Arcadian Contracts

Crown: The ability to grab control and give direction.

Jewels: The powers of perfection and lies.

Mirror: The ability to pierce all veils and transform the self.

Shield: The powers of protection and healing.

Steed: Power over all forms of movement and mindless beasts.

Sword: The powers of violence and forthrightness.

Court Contracts

Spring: Power over desire, growth, and rejuvenation.

Summer: Power over wrath, and the power to produce heat and vigor.

Autumn: Power over fear, and the life and death of growing things.

Winter: Power over sorrow, and the power to control snow and ice.

Goblin Contracts

Tricky bargains with goblins who require debts to teach their powers.

Experience Costs

Attribute: 4 Experiences per dot

Merit: 1 Experience per dot

Skill Specialty: 1 Experience

Skill: 2 Experiences per dot

Common Regalia/Court Contracts: 3 Experiences

Royal Regalia/Court Contracts: 4 Experiences

Favored Regalia Common Contracts: 2 Experiences

Favored Regalia Royal Contracts: 3 Experiences

Goblin Contract: 2 Experiences

Out-of-seeming Contract benefit: 1 Experience

Wyrd: 5 Experiences per dot

Lost Willpower dot: 1 Experience

[END THE QUICK REFERENCE CHART!]

Experience

A player earns Beats for his character in many ways (listed below). When your character has gained five Beats, they convert to one Experience, which you can use to develop your character's abilities.

Beats

You gain Beats when your character fulfills one of the criteria below:

- If your character fulfills an Aspiration, take a Beat. At the end of the game session, replace the Aspiration.
- Each Condition has criteria for resolution. Once per scene, when resolving a Condition, take a Beat.
- Some Conditions provide Beats for actions other than resolution.
- Any time you fail a roll, you may opt to make it a dramatic failure and take a Beat.
- If your character surrenders in a fight, take a Beat.
- If your character takes damage in one of her rightmost Health boxes, take a Beat.
- Once per scene, if you choose to have your character involuntarily incite Bedlam, take a Beat.
- At the end of any game session, take a Beat.
- Any time your character takes damage to her Clarity (p. XX), take a Beat.
- If your character involuntarily unleashes Bedlam (p. XX), take a Beat.

Some other situations might grant Beats as well.

Beats and Storyteller Characters

The Storyteller doesn't earn Beats. Whenever a Storyteller character does something that would earn her a Beat, such as resolve a Condition or fulfill an Aspiration, she instead gains a Willpower point that vanishes at the end of the current scene if she doesn't use it.

Contracts

Learning a Contract takes Experiences. Common Regalia and Court Contracts cost 3 Experiences each, or 2 in favored Regalia. Royal Regalia and Court Contracts cost 4 Experiences each, or 3 in favored Regalia. A Goblin Contract costs 2 Experiences. As well, acquiring any new Contract requires the changeling to learn about it somehow, often through a teacher. The Lost may learn favored Regalia Contracts and Court Contracts without a teacher. All other Contracts require someone, or something, to teach them.

Wyrd

Five Experiences purchase a single dot of Wyrd. You can read more on Wyrd on p. XX. This includes how a changeling might increase his Wyrd in play.

Group Beats

If the players and Storyteller wish, players can "pool" Beats and thus divide Experiences accordingly. This means everyone advances at the same rate, but also means everyone's advancement is tied to everyone's engagement with the game systems. This can be both a boon and detriment to a shy or nonconfrontational player; it can offer an incentive for being involved without the pressure to perform for advancement, but it can also incentivize not being involved, since his character continues to advance without engagement. Weigh the options, and make the best collective decision for your troupe of players.

Anchors

Changelings are creatures of magic. Each of the Lost has three anchors that ground her in the reality of the human world. In addition to helping define her, anchors serve as a source of Willpower. The Lost no longer understand Virtue and Vice, as the intensity of their duration and the fluidity of Arcadia have warped their sense of self. Their Needle, Thread, and Touchstones provide much-needed stability. These anchors help the changeling remember that she is an individual, the protagonist of her own story, and no longer just set dressing in someone else's.

Each anchor has two conditions that give Willpower recovery. The easier recovers a single Willpower point. The harsher refreshes all Willpower. A character may only refresh all her Willpower using an anchor once per chapter. For the single Willpower point option, err on the side of allowing the point. For the full refresh, use the risk of death, breaking points, and markedly dramatic scenes as benchmarks for qualifying moments.

Like Aspirations, anchors are not supernatural traits. They're a narrative mechanic that helps us portray Lost psychology.

Needle

Needle is the core identity the changeling presents to the world. This is her assumed personality and way of approaching her everyday life. In Arcadia, she had a purpose, a singular driving need to fulfill whatever it was her captor required of her. After her escape, it has been far too long — even if it was only weeks, or days — since she's exercised her own free will. The freedom to choose how to act, work, and process information is both heady and daunting.

The Needle helps the changeling cut through all that. It provides a framework for her actions. It defines how she does things, how she approaches issues, and how she solves her problems. She uses her Needle as an instrument to shape her will, and give it focus and precision.

Any time a changeling overcomes a small hurdle to affirm her Needle, she regains a point of Willpower. When committing existentially risky or terrible acts to affirm her Needle, she regains all her spent Willpower points.

Needle Archetypes

Here are a few sample archetypes for your character's Needle. Feel free to pull from this list, or come up with your own. Each includes a brief description, and sample actions that could recover Willpower.

Note that the risks and costs listed should always be meaningful. They should have value in the story, to count as Willpower conditions.

Bon Vivant

The bon vivant lives in the moment, taking pleasure in whatever surrounds her. She is highly social and seeks to evoke emotions with her actions. She is grounded in the now, and rarely thinks about her future.

Single Willpower: Allow a personal problem to go unfixed in favor of enjoying the moment.

All Willpower: Abandon an important relationship over your pursuit of pleasure.

Chess Master

A chess master views the world as a set of endless possibilities, with his hand on the rudder. He looks toward the future, calculating for every potential variable. He maneuvers people like pieces on a board to make sure things go as planned.

Single Willpower: Manipulate someone into doing what you want.

All Willpower: Bringing harm or misfortune to others in the course of manipulating people into enacting your plans.

Commander

The commander is goal oriented and a natural leader. She seeks to bring stability to the world, often by getting those around her to help her with her projects.

Single Willpower: Convince someone to ignore their goals in favor of yours.

All Willpower: Put the good of the many above the good of the few, causing you to work against people you care about.

Composer

The composer sees splendor in all things. He is spontaneous and creative, seeking to capture the essence of the beauty he finds in his daily life.

Single Willpower: Eschew traditional standards of beauty regardless of any drawbacks doing so may incur.

All Willpower: Embrace something vile, in an attempt to espouse its beauty.

Counselor

The counselor seeks to help others. She doesn't want to lead or follow, but instead to work as a comfortable companion, catapulting others to greatness.

Single Willpower: Put your own goals on hold in order to help someone else achieve theirs.

All Willpower: Take full responsibility for another's dangerous mistake.

Daredevil

The daredevil is a thrill seeker. He runs headfirst into danger, and cares little for the consequences of his actions. He finds joy in nearly every situation, unless it is patently boring.

Single Willpower: Take a risk that puts others in danger.

All Willpower: Take a risk that puts someone you love in danger.

Dynamo

The dynamo sees a problem and knows how to fix it. She is a fast reactor, which is great in an emergency, but terrible for planning. She seeks to stay busy, hating downtime and hoping for a problem to present itself.

Single Willpower: Attempt to solve a problem before you have all the information.

All Willpower: Hastily jump to conclusions, putting you or someone else into a dangerous situation.

Protector

The protector is steadfast and predictable. He is loyal to a person, a group, or an ideal, devoting his time and energy to ensuring their comfort and safety. He works in a methodical manner, never stopping until a task is finished.

Single Willpower: Ignore your own needs while acting to protect someone else.

All Willpower: Miss the last opportunity to achieve an important goal in favor of protecting someone else.

Provider

The provider is loyal and generous. She internalizes her friends' and family's issues, and treats them as his own. He gives more than he takes, and is eager to please.

Single Willpower: Give up something you care about because someone asks you to.

All Willpower: Put yourself or someone you love at risk in order to provide for someone else.

Scholar

The scholar observes and records everything around him, then strives to organize it into neat and orderly systems. He seeks understanding and looks for unifying themes, hoping to label whatever he doesn't know.

Single Willpower: Interact with and handle the unknown.

All Willpower: Traverse the Hedge or another unearthly realm to categorize an unknown element.

Storyteller

The storyteller is a bastion of creativity, ideas, and art. She injects humor and wit into everything she does, and seeks to gain a greater understanding of the human condition through story.

Single Willpower: Tell a story that makes someone look bad.

All Willpower: Tell a compromising story about an important person, who then takes great offense or suffers consequences.

Teacher

The teacher acts in ways that help others learn lessons. Not all actions must have meaning, but if others are involved, he seeks to find meaning in order to teach.

Single Willpower: Give advice that someone uses to succeed.

All Willpower: Risk yourself in order to teach someone else a lesson.

Traditionalist

The traditionalist is unimaginative, traditional, and task-oriented. She uses the past to predict future action, and prefers structure. She is organized, predictable, and easy to work with if you simply listen to her instruction.

Single Willpower: Refuse to incorporate new ideas into a plan of action.

All Willpower: Refuse to accept help in dealing with a dangerous situation.

Visionary

The visionary acts to challenge himself. He seeks new and unique ways of doing the same mundane tasks, and can't stand repetition.

Single Willpower: Refuse to use the same method twice.

All Willpower: Put yourself in danger attempting a new method.

Thread

If the Needle is the instrument of the changeling's will, the Thread is the binding that holds a changeling together. It might be her darkest fear, her most deep-seated desire, or her fondest memory. It motivates her and drives her forward. It reminds her to be strong when things look the bleakest, and keeps her uplifted when reality shifts and warps beneath her.

A Thread gives the Lost a sense of purpose, and a reason to keep fighting. The life of a changeling is tumultuous at best, and her Thread is her lifeline to stability and strength. It is the thing she always clings to, the thing she returns to when hurt, angry, frustrated, and even when happy.

Any time a changeling withdraws from others or lashes out in pursuit of her Thread, she regains a point of Willpower. When committing terrible acts or risking Clarity damage in pursuit of her Thread, she regains all her spent Willpower points.

Thread Archetypes

Here are a few sample archetypes for Thread. Again, this is not an exhaustive list of all archetypes. More so than Needle, the motivation of Thread has endless possibilities. As above, each archetype includes a brief description and sample actions that could recover Willpower.

Acceptance

Those motivated by acceptance desire others to need and want them. She wants to find her place in the world, and for people to take her as she is. Feeling needed and wanted are the only things that keep her going.

Single Willpower: Ignore personal problems to gain someone's favor.

All Willpower: Put yourself at risk to defend someone who needs you.

Anger

Those motivated by anger hold onto pain as a reminder of the ways things could be. He is angry at the True Fae, angry at what happened to him, and he uses that anger to ensure he gets through each day.

Single Willpower: Start a fight with someone.

All Willpower: Start a fight with someone who is clearly your superior.

Family

Those motivated by family have someone depending on them. Maybe it's the family she left behind, or the one she created after she escaped. She cannot fail, because they need her.

Single Willpower: Take a family member's burden upon yourself without expecting recompense.

All Willpower: Put yourself at risk to provide for your family.

Friendship

Those motivated by friendship use the strength of the people around them to stay strong. He surrounds himself with people who make him feel loved and wanted, and keeps them in mind when things get tough. He won't let them down.

Single Willpower: Follow a friend into a situation that is clearly disadvantageous to you.

All Willpower: Follow a friend into a deadly or dangerous situation.

Hate

Those motivated by hate have someone they despise. Maybe it's someone who treated her poorly, her captor, or just herself. She clings to her loathing like a lifeline, using it to remind her that she was once human.

Single Willpower: Distance yourself from others in pursuit of your hatred.

All Willpower: Abandon a group, organization, or city in pursuit of your hatred.

Honor

Someone motivated by honor maintains a personal ethic. He has a code or some organization's creed that he clings to, using it to remind himself of what's important. He'll do anything to maintain his honor.

Single Willpower: Refuse to take an action that would besmirch your honor.

All Willpower: Take the more dangerous path for fear of abandoning your code.

Joy

Those motivated by joy constantly seek the next high. She remembers what happiness felt like, and seeks it out in everything she does. The promise of having happiness again keeps her going, and prevents her from giving up hope.

Single Willpower: Deny helping others in order to maintain your joy.

All Willpower: Make others suffer so you don't have to.

Love

Those motivated by love have someone they want to come home to. It doesn't have to be romantic, but he cares deeply for the person and just the thought keeps him strong.

Single Willpower: Put yourself out for the pleasure of someone you love.

All Willpower: Put yourself in a deadly situation to protect your love.

Memory

Those motivated by memory seek something from their past. Maybe it's a place she wants to get back to, a friend she misses, or a long-lost family. Whatever it is, it's the one memory that remains strong even after the duration. She knows she can't go back to it, but just having it keeps her going.

Single Willpower: Ignore a dangerous situation in favor of recreating your memory.

All Willpower: Deny reality in favor of immersing yourself in memory.

Revenge

Those motivated by revenge seek to retaliate against a wrong. Maybe it was done to him, maybe to someone he loved, but now the reason he keeps going is the knowledge that he can dish it all back out.

Single Willpower: Seek retaliation over moderation.

All Willpower: Abandon reason and logic in order to exact revenge.

Touchstones

A Touchstone is something from the human world that helps keep your character grounded. It serves as both a source of support and validation, helping maintain her Clarity, and something that helps reconnect her to life after her durance. The character's Touchstone may be the very reason she escaped Arcadia, something important enough to her to cut through the Glamour that held her spellbound in her Keeper's grasp. The Touchstone is something solid, a bastion of stability that helps her see the world's beauty when others would call her "mad."

Touchstones are almost always mortal in nature, or born of the mortal world. They're usually people, although they can be places and sometimes deeply held ideologies — there is no place like home, after all. When threatened, a Touchstone gives your character motivation beyond her own Thread. Its presence in her life helps her regain a sense of normalcy and keeps her seeing clearly.

A Touchstone reflects an intrinsic conflict for the changeling. It is the firm reality of a true personal tie, and keeps her from losing track of her truth. It is both the most important thing in her life, and the most vulnerable part of her. When deciding on a Touchstone, consider how your character may potentially lose it. Think of how she protects it. Think of how she reacts when it's threatened.

System: Touchstones help a changeling maintain her Clarity by subtracting dice from Clarity damage rolls. If a character has a single attached Touchstone, it subtracts two dice from rolls to damage Clarity. With multiple Touchstones, subtract three dice instead. See p. XX for further details on Clarity damage. When a changeling has no Touchstones attached, add two dice to Clarity damage rolls.

Write Touchstones alongside your character's Clarity track. Count boxes from the left equal to your character's Composure + 1, and write your first Touchstone next to that box. For instance, if your character has Composure 3, you would write the Touchstone next to the fourth box from the left.

As Clarity is a fluid thing in a changeling's life, her attachment to her Touchstones is also fluid. Consider a Touchstone attached when its associated Clarity box is not filled with severe damage. If a Touchstone is attached, any time the changeling defends her attachment to it, she regains a Willpower point. If this defense causes her serious harm, she regains all her spent Willpower points.

When she heals a point of severe Clarity damage, she reattaches any Touchstone associated with that box. If the changeling loses a Touchstone altogether — for example, if he dies — then she risks Clarity damage (p. XX). If she loses her last Touchstone this way, she gains the Delusional Condition immediately. This applies whether or not the Touchstone was attached at the time.

Regaining a lost or dead Touchstone requires resolving the Delusional Condition and forging a meaningful relationship with a valid subject.

Your character can gain additional Touchstones by taking the Touchstone Merit (p. XX). Write the new Touchstone in beside the next available box to the right of the rightmost box that already has an associated Touchstone. A changeling character cannot have more Touchstones than she has Clarity boxes to the right of the first box with an associated Touchstone. If her maximum Clarity increases through the course of play, it opens a spot for a new Touchstone through the Merit.

Remember that additional Touchstones bought with the Touchstone Merit are subject to the Sanctity of Merits rule if lost (p. XX).

Example Touchstones

The following list of examples is meant only to help you flesh out your character. Players should personalize their Touchstones, and feel free to come up with their own using these as samples. Storytellers should remember that Touchstones mark things important to their players' characters, and should be treated thus in the story.

Best Friend

Your friend has never stopped supporting you through all the bad times. He's been there with you through it all, even when you took that sudden vacation without telling him. And now, he knows something is wrong, that things have changed, and you have a secret he shouldn't know. Now he's asking dangerous questions.

Family

You came home. They missed you, they love you, and they can't understand you. It isn't the same anymore, no matter how much you all pretend. They moved on while you were gone, and you can't ever really return to what you had before.

The Fetch

He has *your* life. He's blind to his own hollowness, and so are the people you once called family. You want what he has, obsessed with watching him. Your family would never accept you as you are now, and they couldn't stand to lose him. You should just live and let live. It isn't his fault, is it?

The Fling

When you came back, you wanted to live life to the fullest. You met him in a bar, you had sex in the men's room, and then you gave him your real number, on a whim. He texts every now and then, looking for the easy D, and you respond, because no one else makes you feel as wanted as he does.

Lost Love

She was the last thing you thought of when the Gentry abducted you, and the first thing on your mind when you returned. You clawed your way through the Thorns to return to her, but you're afraid of what she might say. Things weren't the best before, and what if she never even realized you were gone?

The Occultist

She pretends to know more than she does, but what she *does* know can be quite dangerous. Maybe it's a ritual or two, maybe it's enough knowledge to catch the attention of something from the Hedge. It's your job to protect her from the entities she courts, but you find kinship in her curiosity about the magic that has become commonplace in your life.

Private Investigator

When you disappeared, your family hired her to find you. At first it was just a job, but then she followed the trails, which all led to something weird and inexplicable. Then you came back, and now she won't leave you alone, constantly asking you to confirm one theory or another.

Therapist

She reminds you of home, your mother, baked cookies, and a warm hug. For her, it's all professional; you are just another patient she lovingly cares for. You want it to be more, you want to tell her the things you claim are dreams are the reality you lived. But somehow you know that she can't take the hit to her sanity, and maybe you can't either.

True Love

You found it, true love. At least, that's what you tell yourself. She understands you, and she has her own issues that you understand. She is there for you no matter what. She listens, she holds you when you cry, and she doesn't ask questions when you come home battered and bruised. She's perfect. So why are you so bored?

Your New Home

There's really no place quite like it. This is the one place where you can feel safe, you can take off the mask (so to speak) and be yourself. It's the place where you are in charge, and even the threat of the True Fae seems lesser inside these walls. Now you know its exits into the Hedge, and your magic sits upon its foundation.

Your Old Home

It's been so long since they took you that no one you knew was alive when you got back. But that old house, the one you bought with your wife? It's still there, right down to the ugly paisley curtains she picked out. What's the harm of going in once in a while when no one else is home?

The Power of the Lost

Faerie magic wends its way into a changeling, sinking into her bones, molding her into its image. The duration is a nightmare and a dream, and the escape is pure relief and terrifying volition. It's a release into freedom, and the daily horrors of living in the world of humanity. But the magic of Arcadia is not so easily discarded, and the Lost have powers more akin to their True Fae captors than they are comfortable admitting.

Wyrd

Wyrd reflects the amount of Faerie magic the changeling has tapped into, using its power as her own. Fae magic transforms things, shapes, dreams, and concepts. This same magic now courses through every changeling's body and soul. As she delves deeper into her magical nature, she remembers more of her time in Arcadia and can better harness its terrible power.

Wyrd affects numerous factors in gameplay:

- Wyrd determines your character's maximum traits. Normally, a character is limited to five dots in Skills and Attributes. However, at Wyrd 6+, your character can achieve higher Attribute and Skill ratings.
- Wyrd acts as a changeling's Supernatural Potency, or "power trait," and as her Supernatural Tolerance trait, adding to the dice pool to contest some supernatural powers.
- Wyrd determines how much Glamour a changeling can possess at once, and how quickly she can spend it. The chart notes a maximum Glamour, and how much she can spend in a turn at her level of Wyrd.
- Wyrd determines how connected the changeling is to Arcadia. Each dot of Wyrd acts as a dice bonus to any fae creature's attempts to track or find her, to a maximum of +5.
- Wyrd determines the number and severity of frailties from which your character suffers.
- Wyrd reduces penalties from mundane illnesses (as from the Sick Tilt, p. XX) and fatigue, to a greater degree as it increases. This reduction becomes a dice bonus to rolls to resist mundane diseases outside action scenes. The uncanny permanence of the Gentry infects changelings as well.
- Wyrd determines how many goblin fruits a changeling may carry into the mortal world.

All changeling characters begin play with Wyrd 1. You may purchase up to two additional Wyrd dots at character creation by spending five of your Merit dots each. After play begins, you may spend five Experiences per dot to increase Wyrd.

[[TABLE: WYRD

Wyrd	Attribute/Skill Max	Max Glamour/Per Turn	Disease/Fatigue Penalty Reduction	Goblin Fruits	Total Frailties
1	5	10/1	By one	3	
2	5	11/2	One minor	By one	7
3	5	12/3	By one	7	
4	5	13/4	Two minor	By two	13
5	5	15/5	By two	13	
6	6	20/6	One major, two minor	By two	13
7	7	25/7	By three	29	
8	8	30/8	One major, three minor	By three	29
9	9	50/10	By three	101	
10	10	75/15	Two major, three minor	By four	Unlimited

END TABLE]]

Supernatural Tolerance and Potency

What do you do when an opponent lacks Wyrd? Many monsters in the Chronicles of Darkness have traits that define their defenses against supernatural powers or the strength of those powers. These are called Supernatural Tolerance and Supernatural

Potency traits, respectively. For example, a vampire's Tolerance and Potency are both defined by her Blood Potency trait, while a demon's tolerance is his Cover and his potency is his Primum.

When a **Changeling** rule calls for Wyrd from a creature who does not possess it, instead use that creature's Tolerance (when contesting effects) or Potency (when forcing effects).

Remembered Dreams

A changeling's Wyrd also affects the way she dreams. As she taps further into the magic of Faerie, she is better at remembering and influencing her own dreams. (Rules for influencing dreams are in Chapter 4.) Add the changeling's Wyrd in dice to all rolls made to remember or interpret her dreams while she's awake (but not to rolls that generate oneiromancy successes, see p. XX). As her Wyrd rises, her dreams of time in Arcadia grow in clarity and frequency. At Wyrd 1-3, she barely remembers her dreams, recalling only fragments. At higher Wyrd (4-6), she recalls some of these dreams with relative clarity. More powerful changelings (Wyrd 7-9) frequently dream of their time in Faerie and remember it clearly, as though watching it happen just outside arms' reach. The paragons of fae power (Wyrd 10) dream often of Arcadia and remember it all so clearly, it's like experiencing that time in person all over again.

This is largely a roleplaying opportunity, giving players and Storytellers a chance to develop the character's history and add new elements to her durance, or allowing the Storyteller to deliver cryptic omens. These dreams can also serve as justification for purchasing new traits or improving existing ones. For example, a changeling might remember her time dueling on behalf of her Keeper and so improve her Weaponry Skill with Experiences, or raise Wyrd as she reconnects with her fae aspects.

Frailties

Legend ascribes alien behaviors, aversions, and desires to fae. The more powerful the fae being, the stranger and more powerful its quirks and weaknesses. Changelings call these limitations *frailties*, and they come in two forms: *taboos* and *banes*. A *taboo* is either a compulsion or a behavioral restriction. These occur in certain situations unique to each changeling. A *bane* is a weakness similar to those many supernatural creatures possess, something that can cause the changeling great harm. Banes cut instantly through all forms of armor and protective magics, and damage suffered from a bane cannot be healed until the bane is removed from the changeling's presence. Even acting against the source of a bane is difficult: Doing so requires spending a point of Willpower per action, which does not add dice to the pool. Additionally, the character suffers a three-die penalty on all rolls related to acting against the cause of a minor frailty. This penalty increases to -5 when acting against a major frailty.

Minor Frailty: Minor frailties are difficult to manage but uncommon to encounter. Taboos require specific circumstances, and banes are rare items or situations. Examples of minor taboos include an inability to approach a dwelling with milk set out at the door, a compulsion to count spilled rice grains, or an inability to step on lines. Minor banes include touching wolfsbane, the sound of church bells or wind chimes, or hearing one's name said backwards. A character can spend one Willpower point to resist the behavior associated with a minor taboo for the rest of the scene. Exposure to a bane causes continuous lethal damage at a rate of one point per turn until

the bane is removed. A bane weapon inflicts lethal damage that cannot be healed until the changeling has escaped the bane's presence.

Major Frailty: At this level, frailties come to dominate some aspect of the changeling's life. Taboos become major behavioral restrictions or compulsions that are difficult to avoid, cropping up every day. Major banes are common substances or situations, and rapidly prove fatal to the changeling if touched or experienced. Examples include an inability to go outside while the moon (or sun) is in the sky, being forced to walk backwards or hop at all times, the sound of a child's laughter, or touching glass.

Overcoming a major taboo requires spending one Willpower point per *turn*, or sacrificing one Willpower *dot* to do so for the rest of the scene. Major banes inflict one aggravated damage point per turn until the changeling escapes the situation, or stops touching the bane. Bane weapons at this level inflict aggravated damage. If the bane kills the changeling, her entire body unravels in spectacular fashion, exploding into thorns and leaves or hundreds of torn gossamer wings.

The legends and lore that comprise old folktales and fairy tales provide many examples of possible frailties. The goal is not to cripple the character but instead create interesting challenges that make for exciting roleplaying opportunities.

Longevity

For all their slippery nature, fae creatures are more permanent than mortals, and changelings are no exception. For every dot of Wyrð a changeling possesses, she lives approximately 20 years longer than an ordinary human would. Often, once she's lived past her natural lifespan, her mien begins to show through her Mask more often. This is never enough to mark her out definitively as a supernatural creature, but has a tendency to give her a reputation among observant neighborhood children.

Glamour

Glamour is the very essence of fae magic. It is an energy that infuses Arcadia, the True Fae, creatures of the Hedge, Contracts, and changelings. Born of emotion, Glamour gives shape to dreams and nightmares. As part of their transformations, changelings learn how to tap into Glamour, to feed on it, and to fuel their magic with it. At higher levels of power, they need it to survive just as the True Fae do, but even at lower levels, the Lost use Glamour in a variety of ways.

Spend Glamour to:

- Activate a Contract without utilizing a Loophole.
- Make shifts via oneiromancy or Hedgespinning.
- Create or open a Hedge gateway.
- Strengthen or scour away the changeling's Mask.
- Enact Pledges.
- Activate a kith blessing, or a seeming blessing in certain circumstances.
- See another changeling's Mask.
- Escape confinement.

- Incite Bedlam.

Some other actions may cost Glamour as well.

Harvesting Glamour

Harvesting Glamour is an intensely emotional experience. Changelings feed on the power of sentiment and the essence of passion, drawing power from feelings. This is not necessarily a predatory act, although changelings *can* prey on victims in an act called reaping (see below). While a changeling cannot harvest Glamour from any fae creatures (including other changelings, Hedge denizens, or the True Fae), she may harvest from any other type of intelligent being with emotions, such as humans, ghosts, or vampires.

Changelings most frequently harvest Glamour directly from human emotions. The type of emotion doesn't matter; the strength of the feeling is what creates Glamour. The changeling must be close enough to experience the emotional reaction firsthand — she cannot harvest Glamour from across the street, watching her target with binoculars. She may incite the emotion herself, but this is not necessary for harvesting.

In mechanical terms, to harvest Glamour for your changeling, roll a relevant Attribute + Skill. Each success generates one Glamour. The action could be anything associated with how the changeling is harvesting the Glamour, from acting to incite a strong emotion, to attempting to stay calm as she lets a strong emotional reaction wash over her. The roll may be modified by the relative freshness of the emotion, the intensity of the emotion, or various other factors (see below).

Harvested characters lose a single point of Willpower, reflecting a subtle loss of emotional intensity, and cannot be harvested more than once per scene. Harvesting the emotion favored by the changeling's court grants an additional point of Glamour on a successful roll. Animals may not be harvested; their emotions are simply too far from human to fuel the changeling's fae magic.

Changelings can harvest Glamour from dreams as well. The most skilled dreamwalkers can move from dreaming mind to dreaming mind, absorbing Glamour from the visions they encounter. See p. XX for more about using oneiromancy to harvest Glamour.

Certain objects and places in the Hedge are rife with Glamour. Typically, this takes the form of goblin fruits, though rare pools of raw Glamour sometimes well up there. Eating certain Hedge beasts provides Glamour, but doing so risks perception-warping indigestion if not prepared correctly — and proper preparations are not always obvious. Strange artifacts and certain actions may also provide Glamour, such as singing in a forest of resonating glass, or dancing in a faerie ring.

[START TABLE]

Suggested Harvesting Modifiers

Situation	Modifier
Repetitive emotions, such as those associated with seeing friends and family	−3
Rushed harvest	−2
Repressed feelings	−2

Momentary emotion	−1
New emotions the target has never felt before	+2
Strong, long-harbored emotions	+2
Spending a great deal of time with the subject feeling the emotion	+2
Powerful, deep-seated emotions	+3

[END TABLE]

Reaping

If harvesting is subtly drawing from the ambient emotion around the changeling, reaping is the direct and forceful act of ripping emotions from a target, leaving him a deadened husk.

Reaping does not require a roll, but causes a breaking point and requires touching the target. The victim loses one Willpower point per dot of your character's Wyrd, and gains the Ravaged Condition (see p. XX). Your character replenishes all lost Glamour.

The effects of this Condition aren't inherently obvious; it manifests like a severe lethargy, which may not even be evident for hours afterward. It could be mistaken for depression or exhaustion. Characters aware of the phenomenon, such as hunters and Huntsmen, may use Wits + Occult actions or other reasonable rolls to understand the supernatural source of the effect.

Glamour Deprivation

A changeling who falls to 0 Glamour suffers from physical deprivation as though starving, as well as suffering the Deprived Condition (p. XX). No matter how much she eats or drinks, she cannot gain nourishment until she possesses at least one point of Glamour. More powerful changelings begin to starve at higher amounts of Glamour: Those with Wyrd 6+ suffer from this deprivation when their Glamour falls beneath their Wyrd rating.

At high levels of Wyrd, changelings become physically and psychologically addicted to Glamour, and may gain the Glamour Addicted Condition (p. XX). Characters gain this Condition when they harvest or reap any amount of Glamour each day for at least a week, at Wyrd 6+.

Clarity

Clarity represents the right and strength of all thinking beings to trust their own perceptions and own their own past. A changeling's Clarity is her bulwark against the illusions of the True Fae or other supernatural forces, as well as the mundane world trying to tell her that her supernatural experiences are delusions.

Clarity grounds the changeling in her own experiences, helping her distinguish what is real, and what is a lie the True Fae or the mundane world are getting away with. When her Clarity is strong, she can trust that even the most improbable magical elements she sees are real, they affect her even if no one else can see them, and she understands her relationship to them. As her Clarity lowers, she doubts the validity of her own perception of these things, and either the Others or the mundane world begin to dictate her reality. She can no longer tell if she is simply seeing things when the Thorns reach out and scratch her, or if she is really in the Hedge. Weak Clarity is a dangerous prospect for many changelings, as they lose perspective and can slip into a dreamlike state if they have nothing grounding them against the lies of two worlds.

Clarity Track

Clarity serves as a track to measure the changeling's resistance against others making her doubt her perceptions, or even trying to take possession of them for their own ends. Challenges to Clarity are not strictly the trauma of abuse; the changeling has been through that kind of trauma and come out the other side. As the changeling experiences events that undermine her ownership of her own perceptions, her Clarity suffers attacks in either mild or severe ways. Given the unusual nature of her experiences, a changeling's firm Clarity is often "madness" to those around her.

Perhaps the attack is a lucid dream of the time before she was taken, but instead of her real parents, her True Fae captor reads her bedtime stories. Perhaps it's the time she walked into the Hedge, sure she was opening a mundane door into a coffee shop. These things confound and confuse the changeling, damaging her sense of perception and shaking her faith in reality.

A changeling's Clarity track has boxes equal to her Wits + Composure. Her player can't buy additional Clarity boxes with Experiences, but they increase automatically as she purchases dots of Wits and Composure, and she can recover Icons (p. XX) to add further boxes. In dreams, her Clarity contributes to her dream form's Health track (p. XX), and physical attacks on her dream form have a chance to erode her sense of reality and self.

Clarity Attacks and Breaking Points

Breaking points are events in the changeling's life and actions she takes that shake her confidence in her perceptions. Anytime she experiences a breaking point, she suffers an attack on her Clarity. The player rolls a number of dice based on the breaking point's severity (see below). Other powers and events may attack the character's Clarity without constituting a breaking point, such as suffering physical damage to her dream form (p. XX).

Two factors determine a breaking point's dice pool: its baseline severity, and its attack modifiers. Generally, the more distanced the changeling is from the event or the more she asserts her independence, the less purchase the breaking point has on her. The more personal the event is, or the more she succumbs to the will of others, the more likely it is to hit home. The following chart gives examples of breaking point attack modifiers, which can stack with each other:

[THIS IS A TABLE]

Suggested Breaking Point Modifiers

Situation	Modifier
-----------	----------

Strongly associated with the changeling's durance or results in a surrender to a True Fae	+3
---	----

Changeling forced to act against her will	+3
---	----

Strong emotional investment	+2
-----------------------------	----

Affects a close friend or family member	+2
---	----

Changeling coerced into acting	+1
--------------------------------	----

Some emotional investment	+1
---------------------------	----

Changeling is not personally present	-1
--------------------------------------	----

Aligns with the changeling's Needle or Thread	-1
---	----

Changeling spent Willpower on the action -1
No real emotional investment -1
Completely accidental, or occurs via happenstance -2
Only affects a complete stranger -2
Results in a rejection of or triumph over a True Fae -3

[END TABLE]

Some breaking points reference human or changeling contact. This refers to meaningful, face-to-face interaction. While it does not have to be positive interaction, it should be personal in nature. Paying a cashier while purchasing a coffee is not meaningful. However, chatting with the barista could be. Harvesting Glamour in general is not a human interaction, though if the changeling harvests while directly inciting an emotion through contact, it would serve this purpose.

Roll Results

Dramatic Failure: The changeling takes no Clarity damage and regains one Willpower point.

Failure: The changeling is a bit shaken, but takes no Clarity damage.

Success: Roll the changeling's Wyrd rating as a dice pool to determine how much mild Clarity damage she takes. Extra successes on a Clarity attack roll don't add to its damage. If this results in damage to any of the changeling's three rightmost Clarity boxes, she gains a Clarity Condition (see below).

Exceptional Success: As success, except the Clarity damage the changeling takes is severe instead. If this results in damage to any of her three rightmost Clarity boxes, she gains a Persistent Clarity Condition (see below).

Changelings reach different levels of equilibrium with different kinds of ordeals. While the below list of breaking points is not exhaustive, it's also only a series of guidelines. Feel free to add, take away, or adjust as you see fit. The dice pool listed is the baseline pool for the Clarity attack, subject to the above modifiers. Every changeling also has an additional, seeming-specific breaking point; see Chapter 1 for more information.

[THIS SHOULD BE A TABLE/SIDEBAR THING LIKE IN REQUIEM 2E P. 107]

Sample Breaking Points

One die

Told your experiences are unreal by someone who seems convincing, but whom you don't know.

Changing someone else via the Dream Infiltrator (p. XX) Condition.

Spending all your Glamour in one day.

Going one full day without human or changeling contact.

Breaking a mundane promise.

Meeting your fetch for the first time.

Two dice

Told your experiences are unreal by a figure whose authority you believe in.

Changing someone else via the Dream Intruder (p. XX) Condition.

Eating nothing but goblin fruit for a full day.

Having someone break a mundane promise to you.

Discover that someone lied to you about something minor.

Actively searching out memories of your durance.

Taking psychotropic drugs.

Gaining a non-Clarity Condition that confuses your senses or badly jars you, such as Lost or Spooked.

Having someone else tamper with your dreams.

Going a week without human or changeling contact.

Three dice

Told your experiences are unreal by someone you trust.

Being the victim of a non-fae supernatural power that confuses your senses, makes you question your surroundings or perceptions, or reenacts something your Keeper did to you.

Going two weeks without human or changeling contact.

Killing someone else's fetch.

Reaching Wyrd 3.

Having someone break a formal oath or pledge to you.

Having a mortal shun or disparage you.

Losing a Touchstone.

Four dice

Presented with "evidence" your experiences are unreal.

Accidentally killing a human.

Breaking formal oaths or pledges.

Changing someone else via the Dream Assailant (p. XX) Condition.

Discovering that someone lied to you about something important.

Death of a family member.

Killing another changeling.

Killing your own fetch.

Going a month without human or changeling contact.

Kidnapping or keeping someone captive.

Reenacting or reliving a memory from your durance.

Reaching Wyrd 6.

Five dice

Subjected to “deprogramming” or other extended, tormenting efforts to persuade you your experiences are unreal.

Premeditated killing of a human.

Going a year or more without human or changeling contact.

Torturing someone.

Using Glamour to force someone to change their behavior.

Brainwashing someone via repeated dream manipulation.

Spending time in Arcadia.

Prolonged or intimate contact with a True Fae.

Killing your Touchstone.

Reaping Glamour.

Reaching Wyrd 10.

[END THE SIDEBAR/TABLE THING]

Powers as Breaking Points

Certain changeling abilities manipulate emotions and the desires of others, such as Bedlam, the Contracts of Spring, and some oneiromantic effects. Use of these powers constitutes a breaking point if a character forces a desire upon someone in a way they wouldn't normally agree to, and the Spring Court both acknowledges and bluntly addresses this line with its courtiers. Those who cross it can expect social and possibly formal consequences, just like anyone else who abuses power in ways that call back to the horrors of the Gentry. The associated actions should determine the severity of these breaking points, at the Storyteller's discretion.

Clarity Damage

Clarity attacks erode a changeling's ability to perceive her surroundings with confidence and truth. When she suffers a successful Clarity attack, she risks taking damage to her Clarity. Roll a number of dice equal to her Wyrd to inflict damage. Even if she undergoes a breaking point, she may not lose Clarity.

A changeling can suffer two types of damage to her Clarity. Events that shake her, cause a minor disruption in her life, or set her back in the short term inflict mild damage. Most Clarity attacks inflict mild damage.

Events that rock the changeling to her core, make her lose sight of her objectives, or leave lasting changes on her psyche inflict severe damage. If the Clarity attack's roll achieves an exceptional success, she takes severe damage from the attack.

Each time a player's character takes Clarity damage, she marks it off on her Clarity track, using a slash (/) for mild damage and an (X) for severe damage. For mild damage, she marks the leftmost empty box on her Clarity track. For severe damage, she marks the leftmost empty box

or the leftmost box filled with mild damage. For example, if Juliet takes 2 points of mild Clarity damage, her Clarity track would look like this:

[SEVEN SPACE HEALTH TRACK. THE LEFTMOST TWO BOXES ARE FILLED WITH \S.]

If she then took a point of severe Clarity damage, her Clarity track would look like this:

[SEVEN SPACE HEALTH TRACK. THE LEFTMOST BOX IS FILLED WITH AN X, AND THE NEXT ONE IS FILLED WITH A \.]

A changeling's perceptions are directly related to her current Clarity score. At high levels of Clarity, she has a better grasp on her surroundings. When her Clarity is undamaged, she gains a +2 bonus to perception rolls. As her Clarity decreases, she loses track of reality. At Clarity 3 and below, she falls prey to hallucinations if she experiences a dramatic failure on a perception roll. The character suffers a cumulative one-die penalty to perception rolls for every two points below Clarity 5: thus, -1 at Clarity 3-4, and -2 at Clarity 1-2. This is true even if the changeling's maximum Clarity is lower than 5; for instance, if a character's maximum Clarity is 4 and she hasn't taken any Clarity damage, apply the +2 bonus and the -1 penalty, for a total modifier of +1.

If a changeling takes any more mild Clarity damage after her track is filled with damage of any kind, she falls unconscious, lost in her own dreams. She takes the Comatose Condition (p. XX) and can't take any more Clarity damage until she heals at least one point. If she takes severe damage after her track is filled with damage instead, she not only takes the Comatose Condition, but risks death. The Comatose Condition becomes Persistent and she can only resolve it with the help of her friends, as noted in the Condition's text.

A changeling can regain her Clarity by spending time with her Touchstones, and by resolving the damage Conditions (below). Even if she has no Touchstones attached, each scene she spends interacting in a meaningful way with one of her Touchstones heals one level of severe Clarity damage, or all levels of mild Clarity damage (but doesn't resolve any Conditions by default). See "Breaking Points," above, for what constitutes meaningful interaction. If the changeling has no Touchstones at all, she must gain one before she can heal Clarity this way.

Clarity Conditions

As a changeling takes damage to her three rightmost Clarity boxes, she gains Conditions — Persistent Conditions if the damage was severe. She gains one Clarity Condition for any amount of mild damage in these boxes, or one Persistent Condition for any amount of severe damage in the same. The Storyteller decides which Condition the character takes, though it should be germane to the situation that caused the damage.

Whenever a character resolves any Clarity Condition, she heals one point of Clarity damage; whenever she resolves any Persistent Clarity Condition, she heals two instead.

The following Conditions could result from Clarity damage:

- Broken (Persistent)
- Comatose
- Confused

- Delusional (Persistent)
- Dissociation
- Distracted
- Fugue (Persistent)
- Numb (Persistent)
- Shaken
- Sleepwalking (Persistent)
- Spooked
- Withdrawn

For more information on these conditions, see the Appendix starting on p. XX.

Kenning

Changelings with strong Clarity are so good at telling the difference between magic and mundane that they have an easier time spotting the telltale signs of supernatural phenomena. The Lost refer to this as kenning. A player whose character currently suffers Clarity damage in fewer than half her Clarity boxes may make a kenning roll by spending a point of Willpower. The Storyteller rolls the character's current Clarity in secret to detect the presence of supernatural elements in the area.

Dramatic Failure: The changeling misreads the situation in a disastrous way, determined by the Storyteller. She may mistake a dangerous spell for a beneficial one, or misidentify someone mundane as a Huntsman.

Failure: The character is unable to get a clear impression one way or another.

Success: Each success reveals the presence of one supernatural creature, item, or active effect (including ongoing effects), assuming any are present. This does not allow for a Clash of Wills against anything actively concealed through magic, as that level of scrutiny requires Contracts. The changeling cannot determine what kind of supernatural phenomenon she has detected, only that it is one. If nothing supernatural is present, the player regains the Willpower she spent.

Exceptional Success: As success, and the changeling learns the true nature of the magic, or learns that something is being concealed supernaturally nearby. The former reveals a general description of the magic, but not the specifics. For example, the changeling could determine that someone was a vampire using a Discipline, but not which one. She could determine the difference between a mage's spell and a fae Contract, but not the particular effects of either.

Mask

Illusions hide fae magic from human eyes. Only in the world of deepest dreams do mortals awaken to the magic of Faerie. This same illusion weaves about the Lost, disguising their true natures to the masses. Changelings call this powerful illusion the Mask. The Mask defies mortal senses and technology alike. It is not of changeling design, but something perhaps conjured by the Others in ancient times. Maybe it is simply the nature of fae things, for which illusion and deceit are as real as flesh and blood. It hides them so completely that it persists even beyond death. To those fooled by the Mask, the transformations undergone in the durance simply don't

exist. A little of the changeling's true nature bleeds through, but not enough to recognize without being a part of that world.

Fae beings and other supernatural creatures with mystical senses can see through the Mask. This extends to objects originating from Faerie, such as a sword forged out of a dragon's claw or a gown spun only of perfect snowflakes. The Lost see these objects as they truly are, but to mortal eyes these things are mundane, if exceptional in some way. The Mask only covers objects and beings from Faerie, and not mundane clothing or items a changeling might wear. Fae tokens and objects retrieved from the Hedge almost always resemble their real-world counterparts. A changeling can spend a Glamour to see another changeling's Mask instead of her mien for a few seconds.

The changeling can strengthen his Mask such that other Lost and supernatural creatures cannot pierce it. To do so, he spends a point of Glamour as a reflexive action and wills the Mask to become active. For the rest of the scene, his Mask hides him from fae eyes. Characters using sensory magic can oppose this disguise with a Clash of Wills (p. XX). This disguise is imperfect, as when other fae see his shadow, they see the shadow cast by his true form.

A changeling may scour her Mask away, revealing her fae form and embracing her magical nature. To do so is fraught with peril, and few changelings choose such an act without serious reason. The changeling spends a point of Glamour as an instant action, and the Mask shatters in dramatic fashion — burning, breaking, or crawling away from her fae form. For the rest of the scene, all observers see her as she truly is. The Mask reinstates itself at the end of the scene, or sooner if the changeling spends another point of Glamour as an instant action.

Revealing herself in this way does confer some benefits. While her Mask is gone, treat each successful rolled Contract use as though you rolled an exceptional success, regardless of the actual successes rolled. If the number of successes is important, use whichever is greater from among your rolled successes, your character's Wyrds, or her Mantle rating. For Contracts without rolls, the changeling may impress at will with each use, removing one Door for purposes of her next Social maneuvering roll (p. XX) against one witness; this effect doesn't stack with multiple such Contract uses in a row. Mortals who see the changeling's true nature have a visceral reaction. Some are cowed, others awed, and others run in fear. Either way, when they see her, they gain the Spooked Condition.

The price for such revelation is steep, as it doesn't just reveal the changeling's hidden self, but rips away the illusion that hides the world in which she walks. The act of tearing away the Mask also opens any gateways to the Hedge within 10 yards or meters per dot of Wyrds she possesses. Additionally, she leaves a magical trail, making it easy for fae creatures to track her in the mortal world. Gentry and Huntsmen automatically succeed on rolls to track or follow her within the same range while her Mask is down there.

Mien

What the Mask hides is a changeling's fae mien. This is her true shape, transformed by her time in Faerie. An Elemental might have icy blue skin and hair that streams like frigid water about her shoulders. A Beast has scaly skin and rows of bony ridges instead of hair. An Ogre's stony flesh feels rough to the touch and instead of two eyes, she has one. The Mask disguises even these changes. An Elemental made of ice feels cold to the touch, but her lover only assumes she has poor circulation. A changeling with clockwork mechanisms replacing her organs seems perfectly

normal under medical examination. An Ogre's eyes are perhaps too close together or larger than normal, his skin rough and dry.

Changes wrought by the durance reach beyond the cosmetic, manifesting as blessings from seeming and kith. A Darkling can become a shadow or a sunbeam, a Beast's claws rend flesh like real talons, and a Leechfinger's lamprey fingers actually do latch on to drink blood from his victims. The Mask does not fully hide these changes. Mortal observers explain these effects away as unusual but ultimately mundane circumstances: long nails, strong hands, or an uncommon limberness. Though the Mask disguises even their effects, it does not diminish them. A Fairest's song may seem only a beautiful melody, but it still enraptures those who listen.

The fae mien grows more pronounced as a changeling's Wyrð rises. Even the Mask strains to disguise subtle, cool breezes, scents like the ocean, auras of fear where the shadows seem to deepen around the changeling, or an impression of glinting, catlike eyes. A changeling's Mantle flavors these effects, sending Winter chills down a bystander's spine, filling someone with the warmth and vigor of Spring, or inciting the greed and envy of Coins. The effects are mostly harmless, unlike the more potent magic of the Lost, but help to define a changeling as something not fully of this world. Humans notice these subtle but significant signs of fae nature and the changeling finds herself distanced yet a little more from her former kin.

Portaling

Changelings escaped Arcadia, a land where fate and time are mutable and the whims of monstrous solipsists shape reality. By doing so, they forged a Contract with Faerie itself, so that not even dreams can hold them prisoner. Changelings can escape any kind of confinement. They refer to this phenomenon as portaling, referring specifically to the ability to open doors into the Hedge, but it applies to all aspects of their ability to spend Glamour to gain freedom.

If bound or held, the character can simply slip free of the bonds — escaping a grapple, or slipping free of manacles. To do so, she spends a Glamour as a reflexive action. She automatically gains freedom from whatever was holding her. If her bonds are supernatural in nature, such as someone using magical force to hold her down, or a magic rope binding her arms, she must engage in a Clash of Wills with the effect's creator. She may retry without penalty, as many times as she likes — an exception to the rule about successive actions. Simply put, a changeling can always escape if she makes the conscious decision to do so, as long as she still has Glamour left to spend.

To open a door to the Hedge, the changeling must have access to a closeable portal that she could fit through, such as a door, window, or manhole. The changeling spends a point of Glamour, and must make a request for the portal to open into the Hedge. This could be something as simple as "open sesame" or as complex as a sonnet. Once she is finished, the portal opens immediately to a place in the Hedge. The changeling does not get to designate where she goes in the Hedge, but sometimes the risk of landing in the middle of a patch of Thorns is worth the escape. Doors always open to the same part of the Hedge, so an experienced portaler may open all the doors around her home to check for the best escape route.

The reverse works as well; if the changeling finds a portal within the Hedge, he may spend Glamour and open it to flee to the human world. Again, he doesn't get to dictate where in the world it opens, but it follows the same rules for entering: a portal he can fit through.

This is not to say that escape is without consequences. The ability does not protect a changeling from her jailers. She can escape police custody — handcuffs and a cell can't hold her — but she still has a mugshot, her criminal record, and the police after her. Escaping just made everything worse. The changeling must weigh the consequences against the risks of incarceration, rather than expecting a “get out of jail free” card.

Among the Lost, captivity is one of the worst punishments. Keeping a changeling imprisoned is relatively difficult, requiring the use of magic, iron, or one of her frailties. Some freeholds keep one or more iron cages, though many believe this is an inhumane way to treat each other. Others maintain mundane jails, and simply enforce superlative penalties for those who choose to escape, thus giving criminals enough rope to hang themselves.

Cold Iron

Legends tell that long ago, the Gentry broke a contract with Iron. As a result, iron has ever been the bane of the fae. Some changelings theorize that instead, iron's mythic significance as it brought about industrial revolution (and a deathblow to the age of superstitions and legend) makes it anathema to creatures of dream and magic. Changelings suffer the bite of iron as well, due to their fae heritage.

Whatever its origin, iron ignores fae-born defenses and magic. A Contract, token, or other type of fae magic that provides armor or enhanced Defense will not shield a fae creature (including changelings) from iron weapons. Changelings can't escape from iron bindings or enclosures via portaling. Iron is difficult to find in the modern day, outside of antique shops, old estates surrounded by wrought-iron fences, cast-iron skillets, and so on. What exactly is iron? Does steel count? Conceptually, iron is what most people consider iron. Your average person would perceive most swords, for example, as steel, but an iron gate as definitely iron.

So-called “cold iron” acts as a frailty bane for changelings and True Fae. To qualify as “cold iron,” the metal must be mostly pure iron and magic cannot play a role in its creation in any way. It must be hand-forged, not mass-produced, cast, or created by a machine. Touching this iron inflicts aggravated damage on the Gentry and changelings.

Iron and Fae Magic

Changelings and other fae creatures can never have magic that manipulates, creates, or destroys iron. Elementals may never favor iron as an element, and indeed, if they favor metals, iron is excluded from their purview. This is a hard prohibition. When in doubt, Storytellers should always favor iron piercing fae magic, or otherwise being immune to it. This limitation even applies to the basic advantages changeling characters possess; for example, iron restraints make a changeling unable to escape automatically with Glamour.

Bedlam

Faerie is a place full of intense and conflicting emotional situations. Fear wars with joy, anger fights against happiness, and all the feelings in between rage through the magical realm. The Lost, though now escaped, can still feel those emotions, and sometimes tap into them. By drawing on his own strong passions, a changeling can convert Glamour back into an outpouring of emotions and send them coursing through the people around him, overwhelming them with extreme emotional responses.

Targets who fail to resist become consumed by the urges the changeling has released, and abandon other activities in favor of following the whims of their incited emotions.

Incite Bedlam

Cost: 1 Glamour + 1 Willpower

Dice Pool: Manipulation + Wyrds vs. Composure + Supernatural Tolerance (contested separately by each target)

Action: Contested; resistance is reflexive.

Roll Results

Dramatic Failure: The people around the changeling do not experience the desired emotion, but instead turn against her, feeling extreme antipathy toward her.

Failure: The changeling fails to create a strong emotional response.

Success: Anyone within sensory range of the changeling is overcome with the emotion the changeling is channeling. The person must be able to sense the changeling somehow; even cameras or recording devices convey Bedlam's effects. The changeling chooses a single Condition at the time he incites Bedlam associated with one of the four seasonal courts: Wanton for desire, Competitive for wrath, Frightened for fear, and Lethargic for sorrow. Those who fail to successfully contest this power gain the Condition.

The target rationalizes the change of emotion as perfectly natural while it's going on, but after the effects end he may question why he felt that way. Supernatural creatures may very well suspect a magical cause.

Exceptional Success: As success, and the changeling may pick a second Condition to inflict as part of his Bedlam.

[THIS IS A TABLE]

Suggested Bedlam Modifiers

Changeling

Modifier	Situation
----------	-----------

- | | |
|----|--|
| +3 | The changeling unleashes his court's chosen emotion. |
| +1 | The emotion is from the court most closely associated with the character's own (Spring/Summer, Autumn/Winter). |
| +1 | Each additional Glamour spent, up to a maximum of five. |
| -1 | The emotion is from the court of minor opposition (Summer/Autumn, Spring/Winter). |
| -3 | The emotion is from the court of major opposition (Summer/Winter, Autumn/Spring). |

Target

Modifier	Situation
----------	-----------

- | | |
|----|---|
| +2 | The target is feeling emotions strongly in opposition to those unleashed. |
| +1 | The target is relatively calm and relaxed. |

–1 The target is already feeling emotions similar to those unleashed.

[END THIS TABLE]

This is a wild, unrestrained release of emotional energy. No one made an agreement with these emotions, like a Contract, and so all bets are off. Bedlam is a blunt-force instrument, incapable of sending thoughtful direction, or even bold commands. The changeling may attempt to guide the behavior of the targets via mundane methods, such as attempting to draw the attention of an angry mob toward a single target, or shouting "run for your lives!" after unleashing a wave of fear through a crowd, but even this method is not perfect. Mob rule takes over, and sometimes drawing attention to yourself is more dangerous than just letting it run its course.

This power targets anyone who can sense the changeling, and cannot distinguish between friend and foe. The changeling cannot choose to selectively remove targets from the effect, nor direct the effect at a small group of targets out of a crowd. Once per scene, a player may choose to have his character involuntarily incite Bedlam to gain a Beat. Inciting Bedlam in this way does not cost Glamour, but the changeling has no control over which emotion she is unleashing, which is instead at Storyteller discretion.

Merits

The following Merits are available to changeling characters. Unless noted, human characters cannot take Merits of a supernatural nature.

Sanctity of Merits

Merits reflect aspects of your character but are an out-of-game resource. For example, your character may have friends, but you can choose to spend Experiences or Merit dots to purchase the Allies Merit. This gives those friends a direct effect in the game. If something happens to a character's friends, specifically supporting cast not represented by Merit dots, the story goes on and nothing happens in terms of game mechanics. If something happens to Allies, however, those points are not lost. The Allies dots disappear but you receive Experiences equal to the dots lost. This is called the "Sanctity of Merits" rule.

If your character loses a Merit, you may repurchase it in the next chapter of your chronicle. You can't just say, "All right, my Allies died. I'm buying new Allies to call." You'd have to wait until the next chapter. Alternatively, you can spend those Experiences on other traits that are relevant to the situation. Maybe losing those Allies inspired a few trips to the firing range to let off steam, so you spend those points on a dot of Firearms.

Motley Merits

Merits tagged "Motley" can be purchased as a motley; any character that contributes dots to the total has access to the full, combined amount. For example, Resources is a Motley Merit. If one character contributes one dot, one contributes two dots, and one contributes zero dots, the first and second characters have access to Resources ••, but the third character does not have access to those Resources at all.

You can effectively increase a Merit above five dots through this method. However, a character still only has access to five dots' worth of advantages. For example, if six characters each contribute Resources •, that would technically be Resources ••••• •. However, each character only has access to Resources •••••.

Style Merits

Style Merits are special Merits that afford different or additional effects, depending on the dots you possess. Most Style Merits range from • to ••••. You purchase these Merits just like any other Merit — each additional dot costs one Experience. However, instead of simply increasing in magnitude like the Allies Merit, each dot gives a different game mechanic or character option — you have access to all abilities at your dot rating and lower. The most common examples of Style Merits are those Merits that grant different fighting abilities, like martial arts styles. You can find more of these in the **Chronicles of Darkness Core Rulebook**.

Changeling Merits

Acute Senses (•)

Prerequisite: Wits or Composure •••

Effect: The changeling's senses are especially acute, even by the standards of high Clarity. Her sight, hearing, and sense of smell operate at twice the distance and accuracy of mortal senses. She can't see in pitch darkness (for that, she needs Contract magic), but she can see much more clearly than humans can.

Add the character's Wyrd rating as dice to any perception-based rolls. This bonus supersedes the one normally granted by maximum Clarity. Also, add the bonus to any rolls made to remember or identify details.

Arcadian Metabolism (••)

Effect: Your character is particularly well-suited to time in Arcadia and the Hedge. Maybe he was abducted at an early age and knows more of Arcadia than Earth, or he gluttoned himself on rare goblin fruit for the entirety of his captivity.

In the Hedge, increase his natural healing rates: Bashing damage heals at one point per minute and lethal damage heals at one point per day. Aggravated damage healing is unaffected.

Brownie's Boon (•)

Effect: Like the shoemaker's elves, your character completes tasks with a casual disregard for time. Reduce the interval for any mundane extended action roll she makes while no one watches her by half. The character may spend a Glamour to halve the interval again, working at four times her normal speed for that roll. Exceptional success on an individual roll can decrease the time it takes to complete that roll to an eighth of the usual interval, if the player chooses the time reduction benefit.

Cloak of Leaves (• to •••)

Prerequisite: Autumn Mantle •••

Effect: Your character has learned to embrace his worries and fears, and use them as a shield against the supernatural. Anyone using a supernatural ability to cause damage or inflict physical Tilts upon the character suffers a penalty equal to his dots in this Merit. Supernatural abilities include Contracts, kith blessings, vampire Disciplines, mage spells, and any other innate ability used by a supernatural creature.

Cold Hearted (•••)

Prerequisite: Winter Mantle •••

Effect: Your character has taken her pain, and the pain of others, and crafted them into a barrier against further suffering. She may spend a Willpower to ignore the effects of a single Clarity Condition once per scene. She still has the Condition and doesn't heal any Clarity damage, but she does not suffer the ill effects of the Condition. If her actions during the scene would resolve the Condition, it resolves normally.

Court Goodwill (• to •••••)

Effect: Court Goodwill represents a changeling's influence and respect in a court that isn't his own. It allows him to have serious ties to as many courts as he likes, in addition to the one he has sworn magical allegiance to. This isn't to say Court Goodwill is a purely social construct. This Merit covers both the mundane networking required of being part of a large social group and the fickle favor of whatever plays patron to a court. In this way, a changeling of the White Rose Court can use the benefits of the Red Rose Court's Mantle, the Red Rose Courtier can be privy to the Blue Rose Court's magic, and so on.

Each instance of Court Goodwill represents a specific court, but you may take the Merit as many times as there are courts available. For instance, a single changeling may have Mantle: Spring ••, Court Goodwill: Winter •, Court Goodwill: Autumn ••, and Court Goodwill: Summer •••. A character may not have Court Goodwill and Mantle for the same court.

A changeling gains access to a court's Mantle effects at two dots lower than his dots in that court's Goodwill. For instance, access to the abilities of Summer Mantle ••• requires Court Goodwill: Summer ••••• for any changeling without a Summer Mantle.

Dots in Court Goodwill also function like dots in the Allies Merit (p. XX), except that attempts to block another character's Merit use fail automatically against a character with any Mantle dots in the same court. If you use Court Goodwill to block a character with a Court Goodwill rating in the same court, the rating of the blocker and actor both effectively drop by one until they make reparations to the court in question. This usually entails a rare gift, or an oath or service of some kind.

Finally, each court in which a character has Court Goodwill comes with a single dot of Mentor, a changeling who serves as the character's court liaison and helps him understand its rituals, its customs, and its very essence. Work with the Storyteller to detail this character.

Seasons Change

If a changeling wishes to join a new court instead of simply relying on its Goodwill, shedding the Mantle of one and adopting the Mantle of another, the rituals and requirements vary drastically between courts. He may have to make amends to one he's left or suffer a dangerous frailty for weeks to follow. Joining the new court may require an offering, or a quest that proves his worth to his new peers.

Mechanically, halve his dots in the existing Mantle (rounded down) and transform them into dots of Court Goodwill for the court he left behind. Halve and transform any Court Goodwill dots he had for his newly adopted court into dots of its Mantle the same way.

Merit dots lost in this way are subject to the Sanctity of Merits (p. XX).

Defensive Dreamscaping (••)

Effect: Your character is adept at manipulating the dream in hand-to-hand combat. A gust of wind carries her out of the way of an attack, an eidolon leaps in front of a bullet for her, or her opponent's blade dulls when it strikes. Add half her Wyrd (rounded down) to her Defense in dreams.

Diviner (• to •••••)

Prerequisites: Composure •••, Wits •••

Effect: Your character can dig within his dreams for prophetic answers to primordial truths, as all humanity is and has always been connected through its dreams via the Dreaming Roads. He must enter a dream state, through either the Gate of Ivory or Horn, into his own Bastion. Then, he may ask the Storyteller a yes or no question about something he wishes to divine from his dreams. She must answer accurately, but can use "maybe" if the answer is truly neither yes nor no. Depending on the answer, you may ask additional, related questions, up to your Merit dots. You can ask that many total questions per chapter.

Dream Warrior (•)

Prerequisites: Wyrd 2+, one Social Attribute •••, a specialty in Brawl or Weaponry

Effect: Your character's extensive training in oneiromancy allows her to benefit from the flexibility of the dream. By blending dreamscaping and martial techniques, strikes land faster as the dream bends to aid her blows. Whenever you allocate any successes generated with a Brawl or Weaponry attack (depending on which Specialty you have) to a subtle oneiromantic shift, gain one bonus success to spend on that shift as long as you spend it to impact the fight in some direct way. If you have a Specialty in both Skills, you gain these benefits on both types of attack.

Dreamweaver (•••)

Prerequisite: Wyrd 3+

Effect: As his connection to the Wyrd grows stronger, so does the changeling's control over dreams. Once per scene, you may spend a Willpower point to make three successes count as an exceptional success on a dreamweaving roll (p. XX).

Dull Beacon (• to •••••)

Effect: Your character's Mask is far less obtrusive when she drops it. Reduce her Wyrd by her Dull Beacon dots when determining the distance at which she alerts fae creatures and opens Hedge gateways when dropping her Mask (p. XX). If this would effectively reduce her to Wyrd 0, she no longer opens gates or alerts fae creatures at all until her Wyrd increases.

Elemental Warrior (• to •••••; Style)

Prerequisites: Dexterity or Wits •••; Brawl, Firearms, or Weaponry ••; Elemental Weapon or Primal Glory (Contracts) *or* Elemental seeming

Effect: Choose one physical element when you purchase this Merit, such as wind, flame, or wood. Your character commands it in battle; all of the following effects apply only to the chosen element.

Wind Cuts to the Bone (•): The changeling achieves exceptional success on any roll to deal purely elemental damage with three successes instead of five, except when Hedgespinning or

dreamweaving. If a weapon is made from *only* the chosen element, such as a wooden club, it counts.

Defensive Flurry (••): The character adds half his Wyrd (rounded down) in dice to his Dodge pool after doubling his Defense. This swirling elemental shield allows the character to Dodge Firearms attacks as well, but not apply Defense against them.

Hungry Leaping Flames (•••): By spending a Glamour, the changeling may make melee attacks from 10 yards/meters away from his target and add 10 yards/meters to the short/medium/long ranges of a ranged attack for the scene. In addition, the appropriate elemental effects may disturb the scenery: Flammable objects can ignite, cutting winds might knock over unsecured objects, and so forth.

Antaeian Endurance (••••): While the character remains in significant contact with the chosen element (standing on bare earth, knee deep in water, facing powerful wind gusts, etc.), he gains extra Health boxes equal to half his Wyrd, rounded down. Add the same as bonus dice to all rolls to resist fatigue or toxins, or to stay conscious.

Wrath of Titans (•••••): The changeling can spend a Glamour to make his successful attacks cause one of the following Tilts for the scene, chosen when activated: Blinded (one eye, or two with multiple attacks on the same target), Deafened (one ear, or two with multiple attacks on the same target), or Knocked Down.

Enchanting Performance (• to •••; Style)

Prerequisites: Presence •••, Expression •••

Effect: A character with Enchanting Performance can touch upon whatever font makes all things fae so captivating. She brings a little of that magical obsession from beyond the Hedge and puts it to use. Whether she does so for cruelty or kindness depends on the changeling.

Limerick (•): Your character knows how to aim insults at an audience for maximum humiliation. Roll Presence + Expression for your character to deliver a scathing invective or dressing down, resisted by the target's Composure. Her target takes a penalty equal to her rolled successes to all Social rolls he makes against any observers (other than the changeling herself) for the rest of the scene, to a maximum of -5.

Poem (••): When your character has successfully opened a Door using Expression for performance, she may spend a Glamour to open another Door immediately.

Sonnet (•••): Your character encourages a fearsome self-confidence with a performance unlike anything her audience has ever seen. She may spend a Glamour to give the rote quality to her next mundane performance-related Expression roll. If successful, a target in the audience gains the Inspired Condition (p. XX). On an exceptional success, *everyone* viewing the performance gains the Inspired Condition.

Fae Mount (• to •••••)

Effect: Your character has befriended a creature of the Hedge to serve as his steed. Through a special song or gesture, the mount comes to its master anywhere in the Hedge, except to the Hollow of a changeling who prohibits it.

Additionally, each dot of this Merit allows the creature one of the following special abilities:

- **Manyleague:** With a body of screaming wind or quicksilver, the steed is faster than any other, doubling its Speed. It gains the Merit's rating as a bonus to Initiative if it acts on its own; if not, you gain the Initiative bonus while mounted instead.
- **Chatterbox:** Many creatures in the Hedge are more intelligent than their appearance would let on. The steed can speak to and understand its owner clearly, and can relay simple messages in its master's tongue to other changelings, though complex words and metaphor are beyond this special ability.
- **Actormask:** Most fae mounts can't leave the Hedge, fading into nothing if they try and reforming somewhere inside the Hedge after a day and a night. With Actormask, the changeling can bring it through a gate into the mundane world, where it persists as long as the changeling feeds it a point of Glamour once per scene. Like your changeling, the mount has a Mask, which the character can scour away or reinforce just like his own. An armored spider mount might become a Volkswagen Beetle, while a horse of steaming blood might become a sporty red motorcycle. Any other abilities it receives from this Merit still apply and whatever form the Mask takes should bear that in mind.
- **Armorspell:** Plates of thick chitin or stone cover the beast. It gains 3/2 armor and provides partial concealment to anyone currently riding.
- **Burdenback:** The mount is massive, with broad shoulders or a pearlescent coach that grows from its haunches. It can carry a number of individuals equal to dots in this Merit in addition to its normal carrying capacity. It receives an additional two dots of Stamina.
- **Dreamspun:** Some creatures in the Hedge exist only as long as they're acknowledged. When the mount dies, it returns to life the next time the character gets a full night's rest, with no knowledge of perishing. It gains dots in Stealth equal to your dots in Fae Mount.
- **Thornbeast:** Many fanged monsters hunt in the Hedge, and your character's mount is one of these faerie predators. Add two dice to all attacks the mount makes, and increase their weapon modifier by 2. This can represent anything from natural claws to grotesque metal sawblades.
- **Hedgefoot:** Many faerie creatures aren't earthbound. They swing from trees, claw their way up walls, and even fly. Your character's mount is no different. It can either run across water as fast it moves on land, move up buildings at three times its normal Speed, or fly once per scene at twice its Speed for a number of turns equal to your dots in this Merit.

Fae Mount

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

Skills: Athletics 4, Brawl 1 (Kicking), Survival 2

Willpower: 5

Initiative: 5

Defense: 7

Speed: 19 (species factor 12)

Size: 7

Weapons/Attacks:

Type	Damage	Dice Pool
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Bite	+0	5
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Kick or Claw	+2*	6
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*A successful strike from the creature's Kick/Claw inflicts the Knocked Down Tilt (p. XX)

Health: 12

Special: The mount can lift four times as much as a human with comparable Strength and Athletics. By default, it can carry one rider.

Faerie Favor (•••)

Effect: The Gentry's promises bind them to a greater degree than those of the Lost do, and your character possesses such a promise. She is entitled to a favor from one of the True Fae. She may have gained this favor through anything from knowing a clever riddle to a dark deed done at the cost of another changeling's freedom. However she earned it, she has a bauble, song, or phrase that represents the favor, and when she breaks, sings, or utters it, the True Fae appears.

The favor can be many things: the capture of a rival the changeling has tracked to his Hollow, a week of freedom from a Huntsman on the changeling's heels, safe passage to somewhere in the Hedge or mortal world, etc. After the character calls in the favor, she gains dots in any combination of Merits appropriate to the power of the Gentry, per the Sanctity of Merits rule (p. XX).

Drawback: Nothing about summoning the Gentry for aid can be easily explained to another changeling. The character gains the Notoriety Condition when she calls in the favor.

Fair Harvest (• or ••)

Effect: Your character favors a particular flavor of Glamour. Choose a specific emotion when taking this Merit. With one dot, any rolls to harvest that emotion (p. XX) enjoy the 8-again quality. Rolls to harvest any other emotion do not benefit from the 10-again quality. At two dots, harvesting the favored emotion instead enjoys the rote quality, and you subtract one success from rolls to harvest other emotions in addition to the loss of 10-again.

Firebrand (••)

Prerequisite: Summer Mantle •••

Effect: Your character has the spirit of Summer within him, and channels that wrath into others. Once per scene, when your character incites someone into a fight, he regains a single Willpower point.

Gentrified Bearing (••)

Prerequisite: Wyrd 2+

Effect: Your character was molded in the image of her Keeper, stole some essential spark of its fire, or learned to emulate its otherness. Regardless of how she obtained this mixed blessing, hobgoblins tend to mistake her for a True Fae — if only for a moment.

When dealing with hobgoblins, Intimidation rolls add the character's Wyrd rating in dice, to a maximum of +5. While most hobgoblins don't look too closely at a True Fae, a wise changeling

shows caution with her demands. Even a simpering, cowed hobgoblin does not take kindly to deceit, and even a successful ruse is unlikely to fool the same creature twice.

Glamour Fasting (•)

Effect: Your character can endure without Glamour longer than others. As long as he has Willpower remaining, he doesn't suffer from deprivation when he drops to Glamour 0 (or below his Wyrd, for high-Wyrd changelings) until one full chapter has passed since he last had any Glamour.

Goblin Bounty (• to •••••)

Effect: The Lost has access to a regular bounty of goblin fruit and oddments. She may personally cultivate them, or scavenge them from a secret place in the Hedge that only she knows about. She has access to three times her dots in this Merit of common goblin fruits and oddments per chapter. Depending on her Wyrd, she may not be able to carry them with her all at once, but the rest are stored somewhere safe and do not require a special scene to access.

Grounded (•••)

Prerequisite: Spring Mantle •••

Effect: Your character's connection to the Spring Court makes him sure of himself and his perceptions. Even when he is at his weakest and most vulnerable, the verdant life of Spring protects him. He has an armor rating of 1 against all Clarity attacks that deal mild damage.

Hedge Brawler (••)

Prerequisites: Brawl, Firearms, or Weaponry ••

Effect: Your character is adept at fighting within the Hedge. You may take a dice penalty on a combat action designated for Hedgespinning between -1 and -3 to gain that number of extra successes if the action is successful. You can only use these successes for shaping Hedge details; this can't turn a normal success into an exceptional one.

Hedge Duelist (• to ••; Style)

Prerequisites: Presence or Manipulation ••, Brawl or Weaponry ••, any Social Skill ••

Effect: Your character is a skilled fae duelist, capable of turning the Hedge into a weapon. Each duelist adopts a different style. A capricious sword dancer might taunt and tease the Hedge into action, while a king of beasts calls Glamour phantoms and Hedge fiends to aid him, and a druidic sorcerer communes with the Hedge, its voice guiding his movements. This Merit's effects only work in the Hedge proper.

Thousand Falling Leaves (•): The character's attacks flutter about his enemy like a cascade of falling leaves. You may inflict a -1 Defense penalty on your character's opponent against one attack in exchange for only dealing half the damage the attack would normally deal if you succeed.

Emerald Shield (••): The Hedge lifts up the strongest and shields him from harm. Leaves, roots, branches, even flocks of birds surge to turn aside his foe's attacks. He gains an armor rating of 2/0, which stacks with worn armor but not with armor gained from Hedgespinning or Contracts.

Bite Like Thorns (•••): Your character's attacks wound deeply and the Hedge greedily soaks up the blood he spills. Fat vines snake around his opponent's limbs, fastening like leeches onto their

wounds. Razor-edged leaves open their cuts. Add a dice bonus to attacks equal to the wound penalty his foe suffers.

Hedge Sense (•)

Effect: The character is especially skilled at finding her way in the Hedge. Gain a two-die bonus to all rolls to navigate the Hedge, and to find Icons, food, shelter, or goblin fruit there.

Hob Kin (•)

Effect: Your character has established a kind of kinship with hobgoblins. It may be a matter of resemblance to a True Fae they fear, or something about his kith that encourages this behavior, but they show him a respect generally unheard of by the Lost. It isn't much like the respect of friends or peers, but they treat him less ruthlessly than they do outsiders. Increase his starting impression with non-hostile hobgoblin characters by one level on the chart (p. XX) for Social maneuvering.

Additionally, if the character has a Hollow (below), he may take the enhancement Hob Alarm.

Hollow (• to ••••, Motley)

Effect: While Safe Place (pg. XX) represents a mundane-but-secure lair *outside* the Hedge, Hollow is your character's secret, private bit of real estate *inside* the Hedge. It may be something as simple a closet door that opens into a quiet, hollowed-out tree, or as elaborate as a knock that opens any unlocked door into a lavish, gothic mansion. These locations are as varied as the Hedge itself.

The character has cleared away any imposing Thorns that might cause trouble in her pocket of personal reality. With few exceptions (see below), these faerie safe houses are tied to a single, consistent physical entrance into the Hedge, but being part of the Hedge means they don't need to conform to available space. In any case, the Hollow belongs to your character, or her motley, and has some innate protection from intrusion.

While a changeling is inside her Hollow, any attempts to learn her personal information suffer the Merit's rating as a dice penalty, as if she had the Anonymity Merit at an equal rating. Attempts to pursue or track her, both supernatural and mundane, suffer the same penalty. Only an entity whose Wyrld exceeds the Merit's rating may force the entrance to the Hollow. Even then, one of the Hollow's owners (even if no one is present) can attempt to resist the intrusion with a Clash of Wills (p. XX). A day and a night must pass before the intruder can try again if he fails.

Additionally, your Hollow may have any combination of the following enhancements that adds up to its rating:

Hob Alarm (•): A group of somewhat friendly hobgoblins has taken refuge in the character's Hollow. They react poorly to any sign of intruders. While within her Hollow, a character cannot lose her Defense due to surprise and adds her Hollow's rating in dice to all actions during the first turn of an action scene. Maintaining the presence of these hobgoblins requires the character to accept one point of Goblin Debt (p. XX) at the beginning of each story.

Adding this to your Hollow requires at least one motley member to have the Hob Kin Merit.

Luxury Goods (•): A variety of mundane supplies and Hedgespun treats fills the Hollow, which allows a changeling to hold out for the long haul. Few modern conveniences work in the Hedge,

but it's not uncommon to find crystalline televisions that play unaired, unrecorded episodes of canceled TV shows, or jukeboxes that play music only the changeling can hear, or iceboxes overfull of off-brand colas that never saw the light of day. Whatever the case, once per chapter the player may roll her Hollow rating as a dice pool. Success allows the changeling to have one mundane or Hedgespun item on hand in her Hollow, with an Availability or dot rating equal to or less than the rolled successes. This item lasts for a scene before sublimating back into the Hollow's latent Glamour. These items have minor oddities, like the jukebox that plays only for the changeling's ears. The Storyteller is the final arbiter of what constitutes a minor oddity.

Shadow Garden (•): The Hollow has a patch of trembling soil, a deceased nightmare's fertile belly, or a rose garden of painted flowers. Any goblin fruit consumed in the Hollow reappears in the garden an hour after its consumption. The resulting fruit provides none of the benefits of a goblin fruit, but resembles it to all senses. Any hunger sated by these shadow fruits returns in full force an hour after they're consumed. A week of staving off hunger in this manner constitutes a breaking point.

Phantom Phone Booth (•): The Hollow has an ancient phone booth, mounted boar head, or singing pool that allows the owner to make calls outside the Hedge. A character may call any phone with a public listing without knowing the exact digits of the number, and attempts to trace the call or read phone records show the call as coming from the recipient's line. The phantom phone booth has no number for incoming calls, though it occasionally receives calls meant for out-of-service numbers.

Route Zero (•): A length of trod with a one-dot rating bisects the Hollow. It juts awkwardly from a wall, plunges down a tunnel of impenetrable darkness, or disappears over a foggy bridge. Its beginning and end are troublesome to determine. Any character traversing the trod makes a Hedge navigation roll (p. XX) to ensure they do so safely. At the end, anyone who makes the journey ends where they began, and regains a point of Willpower. A character may only take this journey once a day.

If players purchase Route Zero for two or more different Hollows, it may pass through all of them. All owners must agree to this at the time of purchase, but once done it cannot be undone.

Size Matters (• or ••): Without purchasing this enhancement, the Hollow is only big enough for two changelings to sleep comfortably. With one dot, a motley of five to six changelings has enough room to stay without immediate cabin fever. The second dot turns the Hollow into a vast estate or small town, and members of a motley might not even see each other for the duration of a stay.

Escape Route (• or ••): Hollows normally only have a single exit into the real world. This enhancement creates a second emergency egress. Whether someone invades the Hollow, or a clever Huntsman waits for a changeling at the Hedge entrance to her den, sometimes it's important to be able to bug out. At one dot, the one-way exit is a secure, stationary place within the Hollow's borders. At two dots, the Escape Route can appear reflexively anywhere in the Hollow. Either way, only characters who have contributed Merit dots to the Hollow and those to whom they give permission can use the Escape Route.

Hidden Entry (••): When all members of a motley who have contributed Merit dots are inside the Hollow, the entrance evaporates. Rolls to find it or force entry while it *is* visible, including

Clashes of Wills, suffer a two-die penalty. The entrance reappears when one or more members of the motley depart.

Easy Access (•••): The Hollow has no permanent entrance. Instead, the character can access it by spending a single Glamour. This usually takes the form of a particular whistle or knock, but it works on any unlocked door in the mundane world. A changeling exits her Hollow at the same location she entered from.

Home Turf (•••): Either the changeling has spent long enough in her Hollow that she knows its every secret, or she simply resonates well with it. The changeling gains the Merit's rating as a bonus to Initiative and Defense against any intruders that manage to make it inside.

Lethal Mien (••)

Effect: The Hedge warped some element of your character's fae mien, and left him with wicked nails, sharp teeth, or some other offensive trait. The changeling can inflict lethal damage while unarmed. If another power already gives him the capacity for lethal blows, such as the Beast seeming blessing, add one to his unarmed weapon modifier instead.

The character may choose whether to use the benefit of these claws, fangs, spurs, or other dangerous element at will.

Mantle (• to •••••)

When a changeling joins a court, she accepts all its blessings and embodies it, the same way she does her own seeming and kith. Mantle represents the mystical connection a changeling has to the elements and emotions of her chosen court. As her Mantle rises, she becomes a better representation of what it is to *be* a courtier. A changeling with a high Mantle embodies the ideals of the court, and others who belong to the court recognize her dedication and give her respect, even if it's grudging.

Effect: As a character's Mantle increases, her fae mien changes to reflect it, showing both figurative and literal signs of the season. A character with Mantle (Winter) • might have a slight frigid breeze following her, while one with Mantle (Winter) •• may have tiny snow flurries surrounding her, and her skin is cold to the touch. At Mantle (Winter) •••••, her presence causes and relieves sorrow with equal measure depending on her mood, and it always seems overcast when she is near.

The Mantle demands a level of respect. Add your character's Mantle rating to any Social rolls you make against other members of her court and characters with the appropriate Court Goodwill.

A character may learn the Contracts of her court as long as she meets the Contract's Mantle prerequisite (see p. XX). Should her Mantle fall, or should she adopt the Mantle of a new court, she might no longer meet the prerequisites for her Contracts; in that case, she must spend additional Glamour to activate those Contracts. (See "Court Contracts," p. XX).

Members of each court gain an additional way to harvest Glamour. Each court also grants its own specific benefits at each Mantle rating. Below are examples from the four Seasonal Courts.

Spring

The character gains a Glamour point whenever he oversteps his bounds to satisfy his personal desires.

- Gain bonus dice equal to your character's Mantle dots to mundane rolls to seduce or attract someone.
- Gain bonus dice equal to your character's Mantle dots when taking mundane actions that encourage or bring about over-indulgence.
- Gain bonus dice equal to your character's Mantle dots during mundane teamwork actions to help an ally achieve her goals.
- Regain an additional Willpower point when you would regain one through your character's Needle.
- Once per chapter, you may convert a single Clarity Condition into a different, beneficial Condition of your choice. When you do, regain one Clarity. Your character may use this to convert an ally's Clarity Condition instead.

Summer

Your character gains a Glamour point whenever she enacts her wrath and successfully furthers a goal.

- Gain bonus dice equal to your character's Mantle dots to mundane rolls to intimidate or cow someone.
- Gain bonus dice equal to your character's Mantle dots to mundane attack rolls when actively defending her freehold against a fae threat.
- Gain general and ballistic armor equal to your character's Mantle dots, which stacks with worn armor, when acting as a protector, bodyguard, or champion for someone else.
- Automatically succeed on attempts to break through mundane barriers or otherwise deal with inanimate impediments.
- When defending a member of your character's freehold, her mundane attacks deal aggravated damage.

Autumn

Your character gains a Glamour point whenever he overcomes his fear to investigate something new and dangerous.

- Gain bonus dice equal to your character's Mantle dots to mundane rolls to investigate the True Fae or Faerie.
- Gain bonus dice equal to your character's Mantle dots to mundane rolls to intimidate or otherwise instill fear in someone.
- Reduce the Glamour cost of Contracts by one when using them to subvert a True Fae or something from Faerie.
- Once per story, reduce your character's Goblin Debt by his Mantle rating.
- After a magical effect affects your character, you may spend 2 Glamour to mimic that effect exactly, and may choose a new target. You must do this within the same scene that he was affected.

Winter

Your character gains a Glamour point whenever she helps someone come to terms with their grief.

- Enemies suffer a penalty equal to your character's Mantle dots to rolls to notice her when she's deliberately spying.
- Gain bonus dice equal to your character's Mantle dots when obscuring the truth.
- When your character surrenders in a fight, gain bonus dice equal to her Mantle dots to any subsequent Social actions for the rest of the scene.
- Spend a Glamour point to bind someone in their own misery. For the rest of the scene, any time the target enters combat, they suffer the Beaten Down Tilt and must spend 2 Willpower to end it.
- Your character ignores wound penalties. For each health box filled with lethal or aggravated damage, gain a one-die bonus on Physical actions, to a maximum of +5.

Manymask (•••)

Prerequisites: Wyrd 2+, Manipulation •••

Effect: A changeling is usually stuck with the same Mask he left the Hedge with, an immutable combination of remembered human traits. Some changelings develop control over the appearance of their Masks.

The character may spend a point of Glamour to change his Mask permanently. He may make one change per chapter per dot of Wyrd he possesses to any of the following: eye color, hair color, facial structure, or skin tone; or he may remove notable scars or other features such as birthmarks, freckles, etc. At Wyrd 5+ he may create an entirely new Mask once per chapter by spending one Glamour, mostly un beholden to his existing features. While he can even change the sex of his Mask, height and build remain immutably tied to the shape that lies beneath.

Market Sense (•)

Effect: Understanding the value of a product is hard enough in the mortal world, but in the Hedge, relative worth is even more questionable. How does one weigh the importance of a dozen cherished memories against a music box that only plays near ghosts? Goblins make all sorts of strange requests in exchange for Contracts, but your character knows how to navigate these exchanges better than others.

Once per chapter, you may reduce your character's Goblin Debt by one.

Noblesse Oblige (• to •••)

Prerequisite: Appropriate court Mantle •

Effect: Your character knows how to harness the power of his Mantle to inspire others. Any time your character is in charge of a group of people who share his court, either through Mantle or Court Goodwill, he can grant benefits to the group (but not to himself) for a scene by spending a Willpower point. The benefit conferred depends on the court. Here are examples from the Seasonal Courts:

Spring: The team's Initiative rolls gain a bonus equal to the leader's dots in this Merit.

Summer: The team's Resolve-based rolls gain a bonus equal to the leader's dots in this Merit.

Autumn: The team's Contract rolls gain a bonus equal to the leader's dots in this Merit.

Winter: The team's Composure-based rolls gain a bonus equal to the leader's dots in this Merit.

Drawbacks: Being the leader is not easy. It means that you are responsible for those under you and they look to you for guidance. Those under your character's command gain a +2 bonus to Social rolls against him.

Pandemoniacal (• to •••)

Prerequisite: Wyrd 6+

Effect: The changeling is more adept at inciting Bedlam than her fellows. Add the Merit's rating as a dice bonus to any rolls she makes to incite Bedlam (see p. XX).

Parallel Lives (•••)

Effects: The changeling is deeply connected to his fetch. Each experiences occasional flashes of the other's emotional state when something affects one of them strongly, and gains two bonus dice to use Empathy or magic to read the other's intentions, or to enter his Bastion. By spending a point of Willpower, either can ride along with the other's senses for a number of minutes equal to his Wyrd rating, losing his Defense and the ability to perceive the world around him as he does. Either of them can also spend a Willpower point to send a vague message via thought to the other; it comes across not in words, but fleeting impressions and snippets of images, and can only encompass fairly simple ideas. A fetch could warn his changeling of a Huntsman's impending arrival, but without any detail about when or how. Likewise, the changeling could threaten his fetch's life, but couldn't make any specific demands. Whenever the fetch uses this connection to make the changeling's life more dangerous or inconvenient, gain a Beat.

Rigid Mask (•••)

Prerequisite: Subterfuge ••

Effect: For your character, the protection of the Mask extends far beyond the usual mortal camouflage. Perhaps she can sense the subtle magic that turns her smile into her Mask's smile, or her true face is strongly connected to the one that lets her interact with humanity. No one fooled by the Mask knows when she's lying or what she's feeling unless she allows it. Mortals automatically fail rolls to notice these things, as do polygraphs and other mundane lie-detecting devices. Supernatural creatures must engage in a Clash of Wills to notice her lies.

Drawback: Intentionally dropping your character's Mask deals her a point of lethal damage in addition to the normal rules (p. XX).

Stable Trod (• to ••••, Motley)

Effect: Your character's freehold has secured and maintained a trod (p. XX) with a rating equal to his Merit dots in Stable Trod. The trod bestows two additional advantages to those who have Hollows along it or travel it frequently:

- Hollows along the trod gain an extra one-dot Hollow enhancement (p. XX). The enhancement is the same for all such Hollows. This can benefit a number of Hollows equal to the Stable Trod Merit rating. This enhancement can bring the number of Hollow enhancements above the normal maximum a Hollow's rating allows.

- Goblin fruit trees cultivated along the trod produce additional fruit. You may roll your character's dots in Stable Trod as a dice pool once per story. Each success produces one additional generic fruit, which contains a point of Glamour.

Token (•+, Motley)

Your character or motley has one or more tokens (p. XX) — mystical items suffused with the power and danger of Faerie. Perhaps she made off with her Keeper's most prized possession as she fled out of spite, or found that twigs from the Hedge caught in her clothes became magical matchsticks upon her escape. Perhaps she traded away her name for an enchanted mirror at a Goblin Market. Perhaps she took the riding crop as a trophy when she killed the Huntsman, and now she's driven to hunt her own kind. Whatever the case, choose one or more tokens with a total dot rating equal to her rating in this Merit. She may have more than five dots in this Merit, but no single token may have a rating higher than five.

You can purchase an oath-forged token (p. XX) by adding one dot to its effective rating; thus, you can't purchase a five-dot oath-forged token with this Merit. You can purchase a stolen token (p. XX) at an effective rating of one dot lower than the token's rating. Your character's token can still have one of these origins without these options, without any mechanical effects.

Touchstone (• to •••••)

Effect: Your character has multiple Touchstones. Each dot in the Touchstone Merit allows for an additional Touchstone. Write each one beside the next available box to the right of the rightmost box with an associated Touchstone. If the last Clarity box already has a Touchstone, you cannot purchase this Merit again. For more on Touchstones, see p. XX.

Drawbacks: Losing attachment with Touchstones speeds the loss of Clarity. As well, if your character's last Touchstone dies or is destroyed, he feels the call of complete disconnection from the world he fought to come back to.

Warded Dreams (• to ••)

Prerequisite: Resolve equal to dots in Warded Dreams

Effect: Whether through active mental discipline or natural stubbornness, your character's dream Bastion is particularly well fortified against intrusion. Each dot in Warded Dreams increases the Bastion's Fortification rating by one.

Workshop (• to •••••, Motley)

Prerequisite: Hollow

Effect: Your character maintains, within her Hollow, a variety of equipment and tools that can help with the creation of natural and supernatural items. Whether in the form of a forge with metallurgy tools, an artist's loft, a laboratory filled with beakers and crucibles, or an orchard outfitted with the best gardening implements, your character's Hollow is outfitted with precisely the right things she needs to have on hand to create.

Each dot in this Merit represents equipment for one particular Craft Specialty. Thus, a Hollow with a three-dot Workshop Merit might include equipment for blacksmithing, weaving, and goblin fruit farming. Whenever a changeling uses the Workshop for Building Equipment (p. XX) or other Crafts rolls with one of these Specialties, she gains a bonus equal to her Merit dots to her rolls.

Possible Workshop Specialties include (but are not limited to) Calligraphy, Carpentry, Blacksmithing, Automotive, Painting, or Goblin Fruit Farming.

Human Merits

Allies (• to ••••, Motley)

Effect: Allies help your character. They might be friends, employees, associates, or people your character has blackmailed. Each instance of this Merit represents one type of ally. This could be an organization, a society, a clique, or an individual. You can take this Merit multiple times to represent different Allies. Your character might have Allies (Tumbledown Market) ••, Allies (Carter Crime Family) •••, and Allies (Catholic Church) •.

Each dot represents a level of influence in the group. One dot constitutes small favors and passing influence. Three offers considerable influence, such as the police overlooking a misdemeanor charge. Five dots stretches the limits of the organization's influence, as its leaders put their own influence on the line for the character. This could include things such as massive insider trading or fouling up a felony investigation. No matter the request, it has to be something that organization could accomplish.

The Storyteller assigns a rating between one and five to any favor asked. A character (or motley) can ask for favors that add up to her Allies rating without penalty in one chapter. If she extends her influence beyond that, her player must roll Manipulation + Persuasion + Allies, with a penalty equal to the favor's rating. If the roll is successful, the group does as requested. Failed or successful, the character (or motley) loses a dot of Allies, but Sanctity of Merits applies. On a dramatic failure, the organization resents her and seeks retribution. On an exceptional success, she doesn't lose the dot.

One additional favor a character can ask of her Allies is to block another character's Allies, Contacts, Mentor, Retainer, or Status (if she knows the character possesses the relevant Merit). The favor's rating is equal to the Merit dots blocked. As before, no roll is necessary unless the target's Merit exceeds the character's Allies. If the block succeeds, the target cannot use the blocked Merit during the same chapter.

Alternate Identity (•, ••, or •••)

Effect: Your character has established an alternate mundane identity. The level of this Merit determines the amount of scrutiny it can withstand. At one dot, the identity is superficial and unofficial. For example, your character uses an alias with a simple costume and adopts an accent. He hasn't established the necessary paperwork to even approach a bureaucratic background check, let alone pass. At two dots, he's supported his identity with paperwork and identification. It's not liable to stand up to extensive research, but it'll turn away private investigators and internet hobbyists. At three dots, the identity can pass thorough inspection. The identity has been deeply entrenched in relevant databases, with subtle flourishes and details to make it seem real even to trained professionals.

Additionally, the Merit reflects time the character has spent honing his persona. At one or two dots, he gains a one-die bonus to all Subterfuge rolls to defend the identity. At three dots, he gains +2 instead.

This Merit can be purchased multiple times, each time representing an additional identity.

Anonymity (• to ••••)

Prerequisite: Cannot have Fame.

Effect: Your character lives off the grid. She could have been in Arcadia or the Hedge for decades, making new identification difficult. This means purchases must be made with cash or falsified credit cards. She avoids any official authoritative influence in her affairs. Any attempts to find her by paper trail suffer a one-die penalty per dot purchased in this Merit.

Drawbacks: Your character cannot purchase the Fame Merit. This also may limit Status purchases, if the character cannot provide sufficient identification for the roles she wishes to take.

Common Sense (•••)

Effect: Your character has an exceptionally sound and rational mind. With a moment's thought, she can weigh potential courses of action and outcomes.

Once per session as an instant action, you may ask the Storyteller one of the following questions about a task at hand or course of action. Roll Wits + Composure. If you succeed, the Storyteller must answer to the best of her ability. If you fail, you get no answer. With an exceptional success, you can ask an additional question. With dramatic failure, the Storyteller can give you a piece of false advice. If you follow that "intuition" regardless of risk, take a Beat.

- What is the worst choice?
- What do I stand to lose here?
- What's the safest choice?
- Am I chasing a worthless lead?

Contacts (•, Motley)

Effect: Contacts provide your character with information. Each instance of this Merit represents a sphere or organization with which the character can garner information. Contacts do not provide services, only information. This may be face to face, via email, by telephone, or even by séance.

Garnering information via Contacts requires a Manipulation + Social Skill roll, depending on the method the character uses, and the relationship between the characters. The Storyteller should give a bonus or penalty, dependent on how relevant the information is to that particular Contact, whether accessing the information is dangerous, and if the character has maintained good relations or done favors for the Contact. These modifiers should range from -3 to +3 in most cases. If successful, the Contact provides the information.

You may purchase this Merit multiple times to reflect different sources.

Danger Sense (••)

Effect: You gain a +2 modifier on reflexive Wits + Composure rolls for your character to detect an impending ambush. Your character's reflexes are honed to the point where nothing is shocking.

Demolisher (• to •••)

Prerequisites: Strength or Intelligence ••

Effect: Your character has an innate feel for the weak points in objects. When damaging an object, she ignores one point of the object's Durability per dot in this Merit.

Direction Sense (•)

Effect: Your character has an innate sense of direction, and is always aware of her location in space. She always knows which cardinal direction she faces, and never suffers penalties to navigate or find her way in the mundane world. This Merit has no effect in the Hedge.

Encyclopedic Knowledge (••)

Effect: Choose a Skill. Due to an immersion in academia, pop culture, or a hobby obsession, your character has collected limitless factoids about the topic, even if she has no dots in the Skill.

You can make an Intelligence + Wits roll at any time your character is dealing with her area of interest. On a successful roll, the Storyteller must give a relevant fact or detail about the issue at hand. Your character knows this fact, but you must explain within the scope of your character's background why she knows it. For example, for Encyclopedic Knowledge (Science): "Neil deGrasse Tyson described that particular mutation on *Cosmos*."

Etiquette (• to •••••; Style)

Prerequisites: Composure ••, Socialize ••

Effect: Your character knows her way around society, customs, and traditions. More importantly, she can use this talent to make or break reputations. This Merit applies to any social interactions where etiquette, style, poise, and reputation carry weight, and uses the Social maneuvering rules on p. XX.

Bless His Heart (•): Your character's words are always well considered. No matter how vile, the things she says come off as defensible and respectful. When a character engages yours in a Social interaction, you may opt to use your character's Socialize score instead of the lower of her Resolve and Composure to determine her starting Doors.

Losing Your Religion (••): When your character lets loose and insults someone, she leaves mouths agape. When tearing down a target verbally, use 8-again, and take a two-die bonus to the roll. Afterwards, move the interaction one step down on the impressions chart.

In High Cotton (•••): Your character cultivates standing and respect, and carries it like a knight wears armor. You may apply one relevant Status or Fame Merit to rolls to contest Social interactions. Other Merits may apply with Storyteller permission.

Half-Cocked (••••): Your character is always prepared. On the other hand, others are not. In a new Social interaction, if the impression is good, excellent, or perfect, ignore the subject's Resolve and Composure on the first roll.

Grace Under Fire (•••••): While your character may not always win, she never looks bad. If a character opens all her Doors, and you opt to offer an alternative, his player chooses three Conditions. You choose which one your character receives.

Fame (• to •••)

Effect: Your character is recognized within a certain sphere, for a certain skill, or because of some past action or stroke of luck. This can mean favors and attention, but it can also mean negative attention and scrutiny. When choosing the Merit, define what your character is known

for. One dot reflects local recognition or reputation within a confined subculture. Two dots means regional recognition by a wide swath of people. Three dots means worldwide recognition to anyone who might have been exposed to the source of the fame. Each dot adds a die to any Social rolls among those who are impressed by your character's celebrity.

Drawback: Any rolls to find or identify the character in the mundane world enjoy a one-die bonus per dot of the Merit. If the character has Alternate Identity, she can mitigate this drawback. A character with Fame cannot have the Anonymity Merit.

Fast Reflexes (• to •••)

Prerequisite: Wits ••• or Dexterity •••

Effect: Gain +1 Initiative per dot.

Fast-Talking (• to ••••; Style)

Prerequisites: Manipulation ••, Subterfuge ••

Effect: Your character talks circles around listeners. She speaks a mile a minute and often leaves her targets reeling, but nodding in agreement.

Always Be Closing (•): With the right leading phrases, your character can direct a mark to say what she wants, when she wants. This trips the mark into vulnerable positions. When a mark contests or resists your character's Social interactions, apply a –1 die penalty to his Resolve or Composure.

Jargon (••): Your character confuses her mark using complex terminology. You may apply one relevant Specialty to any Social roll you make, even if the Specialty isn't tied to the Skill in use.

Devil's Advocacy (•••): Your character often poses arguments she doesn't agree with in order to challenge a mark's position and keep him from advancing discussion. You can reroll one failed Subterfuge roll per scene.

Salting (••••): Your character can position herself so a mark pursues a non-issue or something unimportant to her. When your character opens a Door using conversation (Persuasion, Subterfuge, Empathy, etc.) you may spend a Willpower point to immediately open another Door.

Patron's Privilege (•••••): Your character can take advantage of her mark's greed or zeal. When the mark does particularly well, it's because your character was there to set him up and to subsequently tear him down. If a target regains Willpower from his Vice or Dirge while your character is present, you may immediately roll Manipulation + Subterfuge to open a Door, regardless of the interval or impression level.

Fighting Finesse (••)

Prerequisites: Dexterity ••, a Specialty in Weaponry or Brawl

Effect: Choose a Specialty in Weaponry or Brawl when you purchase this Merit. Your character's extensive training in that particular weapon or style has allowed them to benefit more from their alacrity and agility than their strength. You may substitute your character's Dexterity for her Strength when making rolls with that Specialty.

This Merit may be purchased multiple times to gain its benefit with multiple Specialties.

Fixer (••)

Prerequisites: Contacts ••, Wits •••

Effect: Your character is people who knows people. She can not only get in touch with the right people to do a job, but she can get them at the best possible prices. When hiring a service (p. XX), reduce the Availability score of the service by one dot.

Fleet of Foot (• to •••)

Prerequisite: Athletics ••

Effect: Gain +1 Speed per dot, and anyone pursuing your character suffers a –1 per dot to any foot chase rolls.

Giant (•••)

Effect: Your character is massive. She's well over six feet tall, and crowds part when she approaches. She's Size 6, and gains +1 Health. Normally this is only available at character creation, but encounters with fae magic or visits to Arcadia could offer opportunities for it as well.

Drawback: Buying clothing is a nightmare. Fitting in small spaces is difficult at best.

Inspiring (••)

Prerequisites: Presence •••

Effect: Your character's passion inspires those around her to greatness. With a few words, she can redouble a group's confidence or move them to action.

Make a Presence + Expression roll. A small group of listeners levies a –1 penalty, a small crowd a –2, and a large crowd a –3. Listeners gain the Inspired Condition. The character may not use this Merit on herself.

Iron Stamina (• to •••)

Prerequisites: Stamina ••• or Resolve •••

Effect: Each dot eliminates a negative modifier (on a one-for-one basis) when resisting the effects of fatigue or injury. For example: A character with Iron Stamina •• can ignore up to a –2 modifier brought on by fatigue. The Merit also counteracts the effects of wound penalties. So, if all of your character's Health boxes are filled (which normally imposes a –3 penalty to his actions) and he has Iron Stamina •, those penalties are reduced to –2. This Merit cannot be used to gain positive modifiers for actions, only to cancel out negative ones.

Language (•)

Effect: Your character is skilled with an additional language, beyond her native tongue. Your character can speak, read, and write in that language.

Choose a new language each time you buy this Merit.

Library (• to •••, Motley)

Effect: Your character has access to a plethora of information about a given topic. When purchasing this Merit, choose a Mental Skill. The Library covers that purview. On any extended roll involving the Skill in question, add the dots in this Merit.

This Merit can be purchased multiple times to reflect different Skills.

Lucid Dreamer (••)

Prerequisites: Non-changeling, Resolve •••

Effect: Whether because of a natural talent or mental training and practice, your character can roll to enter the Gate of Ivory when he sleeps, as a changeling does (p. XX). He can't engage in oneiromancy, but if successful, he knows he's dreaming and can physically wake voluntarily as the Lost do.

Mentor (• to •••••)

Effect: This Merit gives your character a teacher who provides advice and guidance. He acts on your character's behalf, often in the background, and sometimes without your character's knowledge. While Mentors can be highly competent, they want something in return for their services. The dot rating determines the Mentor's capabilities, and to what extent he'll aid your character.

When establishing a Mentor, determine what the Mentor wants from your character. This should be personally important to him, and it should reflect the dot rating chosen. A one-dot Mentor might be incapable of dealing with modern society, and want to live vicariously through your character. This might mean coming to him and telling stories of her exploits. A five-dot Mentor would want something astronomical, such as an oath to procure an ancient, cursed artifact that may or may not exist, in order to prevent a prophesized death.

Choose three Skills the Mentor possesses. You can substitute Resources for one of these Skills. Once per session, the character may ask her Mentor for a favor. The favor must involve one of those Skills, or be within the scope of his Resources. The Mentor commits the favor (often asking for a commensurate favor in return), and if a roll is required, the Mentor is automatically considered to have successes equal to his dot rating. Alternately, you may ask the Storyteller to have the Mentor act on your character's behalf, without her knowing or initiating the request.

Parkour (• to ••••, Style)

Prerequisites: Dexterity ••, Athletics ••

Effect: Your character is a trained and proficient free runner. Free running is the art of moving fluidly through urban environments with complex leaps, bounds, running tricks, and vaults. This is the type of sport popularized in modern action films, where characters are unhindered by fences, walls, construction equipment, cars, or anything else the city puts in their way.

Flow (•): Your character reacts instinctively to any obstacles with leaps, jumps, and scaling techniques. When in a foot chase, subtract your Parkour from the successes needed to pursue or evade. Also, ignore environmental penalties to Athletics rolls equal to your Parkour rating.

Cat Leap (••): Your character falls with outstanding grace. When using a Dexterity + Athletics roll to mitigate damage from falling, your character gains one automatic success. Additionally, add your Parkour rating to the threshold of damage that can be removed through this roll. Parkour will not mitigate damage from a terminal-velocity fall.

Wall Run (•••): When climbing, your character can run upward for some distance before having to traditionally climb. Without rolling, your character scales 10 feet + five feet per dot of Athletics as an instant action, rather than the normal 10 feet.

Expert Traceur (••••): Parkour has become second nature for your character. By spending a Willpower point, you may designate one Athletics roll to run, jump, or climb as a rote action (reroll all failed dice once). On any turn during which you use this ability, you may not apply your character's Defense to oncoming attacks.

Freeflow (•••••): Your character's Parkour is now muscle memory. She can move without thinking, in a Zenlike state. The character must successfully meditate (p. XX) in order to establish Freeflow. Once established, your character is capable of taking Athletics actions reflexively once per turn. By spending a point of Willpower on an Athletics roll in a foot chase, gain three successes instead of three dice.

Professional Training (• to •••••)

Effect: Your character has extensive training in a particular profession, which offers distinct advantages in a handful of fields. When choosing this Merit, choose or create a Profession for your character (see the sidebar). Mark the two Asset Skills on your character sheet. The advantages of Professional Training relate directly to those Asset Skills.

- **Networking:** At the first level of Professional Training, your character builds connections within her chosen field. Take two dots of Contacts relating to that field.
- **Continuing Education:** With the repeated efforts in her field of choice, your character tends toward greater successes. When making a roll with her Asset Skills, she benefits from the 9-again quality.
- **Breadth of Knowledge:** Due to her advancement in her field, she's picked up a number of particular bits of information and skill unique to her work. Choose a third Asset Skill, and take two Specialties in your character's Asset Skills.
- **On-the-Job Training:** With the resources at her disposal, your character has access to extensive educational tools and mentorship. Take a Skill dot in an Asset Skill. Whenever you purchase a new Asset Skill dot, take a Beat.
- **The Routine:** With such extensive experience in her field, she has honed her Asset Skills to a fine edge, and she's almost guaranteed at least a marginal success. Before rolling, spend a Willpower point to apply the rote action quality to an Asset Skill. This allows you to reroll all the failed dice on the first roll.

Pusher (•)

Prerequisite: Persuasion ••

Effect: Your character tempts and bribes as second nature. Any time a mark in a Social interaction accepts his soft leverage (p. XX), improve his Impression as if he'd satisfied her Vice as well as moving the Impression up on the chart as usual.

Resources (• to •••••, Motley)

Effect: This Merit reflects your character's disposable income. She might live in an upscale condo, but if her income is tied up, she might have little money to throw around. Characters are assumed to have basic necessities without Resources.

The dot rating determines the relative amount of disposable funding the character has available. One dot is a little spending money here and there. Two dots is a comfortable, middle-class wage. Three is a nicer, upper-middle-class life. Four is moderately wealthy. Five is filthy rich.

Every item has an Availability rating (p. XX). Once per chapter, your character can procure an item at her Resources level or lower, without issue. Obtaining an item one Availability above her Resources reduces her effective Resources by one dot for a full month, since she has to rapidly liquidate funds. She can procure items two Availability below her Resources without limit (within reason). For example, a character with Resources •••• can procure as many Availability •• disposable cellphones as she needs.

Resources are available to the entire motley collectively if purchased as a group. If one character makes an extravagant purchase during a chapter, it reduces available Resources for the rest of the group.

Retainer (• to ••••, Motley)

Effect: Your character has an assistant, sycophant, servant, or follower on whom she can rely. Establish who this companion is and how she acquired him. It may be as simple as a paycheck. He might owe your character his life. However it happened, your character has a hold on him.

A Retainer is more reliable than a Mentor and more loyal than an Ally. On the other hand, a Retainer is a lone person, less capable and influential than the broader Merits.

The Merit's dot rating reflects the Retainer's relative competency. A one-dot Retainer is mildly useful, mostly for reliably taking on menial tasks; sometimes you don't need to be wowed, you just need to get a thing from point A to point B. A three-dot Retainer is a professional in his field, someone capable in his line of work. A five-dot Retainer is one of the best in his class. If a Retainer needs to make a roll, and it's within his field, double the dot rating of the Merit and use it as a dice pool. For anything else, use the dot rating as a dice pool.

You can purchase this Merit multiple times to represent multiple Retainers. If a motley shares access to the Retainer, any character can call upon him if he isn't currently indisposed.

Safe Place (• to ••••, Motley)

Effect: Your character has somewhere in the mundane world she can go where she can feel secure. While she may have enemies that could attack her there, she's prepared and has the upper hand. The dot rating reflects the security of the place. Equipment represents the actual location, the luxury, and the size. A one-dot Safe Place could simply be out of sight, out of mind, or feature minor security systems. A five-dot could have a security crew, infrared scanners at every entrance, or trained dogs. Each place can be an apartment, a mansion, or a hidey-hole.

A Safe Place gives all owners an Initiative bonus equal to the total Merit dots while inside.

Any efforts to breach the Safe Place suffer a penalty equal to the Merit dots invested. If the character desires, the Safe Place can include traps that cause intruders lethal damage equal to the Merit dots, or bashing damage equal to twice the Merit's dots. The traps may be avoided with a Dexterity + Larceny roll, penalized by the Safe Place rating.

Each instance of this Merit reflects a different place.

Small-Framed (••)

Effect: Your character is diminutive. He's not even five feet tall, and it's easy to walk into him without noticing. He's Size 4, and thus has one fewer Health box. He gains +2 to any rolls to hide or go unnoticed, and this bonus might apply any time being smaller would be an advantage, such

as crawling through smaller spaces. Normally this is only available at character creation, but encounters with fae magic or visits to Arcadia could offer opportunities for it as well.

Drawbacks: In addition to the lower Health, some people might overlook your character or not take him seriously.

Staff (• to ••••, Motley)

Effect: Your character has a crew of workers or assistants at her disposal. They may be housekeepers, designers, research assistants, animators, cheap thugs, or whatever else makes sense. For every dot in this Merit, choose one type of assistant, and one Skill. At any reasonable time, her staff can take actions using that Skill. These actions automatically garner a single success on minor, mundane activities. Note that you may have employees without requiring the Staff Merit. Staff simply adds a mechanical advantage for those groups.

Status (• to ••••, Motley)

Effect: Your character or Motley has standing, membership, authority, control over, or respect from a group or organization. This can reflect official standing, or merely informal respect. No matter the source, your character enjoys certain privileges within that structure.

Status only allows advantages within the confines of the group reflected in the Merit. Status (Organized Crime) won't help if your character wants an official, concealed-carry firearms permit, for example.

Status provides two major advantages. First, your character can apply her Status to any Social roll with those over whom she has authority or sway. Second, she has access to group facilities, resources, and funding. Depending on the group, this could be limited by red tape and requisitioning processes. It's also dependent on the resources the particular group has available.

Each instance of this Merit reflects standing in a different group or organization. Each affords its own unique benefits. As you increase your dot ratings, your character rises in prominence in the relevant group.

Drawback: Status requires upkeep, and often regular duties. If your character does not uphold these duties, she may lose the Status. The dots are not accessible until the character reestablishes her standing. In our Organized Crime example, your character may be expected to pay protection money, offer tribute to a higher authority, or undertake felonious activities.

Striking Looks (• or ••)

Effect: Your character is stunning, alarming, commanding, repulsive, threatening, charming, or otherwise worthy of attention. Determine how your character looks and how people react to that. For one dot, your character gets +1 on any Social rolls that his looks would influence. For two dots, it's +2. Depending on the particulars, this might influence Expression, Intimidation, Persuasion, Subterfuge, or other rolls.

Drawback: Attention is a double-edged sword. Any rolls to spot, notice, or remember your character gain the same dice bonus. Sometimes, your character will draw unwanted attention in social situations. This could cause further complications.

Sympathetic (••)

Effect: Your character has a pitiful face, a well-honed sob story, or is otherwise really good at letting others get close. At the beginning of a Social maneuvering attempt (p. XX), you may

accept a Condition such as Leveraged or Swooned to immediately eliminate two of the subject's Doors.

Trained Observer (• or •••)

Prerequisite: Wits or Composure •••

Effect: Your character spent years in the field, catching tiny details and digging for secrets. She might not have a better chance of finding things, but she has a better chance of finding *important* things. Any time you make a Perception roll (usually Wits + Composure), you benefit from the 9-again quality. With the three-dot version, you get 8-again.

True Friend (•••)

Effect: Your character has a true friend. While that friend may have specific functions covered by other Merits (Allies, Contacts, etc.), True Friend represents a deeper, truly trusting relationship that cannot be breached. Unless your character does something egregious to cause it, her True Friend will not betray her. The Storyteller cannot kill a True Friend as part of a plot without your express permission. Any rolls to influence a True Friend against your character suffer a -5 dice penalty. In addition, once per story your character can regain one spent Willpower by having a meaningful interaction with her True Friend.

Contracts

Faerie is horrible, beautiful, and upside down. It cannot be constrained by mortal notions of time, space, or physics. The changeling, for better or worse, is part of this strange legacy. True Fae and Lost courtiers have all gone before her, striking bargains she too may invoke. Alternately, she can seek out the wily goblins to strike a bargain of her own. Whichever path she chooses, she will never be the same: A Contract isn't just something the changeling uses — it's part of what she *is*. Entering a Contract with smoke makes the world seem a little bit darker, while entering a Contract with stone gives her skin a mottled gray appearance. When the changeling invokes a Contract, she *perceives* the power it was bargained with, be it as whispers in flames, faces in stone, or shadowy fingers running down her spine.

While Contracts share the same mechanics from changeling to changeling, their outward effects vary. A Contract allowing an Elemental to create lava traps in her path lets a Wized rapidly craft small clockwork monsters to attack pursuers. Players are encouraged to tailor Contracts' effects to their characters: When *this* character invokes Light-Shy, does she hear her Keeper's raspy whispers, or perhaps see her doom spelled out in the shadows?

Unless otherwise noted, Contracts last for the current scene. A changeling can end a Contract at will. A character can't shed Conditions a Contract inflicts — either as part of its normal effect, or via dramatic failure — by ending the power prematurely; she must resolve them normally. Tilts end when the Contract that inflicted them does. See Appendix 3 (p. XX) for Conditions and Appendix 4 (p. XX) for Tilts. If a Contract costs more Glamour than the character can spend per turn based on her Wyrd, she may spend Glamour over multiple turns and invoke the Contract when the last required Glamour is spent.

If a changeling fails to invoke the effects of a Contract (i.e. the player didn't roll any successes on the invocation roll), she must still pay its cost. Sometimes, the target contests a Contract's invocation roll. A willing target may waive this contesting roll; targets who do contest it do so reflexively.

Supernatural Conflict

The Lost keep mostly to themselves, but they're not the only mystical beings in the world. Some Contracts use a character's Wyrd as part of a contested roll; when they are unleashed against other supernatural creatures, instead use the closest equivalent — for instance, a werewolf's Primal Urge, or a Promethean's Azoth. This only applies to contested rolls, not resisted ones in which a trait subtracts from the Contract's invocation pool.

The same protection applies to the Lost when they would fall victim to a supernatural power. Add Wyrd to all contested dice pools that use a Supernatural Tolerance trait.

Clash of Wills

When two changelings bring their powers to bear against one another, it's not always clear which ability trumps another. Likewise, a Contract may have effects that oppose the effects of a vampire's Discipline or a mage's spells. When the effects of supernatural abilities clash in this way, it's a Clash of Wills.

Each player involved rolls his character's Wyrd + appropriate Finesse Attribute. Whoever scores the most successes wins; his power takes effect as normal while the conflicting effects fail. Ties reroll until one player has accrued more successes than all others. A character can only spend a point of Willpower on the Clash roll if he and his opponents are physically present, and he is aware that abilities are in conflict, which may require kenning (p. XX) or other magic. Other supernatural creatures have their own dice pools for Clashes, detailed in their respective books.

Long-lasting effects add a level of supernatural endurance, per the following table.

[PLEASE TABLE THIS]

Duration Modifier

- +1 Effect would last a night
- +2 Effect would last a week
- +3 Effect would last a month
- +4 Effect would last a year

[END TABLE, THANKS]

Contracts and Clarity

Changeling characters have Clarity, mortals Integrity, and vampires Humanity. Unless a Contract specifically states that it *only* works on other Lost, "Clarity" means "Clarity and other such traits that measure a kind of mental or emotional stability." Where a Contract would make a Clarity attack, it forces an equivalent level of breaking point for these other creatures; the Storyteller decides the exact effects where questions arise. These Contracts never work on beings like Prometheans with traits that measure something else entirely.

Loopholes

Every Contract has a Loophole that lets the changeling invoke the Contract's basic effect at no Glamour cost (though he must pay Willpower costs, and any cost associated with seeming

benefits, as normal). The character can also choose to fulfill the Loophole and *still* spend one point of Glamour, to change a Contract's invocation roll from instant to reflexive. He can invoke a given Contract only once per turn reflexively, but may add other reflexive Contracts, including those made reflexive by using the Loophole and paying Glamour for each.

Arcadian Contracts

The oldest Contracts hail from the dawn of Arcadia, when the True Fae bargained with the world to let them, or sometimes their pawns, move beyond the laws constraining mere mortals. While the Gentry rarely care for the other citizens of Faerie, their omnipresence ensures these bargains also apply to their subjects. Any citizen of Arcadia, including changelings, may claim these rights as Contracts. This claim requires conscious effort, like finding a teacher, reading a tome detailing the Contract, or meditating extensively upon the nature of the deal. It also requires acknowledging her status as a denizen of Arcadia, something a changeling might find empowering as she takes control of her fate, or that might serve as a painful reminder that she is no longer quite human.

Arcadian Contracts are divided into six *Regalia*, which are thematic groupings representative of the most common of the original vast pacts the Others made with abstract concepts to secure their power. These are:

- **Crown** for leadership and rulership.
- **Jewels** for manipulation and temptation.
- **Mirror** for perception and self-transformation.
- **Shield** for defense and protection.
- **Steed** for movement both seen and unseen, and all manner of creatures.
- **Sword** for strength and aggression.

Every seeming has a favored Regalia, and the player chooses a second favored Regalia for her character.

Regalia are further divided into Common Contracts and Royal Contracts, which represent the lesser bargains the True Fae struck on behalf of their servants, and the greater bargains they struck for themselves. Common Arcadian Contracts cost 3 Experiences each, and Royal Arcadian Contracts cost 4 Experiences each. Purchasing a Contract from a favored Regalia subtracts one from the Experience cost.

Every Arcadian Contract has seeming benefits, which invoke effects in addition to the basic Contract. If a changeling belongs to that seeming, she gains the effect for free upon purchasing the Contract. Otherwise, she may learn it from a teacher using Pupil's Devotion (below), and pay 1 Experience for it. A player can purchase as many seeming effects per Contract as she wishes and can invoke none, any, or all of them, as long as she pays all their costs. The Contracts below present two seeming benefits each, but Storytellers are encouraged to add their own.

Pupil's Devotion

A changeling can learn an Arcadian Contract more easily by seeking a teacher. The teacher must know the Contract she wishes to learn, and have it as part of his favored Regalia. After swearing a personal oath (p. XX) to her teacher, the

character can learn the Contract at favored cost even if it's not part of her own favored Regalia. The particulars of this oath are unique to each pledge, and the character must swear a separate oath for every Contract she wishes to learn. Characters can also learn a Contract's seeming benefits this way from a teacher of the right seeming.

Crown

Changelings who grasp the Crown represent the best and worst of their kind. They make glorious leaders — fair, wise, and emboldening the Lost with their presence — or tyrants forcing other Lost and the world itself to fit their vision. **Fairest**, rising above others, favor Crown.

Hostile Takeover (Common)

The True Fae are home wherever they wish, and the changeling likewise forces any dwelling to accept her presence.

Cost: 2 Glamour, or 2 Glamour + 1 Willpower (see below)

Dice Pool: None

Action: Instant

Effects: The changeling declares her right to be on the premises, persuading the home that she belongs there. She may then bypass any mundane security systems — she does not show on cameras, for instance — and its doors automatically open for her. Animals and hobgoblin sentries stay out of her way. The changeling can extend this Contract's benefits to a number of companions equal to her Presence, as long as they remain in her line of sight.

Targeting a Hollow, or another supernatural dwelling, triggers a Clash of Wills with the owner or main resident. This Contract does not work if the building's owner or main resident also knows Hostile Takeover, as he is another beneficiary of it.

- **Beast:** The Beast persuades animal sentries to actively serve her.
- **Fairest:** The Fairest's player gains two bonus dice on a Clash of Wills with a supernatural dwelling's owner.

Loophole: The changeling carries an object with her that belongs to the owner or main resident.

Mask of Superiority (Common)

The changeling is *always* important, even to people who don't know him. He struts into a locale as if he owns the place when he invokes this Contract.

Cost: 1 Glamour

Dice Pool: Presence + Subterfuge + Wyrd

Action: Instant

Roll Results

Dramatic Failure: Members of the organization take umbrage with the changeling's obvious lies, and immediately become hostile toward him.

Failure: The Contract fails.

Success: People who see the character believe he is a respected member of an organization they belong to, as though he had dots in its Status Merit equal to his Presence. If the changeling affects multiple people, they all believe him to be a member of the same organization; the player chooses one target as his primary to determine which organization. If he acts out of character for a member or doesn't know something a member would, his player rolls Presence + Subterfuge contested by the other characters' Wits + Empathy to keep them from realizing he's a fraud.

Exceptional Success: The changeling instead convinces people he is a trusted ally come for a tour, as though he also had the Allies Merit equal to his Presence. He gets the same benefits as a member, but is given a pass if he doesn't know all the inner workings of the organization, and the player only has to roll for the changeling to stay in character if he does something *really* absurd.

- **Fairest:** Reduce all starting Doors by one for purposes of any Social maneuvering the changeling initiates on affected characters.
- **Ogre:** The Bruiser appears as security for the organization; his player adds the successes rolled to invoke the Contract as bonus dice to Intimidation rolls against anyone who believes the ruse, to a maximum of +5.

Loophole: The changeling loosely dresses to copy the organization's dress code. This does not have to be identical: plain white slacks, shirt, and hat work as a marine uniform.

Paralyzing Presence (Common)

The changeling is magnificent and horrible, captivating his target and rendering her unable to move. He must have her attention, even if only fleetingly, for this Contract to take effect.

Cost: 2 Glamour

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

Action: Contested

Roll Results

Dramatic Failure: The target is supremely unimpressed, inflicting the Shaken Condition on the changeling.

Failure: The Contract fails.

Success: The changeling grows larger, more beautiful and terrible, in the target's mind and overwhelms her: She suffers the Insensate Tilt.

Exceptional Success: The victim also suffers the Cowed Condition.

- **Darkling:** The Mountebank's player may use Manipulation instead of Presence to invoke this Contract.
- **Fairest:** The Unicorn's player gains a three-die bonus to invoke this Contract.

Loophole: The victim is otherwise alone and the changeling touches him.

Summon the Loyal Servant (Common)

The changeling creates a small, loyal servitor out of ephemeral substances and discarded items.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling cuts his hand and lets a droplet of blood fall onto the substance of his choice: The fire from a lit candle, the shadows hiding in the corner, and a pile of leaves and twigs are all valid targets. The substance animates into a small servitor, which is as intelligent as a dog and can carry out simple commands. It's also perceptive enough to notice threats to the changeling or itself.

The servitor has Power 1, Finesse 3, and Resistance 1, with derivative traits as if it were a Hedge ghost (p. XX), but it only possesses iron as a frailty and doesn't gain any Influences or Numina. The changeling chooses its shape, and a Size between 1 and 7. The servitor has natural advantages granted by its makeup; for example, a fire servitor cannot be burnt. It remains animate for one scene, or until it is destroyed.

- **Elemental:** The Sprite may merge with the servitor by spending another Glamour point and one Willpower point. He substitutes the creature's Attributes for his where he chooses, becomes immune to damage inflicted with its element or material, and adds +1L to his weapon modifier on attack rolls.
- **Fairest:** The Sovereign may spend a Willpower point to bind the servitor to his Hollow (or any Hollow he shares). As long as the servitor remains within the Hollow, it stays animate. The Fairest can have only one bound servitor at a time.

Loophole: The changeling performed a significant favor for the element or material in this scene, such as thoroughly cleaning a public fountain or polishing a large stone statue.

Tumult (Common)

The changeling controls shards of dreams and nightmares to attack his foe's mind. He inscribes his target's true name on a leaf, and folds it into an origami bird. He must be able to see his target.

Cost: 2 Glamour

Dice Pool: Presence + Empathy + Wyrd – Resolve

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The changeling gains one of the Conditions listed, of the player's choice.

Failure: The Contract fails.

Success: The first fold reveals whether the target suffers from any of the following Conditions: Disoriented, Guilty, Lost, Paranoid, Obsession, Spooked, Stoic, or Withdrawn. As the changeling keeps folding, he may inflict one of these effects on the target per success rolled:

- Inflict one of the temporary Conditions above on the target.
- Delay the effect of this Contract until a specified trigger occurs; multiple successes may specify multiple separate triggers.

Exceptional Success: Inflict one extra effect.

- **Fairest:** The Fairest adds these Conditions to the list: Inspired, Swooned, Wanton.
- **Ogre:** The Ogre adds these Conditions to the list: Bestial, Cowed, Frightened.

Loophole: The changeling planted an origami bird on the target's person in this scene.

Discreet Summons (Royal)

The changeling summons an object or goblin to his service.

Cost: 1 Glamour (object) or 2 Glamour (hobgoblin)

Dice Pool: Manipulation + Persuasion + Wyrd vs. Composure + Supernatural Tolerance

Action: Instant (object) or contested (hobgoblin)

Roll Results

Dramatic Failure: The character retrieves an item with the Volatile Condition, or a summoned hobgoblin means him ill, though it may conceal its enmity to lure him into a trap.

Failure: The summons fails.

Success: The character reaches into a small container, like a handbag or drawer, without looking, and pulls out an item of Size 1. This item can be anything the character has seen or handled before. The item is the most basic type of its kind, but fully functional and ready to use: A camera takes pictures, a smartphone can make calls and access a wireless connection, and a gun shoots bullets from its fully loaded magazine. The objects have no special qualifiers, nor Availability higher than 3.

Alternatively, the changeling can open any door and loudly announce "I have a guest!" to find a hobgoblin standing there. The creature is a normal specimen of its kind (p. XX) with a Wyrd no higher than 3, and performs one task for the character to the best of its ability. The changeling may elaborate on his door-opening mantra to persuade the creature to come willingly, such as "I have a guest, who is skilled as a barrister and whom I shall pay in fingernails!" The Storyteller decides if the changeling indeed entices the hobgoblin in this manner, in which case the Contract roll is uncontested as the creature comes willingly.

The object or hobgoblin vanishes at the end of the scene, when it leaves the character's hands (for an object), or when the character stops paying attention to it, whichever comes first.

Exceptional Success: The item can be of Size 5 or smaller, and can have up to Availability 5. The hobgoblin likes the character and goes to great lengths to fulfill the spirit of his assignment, rather than the letter, and performs any follow-up tasks that ensure greater success. For example, if it was charged to steal something and discovers the object is cursed, it tells the changeling.

- **Darkling:** A Wisp may pull an object, or summon the hobgoblin, out of any sufficiently large dark space or shadow.
- **Fairest:** The summoned hobgoblin serves the changeling until the sun next crosses the horizon, even if he pays no attention to it.

Loophole: The changeling pulls an object from a location belonging to, or guarded by, an enemy. He promises the hobgoblin something which is (either practically or morally) difficult for him to procure, and keeps the promise.

Mastermind's Gambit (Royal)

Having learned from his Keeper, the changeling knows that strength comes from maneuvering pawns wherever he wants them.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: One chapter

Effects: The changeling speaks aloud to himself, revealing his darkest fears and desires to the air. He weaves a concrete goal into his monologue, such as “embarrass the Duke of Barrington in front of the Court,” or “break into the Queen's library,” and his words turn into ideas and parchment. This instant action takes at least five minutes to complete. By the time he stops speaking, the changeling has created a plan or repository (p. XX) pertinent to his goal that counts as equipment granting a +5 bonus. It lasts until the end of the chapter or until the plan definitively succeeds or fails, whichever comes first.

- **Elemental:** The Unbound can spend a point of Willpower to make a repository last for the story, giving him more time to use it and expanding its scope to encompass one Mental Skill Specialty he possesses. The information in this repository shapes itself to fit his elemental affinity: a fire that spells letters as he reads along, or books made of leaves.
- **Fairest:** The Sovereign can also use this Contract to create an organization, as the Glamour subtly bends the right mortals to his will. This organization is ideally geared to counter his enemy's influence.

Loophole: The changeling outlines the hierarchy of the organization or the index of the repository, or draws up the plan, on paper that is at least 50 years old.

Pipes of the Beastcaller (Royal)

Calling on ancient pacts between the Fae and the wild, the changeling plays a silver flute to summon and command animals.

Cost: 1 Glamour

Dice Pool: Manipulation + Animal Ken + Wyrd vs. Resolve + Composure

Action: Instant (willing) or contested (hostile)

Roll Results

Dramatic Failure: The Contract summons one larger hostile animal (like a dog), or a swarm of small ones (like spiders), which attacks the changeling.

Failure: The summons fails.

Success: The character sends out a call to all animals of one species, which he names when invoking the Contract, within a radius equal to his Animal Ken dots in miles. Any in range gather around him and he may give them simple commands, which they obey to the best of their abilities. The character must give his instructions verbally (the Contract ensures the creatures, regardless of intellect, understand him), though the first wave of arrivals will pass his instructions on to animals further away. Once the animals have completed their task, or face an

insurmountable problem, they return to inform the changeling. Hostile animals may contest this Contract.

Exceptional Success: The character controls the animals for a day and a night, and can give them new commands whenever he speaks with them. If he mistreats them, or makes impossible demands, the animals gain a new Resolve + Composure roll to contest the Contract.

- **Beast:** The Grim gains an empathic link to the animals he commands, allowing him to give them new or additional instructions from a distance. He is also aware of their general physical condition and location relative to his own.
- **Fairest:** The character can pay an additional point of Glamour to summon and command a second species of animals.

Loophole: While playing the flute, the changeling does a little dance that mimics the movements of the animals he wants to summon.

The Royal Court (Royal)

The sanctity and peace of court reigns at the changeling's pleasure.

Cost: 3 Glamour + 1 Willpower

Dice Pool: None

Action: Instant

Effects: Setting himself up as leader during a meeting, the changeling can prevent violence from breaking out. No matter how rowdy or hostile negotiations get — even if that assassin came here fully intending to kill him — none of the people gathered can inflict bodily harm on another. If anyone present is under a supernatural coercion to commit violence, the changeling and the force behind the coercion engage in a Clash of Wills. This Contract does not stop violence if it's already started.

- **Fairest:** The Fairest's protection extends to Social interactions; targets can't intimidate or threaten each other, but they can still engage in pleasantries to foster goodwill.
- **Wizened:** The Hatter's protection extends to mental harm, including attacks on Clarity (but not breaking points).

Loophole: The changeling stands and makes a speech lasting at least five minutes.

Spinning Wheel (Royal)

The changeling rivals the Gentry's thievery of lives, and can guide his target's future to a single point within the next month.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Intelligence + Occult + Wyrld – Resolve

Action: Extended; each roll takes 10 minutes. Target number equals the subject's Supernatural Tolerance or Resolve, whichever is higher.

Duration: Until the lunar month ends, or the event comes to pass, whichever comes first.

Roll Results

Dramatic Failure: The changeling curses himself, leading to a dramatic failure on a crucial roll of the Storyteller's choice over the next chapter.

Failure: The Contract fails.

Success: The changeling names an experience, which must be reasonably probable and not overly specific, for his target. Examples include “meeting the Autumn Queen” or “getting hit by a car.” All rolls leading to this event, made by the target or other characters, gain bonus dice equal to the successes rolled to invoke the Contract, while rolls obstructing the event suffer the same as a penalty, to a maximum of ± 5 . This Contract only creates an event, not the outcome thereof.

A changeling may have a number of instances of this Contract pending equal to his Wyrd rating.

Exceptional Success: The changeling may also specify an action the target can take to prevent the chosen experience from coming to pass, which ends the Contract immediately.

- **Fairest:** The Muse gains three bonus dice to invoke this Contract when encouraging a positive experience. He himself gains the Inspired Condition pertaining to actions that support the event coming to pass.
- **Ogre:** The Gargoyle gains three bonus dice to invoke this Contract when encouraging a negative experience. He himself gains the Steadfast Condition pertaining to actions that support the event coming to pass.

Loophole: The changeling pricks his target with a needle or pin, drawing at least one droplet of blood. Drawing one droplet of blood from a willing target inflicts no damage.

Jewels

Jewels control the fate of the world: They make kingdoms rise and wars break out. They embody physical perfection and the spirit of temptation. They also lie — in the end, a diamond is just a crystal. **Wizened**, who are adroit at manipulating the physical and ephemeral, favor Jewels.

Blessing of Perfection (Common)

The changeling is the ultimate artisan, and blesses any object or body with perfection.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: One turn

Effects: The changeling lovingly caresses and speaks to an object. Her attention bestows a blessing on the object, which repays her by replacing its equipment bonus with her Wyrd rating. The changeling can instead target another person's Crafts, Medicine, or Computer action by speaking words of encouragement while he works, replacing his Skill rating with her Wyrd.

- **Fairest:** The Fairest may apply this Contract's effects to another's Expression, Persuasion, or Socialize rolls as well.
- **Wizened:** A blessed object retains the bonus to all rolls made to use it for the scene.

Loophole: The changeling accepts payment to enact this Contract, then buries the coins or other traded object.

Changing Fortunes (Common)

The changeling has experienced the worst of luck — her abduction — and the best, when she escaped. Living through both extremes, she can manipulate the whims of fortune.

Cost: 2 Glamour

Dice Pool: Wits + Occult + Wyrd – Resolve

Action: Instant

Duration: One action

Dramatic Failure: The Contract turns against the changeling per success, with effects chosen by the Storyteller.

Failure: The Contract fails.

Success: The changeling whispers a story to the wind, of a strange turn of events that befell her in Arcadia. She may then add or subtract two dice from her target's player's next roll, *or* lower or raise his exceptional success threshold by one success, per success rolled. Exceptional success thresholds can't drop below one success, nor can the target ever achieve exceptional success on a chance die. The changeling can target herself.

Example: With two rolled successes, a player can add or subtract four dice from her target's dice pool, *or* lower or raise his exceptional success threshold by two successes, *or* add or subtract two dice while also lowering or raising his exceptional threshold by one.

Changing Fortunes can affect a given target only once per chapter. Attempting to use this Contract on the same target again results in the changeling cursing herself, as dramatic failure.

Exceptional Success: Rather than affect the target's next roll, the changeling may specify a trigger for the effect, such as “if he tries to shoot me.” If the trigger doesn't happen before the end of the scene, the Contract simply ends.

- **Ogre:** The target suffers the Shaken Condition whenever he uses the cursed dice pool, until the sun next crosses the horizon. The initial effect still only applies once.
- **Wizened:** After seeing the target's roll impacted by this Contract, the player may direct his player or the Storyteller to reroll. The second roll stands.

Loophole: The changeling dramatically failed on one of her own actions this scene. She can also invoke this Contract and dramatically fail a later action within the same scene to regain the Glamour she spent on it.

Light-Shy (Common)

The changeling becomes as elusive as a dream, and shadows cloak her in the obscurity of forgotten memories.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Roll Results

Effects: The changeling becomes invisible to the mind, affecting all senses, though recording technology still detects her. The Contract ends if she takes any aggressive action, such as an attack or shouting at someone, or inflicts any kind of harm or supernatural effect on anyone.

- **Darkling:** The Bewitched temporarily erases herself from existence, and even recording technology no longer detects her.
- **Wizened:** The Domovoi can invoke this Contract on an object. People who saw the object previously, and would expect it to still be there, make up a rational excuse for why it's gone. If anyone accidentally moves or knocks over the object, the Contract ends.

Loophole: The changeling stands unmoving, in darkness or shadows, for one minute.

Murkblur (Common)

The changeling calls upon the myriad distractions of Arcadia to overwhelm another's vision.

Cost: 1 Glamour

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

Action: Contested

Duration: One turn

Roll Results

Dramatic Failure: Light and color assail the changeling's senses. She gains the Disoriented Condition.

Failure: The Contract fails.

Success: The target sees the impossible beauty of Arcadia, not meant for lesser beings to behold, and suffers the Blinded Tilt (both eyes).

Exceptional Success: As success, and the target suffers the Deafened Tilt (both ears).

- **Elemental:** The Unbound may instead make the target believe he's enveloped by an element of the changeling's choice. He may drop and roll, believing he's on fire, or think he's drowning in water. The Storyteller chooses any Tilts that seem appropriate for the target to suffer.
- **Wizened:** The Wizened cuts her target's senses off so completely he also suffers the Disoriented Condition.

Loophole: The changeling eats a creature's eye while invoking the Contract. She needn't pluck it out herself — modern changelings can buy an eye at a Goblin Market, or on the internet.

Trivial Reworking (Common)

Trickery is the birthright of every Lost, allowing her to shape an object's appearance to her desire.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling recalls how her Keeper molded items to fit his whims, and mimics some of what he did. She cloaks a mundane item up to Size 3 in her Mask, and changes its visual aspects. The object's basic shape remains the same, and all rules governing Mask apply. This effect is purely psychological: A dry leaf disguised as a \$100 bill looks and feels exactly like a \$100 bill to any mortal, but doesn't stand up to counterfeit detection measures. Beings able to see through the Mask are immune to this power.

- **Darkling:** Any attempts to detect the forgery subtract dice equal to the Mountebank's Manipulation.
- **Wizened:** The Wizened can affect an object of any Size.

Loophole: The character touched another object similar to the illusory one she creates within the same scene.

Changeling Hours (Royal)

Time means nothing in Faerie, where years pass in less than a single night. The changeling calls on this temporal fluidity to slow, speed, or freeze an object in time.

Cost: 1 Glamour, +1 per 5 Size

Dice Pool: None

Action: Instant

Duration: One chapter

Effects: The changeling moves her arms to "draw" a clock in the air between herself and the object. She then mimics turning the hands of the clock backward, forward, or halting them.

This Contract can create three different effects. The changeling chooses which to use when she invokes the Contract.

Rewind the clock: The item becomes as new. The Contract repairs one point of damage per turn and replaces missing parts, restoring up to her Crafts rating in Structure.

Speed the clock: The item corrodes, suffering one point of damage per turn that ignores Durability, up to her Crafts rating in damage.

Freeze the clock: The item freezes in time and place, rendering it impossible to move and immune to damage or change.

- **Elemental:** The Elemental may also affect instances of her associated element with this Contract — for instance, to create an ever-burning flame or restore a withered flower to full bloom.
- **Wizened:** The changeling may make the freezing effect permanent by also spending a point of Willpower. Supernatural powers that override this permanency prompt a Clash of Wills.

Loophole: The changeling names a former (not current) owner of the object.

Dance of the Toys (Royal)

At the changeling's touch, cars drive themselves, doors and cabinets open and close, and a gun fires itself.

Cost: 2 Glamour

Dice Roll: Manipulation + Crafts + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The device comes to life but turns against the changeling, capable of actively opposing her.

Failure: The Contract fails.

Success: The changeling makes a mechanical device dance to her whims. She strikes it to inspire obedience through terror, or caresses it to engender loyalty born from love. Either way, the device comes alive to follow a single, simple command. A door closes and remains closed, a car drives away, or a gun shoots until it runs out of bullets. Anyone attempting to change its action must roll Strength + Resolve and achieve more successes than the changeling did to invoke the Contract.

Devices cannot move outside their normal range of motion. If a device's natural movement would inflict damage, like a car running someone over, it uses the successes rolled on this Contract as a dice pool for that attack.

The changeling can control any device she can see within (10 x Wyrd) yards or meters.

Exceptional Success: The player can purchase the device as a one-dot Retainer, in which case it remains permanently animated. If she does not, the enchantment expires after one chapter.

- **Beast:** The Beast imbues the device with animal-like intelligence, allowing her to give it multiple or more complex commands to follow. For instance, she could make it shoot anyone wearing a red jacket, as opposed to just shooting blindly.
- **Wizened:** The Shrewd can compel the device to move outside its normal range of operation. Rather than remain lying where it is, the gun can move in the air to target opponents. The changeling decides where and how the object moves each turn, at a Speed equal to her Wyrd, but the Contract ends if the object moves out of range.

Loophole: The changeling names the object and calls it to life: “Jack the gun, shoot!” She must give a new name to each object called to life with this Contract.

Hidden Reality (Royal)

The changeling is the master of the unseen, shaping the hidden elements of her surroundings.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The character imagines the world not as it is, but how it might be, and chooses one of the differences to become reality. She may alter a feature of her surroundings, as long as it could have always been this way. For example, she can create a hidden latch on a box, or a door on a wall, as long as no one else has seen that it wasn't there yet during this scene. The change must be minor in scope and part of an existing object, which must be lifeless — she can't grow a new branch on a tree — though it may be of any Size. Changes vanish at the end of the scene, or when no one pays attention to them, whichever comes first.

- **Fairest:** The Sovereign instead targets one person in her vicinity, changing either his Virtue or Vice (or equivalent anchor). This requires a Manipulation + Subterfuge + Wyrd roll, contested by the target's Resolve + Supernatural Tolerance.
- **Wizened:** A Hatter may pay an additional point of Glamour to create whole new objects that could reasonably be found in the area, like a set of keys on a nearby table, or a car parked in the garage.

Loophole: The changeling makes a show of looking for the feature — turning a box over in her hands and pressing random parts of it, before she “finds” the secret compartment — and expresses surprise when she finds it. This makes the invocation take one full minute.

Stealing the Solid Reflection (Royal)

Harking back to the power by which the Gentry create fetches, the changeling steals a reflection and turns it into a solid object. Mirror people who live in the Hedge don't take kindly to the Lost stealing their things this way.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Strength + Larceny + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The reflective surface shatters, and the original object sustains damage equal to the changeling's Wyrd that bypasses Durability, as cracks erupt across it.

Failure: The Contract fails.

Success: The changeling reaches into a reflective surface, to the mirror world beyond, and pulls the desired object out of it. The surface must be clear enough to show some detail, and the object must fit through it. The stolen reflection is mirrored: a car with the steering wheel on the wrong side, or a book written in backwards text. The stolen object has no supernatural properties. Neither the stolen object nor the original has a reflection while this Contract lasts.

Exceptional Success: The stolen reflection remains solid until the sun next passes the horizon.

- **Fairest:** The Unicorn retrieves the reflection of a living being. The stolen reflection carries a mark of the supernatural, like having six fingers or heterochromatic eyes. The reflection's mundane traits are equal to the original's, or the changeling's Wyrd, whichever is lower. For example, if the original has Strength 3 and the changeling Wyrd 2, the reflection's Strength becomes 2. It has no supernatural traits (such as Clarity, Wyrd, or Contracts). The stolen reflection is friendly and deferential to the Fairest. On a dramatic failure, the original person doesn't sustain any damage, but the reflection the changeling tried to steal is a Hedge-dwelling mirror person who gains an Aspiration to punish the changeling in the future.
- **Wizened:** If the Wizened spends an additional Glamour point, the stolen reflection retains any mystical properties of the original, such as a goblin fruit.

Loophole: The changeling coaxed the owner of the original to express a sense of debt to her, within the scene. This can be sincere, such as “I did not forget our deal, and will pay you soon,” or lighthearted, such as “Coffee! I owe you one!”

Tatterdemalion's Workshop (Royal)

The Gentry raise mountains from clouds, and weave forests from hairs. The changeling likewise can create an object with the unlikeliest of materials, using forgotten scraps and chicanery to build dreams.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: Instant

Effects: The changeling takes a jury rigging Build Equipment action (p. XX) as normal, but no mundane equipment up to Size 5 is ever too complex to build in a single turn, and she bypasses the need for proper components or tools. Reduce the usual penalty for equipment bonuses or benefits by half the character's Wyrd, rounded up. The crafting process should look vaguely possible to the layman: She can create a rocket launcher out of a flare gun and a canister of compressed gas, or a portable Xerox machine from random bathroom supplies and a fountain pen. The device functions as well as its normal version would.

- **Ogre:** The Ogre doesn't require parts that would plausibly fit to make the item, as she pulls and stretches objects into shape — instead of using duct tape, she forces a Band-Aid around an exhaust pipe.
- **Wizened:** The Domovoi can jury rig a complex object of any Size.

Loophole: The changeling is wearing large, old glasses and uses archaic tools.

Mirror

Mirror catches the world in its reflection, enhancing senses and laying secrets bare. Changelings may even look into the mirror and see themselves, warts and all, to guide them to transformation.

Darklings, who thrive on secrets and knowledge, favor this Regalia.

Glimpse of a Distant Mirror (Common)

The space between mirrors is empty and glittering like the fae, connecting them all through mazy corridors of the Hedge.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling looks into any reflective surface, which becomes a window that looks out through another such surface in which his face has been reflected before. Anyone who looks into this window can see what's on the other side. The view is only as clear as the surfaces allow — a muddy pool creates a muddy view. After the Contract ends, the changeling sees himself *wrong* in the surface for the rest of the scene, glimpsing hints of the mirror people on the other side.

- **Beast:** The Savage may also see out of any surface currently reflecting a person who has sworn a promise or pledge to him or invokes his name, even if the surface hasn't previously reflected him.

- **Darkling:** The Darkling can also hear sounds transmitted through the window. If he desires, people on the other side may see and hear him, too.

Loophole: The changeling looks *into* a mirror belonging to someone who has sworn enmity against him. He may steal this mirror and take it with him (or may have already done so in the past), as long as he does not claim ownership over it.

Know the Competition (Common)

After living at the whim of the mercurial Fae, the changeling knows what it is to turn mere diversions into opportunities. He challenges his opponent to a game, and gleans the workings of her mind. This Contract's invocation roll represents the game's outcome. The Contract's instant action takes at least 10 minutes to complete.

Cost: 1 Glamour

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

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The changeling misreads his opponent, who not only wins the game but also learns his Needle, Thread, and one Aspiration.

Failure: The Contract fails.

Success: The changeling observes his opponent in a game against him, predicting her moves and how she uses her resources. He wins, and learns her Virtue and Vice (or equivalent anchors) and one of her Aspirations.

Exceptional Success: The changeling also learns a second Aspiration.

- **Beast:** Once, before the next dawn, the Beast can think of the target as an instant action and know exactly where she is and what she's doing. He also knows when she plans to leave her current location, though events might still cause her to leave later or more quickly — the Contract only reveals what the target intends *at that point*.

- **Darkling:** The Darkling can invoke this Contract to observe multiple opponents at once, up to his Wyrd rating, in a game with more than two players.

Loophole: The changeling goaded his target into challenging him to a game.

Portents and Visions (Common)

The character calls upon the timelessness of Arcadia and recites a random list of events, objects, names, and places. As he goes through them, tongue twisting and turning around the words faster than anyone's should, he stumbles upon a word that ties in to either his target's past or present. His eyes go white, and he has now seen what once was, or what might be.

This Contract's instant action takes at least one minute to complete. The player states whether his character wants to see the past or future. The changeling must see his target, though she needn't see him, and can invoke this Contract on himself by looking into a mirror.

Cost: 1 Glamour

Dice Pool: Manipulation + Occult + Wyrð vs. Composure + Supernatural Tolerance

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The changeling sees a false event and with it, signs of the Gentry's impending approach. He suffers the Paranoid Condition.

Failure: The Contract fails.

Success:

Past: The changeling sees a vision of the most important event, relevant to the changeling's current interests, that has befallen the target. This is not contingent on the target's memories: He might see a forgotten or suppressed event. Alternatively, the changeling may view the last promise or deal the target made.

Future: The changeling sees the most important event, promise, or deal coming up for the target in the next few days. The future is not set in stone, and the changeling's involvement can alter it. The changeling, and the target if he tells her, gains the Informed Condition.

Exceptional Success: The changeling may evoke emotions associated with the event in his target: for example, if the event was a night of passion, he reminds the target of his lover. The target gains a Condition to represent this.

- **Darkling:** The Bewitched may choose to see a past crime or transgression instead, and inflict the Guilty Condition on his target regarding that event.
- **Elemental:** The Torrent may choose to see the next violent event to come instead, and grant his target some of his hardiness for it. If the event comes to pass, the target gains the effects of the Giant Merit for one scene.

Loophole: The changeling tears up a picture of the target.

Read Lucidity (Common)

The changeling reads another person's mental stability at a single glance.

Cost: 1 Glamour

Dice Pool: Manipulation + Empathy + Wyrð vs. Composure + Supernatural Tolerance

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The character gleans the wrong Clarity levels, but doesn't know this.

Failure: The Contract fails.

Success: The Storyteller tells the player the target's maximum and current Clarity levels, though the character interprets this in relative terms ("she's more stable than I am" or "she's very confused"). The changeling also knows which Clarity Conditions his target suffers, if any.

Exceptional Success: The changeling also uncovers the circumstances of the target's most recently suffered Clarity damage.

- **Beast:** With an exceptional success, the Beast's player may roll his successes as dice in a psychic Clarity attack against the target.
- **Darkling:** With an exceptional success, the Darkling may lend some of his slippery nature to the target: She gains Defense equal to her Wits against the next Clarity attack she suffers. This effect lasts until used, or the end of the session, whichever comes first.

Loophole: The changeling touches the target, skin-to-skin.

Walls Have Ears (Common)

The changeling engages an object in conversation to learn its secrets, previous owners, and weaknesses.

Cost: 1-3 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling holds an item up to his mouth, and tells it a secret from his time in Arcadia. The object tells him a secret in return.

The changeling can invoke any of these effects, at a cost of one point of Glamour each:

- He knows how the object is constructed and all its weak points. Halve the object's Durability (rounded down) for any attack he makes against it, and add his Intelligence rating as bonus dice to repair or modify the object.
- He knows how to use the object to its best effect, and his player gains the 9-again quality on dice rolls to wield or use it.
- He sees a vision of the person who last handled or touched the object, as well as the circumstances of the scene. The vision shows anyone within three meters of the object at that time.
- **Darkling:** The Wisp also gains the Informed Condition about the object's owner. If it currently belongs to him, he instead gains the Informed Condition about one previous owner he can describe; "Matt," "the dark-skinned Ogre with the eye patch," or "the guy it just showed me" are all valid targets.
- **Wizened:** The Wizened's player may spend one point of Glamour per additional point in time he wishes to view. He must either specify a point in time by who was present and the general circumstances, or simply view the last person to handle the object before the most recent one he's already seen.

Loophole: The changeling is in public, among mortals who can hear him speak his secret aloud.

Props and Scenery (Royal)

The changeling wills his body to become like the paintings on the wall, or the cups in an enchanted cupboard, mimicking an object's shape in his stance. He calls on the boon Arcadia owes him for his imprisonment to transform him into the shape he desires.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Manipulation + Persuasion + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling briefly becomes a misshapen mass and suffers a Clarity attack with dice equal to half his Wyrd rating (rounded up).

Failure: The Contract fails.

Success: Glamour shapes the changeling into the desired inanimate object, with standard traits for its kind, of a Size up to his own by default.

The player chooses an additional benefit per success rolled to invoke this Contract, such as:

- +1 Durability; can apply multiple times
- Limited mobility (he rolls himself as a rock, or uses chair legs to walk)
- +/−1 Size; can apply multiple times
- Other effects with Storyteller approval

Exceptional Success: The changeling may purchase the form permanently for 3 Experiences. If he does, he can adopt it reflexively for a single point of Glamour, but can't benefit from this Contract's Loophole that way. He changes as if he achieved one success. He may also still assume the same form using this Contract normally.

- **Darkling:** The Darkling may extend the Contract's duration to last until the sun next crosses the horizon.
- **Ogre:** The Gargoyle may assume the form of objects up to double his Size by default.

Loophole: The changeling has handled the object or one like it previously in this scene.

Reflections of the Past (Royal)

Time means nothing in Arcadia, letting the changeling look beyond a reflective surface and into the past.

Cost: 1 Glamour per time frame (week, month, season, year, or decade)

Dice Pool: Intelligence + Occult + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling sees a false event and with it, signs of the Gentry's impending approach. He suffers the Paranoid Condition.

Failure: The Contract fails.

Success: The changeling looks into a reflective surface, and states a specific time or event. The reflection then rewinds at impossible speed, compressing days or years into a single moment until it comes to the time he states. The changeling may then see the event as it originally

happened reflected in the surface. Anyone else watching sees the same vision. The vision can show up to one scene's worth of events.

The changeling can see moments further back in the past by spending more Glamour; one to go back up to a week, two for a month, three for a season, four for a year, and five for a decade. He must specify the time by at least date (either fixed or relative to the present), and whether it was day or night; or he can specify an event as long as he knows some of the details, such as "when the Ogre beat up Jack."

Exceptional Success: The changeling can look around the edges *into* the reflection, seeing more details. For example, if he looks into a shop window that reflects his friend Jack fighting off an Ogre, he can stick his head into the vision to peer around the edges of the reflection, to see the Darkling standing a little further away.

- **Darkling:** The Mountebank may use his kenning to detect supernatural phenomena within the reflected events.
- **Fairest:** The Fairest may inflict the Leveraged Condition upon one of the characters in the vision.

Loophole: The changeling lets some of his blood fall on the surface after taking at least 1L damage in this scene. The surface absorbs the blood, then shows the vision as above.

Riddle-Kith (Royal)

Seeing the myriad things he *could* have been in Arcadia, the changeling molds any mien into the image of another kith. He touches his own or another Lost's face and sculpts it like clay.

Cost: 1 Glamour

Dice Pool: Manipulation + Larceny + Wyrd vs. Composure + Supernatural Tolerance

Action: Instant or contested; see below

Roll Results

Dramatic Failure: The target fully sheds her own kith, but fails to assume another. She loses all kith benefits for the scene.

Failure: The Contract fails.

Success: Leaving the Mask and pulling only on the Glamour under the target's skin, the changeling alters the target's outward fae mien to emulate the trappings of a different kith, but not its blessings. The target's general features remain: if he was a rotund Chatelaine, he is now a rotund Snowskin. Nothing about the target's apparent seeming changes, so a Darkling Leechfinger now looks like a Darkling Helldiver, for instance. Forcing a new kith's appearance upon an unwilling subject grants her a roll to contest it and constitutes a breaking point with a pool of three dice, as the changeling repeats the cruelty of the Gentry. This Contract cannot copy a specific changeling's mien.

Exceptional Success: The changeling can spend a point of Willpower to extend the Contract's duration indefinitely, but only when he himself is the target.

- **Darkling:** The Darkling's target can truly become the kith she impersonates — she loses the mechanical benefits of her own kith, and receives those of the false kith.

- **Elemental:** The Elemental's fluid nature allows him to make his target appear to be a different seeming as well, if he chooses.

Loophole: The changeling has gifted something to a changeling of the kith he wishes to emulate within this scene. He must not have gotten anything in return, beyond gratitude. For example, if he treated her to lunch, constituting the gift of food, even the promise that she will “get the next one” negates the Loophole.

Skinmask (Royal)

The changeling sees what he might have become if he'd stayed human, and calls on the shards of this broken promise to change his Mask.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling recites three things he knows about his target, who may be a mortal or any creature with a Mask: She's tall, takes sugar in her coffee, and wears a red coat. He then assumes her outward appearance. If his target is a changeling, he copies both Mask and mien. Mimicking the target's behavior still requires successful Social rolls.

While the changeling could copy the Mask of anyone he's physically met, he often copies people who look like him — or rather, people he'd look like if not for being taken. Older, without the curse of youth imposed by his Keeper, with fewer scars and eyes that know peace. Pretending he's like them eases the itching under his skin; if he does this, regain a Willpower point.

- **Darkling:** The Bewitched has so perfectly mastered one visage that his player can purchase it as the Alternate Identity Merit at any rating he likes. If he does, the changeling can shift to it reflexively for the scene by spending a point of Glamour. He may only have one such Alternate Identity at a time; if he chooses to change it, simply shift the Merit dots to the new appearance. The player may only purchase an identity this way if the character has emulated that person at least three times in the past.

- **Fairest:** The Fairest instinctively knows whether an action he plans to take is in line with the personality of the target he's copied; gain three bonus dice to attempts to mimic the target's behavior.

Loophole: The changeling holds an object belonging to the character he wants to mimic when he invokes this Contract.

Unravel the Tapestry (Royal)

The changeling unravels time and fate, altering the immediate past to fit his own whims.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Wits + Occult + Wyrd

Action: Reflexive

Duration: Instant

Roll Results

Dramatic Failure: Reality and false visions bleed into each other, and the changeling gains the Insensate Tilt. If he acts again this scene in action timing, he automatically has the lowest Initiative.

Failure: The Contract fails.

Success: Replay the last 10 seconds, or go back to the top of the Initiative roster one full turn ago in action timing. The changeling may change his actions. All other characters, except those who used a similar power, retake their original actions. For example, the character was hit with an axe and took damage, prompting him to invoke this Contract. This time, he successfully Dodges. His attacker still swings the axe (and misses), as she did not expect him to step back.

This Contract activates automatically if the character dies and can pay its cost. If he lives this time, he gains the Spooked Condition as he remembers being dead. If he dies *again*, he's out of luck — the Contract can only self-activate once per story.

Exceptional Success: The changeling's player gains the 8-again quality on any rolls he makes during the replayed time.

- **Darkling:** The Wisp may take a reflexive action to move up to his Stealth rating in yards/meters, immediately after enacting this Contract but before the time begins anew.
- **Wizened:** Acting with impossible precision and speed, the Wizened gains one surprise attack against any viable target, if he wishes.

Loophole: The changeling incurred a debt during this scene, which he has not repaid yet. This can be as trivial as promising his barista a tip next time, as he has no pocket change right now.

Shield

Bearers of Shield swear to defend and protect. They hold their ground, providing refuge to the downtrodden, and use their strength to heal other Lost. **Ogres**, growing stronger with each burden they carry, favor Shield.

Cloak of Night (Common)

The changeling commands the night and shadows to shield herself and her companions, for she has seen true darkness and is its master.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling must invoke this Contract while she and her allies are in dim or dark conditions; as long as they take a penalty to visual perception rolls, it's dark enough. She drapes the darkness around a number of willing companions equal to her Dexterity rating. The player's Stealth rolls, to which she adds half her character's Wyrd (rounded up) in bonus dice, hide the entire group as long as no one does anything to attract undue attention, such as attacking or making loud noises. The changeling and her companions also take Stealth-based actions as reflexive actions, once per turn in action timing.

- **Darkling:** The Darkling and her companions retain the benefits of this Contract even if they attract attention to themselves.

- **Ogre:** The Ogre approaches stealth by going slowly — rather than flit from shadow to shadow, she simply holds perfectly still and silent until the risk of discovery has passed. She may substitute Stamina for Dexterity to determine how many companions she can shield.

Loophole: The changeling and her companions don one or more black articles of clothing while invoking this Contract.

Fae Cunning (Common)

The changeling is untouchable, as weapons swerve away from her.

Cost: 2 Glamour

Dice Pool: None

Action: Reflexive

Effects: The changeling moves with the grace of lightning or commands blades to pass her by, or perhaps her shadowy body simply splits in two to remain unharmed. She may apply her Defense to Firearms attacks and never loses her Defense even if she's surprised or distracted. Supernatural powers that would deny her Defense prompt a Clash of Wills. If she successfully Dodges, she may redirect the attack to another valid target, which automatically hits with successes equal to the changeling's Presence rating.

- **Elemental:** The Elemental is inhumanly persistent, also adding her Resolve rating to her Initiative and Speed.
- **Ogre:** The Ogre's skin becomes hard like stone or tough like hide; any mundane weapon that strikes her suffers her Stamina rating as points of damage, subject to Durability.

Loophole: The character challenges an opponent to an immediate duel.

Shared Burden (Common)

Calling upon stories of parents dying to protect their children, or lovers exchanging places in the Underworld, the changeling makes another's pain her own. She curses her Keeper for setting her against her own kind and vows to repay that debt now.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: Instant

Effects: The changeling lets her blood flow onto her target's body, as her Glamour knits his wounds closed. For every point of lethal damage she inflicts upon herself, the Contract heals two points of damage for her target. She heals bashing damage first, followed by lethal; this Contract can't heal aggravated damage.

No magic can alleviate damage a changeling inflicted upon herself by using Shared Burden — not even someone else's.

- **Ogre:** The Gargoyle heals three points of damage per point of lethal damage inflicted.
- **Wizened:** Skilled in the art of healing, a Hatter heals lethal damage first, then bashing.

Loophole: The changeling holds a strip of skin, four inches or longer, of the creature that inflicted the injury.

Thorns and Brambles (Common)

The Hedge rent the changeling's flesh when she escaped, feasting on her suffering. Now, she calls on that hunger, offering her enemies as sacrifice instead. She can use this Contract within the Hedge itself, if she dares.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Effects: Brambles grow around the changeling with a radius of yards/meters equal to her Wyrd rating, and follow her as she moves. They can produce three different effects, listed below. The changeling chooses one when she invokes this Contract. If she uses it in the Hedge, the brambles *don't* follow her movements, and she must contend with their threat as well.

Leechweed: The brambles prick anyone who moves through them more quickly than Speed 2, draining him of one point of Glamour per turn, up to the changeling's Wyrd rating per victim.

Briarpatch: The brambles entangle the changeling's enemies, inflicting the Immobilized Tilt (p. XX) on anyone who fails a reflexive Dexterity + Athletics roll; they must make one each time they move within the area. The brambles have a Durability equal to the changeling's Wyrd rating.

Field of Thorns: The brambles attack anyone who tries to break through using the changeling's Wyrd rating as a dice pool. They are piercing weapons with a modifier of +0L. The brambles attack any given character only once per turn. The changeling may make the Field of Thorns stay in place when she moves.

Exceptional Success: The character may invoke two effects simultaneously. The summoned Hedge also sprouts a beneficial goblin fruit of the Storyteller's choosing.

- **Darkling:** The Wisp gains the Glamour drained by *Leechweed*.
- **Ogre:** Characters moving through the *Briarpatch* take a penalty to their Athletics rolls equal to the Ogre's Strength.

Loophole: The changeling litters a handful of Hedge thorns behind her.

Trapdoor Spider's Trick (Common)

The changeling speaks aloud of a night where she slept in dangerous territory, hoping she would not be discovered. Or, if she was the hunter, she recalls how the clever prey found a place to rest, right under her nose. She hides a door behind shards of dreams and illusions.

Cost: 1 Glamour, or 1 Glamour + 1 Willpower

Dice Pool: None

Action: Instant

Duration: One scene, or until the sun next crosses the horizon; see below.

Effects: The changeling steps through an opening (be it a door, a window, or a hole in the wall) and cloaks it with Glamour to make it seem impassable, or not even there at all. The illusion is visual only, and supernatural perception can pierce it visually with a successful Clash of Wills. The player may pay an additional point of Willpower when enacting this Contract to extend the effect until the next dawn or dusk, whichever comes first.

- **Ogre:** The Ogre marks the illusion with a symbol that lets her allies see through it automatically.
- **Wizened:** The Domovoi's illusion encompasses all senses; supernatural perception is required to pierce it at all, prompting a Clash of Wills.

Loophole: The changeling lures an enemy or rival through the portal first.

Fortifying Presence (Royal)

The changeling spends meaningful time with her target. She might offer food, drink, or a shoulder to cry on. If he wants to talk, she'll listen. If he's in a fighting mood, she's up for a spar or even a duel. Whatever gives him perspective will do. This Contract's instant action takes a full scene of interaction to invoke. The target cannot waive the contested roll — even if he trusts the changeling, the little voice in the back of his head always counsels caution.

Cost: 2 Glamour

Dice Pool: Presence + Empathy + Wyrd vs. Resolve + Supernatural Tolerance

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The changeling suffers a Clarity attack with a pool of two dice, as she only manages to make things worse.

Failure: The Contract fails.

Success: The changeling's presence heals two points of the target's mild Clarity damage, or one point of severe. This has no effect on the target's Clarity Conditions.

Exceptional Success: The changeling also acts as a temporary Touchstone for the target, until after the next Clarity attack he suffers.

- **Fairest:** The target gains Defense equal to the Muse's Presence rating against the next Clarity attack he suffers during the current story.
- **Ogre:** One of the Terrible may cause the opposite effect instead, making a Clarity attack against her target with a dice pool equal to her Empathy. This use of the Contract prevents the character from ever using it to heal that target in the future, and may constitute a breaking point for her at the player and Storyteller's discretion.

Loophole: The changeling professes friendship to the target while invoking this Contract. She needn't swear an oath, or even mean it, though she still carries the risk that the Wyrd takes her at her word.

Hedgewall (Royal)

The changeling summons a massive castle of thorns and brambles for protection.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Intelligence + Survival + Wyrd

Action: Extended (Five successes necessary; each roll represents one turn)

Roll Results

Dramatic Failure: The castle inflicts the changeling and her allies with the Lost Condition as it grows into a maze around them. Dramatic failure in the Hedge also alerts a hostile hobgoblin, who feels they've encroached on its territory.

Failure: The Contract fails. Used in the Hedge, failure acts as dramatic failure.

Success: Hedgewalls form a castle around the changeling, sprawling out to a diameter of 10 yards or meters per dot of Wyrd he possesses; space constraints and the changeling's wishes can make it smaller in the real world, but in the Hedge it simply plows over obstacles out to its full size. The castle grants substantial concealment against ranged attacks from outside (p. XX). The walls prevent anyone from passing without first clearing them away, and each wall has Durability 3 and Size 8. Characters can scale the walls, but doing so with no protection from the brambles inflicts one point of lethal damage per turn. The changeling determines the layout of the construct, but its passages must be wide enough for a Size 4 character to pass through easily.

Exceptional Success: The changeling chooses one effect from Thorns and Brambles (p. XX) to add to the castle for free.

- **Beast:** The Beast's Hedgewall is primal and intoxicating, and enemies suffer a -2 modifier on Resolve rolls while inside.
- **Ogre:** Hedgewall lasts until the sun next passes the horizon.

Loophole: The changeling plants a seed or sapling from the Hedge immediately before using this Contract.

Pure Clarity (Royal)

The changeling recounts the most horrific thing her Keeper ever did to her, that she remembers. Her voice becomes like steel in the telling, and that suffering can no longer touch her. In fact, *nothing* can touch her, for now.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Resolve + Composure + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling gains a Clarity Condition of the Storyteller's choosing, which doesn't heal Clarity damage when it resolves.

Failure: The Contract fails.

Success: The changeling can take any one action during this scene that would normally prompt a breaking point for her, without suffering one. The Contract ends once she does, or at the end of the scene, whichever comes first. She may only use it once per scene.

The changeling can invoke this Contract retroactively for actions on her part (for example, if she accidentally kills someone) as long as she does so within the same scene.

Exceptional Success: The changeling gains an armor rating of 2 against the next Clarity attack she suffers. This boon remains until triggered, even if the Contract ends first.

- **Fairest:** The Fairest rises above her circumstances, and can invoke this Contract to shield herself from situations inflicted upon her as well.
- **Ogre:** The Ogre may invoke this Contract to protect one of her companions instead.

Loophole: The changeling dons a metal gauntlet on one hand, and a silk glove on the other, when invoking this Contract. The gauntlet need not be authentic — a costume prop suffices, as long as it's made of actual metal.

Vow of No Compromise (Royal)

Having once sworn never to compromise herself for the Fae's twisted aims, the changeling now swears again never to compromise in her duty to her fellows.

Cost: 1 Glamour + 1 Willpower

Dice Pool: None

Action: Instant

Duration: Instant

Effects: With a touch and a spoken promise, the changeling downgrades one level of her target's aggravated damage to lethal. In exchange, she gains the Stoic Condition (p. XX). She may target herself.

- **Ogre:** The Gargoyle also gains the Inspired Condition with regard to punishing or spiting whoever was responsible for the damage she mitigated.
- **Elemental:** The Sprite needn't touch her target as long as he's surrounded by or submerged in her associated element.

Loophole: The changeling destroys a representation of the True Fae — a drawing or photo, a shred of fae raiment, etc. Killing one of their servants also suffices.

Whispers of Morning (Royal)

The changeling cloaks herself in the shards of dreams, which flee from memory come morning.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Effects: The world, and indeed the laws of physics, forget about the changeling — stuck between being and not being, her body and everything on her person become intangible. She is weightless, can't be touched or attacked (or indeed, attack herself) save by magical means, and can pass through all physical barriers. She can see and interact with other incorporeal fae creatures and objects, such as other changelings using Whispers of Morning and Hedge ghosts. However, she exists on a different frequency than creatures in Twilight, such as spirits and

regular ghosts. Helldivers using their Dive blessing exist on a tangency between the two: The Helldiver chooses whether the changeling can see him or not.

- **Ogre:** The Bruiser can carry one person on her back and extend this Contract's effects to him. Her player must roll Presence + Occult + Wyrd, contested by the target's Stamina + Supernatural Tolerance, if the target is unwilling.
- **Wizened:** The Shrewd can pick up Size 1 objects, which then become intangible, too. When she lets go of an item, she can choose to leave it intangible for the duration, or immediately return it to the material world.

Loophole: The changeling carries no weapons and is wearing no armor. If she picks up or dons either while using this Loophole, the Contract immediately ends unless she pays the Glamour cost.

Steed

Steed is always on the move, traversing both time and space. Where the stallion treads, his hooves punch holes in reality that let a changeling travel from one location to another. Embracing the freedom of the wild, **Beasts** favor Steed.

Boon of the Scuttling Spider (Common)

The changeling scuttles across a solid surface strong enough to support his weight.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The world flattens in the character's eye, until all surfaces are equally horizontal and equally upside down. He can move along walls, ceilings, or slick surfaces normally too treacherous to cross, as long as they are strong enough to carry his weight. He can move at his normal Speed, and acts without hindrance while moving in this fashion.

- **Beast:** The Courser embraces all of the spider's advantages, including its webbing. He may use the restrain move in a grapple as though he had rolled an exceptional success, even if he didn't.
- **Darkling:** The Darkling instinctively sticks to the shadows, granting his player a two-die bonus on Stealth rolls while he scuttles on improbable surfaces.

Loophole: The changeling swallows a live spider.

Dreamsteps (Common)

The changeling steps into the dreams of a nearby sleeper, to travel from the mortal world into the dreamer's Bastion. He touches a sleeping target, and synchronizes his breathing with hers until he can see her dreams. He then steps forward into them.

Cost: 1 Glamour

Dice Pool: Intelligence + Empathy + Wyrd vs. Bastion's Fortification

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The changeling enters the target's dream, but suffers the Flesh Too Solid Tilt, and the dreamer's Bastion gains +1 Fortification until she wakes.

Failure: The Contract fails.

Success: The changeling enters the dreamer's Bastion through the Gate of Ivory (p. XX), rather than entering his own.

Exceptional Success: The dreamer's Bastion suffers a -1 to Fortification until she wakes.

- **Beast:** The Beast may take on the mien of any of the sleeper's nightmares that he witnessed. Once during the current chapter, he can inflict the Spooked Condition on her while interacting with her in the waking world.
- **Fairest:** The Fairest sees a glimpse of the dreamer's soul, granting him the Informed Condition regarding the sleeper.

Loophole: The changeling holds a teddy bear or other childhood comfort object that belongs either to him or to one of his Touchstones, while using this Contract.

Nevertread (Common)

The changeling leaves only scraps and emptiness in his wake.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling stops to cloak one of his footprints: He can drop leaves over it, erase it and leave a pebble in its stead, or sculpt the earth until it resembles a hoof track. He then continues on his way, and the Contract changes all his footprints accordingly for the duration. This makes him impossible to track save by supernatural means, triggering a Clash of Wills, and altered tracks remain so even after the Contract ends.

- **Beast:** The Beast lets people traveling with him benefit from this Contract, up to double his Stealth rating in companions. He still need only invoke the Contract once.
- **Wizened:** The Domovoi's footsteps leave traps in their wake, per the Safe Place Merit (p. XX) with effective dots equal to his Dexterity.

Loophole: The changeling leaves a note, bloody fingerprint, or other clue of his passing. This can be hidden, but must provide a clue to his identity if found.

Pathfinder (Common)

Combining practical navigation with omens and divination, the changeling finds his way in the Hedge to Hollows, trods, goblin fruit, and dreams.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling mingles some of his spit or blood with earth from the Hedge, and uses the mixture to draw a compass on his hand. He instinctively knows the distance and the direction of the nearest general Hedge feature of his choice — the nearest Goblin Market or Hollow, a patch of goblin fruit, or an entrance to the Gate of Horn, for instance. The Contract only reveals information about the Hedge itself, not about creatures lurking within.

- **Beast:** The Grim's finely honed instincts also yield information about nearby creatures: how many creatures they are, and whether they mean ill. "Meaning ill" is not immutable — if the changeling pisses off a friendly goblin, it might then mean him ill.
- **Wizened:** The Wizened automatically knows whether goblin fruits that grow nearby are beneficial or detrimental, and gleans their types.

Loophole: The changeling plucks a thorn from the local Hedge and leaves a drop of blood while doing so when he invokes this Contract.

Seven-League Leap (Common)

The changeling leaps legendary distances, clearing chasms and obstacles in a single bound.

Cost: 1 Glamour

Dice Pool: None

Action: Reflexive

Duration: One turn

Effects: The changeling hops up and down, regaling the air with stories of his athletic prowess. The player then makes a jumping roll (Strength + Athletics), and the character can clear a jumping trajectory of 10 yards/meters per dot of Wyrð he possesses.

- **Beast:** Seven-League Leap increases the Beast's Speed by 10 for the scene. If he used this Contract in a foot chase (p. XX), he gains the Edge next turn.
- **Ogre:** The Ogre can use his leap as an unarmed attack to crush an enemy, adding two to his Strength for the attack roll, and inflicting the Knocked Down Tilt if he hits.

Loophole: The changeling is wearing boots he stole from an enemy in this scene.

Chrysalis (Royal)

The changeling calls upon the savage nature that fueled his escape from Arcadia, howling like a great beast, or scuttling like an insect. He feels his own identity slip, drowned by the comfort of just *being*, and his body follows suit.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling chooses two animals when the player purchases this power, and can transform into either one by invoking it. He must have seen the animal before (an accurate representation works), and it can't be smaller than Size 1 or larger than Size 7. He can choose a mythical beast, though he gains none of its supernal powers — only the physical form: Physical Attributes, Size, Speed, and Health. He can also use the animal's mundane senses and modes of

movement; he can't levitate, but as a winged dragon he could fly. If he transforms into an aquatic animal, he copies its gills and aquatic lungs. While in animal form, the character can communicate with other animals of the assumed species.

- **Beast:** The character can choose two additional animal forms when the player purchases this Contract.
- **Ogre:** The character can choose animals up to Size 15 to transform into.

Loophole: The changeling is in the natural habitat of his chosen animal and is near enough to touch at least one of them.

Flickering Hours (Royal)

The changeling picks meandering paths through the Hedge, stopping occasionally to smell a flower or prick his finger on a thorn. While his path seems random at best, and ineffectual at worst, the changeling is actually weaving an enchantment with his footsteps that allows him to slow or speed the passage of time. **Cost:** 1 Glamour for the changeling alone, 1 Glamour + 1 Willpower for a group

Dice Pool: None

Action: Instant

Duration: Until the changeling exits the Hedge

Effects: The changeling can extend this Contract to anyone traveling with him at the moment he invokes it; hostile pursuers, if they're close on his heels, included. He may slow time by half, or speed it up to pass twice as quickly, for any of the targets individually. Until the sun next crosses the horizon, anyone quickened also gains the Fleet of Foot Merit, with effective dots equal to the changeling's Wyrd up to three, and always has the Edge in a chase. Unwilling targets may pull free of the effect by succeeding at a Resolve + Supernatural Tolerance roll contested by the changeling's Wits + Occult + Wyrd.

- **Beast:** The Savage may freely extend this Contract to anyone he meets on his journey, if he spends the Willpower cost to include others once.
- **Elemental:** The path becomes nearly impassable in the Elemental's wake, and suffers the mechanical effects of the Ice Tilt with specifics appropriate to his associated element.

Loophole: The changeling smashes an antique clock or other old timekeeping instrument as he invokes the Contract.

Leaping Toward Nightfall (Royal)

The changeling touches his target, and speaks an impossible riddle that both curses and blesses her with time. What she has will be lost, what she lost will be found. When he finishes the riddle, and the target's mind tries to wrap itself around the conundrum, he sends her hurtling through time.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Intelligence + Occult + Wyrd vs. Resolve + Supernatural Tolerance

Action: Instant or contested; see below

Duration: Special

Roll Results

Dramatic Failure: The changeling sends a random target forward in time instead, chosen by the Storyteller, which could be himself. Upon arrival, the target suffers either the Volatile Condition (for objects) or the Spooked Condition (for characters).

Failure: The Contract fails.

Success: The changeling can send an object up to Size 10 or a character forward in time. The target instantly vanishes and reappears at the predetermined time in the same location, conserving momentum if it was moving. If something else occupies that spot, the target appears next to it instead. No time passes for the target. Sentient beings can contest this Contract. The changeling determines how far into the future he sends the target, to a maximum of days equal to successes rolled to invoke Leaping Toward Nightfall.

The changeling cannot end this Contract prematurely.

Exceptional Success: The changeling may also send the target to a new location occupied by someone to whom he owes a debt. He can't choose the location itself, only the character who will receive the incoming target when it arrives in the future.

- **Beast:** The Beast may allow the ravages of time to buffet sentient targets, inflicting the Disoriented Condition. The target must either find an ally to resolve it (landmarks don't help), or let it fade without resolution at the end of the scene in which she arrives.
- **Darkling:** Upon arrival in the future, the target doesn't remember the scene in which the Mountebank invoked this Contract. This effect is permanent unless reversed through supernatural means, which triggers a Clash of Wills against the changeling.

Loophole: The changeling uses this ability when the target is touching part of the Hedge. A piece removed from the Hedge counts.

Mirror Walk (Royal)

The changeling steps into a mirror. He hears baying hounds in the distance, and senses a dark chill in the air. The changeling cuts his finger, leaving a bloody print on one of the myriad mirrors before him, and wills it to open to any mirror of his choice in either the mortal world or the Hedge.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Wits + Survival + Wyrd

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The changeling becomes lost in mirror space, which is part of the Hedge, and gains the Lost Condition. If he was reaching for an object instead, he drops it in mirror space.

Failure: The Contract fails.

Success: The changeling touches a reflective surface. Once the way is open, the changeling can step through, bringing any companions he likes in a chain of linked hands, or simply reach his hand through to grab an object on the other side. The changeling must have touched the exiting

mirror before, and both the entrance and exit must be large enough for him to physically pass his body or hand through.

Exceptional Success: The mirrors remain portals for the scene, and anyone may pass through freely with the changeling's permission in either direction, without the need to link hands.

- **Beast:** The Beast may end the Contract before he reaches the other side, deliberately depositing himself in mirror space; his player gains a two-die bonus to all rolls to navigate there or deal with its denizens for the scene.
- **Elemental:** The Sprite becomes mirror-like after exiting the portal, only reflecting what is already in the room. This renders him invisible to the naked eye for a number of minutes equal to successes rolled to invoke the Contract.

Loophole: The changeling speaks the name or title of a character currently reflected in the mirror where he plans to exit. This can be a guess on the changeling's part, whether because he knows little Mary goes to bed at seven and brushes her hair in the mirror beforehand, or because Mr. Witherfield locks up at five and his shop's door has glass in it. If the person isn't there, the Loophole doesn't work and he doesn't invoke the Contract.

Talon and Wing (Royal)

The character spreads his arms, or paws the ground, remembering dreams of flying. He then opens his mouth, to consume the dream and claim its power for his own.

Cost: 1-3 Glamour

Dice Pool: None

Action: Instant

Effects: This Contract can grant three different effects, which can be stacked at a cost of one point of Glamour each.

- The character gains the mode of transportation of a beast, increasing his Speed by 10.
- The character gains the senses of a beast, giving his player a three-die bonus to perception rolls and eliminating penalties in dim lighting or darkness.
- The character gains the claws of a beast, giving his unarmed Brawl attacks a weapon modifier of +0L. If his unarmed attacks already deal lethal damage, his claws become preternaturally sharp and deal aggravated damage instead.
- **Beast:** The Courser doesn't tire, immune to mundane fatigue of any kind. Supernatural powers that make him tired trigger a Clash of Wills.
- **Darkling:** A Darkling may add venomous fangs or claws to his transformation for one extra point of Glamour. Outside combat, this venom has Toxicity equal to his Wyrd and deals damage once per hour, for a number of hours equal to (six – the target's Stamina) hours. In action timing, a successful attack inflicts the grave Poisoned Tilt on his target. The poison remains in effect even after the Contract ends.

Loophole: The changeling eats a piece of fur, a talon, or another part of an animal he wants to emulate.

Sword

Wielders of Sword are forceful and aggressive: They strike first, overpowering foes in and out of combat. Sword emulates nature's fury — both of the world and of Arcadia — and is the favored Regalia of **Elementals**.

Elemental Weapon (Common)

The changeling wields the elements themselves as weapons.

Cost: 2 Glamour

Dice Pool: Presence + Survival + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The element reacts in a wild and dangerous manner, inflicting an appropriate Tilt on the changeling.

Failure: The Contract fails.

Success: The character grabs a nearby element — such as water from a pond, flames from a fireplace, a rose from its bush, or electricity from a wall socket — and shapes it into any archaic weapon of her choosing; for example, fiery gauntlets that enhance her Brawl attacks, a frozen sword to wield in melee, or thrown javelins of lightning. The weapon has normal traits for its kind (p. XX), to which the player can add any of the following: +1 weapon modifier per success spent, or decrease the Initiative penalty by one per success spent, or +20/40/80 range per success spent, to a maximum of three successes per option. She may mix and match successes among these options.

Exceptional Success: The weapon gains additional bonuses, as above.

- **Darkling:** The Mountebank creates a weapon from shadows, which can also inflict the Blinded Tilt (both eyes) instead of dealing damage on a successful hit.
- **Elemental:** If the Elemental creates a weapon that fits her own elemental affinity, it merges with her Mask to make her look terrifying — arcing flames leap up from the gauntlets to envelop her, or ice from the sword crawls along her body to create spikes. The player may make one Presence + Intimidation roll while the character wields the weapon, contested by one opponent's Stamina + Supernatural Tolerance. If she wins, the target suffers the Stunned Tilt.

Loophole: The character performs a showy trick with the mundane version of the element as an instant action. This does not inflict damage if she invokes this Contract immediately after.

Might of the Terrible Brute (Common)

The changeling flexes her muscles as she grows in size while wrestling an opponent, hunched posture creating the image of a hulking brute.

Cost: 2 Glamour

Dice Pool: None

Action: Reflexive

Effects: The character lets out a terrifying roar of fury and defiance, calling on the prowess that once served her Keeper and now serves only herself. Whenever the player wins a contested

grapple roll, the changeling gains a new option for a move to enact: She may reduce her opponent's Strength by one and add it to her own. Opponents reduced to Strength 0 this way gain the Immobilized Tilt, unable to effectively perform any Physical actions. She may not increase her Strength by more than +5, but it may exceed her Wyrld-derived limit.

- **Beast:** The Beast may steal Dexterity instead; she decides which Attribute she steals when she invokes the Contract.
- **Elemental:** The Elemental temporarily gains the effects of the Giant Merit as well.

Loophole: The character herself is grappling multiple opponents at once.

Overpowering Dread (Common)

The changeling dominates her target into fearful submission. She stares at her target, though he need not see her, while she slowly and methodically destroys an object: She can tear strips from a piece of paper, pull the hairs from a doll, or commit another act of meticulous savagery.

Cost: 1 Glamour

Dice Pool: Presence + Intimidation + Wyrld vs. Composure + Supernatural Tolerance

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The changeling's Contract turns against her, giving her the Spooked Condition.

Failure: The Contract fails.

Success: Channeling her quiet destruction into her target, she curses him with the Frightened Condition (p. XX).

Exceptional Success: Next time the changeling sees the target after the Contract ends, invoking it against him again costs no Glamour.

- **Elemental:** The Elemental can invoke this power on one additional target, contested separately by each, as she infuses the air itself with dread.
- **Fairest:** The Fairest can choose to instead make the target fear his surroundings, then go comfort him. He gains the Swooned Condition regarding her.

Loophole: The changeling stands in shadows.

Primal Glory (Common)

Nature itself allies with the changeling, empowering her and shielding her from harm.

Cost: 2 Glamour

Dice Pool: None

Effects: The character survived the scorching deserts and ice plains of Arcadia; mere mortal elements cannot harm her. She touches an element and it cowers before her: She gains immunity to damage from mundane instances of the element, and suffers only half damage (rounded down) from magical sources. It also curls around her in a protective armor, like a dog eager to please its

master, granting her an armor rating of 1/1. The armor hurts anyone who comes in close, dealing one point of lethal damage per turn to anyone who engages in melee combat against her.

- **Elemental:** If the Sprite chose armor made from the element for which she has an affinity, it deals its damage to anyone within (her Wyrds) yards/meters of her instead.
- **Ogre:** The hardy Ogre is fully immune to magical instances of the chosen element.

Loophole: The changeling consumes the element somehow. She might drink some water, hold her breath for a while, eat a handful of dirt, or put out a candle with her tongue and inhale the smoke.

Touch of Wrath (Common)

The changeling's touch wreaks havoc, splintering stone and wrecking metal.

Cost: 1 Glamour

Dice Pool: Intelligence + Crafts + Wyrds

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Contract touches an unintended object, chosen by the Storyteller, and gives it the Volatile Condition.

Failure: The Contract fails.

Success: The changeling touches an object and, whispering sweet threats to it, sinks her nails into stone, or rends deep gashes in metal. She deals one point of damage to the object for each success rolled.

Exceptional Success: The changeling's touch ignores Durability.

- **Elemental:** The Torrent's touch inflicts double damage on objects made entirely from natural materials.
- **Wizened:** The Wizened need merely *look* at the item to use this Contract.

Loophole: The changeling leaves a handprint on the object before attacking it, and makes no attempt to wipe it clean afterward.

Elemental Fury (Royal)

The changeling's fury shapes the physical world, causing storms, earthquakes, or raging fires.

Cost: 1+ Glamour

Dice Pool: None

Action: Instant

Effects: The character channels her fury outward, screaming to the sky and inflicting one Environmental Tilt of her choice per point of Glamour she spends. The area extends 20 yards/meters around the character, though she herself is immune to its effects. She may also spend additional points of Glamour to extend the Tilt 20 more yards/meters per point spent.

- **Elemental:** Elemental Fury deals bashing damage equal to the Torrent's Presence to anyone caught in its area of effect when she invokes the Contract.
- **Fairest:** The Muse may protect any targets she can see from the Tilt's effects.

Loophole: The changeling publicly rants, swears vengeance, or otherwise proclaims her rage to all present.

Oathbreaker's Punishment (Royal)

The changeling knows the value of a promise made, and the horror of one broken. She watches her target, and the red haze of lingering betrayal around him.

Cost: 2 Glamour

Dice Pool: Wits + Empathy + Wyrd – Composure

Action: Instant

Duration: A fortnight, or until used

Dramatic Failure: The target immediately knows the most significant oath the changeling has broken or deal upon which she's reneged.

Failure: The Contract fails.

Success: The changeling senses the most serious promise the target has broken for which he has not yet atoned, whether he broke an actual oath or just didn't go to school when he told his parent he would. Atonement means a full confession to wronged parties, as well as repairing any harm. The changeling can sculpt one waking nightmare for each success rolled, to visit the target within the next fortnight. This nightmare must involve the broken promise in some way: A cheating spouse might have a sudden image of his husband murdering him during dinner, while the kid playing hooky might see his teacher (once he returns to school) as a monster. These waking nightmares are valid targets for oneiromancy while they're happening and each lasts one scene, creating a Bastion along a Dreaming Road even though the target isn't asleep.

Exceptional Success: The changeling senses *all* broken vows for which her target has not yet atoned and can sculpt her nightmares around any (or a combination) of them.

- **Wizened:** The Shrewd gleans all details of the broken oath. For example, she learns not just that the target broke his wedding vows, but that he cheated on his husband with a brunette because he feels lonely when his spouse works long nights.
- **Elemental:** The Elemental may make the details of the target's broken promise obvious to anyone watching, publicizing his shame and inflicting the Notoriety Condition upon him.

Loophole: The target swore a promise to the changeling within this scene, which is still in effect. This promise need not be an oath, and can be made in the heat of the moment, such as "I will defeat you!"

Red Revenge (Royal)

The changeling fills with passion and fury, turning rage into unparalleled strength and fortitude.

Cost: 3 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling raises her hands to the sky, calling to all the hatred and misery that exists in this wretched world. Her skin breaks open as the wrath flows in her, and a blood-red aura surrounds her. She gains +3 to her Initiative, Intimidation, and Physical Attribute ratings, which also increases derived traits. She gains 3/3 armor and the Berserk Condition, as well.

- **Elemental:** The Torrent gains an additional +1 weapon modifier on Brawl and Weaponry attacks.
- **Ogre:** The Ogre's attacks also inflict the Knocked Down Tilt.

Loophole: The changeling uses this Contract to exact vengeance for a loved one or friend.

Relentless Pursuit (Royal)

The changeling becomes like the Huntsman, pursuing her prey with singular determination.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: Until the sun next passes the horizon

Effects: The changeling sniffs the air, speaking her target's name or a description of him, to follow the trail of his nightmares. She instinctively knows the direction and rough distance of her target. If he is in another realm, she knows which one. If the target is using supernatural means to evade pursuers, this Contract triggers a Clash of Wills.

- **Beast:** The Savage also receives a brief vision of what her target is doing at the moment she invokes the Contract.
- **Elemental:** The Elemental may hide from the sun's rays as it crosses the horizon, spending a point of Glamour to prolong Relentless Pursuit and gain a +1 modifier on rolls her player makes for the chase. She can repeat this indefinitely, but her chase modifier does not increase beyond +5.

Loophole: The changeling dons old, stinky running shoes just before invoking the Contract.

Thief of Reason (Royal)

Harnessing memories of horrors suffered in Arcadia, the changeling erodes another's mental stability. She laughs at her target, her horrible cackle a rising crescendo.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Presence + Subterfuge + Wyrd – Resolve

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The changeling gains the Dissociation Condition.

Failure: The Contract fails.

Success: Roll the successes achieved on the invocation roll as a dice pool to attack the target's Clarity. If the target suffers Clarity damage as a result, he also loses a Willpower point from the sudden psychic shock. If this Contract targets a non-changeling, the "damage" to the target's equivalent trait is temporary and vanishes at the end of the scene.

Successfully dealing Clarity damage with Thief of Reason is a breaking point with a pool of four dice.

Exceptional Success: The Clarity attack gains more dice, as above.

- **Beast:** The Courser's presence also imposes the Fugue Condition on top of any other Conditions the target may have gained. Until this Condition resolves, she may make a Presence + Intimidation + Wyrd vs. Composure + Supernatural Tolerance roll once per scene to trigger the Condition's effects.
- **Fairest:** A Fairest may pay one additional point of Glamour to postpone the effect until a trigger of her choice occurs. If the trigger does not come to pass within a day, the Contract ends.

Loophole: The changeling coaxed the subject into making a statement doubting her own sanity, within this scene. This statement works even if it was made in hyperbole or jest, such as "my boss is driving me nuts!"

Court Contracts

A court bargains for Contracts with its patron, which can be anything from a season to an element or direction. These Contracts are shaped through Mantle: The more engaged a changeling is in his court, the more he may call on its protection. If a character doesn't have the appropriate Mantle, he can use Court Goodwill for his rolls instead.

Court Contracts are also divided into Common and Royal Contracts, though the court's patron upholds this distinction. Members of the dominant, in-season court lower the exceptional success threshold of Royal Contracts to three, while members of the subservient, out-of-season courts gain two bonus dice to invoke Common Contracts. This willingness to accept the rule of one and subservience of three as the seasons rotate strengthens the bargains the courts made with their patrons. Other court structures, with other ways of cyclically ceding power, gain the same benefits whenever they're in or out of power.

Learning a Common Court Contract requires at least Mantle 1, or Court Goodwill 2. Likewise, learning a Royal Court Contract requires Mantle 3, or Court Goodwill 5. The seasonal courts make two exceptions: anyone can learn any *one* Common Contract, and allies with Court Goodwill 4 can learn any *one* Royal Contract, as a way for the court to foster allies. So Wisperlee the Winter Courtier could learn a Common Spring, a Common Summer, and a Common Autumn Contract of her choice regardless of her Court Goodwill. If Wisperlee has Autumn Goodwill 4, she can also learn one Royal Autumn Contract. Common Court Contracts cost 3 Experiences each, while Royal Court Contracts cost 4 Experiences each, for courtiers and allies alike.

Invoking a Court Contract carries the same Mantle and Goodwill requirements as above. If a changeling loses his Mantle or Goodwill, and no longer qualifies to purchase a Contract he already knows, he can pay an additional point of Glamour on top of the Contract's normal cost to invoke it anyway. He must pay this Glamour even when using the Loophole. The changeling can do this a total number of times equal to his Mantle or Court Goodwill dots before the court takes

offense and he earns the Notoriety Condition when dealing with their members. Gaining the Condition need not stop him, though — he can thumb his nose at the court and keep using these Contracts as often as he likes; at least, until the queen puts her foot down more firmly.

Spring Contracts

Spring is the season of desire, growth, gentle warmth, and soft rains. This is also the season where all endings have their beginning, though, and the season of passion running wayward. Spring Courtiers are apt at using desire as carrot *and* stick to get what they want.

Cupid's Arrow (Common)

The changeling sees into another's heart and charts the course of her desire. He touches her skin or hair, pulling her desires away with his caress for him to study and alter.

Cost: 1 Glamour

Dice Pool: Wits + Empathy + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: The changeling believes his target's desire is something it's not, chosen by the Storyteller or target's player.

Failure: The Contract fails.

Success: The changeling learns the subject's most ardent desire, and any Conditions or Tilts connected to it. This desire can even be one the target is unaware of. He may replace this desire with one of his choice. The target's passion for the original desire, along with any Conditions or Tilts it engendered, turns toward the new for the scene.

Exceptional Success: The changeling instinctively knows of any obstacles between his target and her desire.

Loophole: The changeling is holding an ivy flower.

Dreams of the Earth (Common)

Spring is the season of awakening, when life returns to the world. The changeling sings a lullaby of seeds sleeping under the earth, and blooms still resting in the bud.

Cost: 2 Glamour

Dice Pool: Presence + Expression + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Duration: Minutes equal to successes rolled

Roll Results

Dramatic Failure: The changeling falls into a magical slumber for minutes equal to his Mantle rating.

Failure: The Contract fails.

Success: A soft breeze carries the song to the changeling's target, who must be within his line of sight. The target falls into magical slumber; nothing short of lethal damage can wake her. Once the Contract ends, the target continues sleeping normally.

Exceptional Success: The magical sleep lasts the entire scene.

Loophole: The changeling sprinkles sand into his target's eyes when invoking the Contract, which may require a successful Dexterity + Athletics – Defense roll.

Gift of Warm Breath (Common)

The changeling fills his target with the energy and life of Spring.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Duration: Instant

Effects: The changeling touches his target, who must be willing. His hands emit a soft glow, which spreads to her skin as his Spring Mantle softly draws her into an embrace. The target instantly sheds all fatigue penalties, Tilts relating to fatigue and temporary illnesses (such as Sick or Poisoned), and bashing wounds.

Loophole: The changeling gives the target something to eat or drink that he made himself.

Spring's Kiss (Common)

The changeling calls down spring rains to kiss the earth. He raises his hands to the sky, imploring Spring to quench the thirst of the earth and all her plants.

Cost: 1-2 Glamour

Dice Pool: None

Action: Instant

Effects: Rain falls as the changeling wishes within (Mantle) miles, anything from a drizzle to a downpour. This may inflict the Heavy Rain Tilt by default, and the Flooded Tilt for an extra point of Glamour.

Loophole: The changeling is wearing bright yellow rain boots and cap.

Wyrd-Faced Stranger (Common)

The changeling cloaks himself in his target's desires.

Cost: 1 Glamour

Dice Pool: Presence + Subterfuge + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: The changeling appears as the person the target least wants to see, and doesn't know this.

Failure: The Contract fails.

Success: The changeling closes his eyes and lets his target's dreams envelop him. When he opens his eyes, he looks like whomever his target most wants to see. He can use this Contract on a group and choose one person as the target, but the highest Composure among them opposes his roll. All observers see him as the same person. He can also appear as someone the target doesn't know but desires to see, such as a dashing stranger.

Convincing interaction may require a successful Social roll if the changeling acts out of character for the person he appears to be. He gains (Mantle) bonus dice on such rolls.

Exceptional Success: The deception lasts until the next dawn.

Loophole: The changeling has something of emotional value to his target in his pocket. This value can be symbolic, such as the keys to a beloved apartment.

Blessing of Spring (Royal)

The changeling takes a day brewing the beginning and end of Spring together into a cordial: dew drops collected in the morning, flowers plucked during the day, and starlight harvested at night, all infused with the changeling's Glamour. Even the memory of such things suffices. With it, he blesses a living creature or plant with a spring's worth of growth and healing.

Cost: 2 Glamour (animals and plants), or 2 Glamour + 1 Willpower (sapient creatures)

Dice Pool: Intelligence + Medicine + Mantle vs. Stamina + Supernatural Tolerance (sapient creatures)

Action: Instant or contested; see above

Roll Results

Dramatic Failure: Target creatures gain the Fatigued Condition, and plants wither.

Failure: The Contract fails.

Success: The target who drinks the cordial matures, growing months in mere moments and looking as she would at the height of spring. Plants, including goblin-fruit trees, are in bloom, and yield spring fruits immediately. The Contract heals people and animals of all wounds, and cures any illnesses or poisons that would yield with time. Changeling targets also shed one temporary Clarity Condition, healing one point of Clarity damage but earning no Beats. These changes last for the scene, after which all the damage and Conditions return, and unused goblin fruits vanish. The target becomes ravenous and must consume three days' worth of sustenance immediately after the Contract ends.

No target may waive the contesting roll; fae magic must overcome stubborn reality.

Exceptional Success: The target matures a full year instead. Plants yield more fruits and seeds as they speed through the seasons. The Contract regrows any missing limbs on an animal or person, and changeling targets shed one Persistent Clarity Condition, healing two points of Clarity damage but earning no Beats. The Contract speeds the pregnancy of animals and willing human targets by 12 months — the patron of Spring refuses to enact this Contract on unwilling pregnant humans. Any offspring, be they seeds or creatures, are unaffected once they separate from the target. As with success, these changes last for the scene, although if a target gave birth within the scene, that change is permanent.

Loophole: The changeling decorates his target with ribbons and dances around her.

Gift of Warm Blood (Royal)

The changeling creates an ointment from dreams and the memory of spring flowers, and salves his target's wounds with it.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Wits + Medicine + Mantle

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: One point of damage upgrades from bashing to lethal, or lethal to aggravated if all are already lethal. The changeling may pay an extra point of Willpower to prevent this, if the upgraded damage would kill his patient.

Failure: The Contract fails.

Success: Each success on the invocation roll downgrades one of the target's wounds: from aggravated to lethal, lethal to bashing, or bashing to fully healed.

Exceptional Success: Any remaining points of bashing damage are also healed.

Loophole: The changeling adds his own blood to the mixture, taking one point of lethal damage.

Pandora's Gift (Royal)

The changeling shapes emotions and dreams to create an object his target desires. Her touch leaves scraps of her desire behind, and ephemeral shards of hope clinging to the tools.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: Until the sun next crosses the horizon

Effect: When the changeling pays the Contract's cost, the target must touch a tool or material the changeling will use in the crafting, although it could be anything from an incidental brush to an attack. If he uses a power that negates the need for tools, the target must touch him instead. He then shapes his target's desires into an object using the Build Equipment rules (p. XX), starting within one hour of the touch. The changeling may not know what he's making, but his hands move by their own accord. The item can be anything from the key to a lover's apartment to a weapon capable of slaying a Huntsman, and remains until the sun next crosses the horizon. Halve the usual time it would take to build the object. If the changeling uses the item as a bribe or bargaining chip, he gains three bonus dice on the Social roll; if successful, he regains one point of the Glamour spent on this Contract.

Loophole: The target gave the changeling a gift, no strings attached, during this scene. This still works even if he coaxed the target into giving him the gift for this purpose.

Prince of Ivy (Royal)

The changeling turns the green of Spring against his enemies. He loudly rebukes them, spitting on the ground as he says their names.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Presence + Expression + Mantle

Action: Instant

Roll Results

Dramatic Failure: Plants turn against the changeling and his allies, attacking as below on their own Initiative count, for a number of turns equal to the changeling's Mantle.

Failure: The Contract fails.

Success: Vines shoot out of the ground where the changeling spat, and all nearby plants grow similar tangles at an impossible rate, to ensnare his enemies. For the Contract's duration, the character may make one new grapple attempt per turn on any target within three yards or meters of a plant instead of moving, in addition to his instant action. He may sacrifice his action to make a second new grapple attempt, and his Defense until his next turn for a third. His contested grapple rolls for ongoing grapples are reflexive. The plants use a dice pool of 3 + successes rolled to invoke this Contract. The effect follows the changeling as he moves.

Exceptional Success: Each time a new turn begins at the top of the Initiative order, the plants automatically inflict one point of bashing damage on all grappled targets.

Loophole: The changeling stands barefoot in soil, and cuts his hand to sprinkle blood on the earth, inflicting one point of lethal damage.

Waking the Inner Fae (Royal)

The changeling pushes his target to pursue her greatest desires with the boundless energy of Spring. He creates a crown of flowers from nothing, weaving passion and luck into each petal.

Cost: 1 Glamour

Dice Pool: Manipulation + Expression + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The changeling cannot give up the crown and wears it himself, pursuing his own desires regardless of risk. He gains the Reckless Condition, and may not regain Willpower via his Thread for the rest of the scene.

Failure: The Contract fails.

Success: The changeling presents the wreath as a gift to his target, who accepts it and puts it on. It immediately vanishes from sight, but the target gains the Wanton Condition. Once per scene for the rest of the current story, whenever the changeling successfully tempts the target into doing something, he regains a point of Willpower. He may only have one designated target from whom to gain Willpower at a time.

Exceptional Success: The target also gains the Persistent Obsession Condition regarding her current greatest desire.

Loophole: The changeling told the target one of his own secret desires within the last scene.

Summer Contracts

Summer is the season of sweltering heat and wrath, of oaths of enmity and striking down one's enemies without mercy.

Baleful Sense (Common)

The changeling sniffs her target, and senses the intoxicating scent of his deep anger and frustration. She feeds it until it lashes out indiscriminately.

Cost: 1 Glamour

Dice Pool: Wits + Intimidation + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: The changeling becomes so angry she suffers a two-die penalty on the next (Mantle) rolls she makes.

Failure: The Contract fails.

Success: The changeling instinctively knows the target's greatest wrath, and any Conditions or Tilts connected to it. The target may be in denial about his anger, but the changeling can still smell it. The changeling may replace the subject of the wrath with one of her choice. The target's anger toward the original subject, along with any Conditions or Tilts it engendered, turns toward the new for the scene.

Exceptional Success: The changeling gleans the details of her target's anger, such as its origins and what's holding him back from destroying the source of it. She may coax him into physically attacking the source without a roll, as long as the target doesn't believe such an attack is suicidal.

Loophole: The changeling coaxed her target into screaming at her this scene.

Child of the Hearth (Common)

The changeling stamps her feet on the ground, declaring that no amount of heat or cold can move her. The sun, lover of Summer, approves of her bold claim and rushes to make her words true.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: At the changeling's behest, the sun's warmth either fills or withdraws from the area, inflicting the Environmental Extreme Heat or Extreme Cold Tilt on the area the size of a large room; the changeling is immune to the effects of either. At the same time, the sun's rays bring the changeling's own temperature up or down, removing the Personal Extreme Heat or Extreme Cold Tilt if the changeling suffers either.

This Contract still works indoors, at night, or under other circumstances when the sun isn't visible — the sun's warmth still remains, after all, and even these fading sparks come to the changeling's aid.

Loophole: The character blows on a fading ember or spark.

Helios' Light (Common)

The changeling channels the sun's light through her own body.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The character declares herself a child of the sun — where she walks, so goes the heavenly body. At that, a light spreads from her sternum to envelop her body until she is painful to look at. The light illuminates an area around her with a diameter of up to (Mantle x 20) yards/meters, and anyone looking directly at her gains the Blinded Tilt (both eyes). The light is true sunlight, but channeling it through a body of flesh diminishes some of its power: Creatures harmed by sunlight take half the damage they normally would, rounded down.

Loophole: The changeling wears a big summer hat.

High Summer's Zeal (Common)

A foe willing to face the changeling on the battlefield should be willing to die on her blade — at least, that's Summer's opinion. She backs it up with a challenge shouted to the sky, for all to hear.

Cost: 2 Glamour

Dice Pool: Presence + Persuasion + Mantle vs. Composure + Supernatural Tolerance

Action: Reflexive and contested

Roll Results

Dramatic Failure: The changeling's challenge prompts Summer to back the underdog instead and prolong the fight; her target heals (the changeling's Mantle) points of damage and gains +1 Initiative.

Failure: The Contract fails.

Success: Whenever a foe tries to flee a violent conflict once it's already begun, the changeling may invoke this Contract to force that foe to spend one Willpower first; otherwise, the target must continue to oppose her until it becomes impossible. He can still back off to make ranged attacks or similar, but can't take any actions that don't support trying to win. He can't suffer the Beaten Down Tilt for the duration.

Exceptional Success: The target can't back off even to make ranged attacks, and must stay within five yards/meters of the changeling.

Loophole: The changeling's opponent was the one who drew first blood, goaded or not.

Vigilance of Ares (Common)

Summer is the season of anger and warfare, and its chosen are *always* prepared.

Cost: 1 Glamour

Dice Pool: None

Action: Reflexive

Effects: The changeling has sworn herself to Summer, and its relentless battle against the Gentry. She expects combat at every turn, automatically detecting ambushes, hidden traps, and surprise attacks. She gains a bonus to Initiative equal to her Mantle rating.

Loophole: The changeling executed a martial exercise in this scene.

Fiery Tongue (Royal)

The changeling's angry words can break bones and rend flesh. She rebukes her target, swearing by the Summer itself that he is incompetent and a fool.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Presence + Intimidation + Mantle – Resolve

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The changeling's tongue ties itself up in angry knots, and she gains the Mute Condition, which resolves at the end of the scene.

Failure: The Contract fails.

Success: The power of the changeling's rebuke inflicts her rolled successes as points of bashing damage, or lethal against fae beings. It also removes two Doors in Social maneuvering, but worsens the target's impression of the character to hostile immediately.

Exceptional Success: The changeling's rebuke deals lethal damage instead, or aggravated against fae beings.

Loophole: The changeling verbally asserts dominance over her target. She can invoke her higher court standing, her superior crocheting skills, or her first-edition Harper Lee novel, which he doesn't have. Whatever she bases her claim on must be true.

Flames of Summer (Royal)

The changeling's anger gives her strength, as she invokes the power of Summer, the relentlessness of fire, and the endurance of heat.

Cost: 2 Glamour

Dice Pool: Stamina + Survival + Mantle

Action: Instant

Roll Results

Dramatic Failure: The Contract drains the target, leaving her at Strength 1 for (Mantle) turns.

Failure: The Contract fails.

Success: The changeling seems to grow in stature and wrath, and adds two bonus dice to all Physical rolls for the duration. She also ignores wound penalties, and need not roll Stamina to remain conscious if her last Health box fills with damage.

Exceptional Success: Flames surround the changeling, giving her unarmed attacks an additional +1L weapon modifier.

Loophole: Right before enacting this Contract, the character violently ate a chunk of ice, crushing it with her teeth, to show the power of summer.

Helios' Judgment (Royal)

The changeling binds the sun's wrath in a single sunbeam, and wields it against her enemies. She reaches up, screaming at the top of her lungs, and pulls a single ray of sunlight down from the sky. This works even if the sun is currently down, as she pulls the light from over the horizon, but not indoors.

Cost: 1 Glamour, or 1 Glamour + 1 Willpower; see below

Dice Pool: Dexterity + Athletics + Mantle

Action: Instant

Roll Results

Dramatic Failure: The changeling collects the sunbeam, and accidentally drops it to the ground, causing the Earthquake Tilt.

Failure: The Contract fails.

Success: The sunbeam functions as a thrown weapon with the following traits: Damage (Mantle)L, Ranges 10/30/50 yards/meters, Initiative penalty -2, Strength minimum 2, Size 4. If the player also spends one point of Willpower, the damage is aggravated instead. The beam returns to her hand at the beginning of each turn for the Contract's duration, and is true sunlight in all ways.

Exceptional Success: The beam also inflicts the Knocked Down Tilt on a successful hit.

Loophole: The target is wearing or touching gold.

Solstice Revelation (Royal)

The changeling calls on the sun to reveal all that is hidden.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effect: The changeling floods an area around her with a radius of 30 yards/meters with light. Any characters currently hidden or disguised through mundane means must succeed on a Manipulation + Supernatural Tolerance roll with a dice penalty equal to the changeling's Mantle, or lose their obfuscation. New attempts to hide are impossible under the bright light. Creatures using supernatural powers to hide trigger a Clash of Wills with the changeling. Even the Mask weakens, and anyone can make a perception roll with Wits + Composure to see through it.

Loophole: The changeling lights an old lantern, which carries either a candle, oil wick, or other flame.

Sunburnt Heart (Royal)

The changeling sets her target's heart aflame inside his chest with taunts and scorn, scorching it raw. Every angry impulse and frustrated urge he's ever felt rises to overtake him.

Cost: 2 Glamour

Dice Pool: Manipulation + Persuasion + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: All the changeling accomplishes is pissing her opponent off the usual way; the target achieves exceptional success on three successes instead of five on the next action he takes against her.

Failure: The Contract fails.

Success: Inflict the Berserk Condition on the foe, and gain (the changeling's Mantle) bonus dice to any attempt to direct his fury onto a target other than the changeling herself.

Exceptional Success: The changeling may affect a second target as well; each target contests the invocation roll separately.

Loophole: The changeling shines a bright light into the opponent's eyes as she invokes this Contract.

Autumn Contracts

Autumn is the season of last harvest and storms, and governs all things dreadful and unseen.

Autumn's Fury (Common)

The changeling harnesses the power of a storm to scour his enemies.

Cost: 2 or 3 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling breathes out, *and out*, until a thunderstorm forms from his breath that inflicts the Heavy Rain and Heavy Wind Tilts, for 2 Glamour. For an extra point of Glamour, the storm also strikes foes with lightning, using the changeling's successes on the invocation roll as a dice pool to attack people caught in the area on each of their turns. These attacks have a weapon modifier of 1L.

The changeling can affect an area up to (Mantle x 20) yards/meters. Standing in the eye of the storm, he himself suffers no ill effects, and it moves as he does.

Loophole: The changeling lifts a metal rod into the air, then lowers it to point at his enemies.

Last Harvest (Common)

The changeling brings human emotions to their ripest point, ready for Autumn harvest.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Duration: One harvesting attempt

Effects: The character whispers to a target softly, telling her secrets he heard from the autumn wind. He gains the 9-again quality on his next roll to harvest Glamour from that target, or 8-again if it resonates with his court. He may only use this Contract once per chapter.

Loophole: The changeling targets his own Touchstone.

Tale of the Baba Yaga (Common)

The changeling gathers his audience close to him, spinning a frightful tale of stalkers that hide under the floorboards and beasts that feast on human flesh. Roll once to invoke this Contract; each target contests it individually. This Contract takes at least a few minutes to invoke.

Cost: 1 Glamour

Dice Pool: Manipulation + Subterfuge + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: The changeling scares himself and gains the Shaken Condition.

Failure: The Contract fails.

Success: Making eye contact with his audience, the changeling inflicts the Shaken Condition on one, some, or all of them, at his option.

Exceptional Success: Anyone affected by this Contract also must spend a Willpower point to act against the changeling for the duration.

Loophole: The changeling weaves this Contract into a tale the audience is already familiar with, though he can make variations and deviations on it as he wants.

Witches' Intuition (Common)

The changeling senses his target's fears, and can turn her to unreasoned fright. He must eat part of the target. This piece may be as small as a droplet of blood accidentally spilled, a nail torn off, or a single stolen hair.

Cost: 1 Glamour

Dice Pool: Wits + Subterfuge + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: The changeling tells the target one of his own fears that she didn't know yet.

Failure: The Contract fails.

Success: The changeling learns the subject's greatest fear, and any Conditions or Tilts connected to it. This fear can even be subconscious. The changeling may choose to replace this fear with

one of his choice. The target's fright of the original subject, along with any Conditions or Tilts it engendered, turns toward the new one for the scene.

Exceptional Success: The Contract reveals the circumstances that caused the fear, and what would worsen or lessen it.

Loophole: The changeling tells the target one of his own secret fears.

Famine's Bulwark (Royal)

Autumn prepares for the long Winter ahead by gathering as much knowledge as it can fathom. The changeling looks to the omens in dried leaves and birds' migration patterns to foretell doom.

Cost: 1 Glamour

Dice Pool: Wits + Occult + Mantle

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Storyteller gives the player a false omen, about which the changeling gains the temporary Obsession Condition, which resolves when he lands himself or his allies in hot water pursuing the specious doom.

Failure: The Contract fails.

Success: For each success on the invocation roll, the player may ask the Storyteller one yes-or-no question about the current situation and receive true answers to all but one of them — one answer is always false, unless he only rolls one success.

Exceptional Success: All of the answers are true. In addition, the changeling also gleans the path toward the nearest non-fae supernatural phenomenon or being. He doesn't know its location, but his instincts take him there, as long as he makes the journey within the same scene that he invoked the Contract.

Loophole: The changeling eats the most recent fruit of a plant they themselves raised.

Mien of the Baba Yaga (Royal)

The changeling appears as his target's greatest fear. He approaches his target from behind, around the corner, from darkness, or another place she can't see. Autumn winds carry the sound of his approach — his fingernails screeching along the wall, or his soft, cackling laughter.

Cost: 2 Glamour

Dice Pool: Presence + Intimidation + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: The changeling believes the target is *his* greatest fear, and gains the Spooked Condition.

Failure: The Contract fails.

Success: When the changeling comes into the target's line of sight, she sees him as her greatest fear. She instantly gains the Frightened Condition, and must spend a point of Willpower to take any action that requires dice for the duration. Changeling targets may suffer an attack on their Clarity, at their players' (or the Storyteller's) discretion, depending on the fear evoked. The changeling may let observers also see him as the target's greatest fear, and they react accordingly.

Exceptional Success: The target also gains the Immobilized Tilt for a number of turns equal to the changeling's Mantle.

Loophole: The changeling whispers the name or title of the target's greatest fear. He must be specific: for example, "The Lord of All Things Lost and Found," rather than "your Keeper."

Riding the Falling Leaves (Royal)

The changeling becomes an avatar of Autumn. Wind gathers around him, drawing in autumn leaves until he merges with them.

Cost: 2 Glamour

Dice Pool: Dexterity + Occult + Mantle

Action: Instant

Roll Results

Dramatic Failure: The changeling coughs up leaves, caught halfway to transformation, and suffers the Immobilized Tilt for (Mantle) turns.

Failure: The Contract fails.

Success: The changeling transforms into a spray of autumn leaves in all the colors of earth and fire. He is a single entity, and resistant to scattering. He may Dodge reflexively once per turn, except against attacks that could reasonably harm a pile of leaves, such as flames or supernatural winds. If he successfully Dodges an attack this way, he may spend another point of Glamour to inflict the Spooked Condition on his opponent. He can fly at his usual Speed -3, and can flatten his body to slip through small openings. He cannot manipulate objects or physically attack.

Exceptional Success: The character may fly at his full Speed. He can also "pick up" and carry through the air a number of objects equal to his Mantle, each no larger than Size 1.

Loophole: The character catches a falling leaf at the moment of the Contract's invocation. Throwing and catching a leaf himself fulfills this Loophole.

Sorcerer's Rebuke (Royal)

Just as flowers wither and trees shed their leaves, the Autumn sorcerer's enemies watch their mystical might dry up and scatter like loose soil. The changeling must touch an opponent to use this Contract (p. XX) and speak an incantation calling on Autumn to punish those who would dare oppose its children.

Cost: 2 Glamour

Dice Pool: Manipulation + Occult + Mantle - Resolve

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The changeling becomes overwhelmed by his foe's power, gaining the Spooked Condition.

Failure: The Contract fails.

Success: The target loses points of Glamour or another supernatural power source equal to successes rolled to invoke this Contract.

Exceptional Success: The changeling also inflicts the Cowed Condition on the target regarding himself.

Tasting the Harvest (Royal)

The changeling grants his allies courage, by eating their fears. One by one, each target speaks aloud of something she fears, and the changeling consumes it. He may bolster himself this way as well.

Cost: 1 Glamour per target

Dice Pool: Presence + Subterfuge + Mantle

Action: Instant

Roll Results

Dramatic Failure: Each target gains the Shaken Condition.

Failure: The Contract fails.

Success: The targets become immune to natural fear, and gain the changeling's Mantle rating in bonus dice to contest supernatural fear effects. He may direct their newfound courage against a thing that would scare them, and grant them one bonus die on actions against that target.

Exceptional Success: The targets achieve exceptional success on three successes rather than five when contesting supernatural fear effects. Their attacks, as directed by the changeling, increase their usual weapon modifiers by one.

Loophole: The changeling has legitimately jump scared one of the targets this scene.

Winter Contracts

Winter is the season of sorrow and loss, and the desolation of ice and snow.

The Dragon Knows (Common)

The changeling senses her target's regrets at a glance, manipulating them to her own ends.

Cost: 1 Glamour

Dice Pool: Wits + Empathy + Mantle vs. Composure + Supernatural Tolerance

Action: Contested

The changeling picks up an item discarded by the target and puts it briefly to her tongue, or touches the target and then tastes her fingertips.

Roll Results

Dramatic Failure: The changeling suffers the Demoralized Condition.

Failure: The Contract fails.

Success: The changeling can taste the target's sorrow and learns his deepest regret, and any Conditions or Tilts connected to it. This regret can even be subconscious or forgotten. The changeling may replace the subject of the regret with one of her choice. The target's sorrow for the original loss, along with any Conditions or Tilts it engendered, is turned toward the new one for the scene.

Exceptional Success: Gain a two-die bonus to any Social roll you make to shatter the target's hopes for the Contract's duration.

Loophole: The character looks into the subject's eyes for at least a few uninterrupted seconds.

Heart of Ice (Common)

The changeling's heart freezes, and cold cannot harm her.

Cost: 2 Glamour

Dice Pool: None

Action: Reflexive

Effects: The changeling's skin takes on a pallid blue color, radiating out from her chest until she looks frozen. She becomes immune to all effects and expressions of cold, all Environmental Tilts except those based on heat, and damage that consists only of ice or cold with no other physical component. This Contract affects both mundane and supernatural cold.

The changeling's heart is literally frozen for the duration, making her immune to attacks that specifically target the heart (p. XX) as well. She can't gain any emotional Conditions, such as Frightened, Inspired, Steadfast, or Swooned.

Loophole: The changeling stands barefoot in something cold (snow, or a bucket of ice, for instance) for (Mantle) turns before invoking the Contract.

Ice Queen's Call (Common)

The changeling summons the ghosts of those frozen in winter, to strike an area with cold.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling calls on Hedge ghosts of winter, shards of cold and souls frozen in eternal winterlands, and spits on the floor. Her spittle immediately freezes, becoming the center of a cold spot that grows in size until an area out to (Mantle x 20) yards/meters suffers the Blizzard Tilt. The changeling herself is immune to the effects. Mournful, indecipherable whispers sound through the air while this Contract is in effect.

Loophole: The character sees, or makes, someone shiver.

Slipknot Dreams (Common)

The changeling consumes her target's regrets, making him feel better but hollowing him out inside. She pushes him to pin his hopes on her instead of on what's hurt him before. The changeling must speak to a target for a scene to invoke this Contract.

Cost: 1 Glamour

Dice Pool: Manipulation + Empathy + Mantle vs. Resolve + Supernatural Tolerance

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The subject refuses to speak to the changeling willingly for a full chapter.

Failure: The Contract fails.

Success: The changeling soothes her target's regrets, though not the memory of their source. The target still knows his marriage failed, but now believes it was for the better. The target gains the Swooned Condition with regard to the changeling.

Exceptional Success: The changeling may also spend a point of Willpower to suppress or alter the memory of the event that caused regret, effectively erasing it from the target's mind or changing it to have included her in it as a positive force. This effect is permanent unless reversed by other supernal means.

Loophole: The target accepted a gift from the changeling within the scene.

Touch of Winter (Common)

The changeling freezes liquid with her touch.

Cost: 1 Glamour

Dice Pool: Intelligence + Science + Mantle

Action: Instant

Roll Results

Dramatic Failure: The character suffers (Mantle) points of bashing damage due to frostbite.

Failure: The Contract fails.

Success: The changeling touches the surface of a body of water with her hand. Frost spreads out from her fingertips, flash freezing an area with a diameter of five yards/meters radiating from the changeling. The effect keeps spreading, adding five more yards/meters of diameter to the frozen area each turn, as long as the changeling maintains contact. The frozen surface can support a number of people equal to the changeling's Mantle as they cross. The ice starts to melt naturally when the Contract ends.

Exceptional Success: The character may either instantly return the frozen liquid to its original form at any time, or impose the Ice Tilt at any time, which doesn't affect her.

Loophole: The character writes her name in ice, in the liquid.

Ermine's Winter Coat (Royal)

In winter, the stoat sheds its brown fur for white, to blend in with the snow. The courtier hides herself from the piercing eyes of her enemies the same way, donning any white piece of clothing, like a scarf or a coat.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling blends in with whatever she's near, becoming difficult to see clearly. She gains +3 to Stealth rolls and inflicts a -3 on attacks against her. As long as she's in the company of at least a few non-fae beings, she halves her Wyrd rating (rounded down) for purposes of the bonus other fae beings gain to track or find her, and gains +3 to Clashes of Wills to seem mortal when she strengthens her Mask. This Contract immediately ends if she drops her Mask.

Loophole: The changeling digs a hole, builds a pillow fort, or creates some other small space, and then hides herself in it while she activates this Contract.

Fallow Fields (Royal)

The changeling drains her target of all positive emotion, leaving only the desolation of winter. She writes the name of a person the target loves onto a piece of paper, then eats it.

Cost: 2 Glamour

Dice Pool: Manipulation + Empathy + Mantle vs. Resolve + Supernatural Tolerance

Action: Contested

Duration: Days equal to the changeling's Mantle

Roll Results

Dramatic Failure: The changeling gains the Broken Condition.

Failure: The Contract fails.

Success: The target suddenly can't remember what love feels like. He becomes unable to regain Willpower through his Virtue or Vice (or equivalent traits), and gains the Broken Condition.

Exceptional Success: The target feels the loss again at a time of the changeling's choosing, within the same story, regaining the Broken Condition at a spoken word from her.

Loophole: The name the changeling wrote down is one of the target's Touchstones.

Field of Regret (Royal)

The changeling's eyes take on a white-blue color as she summons the ghosts of people who died lost in the Hedge on a cold winter's night, to infect living targets with their sorrow.

Cost: 1 Glamour per target + 1 Willpower

Dice Pool: Presence + Empathy + Mantle - Resolve

Action: Instant

Roll Results

Dramatic Failure: Sorrow overwhelms the changeling, who gains the Disoriented Condition.

Failure: The Contract fails.

Success: The changeling directs the ghosts to any targets she can see. The dead assail the living by passing through them, infecting them with unbearable loneliness and inflicting the invocation roll's successes as points of lethal damage. Each target also loses one Willpower point.

Exceptional Success: The targets lose two Willpower points instead.

Loophole: The changeling sings a melancholic song.

Mantle of Frost (Royal)

The changeling wraps herself in Winter's embrace to strike at her enemies.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Roll Results

Effects: The changeling's lips turn blue as frost forms in her hair. Her body radiates cold, sucking all the warmth out of the air and inflicting an area with a 20-yard/meter diameter, centered around her, with a flash-freezing version of the Extreme Cold Tilt. People inside the area take an immediate -1 die penalty to all rolls, which increases by a cumulative -1 each subsequent turn. Once a target suffers a -5 penalty, he starts taking one point of lethal damage each turn. The penalty disappears when a person steps outside the aura, but returns at full current strength if he returns. The effect moves with the changeling, and she herself is immune to it. Anyone who takes more damage from this Contract than his Stamina gains the Immobilized Tilt, encased in ice.

Exceptional Success: The penalty starts at -3 instead.

Loophole: The changeling dramatically takes off her coat, letting it drop to the floor like a mantle.

Winter's Curse (Royal)

The Winter Courtier knows the best way to keep her enemies at bay is to make them stop caring, freezing their hearts until they have no fellow feeling, even for their closest friends. She must touch an opponent to use this Contract (p. XX). Huntsmen who bear Fae Titles in place of hearts are immune.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Presence + Survival + Mantle vs. Resolve + Supernatural Tolerance

Action: Contested

Roll Results

Dramatic Failure: The changeling freezes her own heart instead, gaining the Stoic Condition.

Failure: The Contract fails.

Success: The target's heart is frozen solid. He can't participate in teamwork actions, spend Willpower, gain Willpower through his Thread or Virtue (or equivalent anchor), or suffer breaking points. He cares nothing for his allies or his Aspirations, abandoning them immediately. All impressions are Average for purposes of Social maneuvering against him, and can't be changed; supernatural powers that would do so prompt a Clash of Wills. The exception is the changeling herself, who can improve her impression in the usual ways and gains bonus dice equal to her Mantle on Social rolls against him. If the target *would* suffer a breaking point during the Contract's duration, it catches up to him afterward.

Exceptional Success: The changeling may also choose one other character present in the scene, changing their impression with the target to Hostile and inflicting a penalty equal to her Mantle rating on that character's Social rolls against the target.

Loophole: The changeling swallows an ice cube whole right before invoking this Contract.

Goblin Contracts

A changeling isn't limited to riding the coattails of pacts made by others; she may enter into new Contracts of her own. These are called Goblin Contracts and, as the name implies, are struck between a changeling and a goblin. Every goblin bargain is different — the goblin merchant might ask for the changeling to retrieve a lost object for him, a strand of the changeling's hair, or simply a future favor. Whatever he asks, payment should be within the changeling's power, though it needn't be easy to come by.

Goblin Contracts cost 2 Experiences each.

Goblin Debt

Once a changeling purchases a Contract from a goblin, it becomes hers and she can use it whenever she wants. Every time a character successfully invokes a Goblin Contract, the Storyteller notes down one point of Goblin Debt for her. No one knows whether the goblin empowers the Contract directly, or simply brokers it on behalf of another entity or the Wyrd itself — possibly leaving the changeling indebted to a dangerous partner, and making disposing of a goblin to avoid her Debt a risky prospect. Certainly, to the Lost's knowledge, no such deed has ever resulted in a changeling shedding Debt without unpleasant consequences.

The Storyteller may spend Goblin Debt points at any time to:

- Subtract dice from the player's pool on any roll, at one die per Debt point. The player remains entitled to a chance die no matter how many Debt points the Storyteller spends.
- Spend four Debt points to give the character a non-Persistent Condition, or Tilt. This effect should be related to the Goblin Contract, or the character's creditor. For example, a Contract that lets a changeling spy on others, or has the Queen of Eyes as its backer, could cause the Blinded Tilt. If a Tilt gained this way causes harm or a significant setback, the player takes a Beat.
- Spend eight Debt points to give the character a Persistent Condition. This effect should also be related to the Contract or creditor as above.

A changeling can never rack up more than nine Debt points — subsequent points wash right off her. Instead, when she would incur a 10th point, she immediately gains the Hedge Denizen Condition (p. XX).

The changeling can also try to work off Debt by performing tasks for the goblin she's indebted to. Goblins have no fixed method to facilitate this, and the changeling must negotiate for it.

Blessing of Forgetfulness

The changeling erases a single event from her target's memory, brushing her fingers across her target's forehead.

Cost: 2 Glamour

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

Action: Contested

Duration: Instant

Roll Results

Dramatic Failure: The Contract turns against the changeling, who forgets the last five minutes.

Failure: The Contract fails.

Success: The changeling pulls away the memory of a single continuous incident, sticking to her fingers like cobwebs. The memory could be of a conversation, gunfight, or another event lasting no longer than one scene. The target's mind creates a false, plausible, and harmless memory to replace the erased one. The changeling may make suggestions, such as “you stayed in to watch TV,” but ultimately the target's own mind does the work.

This Contract removes memories permanently, but conclusive evidence the event *did* happen can convince the target he forgot about it. The Storyteller determines what constitutes conclusive evidence.

Exceptional Success: No amount of mundane persuasion or evidence can convince the target the event happened.

Loophole: The event caused pain to the target, but the changeling herself rendered aid or otherwise showed him kindness.

Glib Tongue

The changeling is a snake-oil salesman, a master at telling lies.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Duration: Instant

Effects: The changeling didn't have to buy deception from a goblin — he owned that already. Rather, he bought gullibility to wield against his targets. The changeling perfectly tells one lie to a mortal, who believes him as long as it's not demonstrably false. Used against a supernatural target, this Contract adds the changeling's Wyrd as bonus dice to the player's Subterfuge roll, to a maximum of +5.

Loophole: The changeling tells another target a lie that harms someone, in the same scene.

Goblin's Eye

The changeling bought an eye from a goblin and swallowed it. She can still feel it, sitting in her stomach like a stone, and now she can *feel* magic.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling's kenning (p. XX) may now trigger Clashes of Wills to see through any magical concealment. Each concealed phenomenon requires its own Clash.

The player can also ask her Storyteller one of the following questions per success rolled about any one supernatural subject the changeling uncovered via kenning:

- What is the true nature of this magic? (as kenning exceptional success)
- What is one weakness, bane, loophole, or catch this phenomenon possesses? (repeatable with more successes)
- How do I activate this token or effect?
- How long will this phenomenon last?
- With which Regalia does this phenomenon most closely align?
- What is the power level of the phenomenon relative to my Wyrd?
- Is there a promise, debt, or oath directly associated with this phenomenon? (e.g. oath-forged tokens, magic performed for a price, Hedge denizens created via Goblin Debt, etc.)

Loophole: The changeling burns an owl's feather and smudges the ashes on his eyelids.

Goblin's Luck

Goblins aren't always content, but they are *lucky* — and the changeling may use some of this luck.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling bought a wishbone from a goblin. They broke it and the goblin got the bigger half, but even so he's been exceptionally lucky since. He can make a random guess when a finite number of possibilities exists, and it pays off: He wins \$25 on a scratch ticket, or picks the right street of four his quarry might have fled down. This Contract only grants small instances of luck.

Loophole: The character freely extends this Contract to also benefit an unfriendly rival or enemy.

Huntsman's Clarion

Once upon a time, a Huntsman dragged a Playmate kicking and screaming into the Hedge. He took pity on the young woman once there, though, and his empathy made him lax — she murdered him for his kindness while he slept. But no amount of murder could solve the Playmate's problem; her Keeper simply sent new hunters to bring her back. Finally, desperate,

the Playmate tore off her Self and scattered the remains of who she was to the wind. One of the pieces became this Contract, found and handed down through goblins, as the Playmate's memories still try to crack the riddle of beating the Wild Hunt.

The changeling must be in the Hedge to invoke this Contract.

Cost: 2 Glamour

Dice Pool: Wits + Empathy + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling gains the Hunted Condition, pursued by an agent of the Fae — or perhaps even her own Keeper.

Failure: The Contract fails.

Success: The changeling automatically knows whenever a True Fae, a Huntsman, another kind of Arcadian denizen (not Hedge denizen), or her own fetch is within a number of miles equal to her Wyrd, though not where it is. Though she must invoke this Contract in the Hedge, she needn't stay there for the duration.

Exceptional Success: The Contract lasts until the sun next crosses the horizon.

Loophole: The changeling blindfolds herself for the duration of the Contract.

Lost Visage

Wily and slippery, the changeling even escapes from her enemies' memories.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: Instant

Effects: The changeling gave a piece of himself to a goblin in trade, and now he feels more and more pieces slipping away. Slipping away has its benefits though: The changeling can invoke this Contract immediately when a scene ends, to erase himself from any mortal memories of it. They forget what he looked like, and recall his name not even remotely right. This Contract even works on supernatural targets, if the changeling's player beats them in a Clash of Wills. The True Fae and the Huntsmen are immune to this Contract.

Loophole: The changeling leaves one of his possessions at the scene. This needn't be an identifying item, but it should be fairly unique — this month's *Cosmo* doesn't work, but his jacket does.

Mantle Mask

Courts are the glue of changeling society, but every haven has its infiltrators and traitors.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling bought a piece of treachery from a goblin. She can dim her own Mantle and assume another court's up to the rating of her true Mantle, or appear to have no Mantle at all. These changes are only cosmetic, making the changeling appear as a member of another court, or courtless.

Loophole: The changeling decorates her skin with symbols of the court whose Mantle she wants to mimic.

Sight of Truth and Lies

Cloaking herself in the mantle of truth, the changeling sorts veracity from deception.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

Effects: The changeling purchased the burden of truth from a goblin. He recognizes any mundane lie spoken in his presence, though the Contract does not reveal what the truth is. He can't tell lies himself, but is under no compulsion to offer the truth either. If he does lie, the Contract ends. Supernatural deceptions prompt a Clash of Wills.

For this Contract, what matters is whether or not the person saying the statement *believes* it is true.

Loophole: The changeling uses this Contract at an official occasion — anything from a hearing over which the Autumn Queen presides to a mundane business meeting.

Uncanny

The changeling borrows a little goblin luck to succeed at her next task.

Cost: 2 Glamour

Dice Pool: None

Action: Reflexive

Duration: One instant action, or extended action roll

Effects: The changeling bought the luck of the hapless from a goblin. Her next mundane action that is neither resisted nor contested gains the rote quality — including single rolls within extended actions (though the time involved is not negated).

Loophole: The changeling has no Skill dots to contribute to the attempted task.

Wayward Guide

The changeling leads his targets astray.

Cost: 1 Glamour per target

Dice Pool: None

Action: Instant

Duration: Instant or scene; see below

Effects: The changeling bought a bad sense of direction from a goblin. He can use it to alter signs in his path, inflicting the Lost Condition on one mortal per Glamour point spent. If he targets himself, supernatural creatures tracking him must beat his player in a Clash of Wills or lose the scent for the scene.

Loophole: The changeling gets himself lost as well, gaining the Lost Condition.

The Crown of Seasons

A Crown is a gift: a token of affection from the court's patron to its queen, whether her kin elected her, she defeated the old sovereign, or she showed great bravery or wisdom. The Crown is a physical object, though born from Glamour and bound to the queen at all times. She can choose to subsume and hide it in her mien, or give it to someone else to use. It can't be taken from her by force or guile, and she always knows exactly where it is and who currently wears it. Once a day, the queen can call a gifted Crown back to her side: Spring rulers may do so at dawn, Summer queens at high noon, Autumn sovereigns at dusk, and Winter rulers at midnight. A monarch (and only a monarch) can turn a Crown into an oath-forged token (p. XX), granting it even more power, but doing so cuts it loose from her mien somewhat, requiring a point of Glamour and a contested Wyrd + Mantle roll to reclaim it from another bearer.

At the changing of the seasons, the old ruler abdicates power while the new one claims it. Most courts prefer to hold elaborate ceremonies as a way to uphold their Bargains; see Chapter 1 for more on how each court takes power. These ceremonies also reinforce any oaths attendees swore when they joined their court, granting each changeling present one point of Glamour.

When a changeling loses her reigning position, the Crown fades, although some extraordinarily popular rulers or those whose seasonal Bargains are sorely needed in the fight against the Fae find that their Crown sticks around even when they're not in power, causing strife and intrigue galore. No changeling has yet made this happen on purpose, but sometimes the seasons have their own ideas.

In addition to those benefits, each Crown grants a blessing. If the sovereign has currently granted the Crown to another to use, that character may invoke the blessing as he wills.

Blessing of the Green (Spring)

The Crown wreathes around the queen's head, cascading down her shoulders to a resplendent robe of young blooms. She may spend a point of Willpower to let one Lost (including herself) add her Mantle rating as bonus successes on a Glamour harvesting roll. The queen can do this a number of times per chapter equal to her Mantle, but she can bless each individual subject only once per chapter.

Challenge of the Black Spear (Summer)

Mahogany branches and emerald leaves braid together in the Crown, wrapping down into a magnificent breastplate. By spending a point of Glamour, the king receives a bonus to his Initiative equal to his Mantle rating and can't be surprised in one-on-one combat, for the scene. He can do this a number of times per chapter equal to his Mantle, but against an individual enemy only once per chapter.

Harvest of Whispers (Autumn)

Red and yellow leaves crown the queen, fanning out behind her like great wings. Once per chapter, she regains two points of Glamour for each important secret she has uncovered this chapter, up to a number of revelations equal to her Mantle rating. She may only spend this Glamour on Contracts, tokens, oneiromancy, or crossing into the Hedge. Any unspent Glamour she gained this way is lost when the chapter ends.

Feast of Ashes (Winter)

Frozen ashes make the Crown, flowing down into a shimmering mantle of gray and silver. Once per chapter, the king can convert points of Glamour into points of Willpower, up to a maximum number of points equal to his Mantle rating. This allows his Willpower-point total to surpass his normal maximum, but any excess points vanish at the end of the chapter. He also gains the Steadfast Condition when he calls on this power.

[FICTION]

It Happened to Me, Part IV

Wendy:

I don't run anymore.

It used to calm my nerves. Gave me a chance to yell in my head all the things I wasn't going to say to my actual boss. I rehearsed long rants about respect and cowardice and manifesting good in the world. (I don't even remember when I gave up asking to be called something other than 'Miss' or 'guys'.) So I ate my words and made nice and asked exactly once to change managers. And got fired at my next performance review — for “being difficult” and “politicizing everything.” My best work friend suggested I had brought it on myself by complaining on work chat about how I couldn't take lunar new year off. Since we “were totally about to crunch, you know.” I did know.

I kept running for a while after that. At first, it just seemed like it might be good practice. Give my days some structure. Help me keep my mind focused while I looked for new jobs. While I thought about changing industries. Besides, every time I ran that way the path seemed to get a little more remote and overgrown. Each time I ran a little farther, I saw something new. Interviewers asked a lot about my politics, and offers dried up after they contacted former employers. So I had some time on my hands. Doing favors for nonprofits I worked for in college kept me from digging too deep into my savings, but there's only so much your social network can do for you. I was running a couple of hours a day at that point.

I'd been out all morning when I found them. Just 20 minutes farther than yesterday, there was a little shadowy lake. A pond, really, maybe no more than 100 feet across, but with water so dark it seemed to go down forever. And it was full of skeletons. Thousands of delicate bones, washing up with the little waves that seemed to come from somewhere under the surface, forming little islands that crested the water, gathering more as the current drifted fragments to them. Some old and mossy, some new — still white and streaked with pink. I don't know why I didn't just run away. I hadn't been tired when I stopped, just curious. But as I watched the bones churn in the water, I didn't run. Which I guess is how I heard them. Too soft for me to have made them out over my own heavy breathing otherwise. A nest of baby swans, crying the way you do when you're too tired to heave out another sob, but the pain hasn't stopped. When the salt just burns your eyes because there's no water left to clear it out. When you've lost your voice from screaming. Not that I would know.

I still don't know much about birds, but at the time all I knew was that they didn't seem like the same age. One was almost grown, but one was barely hatched. Do birds even know their younger siblings? The eldest was...watching them, I guess, but didn't try to chase me away. I mean, I've tried to feed swans at parks before. I know how they can be about hatchlings. This one just looked tired. Covered the younger ones with its wing and looked...sad? Can birds look sad? I walked a little closer. Sad, and maybe scared. A quiet hiss, and a wince as it tried to move. Oh, its wing was broken. No wonder it couldn't fight me. I know you're not supposed to bother wounded animals. But I couldn't just leave them. Not in a nest made of thin, hollow bones.

“Hi,” I said, even though it seemed silly to talk to a swan. But I needed to say something as I crept closer, to try to reassure it that I wasn't going to hurt them.

“Hi,” the biggest one whispered back. “Are you going to eat us now?”

The strangest thing was that it didn't seem strange. I just thought, *Oh, of course this swan can talk*, and then kept right on. "No, I promise." It sighed, as though it didn't believe me.

I tried to smile, but at the same time I stepped on a bone and crushed it. Bird bones crush, I thought absent-mindedly. Bird bones crush, I thought urgently. "Um. Is it okay if I take you somewhere else? I'm starting to feel really weird about this place."

Can birds roll their eyes? "*Starting* to? How did you even get here, lady?"

"I was running, and don't sass me."

And it flinched. "I'm sorry ma'am. It was my mistake, please don't hurt them." The broken wing extended a little further over the babies.

"Oh, sweetie. I didn't mean to scare you. It's just what my mother said to me when I talked back. I wasn't thinking." It settled back a little, still defensive, still watchful. "Do you have a name? It seems rude to pick you up if I don't know your name."

I'd never seen a swan shed tears before. "We don't know them anymore. I think she ate them."

"She ate them?" And I looked toward the lake.

"No, not the creature in the water. Whatever's there doesn't come out during the day. I felt it sniffing my feathers last night, but it left us be. Maybe it's waiting for something better than some scrawny bird kids."

"Well, now I definitely want to get out of here. Can I pick you up...Peter?"

"Peter? Okay. But please don't leave the little ones behind."

"I won't. Here, let me get my arms around your wing." And then he turned into a boy in my arms. I only just managed to not drop him on the babies below us. We both screamed, and the water trembled. "Okay. Okay. Now you're a boy somehow and we can talk about this when we are all far away from the bone water. Are they going to get turned into kids too? Because I go to the gym, but I don't think I can carry five teenagers."

He...Peter looked pale and scared and said, "Can you fix us? Could you name all of us?"

"Okay, yes, fine, I will name everyone once we are away. Will they stay birds if I don't name them yet?"

"Maybe if you don't touch their skin?"

"Okay, good enough." I took off my jacket and wrapped it around the four smaller birds, who shrieked, high-pitched and scared, until Peter touched them all and chirped gently to them.

The water shivered and flexed, like something taking off a coat and shaking it. The air filled with a deep thrum, rattling my teeth and my nerves.

So with a coat full of birds and a naked teenager riding piggyback, I ran as fast as I could back down the path I had taken and didn't look back. Bones and rock to dirt to gravel to pavement to wood to tile to a bathtub full of children.

[END FICTION]

Chapter Four: Words of Binding

But when the fairy sang, the whole world listened to him. Stephen felt clouds pause in their passing; he felt sleeping hills shift and murmur; he felt cold mists dance. He understood for the first time that the world is not dumb at all, but merely waiting for someone to speak to it in a language it understands. In the fairy's song the earth recognized the names by which it called itself.

Susanna Clarke, *Jonathan Strange & Mr. Norrell*

This chapter contains the basic rules for playing **Changeling: The Lost**. More information, including optional systems and examples of play, can be found in the **Chronicles of Darkness Rulebook**.

Traits

In addition to the supernatural traits of the Lost, **Chronicles of Darkness** characters have mundane traits common to mortals and monsters alike. Attributes are raw potential, Skills are trained abilities, and Skill Specialties are specific areas of training in which a character excels. Willpower is the extra effort a character can bring to bear in a stressful or dangerous situation, when success is crucial or hangs by a thread. Some supernatural powers also use Willpower.

Finally, a mortal (but not a changeling) possesses a personal Virtue and Vice from which he can draw strength and refill his Willpower, much the same way a changeling derives Willpower from her Needle, Thread, and Touchstones.

Attributes

Attributes represent essential traits that every character possesses by default. These serve as the foundation to most rolls in **Changeling: The Lost**. The nine Attributes are split into three categories; Mental, Physical, and Social. If a game rule refers to a “Social roll,” or a “Mental action,” that means an action that uses the appropriate Attribute category.

Mental Attributes

Mental Attributes reflect your character's acuity, intellect, and strength of mind.

Intelligence

Intelligence is your character's raw knowledge, memory, and capacity for solving difficult problems. This may be book smarts, or a wealth of trivia.

Attribute Tasks: Memorizing (Intelligence + Composure, instant action)

Wits

Wits represents your character's ability to think quickly and improvise solutions. It reflects your character's perception, and ability to pick up on details.

Attribute Tasks: Perception (Wits + Composure, reflexive action)

Resolve

Resolve is your character's determination, patience, and sense of commitment. It allows your character to concentrate in the face of distraction and danger, or continue doing something in spite of insurmountable odds.

Attribute Tasks: Resisting coercion (Resolve + Stamina, reflexive action)

Physical Attributes

Physical Attributes reflect your character's bodily fitness and acumen.

Strength

Strength is your character's muscular definition and capacity to deliver force. It affects many physical tasks, including most actions in a fight.

Attribute Tasks: Breaking a barrier (Strength + Stamina, instant action), Lifting objects (Strength + Stamina, instant action)

Dexterity

Dexterity is your character's speed, agility, and coordination. It provides balance, reactions, and aim.

Attribute Tasks: Keeping balance (Dexterity + Composure, reflexive action)

Stamina

Stamina is your character's general health and sturdiness. It determines how much punishment your character's body can handle before it gives up.

Attribute Tasks: Staying awake (Stamina + Resolve, instant action)

Social Attributes

Social Attributes reflect your character's ability to deal with others.

Presence

Presence is your character's assertiveness, gravitas, and raw appeal. It gives your character a strong bearing that changes moods and minds.

Attribute Tasks: Good first impressions (Presence + Composure, instant action)

Manipulation

Manipulation is your character's ability to make others cooperate. It's how smoothly she speaks, and how much people can read into her intentions.

Attribute Tasks: Poker face (Manipulation + Composure)

Composure

Composure is your character's poise and grace under fire. It's his dignity, and ability to remain unfazed when harrowed.

Attribute Tasks: Meditation (Resolve + Composure, extended action)

Skills

Whereas Attributes represent innate ability, Skills reflect behaviors learned and honed over a lifetime. These are things that could be practiced or learned from a book. Similarly to Attributes, Skills are divided into Mental, Physical, and Social categories.

Skills do not receive free dots at character creation. Skills without dots are deficient or barely capable. Skills with a single dot reflect a cursory training. Two dots is sufficient for professional use. Three is a high level of competency. Four is outstanding, and five is absolute mastery of the

discipline. When creating your character, prioritize categories. The primary category receives 11 dots, the secondary receives seven, the tertiary four.

We've listed sample actions for each Skill; these lists are just common actions, and should not be taken as comprehensive guides to where Skills can apply. We also suggest dice pools, but it's important to look at the context of the scene, and apply the best Attribute + Skill combination for the events at hand. Also remember that equipment and environmental modifiers can shift a dice pool. We've listed some sample equipment and factors that could enhance Skill usage.

Using a Skill with no dots incurs a penalty. For Physical and Social Skills, it levies a -1 die penalty to the roll. For a Mental Skill, it's a -3 die penalty.

Mental Skills

Mental Skills are largely learned, as opposed to practiced. They reflect knowledge and procedure, lore and understanding.

Academics

Academics is a broad Skill representing your character's higher education and knowledge of the arts and humanities. It covers language, history, law, economics, and related fields.

Sample actions: Recall trivia (Intelligence + Academics, instant action), Research (Intelligence + Academics, extended action), Translation (Intelligence + Academics, extended action)

Sample contacts: Rare Book Dealer, Law Professor, Head Librarian

Suggested equipment: Internet access (+1), Library (+1 to +3), Professional consultant (+2)

Specialties: Anthropology, Art History, English, History, Law, Literature, Religion, Research, Translation

Computer

Computer is your character's advanced ability with computing. While most characters in **Chronicles of Darkness** are expected to know the basics, the Computer Skill allows your character to program computers, to crack into systems, to diagnose major problems, and to investigate data. This Skill reflects advanced techniques and tricks; almost everyone can operate a computer for email and basic internet searches.

Sample actions: Hacking a system (Intelligence + Computer, extended action, contested if against a security administrator or other hacker), Internet search (Wits + Computer, instant action), Programming (Intelligence + Computer, extended action)

Sample contacts: AI Researcher, Hardcore Computer Gamer, White-Hat Hacker

Suggested equipment: Computer system (+0 to +3, by performance), Custom software (+2), Passwords (+2)

Specialties: Data Retrieval, Graphics, Hacking, Internet, Programming, Security, Social Media

Crafts

Crafts reflects your character's knack with creating and repairing things. From creating works of art to fixing an automobile, Crafts is the Skill to use.

Sample actions: Appraisal (Wits + Crafts, instant action), Counterfeit item (Intelligence + Crafts, instant action), Create art (Intelligence + Crafts, instant action), Repair item (Wits + Crafts, instant action)

Sample contacts: Automotive Engineer, Makerspace Enthusiast, Police Sketch Artist

Suggested equipment: Point of reference (+1), Quality materials (+2), Tools (+1 to +3, depending on utility and specialty), Well-equipped workplace (+2)

Specialties: Automotive, Cosmetics, Fashion, Forging, Graffiti, Jury Rigging, Painting, Perfumery, Repair, Sculpting

Investigation

Investigation is your character's skill with solving mysteries and putting together puzzles. It reflects the ability to draw conclusions, to find meaning out of confusion, and to use lateral thinking to find information where others could not.

Sample actions: Examining a crime scene (Wits + Investigation, extended action), Solving riddles (Intelligence + Investigation, instant or extended action)

Sample contacts: Conspiracy Buff, Medical Examiner, Private Investigator

Suggested equipment: Forensic kit (+1), Unrestricted access (+2), Reference library (+2)

Specialties: Autopsy, Body Language, Crime Scenes, Cryptography, Lab Work, Riddles

Medicine

Medicine reflects your character's knowledge of the human body, and of how to bring it to and keep it in working order. Characters with Medicine can make efforts to stem life-threatening wounds and illnesses.

Sample actions: Diagnosis (Wits + Medicine, instant action), Treating wounds (Intelligence + Medicine, extended action)

Sample contacts: Bio-Tech Company Researcher, Chronic Patient, EMT

Suggested equipment: Medical tools (+1 to +3), Trained assistance (+1), Well-stocked facilities (+2)

Specialties: First Aid, Pathology, Pharmaceuticals, Physical Therapy, Surgery

Occult

The Occult Skill is your character's knowledge of things hidden in the dark, legends, and lore. While the supernatural is unpredictable and often unique, the Occult Skill allows your character to pick out facts from rumor.

Sample actions: Identify the sliver of truth (Wits + Occult, instant action), Relate two similar myths (Intelligence + Occult, instant or extended action)

Sample contacts: Anthropology Professor, Neo-Pagan Author, Weird Hermit Down the Street

Suggested equipment: Well-stocked library (+2)

Specialties: Casting Lots, Divination, Ghosts, Hedge Lore, Phrenology, Superstition, Witchcraft

Politics

Politics reflects a general knowledge of political structures and methodologies, but more practically shows your character's ability to navigate those systems and make them work the way she intends. With Politics, she knows the right person to ask to get something done.

Sample actions: Cut red tape (Manipulation + Politics, extended action), Identify authority (Wits + Politics, instant action), Sully reputations (Manipulation + Politics, extended action)

Sample contacts: Personal Assistant to the Governor, Political Blogger, Union Leader

Suggested equipment: Official position (+1 to +5, by Status)

Specialties: Bureaucracy, Church, Court Intrigue, Democratic, Freehold, Local, Organized Crime, Scandals

Science

Science is your character's knowledge and understanding of the physical and natural sciences, such as biology, chemistry, geology, meteorology, and physics.

Sample actions: Assess variables (Intelligence + Science, instant or extended action), Formulate solution (Intelligence + Science, extended action)

Sample contacts: Experimental Physicist, Geology Professor, Mad Inventor

Suggested equipment: Reference library (+1 to +3), Well-stocked laboratory (+2)

Specialties: Physics, Neuroscience, Virology, Alchemy, Genetics, Hematology

Physical Skills

Physical Skills are those practiced, trained, and learned through action.

Athletics

Athletics reflects a broad category of physical training and ability. It covers sports, and basic physical tasks such as running, jumping, dodging threats, and climbing. It also determines a character's ability with thrown weapons.

Sample actions: Acrobatics (Dexterity + Athletics, instant action), Climbing (Strength + Athletics, extended action), Foot chase (Stamina + Athletics, contested action), Jumping (Strength + Athletics, instant action, one foot vertically per success)

Sample contacts: Parkour Enthusiast, Physical Therapist, Running Club Buddy

Suggested equipment: Athletic shoes (+1), Rope (+1)

Specialties: Acrobatics, Archery, Climbing, Jumping, Parkour, Swimming, Throwing

Brawl

Brawl reflects your character's ability to tussle and fight without weapons. This includes old-fashioned bar brawls as well as complex martial arts.

Sample actions: Breaking boards (Strength + Brawl, instant action), Hand-to-hand combat (covered in the combat section, p. XX)

Sample contacts: Club Bouncer, Self-Defense Teacher, Sparring Partner

Suggested equipment: Brass knuckles (+1)

Specialties: Boxing, Dirty Fighting, Grappling, Martial Arts, Threats, Throws

Drive

Drive is the skill to control and maneuver automobiles, motorcycles, boats, and even airplanes. A character can drive a car without Drive dots; the Skill relates to moments of high stress, such as a high-speed chase or trying to elude a tail. It's assumed that most modern characters have a basic ability to drive. As well, Drive can reflect your character's skill with horseback riding, if appropriate to her history.

Sample actions: Impressive maneuvering (Dexterity + Drive, instant action), Pursuit (Dexterity + Drive, contested action), Tailing (Wits + Drive, contested action)

Sample contacts: Bush Pilot, Mechanic, Street Racer

Suggested equipment: Performance vehicle (+1 to +3)

Specialties: Defensive Driving, Evasion, Off-Road Driving, Motorcycles, Pursuit, Stunts

Firearms

Firearms reflects your character's ability to identify, maintain, and otherwise use guns. This Skill covers everything from small pistols, to shotguns, to assault rifles, and anything else related.

Sample actions: Firearms combat (see p. XX for more on how firearms combat works)

Sample contacts: Gun store owner, Local law enforcement, Sharpshooter

Suggested equipment: See p. XX for a full list of firearms

Specialties: Handguns, Rifles, Shotguns, Trick Shots

Larceny

Larceny covers intrusion, lockpicking, theft, pickpocketing, and other (generally considered) criminal activities. This Skill is typically learned on the streets, outside of formal methods. However, stage magicians and other entertainers learn these skills as part of their repertoire.

Sample actions: Bypass security systems (Dexterity + Larceny, extended action), Lockpicking (Dexterity + Larceny, extended action), Pickpocketing (Dexterity + Larceny, contested action)

Sample contacts: Shady Pawn Shop Owner, Parole Officer, Three-Card Monte Dealer.

Suggested equipment: Crowbar (+1), Crowded area (+2), Lockpicks (+2), Partner in crime (+1)

Specialties: Breaking and Entering, Concealment, Lockpicking, Pickpocketing, Safecracking, Security Systems, Sleight of Hand

Stealth

The Stealth Skill reflects your character's ability to move unnoticed and unheard, or to blend into a crowd. Every character approaches Stealth differently; some use distraction, some disguise, some are just hard to keep an eye on.

Sample actions: Losing a tail (Wits + Stealth, contested action), Shadowing (Dexterity + Stealth, contested action)

Sample contacts: Bow Hunter, Burglar, Lookout from a Former Job

Suggested equipment: Binoculars (+1), Dark clothing (+1), Smokescreen (+2), Spotters (+1)

Specialties: Camouflage, Crowds, In Plain Sight, Rural, Shadowing, Stakeout, Staying Motionless

Survival

Survival represents your character's ability to "live off the land." This means finding shelter, finding food, and otherwise procuring the necessities for existence. This could be in a rural or urban environment.

Sample actions: Foraging (Wits + Survival, extended action), Hunting (for animals, Wits + Survival, extended action)

Sample contacts: Homeless Person, Off-the-grid Survivalist, Scout Master

Suggested equipment: Survival guide (+1), Survival knife (+1)

Specialties: Foraging, Hunting, Navigation, Shelter, Weather

Weaponry

Weaponry is the ability to fight with hand-to-hand weapons, from swords, to knives, to baseball bats, to chainsaws. If the intent is to strike another and harm him, Weaponry is the Skill.

Sample actions: Attacking another (see p. XX for more on Weaponry combat)

Sample contacts: Fencing Instructor, Gang Member, Western Martial Arts Enthusiast

Suggested equipment: See p. XX for a full list of weapons

Specialties: Chains, Clubs, Improvised Weapons, Spears, Swords

Social Skills

Animal Ken

Animal Ken reflects your character's ability to train and understand animals. With Animal Ken, your character can charm beasts or even rile them to violence, under the right circumstances.

Sample actions: Animal training (Manipulation + Animal Ken, extended action), Cowing an animal (Presence + Animal Ken, contested action)

Sample contacts: Cat Lady, Rodeo Horse Trainer, Zoo Veterinarian

Suggested equipment: Treats (+1), Whip (+1)

Specialties: Canines, Felines, Reptiles, Calming, Training

Empathy

Empathy represents your character's ability to read and understand others' feelings and motivations. This helps discern moods, or read deceptive behavior in discussion. It is not inherently sympathetic; one can understand another's positions without agreeing with them.

Sample actions: Finding someone's pain (Wits + Empathy, contested action), Sense deception (Wits + Empathy, contested action), Soothing nerves (Manipulation + Empathy, instant action)

Sample contacts: Shoulder to Cry On, Police Profiler, Psych Student

Suggested equipment: Muted clothing (+1), Relaxing environment (+2)

Specialties: Calming, Emotion, Hedge Shaping, Lies, Motives, Oneiromancy, Personalities

Expression

The Expression Skill reflects your character's ability to communicate. This Skill covers written and spoken forms of communication, journalism, acting, music, and dance.

Sample actions: Composing (Intelligence + Expression, extended action), Performance (Presence + Expression, instant action)

Sample contacts: Investigative Journalist, Political Speech Writer, Reclusive Poet

Suggested equipment: Quality instrument (+1 to +3)

Specialties: Dance, Drama, Hedge Shaping, Journalism, Musical Instrument, Performance Art, Singing, Speeches

Intimidation

Intimidation reflects your character's ability to influence others' behavior through threats and fear. It could mean direct physical threats, interrogation, or veiled implications of things to come.

Sample actions: Interrogation (Wits + Intimidation, contested action), Stare down (Presence + Intimidation, contested action)

Sample contacts: Barroom Tough Guy, High-Powered Executive, Police Interrogator

Suggested equipment: Fearsome tools (+2), Gang colors (+2), Isolated room (+1)

Specialties: Direct Threats, Interrogation, Stare Down, Torture, Veiled Threats

Persuasion

Persuasion is your character's ability to change minds and influence behaviors through logic, fast-talking, or appealing to desire. It relies on the force of your character's personality to sway the listener.

Sample actions: Fast-talk (Manipulation + Persuasion, extended action), Firebranding (Presence + Persuasion, instant action), Seduction (Manipulation + Persuasion, extended action)

Sample contacts: Car Salesman, Speech Coach, Trial Lawyer

Suggested equipment: Designer clothing (+1 to +3), Reputation (+2)

Specialties: Confidence Scam, Fast-Talking, Inspiring, Sales Pitch, Seduction, Sermon

Socialize

Socialize reflects your character's ability to present herself well and interact with groups of people (or fae). It reflects proper (and setting-appropriate) etiquette, customs, sensitivity, and warmth. A character with a high Socialize is the life of the party.

Sample actions: Carousing (Manipulation + Socialize, instant action), Fitting in (Wits + Socialize, instant action), Getting attention (Presence + Socialize, instant action)

Sample contacts: Diplomat, Drinking Buddy, Society Matron

Suggested equipment: Drugs (+1), Knowing people (+1), Money (+1 to +5)

Specialties: Bar Hopping, Church Lock-in, Dress Balls, Formal Freehold Ceremonies, Frat Parties, Political Fundraisers, The Club

Streetwise

The Streetwise Skill is your character's knowledge of life on the streets. It tells her how to navigate the city, how to get information from unlikely sources, and where she'll be (relatively) safe. If she wants to get something on the black market, Streetwise is how.

Sample actions: Finding a shortcut (Wits + Streetwise, instant action), Working the black market (Manipulation + Streetwise, instant action)

Sample contacts: Bartender in a Rough Part of Town, Drug Dealer, Undercover Cop

Suggested equipment: Burner phone (+1), Known nickname (+2), Valuable contraband (+1 to +3)

Specialties: Black Market, Gangs, Goblin Markets, Navigation, Rumors, Undercover

Subterfuge

Subterfuge is the ability to deceive. With Subterfuge, your character can lie convincingly, project hidden messages in what she says, hide motivations, and notice deception in others.

Sample actions: Disguise (Wits + Subterfuge, instant action), Lying (Manipulation + Subterfuge, contested action)

Sample contacts: Con Artist, Crooked Politician, Out-of-work Actor

Suggested equipment: Costume supplies (+2), Fake ID (+1),

Specialties: Detecting Lies, Doublespeak, Hiding Emotion, Little White Lies, Misdirection

Skill Specialties

In addition to Skills, your character possesses Skill Specialties. These are refinements of the broader Skills. These should be narrower than the main Skill, and help to define your character's particular expertise. For example, your character might have three dots in Firearms, but a Specialty in Rifles. He's capable with all guns, but particularly good with rifles. If you look to the Skill descriptions, you'll see example Specialties. The Storyteller is the ultimate arbiter of what constitutes a Specialty and what doesn't; Specialties that are too broad or too narrow can hurt the story or never come into play.

If a Specialty applies to your roll, add a die. Multiple Specialties may apply to a single roll, within reason. If you find yourself going to great lengths to justify a Specialty, it probably shouldn't apply.

Skill Specialties let you flesh out your character and offer a mechanical benefit. When creating your character, let Specialty choice guide his development. For example, there's a huge difference between a character with Brawl 4 (Bar Fights) and Brawl 4 (Aikido).

Virtues and Vices

Virtue and Vice are Anchor traits mortal characters possess instead of Needle and Thread. Virtue is a point of strength and integrity in the character's life, Vice is a place of weakness. This is just a brief touch on the topic; for more, look to **The Chronicles of Darkness Rulebook**.

When choosing Virtues and Vices, use the following guidelines:

- Both should be adjectives that describe dominant personality traits. Don't use physical descriptions.
- Traits that describe existing Advantages, Attributes, or Skills similarly do not apply. For example, "Strong," or "Composed," would not work as a Virtue.
- Virtue should be a point of self-confidence and self-actualization, but something easy and tempting to ignore. It's a higher calling, if she chooses to walk the talk.
- Vice should contrast Virtue as a short-term, quick source of distraction from the world. It should be a hiding place when you're weak.
- Virtue and Vice must be different. The same adjective could work as both a Virtue and Vice in some cases, but a single character must have two different ones.

Whenever a mortal character acts in accordance with her Vice, she regains one spent Willpower. When she takes meaningful actions in accordance to her Virtue, she regains all spent Willpower. She can only recover Willpower from her Vice once per scene, and her Virtue twice per chapter.

Speed

Your character's Speed is the number of yards or meters she can travel in a single turn. This trait is a combination of her Strength, Dexterity, and a species factor that reflects her age, physical configuration, Size, and other considerations.

Other species, such as horses and cheetahs, have physical configurations that lend themselves to high travel rates.

[CHART]

Factor Species

1	Turtle
3	Human toddler
5	Human adult
8	Wolf
10	Caribou
12	Horse
15	Cheetah

[END CHART]

Rolling Dice

When your character is trying to accomplish something and the outcome is in doubt, you roll a number of 10-sided dice. The result of that roll determines whether your character *succeeds* and accomplishes their goal, or whether they *fail* and don't do what they set out to. Failure doesn't mean "nothing happens," just that your character doesn't get what they want and complications are headed their way.

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

Dice Pool

The number of dice you roll depends on the action your character is taking. Most of the time, it's the value of one of your Attributes plus one of your Skills, or the value of two different Attributes put together; for example, fast-talking your way past a bouncer might be a roll of Manipulation + Subterfuge, which means you roll a number of dice equal to your Manipulation rating plus your Subterfuge rating. (Sometimes you'll roll a different pool, but those are special cases that will be called out when needed.)

Circumstantial factors, appropriate equipment (or lack thereof), or opposition from another character can add or subtract dice from the total; see below.

The total number of dice you roll is called your *dice pool*.

The Storyteller determines the appropriate dice pool based on what you're trying to do and how you're trying to do it, using the descriptions of the various traits involved. In the above example, if you explained to the Storyteller that you weren't trying to lie your way past the bouncer but schmooze her into liking you enough to let you in, the Storyteller might revise the dice pool to Manipulation + Socialize.

Most of the actions described in this book will tell you what the dice pool should be, but it's fine to come up with dice pools for other actions on an ad hoc basis. Just try to be fair and consistent — if you decide bashing down a door is Strength + Stamina in one session, it should always be Strength + Stamina unless the situation radically changes.

Circumstance and Equipment

Sometimes, fortune favors your character, or they're packing the right tools for the job. Other times, the odds are stacked against you or you don't have the right gear at all. The Storyteller should weigh how circumstances or equipment affect a character's chance of success and assign an appropriate *modifier*. A slight advantage — picking an old and damaged lock — might be worth a bonus die, while a stressful situation — trying to pick a lock while people are shooting at you — might subtract three dice from your pool.

Dice Rolling Basics

- **Building a Pool:** Unless otherwise noted, a dice pool is always Attribute + different Attribute or Attribute + Skill.
- **Modifiers:** Bonuses add the indicated number of dice; penalties remove them. Unless otherwise specified, modifiers never exceed +/-5. Add all bonuses *before* subtracting penalties.
- **Successes:** Any die showing 8, 9, or 10 counts as a *success*.
- **10-again:** Any die that shows a 10 is counted as a success, then rerolled. Rerolled dice count successes as normal. Continue counting successes and rerolling as long as you keep rolling 10s.

The Chance Die

If penalties ever reduce your dice pool to 0 or fewer dice, roll a single die anyway. This single die is called a *chance die*, and it follows slightly different rules.

Chance Die Basics

- **Success:** A chance die showing a 10 counts as a success.
- **No 10-again:** Do not reroll 10s on chance dice.
- **Dramatic Failure:** A chance die showing a 1 is a *dramatic failure* (p. XX).

Roll Results

Once you've rolled all the dice, counted all your successes, and finished any rerolls or other permutations, it's time to see how your character fared. On most actions, you'll only worry about whether your character succeeded or failed. Sometimes, however, the outcome of an action is more dramatic.

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. XX). Usually, the Inspired Condition is the most appropriate. Specific actions might have additional effects on an exceptional success.
- **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 additional effects on a dramatic failure. Otherwise, the Storyteller decides on an appropriate turn of events.
- **Voluntary Dramatic Failure:** Take a Beat and convert a failure into a dramatic failure, up to once per scene.

Permutations

Changeling: The Lost has a few variations in how dice rolls work.

- **9-Again:** Reroll dice that show 9 or 10, as opposed to just 10. Keep rerolling until you get a result that isn't a 9 or 10. Certain Conditions, Merits, or other special circumstances may award you 9-again on specific kinds of rolls. If you gain 9-again on a roll that already had that quality, it becomes 8-again instead.
- **8-Again:** Reroll dice that show 8, 9, or 10 — any successful die — and keep rerolling as long as your dice show successes. Certain Conditions, Merits, or other special circumstances may award you 8-again on specific kinds of rolls. If you gain 8-again on a roll that already had that quality, it may become a rote action, at the Storyteller's discretion.
- **Extra Successes:** Assuming your roll succeeds, you get a number of extra successes added to your total. This permutation mostly applies to weapons, which add their damage bonus as extra successes on your attack roll.
- **Rote Actions:** When you've got plenty of training and the steps you need to follow are laid out in front of you, you've got a significant chance of success. When you make a roll with the rote quality, reroll any dice that do not show an 8, 9, or 10. If you're reduced to a chance die on a rote action, don't reroll a dramatic failure. You may only reroll each die once. Certain

Conditions, Merits, or other special circumstances may award you the rote quality on specific kinds of rolls.

- **Successive Attempts:** When you fail a roll, you may be able to try again. Normally, you make successive attempts with your full dice pool. If time is short and the situation is tense, each subsequent attempt instead has a cumulative one-die penalty — so the third time a character tries to break down the door that’s keeping her from escaping a Huntsman, her roll suffers a –2 penalty. Successive attempts do not apply to extended actions.
- **Teamwork:** Working together can be vital for resisting the True Fae...or just dealing with the troubles of the mortal world. See p. XX.

When to Roll Dice

You don’t need to roll dice for many actions. If your character isn’t in a stressful situation — nobody’s actively trying to tear his throat open or demolish the building as he works — you don’t need to roll; as long as it’s something your character could reasonably do, he just does it.

When the dice hit the table, the Storyteller should have some idea of what will happen if the roll fails, as well as if it succeeds. Sometimes that’s coded in the rules. If you fail on an attack roll, for example, you don’t deal any damage. Other times, it’s up to the Storyteller. If you fail a roll to jump between buildings to catch a group of hobgoblins, do you make it but fall on the other side, grab the next building by your fingertips, or plummet to the alley below?

Actions

Changeling: The Lost rates each action by two criteria: how long it takes to attempt and whether it is opposed by another character. All actions fall into one category in both arenas: An action might be instant and simple (usually just abbreviated to “instant”), extended and contested, or reflexive and resisted, for example.

Actions by Time

- **Instant:** The action is resolved 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 is resolved 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.
- **Extended:** The action requires multiple rolls over time to complete; as such, an extended action is not usually an option in action scenes, unless otherwise noted.

Time

Time in the story can speed past or slow to a crawl compared to time in the real world. Weeks or months might pass in the space of few words, while a tense negotiation plays out in real time — or takes even longer.

In addition to years, days, hours, and so on, **Changeling** also uses five units of dramatic time. These build upon one another, from shortest to longest.

- **Turn** — The smallest increment of time, a turn lasts for 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, chases, and other dramatic and stressful situations.

- **Scene** — Much like a scene in a play, a scene in a roleplaying game is 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. A scene might be played out in turns (called an *action scene*), progress in real time, or skip forward depending on dramatic necessity.
- **Chapter** — A chapter is the collection of scenes that happen during one game session. From the moment you sit down and start playing to the point where you pack up your dice, you're playing out a chapter of your story.
- **Story** — A story tells an entire tale, following the dramatic arc of a related series of events. It might comprise several chapters or be completed in just one. It has an introduction, rising tension, a number of twists, and a climax that brings things to a conclusion.
- **Chronicle** — The big picture, a chronicle is the collection of interlinked stories that involve your characters. They might be linked by a common theme or overarching plotline, or they may only share characters and locations. As your story progresses, the players and Storyteller work together to create an ongoing chronicle.

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 successes exceed yours, your action fails.

If you and your target roll the same number of successes, both of you 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.

Contested or Resisted?

If you're not sure whether to use resistance or a contested action, use this guideline: Resistance applies in situations where the number of successes on the roll is an important factor. If what matters is just whether the roll succeeds or not, use a contested action. For example, combat applies Defense as a resistance because the number of successes on the roll determines how badly the attacker messes up his victim. A Contract that inflicts a Condition uses a contested action, because the number of successes you roll doesn't matter.

Extended Actions

Some actions require a great deal of effort over time, and represent the sort of project you can abandon and resume later. Such actions are modeled as extended actions, and they're a little more complex than instant or reflexive actions.

When you take an extended action, the Storyteller determines how many total successes you require. Most actions require between five and 20 successes. Five reflects a reasonable action that competent characters can achieve with the right tools and knowledge. Ten represents a difficult action that's still realistic for a professional in the field. Twenty represents a very difficult action that even a particularly skilled character will have trouble pulling off.

The Storyteller also determines the interval between rolls. If an action would take weeks to complete, she might consider one roll per week. If it's likely to take a day's work, one roll per hour makes for a solid timeframe.

Once you determine those factors, make a number of rolls, counting up the total number of successes across all your rolls. If you earn the required number of successes before you run out of time, you accomplish your goal.

Extended Action Basics

- **Multiple Rolls:** You roll your dice pool multiple times over the course of the action. Successes earned on all rolls count toward completing the action.
- **Roll Limit:** You can make a total number of rolls equal to your base dice pool for the action, before factoring in any modifiers. The Storyteller may reduce this value if time is short.
- **Time Interval:** Each roll takes a certain amount of time, determined by the Storyteller.
- **Required Successes:** The Storyteller sets the total number of successes required for the action, usually between five and 20.

Extended Action Roll Results

These apply to each roll of an extended action. Specific extended actions may have additional effects.

Success: Add the successes earned on the roll to your running total. Work with the Storyteller to determine what steps your character has taken toward his goal.

Exceptional Success: Choose one: reduce the total number of successes required by your character's Skill dots, reduce the time interval for each following roll by a quarter, or apply the exceptional success result of the entire action when you complete your goal.

Failure: You face a setback. The Storyteller offers you a choice: Take a Condition (p. XX) of her choice, or abandon the action. You can offer a different Condition if you think it makes sense. If you refuse or cannot agree on a Condition, you lose all accumulated successes.

Dramatic Failure: Lose all accumulated successes. In addition, the first roll on a subsequent attempt suffers a two-die penalty.

When to Use Extended Actions

As Storyteller, when should you call for an extended action vs. an instant action that takes a defined amount of time? Use the following guidelines:

- **Time Pressure:** If the Huntsman will arrive at dusk and the characters need to fix their car before that happens, the question of "how long does it take?" has real stakes and tension. If the characters aren't under time pressure, extended actions can feel like a lot of tedious rolling for no reason.

- **Take a Break:** Extended actions are best suited for things the character could conceivably abandon for some time and then resume later: fortifying a Hollow or researching the weaknesses of a particular goblin, for example. If it's something that has to be done all in one go, like finding the True Fae's Regalia manifestation or casing a scene, it's probably better modeled as an instant action unless time is short.

Common Actions

The following list represents some of the more common actions characters might undertake in a **Changeling: The Lost** game. They are presented here in a highly condensed form; for more detailed discussions of many of these actions, see the **Chronicles of Darkness Rulebook**.

[PRODUCTION: DO A QUICK REFERENCE GRID FOR EACH OF THESE, AS IN COFD CORE P. 70]

Argument (Instant and Contested; Intelligence + Expression vs. target's Resolve + Composure)

You try to sway someone with a rational argument. (If arguing with a crowd, use the highest Resolve in the crowd.) (See also Social maneuvering, p. XX.)

- **Success:** They accept the truth (or apparent truth) of your words.
- **Exceptional:** They're convinced and become recruits to your point of view, though they might change their minds if they find themselves at risk.
- **Failure:** They listen but are ultimately unaffected.
- **Dramatic:** You convince them of quite the opposite.

Carousing (Instant; Presence + Socialize or Streetwise)

You mix with a group, bringing high spirits with you and using them to loosen tongues.

- **Success:** You make a single-serving friend who might be willing to pass secrets or go with you somewhere private.
- **Exceptional:** You make a friend you can contact again.
- **Failure:** You end up a wallflower, with a drink in your hand that you don't even want.
- **Dramatic:** A faux pas reveals that you don't belong...and maybe even hints at your dread purpose.

Fast-Talk (Instant and Contested; Manipulation + Subterfuge vs. victim's Composure + Empathy)

You may not be able to win the argument with facts, but you can try to get out of trouble with a little judicious spin.

- **Success:** The other party swallows your story.
- **Exceptional:** The other party believes you so thoroughly that they're even willing to offer a little aid...though they won't put themselves at any kind of risk.
- **Failure:** The other party doesn't believe you.

- **Dramatic:** The other party has a good idea what the truth is.

Hacking (Extended and Contested; Intelligence + Computer vs. victim's Intelligence + Computer)

You overcome network security and computer passwords to gain access to digital resources.

- **Success:** You access the computer or network as though you had proper clearance, but you only have a short time before someone notices.
- **Exceptional:** You access the computer or network, and no one will notice until you've got what you came for.
- **Failure:** You're locked out of the system and you can't access anything.
- **Dramatic:** You trip an alarm or corrupt your own flash drive beyond use.

Interrogation (Extended and Resisted; Manipulation + Empathy or Intimidation – victim's Resolve)

You try to dig secrets out of a reluctant informant. (See also Social maneuvering, p. XX.)

- **Success:** You get the information you were looking for; one piece per success rolled.
- **Exceptional:** You get the information you were looking for, and the informant is willing to continue cooperating.
- **Failure:** The informant blabs a mix of truth and falsehood — even he may not know the difference.
- **Dramatic:** The informant is so alienated or injured that he will no longer reveal information.

Intimidation (Instant and Contested; Strength or Manipulation + Intimidation vs. victim's Resolve + Composure)

You try to get someone to do what you want by making them afraid of you.

- **Success:** They're coerced into helping you.
- **Exceptional:** They develop a lasting fear of you, which could make them easier to coerce in the future.
- **Failure:** They're unimpressed with your threats.
- **Dramatic:** They don't take you seriously, even if you knock them around a bit. They won't be doing what you want.

Investigating a Scene (Extended; Intelligence + Investigation)

You look for clues to what's happened in the recent past...or tidy up so that no one else can find them. (See also Investigation, p. XX.)

- **Success:** You find a clue of exactly the sort you need or manage to significantly confuse future investigators.
- **Exceptional:** You find a clue, and know exactly how it fits in, or you leave the scene immaculate and impossible to decipher.

- **Failure:** You find evidence, but it's damaged and hard to interpret. Or you miss a spot in your clean up that you won't find out about until later.
- **Dramatic:** You find clues but you contaminate them, or you leave evidence of your presence.

Jumping (Instant; Strength + Athletics – (yards or meters of distance))

To get past an obstacle or out of danger, you leap into the air.

- **Success:** You clear the obstacle or avoid the danger.
- **Exceptional:** You may attempt another instant action in the air or upon landing.
- **Failure:** You don't achieve any significant distance at all — you jump too early, get a false start, or lose your nerve.
- **Dramatic:** The task not only fails, but you lose your balance.

Research (Extended; Intelligence + Academics or Occult)

Using your existing knowledge, you look for information on a current mystery.

- **Success:** You find the basic facts you were looking for.
- **Exceptional:** You find what you were looking for, which leads towards a much bigger score of information.
- **Failure:** You turn up a lot of promising leads, but they're all dead ends.
- **Dramatic:** You learn something, but it doesn't help. In fact, it sets you back. If using Occult, this could mean dangerously false assumptions.

Shadowing a Mark (Instant and Contested; Wits + Stealth or Drive vs. Wits + Composure)

You follow someone, perhaps in the hopes of ambushing them, or of finding out their destination.

- **Success:** You follow the mark to his destination.
- **Exceptional:** You find some means by which you can continue following the mark, such as an unlocked entrance into the building he arrived at.
- **Failure:** The mark senses he's being followed and manages to lose you.
- **Dramatic:** You're caught, either by the mark or some observer that's become suspicious of you.

Sneaking (Instant and Contested; Dexterity + Stealth vs. Wits + Composure)

You're trying to avoid notice by someone, or something...or multiple somethings. Maybe you want to get into a place undetected. Maybe you're trying to break out.

- **Success:** You avoid notice and get closer to your goal.
- **Exceptional:** You avoid notice and get away before anyone has another chance to catch you.
- **Failure:** You're noticed but still have the chance to slip away.

- **Dramatic:** You attract a lot of attention...enough that now it's going to be hard to get out.

[END QUICK REFERENCE]

Willpower

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

Changeling and mortal characters regain one point of Willpower from a full night's sleep.

Spending Willpower

- **Reflexive Action:** Unless otherwise specified, spending Willpower is a reflexive action.
- **Roll Bonus:** Spend 1 Willpower to gain a three-die bonus on a single dice pool.
- **Increased Resistance:** Spend 1 Willpower to gain +2 to *resistance* (see above) against a single action.
- **Other Expenditures:** Other abilities may require Willpower expenditure, as noted under their **Cost**.
- **Per Turn Limit:** Characters may only spend 1 Willpower per turn.

Conditions

Conditions represent ways in which the story has affected a character, and what he can do to move past those events. Players don't buy Conditions; events in the game apply them and they remain until certain *resolution* criteria are met. A character can only have one instance of a particular Condition unless each applies to a distinctly different circumstance — for example, he may be Informed about both the occult symbol he stayed up all night to research and the inner workings of the corporation he infiltrated. He'd resolve each independently. Various systems and supernatural powers bring Conditions into play, and the Storyteller can do so based on story circumstances.

A list of sample Conditions can be found on p. XX. The listed resolutions for each Condition are the most common ways to end its effects; other actions may also resolve it if they would reasonably cause the Condition's effects to end. When a character resolves a Condition, the player takes a Beat. However, if a Condition has a natural time limit and then fades away without proper resolution, he doesn't take a Beat. If a Condition lingers beyond its relevance in the story, the player and Storyteller may agree to simply let it fade. A player can only earn one Beat by resolving Conditions in each scene.

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 gain a Beat when a Persistent Condition impacts his character's life.

Improvised Conditions

Storytellers shouldn't feel limited by the list of Conditions in the Appendix (p. XX). As a rough guideline, a Condition typically consists of a modifier between +2 and -2 dice to a certain type of action, or to any action taken with a certain motivation. A Condition is removed when the character's done something significant to act on it, or when she addresses the original source.

The sample Conditions later in this book have examples of how to resolve them, but you can also resolve them after other events if it makes sense in the story.

If play bogs down as you search for the right Condition, just improvise one and keep things going.

Lingering Conditions

Conditions are designed as reminders that events that happened earlier in the story have repercussions later. Usually, Chekhov's gun applies — if you put the Condition on stage, it should fire by the end of the story. But stories are slippery things, and sometimes a story thread represented by a Condition is better to drop for the sake of the overall narrative.

For example, an emotional state like Swooned might no longer be relevant to events in the game because a long time has passed, or it might have been the result of an interaction with a character you don't care about anymore. In those cases, it's perfectly fine to just cross off the Condition. We recommend awarding a Beat as if resolving it, but that's at the Storyteller's discretion.

We recommend doing this sparingly, but the bottom line is: If a Condition doesn't feel relevant to the story anymore, just let it go.

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 to keep everyone's actions straight, they proceed by *turns* in order of *Initiative*. The most common action scenes are fights, but the Storyteller can call for one any time complex things are happening very quickly, like an escape from the Hedge or a heist to steal a powerful token from a rival freehold.

Turns

- **What You Can Do:** On your turn, move up to your Speed and take one instant action, *or* move twice your Speed.
- **How Long It Lasts:** A turn is roughly three seconds. If an effect says it lasts “until your next turn,” it lasts until the beginning of your next turn.
- **Order of Action:** Characters involved in an action scene take turns one at a time in order of Initiative, from highest to lowest.
- **Cycle:** Once all characters involved in the scene have acted, the order of action returns to the character with the highest Initiative. Initiative can change from turn to turn, if for instance one character delays his action, or a supernatural power makes a character faster or slower.

Initiative

- **Calculating:** When you come into the action scene, roll one die and add the result to your Initiative modifier (p. XX). 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 (p. XX).
- **Delaying:** You may choose not to act when your turn comes up and instead act at any point later in the scene, even if the order of action has reset. When you do act, change your Initiative to the Initiative you acted on for the rest of the scene.

- **Surprise:** If a character might be taken unawares by the start of the action, the Storyteller may call for a surprise roll. Roll the character's Wits + Composure, possibly contested by an opponent's relevant dice pool (Dexterity + Stealth for an ambush, Manipulation + Subterfuge if they lull you into a false sense of security, etc.). If the surprised character's roll fails, they cannot act or apply their Defense until their second turn.

Defense

Defense measures your character's ability to react to danger and mitigate harm to herself. It's most often used when violence breaks out, but is sometimes used to resist harm from other sources as well.

Defense Basics

- **Resistance:** Defense counts as a Resistance Attribute (p. XX) for any rule that interacts with Resistance (e.g. spending Willpower).
- **Multiple Hazards:** In an action scene, each time you resist an action with your Defense, you suffer a cumulative -1 penalty to Defense. This penalty goes away at the beginning of your next turn. You can choose not to resist an action with Defense; if you do, the penalty doesn't increase.

Tilts

Tilts apply temporary circumstances to both characters and the environment during action scenes. Outside action scenes, use Conditions instead.

Tilts do not grant Beats when they end, but the effects of a Tilt can easily cause a Condition. For instance, a character in a fight gets a handful of road salt flung into his eyes and receives the Blinded Tilt. When the action scene ends, this shifts to the Blind Condition. Resolving this Condition grants a Beat as usual. If the character enters an action scene again before the Condition is resolved, the Blinded Tilt applies again.

Tilts come in two forms: Personal and Environmental. Personal Tilts only apply to one character and include ways in which that character 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. XX.

Violence

Few changelings seek out violent lives. But creatures both fae and mortal try to get their way with physical force. The Lost must resist...and sometimes, they must strike first.

Intent

Everybody wants something out of a conflict. The very first thing you need to do — before worrying about who attacks first or anything like that — is determine what each character wants to get out of the fight. Boil it down into a simple sentence that starts with the words "I want," as in "I want Laura's bracelet," or "I want to rescue Dylan."

Declaring Intent

- **By Violence:** Intent must be something achievable by violence within the current scene.

- **The Price:** If your intent doesn't include causing harm and your character ends up killing someone, lose one Willpower point.

Optional Rules: Beaten Down & Surrender

A character who takes more than his Stamina in bashing damage or any amount of lethal damage suffers the Beaten Down Tilt (p. XX): He's had the fight knocked out of him.

A character can choose to surrender, giving his attacker what she wants. If your character surrenders, regain a point of Willpower and take a Beat, and stop participating in the fight. Your character's opponent must spend a point of Willpower to attack him.

If one side's intent involves violence for its own sake, their intended victims don't get Beaten Down and can't surrender. When someone wants to kill you, the only thing you can do is to try to stop her, whether you run like hell or unload a shotgun at her.

These optional rules only apply to people who would incur a breaking point for committing (or attempting) murder.

Down and Dirty Combat

The Storyteller might decide that your character can get what she wants without focusing on the details of the fight. Maybe she's picking on people weaker than her. Maybe the fight's not the important thing going on with regards to the character's intent. In these cases, the Storyteller can opt to use Down and Dirty Combat.

This system resolves the entire fight in a single roll. If multiple characters have separate intents, each intent is resolved as a separate Down and Dirty Combat action. If the group only has one intent but multiple characters are participating, they can use teamwork (see p. XX) on the roll. Players can call for Down and Dirty Combat, with the Storyteller's approval. Storyteller characters might deal damage as a result of a Down and Dirty Combat, but they can't initiate one.

Action: Instant and contested; takes anywhere from 30 seconds to a few minutes.

Dice Pool: Combat pool (Dexterity + Firearms, Strength + Brawl, or Strength + Weaponry) versus either the opponent's combat pool (as above) *or* an attempt to escape (Strength or Dexterity + Athletics).

Roll Results

Success: Inflict damage equal to the difference in successes + weapon modifier and achieve your intent — including killing, if that was on the table.

Exceptional Success: As success, and gain 1 Willpower.

Failure: Do not achieve your intent. If the opponent rolled a combat pool, suffer damage equal to the difference in successes + opponent's weapon modifier. Opponent escapes if they want to.

Dramatic Failure: The opposite of your character's intent happens, or she's knocked out or suffers other serious consequences.

Detailed Violence

When the fight is a significant event in the story, or Down and Dirty Combat doesn't suit, use these rules. Violence like this is an action scene (p. XX).

Actions in a Fight

The most common action in a fight is to *attack*. Characters can also *dodge* or push themselves to the limit, sacrificing Defense for greater effect.

Attack

All attack actions are instant actions. Unarmed, melee, and thrown attacks are resisted, while 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. XX), if any.
- **Pulling Blows:** Set a maximum damage value up to the highest trait in your attack dice pool, and grant the target +1 Defense. Your attack cannot inflict more than the maximum damage you set.
- **Offhand Attack:** Take a two-die penalty to attacks made with the character's non-dominant hand.

Specified Targets

A normal attack is aimed at the target's center of mass. You can aim for specific body parts by taking a penalty on your attack roll. Attacking a specific body part can bypass armor (p. XX) or inflict a Tilt (p. XX) on the target. Attacks against specified targets aren't a way to inflict extra damage or instantly kill people; that's covered by simply rolling a lot of successes on the attack action.

The following modifiers assume a target roughly human in size and shape. The Storyteller can adjust these for more unusual targets.

- **Arm (–2):** If damage exceeds the victim's Stamina, it inflicts the Arm Wrack Tilt.
- **Leg (–2):** If damage exceeds the victim's Stamina, it inflicts the Leg Wrack Tilt.
- **Head (–3):** If damage equals or exceeds the victim's Size, it inflicts the Stunned Tilt.
- **Heart (–3):** If damage equals or exceeds 5, the attack pierces the victim's heart.
- **Hand (–4):** If the attack deals any damage, it inflicts the Arm Wrack Tilt.
- **Eye (–5):** If the attack deals any damage, it inflicts the Blinded Tilt.

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.
- **Multiple Attackers:** Apply the Defense penalty for multiple attackers before doubling. If your character's Defense is reduced to 0, roll a chance die.
- **Dramatic Failure:** Defense suffers a -1 penalty until your next turn.

Special Maneuvers

To enact any of the following instant actions, the character sacrifices her Defense until her next turn. If the character has already lost her Defense, for example by being surprised or attacked by enough opponents in one turn to reduce her Defense to 0, she cannot take any of these actions.

- **Charge:** Move up to twice your character's Speed and make an unarmed or melee attack.
- **All-Out Attack:** Make an unarmed or melee attack with a two-die bonus.
- **Aim:** Keep an opponent in your sights with a ranged weapon to gain a one-die bonus per consecutive Aim action on your next attack against that target, to a maximum of three bonus dice. Incompatible with autofire (below).

Other Actions

These are all instant actions.

- **Drop Prone/Stand Up:** Ranged attacks against prone characters suffer a two-die penalty, but unarmed and melee attacks against prone characters gain a two-die bonus if the attacker is standing.
- **Reload a Weapon:** If rounds must be loaded individually, lose Defense until your next turn.
- **Killing Blow:** Inflict damage equal to your attack's dice pool + weapon bonus. Requires an unconscious, immobilized, or otherwise helpless target. May prompt a breaking point.

Unarmed Combat

These rules present special cases that come up when fighting without weapons.

Bite

Biting counts as an unarmed attack action.

- **Damage:** Human teeth inflict -1 bashing damage (so an attack that rolls only one success inflicts no damage). Animals and monsters may treat their teeth as weapons, with a bonus between +1 and +4.
- **Grapple Required:** Humans must first grapple an opponent to bite them.

Grapple

Grappling counts as an unarmed attack action. To start grappling, you have to grab your opponent.

- **Grab:** Make an unarmed attack. On a success, inflict no damage but start a grapple. On an exceptional success, also choose a grapple option 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 option to enact immediately, or two grapple options on an exceptional success. On a tie, the characters continue to grapple but nothing else happens.

Grapple Options

- **Break Free:** The grapple ends, and your character may take another instant action immediately.
- **Control Weapon:** Take firm 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 suffers the Immobilized Tilt (p. XX). 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 your next turn.

Ranged Combat

These rules present special cases that come up when shooting at people.

Autofire

Automatic weapons can fire a short, medium, or long burst in place of a single shot.

- **Short Burst:** Uses three bullets. +1 bonus to attack action.
- **Medium Burst:** Uses 10 bullets. +2 bonus to attack action. Can attack multiple targets, up to three.
- **Long Burst:** Uses 20 bullets. +3 bonus to attack action. Can attack multiple targets, with no limit.
- **Multiple Targets:** -1 penalty per target after the first. Roll individually against each target.

Range

Ranged attacks suffer a dice penalty the farther away the target is. Ranged weapons have a short, medium, and long range listed on the weapons table (p. XX).

- **Short Range:** No penalty.
- **Medium Range:** -1
- **Long Range:** -2

Concealment

If the target of a ranged attack is partially or fully obscured, she has concealment. Concealment applies a penalty to the shooter's dice pool.

- **Barely Concealed:** -1 (hiding behind an office chair)
- **Partially Concealed:** -2 (hiding behind the hood of a car, with upper body exposed)
- **Substantially Concealed:** -3 (crouching behind a car).
- **Shooting from Concealment:** Barely concealed: no penalty; partially concealed: -1; substantially concealed: -2. You can ignore this penalty, but if so you lose your own concealment until your next turn.

Cover

If a target's entirely hidden by something substantial, he's in cover.

- **Tough Cover:** If the cover's Durability (p. XX) is greater than the attacker's weapon modifier, the attack can't penetrate the cover.
- **Less Tough Cover:** Subtract the cover's Durability from the attacker's damage roll. Both the object and the target take any remaining damage.
- **Transparent Cover:** If the cover is transparent (bulletproof glass, for example), subtract *half* the cover's Durability, rounding down. Both the object and the target take any remaining damage.

Covering Fire

With a weapon capable of autofire, a character can lay down covering fire to keep anyone from entering his target area.

- **Action:** Instant
- **Dice Pool:** Dexterity + Firearms
- **Bullets:** Uses 10 bullets.
- **Characters in Area of Effect:** On their next turn, they must either take cover within range of their Speed or drop prone, to avoid suffering damage equal to successes on covering fire roll + weapon modifier.

In Close Combat: Wielding a ranged weapon larger than Size 1 in close quarters grants the opponent (weapon's Size + 1) as a bonus to Defense.

Shooting into Close Combat: Take a two-die penalty for each character involved in close combat with your target that you want to avoid hitting, or a four-die penalty if they're grappling your target. You can't selectively avoid targets this way with autofire.

Weapons and Armor

Weapons are one of the fastest ways to turn a fight into a murder, but sometimes the best defense is a good offense. Armor, meanwhile, keeps a character from grievous harm. Traits for specific weapons and armor are in Appendix 2: Equipment, starting on p. XX.

Weapons

Ranged and melee weapons share certain common traits.

- **Type:** A weapon's type is a general classification that fits any number of specific weapons. A metal club might be a crowbar or a length of rebar, while a light revolver might be one of any number of .22-.38 caliber weapons.
- **Damage:** Added to successes rolled on attack to determine total damage inflicted.
- **Initiative:** The penalty to Initiative when wielding the weapon.
- **Strength:** The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.
- **Availability:** The cost in Resources dots or level of Social Merit needed to acquire the weapon.

Improvised Weapons

Characters who grab lamps and pool cues still stand a chance of dealing serious damage.

- **Use Existing Weapon Traits:** If it's close enough to a weapon in the chart on p. XX, use the associated weapon traits. For example, a pool cue might count as a sap.
- **Improvised Weapon Traits:** If it's not similar to a weapon in the chart, its damage modifier is (object's Durability -1); Initiative penalty and Strength requirement equal to weapon's Size.
- **Attack Modifiers:** -1 to attack roll. If successful, the improvised weapon takes the same damage it inflicts; Durability applies.

Armor

Armor provides protection against attacks, including bullets, knives, and fangs.

Armor Basics

- **Ballistic Armor:** Each point of ballistic armor downgrades one point of lethal damage from firearms to bashing.
- **General Armor:** Each point of general armor reduces the total damage taken by one point, starting with the most severe type of damage.
- **Order of Operation:** If armor has both ballistic and general ratings, apply the ballistic armor first.
- **Minimum 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.

Armor Piercing

Some weapons have an armor-piercing rating, usually between 1 and 3. When attacking someone wearing armor, subtract the armor-piercing rating from the target's armor. Subtract from ballistic armor first, then general armor. Armor-piercing attacks in close combat subtract from general armor only.

When shooting at an object — or a person in cover — subtract the armor-piercing quality from the object's Durability.

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. When something deals aggravated damage directly, it's quite obvious. Flesh bubbles and sloughs away. Foaming pustules taint the victim's flesh. Blackened veins streak out from the site of the injury.

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 is empty *or* filled with bashing damage. If you mark over bashing damage, move that bashing damage to the rightmost empty box of the track. If no empty boxes are left, that damage is overwritten but not moved.
- **Aggravated:** Mark aggravated damage with an (*) in the leftmost box that does not already contain aggravated damage. If you mark over bashing damage, move that bashing damage to the rightmost empty box. If no empty boxes are left, that damage is overwritten but not moved. If you mark over lethal damage, move that lethal damage to the rightmost box that is empty *or* contains bashing damage. If no empty boxes *or* boxes containing bashing damage are left, that damage is overwritten but not moved.
- **Upgrading Damage:** If your character suffers bashing damage but has no empty Health boxes in which to mark it, upgrade each point of bashing damage to lethal damage. If she suffers lethal damage but has no empty Health boxes *or* boxes marked with bashing damage, upgrade her leftmost Health box that's filled with lethal damage to aggravated damage.

Effects of Damage

- **Wound Penalties:** If your character has any damage marked in her third-to-last Health box, she suffers a -1 penalty to *all* actions except Stamina rolls to stay conscious. This increases to -2 when her second-to-last Health box is filled, and -3 when her last Health box is filled.
- **Unconscious:** If your character's rightmost Health box is filled with bashing *or* lethal damage, roll her 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 1 lethal damage per turn until she receives medical attention (p. XX).

- **Dead:** If your character's rightmost Health box is filled with aggravated damage, she is dead.

Example of Marking Damage

Juliet has seven boxes of Health. She's just taken two points of bashing damage. Her Health boxes look like this:

[PRODUCTION: SEVEN HEALTH BOXES, FIRST TWO CONTAINING A SLASH]

If a briarwolf later bites her and deals a point of lethal damage, her Health track looks like this:

[PRODUCTION: SEVEN HEALTH BOXES, FIRST ONE CONTAINS AN X, SECOND AND THIRD CONTAIN A SLASH]

If Juliet next suffered a point of aggravated damage, her Health boxes would look like this:

[PRODUCTION: SEVEN HEALTH BOXES. FIRST HAS AN ASTERISK, SECOND HAS AN X, THE THIRD AND FOURTH CONTAIN SLASHES]

Healing

Characters need time to heal once they've been beaten to a pulp. Normally, a character can heal without medical attention, though use of the Medicine Skill will help him recover (see below). The only exception is if a character has all her Health boxes full of lethal damage — she's bleeding out. She can't recover from that without urgent medical attention and emergency surgery.

Changeling characters heal at the same rates as mortal characters.

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.

Example: Juliet escapes the scuffle with the briarwolf and lays low for a while, eschewing hospitals to avoid awkward questions. Her health track looks like this at the end of the fight:

[PRODUCTION: SEVEN HEALTH BOXES. FIRST HAS AN ASTERISK, SECOND HAS AN X, THE THIRD AND FOURTH CONTAIN SLASHES]

Her rightmost wound heals first. Since it's a bashing wound, she clears it after 15 minutes. After another 15 minutes, her second bashing wound clears. Her lethal damage then heals over the course of the next two days. Finally, her aggravated wound heals over the course of the next week. In all, it takes a little over a week and two days for her to recover from her injuries.

Medical Care

Characters can use the Medicine Skill to speed up healing.

- **Action:** Extended and simple

- **Dice Pool:** Dexterity + Medicine with a one-minute interval, for emergency treatment; Intelligence + Medicine with a one-hour interval, for long-term hospital care.
- **Benefits of Emergency Care:** Requires total successes equal to total damage the patient suffers. Successful treatment heals one point of bashing damage.
- **Benefits of Long-Term Care:** Successful treatment downgrades one point of aggravated damage to lethal, or one point of lethal damage to bashing. Requires 10 total successes per aggravated wound, 5 per lethal.
- **Long-Term Care Limitations:** Heals the leftmost injury first and can only downgrade one wound per patient per day.

Sources of Harm

In addition to damage suffered in fights, characters face peril from a variety of sources. These are just a few of them.

Disease

Fae contagions and mundane diseases alike can expose changelings to sickness.

Disease Basics

- **Tilt:** In action scenes, sick characters suffer the Sick Tilt (p. XX).
- **Moderate Disease:** Outside action scenes, moderate sickness might impose a –1 or –2 penalty on actions where concentration or stamina are required.
- **Grave Disease:** Outside action scenes, grave diseases inflict a certain amount of damage at specified time intervals, as determined by the Storyteller. The sick character's player makes a reflexive Stamina + Resolve roll to resist; success means no damage this time.
- **Recovery:** Most diseases simply run their course over a certain amount of time. Others require a minimum number of successful resistance rolls, require medical intervention, or merely go into periodic remission as determined by the Storyteller.
- **Conditions:** The Storyteller may represent short-term illnesses with Conditions and long-term illnesses with Persistent Conditions, which earn players Beats whenever the illness causes significant harm or inconvenience for the character.

Poison

Whether from a poison apple or a goblin dart, poison can lay even the hardest changeling low.

Poison Basics

- **Tilt:** In action scenes, poisoned characters suffer the Poisoned Tilt (p. XX).
- **Toxicity:** Outside action scenes, the Storyteller assigns the poison a Toxicity rating. The poisoned character suffers lethal damage equal to Toxicity. Mild poisons only inflict damage once. More severe poisons may inflict damage every hour or even every turn for a period of time determined by the Storyteller.
- **Resistance:** The poisoned character's player rolls Stamina + Resolve – Toxicity every time the poison inflicts damage. Each success cancels one point of damage.

Drugs

Some changelings turn to alcohol or other drugs to push away the horrors they've survived, and many fae creatures are fond of enchanted narcotics.

Drug Basics

- **Tilt:** In action scenes, drugged characters suffer the Drugged Tilt (p. XX).
- **Effects:** Drugs can have a wide variety of effects, ranging from dice penalties to imposing Conditions. Most drugs last for a scene, but some burn through a character's system more rapidly or linger for more time.
- **Resistance:** A drugged character can shake off the effects temporarily by succeeding on a reflexive Stamina + Resolve roll. Depending on the potency of the drug, this roll might be required every hour, scene, or even turn.

Overdose

- **Poison:** Characters who overdose on drugs treat the drug like a poison, with a Toxicity somewhere between 3 and 7. The drug inflicts damage once per hour.
- **Duration:** The overdose typically runs its course after (8 – Stamina) hours, though the Storyteller may adjust that.

Electricity

Electric shocks inflict damage based on the strength of the current.

[BEGIN CHART]

Source	Damage
Minor; wall socket	4B
Major; protective fence	6B
Severe; junction box	8B
Fatal; main line feed/subway rail	10B

[END CHART]

Electricity Basics

- **Damage per Turn:** Electricity inflicts damage every turn if the current is continuous.
- **Breaking Away:** Characters in contact with a continuous electrical current must succeed on a reflexive Strength roll to pull away.
- **No Armor:** Worn armor provides no protection against electrocution.

Extreme Environments

The human body is not built to withstand extreme heat, cold, air pressure, and other harsh weather. Extreme environments are rated with a level from 1 to 4, depending on the severity of the environment. While characters are exposed to these conditions, they suffer the level of the environment as a dice penalty to all actions. After a number of hours equal to the character's Stamina, he takes bashing damage equal to the environment's level once per hour. In the case of

a Level 3 exposure, the damage is lethal instead of bashing. Level 4 environments cause lethal damage each *turn* after a number of turns equal to the character's Stamina.

Any damage caused by levels 2-4 exposure leaves lasting marks, scars, and tissue damage. Damage caused by extreme environments cannot be healed until the character is back in a safe environment.

Extreme Environment Basics

- **Penalty:** Characters suffer a penalty to all actions equal to the environment's level.
- **Level 1-3 Damage:** After (Stamina) hours of exposure to level 1-3 environments, characters suffer damage equal to the environment's level for every hour. At levels 1-2, the damage is bashing. At level 3, it's lethal.
- **Level 4 Damage:** After (Stamina) *turns* of exposure to level 4 environments, characters suffer 4 lethal damage every turn.
- **No Healing:** Characters cannot heal damage from extreme environments until they are no longer in an extreme environment.

[BEGIN CHART]

Environment Levels

Level	Example Environs
1	Light snow, heavy storms; too cold to sleep safely; air pressure causes shortness of breath; sweltering sun can cause first-degree burns
2	Heavy snow; cold causes physical pain and potential hypothermia; sun quickly causes first-degree burns, can cause second-degree burns with time; minor radiation poisoning
3	Desert exposure; heat rapidly causing second-degree burns; moderate radiation exposure
4	Desert sandstorm, severe hurricane, tornado, tsunami

[END CHART]

Falling

Changelings can find themselves leaping from great heights to avoid danger, or falling from cloud houses without the benefit of a beanstalk.

Falling Basics

- **Damage:** Falls of less than 30 yards/meters inflict one point of bashing damage per three yards/meters fallen. Falls of 30 yards/meters or more inflict 10 lethal damage.
- **Armor:** At the Storyteller's discretion, armor may reduce damage from falls of less than 30 yards/meters.
- **Reduced Damage:** If there's a reasonable way for a character to slow her fall, she makes a reflexive Dexterity + Athletics roll. Each success reduces damage from a fall of less than 30 yards/meters by one point.

- **Soft Landing:** Landing in water or snow, or on another soft surface, may automatically reduce damage from falls of less than 30 yards/meters at the Storyteller's discretion.

Fire

Fire automatically inflicts lethal damage per turn of exposure (no attack roll is required). The damage inflicted depends on both the size and intensity of the flames.

[START TABLE]

Size of Fire Damage

Torch	1
Bonfire	2
Inferno	3

[END TABLE]

[START TABLE]

Heat of Fire Damage Modifier

Candle (first-degree burns)	—
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3

[END TABLE]

Fire Basics

- **Combustion:** Exposure to fire for longer than a turn ignites anything combustible on the character; he continues to take full damage even after escaping the source of the flame.
- **Firefighting:** Fighting a fire typically requires an instant action but no roll. At the Storyteller's discretion, an action might immediately put out the fire (e.g. diving into water) or reduce its size by one level (e.g. stop, drop, and roll).
- **Armor:** Most armor can block its general rating in fire damage automatically for a number of turns equal to that rating.
- **Uncontrolled Blaze:** If an area containing flammable objects is set on fire, it may acquire the Inferno Environmental Tilt (p. XX).

Teamwork

When two or more characters work together on a single action of any kind, one person takes the lead. He's the *primary actor*, and his player assembles his dice pool as normal. Anyone assisting him is a *secondary actor*, and rolls the same pool before the primary actor does.

Secondary Actor Roll Results

Success: +1 die to the primary actor's roll for each success earned, cumulative for each secondary actor's success.

Exceptional Success: As success.

Failure: Primary actor receives no bonus dice.

Dramatic Failure: As failure, and –4 dice to the primary actor’s roll, cumulative for each secondary actor’s dramatic failure. Primary actor must continue.

The primary actor’s roll results are as normal for the action the group undertakes.

More participants don’t always mean better results, however. Every action has a point of diminishing returns at which too many cooks are in the kitchen. This number usually ranges from three to six, depending on the action, at the Storyteller’s discretion. Excess participants’ rolls grant no bonuses to the primary actor’s pool, and may levy penalties instead at the Storyteller’s discretion.

Objects

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

Object Traits

- **Durability:** How hard the object is to damage. Subtract Durability from any damage inflicted on the object. Durability has no effect against attacks that inflict aggravated damage.

[BEGIN TABLE]

Durability	Material
1	Wood, hard plastic, thick glass
2	Stone, aluminum
3	Steel, iron
+1	per reinforced layer

[END TABLE]

- **Size:** How large the object is. Objects smaller than Size 1 can fit entirely in a person’s palm.

[BEGIN TABLE]

Size	Object
1	Pistol
2	Crowbar, sawn-off shotgun
3	Assault rifle
5	Door
10	Sports car
15	SUV

[END TABLE]

- **Structure:** An object’s Structure equals its Durability + Size.

Damaging Objects

- **Damage:** Each point of damage removes a point of Structure. Objects do not differentiate between bashing and lethal damage.
- **Reduced Functionality:** Once it's taken more damage than its Durability, anyone using the object suffers a -1 die penalty.
- **Destruction:** When an object's Structure hits 0, it is destroyed.
- **Repair:** See p. XX for rules on how to repair damaged objects.

Equipment

Equipment, tools, and technology help to solve problems. Having the right tool for the job can mean the difference between life and death — or in **Changeling: The Lost**, the difference between life and a fate worse than death. You can find a list of sample equipment in Appendix 2: Equipment, starting on p. XX.

Equipment is divided up by the Skills it typically assists with. Mental equipment typically assists with Mental Skills, for example.

Equipment Traits

- **Availability:** The minimum level of a relevant trait a character must have to acquire the equipment with a single roll. Resources is the most often used trait, but other Social Merits or Skills may work at the Storyteller's discretion (e.g. Larceny to steal it, or Mantle to take it out on loan from the freehold's stockpile).
- **Size, Durability, Structure:** See above.
- **Dice Bonus:** The bonus the equipment adds to relevant actions.
- **Effect:** Any special rules that apply to using the equipment.

See p. XX for rules on how **Changeling** characters can build their own equipment.

Social Maneuvering

A Fairest persuades a giant to act recklessly out of pride. A Wizeden brings a goblin inventor an apple each day, wooing him to take them on as an apprentice. A Beast begs the Winter King to join a battle against the True Fae despite his Court's fear. All of these scenes are rich with potential drama and complexity, which might be undercut if they're resolved in a single throw of the dice. When you want to spotlight interpersonal relationships and conflicts solved without violence, Social maneuvering is the system to use.

In a Social maneuver, you start by stating your character's *goal*. Once you and the Storyteller agree that the goal is reasonable, you have to overcome the other person's resistance by taking actions that make them more likely to agree to your terms. Successful actions open *Doors* (as in, "the door is open for further discussion," not literal doors).

How often you can try to open Doors depends on the *impression* your character makes — the more they like you, the more often you can try to sway them.

Social Maneuvering and Consent

This system is designed to allow characters to manipulate or convince other characters to perform favors or undertake actions, but it does raise the question: Is one character dictating another's actions, and how much of that should be allowed in a roleplaying game? Or, put a different way, can one character seduce another with this system?

We recommend reserving this system for use by player-controlled characters on Storyteller characters rather than on other players' characters. If one player's character wants to seduce, persuade, convince, or intimidate another, leave it up to roleplaying and let players make their own decisions about what their characters do.

Goals

When using Social maneuvering, the first step is to declare your character's intended goal. This is as simple as stating what you want the subject to do and how your character is going about making it happen. You need only announce the initial stages, as the effort will likely occur over multiple rolls, reflecting different actions.

At this point, the Storyteller determines whether the goal is reasonable. A character might, with time and proper tactics, convince a rich person to give him a large sum of money. He probably isn't going to convince the wealthy individual to abandon *all* of his wealth to the character, though it might be possible to get him to name the character as heir, at which point the character can set about speeding up the inheritance process.

Doors

Once you've declared your character's goal, the next step is to determine the scope of the challenge. We represent this with "Doors," which reflect a character's resistance to coercion: her social walls, her skepticism, her mistrust, or just his hesitance toward intimacy. It's abstract and means different things in every given case.

Calculating Doors

- **Baseline:** The subject starts with Doors equal to the lower of their Resolve or Composure.
- **Breaking Point:** If the stated goal would be a *breaking point* (p. XX) for the subject, *and* the subject is aware of that fact, add two Doors.
- **Aspiration:** If the stated goal is in opposition to one of the subject's Aspirations, *and* the subject is aware of that fact, add one Door. If the goal would clearly help the subject achieve an Aspiration, remove one Door.
- **Virtue:** If the stated goal is in opposition to the subject's Virtue, *and* the subject is aware of that fact, add one Door.
- **Adding Doors:** If things change such that the Breaking Point, Aspiration, or Virtue rules above apply during the Social maneuver, add Doors to the remaining total (two for Breaking Point, one each for Aspiration or Virtue). If your character goes back on her word during the maneuver, add two Doors.

Impression

The Storyteller sets the first impression based on any past history between the characters, the circumstances of their meeting, the nature of the favor being asked (if the acting character is asking right up front — sometimes it's a better idea not to lead off with what you want!) and any other factors she deems relevant. Most interactions default to an average impression, which makes the maneuver a long, drawn-out process. Your character can take steps to improve that: meeting the subject at their favorite restaurant, wearing their favorite perfume, and so on. The Storyteller is the final arbiter of whether any particular action raises the impression level, but she should be open to working with you to develop a plan.

Impression level determines how frequently you're allowed to roll to open the subject's Doors — the more they like your character, the more often you can roll. If the impression is too hostile, you might not be able to roll at all.

[BEGIN CHART: SHOULD BE ON THE SAME PAGE AS “IMPRESSION”]

Impression	Time per Roll
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Perfect	One turn
Excellent	One hour
Good	One day
Average	One week
Hostile	Cannot roll

[END CHART]

Adjusting Impression

- **Favorable Circumstances:** A comfortable environment, appealing clothing, or similar pleasant situations can raise a hostile impression to average, or an average impression to good.
- **Actions:** Success on an appropriate action, like a Wits + Socialize action to create the ideal guest list for a party, can raise an average or good impression to excellent.
- **Soft Leverage:** A bribe, gift, or offer of service or payment raises the impression level one step if the subject accepts the offer.
- **Vice Leverage:** An offer that indulges the subject's Vice (or aligns with her Thread, or equivalent trait) raises the impression level one step if the subject accepts the offer.

Opening Doors

At each interval, you may make a roll to open Doors and move closer to your character's goal. The roll might be different each time, depending on the character's tactics. Some of the rolls might not even be Social. For example, if your character is trying to win someone's favor, fixing his computer with an Intelligence + Computer roll could open a Door.

As Storyteller, be creative in selecting dice pools. Change them up with each step to keep the interactions dynamic. Similarly, consider contested and resisted rolls. Most resisted actions or contested rolls use either Resolve or Composure, or a combination of the two, but don't let that stand as a limit. Contested rolls don't necessarily require a Resistance trait. For example, Wits might be used to notice a lie, Strength to help a character stand up to threats, or Presence to protect and maintain one's reputation at a soiree.

Roll Results

Success: Open one Door.

Exceptional Success: As success, and open an additional Door.

Failure: Open no Doors. Subsequent actions as part of the social maneuver suffer a cumulative one-die penalty. The Storyteller may choose to lower the impression level by one step; if she does so, take a Beat.

Dramatic Failure: The social maneuver fails utterly. No further rolls can be made. Any attempt to achieve the same goal must start from scratch, likely with a worse impression.

Resolution

The outcome of a Social maneuver is either success or failure. Don't confuse this with the success or failure of any particular action that's part of a Social maneuver; here we're talking about the whole thing.

Success

Once your character has opened all the Doors in her path, the subject must act. Storyteller characters abide by the intended goal and follow through as stated. How they feel afterwards might vary, but they will always do what you and the Storyteller agreed on.

Failure

A Social maneuvering attempt can fail utterly under the following circumstances:

- **Dramatic Failure:** The player rolls a dramatic failure on an attempt to open a Door.
- **Deception:** The target realizes that he is being lied to or manipulated. This does *not* apply if the target is aware that the character is trying to talk him into something, only if the target feels betrayed or conned.
- **Bad Impressions:** The impression level reaches "hostile" and remains so for the rest of the current story. The character can try again during the next story.

Player vs. Player Resolution

If you allow players' characters to be the targets of Social maneuvering, resolve the resolution stage as a negotiation with two possible outcomes. The subject chooses to abide by the desired goal or offers a beneficial alternative.

Go with the Flow

If the character does as requested, and abides by the intended goal, his player takes a Beat (p. XX).

Offer an Alternative

If the subject's player chooses, he may offer an alternative that's beneficial to the initiator, and the initiator's player can impose a Condition (p. XX) on his character to reflect that alternative. This offer exists between players; it does not need to occur within the fiction of the game, though it can. The alternative must be truly beneficial and not a twist of intent. The Storyteller adjudicates.

The initiator's player chooses a Condition to impose on the subject. It must make sense within the context of the scenario.

Investigation

When you want an investigation to play a large role in the tale, with entire scenes, chapters, or even stories dedicated to a single mystery, you can use this system rather than boiling it down to a single action. Characters uncover Clues they can use to benefit later actions the investigation enables — for instance, learning that the King of the Sky must never touch the water can be used to lure him into an ambush at a mountain spring.

Investigation Basics

- **No Hard Answers:** The Storyteller doesn't need to come up with all the potential Clues and answers ahead of time. Letting the players fill some of them in themselves as they succeed in finding Clues gets them invested in the outcome and creates “a-ha!” moments. If players put Clues together to reach conclusions that don't match the outcome the Storyteller had in mind, she can consider changing it to match.
- **No Binary Rolls:** Failing to find information crucial to the characters' progress when players fail rolls only slows the game down to no satisfying end. Instead, the Storyteller should raise the stakes or introduce complications when a roll fails. Failure doesn't mean the players didn't find a Clue — instead, it means they miss out on extra benefits success would have afforded them and must adjust to new challenges.
- **Frame the Action:** The Storyteller can intersperse Clue-finding actions with other events in the story to keep the momentum going and give players opportunity to choose which set of heightening stakes to address first.
- **Clues:** Clues are a specialized type of equipment that represent objects, facts, and deductions. They have *elements* that players can spend for benefits, either to solve a particular mystery or to stockpile for other uses: leverage in Social maneuvering, proof of supernatural influences in someone's life, etc.

Scope

First, the players declare a goal to accomplish via investigation. Decide how many total Clues the characters need to uncover to achieve their goal. For smaller-scope investigations, this usually falls between one and five Clues. For broad investigations spread out across the chronicle, the total should equal at least half the number of planned chapters, and can range up to twice the number of planned chapters in a strongly investigation-focused chronicle.

Interval

Each roll to find a Clue is an instant action, but takes some amount of time based on the kind of action the players take. The Storyteller can add challenges and obstacles to these attempts to turn simple die rolls into interesting scenes of their own. If they perform particularly well in these efforts, the Storyteller can offer bonuses to the roll to uncover the Clue.

Uncovering Clues

Once the characters get where they need to be, they roll to uncover the Clue.

Action: Instant

Dice Pool: Varies. Players can use any pool that matches the action they take to uncover the Clue. The Investigation Skill is appropriate to case a scene or search through files and evidence, while other Mental Skills can be used to perform research, experiments, or autopsies.

The pool suffers a cumulative one-die penalty each time the same Skill is used again in an investigation. However, if characters use teamwork to uncover Clues, only the primary actor suffers this penalty, and only his roll contributes to further such penalties in the same investigation.

Roll Results

Success: Clue is uncovered, with one element plus one more if the character has 4 or more dots or a Specialty in the relevant Skill; each Specialty or Skill can only contribute to extra elements once per character per investigation.

Exceptional Success: As success, and the Clue gains one bonus element; character gains a beneficial Condition.

Failure: Clue is uncovered but incomplete: Its elements may only be used to uncover other Clues.

Dramatic Failure: Clue is uncovered but tainted. Each accumulated tainted Clue forces the player to ignore one success rolled on any future actions pertaining to the investigation; these are cumulative and all apply to each such roll. The Storyteller may impose a negative Condition as well.

Clue Elements

Players can spend Clue elements to add a one-die bonus per element to any roll pertaining to the investigation, including but not limited to rolls to uncover more Clues. A player can only spend elements from one Clue at a time, or Clues equal to her character's Investigation dots, whichever is higher. She may spend any number of elements at a time from a single Clue.

Elements from tainted Clues impose a two-die penalty when spent instead of a bonus; however, this is the only way to get rid of tainted Clues, since once all its elements are spent, it sheds its tainted nature.

Uncovering the Truth

Players don't need to roll to put their Clues together once the investigation is over. Once they accumulate the requisite number of Clues specified by the investigation's scope, the characters learn the truth.

Players may choose to uncover the truth before they've accumulated enough Clues, as long as they have at least one that isn't tainted. If they do, they still learn the truth, but the Storyteller introduces one major complication per Clue they fall short.

Chases

A changeling may find herself racing her peers to earn the favor of Mother Wind, or running for her life when a Huntsman calls at midnight. In most action scenes, a character's Speed trait determines how much she can move. This means that generally, you can figure out who is faster without dice. The following rules let you 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.

[BEGIN CHART]

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

[END CHART]

- **Determine the Edge:** Whoever has better manipulated the environment, terrain, and circumstances to his advantage based on the ever-changing 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, re-determine who has the Edge.
- **Turns:** Each turn represents roughly 30 seconds to a minute of chase time. The character with the Edge rolls first. If she accumulates the requisite total successes before others have a chance to roll, she wins immediately.

Optional Rule: Seizing the Edge

In **Changeling: The Lost**, characters may contend with foes who outclass them in sheer physical power, speed, or supernatural advantages. Introduce this optional rule if you want a chase to favor the underdog.

After the side with the Edge determines the dice pool for the turn, each side predicts how many successes they will roll that turn. Write down these predictions and don't show them to anyone. After each roll, uncover that party's prediction. The first person to correctly guess how many successes they would roll gains the Edge for the next turn, regardless of contested rolls or circumstances.

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 the current situation. You *can* use a different pool, but unless you have the Edge, you lose the 10-again quality 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: You 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 as well.

Other Kinds of Chases

The chase system may also be used to represent other kinds of contests that fall outside the immediate timing of an action scene, such as tracking a Huntsman through the woods by her captive's diamond tears, or as an alternative to the Social maneuvering system (p. XX) to finesse another character into a particular position or behavior.

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

Equipment Types

- **Physical Objects:** the most common type. Items listed in the Appendix (p. XX) are physical objects, as are weapons and armor. Creative works also fall into this category.
- **Organizations:** small groups of people assembled to address a particular need, like a cadre of bodyguards or research assistants. Organizations built as equipment disband after one chapter unless purchased as Merits afterward.
- **Repositories:** collections of research materials and information sources on a particular topic, like a library of books, a database, or an assortment of security footage. This reflects gathering materials for repeated future use, not benefiting from an existing source. Repositories linger; if you purchase the Library Merit (p. XX) for a repository your character built, it stacks with the equipment bonus, to a maximum of +5.

- **Plans:** abstracted plans that orchestrate 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.
- **Mystical Equipment:** anything that carries minor supernatural potency, such as a circle of protection using salt and bone, a protective amulet, or a fae trap made of iron.

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 highest armor rating (general or ballistic). Penalties can't exceed -5.
- **Requirements:** The Storyteller may require the use of Resources, Contacts, or other Merits, or a separate research action, to reflect extra effort necessary before you can roll. This should only apply to enhance the drama of the story or introduce interesting plot elements to the action.
- **Time:** ranges from a few minutes to a few hours, but the important factors are whether you finish 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 during an action scene.

Build Equipment Action

Action: Instant

Dice Pool: Determined by the type of equipment. Wits + Crafts for physical objects, or Wits + Expression for creative works; Presence or Manipulation + Socialize or Streetwise for organizations; Intelligence + Academics for repositories; Wits + Occult for mystical equipment; Wits + Composure for plans. The Storyteller or player can suggest alternatives if appropriate.

Roll Results

Success: You build the equipment.

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

Failure: You build the equipment, but it carries the Fragile (p. XX) or Volatile (p. XX) Condition.

Dramatic Failure: You fail outright and suffer a consequence at the Storyteller's discretion, such as taking damage from an explosive reaction, suffering a Condition like Leveraged or Embarrassing Secret, or leading a threat directly to your location.

Jury Rigging

Sometimes, a character needs to build equipment without time for preparation or even much thought. Jury rigging always takes place in action scene timing.

Action: Instant; takes one turn

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

Roll Results

Success: You build the equipment, but it carries the Fragile (p. XX) or Volatile (p. XX) Condition.

Exceptional Success: You build the equipment.

Failure: As dramatic failure.

Dramatic Failure: As the usual Build Equipment action.

Repair, Modifications, and Upgrades

A character may want to fix or alter a piece of equipment that already exists. These actions usually only apply to physical objects, though exceptions are possible.

These rolls use the normal Build Equipment action, with the following exceptions:

Repair/Modification/Upgrade Basics

- **Built-In Penalty:** equals the *difference* between the object's current state and the bonus or benefits the player wants to add. Broken objects are considered to have an equipment bonus of 0. Partially functional objects may have a bonus only one or two dice lower than their usual bonus. For instance, if a computer would normally grant a +2 to research rolls but won't start and is therefore currently at a 0, the roll to repair it would suffer a -2.
- **Increased Traits/New Functions:** treat each modification or upgrade as a +1 equivalent. You can replace one function with another at no penalty — for instance, reversing the function of a walkie talkie to cause interference instead of receiving signals.

Taking Your Time

You may build equipment as an extended action instead, taking no built-in penalty to any of the rolls. Instead, the target number of required successes equals the total intended bonus and benefits of the equipment +1. Typically, players do this to avoid taking large penalties for complex equipment, or when they have small dice pools to begin with and don't want to risk a chance die. The Storyteller determines the time between rolls as usual. Overall success and failure work as normal for the Build Equipment action.

The Storyteller may also allow a player to build equipment that normally lies beyond the scope of this system, such as a car or a business, with an extended action. In this case, the time between rolls and total successes required should match the effort involved. Building a car may take a week between rolls and require 15 total successes, for example. Storytellers should keep in mind, however, that it's usually much easier to acquire such equipment in other ways, like stealing or purchasing a car, or using Social maneuvering to convince a potential business partner to take the bait. As a result, building this kind of equipment with extended actions should only be done if the player really *wants* to make it from scratch.

The Hedge

The Hedge is full of both pain and joy. It is brambles and Thorns and horrible things lurking in the shadows; it is birthdays and music and a kiss from an ethereal stranger you remember from somewhere. It is beautiful and terrible, claustrophobic yet neverending. The Hedge is a million ecstatic things, and you can take some of them home with you. The Hedge is a shortcut between here and there, and all it will cost is a chance of losing yourself. The Hedge stands between Earth and Arcadia, protecting the mortal world from the True Fae and their machinations — and vice versa, because the Gentry must take on the aspects of soil and sea to walk among humans.

Every Lost's durance ends with an escape, and the escape always leads through the Hedge. Here, the newly made Lost meets the Thorns, and the piece of his soul ripped from him and left dangling like a lost shoe from a power line is his Icon. But the association the Hedge and the Thorns have with a changeling's durance, and the pain he suffered to win his freedom, do not mean the Thorns limit themselves to pricking escaping pets, or that no one enters the Hedge on other business. Some beings even dwell there, living their own lives of wonder and enchantment, peddling magic to stay one step ahead of the darkness between the cracks.

The Hedge has many things worth the journey. It has Goblin Markets and goblin fruit, Hollows in which a changeling can find peace from the mortal world to which he no longer wholly belongs, and trods that lead to distant places faster than any mundane road. Far from the world of bills and petty corruption, the problems the Hedge poses feel far more primal and seductive. They're problems a changeling can face and overcome with adventures and clever tricks, worthy of retelling. The Hedge is a reflection of what's in a traveler's heart of hearts, too, a hazy amalgam of the familiar and the unknown.

It is a literal hedge, well-trimmed and manicured in some parts, wild and free in some. It is coils of barbed wire running through blasted urban hellscape where everything is crumbling alleyways and abandoned parking lots, and it is endless wastes of snow that yield only to travelers who choose the right direction. And it is romantic gardens, offering succulent bounties and vivid blooms for meeting a long-dead lover, and it is dreamy bazaars where a ha'penny and a promise buys a subway ticket back to childhood, for those willing to haggle. Here, hobgoblins dwell in hollowed-out apples and Huntsmen prowl paths cobbled with ivy-grown marble, and even the occasional liege of Arcadia strolls down the byways.

Stepping Through

The Lost can enter the Hedge through any portal (p. XX), replacing the mundane world beyond with a darkly verdant elsewhere and turning that door into a dormant Hedgeway, or gate into the Hedge. They can exit the same way. Humans can only enter and exit through specific rituals, at Hedgeways that a fae being has already opened previously. Every gate has a Key, a method for

opening that particular path into the Hedge. Finding a Key is far from impossible, but most humans don't realize it's not a two-way affair — a door may have a separate ritual for returning, or might not have a counterpart on the other side at all. Escaping means dealing with the denizens of the Hedge, or finding a changeling to rescue them.

For a number of turns after a changeling opens a Hedgeway equal to her Wyrd, the gate remains, only then to fade away once more. After a gateway has been used, it remains a dormant Hedgeway until the seasons change. During that time, other Lost do not need to spend Glamour to open the passageway, but once the season is up, they must establish the gateway again. A dormant Hedgeway hides behind the Mask just as a fae creature does (p. XX).

A changeling can find a dormant Hedgeway using her kenning (p. XX), or tokens and Contracts that identify supernatural phenomena.

Humans cannot open a Hedgeway by touch — the world they see is solid and the Mask is reality. To enter the Hedge, they need to find another way in, and a few exist:

- **Following Others:** Humans can pass through a Hedge gate that's already open without issue. As a changeling's Mask falls away when she steps through a Hedgeway, many humans who see one enter the Hedge do choose to follow, out of curiosity if nothing else.
- **Keys:** Legends such as fairy circles, alien abductions, or the enthralled woodsman following the beautiful hulder into the land of the Fair Folk can become Keys when a human heart holds the tales dear. These stories can play out when a human soul in the right place believes they should, triggered into existence by this belief. It requires a successful Resolve + Composure roll to open a Hedgeway this way, but the belief must come first.

Keys also exist on their own. They can be physical objects, such as a turtle shell carved with the right sigils or the broken-off star of an old Mercedes. They can be specific songs sung at certain times of day, or a particular confluence of events, or the presence of red-haired twins — nearly anything can open a Hedge gate, but the would-be traveler must find out what each gate's Key is separately. A curious seeker can take an extended research action to do so, with access to the right kinds of information sources, or can learn about it from a fae who knows. A few Keys see steady use, by individuals or groups.

- **Vice:** Any time a human indulges her Vice (p. XX) near a Hedgeway, her player may roll to resist the subconscious tug of the Hedge. She may waive this roll instead, resulting in the usual failure effects, below.

Action: Reflexive

Dice Pool: Wits + Composure

Dramatic Failure: The Hedge calls, and the character answers. The gate opens before her, and inside she sees her heart's desire made manifest. The pull is such that she need not even approach it; the Hedgeway reaches out and envelops her immediately, closing behind her. The object of her desire may turn out to be an illusion. When it doesn't, the story turns darker still.

Failure: The Hedgeway opens, presenting a temptation that appeals to the character's Vice as above. She may answer the call or not; if she does, she gains another Willpower point for fulfilling her Vice *again*, beyond the normal limit of one per scene, and her player takes a Beat. The gateway slams shut behind the character once she passes through.

Success: Temptation flares, but the character resists. She remains unaware of the Hedgeway, save only for a slight feeling of relief and disappointment deep down in her subconscious.

Exceptional Success: In a blurry flash of sepia vision, the character sees her future as the Hedge would have shaped it, and becomes aware that a path to somewhere *else* beckons here — and that she has escaped a doom today.

[CHARTY THE CHART]

Common Modifiers

Has visited the Hedge before +1 per previous visit, to a maximum of +3

Current Willpower is 8 or higher +1

Current Willpower is 3 or lower -1

Has Occult 2+ or a supernatural Merit -1

Virtue also supports entering -1

An Aspiration supports entering -2

Has lost friends or family mysteriously -2

[/END CHART]

Hedgeways exist wholly inside the Hedge, too, cordoning off some areas from the rest. The Gate of Horn (p. XX) that separates the Dreaming Roads from the Hedge proper is one example; the myriad hidden entrances to Mirror Space are another. Finding and stepping through these gates works just the same way as above.

Other Beings Called to the Hedge

Characters who don't have Vices may still prove tempting enough prey for the Hedge to accost. Vampires, demons, Prometheans — these are harder for the Wyrld to read, providing no easy hook to snare them. However, the Storyteller may decide that the Hedge can call these beings in other ways, playing to their particular weaknesses and wants. Other supernatural beings who *do* have Vices can fall for the Hedge's tricks just as easily as mortals.

Clarity in the Hedge

For a changeling, the Hedge is the borderlands between the two worlds to which she belongs, and it resonates with her true nature. Here more than anywhere, she must face herself and her past, and so the Hedge scours the illusions away and the truth of what she is becomes visible for all to see. At the same time, the Hedge can be a relief — in the mortal world, people try to tell her faeries don't exist, and in Arcadia the Gentry try to rewrite her to match their whims. But the Hedge takes her and her experiences as they are. Here, everything is as real as she makes it, or as ephemeral as she wants it to be.

A changeling's player reduces the dice pool for all Clarity attacks by one inside the Hedge unless something within the Hedge itself caused it, such as abrupt scenery shifts or a hobgoblin terrorizing her.

Hollows

A Hollow is a sanctuary, created through the Lost's fae nature and intent or discovered after driving off the competition, and shaped into a desired form. Hollows are relatively safe, but nothing is completely so. Many things would dearly love to break a Hollow open like an egg and scoop out the innards, Lost and all. Huntsmen know well the tricks a changeling can use to ward off intruders, and sometimes they just wait outside, patiently, letting their heralds whisper through the cracks until the changeling emerges. After all, the renegade has to come out eventually.

The advantages of owning a Hollow can be found under the Hollow Merit, on p. XX.

Traveling the Hedge

In the Hedge, a traveler can see echoes of human world analogues. If she wanders the Hedge of Detroit, she'll see hints of buildings, cars, and factories even as brambles cover and consume them; or perhaps the brambles are busybody salesmen and surly factory supervisors, all sporting long red noses and voices like shrill whistles. Some objects and places directly correspond to things on the other side, especially closer to the mortal world. But more often, objects in the Hedge reflect the way the traveler thinks of them when she's feeling fanciful or frightened. If she always thought the city's skyscrapers looked like looming guardians closing in on her, they're exactly that here: taller and more sinister, inching closer moment by moment. If she loves riding the train and wishes trips would take longer, the tracks in the Hedge stretch out to the horizon, letting her ride as long as she likes. Places long gone and forgotten in the mortal world may still have reflections in the Hedge, if someone who enters remembers them or has looked lovingly on their black-and-white photos in old newspapers.

Trods (p. XX) are not the only paths through the Hedge, though they are the only ones that remain in place. Most people who travel the Hedge do so on less reliable roads, through valleys beneath a flight of witches mounted on giant owls, and then through a shopping mall beset by living mannequins animated by a little girl's longing for her long-dead sister. It takes a wanderer in circles even while moving him closer to his goal (or to the Fae), and it takes him on a long, straight boulevard under trees full of enchanted paper lanterns. Time has a strange bent here. Every little corner, every path, every room, has a different concept of time. In some places, it passes quickly. In some, it doesn't pass at all.

The Hedge shapes itself around a traveler according to a few factors: what's nearby on the other side, in the mortal world; what has been in a particular place before; the traveler's own needs, fears, and feelings, and those of others around him; and the strength of a traveler's Wyrd. The first two factors are up to the Storyteller. Each place in the Hedge should have its own personality, and while things shift often, returning to the same place and recognizing it as such works unless a character has deliberately changed it drastically.

To do anything other than wander aimlessly, characters must make navigation rolls inside the Hedge. They begin by stating a goal, which could be a specific location — "I want to take a shortcut to San Francisco" or "I want to find the nearest Goblin Market" — or a more general objective, like "I want to find an Icon" or "I want to get away from this loyalist." Navigation inside the Hedge works just like a chase, using the rules on p. XX. Even if the characters are unopposed, the Hedge itself works as an "opponent," representing the myriad dangers and temptations that face all travelers there.

The characters must engage in a new chase whenever they have a new goal.

Terms of the Chase

When the characters have clear opposition, such as outrunning a Huntsman or chasing down a thieving goblin, determine the terms of the chase as normal, but the Hedge itself also always counts as a “character” and has its own turns and dice pools. Its goal is always to lure travelers off the path into the Thorns, or closer to Arcadia, and the Storyteller should determine where the characters end up if they lose and the Hedge wins. This doesn’t preclude someone else from winning, too — just because the Hedge lured them into a cave, that doesn’t mean the Huntsman lost their trail.

Note that getting “closer to Arcadia” is a matter of relative distance. The Hedge is too fluid and psychoactive to have a firm sense of space — no one could map, for instance, how far a particular glade is to the gates of Faerie. But routes do exist, and those routes lead through places with identities of their own and along paths a traveler could remember and try to repeat, assuming no one shaped away the Whistling Tree Bridge and its swamp trolls in the meantime and forced the route to change. Characters who fail a chase in the Hedge usually end up in a place where one wrong move could open a door that leads straight to the Others.

The Hedge has an effective Speed of 10, or 15 in the Thorns. On a trod, its Speed is (10 – trod rating). Its Initiative modifier is equal to (10 – the highest current Clarity among the characters), to a minimum of 0; if no changelings are present, its modifier is 10. The Hedge begins with a base pool of five dice for all rolls (including to determine the Edge), regardless of the Attribute + Skill the characters roll. Modify the pool based on the following table:

[THIS IS A CHART]

Circumstance Hedge Dice Bonus

Characters are on a trod – (trod’s rating)

A character has at least one positive mental or emotional Condition –1 per character

A new turn begins +1 (cumulative)

A character has at least one negative mental or emotional Condition +1 per character

Any character’s current Clarity (or equivalent) is lower than half its maximum +1

The characters have a pressing time limit +2

The Hedge has the Edge +2

Any changeling incited Bedlam this scene +2

Any changeling incited Bedlam this scene with exceptional success +3

Characters are in the Thorns +3

[END OF CHART]

If a single character has both a positive and a negative relevant Condition, the bonus and penalty cancel out for that character. The Storyteller may add or subtract dice due to other appropriate circumstances, as well.

The base number of successes needed for a given character to prevail in the Hedge is eight, rather than five. Use the chart on p. XX to determine modifiers to this number, as well as the following additional modifiers:

[THIS IS A CHART]

Circumstance Modifier

The character's Wyrd rating -1 per dot

Character accepts a point of Goblin Debt for a hobgoblin's aid -1 per point accepted, to a maximum of -3

Character is a Huntsman -1, or -2 in the Thorns

Character's current Clarity is 3 or less +1 at 3, +2 at 2, +3 at 1

Characters traveling a trod +1 per milestone desired

Characters are under a time limit +1 somewhat urgent, +2 more urgent, +3 most urgent

[END OF CHART]

Resolve the chase as normal. Success means the characters achieve their goal within the time limit (if there was one), and any direct opposition failed to achieve its own. It's possible for some characters to succeed and some to fail, though, so sometimes changelings give up their victories to help out companions left behind or whisked away. Failure with direct opposition usually means a fight or some other confrontation. Failure without direct opposition means the characters ended up somewhere the Hedge decided they should be, rather than wherever they were trying to go. If the Hedge beats everybody involved, they *all* end up wherever the Hedge was herding them. Any character who doesn't succeed gains the Lost Condition (p. XX).

Trods

The Hedge has paths running through it, created and maintained by hobgoblins, Gentry, Huntsmen, and the Lost themselves. They are equal parts footpath worn into the fabric of the place by frequent, long-term use, and deliberately laid road. Most freeholds maintain a few trods to useful places, and many changelings have their own private garden paths. Some trods are secret, known only by a few among the Lost and the local Hedge denizens. These are comparatively safe, as far as safety means anything in Arcadia's borderlands, but a traveler is as likely to see bands of hobgoblins harassing the grumpy old nix living in the well as she is to see a Huntsman leading a pack of harvest dogs, and some are even the private promenades or hunting trods of a True Fae. Which are which, a trod alone does not reveal, so the Lost know to keep an eye out when traveling an unfamiliar route.

Trods have a dot rating from 1 to 5, representing how well-kept they are and how far they go, but not necessarily their safety. Trods have set endpoints, which could exist in the mortal world, within the Hedge, or even in Arcadia. The area in between can shift from journey to journey, though it remains roughly recognizable. The scenery around a trod always maintains some semblance of similarity, but can change its nature — a wall of thorny brambles might turn into a mess of barbed wire, or a forest of razor-sharp ice crystals, or a wall of flame, but will never be open terrain. Certain landmarks remain constant, and the higher the trod's rating, the less mutable its terrain.

The Storyteller should determine a trod's rating by starting with the table below, determining how far it reaches, and then modifying the rating up or down depending on how well its caretakers do their jobs, or whether it even has caretakers anymore at all. A lovingly pruned trod kept by a meticulous goblin or changeling freehold might be worth +1 or even +2 dots, while a

haphazardly attended trod would be worth −1 or −2, and a completely abandoned one might be worth −3.

A trod can bridge points in the mortal world, but it also bridges a number of milestones in the Hedge equal to its rating, in addition to its two endpoints. Thus, a two-dot trod passes through two relatively stable milestone locations along its route, such as Madam Thimblestitch's house or the Philadelphia South Street Goblin Market.

[[TABLE]]

Trod rating Mundane distance bridged in miles

- Less than a full mile
- One to 10 miles
- 10 to 100 miles
- 100 to 1,000 miles
- Links any two places in the world

[[/END TABLE]]

When navigating the Hedge on a trod, players don't need to participate in chases to reach milestones or their goals (as long as they don't stray from the path to achieve them) unless they have direct opposition or a time limit.

The Stable Trod Merit (p. XX) grants characters regular access to a trod. Players can define their trod's milestones upon purchasing the Merit, or they may instead introduce them in play according to what makes sense on their journeys.

The Thorns

For all that the Hedge is a liminal place, it reflects the touch of the Gentry's all-consuming temperament like anything of a fae nature. Those who stray too far from the path find themselves among the Thorns, metaphysical representations of the Hedge's greed. It chews and swallows, cracks bone and sucks marrow, and takes away precious things. The Hedge is generous with its misery, spreading it out and harvesting it, plucking the apples from wanderers' eyes and marveling at their beauty. The Hedge is bountiful and gracious, but for everything it gives, it takes something away. Most of all, the Hedge changes people.

To ascribe a motivation to the Hedge is a poetic flourish, though, to give a meaning and a pattern to something ineluctably beyond those who experience it. Though it has literal thorns on rosebushes and impassable fields of brambles, the Hedge also has many other barbs to prick more than just fingers, from razor-sharp icicles lining every surface of a cave's walls, to swarms of stinging and biting insect goblins, to forests of despair and terrors born of nightmares. Not all Thorns are thorns, and not all of them are tangible threats at all. "The Thorns" is simply the term changelings use to describe the most dangerous parts of the Hedge, where it's easier to get lost and the things that live there are less friendly.

To the Lost, the Thorns are painful and horrific, a shifting jaunt through memory and fantasy that acts as a constant reminder of their ordeals at the hands of their Keepers. For a mundane human, the effect is subtler, a creeping lethargy and confusion. Her speech grows confused and disjointed as she loses the ability to concentrate. Her environs become more nonsensical,

reacting in direct proportion to her fear and instability. Any negative mental or emotional Conditions a character suffers here play out in the environment as metaphors and dreamscapes, usually causing breaking points.

When navigating the Thorns, tracking or seeking something or someone specific among them, or otherwise investigating them in such a way that takes a character further from the path, dramatic failures can result in a wide variety of awful fates, ranging from Conditions like Lost or Madness, to Tilts like Insensate or Insane, to stumbling through a door into Arcadia or the den of some hobgoblin that hasn't seen another soul in years.

Icons

All Lost must pass through the Thorns at least once, to return to the world they left behind. They leave something of themselves behind there, and that something is an Icon. It is this passage that strips away the last shreds of their human Integrity, and leaves them with Clarity alone. Even a changeling who is rescued passes through the Thorns and loses part of himself. A soul shredded by pain and healed only imperfectly leaves the Hedge, with chunks torn out that leave scars on her psyche for the rest of her life; but a changeling can mend her soul if the lost patches return.

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. A bird Icon might represent the changeling's free spirit or a long-lost beloved pet, while a rock Icon might represent her stubbornness or the stability of her ethical code. They are small and easy to carry, and when a changeling recovers one, it becomes part of her again the moment she returns to the mortal world. (Of course, she has to get it there first.)

System: Recovering an Icon completely replenishes a character's Willpower points and permanently increases her maximum Clarity by one. 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, such as the kindly Wizenad butler who helped her escape in return for a promise to never forget him — and they might spur her to an attempted rescue or other action. Every changeling character has at least one Icon waiting for her in the Hedge somewhere (or in a Huntsman's pocket), and the Storyteller can provide opportunities to recover as many Icons as he wishes.

Holding a changeling's Icon gives someone access to parts of her mind and soul, to the long-lost memories and feelings the Thorns stole. Any fae being touching an Icon may spend a Glamour to see a vision of one of the changeling's memories from her durance, or her life before it. 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. By succeeding on a Clash of Wills (p. XX) against the changeling — even if she doesn't know about it and isn't present — someone who sees the Icon's visions gains the Informed Condition (p. XX) regarding her.

An Icon's Worth

Returning another changeling's Icon is a major source of goodwill and respect among the Lost, and may lead to gaining Merit dots like Allies, Mantle, or Court Goodwill. Wealthy or influential

changelings sometimes send others to recover their Icons for them, whether by dint of their authority or in exchange for a reward.

Sometimes, an Icon remains where the changeling lost it, in wild and deadly territory. Other times, it meanders across the Hedge, carried on the wind or moving of its own volition. It can even end up playing a role in some mortal's dream, finding its way into a Bastion. But just as often, something finds it. Sometimes, that something is fae, and sometimes it is *Fae*.

To a True Fae, an Icon is an item of sentimental value, a keepsake to remind it of its beloved slave or valued possession, a bargaining chip to trade with the one whose servant lost the Icon, or just a curiosity. It can give the Icon to a Huntsman or a privateer as a lure for their quarry. While the Gentry have no shortage of perverse things they can do with an Icon, these pale in significance next to the object's draw on the Lost. A changeling's soul is never whole without her Icons, and the loss bites deep — the Lost always seem to come back for their Icons, and so they make excellent bait.

An Icon also makes a nice little treasure for a dragon's hoard or a Goblin Queen to hold in case she needs to bargain with the Lost. It fetches a handsome price at a Goblin Market, and it looks good as a trophy — sometimes, the Thorns can be goblins, too, and they like to brag. A hag might hide it in the deepest, darkest tunnels under the smelliest bog in the lands just to spite a changeling who wronged her once.

Hedgespinning

Savvy travelers understand how the Hedge responds to their thoughts and feelings, and can learn to deliberately shape it by altering people's mindsets, including their own. The Hedge is anything but simple — any change may have unforeseen and potentially dangerous consequences. But mastering the art means gaining a measure of control over the landscape, easing a journey or making someone else's harder. The Thorns may burst open and release goblins armed with daggers and malice, but the changeling scorches clear the path ahead with pure, searing rage.

Any fae creature can subtly shape the Hedge, but only changelings, Gentry, and Huntsmen can enact paradigm shifts. 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 the 10-again quality 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, subtle or paradigm, in direct reaction to whatever the characters just did. A paradigm shift the Hedge itself enacts grants a Beat to each player whose character suffers adverse effects from it.

Subtle Shifts

It's not enough to simply think of something terrifying, or use Contracts to change emotions magically. A traveler must engage in a give-and-take with the surrounding Hedge and the people whose minds it reflects, pushing and pulling a little at a time until each changes the other. 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, or physically wrestling with a foe who represents an internal struggle she wishes to move past.

Any mundane action a character takes in the Hedge may help pave the way toward Hedgespinning, although since the shifts reflect the emotions and general mental state of

everyone involved, the results can have unpredictable side effects on exceptional successes and dramatic failures. Before each action, the player decides whether she wants it to generate shaping successes or not. If she does, the action takes a dice penalty depending on where she is: -3 on a trod, -2 in the Thorns, or -1 elsewhere. If she generates successes in excess of what's necessary to succeed at the action, she may immediately spend one Glamour and allocate those extra successes to Hedgespinning. She can spend Hedgespinning successes to change details about her surroundings, or learn secrets and shortcuts. A dramatic failure on a roll designated for Hedgespinning incites Bedlam (p. XX) in everyone present.

A player can only allocate any given rolled success to one purpose, so on actions for which successes matter, she must choose whether to allocate each success to its usual result or to the shaping. For instance, if the changeling makes a successful attack against a loyalist and rolls four successes, she may either deal four points of damage (plus her weapon's modifier as normal), change four successes' worth of Hedge details, or compromise between them to deal *some* damage and change *some* details. The player can only allocate rolled successes to Hedgespinning, not successes automatically added by a weapon's modifier or other method.

Because the number of rolled successes always matters for Hedgespinning, working together with allies is vitally important for achieving major changes to the Hedge; a player can more reliably score large numbers of successes while taking teamwork actions with her motley. Extended actions in the Hedge can allocate successes to Hedgespinning as well, but each roll must immediately apply its excess successes to shaping during that interval; they don't accumulate over the course of the action.

Subtle Hedge-shaping effects can be as fantastical as the changeling likes, as long as they're still relatively small changes. Players should describe their changes in terms of what's actually happening to the scenery — for instance, creating a weapon via Survival actions might make a tree sprout sword-leaves a changeling can pick, or she might take a Jury Rigging action to smash two rocks together until they merge and form a hammer. Learning information about the area via shifts involves actions that confuse or persuade the Hedge to open up paths that didn't exist before; for instance, she could draw a picture of a door on a blank stone wall and convince everyone present that it's a real door through which a threat might come at any moment, thus *making* it one that leads to a Hollow she didn't even know was there. Of course, doing it that way might lead to a Hollow inhabited by someone hostile, but that's just an opportunity for potential gain.

Below is a list of example Hedgespinning effects a player can spend individual successes to accomplish. The Storyteller may allow others on a case-by-case basis.

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Hedgespinning — Subtle Shifts

Success Cost Effect

1+ Give any character an equipment bonus to their next roll equal to successes spent, to a maximum of +5; represents creating or fortuitously finding one of the five types of equipment (p. XX) on the fly

1+ Give any character a general and ballistic armor rating equal to successes spent for one turn, to a maximum of +5

- 1+ Create one or more weapons from whole cloth, of a total Availability equal to successes spent
- 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 entrance to the Gate of Horn," not "Juliet's Hollow" or "the entrance my Keeper used")
- 1 Introduce a minor beneficial twist of luck or complication for any character
- 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 Beat, 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

[END OF CHART]

Paradigm Shifts

If a player achieves an exceptional success on any action designated for Hedgespinning, she may spend *two* points of Glamour to enact a paradigm shift, spending not just excess successes on the roll, but all of them. If she does, she forfeits the usual Condition she would bring into play for her exceptional success. She may spend these successes on subtle effects as above, but she may also spend them on more drastic changes, listed below.

If the character has a Contract, token, or other power that would allow her to make a change normally, the player doesn't need to spend successes to do it. For instance, using Elemental Fury to call down a storm doesn't require a paradigm shift and doesn't give her an emotional Condition.

[THIS IS A CHART]

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 Create any one goblin fruit
- 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 dreamer's Bastion 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 Add one enhancement to a Hollow you're currently inside (p. XX), or add one ability to your Fae Mount (p. XX), for the scene; you may purchase these with Experiences to make them permanent if doing so wouldn't exceed the maximum Merit dots
- 9 Move your immediate environs, with a radius up to (your Wyrds 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

[END OF 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 Hedgespinning paradigm shift, she gains an emotional Condition that reflects the general

direction and outcome of the changes she made. For instance, if she summoned a blazing fire, she's likely to gain the Berserk Condition; but if that blazing fire got out of control and killed a few innocent goblin bystanders, she might gain the Guilty Condition instead. Pulling these emotions from deep inside her to change reality might dredge up memories from her durance or make her feel too fae for comfort, potentially prompting a breaking point at the player's discretion.

Paradigm shifts also alert the 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 more paradigm shifts a character enacts in a scene, the more attention she draws to herself.

A changeling may use her kenning (p. XX) with a dice bonus equal to her Empathy dots to read the nature of any paradigm shifts that occurred in the area within the last week.

Places in the Hedge

The Hedge is not a monotonous maze of fog-shrouded bramble. Those parts exist, but the Hedge has other things inside it as well.

The Deep Caves are a treacherous feature of the Hedge, a set of narrow tunnels lined with razor-sharp gemstones that wind, twist, and change as the traveler proceeds. They rarely see use, and few would follow a fugitive there, because few ever return. Some changelings say the Deep Caves are alive, a predatory beast with gemstones for teeth, an ancient and powerful hobgoblin that has grown to enormous size and lies in wait to feast on flesh and blood. Others say they are a passage to the Underworld, where the souls of the dead dwell, and the ferryman owes anyone who successfully braves them three wishes. (Traits for the Deep Caves are on p. XX.)

The Dreaming Roads are the part of the Hedge that connects to humanity's dreams. They branch off from hidden gates and take the traveler into the realm of dreams, where sleeping minds grasp for wonder inside fortress-like Bastions. Many a wanderer has fled a briarwolf only to find himself standing beneath black gates and an ever-moonlit sky. (See Oneiromancy, p. XX, for more information.)

Gloomwood looks from outside like a small stand of foreboding trees blocking the path forward through the Hedge. Inside, it is a dreamlike forest filled with mist, with giant cobwebs strung between the boughs. This is where the Gloomwood Fair, a regular Goblin Market, takes place every solstice and equinox, and this is where the spider-thing la Duquesa de las Arañas holds her court. A monstrous fae being, the eldest among the Lost say la Duquesa was once one of their kind, but she sold her sanity long ago and became Gloomwood's queen. Now she keeps her own court filled with her spawn. Within Gloomwood, la Duquesa lives in the fortress called el Alcázar de Pesadillas at the center of Gloomshire, a small village whose inhabitants she abducted, one by one, from the mortal world as children. Gloomshire is the site of the Gloomwood Fair, and la Duquesa does her utmost to make it seem like a normal little town, but in truth it is just a façade. Her spider children run the town to trap and eat unwary travelers, and the human population is little more than terrified figureheads. Hapless prisoners end up in el Alcázar de Pesadillas, where la Duquesa kills and consumes them unless they defeat her in a contest of her choosing.

The Sleeping Badger is an inn across which wanderers in the Hedge occasionally stumble. Travelers have found it in many places, many times — some Lost speculate that the Sleeping

Badger actually stalks interesting travelers across the Hedge and appears to them in their moment of need. The Fae and their servants never approach the inn and, when they're hunting someone, it appears to their quarry. Little knowledge exists about it — it is always empty of customers, but offers deliciously prepared meals, hot baths already drawn, and inviting, ready-made beds. Changelings who have found the Sleeping Badger sometimes say they ate and slept soundly and left without trouble; others tell stories of nightmarish things happening at night, of their own shadows hunting them, and of helplessly watching themselves eating flies and human flesh. Maybe they dreamed it, or maybe the ones who talk of a pleasant stay have simply forgotten...or been made to forget. Perhaps something different happens each time. Perhaps not everyone leaves at all.

The Escape

Run, run away. Run from Arcadia, run through the Hedge. Hide and scamper, careful but fast. This is the prologue, the most hectic time in a changeling's life, his desperate flight back to home and independence.

In general, a prologue benefits from a lack of dice. It starts with the Hedge as a hurdle, and ends with sweet freedom. In between, three things must happen: The character must brave the Thorns, he must lose his Icon(s), and he must face peril.

This is a good time to teach the *character* to fear the Hedge while introducing the *player* to fascinating elements of it that he might want to revisit later in the chronicle. Use Hedge ghosts and hobgoblins, make creative use of terrain, and don't be afraid of outmatching the character. The escape is a predetermined event — you need luck, wits, and bravery to escape the durance, and if this character didn't have those, he would not be a **Changeling: The Lost** character in the first place. You can scare him as much as you want, knowing he'll make it through just fine in the end.

Goblin Fruit

The Hedge is a fertile place, and here and there its branches bear fruit, alien yet oddly familiar growths that carry the scent of laughter and taste like bittersweet regrets. Here are found poisoned apples and fruit from the tree of wisdom, each carrying its own perfected shape and murmuring with its colors and sweet smells, “eat me.” The Lost obey.

Goblin fruit: the fruit goblins eat, and fruit that are themselves goblins. They are a million fancies, mirroring all the sweet delicacies of Earth and so much more. They are a favored part of Lost cuisine, with some variety or another fitting into every dish. They carry within them the essence of the place where they spawned, and consuming one bestows Glamour and other fae benefits upon the eater.

Varieties

No full listing of goblin fruits could possibly exist. For that, they are too many and too individual. Below is a list of exceptional examples. Most goblin fruits simply restore one point of Glamour when consumed — the exceptional varieties listed below provide unique effects in addition.

A changeling can only sustain a certain amount of goblin fruit outside the Hedge, based on her Wyrd rating. Any extras rot away, starting with the oldest one. So long as she does not carry any more than her permitted rating, though, only fruit specifically noted to spoil do so.

[CHART]

Wyrd Goblin Fruits Sustained

1	Three
2-3	Seven
4-6	13
7-8	29
9	101
10	Unlimited

[END CHART]

Amaranthine

A small eggplant in the soft red of compassion, amaranthine grows where despair colors the Hedge the most deeply, and smells like hope and cinnamon. When eaten, it instantly heals a single point of aggravated damage. It is one of the most desirable goblin fruits, and fetches high prices at Goblin Markets.

Faerie Peach

Plump and juicy, fragile to the point of transparency, faerie peaches feed on the radiance of the True Fae, and only sprout where the Gentry pass frequently by. That makes them dangerous to forage for, and a clear warning sign when one of the Lost stumbles across them. When she consumes one, her mien takes on the grand and terrible majesty of the Fae themselves, and the Hedge shies away from her. She travels the Thorns as though they were normal Hedge and normal Hedge as though it were a trod, but all fae beings nearby sense her presence strongly and see her for what she is, and anyone who knows her face still recognizes her. This phenomenon intrigues the Gentry, and if the impostor is revealed, she can expect more Fae than just her Keeper to take an interest. The effect lasts until the changeling leaves the Hedge or for a day and a night, whichever comes first.

Liar's Apple

Delicious, red, and round, liar's apples grow only in the most deceptively pleasant groves within the Hedge. When eaten, they taste of ashes and gloating, and leave the eater unable to tell the truth until the sunrise after the next — which also makes her immune to interrogation, but not to the consequences of her lies.

Odinroot

Stark and strange, odinroot grows only out of bare rock where blood drawn by the Thorns has fallen. It has a stoic and untrustworthy look to it, and when it is chewed raw, the bitter flavor of realization allows the eater to recover a point of Willpower alongside the Glamour. She suffers a Clarity attack with a one-die pool.

Ogre Peppers

Growing on tightly-wound, leafless coils of barbed wood, ogre peppers are small, jagged, and cruel-looking chilies formed from righteous wrath and well-earned guilt in equal combination. They are sour and spicy in the extreme, far beyond what most mouths can endure. Consuming one leaves the eater's mouth with bleeding sores, blood seeping out through the lips and down the chin, though it inflicts no damage. Ogre peppers leave the consumer fearless until the next midnight, provided she pursues a goal she truly believes in; she automatically succeeds on all attempts to contest or resist fear in its many variations, but suffers a two-die penalty on all rolls to maintain self-control. From ogre peppers, changelings also extract red capsaicin, a liquid identical in appearance to blood that is many times stronger than mundane capsaicin oil.

Vines of Bacchus

The vines of Bacchus are a rare delicacy, plump and cheerful, with colorful flowers and a heady aroma. When mashed, they form a rainbow paste that goes well in salads and can induce a prophetic haze in those who smoke it. Their most valued effect is that they taste foul beyond belief to anyone who wishes harm on the people around them, which means they are useful for rooting out loyalist infiltrators in a freehold.

Oddments

Not all goblin fruits are edible. Some are tools or weapons. Strange things grow in the fog-crazed depths of the Hedge, things some unknown force made with purpose and desire. They may have their origin in Faerie, but the Gentry find them too weak to be of use.

Cogleaf

Shiny metallic leaves in the shape of small cogs, cogleaves lie on the ground, as if shed from a tree that is nowhere to be found. While they contain the same Glamour as any goblin fruit, they are made of metal and most changelings cannot digest them. A cogleaf is a universal replacement part for anything broken. So long as the broken part is small and hidden from sight, a device with a cogleaf installed works, whether it replaced a busted motherboard or a missing rope from a pulley. A device repaired with a cogleaf also becomes unnoticeable to any being without a Supernatural Tolerance trait — mundane beings see the object, but it does not hold their interest or attention at all, and quickly slips from their memories. Anyone immune to this effect instead immediately senses that something is strange about that device.

Jennystones

Some plants are oddments because they are just so unappetizing. Jennystones are said to be the lost teeth of the folk legend Jenny Greenteeth, but whether this is true or not, they usually grow as seeds on the Jennystone bush. They are an oddment because of their smell — they stink beyond belief, with an almost malicious edge to them. They reek so strongly that any creature unfortunate enough to smell them suffers a one-die penalty on all non-reflexive actions while the smell is present. Jennystones are popular slingstones for changelings willing to hold their breath or wear gas masks. Someone desperate enough *can* swallow one to regain a point of Glamour if he can keep the thing down, which requires a successful Stamina roll.

Lancebeet

An oddment filled with joyous abandon, lancebeet is a long, thin, beet-like vegetable that tapers to a sharp point. It tastes like an unexceptional, moderately sweet apple when eaten. Those who harvest it can throw it as a weapon, which eagerly seeks out its target, adding three dice to the

attack roll. After hitting a target, it quickly withers away into nothing but the vague sense of loss and youthful trust betrayed.

[CHART]

Type	Damage	Ranges	Initiative	Strength	Size
Lancebeet	2	Thrown	-2 2	2	

[END CHART]

Pledges

Beware making deals with the fae.

Much of human understanding of the fae — including changelings, Huntsmen, the True Fae, and everything in between — comes down to that platitude. And yet, note the phrasing. “Beware making deals” is cautionary, not proscriptive. It isn’t that people *can’t* bargain with the creatures from the other side of the Hedge, it’s just dangerous and usually unwise.

Pledges, though, are an integral part of life for changelings. They are attuned to the Wyrd, and the Wyrd takes statements of intent seriously. How many times a day does a person say “I promise” or “I swear” or “so help me,” but with no real belief behind those words? The Wyrd refuses to accept casual use of such phrases, and the fae may make such statements binding.

Changelings also make promises to one another, swearing oaths of loyalty, love, enmity, or simply friendship. They make such oaths using the same power that lets the Wyrd seal statements of intent, but with very different purpose. An oath between changelings is taken with free will and full consent. To do otherwise is a grave insult, and impossible for those who still retain any independence from the Wyrd’s ineffable will.

Finally, the fae can make promises of service, favors, or magic to others. The benefit to doing so is concealment — a changeling performing services for others ingratiates herself to the Wyrd, thus hiding effectively from Huntsmen.

All fae creatures engage in some form of deal making, whether it’s changelings making pledges, hobgoblins collecting debts, or the Gentry claiming sovereignty over Regalia in exchange for limiting themselves. It’s in all their best interests to make sure this unspoken economy continues apace, because if the fae didn’t define the terms of the Wyrd’s demand for settled obligations this way, it would find another one — one nobody would like.

Sealing

The simplest form of a pledge, a *sealing* requires that a fae being see or hear someone make a statement of intent. The intent doesn’t have to be sincere, and the fae have been taking advantage of promises made in haste or exaggeration since human beings first started using language. A man who says to his son, “I swear, next time you come home late, I’m kicking you out” probably doesn’t mean it — but to the Wyrd, that doesn’t matter. A fae being can seal that promise, and the unfortunate father must either make good on his word or suffer the consequences.

Any fae creature can seal a promise. Changelings generally do it to give themselves leverage with human antagonists or cement a bargaining position. Huntsmen do it to add unwitting or unwilling pawns to their arsenal of Lost-hunting tools. Others do it for a variety of reasons, always maneuvering to get *something* out of it in the end.

Creatures of the Wyrd (including changelings) are, for the most part, immune to the effects of sealing. Other fae creatures can attempt to seal their words, but since the fae know what to look for and can detect the slight fluctuations in the Wyrd needed to seal a statement, they can undo the sealing as quickly as it's done. A changeling *can* allow her statement to be sealed; she usually does this to demonstrate that she has every intention of keeping her word on a minor matter. A serious declaration of intent or honesty merits an oath (see below), but a promise of something comparatively mundane ("I promise, I won't leave until we dance") or a promise made if time is a factor ("Yes, truce, I'm not going to hurt you, now *get in here*") can simply be sealed.

Most Courts don't place any stigma on attempting to seal a statement, even if the other party undoes it immediately. To changelings, an attempt to seal a statement isn't so much an attempt to bind the other party with magic as it is a tacit statement that the sealing party is paying attention and expects the other changeling to keep her word. Likewise, undoing the seal isn't necessarily a blatant declaration that the character *will* break her word, just that she doesn't wish to be held to it magically.

Benefits

Sealing has little benefit to the person making the statement. For the most part, the sealing simply locks the subject into his words; he's forced to follow through on what he has promised or suffer the consequences. If the character does follow through, without attempting to get out of it, he comes through the experience wiser and fulfilled; in game terms, he gains a Beat. Sealing provides no material or magical benefit, however.

For the character doing the sealing, the benefit is mainly in being able to hold something over the subject's head. The sealer can release the effect at any time, unbinding the promise and freeing the subject from his words.

Consequences

A sealing is simple, quick magic, and breaking it has an immediate, annoying effect. Sometimes the oathbreaker feels tired or develops a sudden headache. Sometimes he experiences a brief run of bad luck. Extreme effects might include nosebleeds or subtle supernatural effects; the character's reflection reverses for an hour, for instance, or cream curdles in his presence.

The sealer can, however, increase the severity of the consequences by investing a bit more magic into the process. If she does so, the subject might suffer minor injuries or endure the sealer's magic with no hope of resistance.

System

To seal a statement, the changeling needs to hear a subject make a statement of intent. This includes any phrase that expresses a pledge, promise, or plan to undertake a course of action. The statement doesn't have to be something that the subject could actually complete, however.

The changeling cannot seal a statement unless she is present when the subject makes it. If the changeling were to see a person type or write a statement, she could seal it. She cannot, however, scroll through a social media feed and seal every statement of intent she sees, nor can she seal a statement if she only sees or hears a recording.

To seal a statement, the player simply spends a point of Glamour. If the subject is also able to use Glamour, he can undo the sealing by countering with a point of his own. Both parties are

aware of what happened. If a changeling allows her words to be sealed, she takes a Beat. A changeling can only earn one Beat per chapter this way.

The player can decide upon a penalty for breaking the seal when the seal is made, or when it is broken. As stated under Consequences, the penalty is fairly minor. The player can choose from:

- Loss of one Willpower point
- One point of bashing damage
- A one-die penalty to all rolls for one scene
- A two-die penalty on a specific Skill for one scene
- A three-die penalty for one specific roll
- A minor supernatural effect (character's reflection faces the wrong way, character causes milk to spoil, cats scratch or bite the character, etc.) for one scene

When creating a seal, the changeling can also strengthen it. Doing so requires spending a Willpower point as well as a Glamour point. If the character does this, the player can levy a more stringent penalty for breaking the seal, including:

- Loss of ability to regain Willpower for one day
- One point of lethal damage
- Three points of bashing damage
- Loss of ability to spend Willpower for one scene
- A two-die penalty on all rolls for one scene
- A three-die penalty to all rolls with a specific Skill for one scene
- A five-die penalty to one specific roll
- Use of one of the changeling's Contracts on the target, activated when they break the seal. The player rolls to activate the Contract and notes the successes; the effect applies when/if the subject breaks the seal.

A seal is broken when the subject either *attempts to fulfill the promise and fails* or *becomes incapable of doing so*. For example, someone saying "I'm going to kick his ass" would fail to fulfill this promise if he picks a fight with the other party and loses, or if the other party were to die before the fight happens. If the subject had said, "I'm going to kick his ass *if he doesn't leave my sister alone*," the subject is under no compulsion to start the fight if the other party does, in fact, stay away from the sister. If, however, the other party dates the sister and the subject makes no attempt to fight him, he breaks the seal and the consequences apply.

The subject might simply refuse to ever honor the promise, but as long as he is capable of doing so, the seal remains intact. Of course, the subject might make a statement (which a changeling then seals), and then make another statement refuting the first (which a changeling also seals), placing the subject in a catch-22 situation regarding the Wyrd. Even with the relatively innocuous magic of sealing, the Lost regard this as a bad position to be in; the subject cannot help but violate one oath or the other, and the Wyrd takes notice (the Storyteller is left to her own devious devices, here, but kicking the consequences up to the level of an oath, p. XX, is a good

place to start). Changelings also sometimes seal statements and then work to *make* fulfilling them impossible, to gain an advantage or just to make a point.

Sealing a Huntsman: A changeling can attempt to seal a Huntsman's statement, but doing so requires the player to reflexively roll Presence + Wyrd vs. the Huntsman's Resolve + Wyrd. The player still needs to spend a point of Glamour.

Roll Results

Dramatic Failure: The Huntsman sees and notes the changeling, marking her with a malevolent gaze. She gains the Paranoid Condition.

Failure: The changeling fails to seal the Huntsman's words.

Success: The changeling seals the Huntsman's statement. Huntsmen, being vessels for the True Fae, feel the weight of their words more strongly. The changeling can levy a heavier consequence, just as if she had strengthened the seal by spending Willpower. The changeling gains the Paranoid Condition.

Exceptional Success: As above, and the changeling does *not* gain the Paranoid Condition.

Sealing the True Fae: The Gentry are far too powerful for casual statements to bind them. A changeling can attempt to seal the word of a Fair One, but the Fae automatically notices and can refute it without Glamour expenditure. Whether she laughs off the petty attempt to entrap her in her own words or immediately turns the changeling into a weasel depends on the Fae in question.

Sealing in Play

Changeling players can use sealing to bind characters to their word, but without the effort required to make a bargain or an oath. Of course, the effects are commensurately small, but the subject of a sealing doesn't necessarily know the consequences are minor. If a character knows the changeling is a supernatural being, capable of impressive magical feats, and understands that she is bound into a promise "or else," the changeling wields some considerable psychological power over her. The Storyteller should let this kind of power grant benefits in Social maneuvering.

Changelings can seal each other's words, and gain one Beat per chapter for allowing their allies to seal theirs. If the players abuse the privilege ("Okay, let's all go around the circle and promise to buy each other a burger so we can all get a Beat and avoid worse sealings"), the Storyteller may rule that the constant minor fluctuations in the Wyrd attract Huntsmen or the Gentry, or that breaking such a frivolous seal carries a much harsher penalty due to the insult to the Wyrd.

Oaths

An oath between two changelings is at once a commonplace and special occurrence. Oaths are a kind of currency to the Lost, because all of them understand that any temporal reward could become meaningless at any moment. When everything falls apart, all a changeling has is her word, and she doesn't give that away lightly. If two (or more) changelings are willing to exchange oaths, they know — and the Wyrd knows — that they are serious about their feelings.

Changelings, Huntsmen, and the True Fae are the only beings that can swear oaths, and Huntsmen cannot swear oaths to each other. Human beings and other non-fae creatures can make bargains with the Lost, but these are defined by what the bargaining parties will do, not what they feel. Oaths are sworn with heart, soul, blood, and Wyrd. The actions the swearer takes demonstrate whether she follows or violates an oath.

Changelings take a wide variety of formal oaths, used for a number of different situations. Common oaths include joining a court (the changeling swears an oath to another member of that court, and receives its Mantle), joining a motley (motley oaths are infinitely varied, but usually include a vow to do no harm to the other members), forming or joining a freehold (a larger-scale version of a motley oath), and declaring a duel (both parties agree on the terms, weapons, and win conditions).

Swearing an oath binds characters together. That binding is permanent — though someone can “break” an oath, doing so merely changes the parameters of the oath, rather than erasing it. A changeling can leave a motley, but he can’t take back the time he spent with the other changelings or the oath he made; once he makes restitution, the terms may shift to accommodate the new circumstances, but the oath doesn’t go away. A changeling might leave his lover, but he can’t obviate the relationship, and earning forgiveness just means they owe each other something different now. By making an oath, the character chooses to define himself, at least in part, by that oath.

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.

Benefits

Swearing an oath has many potential benefits, but which ones the swearer enjoys depends on the nature of the oath and the language employed. Oaths that bind multiple characters together, such as the oath a changeling swears when joining a motley, court, or freehold, usually grant magical effects or bolster a character’s relationship with the Wyrd in some way. Oaths that bind two fae together harmoniously, such as a marriage vow or a pact of friendship, allow the sworn to bolster or support one another, and, often, to find each other wherever they might roam. Oaths that bind them together in enmity, though, such as duel oaths, oblige both characters to perform sinister and fatalistic deeds. The Wyrd repays discord with discord, and harmony with harmony.

Consequences

Violating an oath is a dangerous proposition, in large part because a character cannot escape from an oath. An oath, once sworn, defines his relationship with the other party forever. As such, if a changeling swears a motley oath, then violates that oath and betrays his motley, his relationship with them is “former motley member and traitor.” He can never not have a relationship with them; their fates are entwined. The oath itself usually lays out the specific consequences of violating it, but some overly optimistic changelings don’t bother specifying what happens to an oathbreaker. These unfortunates suffer terribly. Without the words of an oath to direct its power, the Wyrd has free rein to punish the offender.

Specific consequences for violating an oath may include disruption of magic (if the fae isn’t going to honor his contracts, why should the Wyrd?), sickness, Clarity damage, or increased attention from other fae creatures. For the True Fae, the consequences are even more dire (p.

XX). The larger problem for changelings, though, is that a changeling's status as an oathbreaker follows him. It is possible for an oathbreaker to be forgiven, but this requires him to make recompense to all offended parties...including the Wyrd itself.

Systems

Any number of characters can swear an oath. Some oaths are closed, meaning that once sworn, no new participants can be added. Others are open, meaning that new characters can swear the same oath and receive the same benefits.

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; two changelings swearing an oath of camaraderie might cut their hands and mingle the blood, while changelings swearing eternal love usually kiss. A changeling joining a court might clasp hands with a ranking member of that court, while a changeling joining a motley could embrace each of the other members in turn.

Once the participants swear the oath, they reap the benefits. The specific benefits to an oath vary, as do the consequences, but oaths for changelings can be broken down into three rough categories: societal, personal, and hostile. The Gentry's oaths are far too broad and strange to fall into categories this way.

All oaths bestow the Persistent Oathbreaker Condition (p. XX) if violated.

Societal oaths include oaths sworn when a changeling joins a motley, court, or freehold. The changeling gains the benefits of being part of that group. For a court, this means the character gains the first dot of the Mantle Merit (p. XX) without spending Experiences, and is bound by whatever restrictions that court usually levies. For a freehold, the changeling becomes a recognized part of the local supernatural landscape; the player receives a +1 to all rolls to navigate the Hedge wherever the freehold controls it. For a motley, the changeling enters a pact with his fellows. The nature of the pact varies — some motleys are bosom companions, some merely agree to come together when an outside force threatens them all — but the members can choose one from a number of game effects (or create a new one with the Storyteller's approval):

- Once per chapter, they can treat a Contract roll as a teamwork action (p. XX). All participants must possess the Contract for this to work.
- Members of the motley can meditate for one turn, and distribute their collective Glamour evenly among the members; the Wyrd consumes any leftover Glamour as a tithe.
- Once per chapter, when representing the motley, a member can use the highest relevant Social Skill possessed by any member *and* apply the effects of any Merit or kith blessing present in the group. The character doesn't need the motley's permission when representing them, but any consequences for that character's action come down upon the motley as a whole.

Consequences for breaking societal oaths always include immediate revocation of all benefits, and may also include:

- A penalty to all Contract rolls within the lands held by a forsworn leader (−3 is usually appropriate).
- The character gains the Sick Tilt (p. XX) during the season of the court he betrayed.
- Social penalties or the Notoriety Condition (p. XX) with members of the betrayed group or court.

Personal oaths are sworn between two changelings in support of one another: lovers, blood siblings, friends, or protectors. Changelings who swear these oaths while maintaining membership in a motley had best beware — the Wyrd doesn't care if the changeling must break one oath in service to another (and in fact, such situations come up regularly for the Lost).

Changelings bound by a personal oath gain a Beat whenever they suffer a setback or inconvenience in the course of living up to the oath, up to once per chapter. A changeling making a significant effort to express the emotion that inspired the oath in some obvious manner can regain all spent Willpower, just as if he had affirmed his Needle, once per chapter. In addition, the oath-mates can choose one of the following effects (or create a new one with Storyteller approval):

- Once per chapter, one member can suffer an injury on behalf of the other. The changeling doing so suffers *all* damage that his partner would have, and cannot reduce this damage through armor, magic, or any other means.
- One member can suffer a Condition or Tilt meant for the other. This has to be decided when the Condition or Tilt is levied (if an attack blinds a character, that character's oath-mate can't take the Blind Condition the next day), but the two changelings don't have to be in the same place for this effect to happen. This doesn't grant immediate, detailed knowledge of the other characters' situations, but the changeling does consciously make the decision to take on the Tilt. For example, if one changeling is in combat with some briarwolves and would suffer the Arm Wrack Tilt, a motley member miles away could feel the wounds start to appear and choose to take on the injury herself, but she wouldn't know where her friend was or what manner of danger he was facing. Changelings can't suffer Clarity Conditions on each other's behalf.
- Once per chapter, the changelings can choose to swap their Glamour or Willpower pools. This doesn't affect their Willpower dots or maximums, merely the points. Once swapped, the changelings are stuck with those new ratings until they naturally rise or fall (or until the next chapter, when the characters can swap them again).
- Changelings bound by a personal oath can always find each other. If one is in the depths of the Hedge, hiding in a new city, or even, some say, among the dead in the Underworld, the other party can seek him out. This doesn't change the time required or the trials endured to seek out the other member, but the oath allows unerring tracking.

Consequences for violating personal oaths tend to be comparatively minor, but that's only because the changeling has probably made several lifelong enemies in the process of breaking the oath. Some possibilities include:

- Feeling the pain of one's former friends; any wound penalties a former motley member suffers also apply to the oathbreaker, to a maximum of -3.
- The character suffers a -3 to Initiative (p. XX) if he enters combat with a member of his former motley.
- Breaking a formal oath is a breaking point for changelings (p. XX), so some motleys simply let Clarity sort out the consequences.

Changelings can also swear personal oaths to Huntsmen, though doing so is dangerous in the extreme. They usually do this when they're trying to restore the Huntsman's heart (p. XX), but nothing stops the Gentry from reclaiming the verderer again later if they get their hands on him,

and the oath doesn't end just because one party loses his free will and personality. The benefits and consequences involved in an oath with a Huntsman highly depend on circumstances. The above options are all potentially valid, as is anything else the players come up with, at the Storyteller's discretion.

Hostile oaths indicate undying enmity between two parties. Once the oath is sworn, the participants must remain enemies. Hostile oaths usually don't last very long, as the characters swearing them often fight to the death shortly after doing so. Hostile oaths don't carry much in the way of mechanical benefit, except that a character involved in one gains a Beat when his enemy wounds or inconveniences him, up to once per chapter. A participant gains a point of Willpower during any scene in which he wounds or inconveniences his enemy.

Violating a hostile oath is rare, since, again, they don't tend to last long enough. It does happen, though, that in the midst of a fight, a changeling has a change of heart or learns some heretofore-unknown piece of information that renders the enmity moot. The Wyrd, of course, does not care. The changeling must carry out the letter of the oath, or become marked as an oathbreaker.

When changelings swear oaths with Huntsmen, hostile oaths are the most common. It's a gamble, but many changelings would rather take the odds of a knock-down, drag-out fight or duel than the odds of escape from a single-minded captor. Likewise, 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.

Bargains

Human tales of the fae are replete with accounts of faeries performing tasks for people — spinning straw into gold, crafting shoes or other goods, cleaning houses, cooking fantastic meals, or otherwise using their supernatural acumen on behalf of humanity. The humans in these tales sometimes have to repay the faeries' kindness, and the price sometimes takes them aback.

In truth, though, changelings make bargains with people because doing so disguises them. If a changeling has an agreed-upon function within human society, other fae creatures have a much more difficult time finding her. Of course, she has to keep up her end of the bargain — and in order to reap the benefit of the bargain, that bargain must be ongoing.

Changelings make bargains with human beings for another reason, though, quite apart from the increased ability to hide from their enemies. Bargains make changelings feel like they belong. Ripped away from their families, forced into servitude and escaping through a nightmare of thorns, changelings are, as their sobriquet implies, Lost. A bargain with people requires *contact* with people, and forces the changeling to rediscover and interact with a world she thought forever taken from her.

To make a bargain with a person, the changeling has to reveal her true nature. She doesn't have to be honest with the mortal about the particulars of her situation, but she has to appear to the person without her Mask and propose the terms of the agreement. She can promise anything she wants to the person, but to gain the benefits of the bargain, she has to be capable of making good on her promise. Changelings should therefore take care to bargain with services they have the Skills or Contracts to fulfill, though it's not unknown for a changeling to bargain with one person to deliver a service that another person she bargained with is actually going to provide. Changelings should beware, though — it just takes one misstep for the whole web to break.

Benefits

By making a bargain with a human being, the changeling gains a kind of camouflage with respect to the Huntsmen and the Gentry. This protection extends beyond the Mask — all changelings have *some* degree of concealment, but the magic that makes human beings see them without their fae features only extends so far. A bargain gives the changeling a place among mortals, and tricks the Wyrd into assuming that she *should* be there. Huntsmen and Fae, therefore, see her not necessarily as human, but as a natural part of the landscape, a faerie feature that is and has always been. A bargain isn't foolproof, of course — the fae are persistent and powerful, and have many ways to ferret out the Lost.

Consequences

Breaking a bargain with a person doesn't carry a heavy consequence for the changeling in question, at least in comparison with breaking an oath. The changeling simply loses the benefits of the bargain, meaning that she is once again exposed to her foes. This is, of course, a potentially fraught situation, depending on who's looking for her at the time.

Depending on the scope of the bargain, the changeling might also gain the Notoriety Condition (p. XX).

The human participant needs to live up to his end, as well, or suffer the wrath of the Wyrd. The most common punishment for a human failing to honor his part in a bargain is stumbling through a gateway into the Hedge and therefore becoming vulnerable to the Fae. This isn't because of specific wording in the bargain (most changelings wouldn't wish being taken by the Gentry on their worst enemies, much less some hapless person who just forgot to set a pie on his windowsill), but because of the nature of the bargain. Just as a kept bargain shields a changeling, a broken one shines a harsh light on whoever would dare cheat the Wyrd.

System

Changelings cannot swear bargains with other fae creatures, including changelings, and prefer to do so with human beings. Magical beings unaffiliated with the Wyrd can agree to bargains, but doing so sometimes has strange side effects. No matter the nature of the other party, the changeling must appear to him without her Mask, and propose the bargain. Most changelings observe mortals for days or weeks, discerning simple tasks they can perform to strike a bargain. The bargain is usually an ongoing task — a changeling might offer to clean the human's house once a week, or sew her a dress once a month, or grant her pleasing dreams three nights a week. At that point, the changeling gains the Obligated Condition (p. XX).

The subject agrees to provide something in return, but it doesn't have to be commensurate with the service the changeling is providing, since the point of the bargain isn't what the human can provide anyway. Some changelings simply ask for money or valuables, while others ask for goods they can sell or trade. Clever changelings word their bargains so that the subject has to provide a seemingly innocuous service or undefined payment sometime in the future, and build up a bank of favors. The game mechanics of such favors, if any, are up to the Storyteller, but an appropriate use would mimic the effect of a one- to three-dot Merit, once per story.

Oneiromancy

A coin falling into a pile of rustling leaves. A familiar face removing a mask to reveal a stranger, only then to remove another mask and reveal a familiar face once more. The feeling of leaden

legs as a truck barrels down the desert road, coming this way. Those who carry within them a sliver of Arcadia know these things, and more. Lucid dreaming is the art of controlling one's own dream, and the Lost excel at it, their dreams growing more vivid and real the more they become creatures of Wyrld. To alter dreams, to manipulate those symbols and read meanings into metaphors so deeply personal that no other soul would understand — this is the art of oneiromancy, the sorcery of dreams.

Walking into a dream is like walking into a new world, populated by nightmare monsters and everyday people just like any other world. But here, everything has two meanings. The doorman in your apartment building isn't just a doorman, he's also your frustration with your humdrum daily routine. He doesn't know that, but if you press him, he'll insist you come inside before it gets dark, and if you don't he might become something else. When these two meanings conflict, one takes a backseat. That's why, when you speak a dream aloud, its events may not make sense to the waking mind. A sun rises at midnight, or a dog speaks Chinese, or a door leads where it shouldn't. These are the transitions between symbol and meaning, the translation between the subconscious and something consciousness can clearly remember.

All changelings lived for a time in the world of Faerie, which is very like the world of dreams in some ways. Its reality is malleable in the hands of beings who shape it like clay. An event can have two meanings — one the human mind can comprehend, and one only the Fae understand. Learning to think like the Gentry, even in a small way, has changed the way the Lost interact with dreams.

Painting over the canvas of a dream is a delicate undertaking. An oneiopomp — one who walks in the dreams of others — must swim against the current of the dreamer's mind, engaging with his imagination to build currency with which to pay for the changes she wishes to make to his sleeping subconscious. People dream to wrestle with their demons, their fears and worries, their fondest wishes and their most fragile hopes. An invader here must take care not to stomp too loudly, lest she become the very demon the dream is meant to excise.

The Gates of Ivory and Horn

The Lost know two paths into the realm of dreams: the Gate of Horn and the Gate of Ivory. The Gate of Ivory is in the oneiopomp's mind, the Gate of Horn in her body.

The Gate of Ivory

The Gate of Ivory is the easiest path to find. A sleeping changeling crosses this gate in dream form, entering her own dreams and turning them lucid. Her player simply needs to succeed at a Resolve + Composure roll for her character to meditate while going to sleep to reach this state. The player may make this roll even if the changeling is *already* asleep, representing the character's ability to realize she's sleeping and take the reins, unless she suffers the Comatose Condition (p. XX). Contracts and other abilities work the same way in dreams that they do anywhere else. The changeling can target her own eidolons and any allies or intruders she finds there. She can also practice oneiromancy on her own dreams. If she leaves her own Bastion to wander the Hedge or other Bastions, she recovers no Willpower for that night's rest.

The Lost (and anyone else she brings along) manifests a dream form, rather than her physical body, after passing through the Gate of Ivory. The dream form has no Mask, appearing in her fae mien. She uses this form to interact with anything in dreams while her body remains in the waking world, alive but unconscious.

Instead of the nine Attributes physical characters use, characters in dream form use the three simplified traits of Power, Finesse, and Resistance, as follows:

- **Power:** Equal to Presence for changelings, Intelligence for others. Used for Intelligence, Strength, and Presence tasks.
- **Finesse:** Equal to Manipulation for changelings, Wits for others. Used for Wits, Dexterity, and Manipulation tasks.
- **Resistance:** Equal to Composure for changelings, Resolve for others. Used for Resolve, Stamina, and Composure tasks.
- **Dream Health:** This trait replaces regular Health. For changelings, it's equal to current Clarity + the character's normal Wyrd-based Attribute maximum (e.g. 5 at Wyrd 3, or 6 at Wyrd 6, according to the table on p. XX). For others, it's equal to Resistance + that character's normal Attribute maximum. Losing Dream Health imposes wound penalties just as for standard Health. When a dream form inside her own Bastion is “killed” due to Dream Health loss, such as by an eidolon’s attack, the character simply physically wakes up. A dream form “killed” in someone else’s Bastion or in the Hedge wakes as well, but she also suffers the Lethargic Condition (p. XX). If her “death” is the direct result of a dreamweaving action or other fae magic inside *any* Bastion, she suffers the Soul Shocked Condition (p. XX) when she wakes up instead; the intrusion of Arcadian whim imposes an otherworldly gravity upon a dream, dragging all its inhabitants’ souls that much closer to Faerie for a time. When a changeling takes more Dream Health damage in a single attack than her Attribute maximum, the excess damage also applies to her Clarity track (p. XX).

A changeling can take other individuals with her when she passes through the Gate of Ivory, as long as they’re asleep. She must be in physical contact with all potential guests and spend one Glamour point per guest, and she must still succeed at the usual Resolve + Composure roll and fall asleep to pass through the Gate. Those she takes along need not roll. Changelings and other fae can unconsciously spend a point of Glamour of their own to resist this if they like, while others may spend a Willpower point to do so. Other beings with Supernatural Tolerance traits may engage in a Clash of Wills to avoid this cost. Anyone the changeling brings through the Gate this way ends up in dream form, traveling her dreams with her. They can leave her Bastion by finding the exit and either stepping out into the Dreaming Roads or physically waking up; but unless they’re capable of oneiromancy on their own, finding the exit requires muddling through the dream’s narrative.

Changelings and other lucid dreamers can physically wake up from their own dreams at will. Waking up from someone else’s requires finding the Bastion’s exit, which counts as an important prop, and making a Resolve + Composure roll, which the Bastion’s Fortification (p. XX) might contest if the dreamer doesn’t want them to leave. The roll alone suffices for a character wandering the Dreaming Roads in dream form. Dream form oneiropomps can’t roll to wake safely from anywhere else, including elsewhere in the Hedge, as it lies a distance too far from dreamscape and thoughtform.

A changeling with the Dreamsteps Contract (p. XX) can pass through the Gate of Ivory directly into someone else’s dreams instead.

The Gate of Horn

The Gate of Horn is more elusive. It exists as a Hedgeway within the Hedge itself. A traveler must navigate the Hedge normally (p. XX) and find it to pass through. All the routes to the Dreaming Roads are the Gate of Horn, refracted across the fabric of the Hedge to appear in many places and lead to many Dreaming Roads.

The character who passes through the Gate of Horn is not asleep, but awake, and physically present in the Hedge. He uses his normal Attributes and traits, rather than those of a dream form. Someone who's physically present in a dream must find the Bastion's exit, as above, and successfully pass through it to leave, but the Resolve + Composure roll is not required.

Dreamweaving

The origin of the word "oneiromancy" lies in divination through dream interpretation, but changelings can shape a dreamscape in much the same way they shape the Hedge, pushing and pulling at the fabric of psychoactive surroundings through the power of their Wyrds to make changes to a person's mind. They can't directly impact someone's psyche this way, but dreams are how people process emotions and deal with subconscious impulses and traumas. A changeling who changes a sleeper's dream also changes the way his mind copes with his subliminal thoughts.

Eidolons and Props

An eidolon is a dream actor, a character that is part of a dream and doesn't exist outside that context. Most eidolons are just set dressing, extras in the play that unfolds as the dream progresses. Some of them are more important, representing thoughts the dreamer wrestles with or specific strong emotions. An eidolon may be a symbol for the sleeper's fear that her mother will ridicule her in front of her friends at an upcoming party, but not for fear of her mother or of ridicule in general. Changelings can interact with eidolons as though they were ordinary people or creatures, and in fact must do so if they want to change anything inside the dream.

Objects and creatures in dreams are props that have identical traits to real-world versions of themselves. Like eidolons, they can be important or unimportant. The line between eidolons and props can be fuzzy; some prop-like things might be eidolons if they're more like characters. A talking dog, a nightmare monster on a rampage, and a sapient computer could all be eidolons.

The importance of an eidolon or prop isn't based on its role in the current scene, but rather on whether or not it represents something from the dreamer's mind. A locked door might seem crucial to a changeling trying to break into a house, but unless it represents the dreamer's inability to let new friends get close to him, it's an unimportant prop.

Eidolons use the traits for Hedge ghosts (p. XX), except that they don't have frailties or any of the four common powers all Hedge ghosts possess, and their Numina are more focused on their identities and functions within the dream. Important eidolons have a Wyrd rating equal to the Fortification rating of the dreamer's Bastion (p. XX). Eidolons that are just extras have a Wyrd rating of 1 instead, and have no Willpower or Glamour to spend on Numina or anything else.

The dreamer himself is not an eidolon, but an oneiopomp in his own right with a dream form, although non-changeling dreamers can't engage in oneiromancy even in their own dreams. "Killing" the dreamer ends the dream immediately, destroying the Bastion; see p. XX for more about this.

Playing a Role

Shaping a dream is a little like shaping the Hedge (p. XX). A changeling oneiropomp must engage directly with the ongoing scene within the dream before she can make changes or glean secrets, and she must take up a role that matches what's already happening there when she arrives. She needs to influence the situation inside the dream so that it will present her with the symbolic opportunity she needs to accomplish her goals. For instance, if she wants to force the dreamer's mind to cough up a repressed memory, she must guide the scene through normal actions — Social maneuvering, exploration, assassinating eidolons, etc. — to find an opportunity to uncover lost knowledge. She might pose as an archaeologist looking for funding for a new dig, a private investigator offering her services to a jilted lover, or a cat burglar stealing state secrets from the president's office. Then she must convince the dream that she's succeeded at being whatever she says she is, by persuading the eidolons to grant funding, solving the lover's mystery, or successfully making off with the files.

A dream responds to these actions in expected ways unless a changeling meddles with them. If she tries to take up a role as a police officer at a child's birthday party, the attendees react as they would in reality. The changeling could then question the child's parents or arrest someone, but she couldn't act like the clown entertaining the children and expect the eidolons to just play along; at least, not without shifting the dream's paradigm more directly, and drawing unnatural attention to herself.

Subtle Shifts

Without dreamweaving, the existing narrative of the dream limits the changeling's influence, as above. However, she can spend Glamour to subtly tweak facts about the dream and nudge events in a direction that better suits her purpose.

In game terms, dreamweaving works just like Hedgespinning (p. XX), with a few exceptions. A dreamweaving character takes mundane actions as normal, depending on how she plans to symbolically create opportunities, but unlike in the Hedge proper, *all* such actions she takes suffer a dice penalty equal to the dreamer's Composure. This is true even in her own dreams — she must fight her own subconscious mind if she wants to meddle. Whenever her player generates successes beyond what's necessary to succeed at any mundane action, she may immediately spend one Glamour and allocate those extra successes to dreamweaving. She can spend dreamweaving successes to change facts about the dream, or learn things about the dream itself or the dreamer. Dramatic failures don't incite Bedlam, as they do in the Hedge.

Subtle dreamweaving effects can be as fantastical as the changeling likes, as long as they're still relatively small changes to the dream. Unlike in the Hedge, they aren't limited to changes to the physical environment. Players should describe their changes in terms of what's actually happening to the characters and props in the scene — for instance, granting armor might make a bulletproof vest appear on the changeling's person, or it might make a giant hand sprout from the ground to grab the bullet out of the air. Learning information about the dreamer via shifts involves actions that prompt the eidolons or the dream itself to give things away; for example, an oneiropomp may weave the sound of a text message alert into the dream and wait for the dreamer to instinctively enter a password into his smartphone, which the changeling can observe.

Below is a list of example dreamweaving effects a player can spend individual successes to accomplish. The Storyteller may allow others on a case-by-case basis.

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Oneiromancy — Subtle Shifts

Success Cost Effect

- 1+ Give any eidolon or oneiopomp an equipment bonus to their next roll equal to successes spent, to a maximum of +5; represents creating or fortuitously finding one of the five types of equipment (p. XX) on the fly
- 1+ Give any eidolon or oneiopomp a general and ballistic armor rating equal to successes spent for one turn, to a maximum of +5
- 1+ Create one or more weapons from whole cloth, of a total Availability equal to successes spent
- 1 Learn whether an eidolon is an extra or important
- 1 Learn all the traits of an eidolon extra, or one trait of an important eidolon
- 1 Replace one kind of eidolon extra with another of the same general type, like replacing a child with an old man or a bus driver with a soldier; or remove one entirely from the scene
- 1 Replace one kind of unimportant prop not currently in use by an important eidolon or oneiopomp with another of the same Size, like replacing a car with a unicorn or a pair of pants with a sword; or remove one entirely from the scene
- 1 Introduce a minor beneficial twist of luck or complication for any eidolon or oneiopomp
- 2 Introduce a personal Tilt for any eidolon or oneiopomp
- 2 Introduce a hazard to the scene, such as carnivorous grass or a swarm of bees
- 3 Learn one thing about the dreamer that's not a deliberately concealed secret, like one of his traits, his address, one thing he knows about a certain subject, or the name of his closest friend
- 3 Make a minor location change, like moving the action outdoors from inside or onto the roof from the ground
- 4 Introduce a temporary Condition for any eidolon or oneiopomp, which fades without resolution when the target leaves the dream or ceases to exist
- 4 Turn any eidolon's or oneiopomp's failure into a dramatic failure

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Paradigm Shifts

Paradigm shifts in oneiromancy use the same system that they do in Hedgespinning (p. XX), except that *every* mundane action is considered a dreamweaving action, as above. Changelings don't receive extra dreamweaving successes for paradigm shifts that align with their Thread, nor do they gain emotional Conditions at the end of the scene. Hedge locals can't sense what happens inside a Bastion. However, a changeling *can* use her kenning (p. XX), with a dice bonus equal to her Empathy, to sense whether a dreamer's Bastion has been the target of dreamweaving within the last week.

In her own dreams, a changeling with Wyrd 6+ achieves exceptional success on three successes rather than five for purposes of enacting paradigm shifts (but not for purposes of the usual results of whatever action generated the dreamweaving successes).

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Oneiromancy — Paradigm Shifts

Success Cost Effect

- 1+ Harvest points of Glamour from the dreamer's mind equal to (successes spent + 2)
- 2+ Bank a number of successes to add to a later shift within the scene and current Bastion (subtle or paradigm) equal to successes spent minus one, to a maximum of five banked successes
- 3 Replace an eidolon extra or unimportant prop with something drastically different, like replacing a person with a rampaging giant or a chair with a dinosaur
- 3 Introduce a major beneficial twist of luck or complication for any eidolon or oneiopomp
- 5 Introduce an Environmental Tilt
- 5 Force another oneiopomp to engage in a Clash of Wills with you if they try to physically wake up within the next turn; failure means they fail to wake up
- 6 Learn a deliberately concealed secret about the dreamer, like who he works for, what kind of supernatural creature he is, or the location of his most prized possession; if another character's magic conceals the secret, the changeling must win a Clash of Wills
- 7 Introduce a Persistent Condition for any eidolon or oneiopomp, which fades without resolution when the target leaves the dream or ceases to exist
- 7 Completely change the scenery, like moving the action from a parking lot to a sewer or from a city to the inside of a volcano
- 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, like fly to a single destination, survive decapitation if it happens within the next turn, or turn someone into a cockroach
- 9 Find something important, like a Huntsman's hidden heart, the dreamer's representation of a specific emotion or thought, etc.
- 9 Transfer a Shift Condition onto another oneiopomp present in the scene

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Shift Conditions

Any fool with a knife could conceivably cut someone's heart out, but only a surgeon can leave the patient ready for a transplant and recovery afterward. Enacting a paradigm shift in a dream is jarring to the dreamer's mind and draws the eidolons' attention to the changeling beyond the role she's currently playing, inflicting Shift Conditions (p. XX).

If your character has no Shift Conditions, the next paradigm shift she enacts inflicts the Dream Infiltrator Condition. If she already has it, the next paradigm shift she enacts upgrades it to the

Dream Intruder Condition instead. If she already has *that* one, the next paradigm shift she enacts upgrades it to the Dream Assailant Condition.

A changeling who has the Dream Assailant Condition and tries to enact another paradigm shift risks violently waking the dreamer. When she does so, roll her current Clarity + Composure, contested by the dreamer's current Willpower + Resolve. If the changeling wins, the dream continues as is and she can spend successes to enact the shift as normal. If the dreamer wins, he wakes immediately, destroying the Bastion; see p. XX for more on this. The changeling may forgo this roll to *deliberately* destroy the Bastion, if she likes.

A changeling enacting paradigm shifts in her own dream never inflicts Shift Conditions unless she is somehow unaware of her own situation (such as while suffering the Comatose Condition, p. XX). Doing so in the dreams of other lucid dreamers may not inflict them either, at the Storyteller's discretion.

Advantages of Oneiromancy

Many of the effects a changeling can achieve through oneiromancy could be more efficiently done another way, such as through Contracts or Social maneuvering face-to-face. Using oneiromancy grants certain advantages, though. First and foremost is never having to let your target know who's messing with them, and being able to manipulate people from the comfort of your own home. Meeting the Gentry or a Huntsman on a dream battlefield helps even the odds for you, especially if you bring friends. You can even turn the eidolons (or the dreamer!) against your enemy with Bedlam, Contracts, or shift effects. Defeating another oneiropomp in battle and imposing the Lethargic or Soul Shocked Condition on them can be worth it, too.

Some courts take to dream combat — or its more old-fashioned name, oneiromachy — to resolve internal disputes or determine pecking order without having to inflict actual violence upon each other. Finally, using oneiromancy on yourself or your allies can achieve things it would be hard to do for each other otherwise, and can build trust as motley-mates expose their darkest nightmares to one another.

The Dreaming Roads

The Hedge is the barrier separating stone and water from the fabric of beautiful madness, and it has hidden paths that lead into dreams. These enchanted and furtive trods wend their way through wonders and perils, leading into dreamscapes just as the Hedge fades into Faerie. No one is certain why the Hedge connects to humanity's dreams, other than to cite the uncanny similarities between its psychoactive properties and the human subconscious. These trods are the Dreaming Roads, and the fae know how to walk them into the dreams of Earth. A careless or unlucky oneiropomp might find herself straying into Arcadia itself through one of many hidden fae doors, if she finds the Hedge proper and walks on out into the waking world.

An ever-moonlit sky covers a Dreaming Road as it passes beneath trembling tree-things, through sparkling meadows, and over jagged, tooth-like rocks. The wanderer's footsteps and the murmured whispers of sleeping minds play backdrop to the fractured soundscape of dream fragments, mingling with the occasional silver-chime baying of a Huntsman's war hounds.

Sometimes, a great and powerful beast crosses the path on its way down roads where the Fae cannot follow. Sometimes, a lost and confused mortal walks the hidden paths on his own.

The Dreaming Roads are mysterious avenues where escaped nightmares and shards of human fantasy roam, and so traversing one requires speed and attentiveness. Goblins make the rounds here, collecting dream trinkets to peddle on carts of obsidian and ivory. Huntsmen sometimes travel the main thoroughfares of the Wayward Paths in pursuit of their quarry, and even the Gentry see fit to stroll between the shores of oblivion. Each Bastion's dream spills out into the surrounding area, so a traveler has some idea of what she's getting into as she approaches such a stretch: a dreamer stuck in a glass coffin in the woods imposes a dark forest filled with the baleful yellow eyes of hidden predators, while a dreamer flying among skyscrapers creates a shining metropolis where the sun glints from infinitely tall steel beams.

Navigating the Dreaming Roads

All Dreaming Roads are trods with ratings between 3 and 5 (p. XX), and characters navigate them as normal. However, Hedgespinning doesn't work here; the Lost believe it's because the Roads are a remnant of the time before the Gentry came, shunted into the Hedge from old Arcadia but not truly a part of it.

Just off the road, the terrain stretches only a short distance before crumbling into the lunatic logic of stranger dreams. These wilder places make poor shelter, leading wayfarers down eerie rabbit holes to places beyond the Hedge — perhaps even beyond Arcadia. In truth, Bastions are the only reliable hiding spots when trumpets sound and laughter like ashes and rust echoes beneath the never-changing sky. Even the weakest mortal Bastion provides some sanctuary, or at least a shortcut to elsewhere. Desperate changelings may flee into the surrounding chaos, but a traveler who strays off the beaten path risks wandering into an inhuman dreamscape or an alien realm of existence. Treat anything off the path that isn't part of a Bastion's territory as Thorns (p. XX).

Stranger Paths

The edges of a Dreaming Road are unusual opportunities for the Storyteller to introduce crossovers into realms associated with other game lines, anywhere that an unrestrained dream path might intrude. Some potential destinations include the wild corners of Old Arcadia, where the Fae have no purchase; a clockwork nightmare of the God-Machine's occult industry, where flesh-and-metal angels guard enormous gears lubricated by the blood of the poor; the hidden chambers of the Primordial Dream, wherein dwell terrible and ancient things; the astral realm of the Temenos or the Anima Mundi, where archetypal deities and ideals given flesh inhabit cyclopean structures and mystical landscapes; or the depths of a mythical Underworld, where the dead walk and the susurrus of ocean waves beckons around every corner. A changeling may even be able to reach an Oneiros — the astral realm that resides within a person's soul — if the circumstances are right; but it is not a dream, and fae oneiromancy doesn't work there, despite the name.

Bastions

To enter dreams requires finding and breaching Bastions, the metaphorical sanctity of the human mind as translated into literal fortresses along the Dreaming Roads. These sanctuaries take many shapes, from crystal sarcophagi to silver gates where another world peeks out between the bars,

from tiny walnut shells to grand palaces of ebony and brass. A dreamer's Bastion may take a completely different form from one night to the next, depending on what he dreams.

A Bastion always allows an oneiropomp inside if she has an active invitation, which takes the form of a pledge (p. XX). Mortal Bastions also have Keys, just like entrances to the Hedge do (p. XX), which allow someone to enter as though she had permission. Such a Key reflects the dreamer's personality, the nature of his Bastion, and the contents of his dream at the time. Otherwise, a changeling must break into the Bastion, engaging its defenses in an active struggle using dreamweaving, as above — once a changeling steps off the Dreaming Road onto a Bastion's territory, she's on the fringes of the dream itself and oneiromancy becomes possible. A mortal Bastion that contains a Huntsman's heart (p. XX) has no Key other than the Huntsman themselves.

A Bastion has a Fortification rating equal to the owner's Resolve + Supernatural Tolerance. Dreamweaving can increase the Fortification rating beyond this base rating (p. XX). An intruder can win her way into a Bastion with a paradigm shift, but the successes spent on the shift must exceed the Bastion's Fortification rating, which may require teamwork to pull off. Otherwise, she must break in the old-fashioned way, and all rolls to do so that an eidolon doesn't actively contest are instead contested by the Fortification rating as a dice pool. A changeling inside her own Bastion may spend a Willpower point to gain +2 to its Fortification rating for one turn, which affects the traits of all the important eidolons within as normal.

Since Bastions can provide impromptu shelters against unexpected dangers on the Dreaming Roads, frequent oneiropomps learn to quickly judge the strength of any particular Bastion. Like other mundane actions, reading a Bastion's Fortification can generate dreamweaving successes as long as the changeling is within its territory.

Dice Pool: Manipulation + Empathy

Action: Instant

Dramatic Failure: The changeling fails to determine the Fortification rating and alerts the eidolons to her intent to infiltrate. They step up their game, gaining the 8-again quality on all rolls until the changeling either successfully breaks into the Bastion or gives up and leaves.

Failure: The changeling cannot determine the Fortification rating.

Success: The changeling determines the Bastion's Fortification rating, gauging its defenses and observing its eidolons.

Exceptional Success: As success, and the changeling may enact a paradigm shift, as usual.

Bastions feature eidolons from within that take the shape of guardians outside. The sanctuary nature of such a place empowers them to defend it against intruders. The forms of these eidolons reflect the form of the Bastion, and they take on a sinister appearance when intruders are near. A schoolyard Bastion's eidolons might appear as troublesome students with vacant eyes or tyrannical teachers that blow shrill whistles, while a war-zone Bastion's eidolons may assume the shapes of faceless, helmed opponents or twisted abominations bristling with armor and weaponry. A changeling's eidolons may even imitate her Keeper.

A Bastion's End

A Bastion only exists for the span of a single dream. When the dreamer wakes, whether naturally or because a paradigm shift jarred them awake, the Bastion crumbles and disappears, its territory relinquished back to the surrounding dreamscape. An oneiopomp still inside the Bastion has little time to find the exit and escape before that happens. Some Bastions have more than one exit, opening out onto different Roads depending on how their dreams harmonize with the snatches of nightmare or reverie that lie along each.

When a dreamer wakes, a changeling has a number of turns equal to (10 – the dreamer’s Willpower dots) to find the exit. A dreamer with a strong will wakes swiftly, while the weak-willed have trouble separating dreams from reality with alacrity. Oneiromancers can find the exit instantly with a paradigm shift, as above, or they can seek it within the narrative of the dream, although as it swiftly loses cohesion the dice penalty they take to mundane actions becomes either the dreamer’s Composure *or* the number of turns that have passed since the crumbling began, whichever is higher.

A changeling in dream form has one last chance to physically wake if she doesn’t manage to escape before the Bastion crumbles — she may willingly accept the Lethargic (if the dreamer woke naturally) or Soul Shocked (if a paradigm shift woke him) Condition to do so immediately. A changeling who traveled through the Gate of Horn has no such recourse.

Any oneiopomp who doesn’t escape is flung elsewhere. The specifics are up to the Storyteller to decide, but usually such unfortunates end up somewhere among the Thorns, in someone else’s Bastion, or even across the threshold into Arcadia. Occasionally, an oneiopomp careens all the way back to the mortal world — if she was in dream form at the time, she exists in Twilight and must return to her body before her player can make the roll to wake her up. Some changelings tell tales of ending up in more alien places, populated by things beyond even faerie ken.

Tokens

Changelings aren't the only bearers of Arcadian magics. Leave a coin too long in the Hedge and it becomes a gambler's best friend. Swear enough pledges on a witch-stone and it allows the bearer to discern the true nature of the world around her. They have become tokens, the physical representation of eons-old pacts between the material and the fae.

Tokens are extremely valuable in changeling society. They grant powers the Lost might not otherwise have access to, hold pledges, and occasionally grant a heart's desire. As with all things fae, however, this is not free. Changelings wake up missing shoes, skin, or Clarity after using tokens. Using one asks a price of Glamour, or a bit of heart's blood if Glamour doesn’t suit.

A changeling spends an instant action and one Glamour point to activate a token, by default, and it stays active for the scene unless indicated otherwise. A token has three parts: the effect, the catch, and the drawback. The effect also includes its Mask and mien; unlike changelings, tokens appear especially mundane even to fae beings until they’re activated, revealing their true fae natures to any who can see through the Mask. A token satchel might cling to its carrier’s shoulder with myriad tiny goblin hands and open onto a yawning toothy maw, to the right eyes. A token’s catch is an alternative to spending Glamour, demanding some personal sacrifice; it works much like a Contract’s Loophole, but *anyone* can use the token with the catch, not just fae creatures. Savvy mortals always ask, “what’s the catch?” Thus, changelings refer to it this way. The drawback is what happens as a consequence of using the token. No amount of trickery or

magic can avoid the drawback — using a token means agreeing to its terms of *quid pro quo*, and the Wyrd always exacts its price. Such is the magic of Faerie.

A changeling can create or acquire a token deliberately by leaving an object in the Hedge for a period of time, swearing enough pacts on an object, or stealing an object from the True Fae or their servants. Anything that's spent time in the Hedge or in Arcadia can become a token, though, if it ends up mattering enough to someone. It could be nothing more special to begin with than the grass a changeling slept in when she grew too exhausted to flee anymore, but the bits that clung to her clothes when she escaped became tokens because they'd become personal for her. Players and Storytellers should decide together how each token a character uses fits into the story.

For non-fae, figuring out how to operate a token in the absence of magical insight (or being told) requires an extended Intelligence + Occult roll, which requires double the token's dot rating in total successes, and each roll represents an hour of research and experimentation. A dramatic failure at any point means the token shatters. While figuring out how to deliberately operate a token takes hours or even days, accidentally activating one is a common occurrence. Fae magic has a strange pull on mortals, so one might pick up a "lucky coin" only to discover that it does indeed change her luck if she rubs it three times. A character doesn't need to be a supernatural being to use a token. She merely has to be able to pay the price.

Contact with iron destroys a token completely.

Forged in Thorns

The easiest and most common way to create a token is to let it sit in the Hedge for a certain amount of time. This process, which some changelings jokingly refer to as "marinating," merely requires that the changeling take an object to the Thorns, somewhere off the path. When changelings knowingly create tokens with this method, they must use objects that mean something to them — their lucky coin, their mother's graduation shoes, a lock of their lover's hair. Any personally meaningful item could turn into a token, though, given enough time in the Thorns. Some changelings report coming back to the Hedge months after their flight to freedom and finding that a scrap of clothing that snagged on a thornbush has become a war-banner.

While this method does not require the changeling to actively do anything other than leave the token in the Hedge, it presents two difficulties. First, she must prevent the token from being lost or stolen. Though it's unlikely (but not unheard of) that someone will stray from the paths to grab at a worn shoe or a page from a book, a necklace or shiny coin could tempt them. Goblins look for things to sell or trade. Privateers might steal it as a means of fueling Contracts to hunt down a mark. An escaping changeling might grab the blossoming token, mistaking it for a message from home. Furthermore, if the changeling decides to secret it somewhere far enough off the path to limit the chance of discovery, she risks losing herself or the token within the Thorns.

Second, if the changeling leaves the token to marinate long enough, it picks up the ambient energies of the Hedge. This, combined with the memories the changeling associates with the object, determines what sort of token results. The changeling has a certain amount of say in what it does by choosing the item, but beyond that, the Wyrd does what it will. The knife the changeling used for her first kill can never heal, but a knife the Spring Queen used to sacrifice herself to prevent her Keeper from finding the freehold might. A love letter from fourth grade likely won't enhance the reader's Expression much, but a love letter from the wife who died

before the changeling made it back is much more powerful — or it might do something else entirely. Though the *character* is largely at the Wyrd's mercy, the player and Storyteller should work together to either design a new token or pick one from the list of sample tokens, below.

System: A token created this way has a dot rating equal to the number of full chapters a character leaves the item in the Hedge. The Storyteller rolls a dice pool equal to that number of chapters at the end to represent whether passersby left it unmolested or whether someone picked it up; add one die if the changeling failed a roll to carefully hide or conceal the item (or didn't bother to try), or two dice if she dramatically failed such a roll. If the Storyteller succeeds, the character finds her token gone when she returns. The player takes a Beat, and must investigate the theft and track the culprit down. Failed investigative rolls should lead the character to find the token anyway, but present more dangerous or complicated challenges to getting it back. Storytellers can use the full investigation system (p. XX) if they like.

Sample Hedge-Forged Token: The Soul-Compass (•••)

This compass might have been a Boy Scout must-have, or an antique, or a prized gift from the local nature center's summer program. It appears to be a cheap, nonoperational toy until infused with Glamour. In its true form, it is a bright silver compass with an iridescent face and a needle that looks like a single, wickedly sharp thorn. The face of the compass is blank, except for discolorations that suggest old blood. The needle points toward the bearer's closest Icon, or toward the Icon of any changeling who drips one lethal damage's worth of blood onto the face. The Soul-Compass will not tell distance, nor altitude, nor danger; merely the direction in which the bearer must go to find it.

Catch: The user must prick her hand with the needle of the compass, taking one point of lethal damage (in addition to any blood used to calibrate it to find another changeling's Icon).

Drawback: Once the user finds an Icon, she gains the Lost Condition (p. XX).

By This I Swear

Putting enough incidental Wyrd magic into an object turns it into a token, but the Hedge isn't the only source. Changelings binding themselves into motleys or courts, or simply together in mutual pacts of friendship, is an ancient and powerful use of the Wyrd. Changelings can swear oaths upon an object until it becomes a thing of pacts itself, creating a token forged of promises.

One oath is not enough to create a token. Some require up to 15. Many Lost prefer this method to Hedge-forging, as the participants can actively direct the token's creation and determine what the outcome will be. The types of pledges sworn on the item define what it can do, so many changelings take care to only swear oaths of a similar nature on the future token, to avoid unpredictable results. A motley pact sworn on a rope creates a binding token, whereas hostile oaths are good for weapons. This method of creation may take longer, however, and many changelings are leery of participating in the creation of an oath-forged token. Such tokens serve as links to those involved in the oath, which some beings can use to more easily find or affect them — the stronger the token, the stronger the link.

The Lost do not swear oaths lightly, and motleys or even entire courts jealously guard tokens created in this fashion. Further oaths sworn on an oath-forged token grant special benefits to all involved, and the token itself is less breakable. A token going missing can send a freehold into

an uproar, as changelings accuse each other of conspiracy, theft, and darker things. Allowing someone new to use an oath-forged token is often a matter of great trust or great urgency.

System: To become a token, the item must have (desired dots x 3) oaths sworn upon it. For example, a five-dot token must have 15 oaths sworn upon it, a four-dot token must have 12, and so on. These oaths need not necessarily involve the same participants each time.

Oaths sworn upon such a token reward their participants for abiding by their terms. Once per chapter, whenever a character takes a dangerous or risky action in service to fulfilling the spirit of the oath, she recovers Glamour points equal to the dot rating of the token. An oath-forged token adds its dot rating to its Structure.

Anyone holding an oath-forged token can spend a Glamour to learn the terms and participants' identities of the last oath sworn upon it that she didn't already know about. A fae creature holding the token can spend a Glamour to add dice equal to its dot rating to one roll they make to track or find any of the oathsworn involved in its creation, or to affect them with Contracts and other magic.

An oath-forged token purchased as a Merit costs one dot more than its rating.

Sample Oath-Forged Token: The Seeing Stone (•)

Created by a motley in a city where the shadows hid more than just loyalists, this fist-sized rock looks like nothing more than a piece of soft gray shale. When activated, however, a perfectly round hole appears in the middle, with arcane sigils scratched on the inside. The stone reveals whether anyone the user can see through it is a supernatural being, with no further detail.

Catch: The user must tell an important secret about himself to someone who didn't already know it.

Drawback: Whether because he feels threatened by the monsters around him or abandoned knowing no fellow fae are nearby, the user gains the Shaken Condition (p. XX).

The Master's Keys

Some tokens are created by stranger hands, by creatures that view humans as little more than disobedient toys made to while away a rainy afternoon. True Fae make tokens of incredible value and rarity. These tokens are always something the Others swore strange and byzantine oaths upon, though they don't always care about these objects or even remember they exist until they're missing. Thus, a token stolen from a Keeper could just as easily be an empty photo frame left gathering dust in an attic or the manacle broken from a changeling's wrist as a precious sword locked away in the royal armory.

Stolen tokens are powerful, but extremely dangerous. A True Fae will stop at nothing to get one back even if it didn't realize what it had before it was gone. Taken by a fleeing slave or conniving motley, the purloined prize drives the Fae to swear a new oath, to punish those who dared to flout its hospitality. Whole freeholds have endured a Wild Hunt because some Fairest decided to steal her Keeper's hairbrush on the way out.

Alternatively, a True Fae might *give* a changeling a token. This is always a poisoned apple of a gift. The Keeper's reasons are rarely clear, but it plans to get the treasure back from her little toy, one way or the other.

System: A token stolen from the Fae costs one Merit dot fewer than its rating, to a minimum of one dot; however, each time a character uses the token, she gains the Paranoid Condition (p. XX). If she already has this Condition, upgrade it to the Hunted Condition (p. XX) instead.

Sample Stolen Token: The Aurochs Horn (•••••)

A Summer courtier stole this item of dread and terrible power from a Huntsman who came to claim him. In its dormant state, it looks like a cracked steer's horn, good for display, but not much else. When activated, it becomes a massive, curly ram's horn, hollow and inlaid with gold. The inside is gnarled and covered with wicked-looking blades, looking more like a thornbush made out of the horn's bone than anything else. The user must spend the requisite Glamour, then blow on the horn. It emits an awful sound, like battle trumpets and the screaming of children, and blasts open all doors to the Hedge within one mile. Creatures of any type may stumble through in either direction without having to spend any Glamour — though they may not find their way back again.

Catch: The user must impale his tongue on the token's inner protrusions, taking one point of lethal damage. He gains the Mute Condition (p. XX) until that damage heals.

Drawback: Any Huntsmen in the area know exactly who blew the horn. The user gains the Hunted Condition (p. XX) until someone else blows the horn (ending the Condition without granting a Beat) or the Condition resolves normally.

Other Sample Tokens

Below is a list of sample tokens. They could be Hedge-forged, oath-forged, or stolen, depending on the needs of the story and the players. Feel free to also use them as a model for creating your own tokens.

Hedgespun Item (• to •••••)

Though they are a kind of token, Hedgespun items don't require activation; thus, they have no Glamour cost and no catch, and they are always active. A Hedgespun item's Mask always appears as something lovely or impressive. A cape lined with starlight appears to be a fine black coat with a shiny lining. A dress made of dancing flames is a beautiful evening gown decorated in bold sequined patterns. Glamour armor always resembles protective gear of some kind, such as football pads or a soldier's flak jacket. A sword whose surface reflects a brilliant sunrise in its mien hides behind a Mask that always seems to catch the light just so.

For each dot of its rating, the item gains one of the following benefits. The same benefit may stack up to three times.

- **Extraordinary Equipment:** an appropriate +1 equipment bonus, armor rating, or weapon damage modifier
- **Improved Alacrity:** +2 to the user's Initiative and Speed
- **Increased Durability:** +1 Durability

Drawback: Hedgespun items are flashy and attention grabbing, and any roll to go unnoticed in plain sight or deflect attention away from the character while she uses one automatically fails, granting a Beat to her player. Hedgespun items become irritable and refuse to cooperate if used by non-fae beings. They chafe, operate erratically, or otherwise get in the way during any task that requires concentration or social interaction, imposing a -1 penalty.

Ace in The Hole (•)

This token appears as a worn playing card when dormant. Active, it becomes a glowing tarot card with thorns growing from the back. Applied to a lock, it downgrades the roll result of any attempt to pick that lock by one level (a failure to a dramatic failure, a success to a failure, etc.). Even if a fleeing changeling only applies it to one lock on a door with multiple locks, one activation applies to all of them. The effect lasts until a pursuer or thief successfully picks the lock, but it can only affect one locked portal or object at a time.

Catch: The user must tear the card in half before applying it. While it still works, it becomes a one-use item.

Drawback: Activating this item causes the user to dramatically fail one future Dexterity-based roll, at the Storyteller's choice. When he does, take a Beat.

Driver's Little Helper (•)

Mobility is a major concern for changelings, so a token that can get them from one place to another easily is useful. Normally, this appears as a stale air freshener, a set of ratty fuzzy dice, a broken GPS, or even glove-compartment detritus — anything that would naturally appear in a car. Once activated, this token becomes a little shinier and more useful. The GPS comes to life, the air freshener emits the scent of frozen blue roses, etc. The Driver's Little Helper lets the driver achieve exceptional success on three successes instead of five on rolls to handle the vehicle, and removes the untrained penalty.

Catch: The user must steal the vehicle from someone actively driving it at the time.

Drawback: At the end of the scene, the vehicle overheats. Smoke pours forth from the hood, and although the driver finds no other damage, the car is unusable until one full scene has passed. If the lack of a vehicle causes the character significant harm or inconvenience, take a Beat.

Golden Hairnettle (•)

Most people would not pick up a hair tie left on the ground. Changelings know better. In its true form, this token appears as a beautiful golden hair adornment that weaves itself in perfectly with whatever style the user wears at the time. She gains +1 to her Presence rolls, and once per scene, success on such a roll imposes the Swooned Condition (p. XX) on her target, as the Golden Hairnettle shimmers and shines alluringly in her coif.

Catch: The user must perform a significant favor for someone else without gaining anything from it to activate the token, within the same scene.

Drawback: The user attracts attention even when she doesn't want it. Her player takes a -2 penalty to all rolls to go unnoticed or be stealthy until she fails one; she may fail one deliberately. When she does, take a Beat.

Book of Things Strange and Wondrous (••)

Sometimes a changeling cannot just hit the library or phone a friend to get the information she needs. Sometimes, she needs to ask the Wyrd itself. This token normally looks like a paperback romance novel, like you'd find in any thrift store worth its salt. Activated, it becomes a massive grimoire, filled with strange drawings and dead languages. Flipping through the book grants the user an Intelligence + (a relevant Mental Skill) roll, which achieves exceptional success on three successes instead of five. Should the user succeed, he gains the knowledge he sought, about any

topic he chooses. On an exceptional success, he gains the Informed Condition regarding the subject and learns more details, including things not written down elsewhere, such as a map of booby traps in an otherwise-deserted building or the Title of the True Fae who kidnapped his friend.

Catch: The knowledge the user seeks must pertain to turning the tables on someone who has a significant advantage over him, such as via the Embarrassing Secret (p. XX) or Leveraged (p. XX) Condition.

Drawback: The next person reading the book knows exactly who read it last and what they were searching for. This is by user, not use — if one changeling uses the book three times in a row, and the goblin who stole it from him uses it next, that goblin knows exactly what he was looking for those three times. If this causes harm or danger for the character, take a Beat.

The Ghost Waltz (••)

Hedge ghosts are thorns in the side for most changelings, chasing them down for their Glamour and their lives. This token wards them off. It comes in many different forms: a CD, an mp3 player with only one song, a sheaf of written music for users who are more musically inclined. Played or vocalized within the Hedge, the Ghost Waltz sounds like a Russian dirge, but gives any Hedge ghosts that hear it the Disoriented Condition (p. XX).

Catch: The user must sing along, no matter how poorly or off key. This inflicts a –2 on any Stealth rolls she attempts while the Ghost Waltz is active.

Drawback: The user gains the Shaken Condition after using this token, as the melodies are odd and unnerving.

IOU (••)

This token is far more valuable than it first appears. Dormant, it is a dirty scrap of paper. Activated, it is a certificate embellished with gold and silver that bears the name of the one who activated it, and smells faintly of warm bread. Whenever the character's Goblin Debt would come due, such as the Storyteller cashing in on it to impose a penalty or gaining the Hedge Denizen Condition, he may give the IOU away to someone else in a way relevant to the situation to avoid the pitfalls in that moment. He still keeps all his Debt, but temporarily sidesteps its consequences. Giving the IOU away means the character forfeits the ability to use it again until a lunar month has passed.

Freeholds where an IOU circulates are rife with constant wheeling and dealing, as everyone tries to cheat the goblins' system just long enough to squeeze an advantage out of it.

Catch: The user must sign his name in blood to the contract, making it forever visible to anyone who uses it after him.

Drawback: The character gains the Notoriety Condition among Hedge denizens, who peg him as someone who doesn't pay what he owes.

Arisaema (•••)

Named after a mortal plant more commonly known as "dragon root," this token doesn't look like much at first glance. Its Mask is a broken machete or a dull kitchen knife. To someone who can see its true form, it looks like a two-foot-long kukri with a glimmering, iridescent blade. The wielder gains +3 dice to Dodge rolls (after doubling Defense) while fighting for her life.

Whenever she successfully Dodges a melee attack, her attacker feels burning pain shoot up and down his arms, gaining the moderate Poisoned Tilt. Doing so a second time against the same attacker within the same scene upgrades it to grave.

Catch: The user must achieve an exceptional success on a Dexterity- or Wits-based roll while wielding the Arisaema.

Drawback: Watching someone writhe in agonies from diluted dream poison is never pleasant; the user gains the Spooked Condition.

Red Shoes (•••)

Not all changelings are terribly graceful or agile. Some are downright clumsy. The Red Shoes look like uncomfortable, unfashionable, too-small shoes at first glance. When activated, they fit the wearer like a glove, and they look incredibly flattering to boot — but they are always some shade of red. Anyone activating and wearing the Red Shoes gains a +2 to any rolls involving Dexterity or Presence, and suffers a –2 to rolls involving Strength or Manipulation.

Catch: Beauty is pain. To fit into the Red Shoes, the user must contort his feet painfully, taking three points of bashing damage from burst blisters and lesions.

Drawback: The shoes do not want to let go of a user, wishing to keep him beautiful and graceful. At the beginning of each scene in which he wears them, he must spend a Willpower point to avoid activating them; if he has no Willpower to do so, take a Beat. Taking them off necessitates a Strength + Athletics roll. Someone else can assist him with teamwork (p. XX), but if they fail, the user involuntarily kicks his ally with an unarmed attack, as the shoes protest.

Blood Pennon (••••)

Sometimes, a simple call to arms against the Others or the Huntsmen is not enough. The battle against the Wild Hunt means death, or worse, recapture. This token looks like a cheap sports-team pennant, but when activated, it unfurls to become a massive scarlet banner, stained with the blood of long-dead enemies and flapping in a breeze that may or may not be there. Any changeling within sight of the Blood Pennon ignores all wound penalties, and her player achieves exceptional success on three successes instead of five on attack rolls. Freeholds, courts, and even some well-off motleys carry the Blood Pennon into battles they cannot avoid.

Catch: The user must give some of her heart's blood by stabbing herself with the Blood Pennon's sharp staff; she may instead take the blood from a willing sacrifice. This deals one point of lethal damage and inflicts the Berserk Condition (p. XX) on the one whose blood she shed.

Drawback: Violence begets violence. Any group wielding the Blood Pennon is immediately obvious, inflicting a two-die penalty to Stealth rolls. In addition, once the battle is over, the enemy's minions and allies come after the changelings in a single-minded, murderous fury, giving everyone in the group the Hunted Condition.

Silver Thread (••••)

Slender, but impossibly strong, threads of Arcadian silver bind all captive Helldivers to their True Fae masters. Collected by Darklings, Beasts, and Ogres, crafted by Wized and Elementals, and plaited by the Fairest, a Silver Thread is the collective cry of suffering of the Lost. It does not simply vanish when a wayward Helldiver breaks it. Rather, pieces of Silver

Thread found in the Hedge are valuable tokens. When two fae swear an oath on a piece of Silver Thread, it binds them together for as long as the oath remains unbroken, and the Thread splits into one piece for each. Once per chapter, should one of them activate the token and yank on his Silver Thread, the other can tug back, pulling the first user through to her location. The process takes five full turns (or 15 seconds) to complete, and can be interrupted if either party loses contact with the Thread.

If the user is not currently part of any unbroken oaths, he cannot use the Silver Thread to rescue others from danger. However, it serves another important purpose. Any Politics or Socialize roll made to negotiate with a True Fae gains a +1, as the True Fae are desperate to get back valuable property.

Catch: Both users must scream their intent, immediately drawing attention from anyone (or anything) else in the scene.

Drawback: Silver Thread is literally made of silver, and extremely noticeable as it shines in the user's pocket. Anyone who sees the user while he carries it must succeed on a Resolve + Composure roll to avoid trying to acquire it any way they can, making a new roll during each scene in which they see him. Even if they don't know the Thread is there, they know he carries *something* they want. If the user loses the Thread this way, or suffers other harm or loss from the attempts, take a Beat.

Crown of Thorns (•••••)

For many changelings, the idea of ruthlessly using another person is tantamount to becoming like a True Fae. For others, however, no power is enough — they resolve to become the hunter, not the hunted. This token appears like a crown of cheap tinsel. When a changeling places it on her head and activates it, it blossoms into a magnificent coronet of vines, flowers, and vicious thorns.

Every turn the crown is active, the changeling *must* do one of the following as an instant action:

- **Drain:** The user pulls power from supernatural beings present in the scene, gaining one Glamour for each, while they each lose one point of their respective power resources. She gains no Glamour from those who have no power left to give. Non-changeling users gain points of their own power resource instead, or Willpower if they have no such resource. This ability doesn't allow a resource to exceed the user's usual maximum. If a character's resource pool empties this way, their player takes a Beat, up to once per scene.
- **Command:** The user's player rolls Presence + Resolve + Wyr, contested by the target's Resolve + Supernatural Tolerance, to force someone to commit any single action that would not harm them. If a character harms someone they care about, breaks a promise, or reneges on a deal because of a command they followed, their player takes a Beat, up to once per scene.
- **Banish:** The user rolls her Wyr as a dice pool, contested by the target's Supernatural Tolerance (or a chance die, if they have none), to banish them to the Hedge immediately. Dramatic failure prevents the target from returning without aid from someone else who can open Hedge gates, even if they could do it themselves normally.
- **Wound:** The user deals a point of lethal damage to herself, which is also inflicted onto everyone else present in the scene, ignoring armor. No magic can heal damage the user inflicts upon herself with this token. If a character falls unconscious from damage inflicted this way, their player takes a Beat, up to once per scene.

This token only allows beings with Clarity tracks or other, equivalent traits that measure mental or metaphysical stability, such as Integrity, to use it. Changelings suspect the oaths that created it were unspeakably dire.

Deliberately trying to cheat the spirit of the token's bargain, such as giving trivial commands to allies or passing the Crown around a motley to steal each other's Glamour and mine Beats, prompts the Wyrd to retaliate; the Storyteller decides the effects, which could range from a Huntsman appearing out of the Hedge to the entire motley gaining a Condition or racking up five Goblin Debt points at once.

Catch: The user must accept a point of Goblin Debt in exchange for activating the Crown, as she owes the Wyrd itself for use of its destructive power.

Drawback: The Crown of Thorns does not discern friend from foe. As noted above, the user *must* use one of the four abilities every round while it is active. She cannot deactivate it before the end of the scene unless she accepts the Madness Condition (p. XX); if she already has it, she can't activate the token until it's resolved.

In addition, once the token deactivates, she suffers a Clarity attack with a three-die pool (or equivalent breaking point, for non-changelings). If the user suffered significant harm or loss while using the Crown — for instance, banishing an unwilling motley-mate to the Hedge, falling unconscious from self-inflicted damage, or damaging a relationship by commanding an ally — take a Beat.