

*The Freehold  
of the Spire  
Player's Handbook*

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## What is Changeling: The Lost?

Changeling the Lost is a Role-Playing game published by White Wolf/CCP as part of their World Of Darkness setting. We're playing that table-top system as a Live Action Role Playing game (LARP).

Changeling is a strongly thematic game, focused on the ideas of survival, trauma, and madness. Changelings, the main characters of the game, are all escaped slaves. Each were captured by and eventually escaped from an impossible horror and each is still pursued by their former masters. How such people gain a semblance of a normal life once more is the main drive of the game. Survival is a close second.

Our game is 19+ due to the mature themes and subjects we play with, as well as our private party BYOB policy.

## What is the World Of Darkness?

The game is set in our world, more or less. More brutal and rougher around the edges, and less safe and trustworthy. Toronto is dominated by the CN Tower as always, but strange things lurk in the tower's shadow.

Changelings are just one of the many supernatural entities that exist in the World of Darkness. Contact between different breeds of magic have rarely ended well for those involved.

Here is a list of a few of the other supernatural forces within the World. Keep in mind that while they might be active in the city, it is very, very dangerous to seek them out. This is more of an FYI than a treasure map.



### Mages

Mortal spell-casters are perhaps the most terrifying enemies a changeling could face. They wield bizarre powers akin to those of the True Fae, but are bound by none of the logic of the Wyrd.



### Vampires

The undead are perhaps the most common supernatural creatures in most cities, but they rarely interact with Changelings. Bloodsuckers are concerned primarily with money and influence over mortals, while changelings are usually too busy just staying off the radar.



### Humans

Human beings may not be inherently supernatural, but in the World of Darkness some rare humans can possess terrible powers. Ranging from arcane cabals possessing ancient magic, to psychics, to immortals who use terrible rituals to prolong their lives, these supernaturally gifted people are not to be trifled with. It is important to note that even the most mundane human can still pose a significant threat to a Changeling simply by calling the police or pulling a gun.



### Spirits

Spirits are strange and ephemeral creatures that seem to both grow out of and feed upon emotional energy. Animistic and inhuman, their powers are difficult to understand and changelings rarely even know these entities exist.



### Promethians

The Created are a strange, sad lot. In some ways they have a great deal in common with changelings but their strange powers make them unwelcome in even the most egalitarian Freehold. Rarely if ever does an encounter with one of these monsters end well.



### Werewolves

These strange part-humans rarely interact with Changelings. Terrifying when angered, these bestial forces are best left alone.



## *So, What are Changelings?*

Characters in our game, the titular changelings themselves, were once just like you or I. Normal people who lived normal lives. But they were snatched away from the world by powers utterly beyond their comprehension: the True Fae. They capture hapless humans through tricks, brute force, seduction, and a thousand other methods. Either way, the mortal is taken from our world and into a realm of madness and beauty.

Dragged through the twisting paths of the Hedge the thorns rip and tear at their bodies and souls. Many believe that the holes left from the thorn's bite are what leaves room for the transformations that follow.

Once they reach their new home through the thorns, the mortals are enslaved to tasks set by the arcane whims of their True Fae Keeper. One man might be hung on a wall, their flesh torn away each night for a feast and healed again by morning, each time leaving them more lumpen and malformed than before. Another might be set to endlessly cataloguing their arachnid master's collection of glass eyes, until the dust has ingrained itself so deeply into their skin that it just can't come clean. Yet another might be set on a table and told to pose, a centerpiece for a lovely spread. If they move their flesh splits as though they were encased in a razor cage, and in time their very bones settle into place and turn to stone.

In such ways are the victims of the True Fae changed, twisted by their Durance until the fabric of their enslavement and the magic of their masters infuses their flesh and souls, making them more than they were, but also so much less.

Escape is their only hope, and the dream of home is their only guide back...

However, once a changeling has escaped they most often find that they have never even been missed. A duplicate called the Fetch has taken their place. For newly escaped changelings, building a life for themselves or trying to reclaim the one their Fetch has stolen is one of the main challenges they face.

More established 'Lings know that the real challenge is not getting a job or a roof overhead, but staying free. To that end they band together, forming Motley gangs and Freeholds to defend themselves and their allies. The magics of Arcadia infused their bodies when they were captive, and back in the world that power still holds, allowing them to do terrible and wondrous things.

*Character*

## *What goes into a Changeling Character?*

To play in our game you need a character. So what do you need to think about to make one? This is not going to be a character creation guide from the mechanics side of things, but a look at what aspects of your character's persona and history are most important.

Characters in this game are people first and foremost. People who lived in the real world and then endured exceptional and shattering experiences. They have escaped alive but desperate only to find the world more or less as they left it. But their new knowledge and trauma fills the shadows with fear.

In our game, having a clear idea of your character's motivations, goals, and the internal conflicts they have with their past is great place to get started. It's also something that will definitely evolve as you play the character so don't feel like you have to figure it all out before entering play. In fact, you can start playing your character before really finalizing any of this stuff. Give it a think beforehand though, and it will help deepen your play and help get you into the game with both feet.

## *Human Life*

So before thinking about how your character's new changeling life is going to go and what magic you most want to cast, think about who they were before the Fae took them. A student struggling to pay their tuition? A single mother who has turned to prostitution to feed her children? A lonely widower working through their midlife crisis? Anything a person could be, your character could have been, and their lives before their capture should shape what comes after. Also important is your character's family and social circles. Were they happily wed? Alone and depressed? A socialite druggie clubgoer? Having an idea of the people in their life and the relationships you had is great fodder for future plot.

## *Capture*

Once you have an idea of their mortal lives, think about how that path ended up crossing over the road of a True Fae. Were they grabbed randomly, and set to a task utterly alien to their life before? Or were they seduced into pacts that turned their hobby into a life of toiling at their former favorite task? What is the relationship between their past lives and how they were captured and shaped during their enslavement in Arcadia? Tension or harmony between the nature of their mortal lives and their duration can be a great source of character motivation. Deciding which path to follow now that they are free is a great way to set a story arc for their time in the game.

## *The Escape*

One of the most important and defining features of any changeling's life is the memory of Earth that allowed them to find their way home. When a changeling finally breaks free from Arcadia, the Hedge's vast thorns separate them from the safety of home. A single, driving impulse to return to earth is what allows them to make it through. Every other memory might be stripped away by the thorns but that burning drive endures until they reach their home. What was it for you? The desire to see a beloved child? To finish a favourite novel? To revenge yourself on an enemy? The nature of this memory is a critical window into your character's psyche and motivations.

## *The Fetch*

Once your character reached earth they find that the lives they left behind are not empty and waiting for them like they should be. No panicked relatives are wondering where you've been, no bank accounts wait replete with interest. Instead, you find that something took your place the moment you were taken. So what is your relationship with that creature? The simulacrum of you has lived your life in your place for better or worse. Characters that have just escaped before entering play might not even know about this imposter, but more established changelings will have at least learned of its existence. Consider what you would do? Try to kill it and take your life back? Realize it's more sane and stable than you are now, and leave it be? Simply watch from the shadows, unsure of its defenses? Fetches can be a wonderful source of drama, so consider carefully if you want it to still be around when you start play. (There is no mechanical benefit to having destroyed it in your backstory, but it can justify having a more established mortal presence than most)

## *How are you Surviving?*

How your character deals with their newfound freedom is another important consideration. Fundamentally, it's the entire point of this game. Changelings are abuse survivors, having endured extreme trauma at the hands of creatures that might as well be gods. They are free, but that freedom is not assured to continue. The True Fae are always happy to recapture their lost property, or to acquire something new. Staying safe is the first priority, but more insidious and perhaps more important is the need to stay sane.

Changelings have been exposed to an alien intelligence defined by maddening logics and fairy-tale promises. They have lost a fundamental part of themselves in their enslavement, and had it replaced by the insane powers of that other world. They have been forever changed into something other than human. Dealing with that realization and the fear of recapture are critical points of your character's experience in this game.

Processing that maddening truth directly relates to Clarity, the system of changeling morality as defined in the game's mechanics. It is less about right and wrong than about how close you come to acting like your captors. Changelings who act in ways that remind them of their time in Arcadia, of their deep and unhealing trauma, can be broken by realizing it. Sinning against Clarity can be done simply through changing your routine, as the sudden change reminds you of your capture. Once you start to treat other changelings or humans as mere things to abuse or kill as needed to further your goals you have truly begun to think like a Keeper. Then the walls between your surroundings and your memories of Arcadia will start to fail. Changelings at the lowest tiers of Clarity may believe they never left Arcadia at all, their hallucinations and madness proving too strong for the real world to intrude.

The societal system of Changeling is also based around how you deal with your trauma. Changelings created Courts, political and social groups, defined by their emotional response to their time in Arcadia and tactical approach to survival. Changelings flock to their banners both for mutual protection and because the Court's strategies resonate with their emotional needs. Some changelings choose not to join any Court for the same reason, going Courtless to forge their own path. Picking a Court is probably more of an emotional and roleplaying decision than a political or mechanical one. Your relationship with your Court, and the Freehold overall, are important considerations as well.

## *Maximizing your player experience*

The internal conflicts that crystalize in your character because of all of this backstory development are where the drama and the fun of this game really begins. Considering the difficulties, impediments, and conflicts that exist just in their own minds will make your experience of the game much deeper and more satisfying! A character with a rich backstory will have more nuanced reactions to plot, and will keep time in game focused and intense even when nothing is going on. Not to mention a very important thing: I as your storyteller will try my damndest to make plot around your character's backstory once you send me the information. Want personalized plot specifically designed to have cool (terrible and dramatic) stuff go down for your character? Think about these questions and send me a write-up!

## *Backstory Quicklist*

- What was your pre-capture life?
  - o Family
  - o Friends
  - o Career/things you did
- How were you captured?
- What was your enslavement like?
- How did you escape?
- What memory brought you home?
- What have you done since then to cope with your trauma?
- Have you encountered or killed or avoided your Fetch?
- Have you joined a Court, and why?
- What internal conflicts define your character?

## Character Creation

Here is information for all you could possibly want to know about character creation for our game. Except that is totally untrue, there is a ton of material in the source books you need to look at to do this right, but here are the basics! (There is also a character creation guide sheet later in this booklet!)

### First up, our Game uses the following special character creation rules:

Characters in our game start with the base creation dots (found at the bottom of the character sheet) plus 40 starting XP to further customize their characters.

Your default starting Clarity is 7, but you may go down to 5 for free if you wish, without having to take derangements. You DO NOT gain bonus XP for doing so.

Flaws may be taken for flavour, but do not earn you XP.

Equipment can be requested at character creation from the ST, but super assault robots are unlikely to be approved.

Every character may have a free piece of aesthetic Hedgespun, such as a spider silk shawl embroidered with a forgotten fairy tale, or a hairpin made of moonlight set in silver. These items are for flavour only, and have no mechanical effect.

If you wish to already be sworn to the Freehold, keep in mind that the Fealty Pledge does not consume one of your Pledge slots.

Check our list of banned and restricted mechanics later in this booklet, or on our website!

Here is a list of where to find most of the common Character mechanics you will need!

#### World of Darkness Core Book -

Virtue/Vice pg100;  
Attributes pg42;  
Skills pg54;  
Advantages pg90;  
Merits pg108;

Rites of Spring -  
Merits pg87;  
Contracts pg99;  
Hollows pg134;

#### Changeling Core Book -

Seemings/Kiths pg100;  
Courts pg46;  
Merits pg93;  
Contracts pg124;  
Clarity pg91;  
Wyrd pg83;  
Glamour pg88

Winter Masks -  
Kiths pg63;  
Seeming Contracts pg19;

#### Book Shortforms

CTL – Changeling the Lost  
WoD – World of Darkness  
WM Winter Masques  
SaD – Swords at Dawn  
RoS – Rites of Spring  
NHGF – Night Horrors,  
Grim Fears  
LoS – Lords of Summer  
ER – The Equinox Road  
DitD – Dancers in the Dusk  
AN – Autumn Nightmares  
GobM – Goblin Markets

## Character Mechanics

### Attributes

Your character's Attributes define their raw abilities and are broken down into physical, mental, and social categories. Almost every dice roll you will make in the game will involve at least one of these stats.

Attributes are ranked 1-5

1 – Poor: Below average (90lb weakling)

2 – Average: Normal for a baseline person (average person)

3 – Good: Above average and ahead of the pack (goes to the gym regularly)

4 – Exceptional: Well above average; (professional athlete)

5 – Outstanding: As good as a mortal can get; (Olympic gold medalist)

### Glamour

Glamour is an energy changelings use to power their magics. It is essentially raw emotional power, and is Harvested from mortals by inducing strong emotions in them. Glamour may also be gained through Oaths, consuming Goblin Fruit, and certain Items.

If you are attempting to use a Contract that requires more Glamour to activate than you can spend in a turn, you will have to spend multiple turns invoking the magic. See below for information on your Glamour capacity.

### Wyrd

Your character's Wyrd is a measure of how infused they are with the power and magic of Arcadia. The higher their Wyrd becomes, the more powerful their magic's will be, and the further detached from their mortal selves they will grow.

Gaining Wyrd above 5 dots begins a Changeling's transformation into something more than human, and at the highest levels they have to beware, for the calling to Arcadia can draw them into becoming what all Changelings fear.

Wyrd	Attribute/Skill Max	Max Glamour/Glamour Spent	Goblin Fruit Carried
1	5	10/1	3
2	5	11/2	5
3	5	12/3	7
4	5	13/4	10
5	5	14/5	15
6	6	15/6	25
7	7	20/7	50
8	8	30/8	100
9	9	50/10	All
10	10	100/15	All

### Merits

Your character has a large array of Skills and Attributes but those things outside of their scope are generally covered by Merits. There are TONS of Merits available in the World of Darkness, so I just cannot go over them all here. However I will mention some that are particularly important in Changeling the Lost:

New Identity (1, 2, 4 dots)

This merit governs how official your character's presence on earth is. Do you have any government ID? Is it real or fake?

New Identity is what you need to get many real-world jobs and positions.

Resources (1-5 dots)

This merit governs how much money your character has. With no dots in this merit, your character is homeless and has no income or capital besides what they are carrying.

### Skills

Your character's Skills are also divided into Mental, Physical, and Social, and cover a wide array of Skills your character may have learned. These Skills are only used on rolls directly involving their discipline, usually in concert with their governing Attribute (Science requiring the use of Intelligence, for example)

Skills are ranked 1-5

1 - Novice: Basic knowledge and/or techniques;

2 - Practitioner: Solid working knowledge and/or techniques;

3 - Professional: Broad, detailed knowledge and/or techniques;

4 - Expert: Exceptional depth of knowledge and/or techniques;

5 - Master: Unsurpassed depth of knowledge and/or techniques;

Hollow (1-5 Dots in Size, Doors, Wards, Amenities)

This merit is somewhat complicated, as it is actually a nested set of merits that together define the nature, size, comfort, and security of a home your character has made for themselves in the Hedge. Hollows can also be shared amongst different players to make them more affordable and impressive.

Harvest (1-5 Dots)

This merit determines how much Glamour your character has ready access to, either through harvesting, goblin fruit, and even oaths. In our game your dots in Harvest are added to your starting Glamour for each game.

## Virtue and Vice

Your character's virtue and vice are the core values of their personality. Choosing these two elements of your character defines a huge aspect of how they will try to survive in the world. Deep down, what is their primary positive impulse, and what is their primary negative one?

Virtues define the better angels of your nature and the ideals your character truly believes in. They don't have to be based on anything dogmatic, but fundamentally your character's value system is based around this defining principle.

Vices define what your character is most willing or enthusiastic to indulge in at other people's expense. This is not some kind of capital E evil persona that whispers in your character's ear. Your Vice is about what your character's natural impulses point to, regardless of whether they resist indulging for moral reasons or dive headlong into debauchery for the joy of it.

The main mechanical impact of these stats is that fulfilling your virtues or vices will restore willpower points to your character, as they confirm and nourish the deepest parts of your character's psyche.

## Virtues

Charity

Regains all spent Willpower points whenever she helps another at the risk of loss or harm to herself. It isn't enough to share what your character has in abundance. She must make a real sacrifice in terms of time, possessions or energy, or she must risk life and limb to help another.

Temperance

Regains all spent Willpower when he resists a temptation to indulge in an excess of any behaviour, whether good or bad, despite the obvious rewards it might offer.

Justice

Regains all spent Willpower points whenever he does the right thing at risk of personal loss or setback. The 'right' thing can be defined by the letter or spirit of a particular code of conduct, whether it be the United States penal code or a biblical Commandment.

Fortitude

Regains all spent Willpower points whenever he withstands overwhelming or tempting pressure to alter his goals. This does not include temporary distractions from his course of action, only pressure that might cause him to abandon or change his goals altogether.

Faith

Regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy.

Hope

Regains all spent Willpower points whenever she refuses to let others give in to despair, even though doing so risks harming her own goals or wellbeing. This is similar to Fortitude, above, except that your character tries to prevent others from losing hope in their goals. She need not share those goals herself or even be successful in upholding them, but there must be a risk involved.

Prudence

Regains all spent Willpower points whenever he refuses a tempting course of action by which he could gain significantly. The 'temptation' must involve some reward that, by refusing it, might cost him later on.

## Vices

Envy

Regains one Willpower point whenever she gains something important from a rival or has a hand in harming that rival's wellbeing.

Greed

Regains one Willpower point whenever he acquires something at the expense of another. Gaining it must come at some potential risk (of assault, arrest or simple loss of peer respect).

Gluttony

Regains one spent willpower point whenever he indulges in his addiction or appetites at some risk to himself or a loved one.

Lust

Regains one Willpower point whenever he satisfies his lust or compulsion in a way that victimizes others.

Wrath

Regains one spent Willpower point whenever he unleashes his anger in a situation where doing so is dangerous. If the fight has already begun, no Willpower points are regained. It must take place in a situation where anger is unwarranted or inappropriate.

Sloth

Regains one Willpower point whenever he successfully avoids a difficult task but achieves the same goal nonetheless.

Pride

Regains one Willpower point whenever he exerts his own wants (not needs) over others at some potential risk to himself.

## Clarity

As stated above, Clarity is the system of changeling morality as defined in the game's mechanics. It is less about right and wrong than about how close you come to acting like a True Fae. Changelings who act in ways that remind them of their time in Arcadia, of their deep and unhealing trauma, can be broken by realizing it. Sinning against Clarity can be done simply through changing your routine, as the sudden change reminds you of your capture. Once you start to treat other changelings or humans as mere things to abuse or kill as needed to further your goals you have truly begun to think like a Keeper. Then the walls between your surroundings and your memories of Arcadia will start to fail. Changelings at the lowest tiers of Clarity may believe they never left Arcadia at all, their hallucinations and madness proving too strong for the real world to intrude.

At Clarity 1 your character becomes an NPC, as it is too broken to continue as a PC any longer. Regaining Clarity from that level is possible, but requires considerable work, usually from others to help the changeling crawl back into sanity.

Derangements are psychological illnesses, ranging from Obsessive Compulsive disorder, to Power Object Fixation, and more.

## Clarity Sins

**Clarity 10 Sins:** Entering the Hedge. Dreamwalking. Using Magic to accomplish a task that could be achieved just as well without. Minor Unexpected Life changes.  
**Dice Rolled: 5**

**Clarity 9 Sins:** Using tokens or other mystical items. Going a day without human contact. Minor Selfish Acts.  
**Dice Rolled: 5**

**Clarity 8 Sins:** Breaking Mundane promises or commitments, especially to attend to Faerie matters. Changing Courts. Injury to another (accidental or otherwise)  
**Dice Rolled: 4**

**Clarity 7 Sins:** Taking psychotropic drugs. Serious unexpected life changes. Petty Theft  
**Dice Rolled: 4**

**Clarity 6 Sins:** Revealing your true form to unescrocelled mortals. Going a week without human contact. Obvious displays of magic in front of witnesses. Grand theft (burglary).  
**Dice Rolled: 3**

### Bonuses / Drawbacks:

Clarity 8: +2 to all rolls related to sensory perception.

Clarity 6: May use the Kenning ability.

Clarity 5 or below: -1 to all perception rolls for every point below Clarity 6

## Degeneration

Every time you do something that would cause a morality check at or below your current Clarity you will have to roll for degeneration.

Degeneration rolls are unique in this game in that they are straight rolls. You must roll an 8, 9, or 10 to succeed, and you cannot spend willpower on the roll.

You have a number of rolls appropriate to the level of the Clarity Sin you have committed. You only need to succeed on one to avoid degeneration. If you succeed on that roll you maintain your current Clarity, feeling overwhelming remorse about your actions as you realize how awful it was.

If you fail you do not regret the action. It feels normal now and you will lose one dot of Clarity, and then roll to see if this event has fractured your mind. You will get to roll 1 die, again only succeeding on an 8, 9, or 10. If you fail the roll you gain a Mild derangement or upgrade an existing Mild Derangement to its Severe form.

**Clarity 5 Sins:** Killing another changeling. Killing a fetch.  
**Dice Rolled: 3**

**Clarity 4 Sins:** Breaking formal oaths or pledges. Extreme unexpected life changes (pregnancy, losing one's home, ect). Impassioned or impulsive serious crimes (Manslaughter)  
**Dice Rolled: 3**

**Clarity 3 Sins:** Actively harming a mortal by ravaging their dreams. Going a month without human contact. Kidnapping. Developing a derangement outside of failed degeneration rolls.  
**Dice Rolled: 2**

**Clarity 2 Sins:** Killing a human. Casual/callous crime against another supernatural (serial murder)  
**Dice Rolled: 2**

**Clarity 1 Sins:** Spending time in Arcadia. Prolonged or intimate contact with the True Fae. Mortal identity is suddenly and unexpectedly destroyed, totally abandoned, or otherwise fundamentally changed. Heinous acts of torture, depravity, or perversion.  
**Dice Rolled: 2**

### System Precipis:

Roll number of dice as per level of Sin  
Success = 8, 9, 10

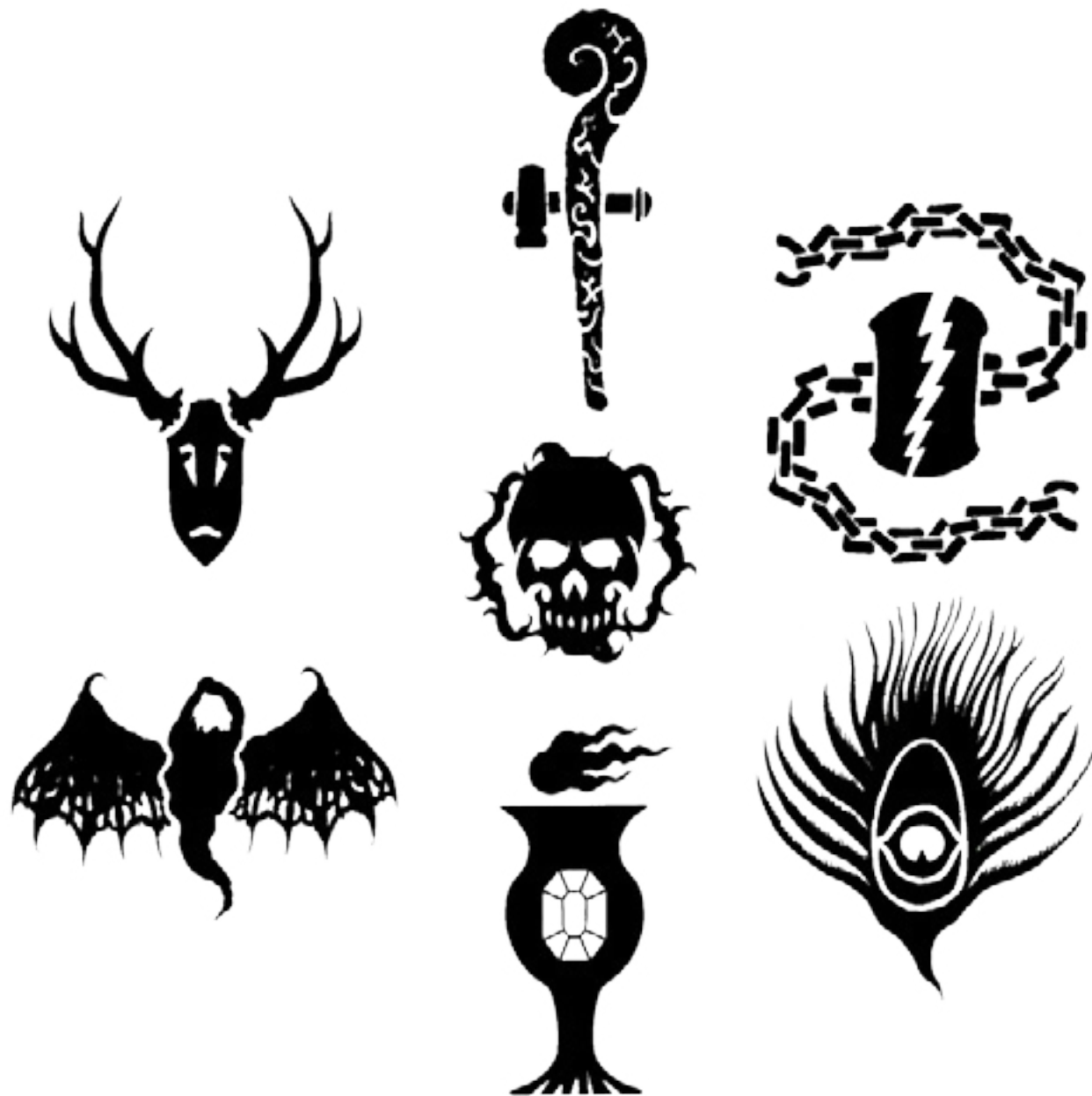
If no Successes, Lose 1 Clarity then roll 1d10 for Degeneration

## Seeming and Kith

Changelings are shaped by what they experienced in Arcadia. Different experiences and Keepers have led to different transformations in their slaves creating many distinct 'flavours' of changeling.

The Seemings are broad categories, archetypes of Faerie forms, which your character will fit into. They are then further broken down into Kiths which determine more specific forms. Seemings come with both a Blessing and a Curse, which help define the themes of each. Kiths then add a further minor power to define your character. Each Seeming is also linked to a set of magical Contracts, for which they have Affinity. This makes it cheaper to learn them mechanically than non-affinity contracts.

A list of Seemings and Kiths can be found in the Changeling The Lost core book, and additional Kiths can be found in the supplement Winter Masks



## Beasts

Changelings who were used or treated as animals during their captivity. They take on some part of an animal's nature and appearance, bestial sensation and instinct struggling for dominance with human thought and reason.

**Full Descriptions:** CtL 101, WM 15

**Affinity Contracts:** Fang and Talon (CtL 142), Contracts of the Den (WM 19), Contracts of the Wild (RoS 111)

### Blessing

(+) 8-Again on Animal Ken and a free specialty on the animal most represented in their mien.

(+) Can add points of Glamour to Presence and Composure dice pool.

### Curse

(-) -4 untrained penalty in Mental Skills.

(-) Do not reroll 10s in dice pools involving Intelligence.

## Kiths

**Clear eyes** +2 to perception rolls. Spend Glamour to heighten one of your senses. WM 67

**Coldscale** +1 to Composure when resisting emotional manipulation, +2 to Stamina when resisting biological poisons WM 67

**Roteater** +2 to resist poison/disease, +3 if ingested, 9 again perception when scrounging for items. WM 67

**Truefriend** Spend Glamour to grant an ally get +3 on a roll. WM 67

**Chimera** Spend Glamour, +3 on social rolls with Hobgoblins until end of scene. WM 106

**Coyote** Spending Willpower on a Persuasion or Subterfuge roll grants +5. If vice is Gluttony, Greed or Lust, Manipulation cost is New Dots x 4 xp WM 107

**Nix** Once per day, after spending a point of Glamour; anyone hearing her voice cuts social rolls by half of Nix's Wyr. Continues until end of scene. WM 107

**Riddleseeker** Spend Glamour, for one scene, +2 to all Wits rolls except Perception (Wits + Composure). Free Investigation Specialty "Riddles". NH:GF 102

**Broadback** Spend Glamour for +2 to all Stamina rolls for the scene. CtL 102, WM 62

**Hunterheart** Lethal unarmed damage CtL 102, WM 63

**Runnerswift** +2 Speed CtL 102, WM 63

**Skitterskulk** Triple Defence when Dodging CtL 102, WM 64

**Steepscrambler** +3 to Climbing CtL 102, WM 64

**Swimmerskin** Can swim at full speed and hold breath underwater as though Stamina 7 CtL 102, WM 65

**Venombite** Once per scene, one can spend Glamour to make a poisonous Brawling attack that deals no damage. It delivers a poison with toxicity equal to the changeling's Wyr. Target cannot avoid resulting damage from poison normal Stam + Resolve roll. CtL 102, WM 65

**Windwing** Reduced falling damage. Spend Glamour to glide one minute per Wyr dot. CtL 103, WM 66



## Darklings

Changelings have been imbued with the darkness of Faerie, embodying shadow and stealth, fear and deception. Spawned of darkness, their magic fades in the light of day.

**Full Description:** CtL 104, WM 21

**Affinity Contracts:** Darkness (CtL 136), Shade and Spirit (WM 26)

### Blessing

(+) Spend Glamour to increase dice pool involving Wits, Subterfuge and Stealth.  
(+) 9-Again on Stealth rolls.

### Curse

(-) -1 to activate Contracts during the daytime.  
(-) -2 to activate Contracts while the sun is upon the Darkling.

## Kiths

**Antiquarian** 9-Again on Academics and Investigation rolls. Can spend Glamour to temporarily use Encyclopaedic Knowledge for one question (If they already have it, they gain +3 to their roll) CtL 106, WM 68

**Gravewight** Spend a Glamour to make user able see ghosts until end of scene. CtL 106, WM 69

**Leechfinger** Spend Glamour to heal self while damaging the opponent. Deals one lethal to target, and heals either a bashing or a lethal, or downgrades an Agg damage to lethal. Usable once per scene per dot of Wyr. CtL 106, WM 69

**Mirror skin** +3 to disguise rolls CtL 106, WM 70

**Tunnelgrub** Can spend 1 Glamour to wriggle free of restraints or squeeze through tight spaces they normally would be too large to get through. Roll a Dex + Athletics for restraints, and an extended roll for things like tunnels. CtL 106, WM 71

**Lurkglider** Spend Glamour to fall 100 yards without taking damage, +2 to for balancing on ledges. WM 71

**Nightsinger** Spend Glamour, roll Perform + Wyrd vs Comp + Wyrd. Listeners gets -2 to Resolve, Empathy, Subterfuge until end of scene. Gains free Expression Specialty in a music form. WM 72

**Palewraith** Spend Glamour, +1 to defence in shadows (Applies to firearms as well). WM 72

**Razorhand** Spend Glamour, hand becomes a knife (1L). Gain Melee Specialty Knives. WM 73

**Whisperwisp** 9-Again on Empathy and Subterfuge on conversation/gather info. Spend Glamour to whisper a message within earshot. WM 73

**Illes** Once a day, spend a Glamour to gain Striking Looks 4 merit (WoD, p117) for one hour. Gain +2 social when dealing with opposite sex. WM 107

**Skogsra** Spend Glamour and look into bird or mammal's eyes. It becomes a loyal pet until next sunrise or sundown. WM 107



## Elementals

Those who were used as inanimate objects or forces of nature during their captivity. When they return to the mortal realm, they retain power over the elements they once belonged to, but find that humanity has become alien to them.

**Full Description:** CtL 108, WM 27

**Affinity Contracts:** Elements (CtL 138), Communion (WM 32), Contracts of the Wild (RoS 111)

### Blessing

(+) Once per day, spend one point of Glamour to increase Health by your Wyr level for one scene.

### Curse

(-) Do not reroll 10s in dice pools involving Manipulation, Empathy, Expression, Persuasion or Socialize, except in dice pools for seeming affinity Contracts

## Kiths

**Airtouched** Can spend Glamour to add Wyr to Speed or Initiative for the scene. Usable once per scene. CtL 109, WM 74

**Earthbones** Can spend Glamour to increase non-combat Strength rolls on a 1-to-1 basis CtL 109, WM 74

**Fireheart** Can spend Glamour to increase Wits rolls on a 1-to-1 basis CtL 109, WM 75

**Manikin** Can learn Contracts of Artifice at 5x per dot, and make untrained Crafts rolls at only -1 dice CtL 109, WM 75

**Snowskin** 9-Again on Intimidation and Subterfuge rolls and can spend Glamour to reroll a failed Intimidation roll CtL 110, WM 76

**Waterborn** Can spend a Glamour to breathe underwater and Swim at 2x Speed. Cannot breathe air until effect is over or Glamour is spent to deactivate CtL 110, WM 77

**Woodblood** 9-Again on Stealth and Survival rolls. Can spend a Glamour to hide in a normally unhideable area with decent foliage CtL 110, WM 77

**Blightbent** Once per day, spend a Glamour, breathe pollution. Roll Dex + Wyr - targets stamina. Target takes one lethal per success unless they can defend. +3 to resist man-made poisons. WM 78

**Levinquick** Spend a Glamour, +2 to speed and initiative. Lasts for a turn per Wyr. WM 79

**Metal flesh** Once per day, spend a Glamour to get +1 to Stamina, Resolve, Composure for scene. WM 79

**Sandharrowed** +2 on grapples and escaping grapples. WM 79

**Apsaras** Spend Glamour, change a target's vice to "Lust". Add Wyr to manipulation against effected individuals. This effect lasts 24 hours. WM 108

**Ask-wee-da-eed** Spend Glamour, force target to reroll a successful roll at -1. Usable once per day. Also, +1 effect to all Contracts of the Hearth. (Those contracts that offer a bonus get an additional +1, those contracts that offer a negative remove an extra 1) WM 108

**Di-cang** Spend a Glamour, everyone within 10 yards suffers no wound penalties until end of scene. Purchase Larceny at half cost. WM 108





## Fairest

The fairest embody grace and power, beauty and cruelty, able to enchant and beguile those around them.

**Full Descriptions:** CtL 112, WM 35

**Affinity Contracts:** Vainglory (CtL 146), Separation (WM 40)

### Blessing

(+) Spend Glamour to improve dice pools involving Presence, Manipulation and Persuasion  
(+) Do not suffer a penalty for untrained social Skills.

### Curse

(-) -1 when rolling to avoid losing Clarity

**Bright Ones** Can illuminate an area at will. By spending a Glamour, can make the light blinding; anyone targeting the Bright One gets a -2 CtL 113, WM 80

**Dancer** 9-Again on Socialize or Expression rolls involving agility and +1 to Dodge CtL 114, WM 81

**Draconic** Spend Glamour, reroll a Brawl attack, once per scene. +1 to Brawl rolls CtL 114, WM 81

**Flowering** 9-Again on Persuasion, Socialize and Subterfuge CtL 114, WM 82

**Muse** Can spend a Glamour to give a Human +2 to an Expression, Persuasion, Socialize or Subterfuge roll. This can stack. CtL 114, WM 83

**Flamesiren** Once per scene, spend a Glamour, everyone looking must roll Res + Comp, or suffer -2 to all actions until scene or effect ends. WM 83

**Polychromatic** Reflexively spend a Glamour, +2 to resist emotional manipulation for scene. All empathy vs. Polychromatic suffers -1. WM 84

**Shadowsoul** Pick one: Bonus to Intimidate = Wyrd, 9 again subterfuge. Contracts of Darkness are affinity. WM 84

**Telluric** Always know what time it is, +3 on situations that require precise timing. Free Specialities in Astronomy for Academics and Astrology for Occult. WM 84



**Treasured** Once per scene, spend a Glamour to retake one Stamina, Resolve or Composure roll (Not for derangement rolls.) WM 85

**Gandharva** Spend a Glamour, Expression or Persuasion rolls become an exceptional success at 3 successes instead of 5 for one scene. WM 108

**Succubus** If target and Succubus have same vice, +1 to all social rolls. If both have Lust, +2. Free Striking Looks 2 merit (WoD, p117). If already owned, gain SL4 WM 109

**Weisse Frau** Usable once per game session, Spend a Glamour and kiss a target. Target gains +2 armor. If target is younger than 13, +3. Does not stack with other armor. WM 109

**Minstrel** Spend a Glamour to reroll any failed dice on Expression roll. Harvesting Glamour from audience gains 8-Again. NH:GF 43

**Romancer** Subtle changes in everyone's eyes making each viewer see the Romancer with visual traits they find attractive. This causes a -3 to describe Romancer, which also applies to their clothes. Even cameras, both video and digital are affected by blessing. NH:GF 46

**Larcenist** 9-Again on Larceny and Socialize rolls involving Agility. +1 to dodge when dodging attacks. NH:GF 63

**Playmate** When Playmate is primary actor in a teamwork roll, add +2. If secondary, you may forgo roll to give primary 9-again. NH:GF 122



## Ogre

These Changelings are creatures of great strength and prowess, hardened and brutalised by the tortures and abuses they endured at their masters' hands.

**Full Description:** CtL 116, WM 42

**Affinity Contracts:** Stone (CtL 144) Oath and Punishment (WM 47)

### Blessing

(+) Spend Glamour to improve dice pools involving Strength, Brawl and Intimidate.

### Curse

(-) Do not reroll 10s in dice pools involving Composure (Except for perception rolls, Wits + Composure)  
(-) -1 Penalty when using Composure as a defense trait (Subtracting defense from a characters dice pool).

**Cyclopean** 8-Again on Wits based Perception rolls. CtL 118, WM 86

**Farwalker** 9-Again on Stealth or Survival rolls and can spend a Glamour to reroll a Stealth or Survival roll CtL 118, WM 86

**Gargantuan** Once a day, spend a Glamour, add Wyrd to Size. When returning to normal size, take 1 lethal damage. CtL 118, WM 87

**Gristlegrinder** Can use a 2L bite attack when in a grapple CtL 118, WM 88

**Stonebones** As an instant action, once a day, spend a Glamour, gain Armor equal to Wyrd. While activated, all Dex rolls suffer -1. Defence gets a negative of 1 if Wyrd is 3, of 2 if Wyrd is 5, and so on. Does not stack with normal armor. Lasts until end of scene. CtL 118, WM 88

**Water-dweller** Can hold breath as though Stamina 7 and no penalty to sight based perception rolls underwater CtL 119, WM 89

**Bloodbrute** Spend Glamour, turn found materials into any weapon from the Melee Weapons Chart (WoD Core p170). No -1 Improvised Weapon penalty. WM 90



**Corpsegrinder** An enemy at half health grants +1 to the Ogre's attack rolls. Gain a +1 when fighting undead (Zombies, vampires) WM 90

**Render** When attacking w/ bare hands, ignore 3 durability in objects. WM 91

**Witchtooth** Spend a Glamour for +1 occult. +1 to activate Contracts that curse. WM 91

**Daitya** Spend a Glamour, ignore durability in a structure for one attack. Free Weaponry Specialty at creation. WM 109

**Oni** Spend a Glamour, bite attack once per session. Heal 1 lethal or 2 bashing for every damage dealt. Target must have Morality 6 or less. Usable once per game session. WM 110

**Troll** Spend a Glamour, add Strength to any Manipulation rolls. WM 110



## Wizened

The Wizened have lost something of themselves to Faerie. Reduced in body and/or mind, made smaller than they were, they have turned bitter and spiteful. Their wizened appearance, however, conceals inhuman agility and dexterity.

**Full Descriptions:** CtL 120, WM 48

**Affinity Contracts:** Artifice (CtL 134) Animation (WM 52) Forge (RoS 99)

### Blessing

(+) Spend Glamour to get 9-Again on Dexterity for the scene

(+) Spend Glamour to add Wyrd to dodge total

### Curse

(-) Do not reroll 10s in dice pools involving Presence

(-) -2 for untrained Social Skills

## Kiths

**Artist** 8-Again on Crafts rolls and can spend 1 Glamour to reroll failed dice on a Crafts roll CtL 121, WM 92

**Brewer** +4 dice to resist poisons/intoxication; spend Glamour, Wits+crafts to magically make a drink alcoholic (potency succ+wyrd) CtL 121, WM 92

**Chatelaine** 9-Again on Social rolls that deal with manners or etiquette and can spend a Glamour to get +2 to Manipulation and Presence die pools CtL 121, WM 93

**Chirurgion** 9-Again on Medicine rolls, doesn't suffer equipment penalties on Medicine rolls CtL 122, WM 93

**Oracle** Can tell the future once per session as though they had the Common Sense Merit CtL 122, WM 94

**Smith** Spend Glamour, Dex+Crafts extended action to improve a tool. 4 Succ needed to give +1 CtL 122, WM 94

**Soldier** Has a Weaponry specialty with all Bladed weapons CtL 122, WM 95

**Woodwalker** 8-Again to Survival rolls and can survive by eating any plant CtL 123, WM 95

**Author** 8-Again on Expression when writing. Wits + Academics to understand written text in any mortal language. WM 96

**Drudge** Spend a Glamour, reduce the time needed to complete a simple task by time/(Wyrd + 1). Cannot be watched while doing it. 9-Again on Stealth rolls. WM 96

**Gameplayer** Spend a Glamour, win mental based board games. +3 to gamble in games that require both mental skill and luck. WM 96

**Miner** Spend a Glamour, send a coded message through vibrations in the ground. Range is 1 mile per Wyrd. Coded message is understood by it's intended recipient. WM 96

**Gremlin** Once per day, spend a Glamour and touch a device (weapons included) to negate equipment bonus. WM 110

**Pamarindo** Spend a Glamour, touch raw meat (Minimum one pound, Pamarindo can feed people equal to Wyrd score which nourishes for 24 hours (eater doesn't have to eat again after the meal). Gain Free Iron Stomach Merit (WoD p112). WM 110

**Thusser** Spend a Glamour, and make a Presence+Expression roll to perform some kind of music, and pick a target. If you succeed on the roll, until you finish the performance they will be unable to act except to defend themselves. WM 110

## Changeling Culture and Society

The culture of the Lost is a culture of survivors. Changelings are people who have been abused and enslaved, and they were often betrayed and tricked into that slavery in the first place. The only people a changeling could truly ever trust are other changelings, and of course that is a terrible weakness. Not every changelings on earth is free, and not even all free changelings are safe to trust. Some choose the life of a privateer, hunting their fellows for the rich rewards available from the Fae or the local market's slave auctions.

Because of this terrible contradiction, each changeling has their own approach to survival. However, tried and tested methods have grown, over the centuries, into traditions and laws to help protect the Lost from betrayal. The culture of the Lost varies from location to location, but it is universally bound up with issues of Trust.

## Pledges

The core of that trust and in many ways the only reason changelings can form a culture at all is the power of the Wyrd and of Pledges. Changelings have the power to bind their promises in ways that make the universe listen and punish those who break vows with terrible power. Binding oaths are emblems of trust, and those who have not sworn themselves into a Freehold or a Motely are often seen as suspicious at best and enemies at worst.

## Motleys

Within Freeholds small groups of changelings will often form bands called Motleys. Bound together by Oaths of mutual protection against betrayal by its members these groups are often the only freinds a changeling will have. The purpose of a Motley is usually defined by its Oath and can vary greatly. Some come together to act as surrogate families and watch each other's backs, while others form specifically to achieve a single goal. Motley-mates are often friends, but sometimes rivals will join forces for the common good for the power a Motely oath brings might be the difference between victory and defeat.

Motleys can be comprised of Changelings of any Seeming, Kith, Court, or even Freeholds. Players are warned that balancing the tasks of many oaths can be difficult. Mechanically, all members of a Motley must receive the same Boons from their Motley Oath, it cannot be different for each person.

## Courts

Long, long ago, 4 escaped changelings found a way to steal some measure of the Gentry's power. They used it to forged oaths with the Seasons themselves for power and protection. These legendary Pledges created the 4 Seasonal Courts, which form the basis of the political structure of western Changeling culture.

Changelings flocked to their banners drawn by the promise of power, protection, or just like-minded company. The Courts are ancient, and bear the hallmarks of their history in their feudal structures and traditions. In the modern day each city's Courts are governed by its seasonal Monarch, and each has its own role within a Changeling-occupied city. Each Court has its own Monarch in each city, and

## Freeholds

The Freehold is a banding-together of local Changelings into a political group. In the West, these are usually ruled by the Seasonal Courts, with each ruling during its Season. The reason for this annual rotation of power and leadership is that to willingly relinquish power is totally against the nature of the True Fae. Thus a Freehold's very structure serves to confuse the Fae strategies and protect its members.

Members of a Freehold swear an oath of Fealty to it, usually pledging to uphold its laws and not betray their fellow Freeholders. Changelings who do not swear fealty but live within a Freehold's borders are, whether they like it or not, considered to be the Freehold's jurisdiction. Many would dispute this, but usually the simple maxim of might makes right settles the debate.

Freeholds vary in flavour from richly traditioned and regal monarchies to loosely affiliate street gangs, and in Toronto the Freehold is something in between. The Feudal power of the Kings is uncontested but the Courts themselves have varying levels of formality and often pull in opposite directions.



## The Courts

### Spring

Spring is the Court of Desire, and Passion. Its philosophy centers around fulfilling your desires now that you are free, and able to do so. Pursuit of these passions can lead to great works of art, or extreme addictions, and everything in between.

**Emotion:** Desire

**Affinity Contracts:** Fleeting Spring (CtL149), Eternal Spring (CtL151), Verdant Spring (LoS39)

**Details of The Spring Court: CtL 47, LoS 28**

**Mantle Benefits**

- + +1 Socialization
- + Allies and Contacts cost 1/2 XP.
- Can reroll a social dice pool when meeting someone for the first time.



### Summer

Summer is the Court of Wrath and Strength. Its philosophy centers around fighting back against the forces that imprisoned you, and never again allowing them to harm you or your friends. This passion is expressed through both martial prowess and strategic genius. Sometimes it extends to battlefields

**Emotion:** Wrath

**Affinity Contracts:** Fleeting Summer (CtL153), Eternal Summer (CtL155), Punishing Summer (LoS59)

**Details of the Summer Court: CtL 50, LoS 47**

**Mantle Benefits**

- Spending Willpower on strength roll grants 4 dice instead of 3.
- +1 Armor
- +1 Health

#### Freehold Roles

Traditionally the Spring Court of Toronto fulfills several roles, but the most important to the other Courts is that of financier. The money of the Court fuels the Freehold as much as it does the Court itself and without its support the Freehold would lose much. The Freehold Commons is under lease to the ruler of Spring, and many changelings in the city have their rents subsidized by the Court.

In addition, the Court is the primary source of medical aid to the Freehold. Without Spring magic's many changelings of the city would have no recourse when sick or injured, since their fetches hold their Health Cards and identities.

#### Annual Tradition: The Revel

Each year the equinox marks the start of the season, and a Courtly ball held by Spring. Each year the venue changes, but it is always an impressive location in some way. Whether it is a ballroom with exquisite floral arrangements throughout, or a sex dungeon with the most innovative tools, the point of the party is to show the results of passion indulged, and to invite the other Courts to treat themselves, at least for the night.

Tradition – The height of the party comes with a contest of creative Skills. Whether a changeling wishes to perform, or unveil a new creation of artistic or craft value, the Spring monarch will award the most passionate creation with the Kiss of Spring, which may be exchanged for a favor from the Spring Monarch before the Season next begins.

Reasoning – In offering up true creativity, the city is charged with energy baffling to the True Fae, which helps keep them at bay. The winning of the Kiss itself is also a ritual enactment, the willing giving of power from one stronger to one weaker without coercion. This is again against the nature of the True Fae, and helps keep them warded from the city.

#### Freehold Roles

Toronto's Summer Court is the strength upon which the city relies in times of trouble. Its numbers have been small, but its members are loyal and fierce in battle. The Court fulfills the traditional role of the Freehold's shield and spear, defending the city against its enemies.

Summer's garrison resides within Fort York. During the day they tend to tourists wearing costumes of colonial soldiers. At night they train in this one-time military fortress.

#### Annual Tradition: The Free For All

Each year at Summer's height, the Court arranges for a contest of skill between the changelings of the city. Each participant is given a special token. The members of the Freehold are then free to challenge each other to tests of skill, either martial, intellectual, or any other manner they can devise. If a contestant either refuses or loses the challenge, they surrender all of their tokens to the winner. The trick is that each Changeling can only issue one challenge of a specific type each, and must keep coming up with new types of challenges to issue to win more tokens. A challenge can be declined, but it counts as a forfeit, and the challenger wins the declining person's tokens.

Tradition – Whoever has the most tokens at the end of the night wins the Blazing Mark, which may be exchanged for a favor from the Summer Monarch before the Season next begins.

Reasoning – Adaptability is in many ways the ultimate weapon against the Fae. As creatures of oath and twisted logic, the ability to change tactics is utterly alien to them, and establishing the power of the Freehold in this field helps ward the Fae from the city year-round.



## The Courts

### Autumn

Autumn is the Court of Fear and Magic. Its philosophy centers around two things – Learning to use fear to fight the True Fae, and turning their magics against them by learning all they can.

**Emotion:** Fear

**Affinity Contracts:** Fleeting Autumn (CtL156), Eternal Autumn (CtL159), Spell-Bound Autumn (LoS79)

**Details of The Autumn Court CtL 54, LoS 66**

**Mantle Benefits:**

- +2 on Contracts that use Occult.
- +1 Empathy and Investigation vs. Gentry or Arcadia.
- Can reroll Occult that deals with magic (Not Contracts or Pledges.)



### Winter

Winter is the Court of Sorrow and Silence. Its philosophy centers around both ensuring that you will never again feel the losses you suffered, and keeping you safe by keeping you hidden. This passion is expressed through both stealthy and subtle action and facing and conquering sorrows.

**Emotion:** Sorrow

**Affinity Contracts:** Fleeting Winter (CtL161), Eternal Winter (CtL162), Sorrow Frozen Heart (LoS99)

**Details of The Winter Court CtL 58, LoS 86**

**Mantle Benefit**

- -1 Wits + Composure/Skill when not specifically looking for character.
- +1 to Subterfuge.
- As •, but -3 penalty.

#### Freehold Roles

Toronto's Freehold relies upon Autumn for many things but most notably for its occult wisdom and its facility with Oneiromancy.

The leaden mirror is also known for keeping the Hedgeways safe. They patrol known gateways for mortals foolish enough to try them and the trods of the city to defend against incursions from the Hedge. When they find intruders mortals are theirs to act upon and swift runners are sent to the Summer Court when martial prowess is needed upon the trods.

#### Annual Tradition: The Ashen Hunt

Each year on All Hallows Eve the Court organizes a ritual hunt. Each year the quarry is different. Some years the hunt is purely ritual, and once run to ground the quarry will be peacefully brought without struggle to the celebration. Other years the hunt is deadly serious and the quarry might be a dangerous Hedge beast or loyalist changeling. In those hunts a grisly trophy is all that returns with the victor, and the city knows its boundaries are safer for it.

Traditional - the winner of the hunt, be it a motely team or single hunter, will be awarded Autumn's Promise. The Token may be exchanged for a favor from the Autumn Monarch before the Season next begins.

Reasoning – The ritual of the Hunt mirrors in some ways the dreaded Wild Hunt of the Fae. By coopting their symbols the Court of fear turns their power against them. When the quarry is run down and defeated the victory shows the True Fae that the city is better at their game than they are, issuing a dire warning to keep clear.

#### Freehold Roles

The Freehold calls upon Winter for only a few tasks, but one is that the city relies on Winter's connections to the mortal criminal underground. Winter is a subtle operator, and often helps changelings find work, legal or otherwise, as well as keeping an eye out for dangers.

Sadly, Winter has another role in the city, one not often spoken of and never mentioned in public. When someone simply must disappear it is Winter that is called upon. The blades of their assassins are cold, and their discretion assured.

#### Annual Tradition: The Winter Masque

Each year at the solstice Winter hosts a formal ball. Each participant is given a mask to wear which will magically keep their identity hidden. For that reason, the ball is often a time of relaxation for the Court, as well as the rest of the Freehold. At the height of the night a call is issued for speeches. Whoever wishes to may address the crowd on any topic they please, and hold forth until they finish or the crowd boos them from the podium.

Tradition - The Winter monarch will judge the value of what is said and whoever best impresses them will receive the Broken Mask. The token may be exchanged for a favor from the Winter Monarch before the Season next begins. Of course, this is done before the masks are removed, so that anonymity is preserved.

Reasoning - A Freehold needs to keep its tempers in check. Giving everyone a chance to vent is important, not least of all for the Winter Court itself. Also, once everyone gets their beef off their chest they can better focus on defense.

## Entitlements

Entitlements are special societies within Changeling culture. Each has its own purpose, traditions, and rewards for joining. In many ways Entitlements are similar to Dungeons and Dragons Prestige Classes, in that each has prerequisites for joining and grants special powers. In our game Membership in an Entitlement is a Premier Option, and costs 20\$ at character creation, or 10\$ if you join the Entitlement through plot.

Entitlements fill various roles in Changeling society, some working to preserve records, others offering violence for a price, and still others working to preserve the sanity of their fellow Changelings. A list of some of the more common Entitlements follows:



### The Bishopric of Blackbirds

The Bishops of this order treat and council their fellow changelings, working to preserve their Clarity

### The College of Worms

The augers of the College are soothsayers, fortune tellers who seek knowledge from the Wyrd to guide their Freeholds into the future.



### The Tolltaker Knighthood

The Knights of this order take money for violence but will only take a contract if the cause is just.

### The Knights of the Knowledge of the Tongue

These gourmet and gourmands search high and low for the epitome of gastronomy. Few know the Hedge's bounty better than a Knight of the Tongue.

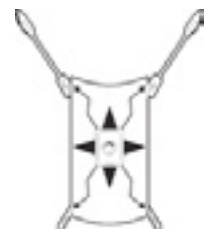


### The Knights of Utmost Silence

The Knights of Silence will help you should you need to disappear. Like the Witness Protection Program, they will whisk you from your life and city and into another when you ask.

### The Legion of the Iron Wall

The Warmasters travel to a Freehold when danger threatens to overwhelm the local defenses. They train, they lead, and they fight



### The Satrapy of Pearls

For the Satrap, there is nothing that is not for sale. They wheel and deal constantly, acquiring wealth and trading their goods and favors to all.

## Character Archetypes

This brilliance is the work of Mitchell Smallman, one of the finest narrative designers I know.  
Read it. LOVE IT. PLAY IT!

### The Hero:

Yes, this is a character. Like or not, every ST you have ever had has chosen a hero or heroes for their story, and it's not the whole cast. It's impossible to tell an interesting story with twenty heroes. It just doesn't work. So what makes the character that the ST treats with the "hero" moniker? Well, flaws for one. Yes, the heroes are picked on their flaws. Not how cool they are, not their super awesome powers, and not how nice their outfit looks. Heroic moments are when they overcome obstacles, and personal ones add to the struggles everyone is facing in game. Luke Skywalker was a hero. A whiny, self-doubting, conflicted hero. Good hero players have flaws, flaws that draw other players into that character's world of their own volition, and are people the rest of the cast wants to see succeed. As much as the "Lone Wolf" archetype in fiction happens, in LARP a lone wolf is just a self-indulgent player who wants more ST attention. Go ahead, write your "lone wolf hero who doesn't speak much but kicks a lot of ass when evil is around." Unless it's the ST's partner, dollars to donuts they won't be a Hero character in a good game. So yeah, either learn to give good head and write the Lone Wolf or write someone whose flaws still allow them to interact and thus get the support of the cast.

**The Hero's role is to STRUGGLE.**

### The Enabler:

The most neglected character. Usually it's the submissive types that make a PC group with their friends and realize that they aren't the strongest player (or in a good game, roleplayer) in the group. Fiction is littered with hundreds of enablers, but LARP seems to be devoid of them, because the idea of not being as cool as someone else is sickening to many players. Enablers are not just sidekicks, though a good sidekick is a good enabler. They fill in plot points so the heroes can focus on their STRUGGLE and move the story along. Imagine if Luke had to hack in and steal the death star plans himself instead of R2D2. Imagine if Buffy had to spend just as much time reading as many books as Willow did. How unrealistic would that be? The Heroes' successes become more realistic, more human, when they have enablers filling in the gaps. Also, enabler to enabler conflict and drama is the staple side plot of fiction. Who cares what the hell happened to Luke's hand, Leia just told Han she loved him right before he was frozen in carbonite!

**Enablers' roles are to ASSIST the Hero and HUMANIZE the story. They are easy to play well, but require a great amount of cooperation with other players.**

### The Narrator:

This is actually the most common role I've seen inLARPs, yet the least common one in fiction. Every good story needs one, but rarely three. The narrator is the character that rarely actually takes action themselves, but in their wisdom have the ability to highlight the parts of the story that need to be made clear. It's a very useful role in fiction, but in LARP it's a little different. Bad narrators usually happen the way bad foils do: they write up a hero character and realize they're not going to be treated like one. But instead of messing with the hero, they sit on the sidelines and comment. For some people, this is a particularly fun way to spend an evening. Some people enjoy being a peanut gallery in real life. The problem becomes instead of becoming a descriptive commentary, it's easy to end up a wallflower. A good narrator interacts with the Hero and Enablers on a regular basis. Further more, they have to say the things that no one else can say, otherwise they serve no purpose in moving the story along. Only Obi-Wan can tell Luke to use the force from beyond, and he can't do it himself to save the day. And without him saying so, Luke's amazing shot loses all of its emotional impact from his struggle with learning the Force through the whole film.

**The Narrator's job is to HIGHLIGHT the Heroes THEMES and STRUGGLE. It is the easiest to default to playing and the hardest to play well.**

### The Monkeywrench:

The Monkeywrench is that character who is on the same side as the Hero(es) but for some reason always ends up making their life more difficult. They serve similar story functions to the Foil, but don't do so of their own will. Either their attempts to help do more harm than good, or they have personal goals which take precedence over the Hero(es). The Monkeywrench will rarely happen in fiction unless you have an ensemble cast, but it's very useful in LARP. You can have a good game without one, you can have a great game with a good one. Often bad monkeywrenches show up when a player decides they just want to see how much trouble they can get in, usually out of boredom. The most important part of their role is that they create interesting story for everyone, not just the Monkeywrench player.

**The Monkeywrench's role is to make the Hero's STRUGGLES more DIFFICULT. They are equally difficult to play well and poorly.**

## *The Foil:*

This one is the most abused and misunderstood, but is often played. The Foil is on the same side as the Hero, but actively works against them. It may be fueled by jealousy, they may have different ideals, or they may think they are doing it for a heroes own good. They make the struggle more worthwhile by making the Hero make choices. Now, most of the times in LARP, people become foils when they realize they aren't the hero, and decide to hold them back. It's the players motivations before it becomes the characters. The problem is, they think the story will be better if they succeed and then become the new hero. Sorry guys, that's not true. If your ST is encouraging you to mess with someone, it's very unlikely that they're doing so in the hopes everyone falls in love with your character instead. They're enjoying the drama of the conflict. If you're going to play a foil, then accept failure, but force heroes into making decisions. That's how to play a good foil.

**The Foil's role is to HEIGHTEN the Hero's CONFLICTS. It is an easy role to play, and relatively easy to play as well, but requires an acceptance of failure on the players part for it to move a story along.**

## *And finally, The Nevish.*

The Nevish is the Omega, the bottom rung of the story's ladder, the poor guy who just can't catch a break. There are not enough games that have one, because once again, everyone wants to look cool. It is actually difficult to play long term unless you have some sort of martyr complex, so small goals are important when playing one. Unlike all the other roles that get played poorly when a player defaults to them, the Nevish is really only played poorly when someone ends up trying to be a different role. They have noble intentions and say "oh I want to play this shmuck" but when it comes down to the actual suffering part, they will monologue like a Narrator, or antagonize a Hero (because yes, even the Hero treats them badly at times) like a Foil. The key to being a good nevish is sticking to it.

**The Nevish's role is to ESTABLISH STATUS within the group by demonstrating the bottom level of the status chain.**

WHEN YOU WHIP OUT YOUR CHARACTER SHEET YOU BECOME A DOUCHEBAG WITH THE SAME MENTALITY AS A 7 YEAR OLD.

If we go by six character theory, all six have to fail to succeed on a dramatic level. (Fail to succeed, I like that.)

1. The Hero is defined by their struggle. No failures, no struggle. Heroes should fail the MOST. Luke misses the first shot at the death star, loses his fricking HAND when he fights his father, gets captured by Jabba and all sorts of bad things. Buffy quits and moves back to LA for a Summer and starts sleeping with Spike. Frodo continually uses the One Ring when he knows he shouldn't.
2. The Enablers have to fail at things so the Hero can do them, and make it clear when people are really screwed. Princess Leia can't stop them from blowing up Alderan, Willow goes evil when her girlfriend dies.
3. The Narrators can't always be right, otherwise they just become mouthpieces for the plot with no character of their own. By being opinionated, but biased, they provide a human element to their very necessary wisdom. Giles won't advise Buffy she's outgrown him because he hasn't outgrown her. Obi-wan doesn't tell Luke about his father and Luke pays for it. Gandalf thinks he can convince Saurodon the error of his ways.
4. Monkeywrenches need to fail ALOT, because it's much better drama then when their problem causing drama is done on purpose. Accidents and failures keep them endearing to the other characters as opposed to spiteful. Dawn can't help but get captured every time something bad happens. RDD2 gets captured by jawas.
5. The Foil needs to fail to explain why they are not the Hero despite being their equal in some manner. Plus, failure can motivate a foil like nothing else. (I find people who play Foils are the worst for playing to succeed.) Spike helps people he shouldn't and burns bridges left and right. Jane Cobb sells the crew to the Alliance, and begs for his life afterwards.
6. Nevishes should just fail at nearly everything out of principle, the more they want it, the harder they should fall.

## *Mechanical Archetypes*

We have talked about ways to think about your characters past influencing play, so let's talk now about in-game roles. There are a number of mechanical archetypes or tropes that you can use to focus your character's abilities, or break from to create something new. I have listed a few here based on some classic RPG character classes:

*Warrior - Bravfer, Sniper, Duelist,  
Gunslinger, Knight, Soldier*

**General:** In Changeling, a combat oriented character can take a number of different paths, from a brawling boxer, to a military-trained sniper, to a fencing duelist. It is a good idea to pick a weapon or style of combat you find interesting, and then build from there.

**Primary Attributes** For up-close combat you will want to focus on Strength for damage output and Stamina for extra health levels. Dexterity and Wits are also important as the lower of those two will set your character's base Defense trait. For Ranged combat you will want to focus on Dexterity for damage, but there are also merits that allow you to use Dex rather than Str for hand-to-hand fighting as well.

**Primary Skills:** Unarmed combat: Brawl. Hand-held weapons: Weaponry. Throwing weapons: Athletics. Guns/bows: Firearms.

**Suggested Specialties:** Taking a specialty in your chosen weapon type will add a die to all of your attack rolls, so I strongly suggest it.

**Suggested Merits:** For anyone focusing on combat: Fast Reflexes, quick draw, Danger Sense, Fighting Styles (there are many, covering lots of styles of fighting). For hand to hand: Heavy Hands, Lethal Mein. For Strength-based Hand Weapons: Armored Fighting, Demolisher, Shield Bearer. For Dexterity-Based Hand weapons: Disarm, Fighting Finesse (Very Important!), Atavism. For Guns/Ranged: Firearms Retention, Gunslinger

### **Suggested Kiths:**

Beast: Broadback, Hunterheart, Venombite  
Darkling: Razorhand, Leechfinger  
Elemental: Airtouched, Blightbent, Levinquick, Sandharrowed, Di-Cang  
Fairest: Draconic, Bright One  
Ogre: Gargantuan, Stonebones, Bloodbrute, Render, Gristlegrinder, Oni  
Wizened: Soldier, Gremlin

### **Possible Entitlements:**

Margraves of the Brim - Guardians of all Changelings, who spurn the courts and operate outside of them, but none the less do everything they can to protect the Freehold.

Sacred Band of the Golden Standard - Vain in the extreme, this band of warriors serves the freehold diligently for the praise and glamor it brings.

Tolltaker Knighthood - Bloody and merciless mercenaries, who will none the less never accept a task that they consider unjust.

The hound Tribunal - In the latter days of Summer, the secret police of Summer come out, and 'deal' with anyone who seems to have obstructed or turned traitor against the Summer Monarch.

The Hedge Wardens - Nobles that seek to tame the local hedge, slay dangers from the Hedge, and keep the Trods open so that the Lost can escape Arcadia.

The Duchy of Truth and Loss - Fetchhunters and killers, but doing so discreetly so it seems the person vanished.



## Cleric - Healer, Dreamrider, Therapist

**General:** In changeling there are a number of factors to health, and skills and abilities to cater to each of them. Healing can be accomplished through medicine or magic, or even the use of Goblin Fruit, and all Changelings have the ability to enter the dreams of those they are pledged to, allowing for healing of the mind from the inside. Traditional therapies and psychology are also valuable for changelings, who are all recovering from incredible trauma.

**Primary Attributes:** For medical healing, Intelligence is used for long-term care or planned surgeries, and Dexterity is used for on-the-scene triage. Magical healing uses a variety of attributes based on the Contracts used, but the primary healing power of Spring uses Wits. Entering dreams requires Composure and Wits, and acting while Dreamriding is governed by Wits and Wyrd. For Therapists, Wits and Manipulation will be important.

**Primary Skills:** Medicine is the primary skill for non-magical he secondary. For magical healing the skills are various. For Therapi

**Suggested Specialties:** For Medicine: Trauma, First Aid, Paramedic. For Dreamriding: Empathy: Dream Interpretation, Dream Therapy, Dream Poison. For Therapy, Medicine or Science: Psychology, Therapy, Alternative Medicine

### Suggested Merits:

For medics: Area of Expertise, Holistic Awareness, Make Do, Tolerance for Biology, Status: Medicine, Allies: Medicine/Police/Pharmacy, Faerie Healing. For Dreamriders: Meditative Mind, Danger Sense, Wisdom of Dreams, Visionary Dreams. For Therapists: Hypnotic Voice, Hypnosis, Eidetic Memory, Trained Observer

### Suggested Kiths:

Beast: Cleareyes, Truefreind  
Darkling: Leechfinger (with Kiss of Life Merit)  
Elemental: Fireheart, DaiCang  
Fairest: Weisse Frau, Telluric  
Ogre: Cyclopean  
Wizened: Chirurgeon, Pamarindo

### Possible Entitlements:

Bishopric of Blackbirds - Wandering fellowship, often regarded as a mixed omen, who seek to aid all other changelings, in exchange for favors.

The Order of Oneirophysics - Mystics and healers that focus on the real of dreams and their power.



## Wyrd - Caster, Investigator, Lore Master

**General:** Caster-types can cover a wide array of things in this game, from out and out battle mages throwing fire around, to quiet researchers who learn all they can but rarely actually cast anything, to masters of investigative magics. The magic's available to changelings covers a wide array of uses and styles.

**Primary Attributes:** Contracts require a huge array of skills, so it is generally best to check each power for what you need. However, almost all of them require Wyrd, and your court contracts will require Mantle as part of their roll, so focusing on those two are almost universally useful. For a more lore or investigation focused approach Intelligence will be important for research and Wits for on-the-spot considerations.

**Primary Skills:** Again, the list is crazy, so check your chosen contracts for their requirements before assigning your skill points! For lore taking Occult and Academics is key, and for investigators, the Investigation skill is key (shocking!)

**Suggested Specialties:** Specialties will not affect contract activation rolls, but for lore focused characters Occult or Academics specialties in your fields of expertise are very useful, such as Superstitions, or Wicca, or more Changeling focused things like Hobgoblins, or Tokens. For investigators specs in Crime Scene, Finding Magic, Hidden Things, or other similar ideas.

**Suggested Merits:** Since there are so many applicable skills for Contract casting, it's hard to nail down merits tailored to this. Once you know what you want to be casting, the STs can help you find Merits to help you out. For all mystical types: Goblin Vow, Hedge Gate Sense, Wisdom of Dreams. For Lore Masters: Archive, Area of Expertise, Encyclopedic Knowledge, Brownie's Boon, Contacts: Academia/Occultists, Allies: Academia/Occultists/Libraries, Visionary Dreams. For Investigators: Eidetic Memory, Trained Observer, Contacts: Police/Occultists/Hospitals, Allies: Police/Occultists/Hospitals, Visionary Dreams

### Suggested Kiths:

Beast: Cleareyes, Chimera, Riddleseeker,  
Darkling: Antiquarian, Gravewright, Skogsra  
Elemental: Fireheart, Ask-Wee-Da-eed  
Fairest: Shadowsoul, Weisse Frau  
Ogre: Cyclopean, Witchtooth  
Wizened: Oracle, Author, Miner, Drudge

### Possible Entitlements:

College of Worms - Diviners who seek to study Fate and its signs where ever they may be found.

Scarecrow Ministry - Inflicters of horror upon mortals, frequently the stuff of urban legends, in order to warn them away from dangerous places and actions

Magi of the Gilded Thorn - Wandering hermits that seek to understand the power and treasures of the Hedge.

The Eternal Echoes - Historians and witnesses to the dangers and heroes the Lost.

Lord Sages of the Unknown Reaches - Scholars and researchers of other supernatural phenomena.

Twilight Gleaners - Devotees to fate. Often come into conflict with the College of Worms. Worms seek to understand fate, Gleaners seek to simply enact fates will.

Pilgrims of the Endless Road - Journeymen who desire to improve themselves to unattainable perfection. Envied or disdained by others usually.



*Rogue - Thief, Assassin, Scout, Security Expert, Spy*

**General:** Sneaky folks are very common amongst changelings, but simple stealth can be parleyed into a number of useful skills. Spies and scouts can help find enemies and weaknesses, assassins to make people vanish, or thieves to help make sure the right people own the right things, and security experts to avoid or assist all of the above.

**Primary Attributes:** Dexterity is king in this field, governing almost all rolls. Strength can also help for breaking and entering, or climbing and running. Wits for perception checks can also be a huge help.

**Primary Skills:** Stealth and Larceny will be the main skills used for thieves, scouts, and spies, while a healthy dose of fighting skills like Firearms or Weaponry will let assassins seal the deal. Security types will also want high Larceny, as well as Computers and Crafts for programming and building, or hacking and dismantling security systems. Investigation is also valuable for detecting security systems or other threats.

**Suggested Specialties:** For thieves, spies, and scouts, stealth specialties such as Sneak or Hide in Shadows, and Larceny specialties such as Pickpocket, Lock Picking, Safe Cracking. Also Investigation specs in Security Detection could come in handy. Assassins will want to look at the Warrior archetype for ideas, and Security folks could focus on things like crafts or larceny specs in Laser Grids, Alarm Systems, and computer specs in Hacking

**Suggested Merits:**

General: Danger Sense, Direction Sense, Hedge Gate Sense, Fast Reflexes, Fleet of foot, Anonymity, Hidden Life. For sneaky types: Trained Observer, Eidetic Memory, Tunnel Rat, Perfect Stillness. For thieves: Contacts: Black market/Fences/Pawn Shops/Police, Allies: Black market/Fences/Pawn Shops/Police, Fence. Security types: Trained Observer, Eidetic Memory, Area of Expertise, Common Sense, Make Do

Suggested Kiths:

Beast: Cleareyes, Runnerswift  
Darkling: Mirrorskin, Tunnelgrub  
Elemental: Waterborn, Woodblood, Levinquick  
Fairest: Bright One, Larcenist  
Ogre: Cyclopean, Farwalker  
Wizened: Drudge, Miner, Gremlin

Possible Entitlements:

Margravate of the Brim - Guardians of all Changelings, who spurn the courts and operate outside of them, but none the less do everything they can to protect the Freehold.

The Phantom Tong - A criminal organization with a secret membership, working under the pretense that the chaos they cause keeps the Courts honest.

The Knighthood of the Dragonslayer - Police of Lost society, who see it as their task to root out corruption and purge it by any means necessary, infamously including torture.

Bodhisattvas of the Broken Cage - Social reformers that encourage individuals to break free from social mores and the rut of habit.

Knighthood of the Utmost Silence - Knights that help Changelings leave situations by stealth and guile, be it evading the eyes of the Gentry, or getting out of jail quietly and setting up a new name.

Guild of the Sacred Journey - Couriers and messengers, typically for inter-freehold contact, but can be used personally too. Inter-freehold deliveries are free, and the Courier cannot investigate the package.



*Face - Socialite, Leader, Smooth-talker, Con Artist*

**Meta Note:** Face characters are social movers and shakers, and it is important to note that of all the character archetypes, this is the one most closely tied to your actual abilities as a player as our game tries to avoid social rolls where possible. Please aim for what you know you can play well.

**General:** Faces can take many forms, from socialites to lawyers to con artists. The powers available to changelings over emotion makes them incredibly adept at manipulation. This can enable many types of social movers and shakers, from socialites who use their parties to harvest glamour, to leaders who inspire the freehold to rally, to con Artists who lie their way into wealth and power.

**Primary Attributes:** Depending on the type of social actions you focus on, either Presence or Manipulation may be primary. For those using force of personality or seduction, Presence will be primary. For those who hope to lie to and convince their targets, Manipulation will be key. Composure is also important for keeping your face straight in stressful situations.

**Primary Skills:** For those who want to charm and convince, Socialize and Persuasion will be key, for those who lie their way ahead, Subterfuge is primary. For those who want to know if someone is lying to them or to learn their true motivations, Empathy will be important.

**Suggested Specialties:** Socialize specs in life of the party, smooth operator, or ladder climbing, Empathy specialties on Sense Lies, Sense Motivation, and Sense Emotion. Persuasion specs in convince, pander, build trust, and subterfuge specs in Trust Me, Lying, appear honest.

**Suggested Merits:**

General: Resources, Luxury, Fame, Language, Siren Song. Socialites - Barfly, Striking Looks, Hypnotic Voice, Well-Traveled, Toxin Resistance. Leaders - Eidetic Memory, Gentrified Bearing, Inspiring. Liars- Eidetic Memory, Hypnotic Voice, Rigid Mask

Suggested Kiths:

Beast: Coldscale, Chimera, Coyote  
Darkling: Mirrorskin, Nightsinger, Whisperwisp, Illes  
Elemental: Snowskin, Asparas,  
Fairest: Dancer, Flowering, Flamesiren, Polychromatic, Gandharva  
Ogre: Troll  
Wizened: Chatelaine, Gameplayer, Thusser

Possible Entitlements:

Magistrates of the Wax Mask - Self-styled organizers of Changeling society.

Satrapy of Pearls - Hedonistic merchants who all things, even abstract concepts, as being potentially for sale. They frequently take a fancy to random items that they will exchange anything to obtain.

The Bronze Beylik - Kingmakers who are supposedly cursed never to be rulers themselves. They seek to select a rule that is best for the freehold, or become the secret power behind the throne.

Bodhisattvas of the Broken Cage- Social reformers that encourage individuals to break free from social mores and the rut of habit.

The Pilgrims of the Endless Road - Journeymen who desire to improve themselves to unattainable perfection. Envied or disdained by others usually.



*Influencer - Fixer, Political Back Bencher, Favor Broker, Pledgesmith*

**General:** Influencer characters are very important in Changeling, as they help keep the real world off of the often dubiously legal dealings of the Freehold. They share most of the mechanical focus of Face characters, but their enerigeis are focused on Influence Merits rather than direct social manipulation. Ranging from business types who use their money to gain influence, to members of various organizations working from within, to those who focus their attentions on groups and power in the hedge, or on the crafting of Pledges.

**Suggested Merits:** Merits are the core of Influencer characters, specifically Contacts, Allies, and Status. These merits are explained in greater detail in the Influence Merits Guide later in this booklet. Selecting what areas of influence your character wishes to hold will determine a lot about them. If you would like to get influence in an area that is not listed in the Guide just ask the ST.

## *Tinker - Crafter, Brewer, Gardener*

**General:** Makers in changeling are important for the Freehold's survival. Able to craft weapons, armor, tools, medicines, poisons, and more. Crafters are builders, creating mundane or magical equipment. Brewers are masters of turning Hedgefruit or mundane ingredients into medicines, potions, drugs, poisons, and more. Gardeners are those who specialize in cultivating Hedgefruit, sometimes even cross-breeding them to create new and powerful varieties.

**Primary Attributes:** For Crafting Hedgespun items, Strength or Wits are used to manipulate materials, and for mundane building, Dexterity or Strength will be used depending on the nature of the build. For Brewing, Dexterity or Wits are needed. For Gardening, Wits is needed most.

**Primary Skills:** For both Crafting, Brewing, and Gardening the Craft skill is your primary tool. Occult can also aid in your tasks.

**Suggested Specialties:** For Crafters: Crafts, Hedgespun, Weapon smith, Armorer, machinist. For Brewers: Poison making, distilling, drug making. For Gardeners: Hedge Fruit, Hedge, Goblinfruit Cultivation

### **Suggested Merits:**

Area of Expertise, Crafter's Sense, Make Do, Toxin resistance, Brownie's Boon, Hob Kin, Token Maker

### Suggested Kiths:

Beast: Cleareyes, Chimera

Darkling: Antiquarian, Skogsra

Elemental: Manikin, Earthbones

Fairest: Playmate

Ogre: Bloodbrute, Render, Daitya

Wizened: Artist, Brewer, Smith, Drudge

### Possible Entitlements:

Satrapy of Pearls- Hedonistic merchants who all things, even abstract concepts, as being potentially for sale. They frequently take a fancy to random items that they will exchange anything to obtain.

Ancient and Accepted of or Bridgemasons - Known chiefly for the art of Wyrdbuilding. Group of builders with secret signs to guard their art.

Knights of the Knowledge of the Tongue - Gourmands always experimenting with new foods and ingredients. Usually outlandish.

The Order of the Hallowed Garden - Architects of urban renewal and change. Designers of 'gardens' where people can rest and keep the community peaceful.



*Systems*



## Resolution Systems

So, how do you actually *do* things? Our game tries to keep rolling to a minimum to keep the flow of the game smooth, but when you need to pull out your character sheet, the following information should see you through:

### Narration and Mediation

Often scenes between PCs are more interesting when players work with each other outside the game to craft the best possible story. Leaving things up to the dice can be unpredictable and is often more confrontational. Between players, Mediation is a good option. Step out of character for a moment and talk about your goals. Come to an agreement, or get an ST to help, and then go back into game to play out the drama. When a mechanical situation arises you have the option is to request Narration from the ST. Everyone has to agree to Narration, and then each participant in the scene states their character's goals and what they are willing to sacrifice to accomplish them. The ST will determine the end result and tell the players. This can often lead to much faster scenes, and ones where everyone comes out happier with the outcome.

### Rolling Dice: Eight Div Three

Our game uses a simplified dice system, called 8 div 3. In the tabletop rules you would roll a number of dice derived from the relevant stats on your sheet. (eg, rolling Intelligence + Investigation to search an apartment for clues). The simplified system instead takes your dice pool and treats that as the base value of your roll. You then roll one 10-sided die and add the result to your pool.

If you roll a 1, the roll automatically fails, and if you roll a 10 you roll again and add all results to the total. The number rolled plus your Base Pool is your total and the value of your roll determines your successes.

Roll Totals
0-7= failure
8= 1 success
11= 2 successes
14= 3 successes
17=4 successes
20=5 successes
23=6 successes
26=7 successes
29=8 successes

### Modifiers

Rolls can have both positive and negative modifiers applied to them from equipment and the environment. Modifiers are added to the Dice Pool before the roll is made. Any modifying element, such as a good quality knife or terrible weather, can only apply up to a +5 or -5 modifier to a roll. However, different modifiers can stack to increase the total modifier value far higher.

### Skill Rolls

Skill Rolls are performed to do things related to your Skills. Hacking a computer, investigating a room, etc. These rolls are usually written out like this: Attribute+Skill+/-Modifiers

### Contested Rolls

When a roll is Contested the target rolls as well to counter your action. Some of these rolls will be down to whoever has the most successes, while others will have the target's successes subtract from your own, reducing or nullifying your action.

### Resisted Rolls

Some actions are considered Resisted rolls. When an action is Resisted one of the target's Resistance Attributes is treated as a negative modifier to the roll.

### Spending Willpower

Your character may make a Heroic Effort to succeed on a roll by spending a single point of Willpower. This gives a +3 modifier to almost any roll. Choosing to do this **MUST** be announced before you roll your die, and you may only do this once per roll!

### Extended Rolls

Sometimes actions take time, like building a house or writing a novel. Extended actions are how you resolve them mechanically. Based on the type of action you will be able to roll a fixed number of times, with each roll representing an amount of time spent working. If you cannot reach the required number of successes in your allotted rolls, you must begin the whole process again.

### Cooperative Rolls

Sometimes groups of people will work together on something. The group chooses a Primary, who will make the final roll. Then, everyone else who is helping will roll to assist. Their successes will be added to the Primary roller's dice pool as positive modifiers which unlike normal modifiers can go above 5. The final result of the Primary roll is the result of the action.

### Chance Rolls

If negative modifiers on a roll reduce your Base Pool to 0 you may still make the roll. However, if you roll a 1 you have Dramatically Failed, and the results will likely be disastrous.

## Damage, Healing, and Death

First up, and very importantly - **DEATH IS PERMANENT!**

### Damage Types

In the World of Darkness damage is divided into three categories of increasing lethality:

**Bashing damage**, reflects bruising or electrical damage. *Heal 1B in 15 Minutes*

**Lethal damage**, Reflects attacks that deal significant damage, such as stabbings and poison. *Heal 1L in 2 Days*

**Aggravated damage**, Represents catastrophic or magically contaminated damage. *Heal 1A in one week*

### How to Mark Damage on your Character Sheet

When your character is injured the damage is marked from left to right on their sheet. When damage overlaps your maximum health it loops back to the start, increasing in intensity.

When your rightmost health box fills with Aggravated Damage, your character is dead. In addition, when your last 3 Health Boxes are marked with damage you take wound penalties, at -1 per box to a max of -3.

*eg. Joe has 5 health, and takes 4 bashing damage, marking his sheet with four slashes / under his health. In the next round he takes a further 3 bashing, and so he fills his final box with a slash for the first point of bashing, and then upgrades his first two boxes to lethal damage, marking it with an X. If he then takes yet more damage, going back to the left, he will mark with a final line down the middle to make an asterisk \* to mark Aggravated Damage*

### Bleeding Out and Death

When a character has taken full lethal damage they are incapacitated and Bleeding Out. Unless Stabilized by a character with the medicine skill or healing magic they will take 1 additional point of damage per round until all of their boxes are marked with Aggravated damage and they die.

When your character dies you will get 1/2 of all of their earned XP on your next character! Get 100% for 10\$

### Damage Cap

Because combat in this system can be very lethal we have the following house rule: If your character is at full health and would be killed by a single rolled attack, they are instead left with a single remaining health marked as bashing. This is regardless of the nature of the attack. In addition they may not take further damage until the following combat round (hypothetically ensuring at least a single action for the victim).

This Rule **ONLY** applies to mechanical combat. Mediation and Narrative combat can have instant kills. This will **NOT** be used to surprise kill your character however. It is about making sure narrative scenes flow sensibly.

**Loss of Limbs** or organs cannot be healed using normal means, including the common healing Contracts of Spring, or Goblin Fruit. Replacing lost limbs or repairing blindness or deafness requires extraordinary methods.

### Healing and Recovery

Short of being fatally injured or falling unconscious your character can continue to act while any of his Health boxes remain empty.

If any of his last three Health boxes show injuries, he is debilitated with penalties to his dice pools, but he can still be up and around. Lost Health is recovered on your character sheet from right to left. Your character's least severe injury (that in the rightmost box) is recovered first. The damage marked in each box is erased as your character becomes progressively healthier, until his last (leftmost) box is empty and he is fully healthy again.

*eg. Your rightmost wound is healed first. It's from bashing damage, so is recovered in 15 minutes. (If your character had been unconscious from this wound, he regains consciousness upon healing it.) His next three lethal injuries each heal over two days, so all lethal wounds are gone after six days. Finally, each of your character's three aggravated wounds is healed after one week. It takes three weeks for them all to heal, each asterisk being erased from right to left.*

### Healing Wounds

**Dice Pool:** Dexterity or Intelligence + Medicine + equipment  
**Action:** Extended (Successes must equal or exceed total damage on the target; each roll represents one minute of work (first aid) or one hour of work (long-term hospital treatment))  
Dexterity + Medicine may be rolled in the field or ER, while Intelligence + Medicine may be rolled in a lab or operating room, where science and technology does much of the work of healing injuries.

**Success:** Achieving successes equal to the total, overall Health points lost by the patient restores heals 1B.

A patient who's bleeding to death or in a coma is stabilized if one success is achieved on the roll.

**24Hour Intensive Care** downgrades the nature of wounds by one degree. Thus, an aggravated wound could be downgraded to lethal. Such treatment can occur only in a hospital or other intensive-care facility. An extended Intelligence + Medicine roll is made, needing five Successes for a lethal and 10 for aggravated. Each roll requires an hour. This kind of treatment always focuses on the worst of the patient's injuries first. No more than one wound can be downgraded per day of treatment.

Someone can only heal once or have 1 wound downgraded per day.

## The Nature of the Hedge

The Hedge is the border dimension between the Earth and Arcadia, a barrier realm of thorns and brambles, operating on its own twisted logic and a source of terror and wondrous wealth. Changelings travel to the Hedge for many reasons: Traveling subtly and quickly, seeking out arcane creatures and knowledge, and harvesting the bounty of the Hedge itself. Mystical Goblin Fruits, Tokens, Oddments, and all sorts of magical bounty grow within the thorns, if you can find it and survive.

The Hedge is Psychoactive, changing to mirror the emotions of the creatures within it. It changes through the seasons and reflects the power and nature of the Monarch who rules. Changelings can use this to sculpt and twist the hedge to suit their wills, but it also makes tracking a changeling's path through the thorns much easier.

The Hedge is also dangerous even when empty. The Thorns are hungry for blood and glamour, and the paths all seem to lead deeper in. Leaving the hedge is far more difficult than entering, and spending too long wandering the maze can mean losing far more than your way.

## Traveling Through the Hedge

### Navigating Within the Hedge

Navigating the Thorns to find a specific location is an **Intelligence+Survival** roll.

### Hunting Goblin Fruit

**Intelligence + Occult + Survival** in an extended roll to seek out Fruit. Each roll takes 6-Survival hours. May only roll # times equal to your Stamina + Survival + Wyrd. Use of Dream 1 adds +1 to the roll, and cuts 1 hour off of each roll's search length.

### Leaving the Hedge

A changeling can search for an active gateway, and will probably find one, given enough time. This requires an extended action. The roll is **Intelligence + Investigation + Wyrd**.

**Determining Difficulty:** How well you know your surroundings, and how long you have been within the Hedge determines how long it takes you to find what you seek.

### Familiarity Time Required per Roll

*Very familiar:* One minute

*Somewhat familiar:* 10 minutes

*Unfamiliar:* 30 minutes

*Unknown:* One hour

*Hostile:* Three hours

### Length of Time in the Hedge Successes Required

*<1 hour:* Two

*1-8 hours:* Five

*8-24 hours:* Eight

*24-48 hours:* 10

*48-168 hours:* 15

*More than one week:* 20

### Roll Results

**Dramatic Failure:** The changeling becomes lost in the Hedge, lose all successes

**Failure:** The changeling takes a wrong turn somewhere and does not reach his destination

**Success:** The changeling can continue along the Hedge to his destination.

**Exceptional Success:** No special effect.

Suggested Modifiers: A well-known and often-used gateway is in the area (+2), changeling is being chased while searching (-3), changeling is off the path (-3)

### Off the Path

Each hour spent off the path in the Hedge drains 1 Glamour from changelings

## Hedge-Sculpting

Changeling can "sculpt" the Hedge somewhat. The changeling must put his hands on the section of Hedge he wishes to shape, smoothing out knots and gnarls or wrestling stubborn branches into shape. Any Hedge-Sculpting effort requires the changeling's player to spend a point of Glamour and have 1 success on a **Wyrd** roll. Simple Hedge-Sculpts such as chairs or doorways last for one hour per dot of Wyrd. More complex ones are explained below:

### Hedge-Hiding

A changeling may, with a swift movement, pull the local Hedge foliage all around herself to hide.

Cost: 1 Glamour

Roll: Wyrd

Effect: Your Wyrd applied as penalty to attempts to find you

Duration: one minute per success. Can be extended for 1

Glamour/minute

### Ensnare

Changelings can twist the thorns into bindings, on objects or people. This takes 1 round and a willing or immobile subject.

Cost: 1 Glamour

Roll: Wyrd

Effect: attempt to remove object gets -Wyrd. attempt to escape

gets -Wyrd + additional -1 per extra binding up to -3

Duration: 1 hour

### Weapons of Vine and Thorn

Instantly Hedge-Sculpt a simple weapon, breaking it off the local foliage.

Cost: 1 Glamour

Roll: Wyrd

Effect: Deals either Lethal or Bashing, +1. Add +1/extra

Glamour up to +4

Duration: If dealing L lasts hits=Wyrd. If Dealing B lasts

hits=2xWyrd

Special: Weapon type can require Weaponry or Brawl, player's choice.

### Shaping Ladders

Hedge-Sculpting a ladder

Cost: 1 Glamour

Roll: Extended Wyrd, 1 roll/2 turns

Effect: Create a ladder, 1 success=5 feet.

Duration: 1 minute per Wyrd, unweaves from bottom up.

## Pledgecrafting Vows, Oaths, and Corporals

### Types Of Pledges

Three categories of pledges exist: Vows, Name-Bound Oaths, and Corporal Pledges. A changeling can only hold a small number of Pledges at a time. The number is set by their Wyrd in addition to one each of the types name-bound and Corporal pledges.

### Vows

A vow is the most basic sort of pledge-craft. The changeling simply swears to accomplish some goal or fulfill some task, outlining what is expected of the other, their rewards for adhering to their pledges and the curses they can expect for failing to do so. A vow is invested into the changeling's Wyrd. **A changeling may have a maximum number of such vows invested equal to his Wyrd rating +3.**

### Oaths

An oath involves a pledge sworn by one's true name, the name of one's former Keeper, or the name of a higher power the changeling believes in. Breaking such oaths result in an additional penalty on top of the Oath's Sanctions. Oaths are actually invested in the names the oath is sworn on and no name can bear more than one oath for any given changeling.

**True Name, Obscured:** Swearing an oath on his true name, the changeling invests the power of that pledge into his very name, rather than his Wyrd. In this case the name is shared by the Changeling's Fetch, and so if he breaks this oath he proves himself unworthy of that name in the eyes of the Wyrd. The next time he encounters his fetch he will lose all resistance to the fetch's Echoes, Defense drops to 0, and they receive a dice pool penalty equal to their Wyrd. These limitations last for one scene. The fetch senses the weakness.

**True Name, Unsullied:** Such an oath is invested into his true name, held only by the character after their fetch's demise. The penalty for failure to adhere to such an oath is severe. In an instant the Wyrd shatters all Wyrd-invested pledges they currently maintain, and they are penalized as though they'd voluntarily broken all of those pledges. Those who share in those pledges with him are instantly aware that he has violated an oath on his true name, and are likely to be wary dealing with him in the future — it is a grievous thing to falsify one's own name.

### Corporal

A pledge sworn with a corporal involves swearing on a physical symbol. Corporals come in one of five varieties: Mortal Emblems, Seeming Emblems, Courtly Emblems, Title Emblems, and Nemesis Emblems. As with oaths, the primary use of corporals is in the investment of a pledge into something other than the changeling's Wyrd. At any given time, a changeling may have only one of each kind of corporal active and invested.

**Seeming Emblem:** The changeling who swears on a seeming corporal swears on something symbolic to himself and his existence as a changeling. Woe to the changeling who breaks such an oath: they lose a point of Wyrd immediately. Generally, both parties of a seeming pledge swear on their own emblems, if they are both fae. Changelings with Wyrd 1 cannot swear this particular pledge, as they cannot invest enough of themselves into the corporal.

**Title Emblem:** A title emblem is invested into a changeling's entitlement. Violating this pledge causes the changeling to immediately lose the benefits of the Entitlement, and sends a ripple of Wyrd through those of his entitlement he meets, marking him as an oathbreaker and betrayer. The mechanical benefits of his entitlement return when he gains a point of Wyrd, but the esteem of his fellow changelings is broken; traditionally, the entitlement peerage has the right to give the oathbreaker a task to perform — one that upholds the ideals of the entitlement and returns him to their good graces. Such tasks are given out rarely, and never lightly. To offer an oathbreaker amnesty is to suggest that one has less respect for the creed of the entitlement as well.

**The Name of a Higher Power:** Such an oath is literally sworn in the name of the changeling's faith and belief in a concept or diety, investing the pledge into that aspect of his soul, rather than his Wyrd or name. Should this oath be broken, the changeling is immediately filled with a tremendous sense of despair, losing all current Willpower points. In addition, the next time he must make a roll to avoid losing Clarity, he receives a one die penalty to this roll — the spurning of mortal faith is a trademark of the Others, and can endanger Clarity.

**The Name of the Keeper:** A changeling may invest the name of his Keeper with an oath —investing in the connection between himself and his former Keeper. These oaths are very dangerous to make. Violating this oath immediately alerts the changeling's former Keeper to their whereabouts. The Keeper gains a bonus equal to the oathbreaker's Wyrd to all rolls to find and recapture the changeling. The True Fae may invoke the benefit when he chooses, within the next year and a day, enjoying the bonus for one full scene. Only pledges sworn by changelings may be Name of the Keeper Oaths.

**Mortal Emblem:** The symbols of mortal associations are precious things to changelings. Mortal corporals can be nearly anything representing a distinctly mortal establishment. It must be something that the character is involved in entirely out of mortal interest — the nightclub owned by a local member of the freehold does not qualify. Should he break this corporal pledge, his Wyrd lashes out and within the next few days they will be ejected from the organization. They will never be able to rejoin it. This loss triggers a Clarity roll made with four dice, regardless of the changeling's Clarity level. The roll gets a -2 dice penalty if the corporal was broken for changeling reasons, rather than mortal ones. If it was broken fulfilling a Virtue they gain a +2 bonus; if it was broken fulfilling a Vice, the roll gets a -2. Changeling may only have one normal mortal corporal active at any given time. However, if the changeling has a Merit such as Allies, Contacts, Resources, or Status that reflects a mortal institution, she may elect to invest that Merit as a corporal. Should the changeling break that oath she not only suffers the possibility of losing Clarity, as above, but also loses the Merit entirely, and will not be able to regain it in that area of influence again.

**Courtly Emblem:** The changeling who swears on a courtly emblem invests the pledge in either his Mantle Merit for his own Court or his Court Goodwill Merit for another Court. (Lack of the appropriate Mantle or Merit precludes this pledge.) Violating this pledge causes the changeling to immediately lose all his dots in Court Goodwill, or reduces his Mantle rating in half. For the next moon, members of that Court who encounter the oathbreaker immediately sense he has broken faith with that Court, and treat him accordingly.

**Nemesis Pledge:** Swearing on the emblem of another changeling binds that changeling as a punisher to the pledge. This role is referred to as the "nemesis" of the pledge, and the would-be nemesis must agree to this role. When the nemesis emblem is sworn, the changeling who has agreed to fulfill this function uses a Contract or other ability. The oathbreaker suffers the effects of that power, without resistance, per the pishogue sanction of a power equal to the task, below. In addition, the nemesis becomes immediately aware which party has broken the oath.

## Game Details and Premier Options

### Character Development

Per month your character can earn up to 5 XP!

Attending LARP – 1XP

Full Costume – 1XP

Submitting Downtime Actions before the deadline – 1XP

Attending Downtime – 1XP

Submitting Feedback Survey – 1XP

Bonus XP can be earned by:

Submitting your Character Backstory – **onetime bonus of 5XP**

NPC for us! – 5XP/Game!

Prop making/donation – **Variable XP. If more people work on a prop, everyone gets the full bonus.**

#### Experience Point Costs

Attribute New dots x 5	Non-affinity Contract* New dots x 6
Skill New dots x 3	Merit New dots x 2
Skill Specialty 3	Wyrld New dots x 8
Goblin Contract Dots x 3	Clarity New dots x 3
Affinity Contract* New dots x 4	Willpower 8 experience points**

\* Determined by the character's seeming or Court.

All changelings have affinity with Contracts of Dream, Hearth, Mirror and Smoke.

\*\* Experience points can be spent on Willpower only to restore dots lost through sacrifice or performing feats that require such a sacrifice

Let the STs know what you want to buy with your XP as some purchases will have prerequisites in plot before you can get them. eg. Having spent 10 games as a total pacifist and never even seeing a gun, you wont be able to suddenly buy Firearms up from 0 to 5 even if you have the XP. You will need to put in downtime actions supporting the purchase, like visiting a firing range and getting lessons.

New dots in things are bought at a multiple of XP based on the type of stat, and the dot level you want to buy.

## Game Fees

**Each LARP Session has a site fee of 10\$ per player.**

If you arrange with the STs to bring snacks or booze to game for everyone (free donations) your site fee may be waived or reduced. (Make sure to arrange this at least 1 week before game)

**Downtime sessions do NOT have a site fee, and are free to attend.**

## Premier Options

We have a variety of Premier Options available. They are priced based on the amount of extra work they create for the storytelling team :) Each of these items can be purchased at Game or during Downtime Sessions. For balance reasons, Premier Options may ONLY be purchased outside of Combat.

### Between Games and after Death

**Downtime actions** – Each month you have 2 Downtime Actions for your Character. You may buy additional actions for 5\$ each. You may only have up to a total of 5 Primary actions per month.

**Character Death** - Your next Character will automatically get half of all the XP gained for your last character. You may pay 10\$ to get 100%

### Character Options

**Entitlements** – Membership in an Entitlement is 20\$ if you wish to be a member right from character creation, or 10\$ if you join through plot. (Character must meet mechanical requirements for membership)

**Non-Seasonal Courts** - Membership in a non-Seasonal Court is 20\$ if you wish to be a member right from character creation, or 10\$ if you join through plot.

**Access to Wyrld >4** - Increasing in power beyond the 4th dot of Wyrld is 10\$ per dot (So the 5th is 50\$, 6th is 60\$, 7th is 70\$ etc.) Purchasing this option does not give you the XP, you are not buying the dot, you are buying the right to have it on your sheet.

### Goblin Fruit

**Amaranthine Rex** – Instantly heal three Aggravated Wounds – 3\$

**Babel Gum** – speak all languages for one day- 1\$

**Blushberry Rex** –Instantly heal all Bashing or three Lethal wounds- 2\$

**Couppnettle** – Instantly recover one Willpower Point 2\$

### Glamour

**Starting Glamour** – You begin game with half your Glamour pool full +additional Glamour based on your dots in Harvest and any Glamour Pledges your character has. You may instead begin game with full Glamour for 2\$.

**Glamour Refresh** – You may refill your Glamour pool without performing a harvest action for 5\$

## Downtime Actions

Downtime is what we call character action in the time between LARP sessions. Every month your character doesnt just pop into stasis between games, so we use Downtime Actions and Sessions to figure out what is going on.

Each month you have a fixed number of downtime actions your character can do to pursue plot, build up their resources, or anything else you can think of. There are three types of Action: Free, Primary, and Merit, and each can be used for different things.

If you are ever having trouble coming up with downtime action ideas, don't hesitate to give the STs a poke! We are always happy to help you get your fingers into plot!

## Downtime Form

Our game uses a Google Form to submit downtime actions each month, which will help you give the STs the information they need to come up with plot for your actions. Check the Facebook Group or our Website for the Form link.

The most important thing to consider when drafting your actions is to make sure the STs have all of the relevant information. Did you include the dot ratings for your stat, or just that you have it, for instance.

## Free Actions

First, each player gets any number of free actions per month. Free actions are a way for you to let the ST's know what your character is doing with their life in general, outside of plotty actions. Letting us know this helps the STs come up with plots for you, and also adds to the depth of your character!

Free Actions are things like

- Going to work
- Paying rent etc
- Walking through town
- Upkeep on personal defenses
- Tending gardens etc
- Signing pledges
- Social interactions with other players

A good rule of thumb to determine if something is a Free Action and not a Primary Action is this: Is the action upkeep on something already going on? Is it something where I don't expect to get new plot information for filing it? If your Action is about starting something new, or needs the STs to give you information, its probably a Primary Action

## Giving Actions

If your character is Crafting something for another character but you dont want to spend all your actions making things, whoever you are building it for can give you one or more of theirs. Actions given like this MUST be used to craft their item, and cannot be put to other purposes.

## Merit Actions

Each Player also gets Merit Actions for their Allies, Contacts, and Status. For each type of Allies, Contacts, or Status your character has they will get a Merit Action each month to use that merit.

EG: If you had Contacts:Police, and Allies: Paramedics 2, you would get two Merit Actions, one to use with each of them. You cannot bank these actions between months and you cannot exchange them. (Such as using the two actions above to hit up your police contacts twice). Each must go to the merit that granted it and you either use it or lose it.

Merit actions are things like

- Checking with your contacts for information
- Asking allies for a favor
- Sending a retainer on a mission
- Using your status to arrange an action from your underlings

## Primary Actions

Each Player also gets 2 Primary Downtime actions per month. Primary Actions are things you want to do that will move the story along for you or for the whole city. These actions will be getting a response from the STs each month in the form of a pile of information, the opportunity to purchase a new ability or stat, or a scene at the Downtime Session. If you need more than 2 Primary Actions, you can purchase additional actions for 5\$ each, up to 5 total per month

Primary Downtime Actions are things like

- Investigation
- Research
- Attack or defense
- Setting up new defenses/jobs/homes etc
- Crafting
- Harvesting
- Finding stuff
- Plot pursuit

# House Rules, Custom and Banned Mechanics

## House Rules

Additional House Rules are in the Crafting, Goblinfruit, and Toxins Guides at the end of this booklet. There isn't room here.

### The Seasons

Members of the Court in power get 8-again on all contract activation rolls and +1 to Glamour harvesting rolls. During your antithetical season, Courtiers are at a -1. (Anti-seasons – Summer/Winter, Spring/Autumn)

### True Names

True names are defined as the name your Mother thought of you as before your birth. This is rarely the same as one's legal name appearing on a birth certificate. All sentient beings know their True Names on some level, either consciously or in their subconscious.

True Names will act as the catch to any Contract targeting that person. Multi-target contracts are not included. See RoSpG23. Additionally, True Names provide additional power to pledges, as RoSpG23.

### Glamour Harvesting

If you Harvest the following amounts on a single roll, the effects hit you.

**3-5** – Mild intoxicant and mild emotional shift (pot or booze)

**6-8** – strong intoxicant, strong emotional shift, blurring of sense of self (Acid/cocaine)

**9+** Hold onto your butts. (wild ride) Additionally, any Goblin Fruit may be Reaped for a single point of Glamour, consumed for that power rather than its normal effect.

Your Glamour pool also affects your overall mood, as hunger would. (If less than ½ full you are hungry, with only 2 or less points you are cranky and starving, if within 2 points of full you feel bloated but satisfied)

## Restricted Mechanics

The Following Mechanics require strong story justification and must be discussed with the STs:

*Decorated, Fame, Luxury, Retainer, Familiar, Staff, Sworn Officer, Supernatural Lore, Relic Creator, Relic, Shadow Contacts, Shadowless Chambers, Token, Charmed Life, Fae Mount, Faerie Favor, Goblin Merchant, Goblin Vow, Hedgebeast Companion, Market Stall, Slave, Contract of Lucidity*

## Altered Mechanics

**Kith: Fairest Shadowsoul** - You must pick one of the Kith Blessings for the shadowsoul, you do not get all 3.

**Merit: Siren Song.** This merit must be activated by spending 1 Glamour, and lasts for 1 scene. This ability stacks with the Flamesiren Kith Blessing

**Merit: Mobile Hollow** now reads as follows:

Mobile Hollow (• to •••••)

Pre-Requisite: Total Hollow dots 5+, Wyrd 3

Effect: Your character's Hollow gains some measure of mobility. How much control you have over your Hollow's speed and method of movement is dependent on the number of dots spent on this merit.

**Drawback:** The Hollow can only be controlled or driven by a character that has spent dots on the Hollow. If no such character is inside the Hollow it is considered unattended. If left unattended and not properly stopped, or if the moorings or fence are damaged your hollow will move on without you and need to be tracked down.

**Your Hollow's base movement stats are as follows:**

**Navigation** requires a pilot to physically manhandle the Hollow through an internal control room, and the hollow is only able to move forward or turn up to 45 degrees every round.

**The Hollow's speed** = highest Wyrd of Hollow owners + Hollow Amenities – Hollow Size. If your Wyrd+Amenities is less than your Size, the Hollow cannot move.)

**Stopping** requires great physical effort and takes no less than 15 minutes, while you jump out and lash the Hollow to a secure moorings or set up a pen of some sort while someone driving it keeps the Hollow in the area.

**Hollow Doors** are all disconnected while in motion. After stopping it takes 15 minutes for them to reconnect.

**Trail** Your Hollow leaves a wide, distinct track that take 3 days to dissipate. Anyone tracking it gains +5 for the first day, +3 for the second, and +1 on the third.

• = Choose one mode of travel between Walking, Burrowing, or Swimming.

•• = Choose one of the following enhancements:

One additional mode of movement (Walking, Burrowing, or Swimming)

Increase the turning radius to by 45 degrees per round

Increase maximum Speed by 5

Reduce stopping time by 5 minutes

Tracks are less obvious and dissipate faster (benefit to trackers reduced by 1 at each stage).

••• = gain 2 more of the enhancements from the 2nd dot, or choose one of the following:

Time needed to reconnect Hollow Doors is reduced by 5 minutes

•••• = gain two more enhancements listed above, or choose one of the following:

The Hollow will respond to verbal commands made within earshot.

••••• = gain two more of the above enhancements, or choose one of the following:

Hollow may teleport once per day, to a distance equal to its base speed in Kilometres.

Hollow may be remotely summoned when within the Hedge, from up to your Wyrd in kilometers distance

## Banned Mechanics

**Kiths:** Moonborn, Piscacha, Elemental Kith focus or Contract focus dealing with radioactivity of any kind

**Contracts:** Contracts of Moon, Contracts of Reflections, Sight of Truth and Lies

**Mechanics** Talecrafting, Fate-bound merits

**Merits:** Dual Kith, Murder Expert

**Suppliments** Victorian Lost

# Influence Merit Guide

Influence Merits are tools your character can use to accomplish far more than they could on their own. Useful for gathering information, safeguarding personal and freehold actions, and applying pressure on your enemies, these Merits are significant sources of power.

In our game, Influence merits have prerequisites your character must meet before they can be bought. These prereqs are not locked in stone, and the ones listed below are suggestions, not exact limitations, and the lists of possible Contacts, Allies, and Status are FAR from exhaustive. These merits can be taken in as many different areas of influence as exist, from specific companies or organizations, to broader strokes such as the art world, or high finance. The broader the area of influence, the more demanding its prerequisites will be. As noted in the Downtime Actions guide earlier in this book, your character gains bonus actions specifically to use their Influence

### Contacts

Contacts are sources of information, invaluable for gathering intelligence or an informational edge. Contacts are fairly low-level relationships, sometimes networks, sometimes specific people you can tap for information once in awhile, who may very rarely ask for something substantial in return.

You can only have up to 5 dots in Contacts, and each dot represents a different organization or area of focus. The increasing cost of each new Contact reflects the increased work keeping up expanding social ties.

Prerequisites for contacts are minimal, and generally rely more on common sense than anything else. Because of the vast array of possible contact areas only a few examples are listed below. Generally the requirements will be something that lets you connect to your contact in some way. Money can often trump more personal connections too!

Street Gang - Streetwise 1, or resources 2+

Court System - Politics 1, or Academics 1, or resources 3+

Shipping - Crafts 1, or resources 2+

City Hall - Politics 2, or Bureaucratic Navigator 2, or resources 4+

### Allies

Allies are people you have worked hard to build relationships with, sometimes friends, sometimes merely colleagues or confidants; the number of dots in an Ally reflects that individual's level of influence, information, and power, or your depth of relationship. A 1 dot ally could own the company, but barely remember your name, or could be a mailroom clerk you go out to beers with on the regular.

Allies can be asked for favors, but will often want something in return, either a future consideration, or even direct payment. Allies might also come to you for help from time to time, just like you go to them.

Prerequisites for Allies are similar to those for contacts, setting up the similarities between you and your Ally that allow you to build and continue the relationship. At higher levels though, money alone can only rarely seal the deal. Status in something near their field can mean a lot more.

Police

1-2 - New Identity 1, or Anonymity 1, or Resources 3+, or relevant Status 1+

3-4 - New Identity 2, No status in criminal orgs, or relevant Status 2+

5 - New Identity 4, no Status in Criminal orgs, Clarity 5+ or relevant Status 3+

Education

1-2 - Academics 1 or politics 1 or resources 2+, or relevant Status 1+

3-4 - Academics 3, or Politics 3, or Resources 3+, or relevant Status 2+

5 - Academics 3, politics 2, Or resources 4+, or relevant Status 3+

Mafia

1-2 - Streetwise 2 or resources 3+, or relevant Status 1+

3-4 - Streetwise 3 or resources 4+, or relevant Status 2+

5 - Streetwise 4 or resources 5+, or relevant Status 3+

### Status

Status is the most powerful of the graded social merits. It represents direct involvement and power within organizations, and can give the ability to issue orders, or work directly with the org to accomplish goals without needing to repay favors the way you do with Allies.

The requirements below reflect what it takes to achieve success and power in these fields. This list is not exhaustive, and requirements can be adjusted based on specialization, just talk to Randy!

Human low level organizations (Street gangs, Volunteer charity work, etc)

(volunteer/Initiate)1-2 - no requirements

(organizer/posse leader) 3-4 - New Identity 1, resources 2, streetwise 2

(Founder/own the block) 5 New identity 2, resources 3, streetwise 3

Human businesses – (employee/team lead) 1-2 requires - New Identity 1, resources 2 (middle manager) 3 requires New Identity 2, resources 3, politics 1

(Upper manager/board member) 4 requires New Ident 4, Resources 4, politics 2

(owner/ceo) 5 requires New Ident 4, Resources 5, politics 3

Human Government (Municipal) (Provincial and Federal levels will have extra requirements)

(administrative employee/campaign planning person) 1-2 New Identity 4, Subterfuge 1, politics 2, Academics 1

(Division management/ward councilor) 3-4 New Identity 4, Subterfuge 2, politics 3, stealth 1, Academics 2

(Branch Management/ Mayor) 5 New Identity 4, Subterfuge 3, politics 5, Stealth 2, Academics 3

Goblin Market

(marketeer) 1-2 - Market Familiarity 1, Goblin Merchant 3 (respected trader) 3 - Market Familiarity 2, Goblin Merchant 3,

Market Stall 4 (Feared Trader) 4 -Market Familiarity 3, Goblin Merchant 3, Market Stall 4, Pledgesmith 1, Clarity

## Crafting System

### Creation Dot Limitations and XP Costs

Hedgespun items count as the Token Merit, and MUST be paid for with XP by the final owner of the item. (The Merit costs 2xp per dot, so a 5 dot Token costs a total of 30xp)

If a player purchases a Token at the goblin Market or has one crafted for them, they may go into XP Debt and use the item on delivery, however ALL XP they have must go to the item before any other expenditures of XP can be made.

A character can only be in XP debt on a single item at a time.

If you have paid for an item with dots in the Market, the XP value of those things can be applied towards purchasing the Token Merit for that item.

If the XP value of what you paid is more than what is needed to buy the item, the extra XP is lost to the greed of the Market.

Crafting Hedgespun items requires a dot value for the final item to be determined, and Hedgespun items have different numbers of Dots that may be invested in them based on their type.

Art, machines, raiment, and weapons can only have up to 5 dots worth of power. Automata are special in that the merit can be shared between multiple characters, giving Automata no theoretical limit; however each character investing in the Automaton may only invest up to 5 dots in it.

### Hedgespinning Base System

**Cost:** See below, under Action.

**Dice Pool:** Wits or Strength + Crafts + equipment

**Action:** Extended. Target Successes=3Xdots value of Token. 1 Downtime Action spent crafting = 3 rolls + 1 roll for each dot of Stamina above 2. Each roll costs 1 Glamour, which will be subtracted from your starting Glamour for the following game.

### Roll Results

**Dramatic Failure:** On a dramatic failure, the character destroys one of the ingredients necessary for the recipe.

**Failure:** The items just don't come together. They refuse to yield to the character's ministrations.

**Success:** The elements are come together, and the desired Hedgespun item is completed

**Exceptional Success:** The character's next Crafts roll is made at a +2 bonus, after which this clinging magic effect disappears.

**Suggested Modifiers:** *intricate design* (-3), *distractions* (-2), *Clarity 8 to 10* (-1), *each ephemeral or intangible ingredient included in the recipe* (-1), *character has Wyrd 6+* (+1), *Tools* (+1),

*Contracts of Artifice* (+1), *Clarity 5 or below* (+2), *Occult 3 or higher* (+1 per dot above 2)

## Types of Hedgespun

### Hedgespun Weapons

Here are the Base mechanics for Hedgespun weapons

All Hedgespun Weapons begin with a +1 Enhancement bonus.

Dots purchased in a Hedgespun token weapon could go toward the following:

- +1 Bonus per dot
- +1 Defense per dot (Defense cannot be more than doubled)
- +1 Durability to weapon OR -1 Durability to target
- +1 Toxicity, Slow Poison. Additional strikes will extend the duration, but NOT stack damage per turn

### Hedgespun Machines

Spinning machines from within the Hedge is no easy task. Complex machines incur a -3 to the Wits + Crafts roll. Complicated electronics incur -5 penalty.

A single dot in a Hedgespun machine represents a basic functionality similar to an ordinary machine that could be attained through mundane means.

Additional dots can allow

- +1 Equipment bonus based on machine use.
- +1 Durability
- -1 Durability to target

### Hedgespun Automata

Automata begin with a base of Intelligence 1, Wits 1, Dexterity 1, Stamina 1, Strength 1, Size 1, and 0 in all Skills. Their Speed, Initiative, Defense and Health are all derived normally. Automata's Skill levels may not exceed the rating of their highest Attribute

Automata may not learn Contracts, and do not possess Wyrd, Glamour pools, or Clarity ratings. Automata are inherently non-sentient, but if they are given Resolve and Composure in sufficient amounts they may become free-willed hobs, with no particular loyalty

- Each dot invested in the Token merit for the Automata gives the Automaton 1 additional dot in an Attribute, Skill, or Merit

## Poisons, Drugs, and Incapacitants

### A note on Toxicity:

Toxicity levels in cannon nWoD are extremely deadly. I am reducing them significantly for our game to avoid one-hit-kills. Any toxin or cocktail of toxins will be capped at Toxicity 5 as the maximum damage it can deal in a turn if it is an instant-acting effect. Any Toxin that deals damage over a prolonged period can deal only a single Lethal damage per turn, and its Toxicity rating will determine its length of effect. Toxins which deal damage over time in this manner will be capped at Toxicity 10.

Resisting the effects of a Poison or Drugs is done with a reflexive Stamina+Resolve roll, modified by relevant merits or blessings. The poisoned character must meet or exceed the toxin's toxicity to resist its effects. EG – Sue is poisoned with a toxicity 3 muffin, so she must get at least 3 successes to avoid damage. Sadly she rolls only 2 successes, and so she takes the full damage (3L) of the poison. For Damage over time poisons, the difficulty is to resist is 1/2 the toxicity of the poison and but one roll per round is needed.

### List of Toxins

The Following chart is a general list of toxin types and their in-game effects. The Prerequisites reflect what you must know or be able to do in order to get your hands on these chemicals or the materials to make them. If you are synthesizing your own you must have a Workshop dedicated to Chemistry at the required level in order to have the equipment and space. The resource cost listed is for enough of the material or components to make a number of doses based on its rarity.

- Common toxins will yield 10 doses per crafting Action
- Uncommon toxins will yield 5 doses per crafting Action
- Rare toxins will yield 2 doses per crafting Action
- Mythic Rare will yield a single dose per crafting Action

### But what about Magic?

Crafting Hedgespun equivalents of the mundane toxins below will have different prerequisites and Skills required. Generally you can swap out Science for Occult, and Specialties in chemistry and the like for Hedge fruit or Hedgespun toxins. Obviously Resource costs don't make sense for Hedge fruit, so the Resources required will be the number of Fruit or other ingredients needed. The mechanical effect of the toxin will be the same as its mundane counterpart, but you can pitch me on new ideas as you come up with them.

Name	Type	Effect	Delivery Method	Effect Time	Toxicity	Duration	Rarity	Resource Cost	Prerequisites	Workshop Level
LSD/Hallucinogens	Drug	-3 to all rolls, -4 to perception rolls	Ingested	30 min after ingestion	3	8 hours - Stamina	uncommon	1	Streetwise 2	2
Marijuana/Intoxicants	Drug	-1 to all wits, Dex, Int, resolve rolls	Smoked	Instant	2	1 Hour	Common	1	Streetwise 1	1
PCP/Accelerants	Drug	-4 to all rolls, roll resolve to avoid frenzy	Injected, smoked, ingested	Instant	4	2 hours	rare	2	Streetwise 3	2
GHB/Incapacitants	Drug	-2 to all rolls, roll Resolve to avoid forgetting trip	Ingested	5 min after ingestion	4	1 hour	rare	3	Streetwise 3	2
Antifreeze/Household Poisons	Poison	Damage	Must be ingested or injected	DoT	2	As Toxicity	common	2	None	2
Aconite/Plant Toxins	Poison	Damage	Must be ingested or injected	Instant	5	As Toxicity	uncommon	4	Status Pharma 3, OR Allies Pharma 2, Science 3	2
Arsenic/Cyanide	Poison	Damage	Must be ingested or injected can coat a weapon	Instant	4	As Toxicity	uncommon	4	Status Criminal 3, OR Allies Criminal 2, Streetwise 3	3
Supertoxins-Botulinum Toxin, etc.	Poison	Resistance rolls at -3	Must be ingested or injected can coat a weapon	DoT	8	As Toxicity	Rare	5	Status 4 Criminal, OR Streetwise 5, Allies Criminal 5	5

# Finding and Growing Hedge Bounty

## Goblin Fruit

Goblin Fruit are strange growths and plants of the Hedge. While they are often edible or able to be turned into something edible they are prized because these Fruit provide numerous magical effects. Finding them is no simple task, however. To find a Goblin Fruit requires a trip into the Hedge well prepared with luck and knowledge.

### Finding Goblin Fruit

Select your target Fruit or Oddment: Target Successes + Seasonal modifier = Overall difficulty

Roll Intelligence + Occult/Survival roll to determine if the Fruit is available at all

**Dice Pool:** Int+Occ/Survival

**Action:** Extended. Each roll = 6-survival Hours Searching. Contracts of Dream reduces by 1 hour. You may only roll a number of times = to Stamina+Survival+Wyrd

**Modifiers:** Seasonal Preference will add modifiers to the Base Difficulty to find the Fruit, the number of successes needed in the extended roll: In-season +0, adjoining season +5, opposed season +10.

**Dramatic Failure:** You find something nasty.

**Failure:** You do not find the target, and must now figure out how to exit the Hedge from where you are.

**Success:** If you reach or exceed the desired number, you find it! You may then make a single Wyrd roll to determine your luck. Each success adds 1 to the number of Fruit or Oddments you have found (You will always find at least 1 if you succeed in the hunt) and must now figure out how to exit the Hedge from where you are

## Cultivation

Cultivating Goblin Fruit or Oddments is possible for the aspiring changeling gardener to ensure a reliable source of these potent consumables in times of need. However, these items will only grow in the Hedge and so a prospective gardener had best secure a Hollow with a dedicated Workshop to house their greenhouse. Each dot of Hollow Workshop dedicated to cultivating goblin Fruit provides enough space to house 5 individual plants. To get a goblin Fruit to grow you need appropriate soil and environment, and your roll can be given a significant bonus by using the plants special Fertilizer. The relative difficulty of cultivating a type of Fruit is set as a penalty to the roll, but adding the right fertilizer gives a bonus

**Dice Pool:** Wits + Crafts

**Action:** Extended. You may only make a single attempt to plant a specific Fruit once a day. You cannot use anything except either a full plant or full Fruit to attempt to cultivate it. If the Fruit has ever left the Hedge, it cannot be cultivated.

**Modifiers:** *Plant rarity gives a negative Modifier, Fertilizer bonus, Workshop bonus*

**Dramatic Failure:** Something goes wrong, and both the fruit and fertilizer are lost.

**Failure:** The plant does not grow, and your fruit is lost. Fertilized soil maintains its bonus to grow that type of fruit.

**Success:** The fruit will sprout visibly and then begin to grow at a more normal pace.

**Exceptional Success:** The plant will grow strongly, giving a +1 fruit bonus to its first Harvest

## Hybridization

Hybridizing goblin Fruit or oddments is possible, but difficult, and the results of your experimentation will be up to the ST to determine, both in effect and difficulty of cultivation.

Mechanically, you roll Wits+ Crafts at a -2 in addition to the difficulties of the two chosen components. You must also invest a point of Glamour into the plant to make the roll. Success on the roll means the Hybrid will grow, but what it ends up as is anyone's guess.

# Goblinfruit and Oddments Rarity Charts

Rarity Determines the Base Difficulty, Cultivation Penalty, and Fertilizer Obscurity for Goblinfruit and Oddments

**Common** Base Difficulty 3; Cultivation Penalty -2; Fertilizer Obscurity 1

**Uncommon** Base Difficulty 6; Cultivation Penalty -4; Fertilizer Obscurity 3

**Rare** Base Difficulty 9; Cultivation Penalty -6; Fertilizer Obscurity 5

**Mythic Rare** Base Difficulty 15; Cultivation Penalty: Impossible

Name	Rarity	Book and Page	Seasonal Preference	Preferred Fertilizer
Blushberries	Common	CtL Core 223	Spring	Young Flesh +1
Chu Chu Culm	Common	Winter Masks 113	All Year	Brandy +1
Cocorange	Common	Goblin Markets 21	Spring	Vodka +1
Coupnettle	Common	CtL Core 223	Winter	Dream of triumph +1
Dream a Drupe	Common	CtL Core 223	Autumn	Aged Flesh +1
Ertwen	Common	CtL Core 223	Winter	Frozen Flesh +1
Fear Gortach	Common	CtL Core 223	Summer	Corpse of animal that starved to death+1
Murmerleaf	Common	CtL Core 223	Summer	Burned Flesh +1
Nightcap	Common	CtL Core 224	Autumn	Superglue +1
Babel Gum	Uncommon	Winter Masks 113	Winter	Throat of a Polyglot +3
Buglewort	Uncommon	CtL Core 224	Summer	Feet of a Sprinter (speed >15) +3
Coralscalp	Uncommon	Goblin Markets 21	Summer	Sanity +4
Dactyl	Uncommon	Goblin Markets 21	Autumn	Tongue of someone well spoken +3
Headgourd	Uncommon	Winter Masks 112	Autumn	Barrel-Skink Dung +2
Jarmyn Fruit/Leaves	Uncommon	CtL Core 223	Summer	Favorite Dream + 3
The Cousin's Trumpet	Uncommon	Winter Masks 113	Autumn	1 dot Crafts +3
The Judas Yew	Uncommon	Winter Masks 111	Summer	Stomach of a Glutton +3
Wyrthumb	Uncommon	Rites of Spring 131	Winter	Rope used to bind and murder someone +3
Amaranthine	Rare	CtL Core 223	Spring	Heart of a Changeling +5
BrumbleBulb	Rare	Rites of Spring 131	Winter	Sanity +5
HideFruit	Rare	Autumn Nightmares 59	Winter	2 dots Stealth +4
Pitt Moss	Rare	CtL Core 224	Autumn	Willpower Dot +4
Hera Pear	Mythic Rare	Rites of Spring 131	Spring	Impossible
Pedicle Velvet	Mythic Rare	Winter Masks 114	Summer	Impossible

## Oddments

Oddments are a form of Hedge bounty similar to Goblin Fruit, in that they naturally occur in the Hedge. However, their uses are more varied, and they are not eaten to be used. The system for finding Oddments is identical to that for finding Goblin Fruit.

Name	Rarity	Book and Page	Seasonal Preference	Preferred Fertilizer
Hog Eye	Common	Winter masks 111	Summer	Fingernails of a thief +1
Stabapple	Common	CtL Core 224	Autumn	Blood +3
Jennystones	Uncommon	CtL Core 224	Autumn	Corpse of a Skunk +2
Scarhistle	Uncommon	Rites of Spring 132	Summer	Patch of tattooed human or changeling skin +3
Vermisap	Uncommon	Winter masks 112	Autumn	Corpse of a Rat King +3
Walking Gertrude	Uncommon	Rites of Spring 132	Winter	1 pint of slug or snail slime +3
Gallowsroot	Rare	CtL Core 224	Winter	Head of a hanged man +5
Promise Leaves	Rare	CtL Core 224	Spring	Clarity +5
Tovil's Ooze	Rare	Rites of Spring 132	Winter	Flesh of a knight killed in battle +5

# Setting

## Locations on Earth

### **The City of Toronto**

The city is much as we know it in the real world. But as this is the World of Darkness the safety and relative harmony of the city we enjoy is only a dream there. Walking down the wrong street in our Toronto could result in far worse than a simple mugging, and for newly-escaped changelings the streets are as big a threat as their former Keepers.

### **The Freehold of the Spire**

The boundaries of the Freehold are currently somewhat loosely defined. The territories of the Courts are clear, but how far the rule of Freehold Law carries is currently unknown.

### **The Beneficent Empire of Markham**

The Freehold of the Spire is not alone in Toronto. A Directional Court Empire has established itself in strength over the last few decades in the largely Chinese-populated Markham area. The Beneficent Empire has had little contact with the Spire in the past, but protects its borders jealously. Likewise, its members are rarely welcome south of Steeles.

### **The Fetchyard**

It has long been tradition in Toronto to properly dispose of a slain fetch's remains. Autumn established the Fetchyard as a depository for such waste, and sees to it that all that are brought to it are disposed of properly. Those who bring them dead fetches are usually rewarded with goblin fruit. The Yard is a house in the east end and none outside the Court know just where or how the bodies are interred.

### **The Whipping Post**

When crimes are committed against the Freehold, Fort York is where they bring the condemned. There Summer erects the Whipping Post and metes out corporal punishment. Beating with a rod is the most common punishment but for the most heinous of crimes the Post has been used as a makeshift gallows as well.

### **The Cervidae**

This charming tea-shop and boutique is the workplace of King Rumin Hart of Spring. Here you can find an assortment of antiques or pastries to suit your tastes, or the Satrap himself for more interesting deals.

### **The Looking Glass**

This bar has proven to be the center of the Freehold's social life, hosting parties and gatherings regularly. Owned by the Spring Court, it has gone through several managers recently. After some renovations following a fire it will soon be open for business once more.

### **The Occult Shop**

A source of new age and Wiccan accoutrement for mortals and changelings alike, the Shop is the place to go to contact the Autumn Court.

## Important Locations

## Locations in the Hedge

### **The Hedge**

The Hedge around Toronto is an abundant growth of towering thorn entwined around cracked concrete and rusted metal. In Summer the black vines are wreathed with razor-edged leaves of dark green with small red flowers blooming like spots of blood. In Autumn the leaves become brittle as glass and blaze with colour before browning to an ashy tone. In Winter the leaves fall and icicles grow in their place, crystal daggers growing in opposition to gravity facing in every direction. In Spring the ice melts and new leaves bud and unfurl with a rich green yet to darken in Summer's heat. Paths through the Thorns change regularly as the Barrel Skinks roll about their business, making navigation and mapping almost impossible. Venturing deep into the thorns in Toronto brings you further and further from signs of human influence and concrete and metal will be replaced with bare earth and rough stone.

### **The Goblin Market**

The local market was Folly's Festival of Follies until their recent departure. The market was accessed through the Hedge off of the Kings Trod, or through Alan Gardens in the mortal world. The Festival's Hollow is a strange, massive bower of Hedge growth warped and twisted and woven into a multi-story edifice.

### **The Castle**

It is unknown why Casa Loma has so distinct a duplicate within the Hedge, but its denizens are fiercely protective of its borders. Changelings of the Freehold are warned not to approach the castle or attempt its gates without either extensive martial support or an offering to appease the paranoid Bolg within.

### **The Trods**

Trods are well-established pathways through the Thorns, anchored by gates into the real world. Relatively safe from the standpoint of navigation these paths main dangers are other travellers on the road.

### **The Kings Trod**

The Kings trod is a major east-west pathway through the thorns. It actually aligns somewhat with King St and many of its gates open along that road. This makes it both incredibly convenient and incredibly dangerous as its entrances are highly trafficked by mortals. Many of its gates opening into the downtown core are regularly destroyed by the Autumn Court to avoid undue risk.

### **The Toronto Passage**

This North-South Trod extends well outside of Toronto's borders. It leads all the way to Georgian Bay in the mortal world and ends at the lakeshore in Toronto. The pathway is the oldest in the region by far and is a well-established path commonly used by denizens of the Hedge. It is wise to avoid the Trod if one can because it is often dangerous beyond the ability of the Courts to contain. This is doubly true outside of the Freehold's borders. For those who dare it, it is a speedy path north, with only a few minutes danger taking a changeling into North York and beyond from its initial Toronto gate at the lakeshore.

## Plant

# Common Denizens of the Hedge

### The Thorns

The thorns of Toronto are largely an interwoven mesh of vines whose leaves are sharp as razors. The vines themselves are rough-skinned, abrading anything that rubs against them like sharkskin. Their colors change with the seasons. In Summer the black vines are wreathed with razor-edged leaves of dark green with small red flowers blooming like spots of blood. In Autumn the leaves become brittle as glass and blaze with colour before browning to an ashy tone. In Winter the leaves fall and icicles grow in their place, crystal daggers growing in opposition to gravity facing in every direction. In Spring the ice melts and new leaves bud and unfurl with a rich green yet to darken in Summer's heat.

### Cassandra's Trumpet

These bright yellow flowers can sometimes be found growing along trods or by pools of water. They emit a pleasant smell but will call out dire and dubious warnings to any who approach them. If plucked they will continue to cry out apocalyptic prophesies until they wilt, usually about a day.

### Winter's Tears

These tiny white flowers grow only after the first snow in the Hedge and last only hours unless picked. They are prized by Winter Courtiers as ornaments and signs of their season's arrival.

## Animal

### Treasure Roach

These variably colored insects are common in the Hedge. When still they appear to be shining jewels or solid gold waiting to be found. When grasped, however, they release a sticky and foul smelling ichor and fly away. On death their carapaces become dull grey and quite ugly.

### Apedaws

These strange flying creatures combine the worst aspects of monkeys and corvids and will often follow people they find interesting. Subjects of their attentions get pelted with filth while the Apedaws mock their cries of anger.

### Jeremiah Worms

These odd annelids are often found where Hedge-fruit grows, aerating the soil of the Hedge. Sadly, this does not bode well for a garden as fruit harvested from a worm-infested plant is likely to contain unpleasant surprises for its consumer. Their name comes from the extreme hardness the worms exhibit.

### Barrelskinks

These huge reptilian creatures can often be seen rolling through the undergrowth of the Hedge, snapping up smaller beasts and swallowing them down into its cavernous gut. Though rarely a threat to changelings these creatures can sometimes be used to flatten the thorns for a path if they can be persuaded to go the direction the changeling wants.

## Sentient

### The Bolg

This tribe of hobgoblins is the most common to find walking the trods of the city. Their skin is a mottled brown and their enormous teeth make understanding their speech somewhat difficult. Standing at an average of 3-4 feet in height these small hobs can be fierce combatants and canny traders. They owe no loyalty to the Freehold of the Spire, but are seen as neutral generally. Approaching their chosen territory, the Castle, is a dangerous proposition if you are not properly prepared.

### The Silence

These strange beings are most often found attending stalls at the Market or walking the Kings Trod. These creatures are comprised mostly of arms seemingly knotted together into a ball, limbs articulating constantly tipped with expressive hands. Like their name implies they do not speak, and their gestural language is complex and difficult to interpret. Their advice, however, is often worth the struggle to comprehend.

## The History of the Spire

### Founded in Fire - the 1900-1940s

The Freehold of Flame's Caress was founded in 1904 in the wake of the Great Toronto Fire. Changelings from throughout the city joined forces to help rebuild, and to create something new in the wake of the disaster.

In 1900 the first full year of traditional Court function was celebrated, and the parties thrown in that year became the annual events of the seasonal Courts, held and established as Tradition.

The names of the 4 Original Monarchs were:

Queen Corba Beckwith of Spring

King Scepter of Autumn

Mr Door of Winter

Champion Rugar of Summer



*Rumors of the 1900-1940s*

*I heard the fire that took out most of the city was started by the battle between the founders of the Freehold and a powerful Gentry. Tore the whole place to pieces fighting, then decided to stick around and help rebuild*

*You know how the Crystal Palace was destroyed in that fire? Yeah, well I heard the fighting started there, and that it wasn't just some fancy building. The local Goblin Market was set up that day, and the fight broke the market peace and all. That's why no Market would open within the city till power passed to the next set of kings.*

*So, I read somewhere that the stones the Freehold Oath is bound upon were taken from the corpse of their defeated Foe. But then I heard later that they were stolen from the original Market and used to defeat the Gentry...*



*Rumors of the 1940-1970s*

*Did you hear? The 4 Original kings did not pass on the crown around 1940, oh so peaceable and easy and each in their own time. No, they ALL died on the same night, and then whatdayaknow, the Goblins are back in town.*

*I heard that the year the Market reopened the Whipping Post was used for the first time. I wonder where they got it from...*

*You know Autumn collects fetch corpses, right? Well I heard it was ShreckMacht that started the whole Fetchyard thing. I still don't know what they do with all that junk.*





*Rumors of the 1970-1990s*

*You know, no one knows what it was the Summer knights faced on that trod, but they must have won I guess. After all, even after the city was all but defenseless, no attack came following the survivor home. He must be proud of that, at least.*

*I heard that on the day they marched out, the Goblin Market shut down completely. Not sure why, but I know it was a market day, and old Folly has never shut down like that before.*

The Kings come 1970 were

King Timmy of Spring      Queen Skinny of Winter  
 Queen Thrax of Autumn      Champion Harley of Summer.

**Modern Life - the 2000s-present**

The passing of the old monarchs happened over several years. Shortly following the loss of Summer, King Rumin Hart ascended to the Crown of Spring in 1999, and Queen Lina of Winter gained hers not long after, in 2001.

After their march, it was some time before a Summer monarch arose, but Queen Barton took the crown in 2009, only to lose it to King Rickey in 2013. The whereabouts of Ricky are still unknown.

Thrax of Autumn lived up to September of 2015, Passing away from old age on the 13th of the month. Her Successor is a new arrival to the city, who as yet has not been seen outside the Autumn Court.

Current Monarchs:

King Rumin of Spring  
 Queen Nana of Autumn  
 Queen Lina of Winter  
 King Jimmy of Summer

*Rumors of the 2000s-present*

*You know Rumin is a Satrap right? Anything and everything for sale, if you can match the price. Got to wonder how much the loyalty of his Court is devotion or debt.*

*I never heard what happened to old Barton of Summer after Ricky took charge. for that matter, you seen him around lately? Maybe he abdicated and left town.*

*I heard that Queen Lina's in kinda the same trade as old Rumin, but she's who you go see if what you want happens to be in someone else's pocket.*

**The Reign of Fire - the 1970-1990s**

Summer grew significantly in the following years, following an aggressive recruitment and expansion plan initiated by the Champion Arbalest, but when Summer's power was passed in the Summer of 1985, Champion Harley declared Summer unending, citing dangers to the Freehold as justification for permanent martial rule. Rule of the Freehold was not passed on at the turning of the Seasons, and the might of Summer ruled all. Harley also changed the name of the Freehold to the Freehold of the Spire, seeing the newly erected CN Tower as a sign of dominance and power.

Summer's power held the city and the other Courts in check through strength and martial law for over a decade. Justice was brutal, and threats to the power of Summer treated as threats to the Freehold.

In 1998 the entire Summer Court, then by far the most numerous in the city, claimed to discover a powerful and terrible plot brewing in the Hedge, and marched against the foe. Sadly, only a single survivor returned to the world, his eyes forever haunted by whatever horrors he saw. The rule of the city resumed the seasonal cycle, and while weakened by the loss of Summer, the Freehold prospered.



*Reference  
 Guides*

# Character Creation

Creating characters in Storytelling is a simple 12 step process. Just make a copy of the character sheet, get a pencil and begin.

1. Choose background. First, create your character's concept. To help get a handle on your character's identity and motivations, come up with a short, two or three word description of them. As part of this, select your character's **Virtues** and **Vices**. Choose one of each.

**Virtues:** Charity, Faith, Fortitude, Hope, Justice, Prudence, Temperance

**Vices:** Envy, Gluttony, Greed, Lust, Pride, Sloth, Wrath

## Core Stats- Attributes and Skills

2. **Attributes:** Your character's innate capabilities. Pick an order for Mental, Physical, and Social categories of Attributes to get 5, 4, or 3 dots assigned to them. You then divide those dots between the 3 Attributes in that category as you see fit.

eg. if you pick Mental as your primary category, you divide 5 dots between Intelligence, Wits, and Resolve.

The fifth dot in any Attribute costs two dots to purchase.

3. Select **Skills**, your character's learned capabilities: Prioritize the three categories (11/7/4). The fifth dot in any Skill costs two dots to purchase.

4. Select **Skill Specialties**, your character's focused areas of expertise: Take three Skill Specialties of your choice. You can assign each how you like, whether each to a separate Skill or all three to a single Skill. As a Changeling, you then get one additional Free speciality in either Brawl, Athletics, or Stealth.

## Changeling Stats

5. Add your **Seeming and Kith**

Choose a seeming, representing the general Faerie archetype that your character has become, either by proximity or by the purpose of her durance. **Kiths** are sub-types within each Seeming, and can be found in the Changeling Core book, as well as Winter Masks.

**Beasts:** The animal-blooded who hunt in the tangled forests of Faerie, swim in its waters, soar in its skies or pace its kennels.

**Ogres:** The strong and often brutal goblins and giants of Faerie, broad-backed and bloody-handed

**Wizened :** The subtle and ingenious crafters of Arcadia, the wise and cunning wonder-makers

**Elementals :** Children of the earth, air and sky of Faerie; those born of the raw elements of nature itself

**Darklings:** The nocturnals, the Fae that lurk in the shadows and call from lightless grottoes and hidden glens.

**Fairest:** The most beautiful of Arcadia, if not always the kindest; the elegant and adored, the graceful and manipulative.

6. Choose a **Court**, one of the four great houses of changeling society. You may also choose to be Courtless, a member of none. Each Court also grants affinity with three Contract lists.



**Spring Court (Desire):** The changelings of the Emerald Court reject the pain and sorrow of their time in Arcadia, drawing power from desire and joie de vivre.



**Winter Court (Sorrow):** The changelings of the Onyx Court hide under layers of deception like a seed under snow-covered ground, hardening themselves on a diet of midWinter sorrow.

**Courtless:** Those who choose to go their own path are sometimes said to belong to the Colorless Court, outsiders in a dangerous world.

**Autumn Court (Fear):** The changelings of the Ashen Court find their strength in Fae magic, drawing the Glamour they need for their sorcery from the fears of mortals.



**Summer Court (Wrath):** The changelings of the Crimson Court draw power from the anger they bear toward their captors, gathering strength to fight against those who would enslave them.

7. Choose your **Contracts**. A character gains a total of five dots to distribute among Contracts, at least two of which must be spent in one or two of his Seeming or Court's affinity Contracts. Note on Goblin Contracts: Dangerous black-market pacts that enact a steep price for every boon. Only one-dot Goblin Contracts may be purchased at character creation.

8. Set your **Wyrd**- A character's Wyrd, the innate power of his Fae nature, begins at 1, but Merit points may be spent to increase it. The rate is three Merit points per extra Wyrd dot.

9. Determine your Maximum and Starting **Glamour**. A character's starting Glamour points equal half his Glamour pool as determined by Wyrd.

10. Select **Merits**, representing character enhancements and background elements: Spend 7 dots on Merits. The fifth dot in any Merit costs two dots to purchase. Note that many Merits have prerequisites. For more information, see the WoD Core, Changeling Core, and Rites of Spring

11. Determine **Advantages**, traits derived from your character's Attributes: Defense (the lowest of Dexterity or Wits), Health (Stamina + Size), Initiative (Dexterity + Composure), Morality (7 for starting characters), Size (5 for most humans), Speed (Strength + Dexterity +5), Willpower (Resolve + Composure). Note: Most advantages cannot be raised directly through experience points. You must instead raise the traits from which they are derived. (Morality is the exception.)

12. Spend your initial **Experience Points** Note that when you spend experience points and want to go up more than one dot in a trait, you need to pay for all the intervening levels. That is, if you go from OOO to OOOOO in an Attribute, it costs you 45 experience points (20 to go from 3 to 4, plus 25 to go from 4 to 5).

### Experience Point Costs

Attribute New dots x 5	Non-affinity Contract* New dots x 6
Skill New dots x 3	Merit New dots x 2
Skill Specialty 3	Wyrd New dots x 8
Goblin Contract Dots x 3	Clarity New dots x 3
Affinity Contract* New dots x 4	Willpower 8 experience points**

\* Determined by the character's seeming or Court.

All changelings have affinity with Contracts of Dream, Hearth, Mirror and Smoke.

\*\* Experience points can be spent on Willpower only to restore dots lost through sacrifice or performing feats that require such a sacrifice

**WoD Core Book** - Virtue/Vice pg100; Attributes pg42; Skills pg54; Advantages pg90; Merits pg108;

**Rites of Spring** - Merits pg87; Contracts pg99; Hollows pg134;

**Changeling Core Book** - Seemings/Kiths pg100; Courts pg46; Merits pg93; Contracts pg124; Clarity pg91; Wyrd pg83; Glamour pg88

**Winter Masks** - Kiths pg63; Seeming Contracts pg19;

To round out details on your character sheet, fill in the name of the chronicle in which your character will participate (provided by the Storyteller), and the name of their group of companions (if any). Finally, list any equipment they carry. They is now ready to confront whatever fate awaits them in the World of Darkness.

# PledgeCrafting

## Types Of Pledges

Three categories of pledges exist: Vows, Name-Bound Oaths, and Corporal Pledges. The type of pledge determines how the pledge is invested:

**Vows** are invested into the Wyrd of the changelings involved. A changeling may have a maximum number of such vows invested equal to his Wyrd rating +3.

**Name-Bound Oaths** are sworn on either the PCs true name, on the name of their Keeper, or on the name of their professed Deity. Breaking these oaths have additional penalties. You may only have 1 Oath of each type.

**Corporal Pledges** are sworn on a physical Emblem of one of five varieties: Mortal, Seeming, Courtly, Title, and Nemesis. Each has a different penalty oathbreaking.

## Pledge-Crafting Step-By-Step

Step One: Determine the tasks involved for each party of the pledge.

Step Two: Determine the boons involved for each party of the pledge.

Step Three: Determine the sanctions involved for each party of the pledge.

Step Four: Determine the duration involved for each party of the pledge.

Step Five: The sum of each party's tasks, boons and sanctions must sum to zero when added to the duration of the pledge.

Step Six: Determine the invocation cost for the pledge.

Step Seven: Determine type: Vow, Name-Bound Oath, or Corporal Pledge.

**Pledge Components:** All pledges are comprised of a Task, a Boon, a Duration, and a Sanction. Each has a value associated with it based on its power.

**Duration** The duration of a pledge details the length of time the pledge remains in effect. Most of these are cyclical adjudications of time, rather than something measured in hours.

Day: Lesser (+1).

Moon: 28 days Medial (+2).

Year and a day: Greater (+3).

Lifelong: Greater (+3).

Week: Lesser (+1).

Season: 89 days Medial (+2).

Decade: Greater (+3).

Generational: Greater (+3).

**Tasks:** In short, the Task details what the sworn must or must not do. Here are the types:

**Alliance:** a mutually beneficial relationship between the parties of the oath.

- Lesser -- A minor alliance or "peace pact." It is not actually an agreement to aid one another; it is simply a pledge to not hinder one another. (+0).
- Medial --The oathbound are expected to help one another with non-lethal things like food and shelter when necessary. (-2).
- Greater -- The deepest of alliances, the greater alliance is a pledge to aid one another unto even torture and death. (-3).

**Dreaming:** The dreaming task permits the changeling who swears it to enter into the dreams of the other oathmaker. (-2).

**Ensorcellment:** The ensorcellment task may only be performed for a mortal. The changeling infuses the mortal with Glamour, lacing his soul with the weaves of Wyrd that allow him to see the world of the Fae. Ensorcellment is both a task (for the changeling) and a boon (for the mortal); (-2).

**Forbiddance:** The forbiddance task outlines what the oathbound are forbidden from doing.

- Lesser -- A lesser forbiddance prevents the oathbound from performing an action that is simply avoided. (-1).
- Medial -- The actions are more difficult to avoid, because they are more common or more desirable (-2).
- Greater -- Greater forbiddances are truly dire, and invariably change the way an oathsworn lives her life. (-3).

**Endeavors:** A pledge to perform some specific action.

- Lesser -- A lesser endeavor consists of either frequently doing something that requires hardly any time or effort at all or the performance of a single task that makes slight demands on the one so bound. (-1).
- Medial -- Medial endeavors consist of some kind of constant activity that requires a small sacrifice of time or resources to accomplish or the performance of a difficult task (or one which may result in harm) (-2).
- Greater -- A greater endeavor consist of an activity that can only be accomplished through significant attention and effort, or a single task of tremendous difficulty (or one that may result in death). (-3).

**Boons** The boon of a pledge describes the expected reward for fulfillment of the task of a pledge.

**Adroitness:** The oathsworn gains a +1 bonus to all rolls involving a single Skill (defined by the pledge) while he benefits from this boon. Lesser (+1).

**Blessing:** The oathsworn gains one or more dots in a Merit, which persist as long as the pledge remains intact. Changelings receive blessings of diminished power when compared to mortals, however. This boon may only increase Merits that deal with the mortal world.

- Lesser - grants humans a one- or two-dot Merit or increases an existing Merit by one dot. Can grant a 1-dot Merit, or +1 to an existing merit for a Changeling (+1).
- Medial -- grants humans a three- or four-dot Merit, or +2 to an existing merit. Changelings gain a new 2-dot Merit or increase an existing Merit by two dots. (+2).
- Greater - grants humans a five-dot Merit or +3 to an existing Merit. Changelings can gain a new 3-dot Merit or increase an existing Merit by three dots. (+3).

**Ensorcellment:** For mortals this counts as a boon of value (-2).

**Favor:** Effectively, the one is bound by the Wyrd to perform some task at a later date. Favors are rated as Lesser (+1), Medial (+2) or Greater (+3) based on the scope of the favor (see Endeavour Task). **Glamour:** A pledge between mortal and changeling that includes the Glamour boon grants 1 Glamour to the changeling per day. Medial (+2).

## Adding Another To A Pledge

It is possible to add an additional participant to a pledge once it has already been sealed. All the participants must spend a point of Willpower at that juncture to add the newcomer to the pledge, while the newcomer spends the normal invocation cost for the pledge.

**Sanction** Sanctions are what happens when you break an oath. Changeling oaths must have these stipulated, but oaths with humans can be left open. If the Human breaks it, the Wyrd does so. Sanction durations are equal to the pledge's

**Banishment:** Any changeling sworn to the lord who has pronounced banishment may gain a point of Glamour for acting to harm the traitor, as long as that harm occurs within the Freehold's borders. A changeling who manages to kill the oathbreaker while he is within the Freehold gains an amount of Glamour equal to the oathbreaker's Wyrd. Greater (-3)

**Curse:** The curse sanction instills incompetence and terrible luck on the oathbreaker.

- Lesser -- negates the 10 again rule for the oathbreaker. (-1).
- Medial -- rolling a 1 or 2 causes an automatic failure. (-2).
- Greater -- all rolls are reduced to chance rolls (-3).

**Death:** Within a number of days equal to the Wyrd rating of the one betrayed, or one week if mortal, the Wyrd will arrange events to cause a fatal accident to claim the life of the traitor. Greater (-3).

**Flaw:** The one that violates this oath receives a Flaw stipulated in the oath within a week of his betrayal. Medial (-2).

**Pishogue:** A contract is cast and invested into the pledge. Should the pledge be broken the Contract strikes the traitor, who does not gain any resistance roll or passive defense. In addition, the one who wove the pishogue immediately knows that the pact is broken.

- Lesser -- a one or two dot Contract. (-1).
- Medial -- a three- or four-dot Contract. (-2).
- Greater -- a five-dot Contract. (-3).

**Poisoning of Boon:** The poisoning of the boon reverses the Boon of the pledge. The exact nature of this sanction depends on the boon being poisoned, and the Poisoning is of an equal level (a poisoned Blessing of +2 counts as -2)

**Vulnerability:** There are two kinds of vulnerability sanctions: the vulnerability to Glamour and the vulnerability to violence.

- Glamour -- When the sanction of vulnerability to Glamour is laid, the one punished loses his normal resistances to the Contracts and other powers of the one he betrayed. Medial (-2).
- Violence --Against physical attacks made by the one the oathbreaker betrayed, the oathbreaker has a Defense of 0 for the duration of the sanction. Medial (-2).

# Combat Quicksheet

## Initiative

**Combat Order:** At the start of combat everyone rolls Initiative: Dexterity + Composure. The character with the highest Initiative performs her action first.

**Holding Actions:** You may hold your character's action until later in the Initiative queue, the player decides where in the initiative order they want to be.

## Ambush

**Detecting Ambush:** Reflexive Wits + Composure (roll may be disallowed for ranged attacks, ST choice). If failed lose Defense for the round. If the roll succeeds combat uses Initiative as normal and must be rolled immediately.

## Basic Attacks

**Hand to hand combat:** Strength + Brawl (+ Special Weapons), minus target's Defense and armor

**Armed close combat:** Strength + Weaponry + Weapon, minus target's Defense and armor

**Ranged combat (guns and bows):** Dexterity + Firearms + Weapon, minus target's armor

**Ranged combat (thrown):** Dexterity + Athletics + Weapon, minus target's Defense and armor

**Damage:** Number of successes determine amount of damage dealt, type determined by weapon/attack

## Movement

**Free Move:** Move up to your Speed in feet. Full move must be done before or after an Action

**Move Action:** Move up to double Speed in feet, costs full action

**Charge:** Move up to double Speed and then Attack with Brawl or Weaponry, lose Defense for turn. May not All Out Attack, or make special attacks that would remove defense from a Charge. Cannot charge if Defense has already been used in the round. Defense can be forfeited for a charge before your turn in combat.

**Going Prone:** May declare going prone at any point in initiative if they have not acted in the round; doing so will immediately give attackers a -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance

**Getting Up:** Takes full action, but can use Free Movement in the same turn

## Special Actions

**All-Out Attack:** +2 to Brawl or Weaponry attack. Lose Defense for the round

**Bite:** Target must be Grappled, Strength + Brawl + Teeth (human +0, shark +4)

**Grappling:** Strength + Brawl - Opponent's Defense. If grappled, can only escape or Overpower.

**Escape:** Strength + Brawl - attacker's Strength.

**Overpower:** Strength + Brawl - attacker's Strength. Choose from below:

- Render opponent prone
- Damage opponent
- Immobilize opponent
- Draw weapon
- Attack with drawn weapon
- Turn a drawn weapon (use their weapon against them)
- Disarm opponent
- Use opponent as protection from ranged attacks

**Drawing a Weapon:** Requires one action (one turn), and could negate Defense depending on weapon/circumstance

**Offhand Attack:** -2 penalty

**Touching a Target:** Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply

**Spending Willpower:** Add +3 to a roll or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) for a single defensive roll

## Firearms and Projectiles

**Drawing:** preparing a gun takes one action.

**Reloading:** Takes full action. If you must load each bullet individually, lose defense.

**Clear Jam:** Takes full action

**Armor Piercing:** Ignores amount of target's armor equal to item's own rating

**Autofire Long Burst:** 20 bullets at up to 20 targets, pending ST approval.+3 bonus to each attack roll; -1 per roll per target if there's more than one

**Autofire Medium Burst:** 10 bullets at 1 to 3 targets. +2 bonus to each attack roll; -1 per roll for each target if there's more than one

**Autofire Short Burst:** Three bullets at a single target with a +1 bonus to the roll

**Allies and Bystanders:** If target has people around them burst fire treats them as extra targets, freind or foe. Roll attack against them (they apply the -1 per additional target penalty to the attack)

**Range:** -2 at medium range, -4 at long range

**Shooting into Close Combat:** -2 per friendly combatant involved in the melee (not applicable to autofire)

**Firing from Concealment:** Shooter's concealment quality (-1, -2 or -3) adds a penalty to fire, at concealment quality-1. (so respectively, no modifier, -1 or -2)

## Explosives

**Using Explosives:** Thrown = Dexterity + Athletics. Triggered = Intelligence + Science to set and again to trigger. Modifiers based on type of explosive and quality.

**Defenses:** Defense is negated. Armor absorbs ballistics rating in damage (Bulletproof does not apply). Prone targets take 2 less damage. Cover reduces damage by its rating.

**Damage:** Explosives automatically deal damage equal to their rating, and then roll for additional damage using their rating as a base pool.

## Damage Cap

If your character is at full health and would be dropped into bleeding out by a single attack they are instead left with 1 remaining health marked as bashing. In addition they may not take further damage until the following combat round (hypothetically ensuring at least a single action for the victim).

## Armor and Defenses

**Basic:** Armor rating is subtracted from the attacker's base pool.

**Bulletproof:** Converts lethal damage from bullets to bashing

**Concealment:** Barely -1; partially -2; substantially -3; fully, see Cover

**Cover:** If a target is fully concealed behind cover, attacks must penetrate it to hit them. Aiming is still at -3, and damage must exceed the cover's Durability to pass through. Any excess damage is re-rolled as an attack pool against the target. Once a piece of Cover has been damaged beyond its Structure rating, it is destroyed.

**Dodge:** Double your Defense for the round, take no offensive action

## Effects

**Knockout:** Headshot (-3) must deal damage >size. Target rolls Stamina. Success means no effect, fail results in unconsciousness for turns=damage

**Knockdown:** To resist knockdown roll Dexterity + Athletics.

**Immobilization:** If immobilized by a Grapple

Overpowering Maneuver, lose defense.

**Killing Blow:** A tied up, unconscious or paralyzed target receives no defense, and attacks automatically deal base pool

## Blind Fighting

**Blind:** All attacks made on a Chance Die

**Listening:** Reflexive Wits + Composure or Survival to determine location of opponent. Success means attacks are at -3, exceptional success means -2. Must roll each round

**Smelling:** Enhanced sense of smell needed. Reflexive Wits + Composure or Survival to determine location of opponent. Success means attacks are at -3, exceptional success means -2. Must roll each round

## Fire

**Damage:** Applies its rating in lethal damage per round automatically.

**Rating:** Combo of Size and Intensity: Size of Fire = Torch 1, Bonfire 2, Inferno 3. Intensity = Candle -0 (first-degree burns), Torch +1 (second-degree burns), Bunsen burner +2 (third-degree burns), Chemical fire/molten metal +3

**Defenses:** Defense is negated, Armor automatically absorbs its ballistic rating in damage each round, reduced by 1 each round as the armor heats up

## Aiming

**Aiming:** +1 per turn to a +3 maximum

**Specified Target:** Torso -1, leg or arm -2, head -3, hand -4, eye -5

**Prone Target:** -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance

**Surprised or Immobilized Target:** Defense doesn't apply

**Arcadia, Faerie:** The domain of the True Fae and once-prison to all changelings.

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

**Contract:** A mystical pact struck between the Fae and a living embodiment of natural force, allowing the Fae to call on supernatural powers.

**Freehold:** A local society of changelings, usually overseen by a seasonal ruler and offering support to their fellow changelings.

**Court, Great Court:** A large social organization dedicated to mutual aid and self-defence, bound together by pledges of loyalty. The Courts of North America and Europe tend to be organized in a group of four seasonal Courts.

**Autumn Court:** The Court tied to Autumn, fear and mysticism.

**Spring Court:** The Court bound to Spring, desire and beauty.

**Summer Court:** The Court bound to Summer, wrath and military strength.

**Winter Court:** The Court bound to Winter, sorrow and intrigue.

**Ensorcelled:** Those humans who have entered into pledges with the Fae; specifically those who are by means of a pledge able to see through the Mask.

**Entitlement:** An exclusive order of changelings, one part noble title and one part mystical brotherhood.

**Fae:** A blanket term for creatures and things imbued with the power of Faerie or the Hedge.

**True Fae, The Gentry, the Keepers, the Others:** The immortal, mighty and remorseless inhabitants of Faerie; the creatures that abduct humans and gradually transform them into changelings. A changeling's specific captor is known as their Keeper.

**Fetch:** A Fae-constructed replica of a human being, left behind to take an abductee's place.

**Echoes:** The powers manifested by a fetch.

**Frailty:** A supernatural prohibition or weakness that comes with high Wyrd.

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

**Goblin, Hob, Hobgoblin:** A general term for creatures of the Hedge and things of dubious or no loyalties.

**Goblin Contract:** An illicit Contract, typically easy to learn but with unpleasant side effects.

# Glossary

**Goblin fruit:** The many types of Fae consumables harvested from the Hedge that have some supernatural effect on the user.

**Goblin Market:** A Fae black market, often moving location, in which changelings and sometimes other Fae barter for shady and strange goods and services.

**Harvest, Harvesting:** The act of gathering Glamour

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

**Hedgespun:** Items of practical or magical value made by changelings or hobs.

**Hedgespinning:** the act and art of creating Hedgespun objects

**Hollow:** A safe haven within the Hedge.

**Lost, Ling:** Euphemisms for “changeling” or “changelings.”

**Loyalist:** A changeling still bound to their Keeper's will but acting in the Hedge or on earth

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

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

**Motley:** A small group of changelings, often bound in a pledge of friendship.

**Oneiromancy:** The practice of lucid dreaming. Changelings and other creatures of the Wyrd are capable of applying these techniques to the dreams of others.

**Dream phial:** An object that holds a changeling's created dream; going to sleep with a dream phial nearby releases the dream into the sleeper's mind as he slumbers. Created through dreamweaving.

**Dream riding:** The oneiromantic art of entering a dreamscape and altering it slightly as the dream progresses, allowing the dream to unfold mostly normally, with only slight changes according to the desires of the oneiopomp.

**Dreamscape:** The wholeness of a dream, made up of the environment, creatures and occurrences within the dream; everything in a dream except the dreamer or visiting oneiopomps. The art of creating a whole dreamscape is called dreamscaping.

**Dream warping:** The strange and unholy manipulations of mortal dreams capable only by the True Fae, capable of turning mortals into sleepwalking slaves, sources of Glamour and Willpower and other terrible feats.

**Dreamweaving:** The craft of creating dreams out of Glamour and instilling them into dream phials.

**Oneiromachy:** Dream combat. Only those capable of wielding oneiromancy may engage in oneiromachy.

**Oneiopomp:** A changeling or other creature that enters the dreams of another.

**Oneirovores:** Creatures native to the Hedge or Faerie that consume the dreams or dream-selves of mortals.

**Pledge, Oath, Vow, Promise:** A vow tied into the strands of Wyrd, enforcing it with the very nature of the Fae and fate itself.

**Aspects:** The “building blocks” that make up pledges. These aspects are: task, boon, sanction and duration. Aspects have three categories of power: lesser, medial and greater.

**Task:** The aspect of a pledge that governs what is expected of the oathbound.

**Boon:** The aspect of a pledge that governs the rewards for those who adhere to the pledge.

**Sanction:** The aspect of a pledge that governs the punishment for those who violate the pledge.

**Duration:** how long a Pledge is set to last. **Forswearing, Oathbreaking:** Breaking a pledge. The one who forswears is referred to as forsworn or an oath-breaker.

**Forsworn, Oathbreaker:** One who has broken a pledge. This title may rightly be used for as long as the oath's penalties are in place, and for a year and a day after. Often used as an insult if the breaking of the pledge is publicly known.

**Oathbound:** One of the parties in a pledge. May also be used to describe some secret protected by an oath; “that information is oathbound, friend.”

**Privateer:** A free changeling who has chosen to capture mortals and changelings to sell for profit

**Seeming:** A changeling's physical aspect, which reflects the role he played in Faerie.

**Kith:** A sub-category of seeming, representing more specific affinities such as the various elements or animals.

**Token:** An object infused with a measure of Fae power.

**Trod:** A path cut through the Hedge, from one mortal site to another or to Faerie. Also used to refer to the physical location that corresponds with the entrance to such a path.

**Wyrd:** The power of Faerie.