

## CAMARILLA CANADA ADDENDUM: CHANGELING: THE LOST (WW70000)

Last Updated: 9 January 2009 (based on Global Addendum last updated 12/15/2008)

### I. ADDITIONAL BOOKS

A. **Autumn Nightmares (WW70300)**

B. **The Equinox Road (WW70300)**

1. Only rules specifically listed in the Addendum are sanctioned from this book.

C. **Grim Fears (WW70205)**

1. The Master Storyteller reserves the right to make use of the included Storyteller characters.

D. **Lords of Summer (WW70202)**

E. **Rites of Spring (WW70201)**

F. **Winter Masques (WW70200)**

### II. CHARACTERS

#### A. Background

1. **Longevity** (including both extended age based on higher levels of Wyrld and long periods spent in Faerie).
  - a. Existed since 1930 or earlier: High Approval.
  - b. Existed since 1900 or earlier: Top Approval.
  - c. Existed since 1880 or earlier: Global Approval.
2. **Youth**
  - a. Taken to Faerie prior to age 3: Global Approval (**Mid for NPCs**).
  - b. Taken to Faerie prior to age 12: High Approval (Low for NPCs).
  - c. Currently under the age of 16: High Approval (Low for NPCs).
3. **Maturity**: Mind and body age along with the subjective passage of time. As a character experiences time, the mind and body mature as far as the subjective length of time would imply. Characters that have 20-year-old minds and 10-year-old bodies are not appropriate for the Camarilla-sanctioned chronicle. Likewise, a character should not have the mind of a child in an adult body, barring derangements or other mental conditions.
4. **Time in Faerie**
  - a. Specific knowledge of Faerie (except distant memories and dreams): Top Approval.  
Note: This does not preclude background connections from your time spent in Faerie.
5. **Conceiving a child after being kidnapped by the True Fae**: Global Approval.
6. **Interactions with True Fae**
  - a. 'Killing' True Fae: True Fae are both extremely devious and extremely hard to kill, even in the 'real' world. Because of this, while player characters may believe that they have killed True Fae in their character histories, such a belief may not be based upon fact.
    - i. Returning 'killed' Fae into play: High Approval.

#### B. Character Types

1. **Changeling**: Low Approval
  - a. Loyalist: Top Approval (Low Approval for NPCs).
  - b. Madmen: Not available as player characters (Low Approval for NPCs).
  - c. Privateer: Top Approval (Low Approval for NPCs).
  - d. Soulless: Not available as player characters (Low Approval for NPCs).
2. **Devourers [Autumn Nightmares]**: **Not available as player characters (Low Approval for NPCs)**.
3. **Fetches**: Not available as player characters (Low Approval for NPCs).
4. **Fetch children [Autumn Nightmares]**: Not available as player characters (Low Approval for NPCs).
  - a. PC possession of Fetch children blood: Top Approval (Low Approval for NPCs).
5. **Fetch spawn [Autumn Nightmares]**: Not available as player characters (Low Approval for NPCs).
  - a. Assisting any Changeling: High Approval.
6. **Hedge Creatures/Hobgoblins**: Not available as player characters (Low Approval for NPCs).
7. **True Fae**: Not available as player characters (High Approval for NPCs).
  - a. **Actors [Equinox Road]**: **Not available as player characters (High Approval for NPCs)**.

- b. The Banished: Not available as player characters (Top Approval for NPCs).
- c. Wisps [Equinox Road]: Not available as player characters (High Approval for NPCs).

### III. ORGANIZATIONS

#### A. Courts

1. **Changing Courts:** Mid Approval. All instances of changing Courts follow the mechanics in the “Different Seasons” sidebar on page 94. No experience spent on Court Goodwill or Mantle is refunded and the character immediately goes into XP debt for any affinity contracts that become non-affinity.
2. **The Non-Seasonal Courts** [Winter Masques]: High Approval (Low Approval for NPCs).
3. **Custom Courts** [Equinox Road]: Not sanctioned at this time.

#### B. Entitlements

1. **Joining an Entitlement:**
  - a. Recruited by a PC in game: Low Approval w/ High Notification (Low Approval for NPCs).
  - b. Otherwise: Mid Approval w/ High Notification (Low Approval for NPCs).
2. **Custom Entitlements:** Custom Entitlements require the applicant’s character to be the one of creators, fulfill the Wyrd requirements and have four other characters willing to develop this Entitlement.
  - a. Creating a custom entitlement: Global Approval.
  - b. Entering play as part of a Custom Entitlement: Low Approval w/ High Notification, requires permission by the player of the active character most senior in that Entitlement
  - c. Joining an existing and approved Custom Entitlement: Low Approval w/ High Notification, requires a PC mentor.
3. **The Charmed Circle** [Equinox Road]: High Approval to join if inducted by a PC and Top Approval if inducted by an NPC.
4. **The Eternal Echoes** [Lords of Summer]: The prerequisites are not changed.
  - a. Perfected Memory can be used on dreams. Any such uses memorize the details of the dream but do not retain any of the additional benefits of the dreams, such as Healing Sleep or Stress Relief.
5. **Knights of the Widow’s Walk** [Equinox Road]: High Approval to join if inducted by a PC and Top Approval if inducted by an NPC.
6. **Lord Sages of the Unknown Reaches** [Lords of Summer]: Global Approval to join.
7. **The Office of Vizieral Council** [Equinox Road]: Not sanctioned at this time.
8. **Lost Pantheon** [Lords of Summer]: High Approval to join if inducted by a PC and Top Approval if inducted by an NPC.
9. **The Parliament of Victors** [Equinox Road]: Not sanctioned at this time.
10. **The Phantom Tong** [Winter Masques]: this Entitlement’s benefit does not stack with other benefits that discount merit cost.
11. **Legacy of the Black Apples** [Lords of Summer]: High Approval to join if inducted by a PC and Top Approval if inducted by an NPC.

### IV. REALMS

#### A. Arcadia/Faerie

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

### V. MERITS

#### A. Merits Affected by the Addendum

1. **Age Reversal** [Grim Fears]
  - a. Standard age approvals still apply (see II.A. above).
2. **Allies**
  - a. **True Fae, Loyalist or Privateer:** Top Approval (Low Approval for NPCs).
3. **Charmed Life** [Rites of Spring]
  - a. This merit can only be used once per game session.

4. **Court Goodwill:** Those applying for Court Goodwill should be able to show both support from member of that court, and provide a reasonable justification for how the Goodwill was gained. A character may not purchase Court Goodwill for a court they are a member of.
  - a. ● to ●●: Low Approval.
  - b. ●●● to ●●●●: Mid Approval.
  - c. ●●●●●: High Approval.
  - d. Above ●●●●● total dots (across multiple courts): Top Approval.
5. **Contacts and Allies**
  - a. **True Fae, Loyalist or Privateer:** Top Approval (Low Approval for NPCs).
6. **Devotee [Equinox Road]**
  - a. **Not available for PCs (Low Approval for NPCs).**
7. **Dual Kith [Winter Masques]**
  - a. Dual Kith is a 10 XP five dot Merit with no Wyrd pre-requisite.
  - b. **Approval:**
    - i. Dual Kiths with two in-Seeming kiths: High Approval.
    - ii. Dual Kith with one in-Seeming and one out-of-Seeming Kith: Top Approval.
    - iii. Dual Kith with two out-of-Seeming Kiths: not available.
    - iv. More than two kiths: not available.
  - c. The above supersedes the Dual Kith Merit in Rites of Spring.
8. **Enchanted Mortal [Equinox Road]**
  - a. **Not available for PCs (Low Approval for NPCs).**
9. **Fae Mount [Rites of Spring]**
  - a. Low Approval, but powers not listed in the write-up are not sanctioned for play.
10. **Faerie Favor [Rites of Spring]** Top Approval.
11. **Fighting Style: Dream Combat [Rites of Spring]**
  - a. Replace the mechanics with the following
  - b. **Fighting Style:** Dream Combat (● to ●●●●●)
  - c. **Prerequisite:** Wyrd ●●●, Empathy ●●●
  - d. **Effect:** Your character has honed her oneiromachy skills to a high degree, allowing her to push the envelope of dream-battle and take the dream-bound combat beyond the reach of less experienced or dedicated oneiromancers.
  - e. When performing a dream attack against an opponent, declare the use of this Merit. Each dot reduces the opponent's Defense by one. Dream Combat can never reduce an opponent's Defense below zero.
12. **Fighting Style: Hedge Duelist [Rites of Spring]**
  - a. Replace the mechanics with the following: for Fighting Style: Dream Combat and Fighting Style:
  - b. **Fighting Style:** Hedge Duelist (● to ●●●●●)
  - c. **Prerequisite:** Wyrd ●●●
  - d. **Effect:** While any changeling can step into the Hedge to duke it out with an opponent, some have made Hedge battles into an art form. Characters with the Fighting Style: Hedge Duelist Merit have dedicated time and effort into perfecting combat within the Hedge's unique environment, turning the Hedge Duel into an (often lethal) art form.
  - e. When participating in a Hedge Duel, declare the use of this Merit. Each dot increases the character's Defense by one for the duration of the Hedge Duel.
13. **Fighting Style: Social Maneuvers [Grim Fears]**
  - a. **Cannot be used in conjunction with supernatural powers (e.g., a character could not use both this Merit and a Contract at the same time).**
14. **Freehold Status**
  - a. **Optional:** For the purposes of the Camarilla Lost Chronicle, Freehold Status is optional. You may choose whether or not your VSS uses this status. It must be written into the VSS and will only be acknowledged within the Freehold.
15. **Harvest:**
  - a. The four types of Harvest are different merits and are purchased separately.
  - b. A character may not purchase multiple instances of the same category of Harvest.
16. **Hedgebeast Companion [Autumn Nightmares]**

- a. This is a graduated cost merit.
- 17. **Hollow**
  - a. Hollow is separated into four different merits rated 1 to 5.
  - b. Hollow Doors may not cross VSS boundaries. Additionally, Hollow Doors may not open into locations that require approval to interact with or another character's Hollow.
  - c. Long-distance doors within VSS boundaries: Low Approval, using the mechanics presented in Rites of Spring.
  - d. Hollow Doors may open onto a Trod with VST discretion.
  - e. Hollow Amenities do not include items that would normally cost experience points to acquire (tokens, etc.), though such items may be purchased separately to be present in the Hollow.
- 18. **Lucid Dreaming**
  - a. **For Mortals in the Changeling venue:** Low Approval.
  - b. **All others:** Not available.
- 19. **Mantle**
  - a. **Free Dot:** The first dot of Mantle is free.
  - b. **● to ●●:** Low Approval.
  - c. **●●● to ●●●●:** Mid Approval.
  - d. **●●●●●:** High Approval.
- 20. **Manymask [Equinox Road]**
  - a. Not available for PCs (Low Approval for NPCs).
- 21. **Merger with the Fetch [Autumn Nightmares]**
  - a. This should be treated as a Milestone Merit.
  - b. The process of merger with the Fetch is a long and difficult one. It takes many months of preparation before a merger can even be attempted, and even then it may not be successful. High Approval.
- 22. **Mourning Cant [Lords of Summer]:** Purchased as a Language.
  - a. **For those with Winter Mantle:** Low Approval.
  - b. **All others:** Not available.
- 23. **New Identity**
  - a. **●●:** Low Approval.
  - b. **●●●●:** High Approval.
- 24. **No Seeming [Equinox Road]**
  - a. Not available for PCs (Low Approval for NPCs).
- 25. **Seeming [Equinox Road]**
  - a. Not sanctioned at this time.
- 26. **Sublime [Equinox Road]**
  - a. Not available for PCs (High Approval for NPCs).
- 27. **Token**
  - a. Token is a simple cost merit and can be purchased multiple times to represent additional tokens.
  - b. **Approval Levels:**
    - i. Tokens from canon material:
      - (a) ● to ●●●●: Low Approval.
      - (b) ●●●●●: High Approval.
    - ii. Custom tokens:
      - (a) Trifles: High Approval.
      - (b) ● to ●●●●●:
        - (1) Created by a character with the Token Maker Merit: High Approval.
        - (2) All others: Top Approval.
      - (c) Promise Tokens: Top Approval.
    - iii. Hedgespun Tokens [Rites of Spring]:
      - (a) ● to ●●●●: Low Approval.
      - (b) ●●●●●: High Approval.
    - iv. Hedgespun Automatons: Low Approval, cannot be rated at more than 5 dots.
  - c. **Entitlement tokens [Rites of Spring]:**

- i. May only be purchased by members of the Entitlement.
- ii. If a member of an entitlement loses their entitlement token, it remains in play for one month then is reclaimed by the Hedge.
- d. **Promise tokens with True Fae** [Rites of Spring]: Top Approval.
  - i. **The Auroch's Horn** [Rites of Spring]: Not sanctioned for play.
  - ii. **Scobury-Clovill Box Camera** [Rites of Spring]: Not sanctioned for play.
- e. **Travel Tokens** [Equinox Road]: Reserved for the Office of the Master Storyteller.
- f. **Clayface trifle** [Rites of Spring]: A character may only benefit from a Clayface trifle once a week.
- g. **Givertaker trifle** [Rites of Spring]: Not sanctioned for play.
- h. ● **The Book of Tales** [Rites of Spring]: Not sanctioned for play.
- i. ● **The Jackdraw Trinket** [Rites of Spring]: Not sanctioned for play.
- j. ● **Jack's Lantern** [Grim Fears]: Unique item; reserved for the Office of the Master Storyteller.
- k. ●● **Periwig of Orators** [Rites of Spring]: Usable only once per day, regardless of the user.
- l. ●●● **Book of Revelations** [Grim Fears]: Unique item; reserved for the Office of the Master Storyteller.
- m. ●●●● **The Keeper's Quirt** [Rites of Spring]: Not sanctioned for play.
- 28. **Token Maker** [Rites of Spring]: Top Approval with Global Notification.
- 29. **Tokenmaster** [Equinox Road]
  - a. Not sanctioned at this time.
- 30. **Wisdom of Dreams** [Rites of Spring]
  - a. This merit provides the benefit until the next time the character sleeps.
  - b. This merit can not be used to gain any specializations or languages that would normally require Special Approval.
- 31. **Wyrdskill** [Equinox Road]
  - a. Not available for PCs (Low Approval for NPCs).

## VI. SEEMINGS/KITHS

### A. Overall

1. All Seemings/Kiths remain humanoid in their mien. While physical characteristics of Changelings may be altered by their time in Arcadia, these alterations provide no additional mechanics beyond those supplied by the Seeming/Kith advantages.
2. [Gaining one's first Kith can be done at Low Approval.](#)
3. A single out-of-Seeming Kith [Winter Masques]: High Approval.
4. Custom Kiths [Winter Masques]: not sanctioned at this time.
5. [Shedding a Kith \[Winter Masques\]: Low Approval in play, Mid Approval in backstory.](#)
  - a. A Kith that has been shed may not be regained.
  - b. [Gaining a new Kith after one has already been shed can be done through play at Mid Approval. This does not change the normal approval levels for any type of Dual Kith or out-of-Seeming Kith.](#)
  - c. [If a Kith gaining through the Dual Kith merit is shed, the merit is lost without XP refund and a new approval must be submitted to gain a new Dual Kith.](#)

### B. Seemings Affected by the Addendum

#### 1. Elementals

- a. Character may not be Elementals of Iron (any form), radioactive materials or man-made elements (such as unnilhexium).
- b. The Elemental's curse applies to any draw including any of the stated Attribute and/or skills, [not including clauses from the Contract of Elements.](#)

### C. Kiths Affected by the Addendum

#### 1. Artists

- a. Use the following for the Impeccable Craftsmanship blessing. "The changeling enjoys the benefit of the 8 again rule on tests involving Crafts, and can choose to spend a point of Glamour to re-draw on a Crafts tests choosing the higher result. This can be used only once per test.

2. **Levenquick** [Winter Masques]
  - a. The Kith blessing of a Levenquick does not stack with itself.
3. **Moonborns** [Winter Masques]
  - a. The Kith blessing of the Moonborn is a level 3 Clarity sin to use upon another. It is not a Clarity sin for the target to gain a temporary derangement from these blessings.
4. **Nightsinger** [Winter Masques]
  - a. Replace Performance with Expression in the Nightsinger blessing.
5. **Pishacha** [Winter Masques]
  - a. The Kith blessing of the Pishacha is a level 3 Clarity sin to use upon another. It is not a Clarity sin for the target to gain a temporary derangement from these blessings.
6. **Palewraith** [Winter Masques]
  - a. The Kith blessing of a Palewraith does not stack with itself.
7. **Venombites**
  - a. The Poisonous Bite blessing follows all mechanics detailed in Poisons and Toxins [U.5.02], including the resistance draw. This blessing deals poison damage once a minute.

## VII. CONTRACTS

### A. Overall

1. **Failed Social and Mental Tests:** To determine failed tests not repeatable in the same scene, consider Contracts to be social or mental if they are opposed by Composure or Resolve.
2. **Learning Court Contracts**
  - a. For those with Mantle in that Court: Low Approval; affinity costs.
  - b. All others: Low Approval, requires PC teacher.
3. **Lowered Mantle / Goodwill Rating:** If a character's Mantle / Goodwill rating ever falls below the required amount for the particular clause they must pay the difference in extra Glamour. For the purpose of this in regards to activating 5 dot powers, those with no Mantle in that Court must pay an additional 6 glamour to activate the 5 dot power.
4. **Lords of Summer Court Contracts:** All Court-specific Contracts have the same prerequisites as Court Contracts listed in [Changeling: the Lost \(WW70000\)](#).
5. **Custom Contracts:** Not sanctioned at this time.

### B. Contracts Affected by the Addendum

1. **Contracts of Artifice**
  - a. **●●● Blessing of Perfection:** Cannot stack with itself; only the highest Wyrd takes precedence.
2. **Contracts of Darkness**
  - a. **●●●●● Touch of the Paralyzing Shudder:** Lasts for one scene.
3. **Contracts of Dream**
  - a. **●●● Phantasmal Bastion:** When used defensively provides additional Willpower equal to the user's Wyrd. These points of Willpower are used only for defense in Oneiromachy and may not be expended as normal Willpower.
4. **Contracts of Elements**
  - a. Iron (any form), radioactive materials and man-made elements (such as unnilhexium) may not be selected for this contract.
  - b. Contracts of Elements must be taken in order for a given element. That is, if a character has Fire 3, Ice 2 and Metal 1, they may select a new element at 1, Fire 4, Ice 3 or Metal 2. They may not select Shadows 4 as they don't have any earlier levels of Shadows.
  - c. **●●● Control Elements:** Requires an instant action to manipulate the affected element.
  - d. **●●●●● Become the Primal Foundation:** A character using this contract to become an insubstantial element can be hit and damaged by an iron weapon. The character in elemental form gets her normal defense and health levels. A character who takes more than half her health (rounded up) in damage in this way is forced into her normal form, loses 2 Willpower, and cannot use this clause for one full day.
5. **Contracts of Eternal Spring**

- a. ●●●●● **The Mother of All Deaths:** Vines created use the user's Strength for the purposes of maintaining and breaking a grapple.
- 6. **Contracts of Eternal Winter**
  - a. ● **Jack's Breath:** Uses the rules for Temperature Extremes in the Mind's Eye Theatre book if taken to temperature extremes.
- 7. **Contracts of Fang and Talon**
  - a. Fang and Talon Contracts may not be taken for mythical creatures, extinct creatures or any other animal group that does not currently exist on the Earth side of the Hedge.
  - b. Contracts of Fang and Talon must be taken in order for a given animal. That is, if a character has Canines 3, Felines 2 and Oxen 1, they may select a new animal at 1, Canines 4, Felines 3 or Oxen 2. They may not select Birds of Prey 4 as they don't have any earlier levels of Birds of Prey.
  - c. ●●●●● **Cloak of the Bear's Massive Form:** Can only take the form of animals with sanctioned mechanics. Refer to various sources like Mind's Eye Theatre and Skinchangers for some sanctioned animals. Any animals without sanctioned mechanics are Global Approval.
- 8. **Contracts of Fleeting Autumn**
  - a. ●●●● **Scent of the Harvest:** May not impose a penalty greater than the highest of the user's natural Presence, Expression or Autumn Mantle to supernatural efforts to induce fear.
  - b. ●●●●● **Mien of Baba Yaga:** May only affect a target once per scene.
- 9. **Contract of the Four Directions [Winter Masques]**
  - a. **Approval:**
    - i. For those of the Directional Courts: Low Approval; affinity costs.
    - ii. All others:
      - (a) With PC teacher: Mid Approval.
      - (b) With NPC teacher: High Approval.
- 10. **Contracts of Hearth**
  - a. The rules for forcing ill fate on the same subject more than once per story due to Bans is enforced in the Camarilla chronicle. For the purposes of this, a story is considered one game session or day.
  - b. ●●●●● **Triumphant Fate:** Provides the user with 5 successes on a single non-contested extended challenge. Triumphant Fate has a ban that results in an automatic failure instead of a dramatic failure (the target is considered to have drawn an ace).
- 11. **Contracts of the Moon [Rites of Spring]:** Top Approval.
  - a. The Second level and higher Contracts of the Moon are a level 3 Clarity sin to use upon another. It is not a Clarity sin for the target to gain a temporary derangement from these contracts.
- 12. **Contracts of Reflection [Equinox Road]**
  - a. Can only be learned through the workings of globally approved plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in the respective plotkits. Low Notification.
- 13. **Contracts of Separation [Winter Masques]**
  - a. ●●●●● **Phantom Glory:**
    - i. When a character has Phantom Glory (Separation 5) active, objects that are dropped, thrown, fired, etc. do not of their own accord return to the physical world; they land where they fall and fade from existence altogether if the changeling has not picked the object back up before dropping the power.
    - ii. Cold iron may affect those in Separation 5 form. Additionally, those in Phantom Glory are stopped by iron barriers.
    - iii. Contracts: no powers (mental, social or physical) can be used by someone in Phantom Glory to affect those still in the normal world, and others may not use powers of any sort to affect the character using Phantom Glory.
- 14. **Contracts of Shade and Spirit [Winter Masques]**
  - a. ●●●●● **Opening the Black Gate:** Each use of this Contract requires Global Approval.
- 15. **Contracts of the Sorrow-Frozen Heart [Lords of Summer]**

- a. Attacks benefiting from Remorseless Strike are still subject to standard Damage Limits. Remorseless Strike may not be combined with other damage causing supernatural abilities or powers.

#### 16. Goblin Contracts

- a. At character creation a character may only assign one of their starting five Contract dots to Goblin Contracts. Additional contracts can be purchased with experience (from MC or earned in play).
- b. ● **Healing Sacrifice** [Rites of Spring]: Can only work on a willing target.
- c. ●● **Fortune's Swift Blessing** [Rites of Spring]: Not sanctioned for play.
- d. ●●● **Blessing of Forgetfulness** [Rites of Spring]: Not sanctioned for play.
- e. ●●● **Fortune's Bane** [Rites of Spring]: Not sanctioned for play.
- f. ●●●● **Call the Hunt**: High Approval.
- g. ●●●●● **Blood-Binding** [Rites of Spring]: High Approval.
- h. ●●●●● **Recalling the Lost** [Rites of Spring]: Global Approval to free a PC from Arcadia; High Approval otherwise.
- i. ●●●●● **The Fatal Transformation** [Rites of Spring]: Not sanctioned for play.

### VIII. WYRD

#### A. High Wyrd

- 1. **Wyrd 7 or 8**: High Approval.
- 2. **Wyrd 9 or 10**: Top Approval.
- 3. **Evolution of the Wyrd** [Equinox Road]: Additional blessings and curses through evolution of the Wyrd is approved for NPCs only and not sanctioned for PCs at this time.

#### B. Augmentation from Glamour

- 1. Augmentation from Glamour is limited. When a character spends Glamour to activate a Seeming/Kith Blessing that adds a bonus on a one-for-one basis to add to test pools (for example the Ogre blessing to increase Strength), the applied bonus from that Glamour can be no higher than the natural unmodified Attribute or +5, whichever is higher.
- 2. Augmentation from Glamour to increase test pools is an exception to [U.1.04]. The bonus derives from augmentation does not count as part of the + / - 15 limit. This exception does not apply to Seeming/Kith Blessings that add a flat bonus (for example the Shadowsoul blessing to increase Intimidation).

#### C. Incite Bedlam

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

#### D. Frailties

- 1. The exact description of a Frailty must be written onto an Item Card or onto the character sheet and approved by the player's Low Approval ST.

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

#### A. Bullets: Top Approval

- 1. Affect on normal firearms: Normal firearms may fire only one iron bullet before being rendered useless.
- 2. Firearms designed to fire iron bullets: Custom weapon, Global Approval.

#### B. Hand Forged Iron Equipment: High Approval.

#### C. Other Weapons: High Approval.

- 1. Edged Weapons: Iron edged weapons are at -1 to their weapon rating (to a minimum of 0).

### X. THE HEDGE

#### A. Gateways

- 1. Gateways into the Hedge can be made from any archway, frame, door or reflective surface.
- 2. The created Gateway is permanent in fixed space. Moving or destroying the object causes the Gateway to cease to function.

#### B. Goblin Fruit

- 1. **Hera Pear Goblin Fruit** [Rites of Spring]: High Approval to possess.

2. **Promise Leaves:** Promise Leaves may only be used in conjunction with those Clauses and Contracts which are specifically detailed in the text, such as in Blessing of Perfection.

#### C. Trods

1. Crossing VSS boundaries through the Hedge requires the use of a Trod, using the rules presented on pages 219 and 220 of the Lost core book.
2. Trods may not be purchased as a merit. The creation of Trods is reserved for the ST chain and must take into account the approvals required by [U.1.05] for "Altered Levels of Approval".
3. Trods may not open into locations that require special approval to interact with.

#### D. Miscellaneous

1. **Ornithine's Hedge Pomology** [Rites of Spring]: Reserved for the Master Storyteller's Office.

### XI. PLEDGES

#### A. Overall

1. All Pledges listed in sanctioned material are available at Low Approval.
2. Pledges sworn on a Corporal emblem (Entitlement, Court, etc) convert to Vows if the character ever leaves the group that emblem is tied to (e.g. leaving the Entitlement, switching Courts, etc). If the character is unable to take the Vow due to Wyrd limitations they count as breaking the pledge and are subject to the sanction(s).
3. The Lesser Alliance Task has a cost of +0 as listed on page 178 for pledge building. The Vulnerability Sanction has a cost of -3 as listed on page 185 for pledge building.
4. Multiple Pledges that provide the boons: Adroitness and/or Blessing do not stack with each other. Each selection of these boons must be for different skills / merits as appropriate. Blessing may be taken as a boon multiple times in the same pledge, though the total boon provided may not exceed +3. Use of the Blessing Boon may not increase a merit above the standard maximum dots for the merit. The Blessing Boon may not give a character access to Creation-only Merits.
5. The Medial Curse Sanction uses the system permutation "Double Trouble" on page 182 of the Mind's Eye Theatre (WW50000). The Greater Curse Sanction causes all tests to be reduced to a Chance Draw.
6. A Lifelong pledge is considered active until all parties in the pledge are deceased.

#### B. Custom Pledges

1. **Approval Level:** Custom Pledges are available at an approval level dependent upon the boons and duration of the pledge.
  - a. **Boon total:**
    - i. 4 or less: Low Approval.
    - ii. 5 to 8: Mid Approval.
    - iii. 9 to 12: High Approval.
    - iv. 13 or more: Top Approval.
  - b. **Duration:**
    - i. A Year and a Day: High Approval.
    - ii. Decade, Lifelong, Generational or Eternity: Top Approval.
    - iii. Custom Pledges with duration of a Moon or a Season that require Low Approval per the above must have a corresponding Database number for reference when traveling.
  - c. The highest approval level for either the boon or the duration is required. Existing pledges remain in effect but are not Grandfathered for others swearing into the pledge or renewing the pledge after the duration has expired.
  - d. Joining an existing High or Top Approval: Low Approval.

#### C. Pledges With Other Supernatural Beings

1. Pledges with non-Lost Venue supernatural beings (Vampires, Werewolves, Mages, etc) are available at an approval level dependent on the Boon and Duration:
  - a. **Boon total:**
    - i. 2 or less: Mid Approval
    - ii. 3 to 6: High Approval
    - iii. 7 to 10: Top Approval

- iv. 11 or more: Global Approval
- b. Duration:
  - i. Less than a Year and a Day: Mid Approval
  - ii. A Year and a Day: High Approval
  - iii. Decade or Lifelong: Top Approval
  - iv. Generational or Eternity: Global Approval
- c. Joining an existing Pledge with a non-venue supernatural being: High Approval.