

CAMARILLA ADDENDUM: CHANGELING: THE LOST (WW70000)

Effective Date: 15 December 2011

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This addendum is organized into the following sections:

- I. ERRATA AND ADDITIONAL BOOKS:** A listing of errata and books specifically sanctioned for this venue.
- II. CHARACTERS:** Basic rules for Lost Characters.
- III. ORGANIZATIONS:** Rules pertaining to the various changeling Courts.
- IV. REALMS:** Rules pertaining to magical places.
- V. MERITS:** Rules pertaining to Lost-specific Merits.
- VI. SEEMINGS/KITHS:** Rules pertaining to changeling Seemings and Kiths.
- VII. CONTRACTS:** Rules pertaining to various changeling Contracts.
- VIII. WYRD:** Rules pertaining to the changeling power stat, Wyrd.
- IX. IRON:** Rules pertaining to the effects of iron on changeling characters.
- X. DREAMS:** Rules pertaining to changeling involvement in and manipulation of dreams.
- XI. THE HEDGE:** Rules pertaining to the Hedge that separates the mundane world from Arcadia.
- XII. PLEDGES:** Rules pertaining to changeling pledges.

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

I. ERRATA AND ADDITIONAL BOOKS

A. Errata for **Changeling: the Lost (WW70000)**, available on the White Wolf website, is sanctioned.

B. Autumn Nightmares (WW70300)

C. Dancers in the Dusk (WW70207)

- 1. Rules and themes from Chapter 4 are considered optional rules and are not sanctioned unless stated otherwise in this addendum.
- 2. Using Fate: for the purposes of the Global Chronicle, using fate per the rules presented in Chapter 2 is optional. Use of these rules requires including in the VSS and will only work within the VSS boundaries.

D. The Equinox Road (WW70300)

- 1. Only rules specifically listed in the Addendum are sanctioned from this book.
- 2. Evolution of the Wyrd is implemented as described in the new Merit, Wyrd Evolution, in section V of this Addendum.
- 3. The clarified mechanics for other supernatural creatures in the Hedge provided in Chapter Two (pp 70-79) are sanctioned.

E. Goblin Markets (WW70002)

- 1. Second-hand skills: Mid Approval
 - a. Text should read: "choose one Skill per dot of the Merit" instead of "choose three Skills when purchasing this Merit."
 - b. Limited to non-combat Skills.
 - c. May only be purchased through a goblin market, whether in backstory or chronicle, or a PC with the Market Stall Merit.
- 2. Transformations: The only transformation that may provide a mechanical benefit is purchasing a new kith. Purchasing a new kith in this manner is the same approval as other methods of obtaining a new kith.
 - a. May only be purchased through a goblin market, whether in backstory or chronicle, or a PC with the Market Stall Merit
- 3. Curiosities:
 - a. ●●●●: Items that would be extremely rare are Top Approval. Example: a Gutenberg Bible.
 - b. ●●●●●: Unique Artifacts representing named items are Top Approval with Global Notification: Example: Hitler's Molar.

- c. ●●●●●+: Reserved for the Office of the Master Storyteller.
- 4. Living Merchandise:
 - a. Living merchandise that can be represented by an appropriate Merit (Retainer, Slave, Hedge Beast Companion, Allies, etc) fall under the same approval levels for that Merit.
 - b. ●●●●●+: Not sanctioned (except for hedg spun automatons).
- 5. Price and Experience Costs: Only NPCs may accept payment in XP.
- F. Grim Fears (WW70205)**
 - 1. The Master Storyteller reserves the right to make use of the included Storyteller characters.
- G. Lords of Summer (WW70202)**
- H. Rites of Spring (WW70201)**
 - 1. The Counseling Optional Rule (p 81) is sanctioned for use.
- I. Rose Bride's Plight (WW70906)**
 - 1. The Master Storyteller reserves the right to make use of the included Storyteller characters.
- J. Swords at Dawn (WW70208)**
 - 1. Talecrafting and other mechanics in Chapter 2 are not sanctioned unless specifically mentioned below.
- K. Winter Masques (WW70200)**

II. CHARACTERS

A. Background

- 1. **Longevity** (including both extended age based on higher levels of Wyrd and long periods spent in Faerie).
 - a. Existed since 1930 or earlier: High Approval.
 - b. Existed since 1900 or earlier: Top Approval.
- 2. **Youth**
 - a. Taken to Faerie prior to age 3: not sanctioned (Mid for NPCs).
 - b. Taken to Faerie prior to age 12: High Approval (Low for NPCs).
 - 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:** Top Approval with Global Notification.
- 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.
- 7. **Taken in-chronicle as a mortal by the True Fae:** Low Approval.

B. Character Types

- 1. **Changeling:** Low Approval
 - a. Loyalist: Top Approval (Low Approval for NPCs).
 - i. Former Loyalist: Low Approval.
 - 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. **Cambions** [Dancers in the Dusk]: Not available as player characters (Top Approval for NPCs).
- 3. **Devourers** [Autumn Nightmares]: Not available as player characters (Low Approval for NPCs).
- 4. **Fae-Touched Mortal** [Equinox Road]: Low Approval; treat as a minor template.

5. **Fetches**: Not available as player characters (Low Approval for NPCs).
6. **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).
7. **Fetch spawn** [Autumn Nightmares]: Not available as player characters (Low Approval for NPCs).
 - a. Assisting any Changeling: High Approval.
8. **Hedge Creatures/Hobgoblins**: Not available as player characters (Low Approval for NPCs with the following exceptions).
 - a. **Custom Hedge Creatures/Hobgoblins**: Custom hobgoblins and hedge beasts should be created using the monster creation rules presented in Night Horrors: Camarilla Edition with the following changes:
 - i. Hobgoblins use Wyrd and Glamour and gain all of the benefits and drawbacks of Wyrd, such as forming Pledges, frailties, attribute/skill limits and the rate at which they can spend glamour.
 - ii. Hobgoblins are created with the same XP limits as other NPCs not created through the monster creation rules.
 - iii. Hobgoblins purchase Wyrd and Contracts with experience as Changelings with no seeming affinities.
 - iv. Hobgoblins and hedge beasts created through these rules are Top Approval outside of the Changeling venue.
 - b. **Fallen Star** [Dancers in the Dusk]: Top Approval for NPCs.
 - c. **Grub Legion, The** [Dancers in the Dusk]: The Grub Legion is considered an NPC hit squad.
 - d. **Nemesis** [Dancers in the Dusk]: High Approval for NPCs.
 - e. **Sawbones of Pickwick Circus, The** [Dancers in the Dusk]: High Approval for NPCs.
 - f. **Triflesmiths** [Dancers in the Dusk]: High Approval for NPCs.
 - i. Any custom Tokens created by Triflesmiths are subject to normal approval levels.
 - g. **Unmade, The** [Dancers in the Dusk]: Top Approval for NPCs.
9. **Morpheans** [Dancers in the Dusk]: Not available as player characters (Global Approval for NPCs).
10. **True Fae**: Not available as player characters (High Approval for NPCs). All approvals below are for NPCs only.
 - a. Actors [Equinox Road]:
 - i. 0-2 Titles: High Approval.
 - ii. 3 Titles: Top Approval.
 - iii. 4+ Titles: Top Approval with Global Notification. Actors are created in accordance with the **True Fae Actor Template** on the Camarilla Wiki.
 - b. The Banished: Top Approval.
 - c. Wisps [Equinox Road]: High Approval.
 - d. Props [Equinox Road]: High Approval

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. **Dawn Court** [Swords at Dawn]: High Approval (Low Approval for NPCs).
3. **Dusk Court** [Dancers in the Dusk]: High Approval (Low Approval for NPCs).
4. **Far Away Courts, The** [Winter Masques]: The VST may use his or her discretion in using alternate Court names (such as Monsoon Season and Tornado Season) to better reflect the local or seasonal weather conditions. The use of alternate names does not affect the mechanics of Seasonal Court Mantle, Goodwill or Contracts. These changes must be written into the local VSS.
5. **Non-Seasonal Courts, The** [Winter Masques]: High Approval (Low Approval for NPCs).

6. **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. **Prerequisites:**

- a. If a character joins an entitlement and at a later date no longer meets the prerequisites, the consequences are the same as willingly leaving the entitlement.
 - i. Prerequisites that are lost per the June 2009 Soft Reset are an exception to this rule.

3. **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: No further custom entitlements will be sanctioned at this time.
- 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.

4. **Charmed Circle, The** [Equinox Road]: High Approval to join if inducted by a PC and Top Approval if inducted by an NPC.

5. **Eternal Echoes, The** [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.

6. **Family of Silent Nights, The** [Dancers in the Dusk]: Sanctioned for play at normal approval levels.

7. **Hedge Wardens** [Dancers in the Dusk]: High Approval.

8. **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.

9. **Legion of the Iron Wall** [Swords at Dawn]: Not sanctioned at this time.

10. **Lord Sages of the Unknown Reaches** [Lords of Summer]: Not sanctioned at this time.

11. **Lost Pantheon** [Lords of Summer]: High Approval to join if inducted by a PC and Top Approval if inducted by an NPC.

12. **Office of Vizieral Council, The** [Equinox Road]: Not sanctioned at this time.

13. **Parliament of Victors, The** [Equinox Road]: Not sanctioned at this time.

14. **Phantom Tong, The** [Winter Masques]: this Entitlement's benefit does not stack with other benefits that discount merit cost.

15. **Pilgrims of the Endless Road** [Swords at Dawn]: Top Approval.

- a. Pilgrims are limited to two kiths, one In-Seeming and one Out-of-Seeming. If a PC already has two kiths and becomes a Pilgrim, they must be adjusted accordingly, if they do not already comply.

16. **Squires of the Broken Bough, The** [Dancers in the Dusk]: Top Approval.

17. **Twilight Gleaners, The** [Dancers in the Dusk]: Sanctioned for play at normal approval levels.

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. Milestone Merits

1. A character may never have more than a single Milestone Merit. A Milestone Merit is only granted when a fetch meets its final death and the criteria for the particular Milestone Merit. If events meet the criteria for multiple Milestone Merits, the most appropriate one is selected by

- the Storyteller. XP for any previously-awarded multiple Milestone Merits is refunded (except for a single Milestone Merit, selected by the Storyteller, which remains).
- B. 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**
 - a. **True Fae, Loyalist or Privateer:** Top Approval (Low Approval for NPCs).
 6. **Devotee** [Equinox Road]
 - a. Low Approval (but note the Wyrd pre-requisite).
 7. **Disenchanting Kiss** [Swords at Dawn]
 - a. Low Notification.
 8. **Dream Bastion** [Swords at Dawn]
 - a. Pre-requisites should read: "Empathy specialty in Oneiromancy. Must belong to a motley where everyone has an Empathy specialty in Oneiromancy."
 9. **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.
 10. **Enchanted Mortal** [Equinox Road]
 - a. Low Approval.
 11. **Fae Mount** [Rites of Spring]
 - a. Low Approval, but powers not listed in the write-up are not sanctioned for play.
 12. **Faerie Favor** [Rites of Spring] Top Approval.
 13. **Fighting Style: Brute Force** [Autumn Nightmares]: Not sanctioned.
 14. **Fighting Style: Dream Combat** [Rites of Spring]: Per the description, except as follows:
 - a. ●● Double Team: The character makes two attacks as described in this maneuver, choosing the best draw from them to apply.
 15. **Fighting Style: Hedge Duelist** [Rites of Spring]: Per the description, except as follows:
 - a. ● Quick Count: The second-to-last sentence should read, "With Quick Count, your character gets a +2 bonus to her Initiative when beginning a Hedge Duel."
 - b. ●●●●● Hedge Wrath: Ignore the reference to an exceptional success causing aggravated damage.
 16. **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).
 17. **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.
 18. **Harvest:**
 - a. The four types of Harvest are different merits and are purchased separately.

- b. A character may not purchase multiple instances of the same category of Harvest.
- 19. **Hedgebeast Companion** [Autumn Nightmares]
 - a. This is a graduated cost merit.
 - b. May be used to provide a downtime action like Allies, Mentors, Contacts, and Retainers provided that the Hedge Beast is capable of performing that action.
- 20. **Hobgoblin Trainer** [Rites of Spring]: Hobgoblins purchased via the retainer merit as detailed in Hobgoblin Trainer are created as minor monsters per **Night Horrors: Camarilla Edition** and the rules for creating hobgoblins above with the following exceptions:
 - a. As per the retainer merit, hobgoblins receive 10 XP per dot in the retainer merit after the first dot.
 - b. Any limitations as per the Hobgoblin trainer merit, such as being unable to leave the hedge, are still limitations.
- 21. **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.
 - f. Hollow Doors may form Keys at Low Approval, as per the sidebar on p. 138 of **Rites of Spring**. Players should work with their local VST to determine if their Hollow Doors have Keys and what steps are taken to open them. Additionally, a VST may assign a Key to a Hollow Door at mid notification without player knowledge. This reflects the fact that Keys can, and do, spontaneously form from time to time.
- 22. **Lucid Dreaming**
 - a. **For Mortals in the Changeling venue:** Low Approval.
 - b. **All others:** Not available.
- 23. **Mantle**
 - a. **Free Dot:** The first dot of Mantle is free.
 - b. **● to ●●:** Low Approval.
 - c. **●●● to ●●●●:** Mid Approval.
 - d. **●●●●●:** High Approval.
 - e. This Merit cannot be purchased by characters that do not possess the Changeling template.
- 24. **Manymask** [Equinox Road]
 - a. Low Approval (but note the Wyrd pre-requisite).
- 25. **Market Familiarity** [Goblin Markets]:
 - a. **●:** Low Approval.
 - b. **●●●:** High Approval.
- 26. **Market Stall** [Goblin Markets]
 - a. This merit's approval rating is directly related to the scope of the market in which the character owns a stall. Example: A regional market would be high approval, while a local freehold market would be low. Market Stall can be purchased multiple times, representing multiple markets.
 - b. A Player Character with this merit may not accept XP as payment for items they sell or trade.
- 27. **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.
- 28. **Mobile Hollow** [Swords at Dawn]
 - a. **●●●:** Doors to the real world stop working and must be re-established per level **●** and **●●**.

- b. ●●●●●: Doors to the real world are unaffected as per level ●●●●.
 - c. Crossing VSS borders requires the approval of the lowest ST with jurisdiction over both VSSs. Approval must be sought for each time a VSS border is crossed. (Going from game to neighboring game will require DST, domain to domain requires RST, region to region requires ANST/NST, country to county requires AMST approval.)
 - d. When crossing VSSs, all real-world doors cease, and must be re-established at the destination in the same manner that they are for levels ● through ●●●. Doors must be re-established when returning to the native VSS.
29. **Mourning Cant** [Lords of Summer]: Purchased as a Language.
- a. **For those with Winter Mantle**: Low Approval.
 - b. **All others**: Not available.
30. **New Identity**
- a. ●●: Low Approval.
 - b. ●●●●: High Approval.
31. **No Seeming** [Equinox Road]
- a. Not available for PCs (Low Approval for NPCs).
32. **Seeming** [Equinox Road]
- a. Low Approval (fae-touched mortals only).
33. **Slave** [Goblin Markets]
- a. Slaves receive 10xp per dot in the slave merit after the first dot.
 - b. Hedge beasts purchased through this merit are minor monsters per Night Horrors: Camarilla Edition and the rules for creating hedge beasts.
 - c. Slaves with a lesser template: Mid Approval
 - d. Slaves with a greater template: High Approval
 - e. Slaves cannot be any type of supernatural creature from another venue unless specifically allowed in this supplement.
34. **Sublime** [Equinox Road]
- a. Not available for PCs (High Approval for NPCs).
35. **Token**
- a. Token is a simple cost merit and can be purchased multiple times to represent additional tokens.
 - b. **Approval Levels:**
 - i. Tokens/Hedgespun printed in canon material:
 - (a) ● to ●●●: Low Approval.
 - (b) ●●●●: Mid Approval.
 - (c) ●●●●●: High Approval.
 - (d) Promise Tokens: not sanctioned at this time. This is not grandfathered.
 - (e) Legendary Tokens [Swords at Dawn]:
 - (1) Legendary tokens are considered unique items reserved by the Office of the MST.
 - (2) Concrete knowledge of these items and their fates are Global Approval.
 - (f) Baubles [Swords at Dawn]: High Approval.
 - (g) Gewgaws [Goblin Markets]: Low Approval. Cost 0XP and have no mechanical effect.
 - ii. Custom tokens: Please see the Token Creation Guide for rules on how to create custom tokens. These tokens are still considered custom and follow the approval levels for custom tokens, even after they have been built using the rules from the guide. The Token Guide can be found here:
 - http://www.jessilaur.com/Cam-Global-Addendum/Reset_Token_Guide.pdf*
 - (a) Standard Tokens (created via the Token Creation Guide: Appendix 2):
 - (1) ● to ●●: Mid Approval (includes Trifles).
 - (2) ●●●: High Approval.
 - (3) ●●●●: Top Approval.
 - (4) ●●●●●: Global Approval.
 - (5) Tokens that do not conform to the Token Creation Guide: not sanctioned.

- (6) Tokens created by a character with the Token Maker Merit have slightly lower approval levels:
 - (i) ● to ●●●: Mid Approval (includes Trifles).
 - (ii) ●●●●: High Approval.
 - (iii) ●●●●●: Top Approval with Global Notification.
 - (iv) Tokens that do not conform to the Token Creation Guide: not sanctioned.
 - (b) Cursed Tokens [Dancers in the Dusk]: Global Approval.
 - (c) Hedgespun:
 - (1) ● to ●●●: Low Approval.
 - (2) ●●●●: Mid Approval.
 - (3) ●●●●●: High Approval.
 - (4) Automatons: Low Approval, regardless of rating. Can be rated at more than 5 dots. Hedgespun Automatons may not be worn or used as armor, weapons or machines; for these purposes, use instead the rules for Hedgespun Armor, Hedgespun Weapons and Hedgespun Machines.
 - (5) All custom hedgespun tokens made per the token guide do not need to go through the GRP for approval.
 - (d) Token Limb [Dancers in the Dusk]: High Approval.
 - (1) Token Limbs may only be received from Pickwick Sawbones.
 - (2) Receiving a Token Limb or prosthetic limb from the Pickwick Sawbones is a Clarity 4 breaking point (extreme unexpected life change).
 - (3) The player **cannot** choose to get a token limb, what the limb does, the level of the token, or even if it is a token – it is a side effect of being mutilated.
 - (e) Oddments and Goblin Fruit: See the **Goblin Fruit Creation Guide** and **Token Creation Guide** for details. Custom Goblin Fruit and Oddments are created by the ST, not players, and must conform with the aforementioned guides. Additional approved Custom Goblin Fruit and Oddments can be found on the GRP wiki.
 - (1) Talefruit: Low Approval.
 - (2) Wisefruit: Low Approval.
 - (3) Luckfruit: Mid Approval.
 - (4) Wyrdfruit: High Approval.
 - (5) Kithfruit: High Approval.
 - (f) Trophies [Dancers in the Dusk]: not sanctioned at this time. This is not grandfathered.
 - (g) Promise Tokens: not sanctioned at this time. This is not grandfathered.
 - (h) Legendary Tokens [Swords at Dawn]: Reserved for use of the office of the Master Storyteller.
 - (i) Baubles: Top Approval with Global Notification.
 - (j) Gewgaws [Goblin Markets]: Low Approval. Cost 0XP and have no mechanical effect.
- 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.
 - iii. The first entitlement token(s) received upon joining an entitlement are considered part of the benefit of joining an entitlement and do not need to be purchased with XP. Subsequent entitlement token(s), such as if a player loses them, must be purchased at normal XP costs.
- d. **Travel Tokens** [Equinox Road]: Reserved for the Office of the Master Storyteller.
- e. **Clayface trifle** [Rites of Spring]: A character may only benefit from a Clayface trifle once a week.
- f. **Givertaker trifle** [Rites of Spring]: Not sanctioned for play.
- g. ● **Book of Tales, The** [Rites of Spring]: Not sanctioned for play.
- h. ● **Jackdraw Trinket, The** [Rites of Spring]: Not sanctioned for play.

- i. ● **Jack's Lantern** [Grim Fears]: Unique item; reserved for the Office of the Master Storyteller.
 - j. ●● **Chaosium** [Dancers in the Dusk]: Low Approval for members of the Dusk court, Mid Approval otherwise.
 - 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. ●●● **Crowsbill** [Dancers in the Dusk]: Low Approval for members of the Dusk court, Mid Approval otherwise.
 - n. ●●● **Drowning Coil** [Swords at Dawn]: High Approval.
 - o. ●●● **Thief of Dreams** [Swords at Dawn]: Repeated use of this token upon a mortal is considered ravaging a mortal's dreams (a Clarity 3 breaking point).
 - p. ●●●● **Grand Cross of Saint George, The** [Winter Masques]:
 - i. This is considered to be a 4 dot token.
 - q. ●●●●● **Broken Blade, The** [Dancers in the Dusk]:
 - i. This is considered to be a 5 dot token.
 - ii. This token cannot be an iron blade.
 - r. ●●●●● **Keeper's Quirt, The** [Rites of Spring]: Not sanctioned for play.
 - s. ●●●●● **Kingmaker** [Swords at Dawn]: High Approval to know about outside of the Dawn Court, even after seeing its affects.
36. **Token Maker** [Rites of Spring]: Top Approval with Global Notification.
37. **Tokenmaster** [Equinox Road]
- a. Not sanctioned at this time.
38. **Trained Observer** [Dogs of War]
- a. This merit does not apply when trying to figure out if what the character is perceiving is reality due to the effects of low Clarity. It may help the character experience its hallucinations in more detail, however.
39. **Wholesale wares** [Goblin Markets]
- a. Not sanctioned at this time.
40. **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.
41. **Wyrd Evolution ●● to ●●●●●**
- a. This graduated Merit allows access to the various stages – both Blessing and Curse - of the Evolution of the Wyrd as described in **Equinox Road**. Only Seeming evolutions are included; Kith evolutions are not sanctioned at this time.
 - b. ●●: Pre-requisite: Wyrd 7. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 7. Mid Approval.
 - c. ●●●: Pre-requisite: Wyrd 8. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 8. Mid Approval.
 - d. ●●●●: Pre-requisite: Wyrd 9. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 9. Mid Approval.
 - e. ●●●●●: Pre-requisite: Wyrd 10. This level of Wyrd Evolution permits access to those Seeming evolutions described for Wyrd 10. Mid Approval.
42. **Wyrdskill** [Equinox Road]
- a. Low Approval (but note the Wyrd pre-requisite).

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. The Kith blessing Impeccable Craftsmanship should read "Impeccable Craftsmanship: the changeling enjoys the benefit of the 8 again rule on any draw pool using Crafts, and can choose to spend a point of Glamour to treat one Crafts draw as a Rote Action (see MET p. 183). This blessing can be used only once per draw."
 2. **Gandharva** [Winter Masques]
 - a. The Kith blessing of a Gandharva is application of the 9-again rule on Expression and Persuasion tests.
 3. **Levenquick** [Winter Masques]
 - a. The Kith blessing of a Levenquick does not stack with itself.
 4. **Moonborns** [Winter Masques]
 - a. The Kith blessing of the Moonborn is a level 3 Clarity breaking point to use upon another. It is not a Clarity breaking point for the target to gain a temporary derangement from these blessings.
 5. **Minstrel** [Grim Fears]
 - a. The Kith blessing Perfect Pitch should read: "Spend a glamour to treat one Expression draw as a Rote Action (see MET p 183)".
 6. **Nightsinger** [Winter Masques]
 - a. Replace Performance with Expression in the Nightsinger blessing.
 7. **Pishacha** [Winter Masques]
 - a. The Kith blessing of the Pishacha is a level 3 Clarity breaking point to use upon another. It is not a Clarity breaking point for the target to gain a temporary derangement from these blessings.
 8. **Palewraith** [Winter Masques]
 - a. The Kith blessing of a Palewraith does not stack with itself.
 9. **Stonebones** [Winter Masques]
 - a. The armor provided by this Kith penalizes Initiative, not Defense.
 10. **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 and Non-Seasonal 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.
 6. **NPCs:** It is possible for NPCs built via the Monster Manual for use in the Lost venue to use Contracts, if build to do so.
 7. **Non-Terrestrial Focus:** Changeling characters cannot have Contracts with a non-terrestrial focus (e.g., Contract of Elements: Hedge or Arcadia; Contract of Fang and Talon: Hedge Beasts).
 8. It is not possible to specialize in the clause of a contract.
- 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. ●● **Forging the Dream:** This may not be used in conjunction with Dream Riding.
 - b. ●●● **Phantasmal Bastion:** When used defensively provides additional Willpower equal to the user's Wyrd. These points of Willpower are used only for defense in Oneiromachy and may not be expended as normal Willpower.
 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 Entropy [Dancers in the Dusk]:**
 - a. **Approval:**
 - i. For those of the Dusk Courts: Low Approval.
 - ii. All others:
 - (a) With PC teacher: Mid Approval.
 - (b) With NPC teacher: High Approval.
 - b. Contracts of Entropy operate under normal Mantle/Goodwill requirements.
 6. **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.
 7. **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.
 8. **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.
9. **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.
10. **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.
11. **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. ●●●●● **Triumphal Fate:** Provides the user with 5 successes on a single non-contested extended challenge. Triumphal Fate has a ban that results in an automatic failure instead of a dramatic failure (the target is considered to have drawn an ace).
12. **Contracts of Hours** [Rites of Spring]:
- a. ●● **Frozen Moment:** Clothing and other items worn by a living creature are considered part of the creature for the purposes of this clause.
 - b. ●●●●● **Leaping Towards Nightfall:** When used against an unwilling target (as determined by the contested roll), this power lasts only one turn per success.
13. **Contracts of Lucidity** [Dancers in the Dusk]:
- a. **Sidebar: The Dangerous Secret:** High Approval for a character to learn definitively.
 - b. **Sidebar: Using Contracts of Clarity for Healing Mental Health:** As per this sidebar, this contract can be used for counseling.
 - c. This contract is not an affinity with any seeming (cost = new dots x 6 XP to purchase).
14. **Contracts of the Moon** [Rites of Spring]:
- a. ●: Mid Approval.
 - b. ●● to ●●●●●: Top Approval.
 - c. The Second level and higher Contracts of the Moon are a level 3 Clarity breaking point to use upon another. This contract does not cause the victim to face Clarity breaking points for gaining derangements.
15. **Contracts of Oath and Punishment** [Winter Masques]
- a. ●●●● **Relentless Pursuit:** This clause may not be used to track a subject that is Unknown, as per the Dream Connection chart on p. 17 of **Dancers in the Dusk**.
16. **Contracts of Potential** [Swords at Dawn]:
- a. **Approval:**
 - i. For those of the Dawn Courts: Low Approval.
 - ii. All others:
 - (a) With PC teacher: Mid Approval.
 - (b) With NPC teacher: High Approval.
 - b. ●●●● **Shift the Foundation:** Dice pool should be "Manipulation + Expression + Dawn Court Mantle vs. Composure + Subterfuge".
 - c. Contracts of Potential operate under normal Mantle/Goodwill requirements.
17. **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.
18. **Contracts of Separation** [Winter Masques]
- a. ●●●●● **Phantom Glory:**

- i. When a character has Phantom Glory (Separation 5) active, objects that are dropped, thrown, fired, etc. do not of their own accord return to the physical world; they land where they fall and fade from existence altogether if the changeling has not picked the object back up before dropping the power.
 - ii. Cold iron may affect those in Separation 5 form. Additionally, those in Phantom Glory are stopped by iron barriers.
 - iii. Contracts: no powers (mental, social or physical) can be used by someone in Phantom Glory to affect those still in the normal world, and others may not use powers of any sort to affect the character using Phantom Glory.
 - iv. A changeling using this power cannot see ghosts unless also using another power that grants that ability, or a ghost interacts physically with that changeling. If a ghost interacts physically with a changeling using this power, it becomes visible to any changelings in the area using the power.
19. **Contracts of Shade and Spirit** [Winter Masques]
- a. ●●●●● **Opening the Black Gate:** This clause opens up a gateway to the local autochthonic depths. Mid Approval for each use.
20. **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.
21. **Goblin Contracts**
- a. At character creation a character may only assign one of their starting five Contract dots to Goblin Contracts. Additional contracts can be purchased with experience (from MC or earned in play) **for PCs and creation XP for NPCs.**
 - b. ● **Healing Sacrifice** [Rites of Spring]: Can only work on a willing target.
 - c. ●● **Dream Rendering** [Swords at Dawn]: The effect of this contract lasts until dawn or dusk (whichever comes first) and if the token is lost in a dream, it is gone from the real world as well.
 - d. ●● **Fortune's Swift Blessing** [Rites of Spring]: Not sanctioned for play.
 - e. ●●● **Blessing of Forgetfulness** [Rites of Spring]: Not sanctioned for play.
 - f. ●●● **Fortune's Bane** [Rites of Spring]: Not sanctioned for play.
 - g. ●●● **Goblin Midwife** [Goblin Markets]: Top Approval.
 - h. ●●● **Hospitality's Hold** [Glimpses of the Unknown]: **Low Approval.**
 - i. ●●●● **Call the Hunt:** High Approval.
 - j. ●●●●● **Blood-Binding** [Rites of Spring]: High Approval.
 - k. ●●●●● **Recalling the Lost** [Rites of Spring]: Top Approval to free a PC from Arcadia; High Approval otherwise.
 - l. ●●●●● **The Fatal Transformation** [Rites of Spring]: Not sanctioned for play.
 - m. ●●●●● **Mad Trespass** [Swords at Dawn]: Not sanctioned for play.
 - n. ●●●●● **Sleepwalker** [Swords at Dawn]: Not sanctioned for play.
22. **Goblin Contracts of the Wyrd** [Dancers in the Dusk]
- a. ●●●●● **Fatal Clause, The:** Mid Approval.

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]: See the Wyrd Evolution Merit.

B. Augmentation from Glamour

- 1. Augmentation from Glamour is limited. When a character spends Glamour to activate a Seeming/Kith Blessing that adds a bonus on a one-for-one basis to add to test pools (for example the Ogre blessing to increase Strength), the applied bonus from that Glamour can be no higher than the natural unmodified Attribute or +5, whichever is higher.
- 2. Augmentation from Glamour to increase test pools is an exception to Universal Addendum II.E.4. 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. The terms of Cold Iron and Hand-Forged Iron used in this Addendum follows the definitions included in **Rites of Spring** (p 85). Hand-Forged Iron gains all of the bonuses and negatives of Cold Iron, in addition to the effects from being Hand-Forged.
- B. Creatures native to the Hedge (non-Lost and non-True Fae) are affected by Iron in the same way as are the Lost.
- C. **Bullets:** High Approval
 1. Iron bullets, regardless of means of manufacture, are no longer treated as Hand Forged Iron upon being fired from a firearm.
 2. Affect on normal firearms: Normal firearms may fire only one iron bullet before being rendered useless.
 3. Firearms designed to fire iron bullets: Custom weapon, Global Approval.
- D. **Hedgespun:**
 1. Hedgespun items cannot be made from Iron.
 2. Hedgespun items lose all supernatural bonuses when in contact with Cold Iron, but otherwise act like a normal item of the same.
- E. **Hand Forged Iron: Weapons and Other Equipment:**
 1. Created by a PC Smith-kith by spending a Willpower dot: Mid Approval.
 2. All other sources: High Approval.
 3. Edged Weapons: Iron edged weapons are at -1 to their weapon rating (to a minimum of 0).

X. DREAMS

- A. **Archetypal Realms, Archtypes and the Archetypal Advice Sidebar** [Dancers in the Dusk]
 1. Top Approval per visit.
- B. **Dreamwoven Vessels**
 1. No particular dreamwoven vessel may be used more than once.
- C. **Gate-Shaping** [Dancers in the Dusk]
 1. Shaping a gate is considered ravaging a mortal's dreams, a Clarity 3 breaking point.
- D. **Hypnagogic Constellation, The** [Dancers in the Dusk]
 1. Jupiter Dreams: Experience from Jupiter dreams is treated as downtime experience. Jupiter dreams can also be used as counseling.
 2. Lilith Dreams: Mid Approval.
 3. Mars Dreams: Not sanctioned at this time.
 4. Mercury Dreams: Not sanctioned at this time.
 5. Pluto Dreams: Top Approval.
- E. **Oneiroscopy** [Dancers in the Dusk]
 1. Approvals:
 - a. Autumn Court: High Approval
 - b. All others: Top Approval.
- F. **Skein, The** [Dancers in the Dusk]
 1. Trapping in the Skien any other creature which is unable to get out is considered a device that denies them the opportunity to escape.

XI. THE HEDGE

A. Gateways

1. Gateways into the Hedge can be made from any archway, frame, door or reflective surface.

2. The created Gateway is permanent in fixed space. Moving or destroying the object causes the Gateway to cease to function.

B. Goblin Fruit

1. **Bloodroot:** To vampires, Bloodroots act as heroin with a potency of 2, as per **MET** p. 244, with an additional +2 bonus to Wits tests related to perception. Failing to resist the effects of Bloodroot inflicts the mental flaw Addiction as per **MET** p. 312.
2. **Hera Pear Goblin Fruit** [Rites of Spring]: High Approval to possess.
3. **Myrsina** [Rose Bride's Plight]: High Approval to possess.
4. **Promise Leaves:** Promise Leaves may only be used in conjunction with those Clauses and Contracts which are specifically detailed in the text, such as in Blessing of Perfection.

C. Thorn Towns and Hedge Settlements [Dancers in the Dusk]

1. The specific places listed are unique and are reserved for the Office of the Master Storyteller.

D. Trods

1. Crossing VSS boundaries through the Hedge requires the use of a Trod, using the rules presented on pages 219 and 220 of the Lost core book.
2. Trods may not be purchased as a merit. The creation of Trods is reserved for the ST chain and must take into account the approval levels in Universal Addendum section III.
3. Trods may not open into locations that require special approval to interact with.

E. Miscellaneous

1. **Boggart Holes** [Dancers in the Dusk]: Mechanics not sanctioned at this time.
2. **Imps of Anaximander, The** [Dancers in the Dusk]: The map is reserved for the Office of the Master Storyteller.
3. **Niche, The** [Dancers in the Dusk]: The Niche is considered a device that denies a character the opportunity to escape.
4. **Ornithine's Hedge Pomology** [Rites of Spring]: Reserved for the Master Storyteller's Office.
5. The clarified mechanics for other supernatural creatures in the Hedge provided in **Equinox Road** (pp 70-79) are sanctioned.

XII. PLEDGES

A. Overall

1. All Pledges listed in sanctioned material are available at Low Approval.
2. Pledges sworn on a Corporal emblem (Entitlement, Court, etc):
 - a. These pledges break under any of the following conditions:
 - i. The character ever leaves the group the emblem is tied to (e.g. leaving the Entitlement, switching Courts, etc).
 - ii. The emblem is destroyed or dies (e.g. the Nemesis dies, the marriage fails, the true name is lost, etc).
 - iii. The dots representing the emblem are lost (e.g. the Ally dies, the Contact is lost, etc).
3. The Lesser Alliance Task has a cost of +0 as listed on page 178 for pledge building. The Vulnerability Sanction has a cost of -3 as listed on page 185 for pledge building.
4. 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.
7. You must meet the requirements of the blessing to benefit from the blessing. For example, you must meet the requirements for Fighting Style: Boxing to benefit from a pledge that provides Fighting Style: Boxing. You can still enter into such a pledge, and be subject to the Tasks, Sanctions and Duration, you just do not get the benefit of the blessing.
8. **Death Pact:** Mid Notification.

- a. If the Death Pact is used to bring the Changeling back to life, players must proxy to the “special chamber” and the Office of the Master Storyteller.

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 NPCs

1. NPCs may not participate in pledges that provide PCs with Adroitness or Blessing boons for longer than one month. This limitation may be waived on an individual , case-by-case basis with High Approval.

D. Pledges With Other Supernatural Beings

1. Pledges with non-Lost Venue supernatural beings (Vampires, Werewolves, Mages, etc) are available at an approval level dependent on the Boon and Duration:
 - a. Boon total:
 - i. 2 or less: Mid Approval
 - ii. 3 to 6: High Approval
 - iii. 7 or more: Top Approval
 - b. Duration:
 - i. Less than a Year and a Day: Mid Approval
 - ii. A Year and a Day: High Approval
 - iii. Decade or longer: Top Approval
 - c. Joining an existing Pledge with a non-venue supernatural being: High Approval.