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*CHANGELING: THE LOST CUSTOM TOKEN  
CREATION GUIDE*

**Note:** *red text* indicates changes in this revision. *Blue text* indicates changes in the previous revision.

## DEVELOPMENT AND MECHANICS

### Step One: Determine the Concept

*“You want to do what???”*

*Decide what you want the token to do. This might sound like the easiest step, but it is also the most crucial to what follows. Think long and hard about the concept of what you want to create. Inspiration can come from many places. Necessity is the mother of invention, and may dictate a particular ability that the character, motley or Freehold requires. A better road of inquiry might come from the character’s background: her goals and the goals of her motley, court or entitlement. Also much of the Changeling mythos is drawn from Celtic and Old English mythology, materials such as those listed under “Sources and Inspiration” on pages 13 and 14 of Changeling: the Lost can help immensely.*

*Take a look at the canon tokens and you will notice something else; they all have quirks. These quirks give them flavor and often limit their power. A vanilla token is boring and should not be encouraged – a token is a manifestation of the Wyrd embodied into an item, potentially playing a key role in a story that emphasizes what beautiful madness can entail. It shouldn’t be devalued by treating it as just another form of technology.*

### Step Two: Determine the Type

*“What kind you got?”*

*Within the Camarilla Chronicle, there are three sanctioned categories of tokens. These are Hedgespun items, Trifles, and Standard Tokens. Hedgespun Tokens are crafted by Changelings using recipes combining various items (from the mundane world, from the Hedge and conceptual reagents); these are by far the most common tokens that exist on this side of the Hedge. Trifles and Standard Tokens are not crafted by “human” hands but created when the glamour laden lands of the Hedge infuse into previously mundane items. While not uncommon, these are very difficult to direct into the desired format and thus see less use by Changelings than Hedgespun Tokens.*

## Step Three: Develop the Story

### *“For Every Item, a Story”*

*This is the most fundamental aspect of the token creation process. This applies to all tokens, regardless of the category. For Hedgespun Tokens it could be the act of recovering a lost recipe, assembling all the necessary ingredients, or finding the token itself. For Standard Tokens and Trifles, it usually has to do with finding the token or what story previously created it. In all cases, the story of the token must be sufficient to warrant the power of the intended token. The characters should spend a minimum of one month per dot in the intended token.*

*It is important that the game sessions during this time not be geared towards one individual player; they can incorporate the intended user’s motley, or the entire Freehold. Players should work with their direct Storyteller to help craft the proper story for an item. See page 139 of Rites of Spring for advice on how to craft such a story.*

*Glamour is a fickle entity; weaving the nature of Fate and the Wyrd into an item doesn’t always have the intended results. Without the proper story to engender the proper resonance into an item, very rarely will an item become a token.*

## Step Four: Determine the Benefits and Rating

### *“What the hell does this thing do?”*

*Now that you have the concept written, it’s time to work out the mechanics. Remember, tokens are not Contracts. The Changeling doesn’t have this magical ability; it’s the invocation of the Wyrd inside the token. Therefore, the power of the magical effect generated by a token should be a function of the token’s power, not based on the stats of the Changeling who merely activates it. Only rarely should a Changeling’s Attributes or Skills come into play. The general exception to this is targeting, such as hitting someone with a token weapon once it’s activated.*

*Every token does something; this would be the main benefit of it. For example the main benefit of the Ace in the Hole is that it makes attempts to pick a lock more difficult, and the main benefit of the Cracked Mirror is that the user can spy on their Fetch. Refer to the appropriate appendix below for what benefits are available based on the category of token chosen.*

*The benefits, and in some cases the adjustments (called enhancements and restrictions) to said benefits, also determines the merit rating of the Token.*

## Step Five: Determine the Mask and the Mien

*“What does it look like?”*

All fae items have both a mien and mask. The mien is how the item appears to those able to perceive the fae world, and the mask is how the item appears to mundane world. Though not exact duplicates, the mien and the mask should be fairly similar. In general the mask appears as a mundane version of the mien. For example a great sword whose blade courses with eldritch fire may have a mask of a great sword with a slightly blue coloration to the blade. Such a sword would not have a mask to appear as a pocket knife or the like. Refer to page 201 of *Changeling: the Lost* for guidance on determining an appropriate mien and mask for the token.

## Step Six: Determine the Activation

*“Whatcha got?”*

Most tokens default to an Instant action to activate. Though not all tokens require an activation. Unless specifically stated, Hedgespun Tokens do not require an activation draw. They are considered to be “always on”, the only exception to this are those benefits specifically listed requiring such. Those Hedgespun Tokens that require activation and other tokens are Instant actions to activate and require the standard Wyrd draw (or the choice to spend a point of Glamour to forego the draw). Even when the token’s Catch is fulfilled the activation remains an Instant action. The only exception to this taking an enhancement to allow the token to be activated as a Reflexive action.

## Step Seven: Determine the Duration

*“So how long do we need to deal with this for?”*

As a default, tokens have a duration of one minute. This can be increased further by choosing specific enhancements during Step 4. Some Hedgespun Tokens have a duration listed in the power, use the listed duration when it is specifically stated. Hedgespun Tokens that do not require activation are considered “always on” and therefore have a permanent duration.

These durations can be extended further through the choice of enhancements in step four. Hedgespun Tokens that do not require an activation are considered “always on” and therefore have a permanent duration.

## Step Eight: Determine the Drawback

*“Dude, you’re screwed”*

*All tokens are imbued with the fell magicks of Glamour. Glamour is the stuff of the True Fae and therefore has the tendency to corrupt even the most pristine object. This manifests in a token’s drawback. The drawback is a curse set upon the user for invoking the token’s power. Drawbacks can not be mitigated or avoided; they are a toll paid for activating a token.*

*An appropriate drawback can be a difficult thing to determine. It provides an additional layer to a token’s story. The drawback must be appropriate for the power level of the token. The drawback is either paid at activation, or paid shortly thereafter by the Changeling.*

*Standard Tokens have a Drawback. Hedgespun Tokens and Trifles do not have a Drawback.*

## Step Nine: Determine the Catch

*With the exception of Hedgespun Tokens and Trifles, all Tokens have a Catch. For most it is a means to activate the token without the usual costs. The Catch allows anyone to activate the token, even standard Mortals and character types of other venues. The Catch is a curse which should take a toll on it the user. Some catches involve a consciously paid cost (such as pain or penalties). Other tokens will take their grim tolls out of the character’s hide without asking.*

*The guidelines for determining an appropriate Catch are specifically left vague. Like the Drawback, this should draw upon the story and benefits of the token. The only hard and fast rules for determining an appropriate Catch are as follows:*

- The Catch cannot be something the user can perform all the time, if it is commonplace then it doesn’t have the mystical significance needed to be a Catch.*
- The Catch cannot be impossible to achieve. Improbable is acceptable, impossible is not.*
- The Catch must be detrimental to the one activating it, though it does not have to be \*directly\* detrimental to the one activating it. Causing the pain or punishment of a loved one or motley mate is also acceptable.*
- The Catch cannot be achieved through the use of a Seeming or Kith bonus or the use of a Contract.*

## Step Ten: Gut Check

*There isn't a single rules system out there that can't be broken or exploited. Once the final bit of math is done, look at the token overall and compare it to the general tokens in the books. The Storyteller has final say here as to whether a token appears to be too powerful or too weak for its final rating. If something seems to be a little off, it may need to have an enhancement tweaked. Overall remember that tokens should be useful, but they shouldn't overwhelm a story nor contribute more to a character than the proper Contract could.*

## CRAFTING THE TOKEN

*The art, as it is an art, of crafting a token is the most difficult hurdle that many Changelings face. Hedgespun Tokens are crafted using the mechanics lists on pages 139 and 140 of Rites of Spring. Standard Tokens can not normally be crafted by Changelings. These generally are the purview of the True Fae or the fickle hand of Fate itself. The only exception to this is that Standard Tokens can be crafted using the Token Maker merit on page 150 of Rites of Spring. Trifles can not be crafted by Changelings and solely rely upon the random effects of the Wyrd.*

## DETERMINING THE APPROVAL LEVEL

### Token [L.4.07]

*Token is a simple cost merit rated 1 to 5 and can be purchased multiple times to represent additional tokens. These items are not considered custom items if built strictly according to the established creation rules. All such items must be entered on the database (where available) for tracking purposes.*

*The approval level varies based on the category and Merit rating. Please refer to the Global and National Addenda for these approval ratings.*

*Entitlement tokens may only be purchased by members of the Entitlement. If a member of an entitlement loses their entitlement token, it remains in play for one month then is reclaimed by the Hedge.*

## Appendix 1: Benefits and Merit Ratings for Hedgespun Tokens

*Hedgespun Tokens can be crafted by any Changeling with enough skill. Refer to pages 138 to 140 for the mechanics of finding and/or developing a recipe, and crafting the item. The type of item determines the creation system used. Any Hedgespun Token, regardless of the type, benefits from the Wondrous Allure rule on page 144 of Rites of Spring. Refer below the appropriate calculation of benefits.*

*When determining the total modifier to a pool from Hedgespun items, only the highest modifier from each type is added. The benefits of multiple items of the same type (i.e. rainment) do not stack or modify each other in any way. This is still subject to the Stacking Modifier rules found in the Global Addendum (II. E.)*

*Example 1: A changeling who has two hedgespun rainments that add to initiative (one +8 and one +4) takes the highest modifier to his initiative pool. Any secondary modifiers from the lesser initiative item remain (such as a speed modifier) as long as there is not a higher modifier from a separate hedgespun rainment.*

*Example 2: A changeling who has two hedgespun rainments that provide a modifier to the Larceny skill (one +5 and one +2) only takes the highest modifier to his Larceny test pool. However, a hedgespun machine that provides an equipment bonus to picking locks (an action derived from the Larceny skill) is still a viable modifier to his pool.*

### Hedgespun Artwork

*Hedgespun Artwork is a standard Size 2, Durability 2 item. This is available as a one-dot token. Additional effects can be applied based on the table below:*

- +1 Size\*
- +2 Durability\*
- +/- 1 to inspiring a single skill pull depicted in the artwork (purchased multiple times, non-cumulative). This bonus applies to all subjects within a 50 yard radius of the item that can see the item, and is not cumulative with other pieces of Hedgespun Artwork.
- + 50 yards to the radius of effect

*Those additional effects marked with an \* may be taken multiple times and are cumulative if purchased multiple times for that item.*

## Hedgespun Automations

Unlike other tokens, a Hedgespun Automation may be more than 5 dots. It is still purchased as a simple-cost merit, though may be improved over time by purchasing additional dots. Also unlike other tokens, this item may be purchased as a Shared Merit in which several Changelings pitch in to cover the cost.

The most basic Hedgespun Automation has the following characteristics: Intelligence 1, Wits 1, Strength 1, Dexterity 1, Stamina 1, Size 1 to 3, and no Skills. Points spent into the merit increase this further. Regardless of the Skills/Attributes, the automation may not have a mental or social pool greater than 4. It can only use mundane, non supernatural, equipment, armor, and weapons.

Note that while the above template is "free" the merit must cost at least 1 dot so at least one of the following enhancements must be taken:

- +1 Size\* (maximum of Size 7)
- One Skill dot\* (maximum 5)
- One Attribute dot\* (maximum 5)

Those additional effects marked with an \* may be taken multiple times and are cumulative.

## Hedgespun Machines

A 1-dot hedgespun machine acts exactly like the mundane version but has a fae quirk, for example an alarm clock that runs away from the user when they try to hit the snooze button. These quirks can have no beneficial or detrimental effect whatsoever on a game. Additional effects can be applied from the table below:

- +1 to the equipment bonus of the item, applicable to non combat/non supernatural pulls\*
- +1 Durability\*
- ignores one point of an item's Durability when used against it (Durability is not Armor rating)\*

Those additional effects marked with an \* may be taken multiple times and are cumulative if purchased multiple times for that item.

## Hedgespun Raiment

Hedgespun Raiment is an article of clothing, be it a full suit or a simple scarf. Hedgespun Raiment uses one of four templates as a "base" in which additional benefits are added upon it. Below lists the base template and the additional benefits are listed in the table below it.

- as standard clothing (●)
- as a Kevlar Vest (●●)
- as a Flak Jacket (●●●)
- as Riot Gear (●●●●)
- +2 to Initiative\*
- +2 to Speed\*
- +1 to a non-supernatural, non-combat skill's pools\*
- Immunity to the Armor Piercing ability
- Chimaeric Armor

Those additional effects marked with an \* may be taken multiple times and are cumulative if purchased multiple times for that item.

## Hedgespun Weapons

A hedgespun weapon represents a melee weapon, firearm, or shield, but can always be used in the hedge. The item retains the *alternative attack pool* (such as a Katar's Strength + Brawl + Weapon pool), base durability, size, strength requirement and damage type of the item it is being modeled after, regardless of materials or method of crafting. The weapon does not keep any special attacks, modifiers, abilities, penalties or traits except those listed above.

A Hedgespun weapon's effective equipment bonus is equal to the base item's equipment bonus or the weapon bonus, whichever is lower, when determining damage caps based on equipment bonuses. Any bonus above this equipment bonus is considered a modifier to the pool, as per the Universal Addendum section II. E.

Example: A dagger has an equipment bonus of 2. This means that if a character had a Weaponry skill of 1 and a Strength of 1, their damage cap would be 2, as the dagger's equipment bonus is the highest item in the character's base pool. A hedgespun dagger with a +6 to damage would have an equipment bonus of 2 and an additional modifier of +4. The character's damage cap remains at 2 with the hedgespun dagger.

A Hedgespun weapon begins with a base equipment bonus of +1 to attack or +1 defense. Each dot, including the first can apply an additional effect from the table below:

A Hedgespun weapon begins with a base equipment bonus of +1 to attack or +1 defense. Additional effects can be applied from the table below:

- +1 to the equipment bonus of the item\*
- +1 to the User's Defense\*
- +1 Durability\*

- ignores one point of an item's Durability (not Armor) when attacking it\*
- +1 Toxicity, not cumulative with other Hedgespun weapons or poison effects\*
- Armor Piercing 1\*
- Collapses (e.g.: Telescopic baton)
- -1 to next action (e.g.: Sjambok, Stun Gun)\*
- -1 to the Strength Requirement to Wield\*

Some other effects can be applied but at the cost of two dots of the item:

- Disarming (as Whip) (●●)
- 9-Again to attack (●●)

Those additional effects marked with an \* may be taken multiple times and are cumulative if purchased multiple times for that item.

*Example:*

*Judy would like to create a standard whip with armor piercing. A standard whip is a 1(B), 2/J, Durability 1 weapon that uses Dexterity + Weaponry + Weapon as its dice pool. Since the whip is only a 1(B) weapon, the only trait that she needs to purchase is the disarming trait, making a standard whip a 2 dot hedgespun item. It still retains the Dexterity + Weaponry + Weapon draw pool. Judy has 3 more dots to spend and spends two of those dots on Armor piercing, making her hedgespun whip a 4 dot hedgespun weapon for 8 xp.*

*Dave would like to create a huge great sword. A standard great sword is a 4(L), Size 4, Durability 3 weapon, but has the flaw that the character will be off balance if they draw an Ace. Dave's hedgespun greatsword doesn't have this flaw and costs 3 dots (+1 for being hedgespun and +3 damage for 3 dots). He can then add 2 more dots of damage for a +6 weapon and 10 xp. Since a greatsword normally has an equipment bonus of +4, the equipment bonus for this hedgespun greatsword is +4 with an additional modifier of +2, giving him a total bonus to his modified attack pool a +6.*

## **Appendix 2: Benefits and Merit Rating of Trifles and Standard Tokens**

*Trifles and Standard Tokens can not normally be crafted by Changeling hands, though they can be acquired through various means in the Hedge. The only exception to this is that Standard tokens are crafted using the Token Maker merit on page 150 of Rites of Spring. While a character may not be able to craft a Trifle or Standard Token, the player should follow these steps to determine the mechanics of the token their character will possess.*

Each token created in this section has a number of benefits and restrictions that must be calculated to determine the token's level. This is broken into several sections below:

### Determine the Benefits

Every token does something; this would be the main benefit of it. For example the main benefit of the *Ace in the Hole* is that it makes attempts to pick a lock more difficult, and the main benefit of the *Cracked Mirror* is that the user can spy on their fetch. This can either be one minor benefit, one major benefit, several minor benefits or some combination therein.

### Lesser Benefit (+15 Token Points each)

These powers are relatively minor. The magical effects they generate might be characterized as "tricks" – although the actual ability might be just the thing needed for a character's success in a particular situation. These powers are often no more advantageous for a particular task than an excellent set of tools or are no more helpful than a piece of readily obtainable, albeit advanced human technology. A token that gives a Changeling not more utility than an advanced PDA or camcorder is cool, but not game-altering. Refer below for suggested power levels. This list is not exhaustive, but should be a good indicator of other powers at this level.

- This power acts as a +/- 2 modifier to a task, but these modifiers only apply to a very few kinds of draws, such as a power that only adds to draws for the *Stealth* skill or to a specific Attribute like *Strength*.
- The power is a minor, short-lived magical effect: levitation, creation of light, magical sustenance, phantom noises, increased movement and minor armor, for example.
- This power can affect a permanent change, but on a very limited scope, such as the repairs of small, simple objects.
- If the power affects the denizens of the *Hedge*, it merely facilitates communication, such as allowing the user to speak to *Hedgebeasts*.
- The power is merely a supernatural means of doing something that a mundane object can do: delivering a mundane poison, recording an incident, wiretapping and such.

Examples: *Ace in the Hole*, *The Bone Comb*, *The Cracked Mirror*

### Medial Benefit (+30 Token Points each)

*These powers are very useful and may become quite powerful with enhancements. These magical affects are pretty profound, and any draw-pool modifiers they confer have fairly broad applications. The magical effects generated are pretty impressive and will likely be called upon during a session.*

- *This power acts as a +/- 2 modifier to a task, but these modifiers apply to trait categories (Mental, Physical or Social) or use groups (Power, Finesse or Resistance). These modifiers can apply to multiple skill or Attribute tasks.*
- *This power acts as a +/- 4 modifier to a task, but these modifiers only apply to a very few kinds of draws, such as a power that only adds to draws for the Stealth skill or to a specific Attribute like Strength.*
- *The power allows a blunt weapon to inflict lethal damage.*
- *The ability substantially increases a character's ability to gain information.*
- *Miscellaneous effects: moderate healing magic, magical disguise, concealment, temporary blindness, illusions and so on.*
- *The token is a minor weapon with a damage rating of one or two.*

*Examples: Homespinner's Needle, The Hungry Arrow, Lantern of Ill Omen*

### Greater Benefit (+45 Token Points each)

*These abilities are very powerful and can greatly influence a game, giving a Changeling powerful new capabilities or allowing her to compensate for general weaknesses. Magical effects are impressive, but often blatant. For example, these potent abilities give the Changeling some real control over the Hedge. A Storyteller can pretty much guarantee that these tokens will be used in most stories.*

- *This power bestows an entirely new mode of travel: flight, burrowing or swimming for example.*
- *The magical effects are impressive: finding a target's Achilles' heel, missile deflection, clairsentience, mind reading, fantastic luck, concealment from magical scrying, or whatever seems appropriate.*
- *The power allows a bladed weapon to inflict aggravated damage.*
- *This ability adds up to a +4 modifier to a task roll, and modifies trait categories (Mental, Physical or Social) or use groups (Power, Finesse or Resistance).*
- *This power directly influences the Hedge or its denizens, such as forcing a Hobgoblin to obey the user's commands.*
- *This power reduces the travel time in the Hedge or mitigates the dangers of travel there.*

*Examples: Hoarfrost Spine, The Curious Paw, The Hungry Arrow, Squall Knife, The Jerusalem Mile*

## Limitations

The abilities of a token are varied and the lists above are not comprehensive. But there are some realms that the tokens cannot venture into. Below is a list of benefits that tokens cannot do.

- Violate the Camarilla Addendum, including the **Global Setting Review Guidelines [U.1.08]**.
  - The only exception to this is "cannot provide more than one effect". The token creation system allows for multiple benefits as appropriate for the item.
- Duplicate the effects of a Contract, Gift, Transmutation or Discipline.
- Ignore a target's Defense.
- Negate the effects of another supernatural power, such as similar to the benefits provided by Cold Iron.
- Provide more than a +6 bonus to any single test.
- Heal Aggravated damage.
- Provide an effective bonus to any supernatural merit, such as increasing Mantle.

## Apply Enhancements

Enhancements add to the overall effectiveness of benefits. A token's power(s) may have more than one enhancement, but no power may have more than two enhancements. Depending upon the specific power, one enhancement may be either major or minor. In other words, one power's minor enhancement may be another power's major enhancement. If the enhancement is going to improve the benefit's performance nearly every time, then it is a major enhancement, even if it's listed under minor enhancements below. Even if a token has more than one benefit, and a particular enhancement could affect all the benefits that the token has, only assign the enhancement points once. Do not assign them for each power that could possibly be affected.

## Lesser Enhancements (+5 Token Points each)

Minor enhancements normally modify low-level benefits, or just provide a slight boost to a given power. Particularly potent benefits should probably only have minor enhancements, if they have any enhancements at all.

- *Immunity: the character can not be affected by the token's own benefit. For example, the benefit causes everyone in an area to feel Depression, that emotion does not affect the owner.*
- *Range: the benefit doubles the range of weapons or thrown objects.*
- *Time: the power lasts longer than normal. A token that would normally have a duration of one minute has a duration of one scene.*

### Greater Enhancements (+10 Token Points each)

*Major enhancements substantially improve the effectiveness of the token. They are used to make minor benefits more attractive, and likely can't be paired with the more potent benefits.*

- *Extra uses: the token has one extra use (trifles only)*
- *Range: the benefit quadruples the range of weapons or thrown objects.*
- *Time: the power lasts much longer than normal. A token that would normally have a duration of one minute has a duration of one day. This enhancement can not increase the duration of a token longer than one day.*
- *Activation: the token has a reflexive activation.*

### Apply Restrictions

*Like enhancements, restrictions are cumulative. A token with multiple limitations is far less powerful, and is therefore cheaper. A token may have no more than two restrictions. This token's power is only usable in specific situations when it would normally be more useful. More importantly, restrictions breathe added life into a token – they define not what a token does, but what it is. Think about the fickle nature of the Wyrd. Think about the nature of Faerie itself. Everything has meaning and personality when evaluating an item. If it has none of this, a Storyteller is recommended to send the author back to the drawing board. Note that Restrictions are not the same thing as Drawbacks. All Standard Tokens have Drawbacks. Restrictions are a limitation on the use, while Drawbacks are penalties for the use.*

### Lesser Restrictions (-5 Token Points each)

- *Restricted targets: this benefit only affects certain, specific targets such as a breed of Hobgoblin, or a specific Seeming.*
- *Extra Cost: using this token costs a point of Glamour.*
- *Restricted Uses: this power can only be activated once a day.*

### Greater Restrictions (-10 Token Points each)

- *Actions: the use of this power can only be called upon in a few, specific cases, such as in defense of the user's Hollow, at a Solstice or Equinox, while fighting the True Fae and so on. Only in highly specific circumstances does the nature of the power suggest broader uses.*
- *Extra Cost: using this token costs a point of Willpower.*
- *Restricted Uses: this power can only be activated once a month.*
- *Trifle: the token is a Trifle.*
- *Restricted Duration: the power lasts much shorter than normal. A token that normally has a duration of one minute has a duration of one turn.*

### **Determine the Merit Rating**

Once all the benefits, enhancements and restrictions have been determined, add up the value of each to determine the token's level. Refer to the table below:

<i>Token Points</i>	<i>Token Level</i>
<b>&lt;= 10</b>	<b>1</b>
<b>11-20</b>	<b>2</b>
<b>21-30</b>	<b>3</b>
<b>31-40</b>	<b>4</b>
<b>41-50</b>	<b>5</b>
<b>&lt;= 20</b>	<b>Trifle</b>
<b>No token can exceed 50 Points</b>	

## Appendix 3: Goblin Fruit and Oddments

### Additional Wyrdfruit Creation

Fruit from the hedge is as diverse as Changelings, and peculiar as the Wyrd. The fruit created OOCLy using the below options give additional options to goblin fruit in their area, or perhaps the result of a hybrid from a crafty Hedgeculturist.

In addition to the **Goblin Fruit Creation Guide** (available on the Camarilla Wiki), players and storytellers can create Goblin Fruit and Oddments using the **Token Creation Guide**, with the following adjustments concerning token points:

- Limited to only to
  - Lesser Benefit (+15 Token Points each): Any listed
  - Lesser Enhancements (+5 Token Points each): Immunity
  - Lesser Restrictions (-5 Token Points each): Restricted Targets
- Cannot exceed 20 points
- All Goblin Fruit and Oddments created through the Token Creation Guide shall have a Drawback appropriate to their power gained; Such as gaining a +2 to a Skill or Attribute in the initial scene from the goblin fruit and having a -2 modifier in the same or following scene.
- Cannot mimic goblin fruit or oddments already in existence. Please see *Changeling the Lost Core and Supplementary* books to prevent duplication.
- Please see *Rites of Spring* for cultivation techniques for options on growing your own goblin fruit. As growing and grafting existing plants is a major undertaking, it should not be taken likely.

### Notes and Suggestions on Oddments:

Oddments would be appropriate to mimic mundane items, some examples:

- a seashell that can record only a minute worth of sound once its been cracked
- a seed of a fruit that allows you to communicate with animals or Hedgebeasts after consumed.
- a pine needle that acts as an actual hypodermic needle.
- a slightly noxious fruit that can burn like a torch when ignited.

## Kithfruit

*What came first the chicken or the egg? The Kith or the Kith fruit? Lost who stumble upon such goblin fruit don't ask too many questions, like did this fruit develop specific kiths? or maybe a Lost of that Kith died here to fertilize a Kithfruit bearing tree?*

- *Any Goblin Fruit that mimics a Kith benefit (+20 Token Points), only benefit from it, once per day.*
- *For the next day, a Lost gains that Seeming's Curse. Multiple uses still gain the Curse cumulatively.*
- *Those of the same Seeming, double their respective Curse for the following scene.*
- *Those of the same kith or dual kith do not gain any additional mechanical benefits, but still endure Curse's double effect.*
- *Kith benefits last for equal or lesser duration than listed in the Changeling: The Lost Core and Supplementary books. ST discretion.*
- *Any Kith Blessings based on Wyrd are defaulted to a Wyrd rating of 1 as the power comes from the fruit itself and not the Lost themselves.*

*STs should show discretion on location and applicable growing seasons to Kith fruit.*

**Location:** *Stonebones and Earthbones would grow in mountainous regions, while Swimmerskin and Waterborn would grow near the water. Runnerswift in the plains and Lurkgliders on the tops of mountains or trees. Roteaters and Corpsegrinders in carrion fields.*

**Season:** *Snowskin and Illes would only ripen in Winter, while a True Friend and Flowering kithfruit in Spring. Draconic and Hunterheart in Summer, and Autumn for Gravewight kithfruit.*