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Please note: This is based on a fictional tabletop roleplaying game, *Changeling: the Lost*. It is not meant to be taken literally and does not condone abuse of any kind in the real world.

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CONTRACTS OF BEG, BARTER AND STEAL

by: FaerieBadBoy

GUTTERSNIPE'S APPRAISAL (•)

With a single glance, the character can discern the inherent value in an object. On the surface, this is just street value. Those particularly skilled at this clause can ferret out sentimental value as well.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The character is appraising the object as a service to another, in exchange for a favor.

Roll Results

Dramatic Failure: The character mis-estimates the object's true worth.

Failure: The character cannot discern the value of the object.

Success: With a single glance, the character may assess the value of a given object in terms of Resources dots or any other determination of mundane "street value." This applies to mundane objects only. If applied to an enchanted object, the clause will only reveal the presence or lack of enchantment. This can ensure that the character is not tricked into trading his shadow for a mundane trinket, but doesn't stop him from trading his voice for a magical ring that will grant wishes only to the owner, and only if the owner speaks the wishes in his own voice.

Exceptional Success: The character may also detect any sentimental value attached to the object, including a general idea of why the object is so treasured.

Suggested Modifiers

+1 to +3 ~ The character possesses the Trained Observer merit.

TONGUE'S SHARP BARGAIN (••)

Those who regularly attend the Goblin market know the benefit of skill in haggling.

Cost: 2 Glamour

Dice Pool: Intelligence + Wyrd

Action: Instant

Catch: The character is acting as a buyer for a third party, in exchange for a favor.

Roll Results

Dramatic Failure: The character's greedy nature shines through. He receives a -2 penalty to all Subterfuge or Persuasion rolls. He thinks he is being witty or clever, but in actuality comes off as greedy and grasping and obvious.

Failure: What you see is what you get. The character must rely on his innate skill alone if he wishes to acquire the object of his haggling heart's desire.

Success: The character gains a number of bonus dice equal to his Wyrd to all Subterfuge and Persuasion rolls for the next scene.

Exceptional Success: The character's inner haggler sharpens to almost impossible finesse. The character adds a number of automatic successes equal to his Wyrd to his next Subterfuge or Persuasion roll, as well as adding the usual bonus dice for the remainder of the scene.

Suggested Modifiers

+1 ~ The character's Vice is Envy or Greed.

-1 ~ The character enters the Goblin market with no intention of doing business.

ALMS, ALMS FOR THE POOR... (•••)

The character conjures some small denominations of money or scraps of food. Often used by merchants of House Kheldav to appear more generous and affluent than they truly are, the items produced by this clause can be used by the character, but food is impossibly bitter, and the money so spent leaves a disgusting and greasy feel on the hands of the character that will not wash off.

Cost: 2 Glamour

Dice Pool: Dexterity + Wyrd

Action: Instant

Catch: The character uses this clause to conjure for a subject that is starving, literally.

Roll Results

Dramatic Failure: The magic recoils upon the character, cursing him for his false generosity. His Resources dots are inaccessible for one full day.

Failure: Nothing happens.

Success: The character conjures some food or a few tattered bill and filthy coins. Nothing larger than would fit inside a small take-out bag or container can be conjured, and no bills larger than singles or coins of more value than a quarter

can be conjured (to a maximum of one dollar per point of the character's Wyrð). The food and money are real, and behave exactly as real items of the same type would, with one exception. If the subject obtains the charity under false pretenses, the money turns to "faerie gold" and is revealed as counterfeit, or turns to a handful of fallen leaves, etc.

Exceptional Success: The charity will act to reward the virtuous. Those who receive the charity and truly need the aid, will find that the money will help them a bit. Perhaps that dollar buys a lotto ticket that wins fifty dollars, or the food is particularly nutritious and filling. This effect cannot be manipulated by the character to his own benefit.

Suggested Modifiers

+1 ~ The character's Virtue is charity.

-1 ~ The character's Vice is Envy or Greed.

MERCHANT'S SCALES (••••)

This clause enables the character to execute bargains of a more...esoteric nature. This is an ability native to those who work and dwell in Goblin Markets, but comes at a costly price to those changelings who engage in the practice outside the auspices of the Goblin Market. The character may only use this clause as part of a bargain between himself and a mortal, to obtain his payment for services rendered.

Cost: 3 Glamour, optional 1 Willpower dot

Dice Pool: Persuasion + Wyrð

Action: Instant

Catch: The character enacts this clause as part of a pledge-bargain. This does not remove the willpower cost.

Roll Results

Dramatic Failure: The character takes his payment, but finds it rebels against him, granting penalties equal to the bonuses it would otherwise grant. This lasts for as long as he maintains the use of his payment.

Failure: The exchange fails to take place, but the character may try again.

Success: The character is able to collect his metaphysical payment, be it the color of the subject's eyes, or the subject's voice, her Striking Looks, or Inspiring presence. The character may store this payment however she wishes (usually in a small stone bottle or a locket), then use it for barter at the Goblin Market or use it himself. If the character uses the payment himself, the effects last for only one

scene, unless he expends one willpower dot, in which case they are permanent (but must have the remainder of the experience cost paid out with the next XP the character receives).

Exceptional Success: If the character uses a payment himself, the effects last until the sun next rises or sets, whichever comes first.

Suggested Modifiers

+1 ~ The character's Vice is Envy or Greed.

-1 ~ The character's Virtue is Charity.

FIVE-FINGER DISCOUNT ON LIFE (•••••)

Great thieves steal works of art, jewels, secrets and money. With this clause, the character literally steals the health from an opponent.

Cost: 3 Glamour, optional 1 Willpower

Dice Pool: Larceny + Wyrd - Defense

Action: Instant

Catch: The subject of this clause has stolen one of the character's most prized possessions.

Roll Results

Dramatic Failure: The clause backfires. The character takes a number of points of lethal damage equal to her Wyrd and the subject heals that many points.

Failure: Nothing happens.

Success: The character reaches out, and with a single touch, steals the life force from the subject's body and makes it her own. For every success rolled on the activation of this clause, the subject takes one level of lethal damage and the character heals the same amount.

Exceptional Success: No additional effect beyond that granted by rolling 5+ successes.

CONTRACTS OF CHIRURGERY

by: FaerieBadBoy

The Contracts of Chirurgery represent some of the greatest achievements of House Cernach, a House noted for its Healing abilities.

DIAGNOSE (•)

Before one can attempt to heal a wound or cure a disease, one must first know what one is faced with.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant.

Catch: The changeling is dressed as a medical professional and behaves as such a person.

Roll Results

Dramatic Failure: The character makes a mis-diagnosis, potentially endangering the life of her patient.

Failure: The clause fails and the character gains no information about the bodily health and wellbeing of the patient.

Success: With success on this roll, the character can instantly identify any and all wounds or maladies suffered by the patient. Details of hidden complications or other such details become instantly clear. This ability lasts for the next full scene. Each success on this roll adds one die to any Medicine rolls made in an attempt to heal the character.

Exceptional Success: The character is also able to get a general sense of what event caused the malady in question.

Suggested Modifiers

+1 ~ The changeling uses a good bedside manner with the patient.

-2 ~ The character is observing the patient through a window or video link.

ANESTHESIA (••)

The character attempts to place the target into a deep sleep filled with pleasant dreams. The effects of this clause are such that the target will feel no

pain and cannot be roused by normal means. This clause can be used on an unwilling target, however, in such a case it is more difficult to ensure unbreakable slumber.

Cost: 1 Glamour (+1 Willpower for a Supernatural target)

Dice Pool: Empathy + Wyrd

Action: Instant

Catch: The subject is in a hospital room or other place of healing.

Roll Results

Dramatic Failure: The character finds her own eyes drooping. She is fatigued for the remainder of the scene.

Failure: Sleep remains out of grasp.

Success: The character must touch the subject. That touch brings a deep and peaceful sleep. If used outside of combat on a willing subject, it lasts for the remainder of the scene. If used on an unwilling subject outside of combat, the sleep lasts for one turn per success. If used on an unwilling subject in combat, the duration is one turn per success. Unwilling subjects may be awakened as from a normal sleep.

Exceptional Success: The subject's sleep is a healing one as well. All fatigue penalties are removed and all bashing damage is healed.

Suggested Modifiers

+2 ~ The character administers a sleeping aid to the subject as part of enacting this clause.

+1 ~ White noise or peaceful music plays in the background.

+1 ~ The character uses this clause during dusk (a natural time of somnolence).

-1 ~ Loud noises can be heard in the background.

-1 ~ The character attempts to use this contract within five minutes of Noon.

THE HANDS OF A SURGEON (•••)

Medicine requires many specialized tools. In battlefield or primitive conditions, these tools are often hard to come by. Not so for the changeling with knowledge of this clause. The powers of healing imbue her hands with the tools necessary to do the job.

Cost: 2 Glamour

Dice Pool: Dexterity + Wyrd

Action: Instant

Catch: The character has just accidentally broken a nail.

Roll Results

Dramatic Failure: The powers invoked twist the hands of the character, resulting in a -2 penalty to all rolls involving Dexterity for the remainder of the scene.

Failure: The character's hands remain unchanged.

Success: Chirurgery imbues the character's hands with the tools necessary to do the job. A nail might lengthen and hone itself to razor sharpness, becoming a very effective scalpel. Alternately, a fragment of nail might splinter off, forming a smooth and effective needle, trailing sinew from the character's own body. As it is an aspect of Healing which provides these changes, no damage is incurred by the character. The 8-again quality is applied to all Medicine Rolls. The effects of this contract last for the remainder of the scene.

Exceptional Success: During the remainder of the scene, the character may apply the Rote quality to a number of Medicine rolls equal to his Wyrð.

Suggested Modifiers

+1 ~ The character is in battlefield conditions.

-1 ~ The character is in a hospital or other place of healing with tools near to hand.

FAITH HEALING (••••)

Sometimes, Medicine requires a leap of Faith. With this power, the character can call upon the powers of healing and bestow the benefit with a mere touch.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Medicine + Wyrð

Action: Instant

Catch: The character uses this clause to heal a blood relative who has been reduced to wound penalties.

Roll Results

Dramatic Failure: The subject is healed, at the cost of the character taking her injuries for himself. All damage is transferred.

Failure: Wounds refuse to knit, and bones refuse to mend.

Success: Flesh and bone shift and realign themselves to the proper orientation and begin to knit back together. For every success on the activation roll, the character may remove one point of lethal or bashing damage from the character. Aggravated wounds may be downgraded to lethal at the cost of one additional

point of glamour per downgraded wound. The character may mix and match the various levels of healing as suits her. The character may use this clause upon herself.

Exceptional Success: The character may remove aggravated wounds entirely, as opposed to downgrading them. The glamour cost still applies.

STAY THE HAND OF DEATH (.....)

For a brief period of time, the character can stay the hand of Death itself, rendering a target comatose, but immune to any and all damage. Disease will fail to advance, wounds cease to bleed, etc. It is as if time is suspended for the subject. However, time is only suspended. When the duration of this clause is up, all damage that had accrued begins to take effect on the character once more.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Presence + Wyrd

Action: Instant

Catch: The character is acting to save the life of an individual who has done her a service within the past week.

Roll Results

Dramatic Failure: The damage races, moving more quickly to affect the subject. Disease and poison rage out of control, wounds vomit forth blood, etc.

Failure: The maladies affecting the subject will not be stayed.

Success: The subject slips into a deep coma for one day per point of the caster's Wyrd. During this time, she may not be further harmed. Damage still accrues, if applicable, and is applied to the character once the effects of this clause end. The caster may continue the effects of this clause indefinitely by paying the invocation cost to re-invoke the power on the last day of the clause's duration. No roll is required to continue the effects of this clause. This clause is most commonly used to hold loved ones in stasis in the hopes of finding a cure soon, or to keep a subject alive until they can be transferred to a medical facility for intensive care.

Exceptional Success: The duration increases to two days per point of Wyrd.

Suggested Modifiers

+1 ~ The character has three or more dots in Medicine.

CONTRACTS OF FASCINATION

by: FaerieBadBoy

SCENT OF OBSESSION (•)

This clause allows the character to sense those things that fascinate the subject or that the subject is obsessed with.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The character is one of the subject's obsessions.

Roll Results

Dramatic Failure: The character receives false information, becoming convinced the subject is fascinated by something she is in fact not.

Failure: The character cannot see beneath the surface of the subject's eyes.

Success: The character learns one of the objects of the subject's fascination. See suggested modifiers for the depths this contract can plumb.

Exceptional Success: The character gains access to two items of fascination at the targeted level.

Suggested Modifiers

+1 ~ The subject's Vice is Envy.

+1 ~ The character has a pledge with the subject.

+0 ~ The character discerns an object of fascination currently at the forefront of the subject's mind.

-1 ~ The object of fascination is not currently on the subject's mind.

-1 ~ The character seeks a specific kind of fascination (sexual, monetary, heirloom, etc).

-2 ~ The character discovers a fascination that the subject generally keeps hidden.

-3 ~ The character discovers a fascination that the subject attempts to deny, even to herself.

DRAW THE MIND'S EYE (••)

The character is able to manipulate the fascination and obsessions of a subject with a few whispered words.

Cost: 2 Glamour, add 1 Willpower for a Supernatural target.

Dice Pool: Manipulation + Wyrđ – Resolve.

Action: Contested, resistance is reflexive.

Catch: The character is acting to make the subject fascinated with her or is doing so in order to fulfill a pledge.

Roll Results

Dramatic Failure: The character becomes fascinated with the subject or the designated object.

Failure: Nothing happens.

Success: The subject's fasciantion changes in a manner of the character's choosing. See the list of suggested modifiers that follows for guidelines on how the character may affect the target. The change lasts for one day per success rolled, though natural interaction may be able to prolong the desire beyond the point where the supernatural effect ends.

Exceptional Success: The change is instead permanent. The inflicted changes remain until the character chooses to release them, and they may then become natural.

Suggested Modifiers

+0 ~ The character changes one fascination for another, similar object.

-1 ~ The character affects a fascination kept hidden from others.

-1 ~ The character changes a fascination moderately.

-2 ~ The character changes a fascination that the subject conceals from herself.

-2 ~ The character changes a fascination significantly.

-5 ~ The character eliminates a fascination or creates one from scratch.

ENTRAP THE EYE, ENTRAP THE MIND (•••)

The character can invoke a brief flare of fascination in a subject, causing them to fixate on an object or other sense cue, such as a strain of music or the scent of cookies baking. The subject will be spellbound for a very short time, allowing for a headstart on a getaway, or a quick pick of the pocket, but not merciless attacks.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Subterfuge + Wyrđ – Resolve

Action: Instant and Contested, resistance is reflexive.

Catch: The source of fascination designated is something the subject is already obsessed with on some level.

Roll Results

Dramatic Failure: The character fascinates herself instead, becoming so entranced, she cannot act for two turns.

Failure: No one finds anything fascinating.

Success: The character successfully enraptures the subject. The subject will stand enraptured by the designated sense cue for a number of turns equal to the character's Wyrd. She is not helpless, she maintains her Defense and attacking her will break the spell. However she is distracted enough that her Perception rolls suffer a penalty equal to successes rolled and she will not pursue the character if the character is fleeing from her wrath, at least not until the spell breaks.

Exceptional Success: The residual fascination aids the character. For the remainder of the scene, the subject suffers a penalty to rolls to find or track the character equal to successes gained on the clause activation.

HYPNOTIC GAZE (....)

The character uses her command of Fascination to place the subject into a trance, as magicians have legendarily been able to do for decades. Eye contact is required for this power to function. While so entranced, the subject will easily answer questions put to her, and can be made to forget small things, such as the conversation she just had, wherein she was so helpful in answering the character's questions...

Cost: 3 Glamour + 1 Willpower

Dice Pool: Persuasion + Wyrd

Action: Extended and Contested (Successes required equal to subject's willpower, each roll requires one minute of talking to the subject, resistance is reflexive).

Catch: The character is performing for an audience who thinks her nothing more than a skilled mortal magician.

Roll Results

Dramatic Failure: The character temporarily entrances herself. She may take no actions for a number of turns equal to her Wyrd (she retains her Defense, however).

Failure: The character fails to entrance her subject or makes no progress towards doing so.

Success: The character makes progress towards or attains her goal. The character is entranced and will answer a number of questions equal to the successes rolled. The subject answers with complete candor and to the best of her ability. At the end of the questioning session, the character may command the subject to forget that she answered those questions, and the subject will comply before awakening. Alternately, the character may issue a number of commands to the subject, which she will attempt to follow. These commands are limited to the sorts of things a stage hypnotist might ask of his subject: behaving like a chicken, speaking with a Southern accent, recalling a lost memory, etc. These commands cannot cause the subject to harm herself or even do tasks for the character. The entrancement lasts for no longer than one scene. The memories of the experience may resurface, with enough skilled prompting.

Exceptional Success: The character may suggest to the subject a scenario that takes the place of the time lost during the questioning.

Suggested Modifiers

+1 ~ The character possesses a Presence score in excess of three dots.

-1 ~ The subject actively does not believe in hypnosis.

OBSESSION (.....)

The character sets fire to the subject's mind, consuming them with obsession for a person, place or thing. Rationality and reason go out the window, and the subject will delve into or pursue her fascination whole-heartedly, no holds barred. Subjects could go on a stamp-collecting rampage, or stare transfixed by an I Love Lucy marathon, unable to pull themselves away (not even to eat or sleep).

Cost: 3 Glamour + 1 Willpower

Dice Pool: Expression + Wyrd vs. Composure + Wyrd

Action: Contested and Extended (subject's Willpower in successes, one roll is made each turn); resistance is reflexive.

Catch: The subject of the clause has voluntarily and without coercion admitted those things she is fascinated by to the character, including at least one forbidden love.

Roll Results

Dramatic Failure: The clause backfires, affecting the character for one scene instead of the subject.

Failure: Nothing happens.

Success: The character rolls more successes than the subject and makes headway. If the character reaches the required number of successes, the target feels the immediate impulse to somehow engage with her obsession. Responsibilities and even rational thinking go out the window. See the list of suggested modifiers below for guidelines on the effect's duration.

Exceptional Success: The character rolls many more successes and makes great headway.

Suggested Modifiers

+1 ~ Five minute duration.

+0 ~ One scene's duration.

-1 ~ One hour's duration.

-2 ~ One day duration.

-3 ~ Two days duration.

CONTRACTS OF GANYMEDE

By: [Nightstorm](#) @ Dark Horizon

LONG FINGER OF HERMES (•)

With this clause the changeling can determine the sexual orientation of everyone he can see clearly.

Cost: 1 Glamour

Dice Pool: Perception + Wyrd

Action: Instant

Catch: The Changeling uses this clause on someone that has done him physical harm.

Roll Results

Dramatic Failure: For the next full scene the changeling gets it all wrong thinking that those that are gay are straight, those straight are gay and those with no preference as having a preference.

Failure: The Contract fails and the changeling gets no idea of who is what.

Success: By spending one point of glamour the changeling knows the sexual orientation of those present. He knows where the person stands on the so call Kinsley Scale, who's totally gay , who would never even think of it, etc. Each success on the dice gives the changeling for that scene bonuses to social rolls involving those he sees.

Exceptional Success: Not only can the changeling discern as above, but he also knows the subject(s) first significant sexual experience.

SECRET FRIEND (••)

With this contract, the changeling is able to communicate with one subject telepathically.

Cost: 2 Glamour

Dice Pool: Empathy+ Wyrd

Action: Instant

Catch: The changeling has been sexually intimate with the subject or the subject is a member of the Spring Court.

Roll Results

Dramatic Failure: The changeling not only is not able to communicate telepathically, but

Will not be able to do this clause with said individual for 24 hours.

Failure: Nothing happens. The Clause fails.

Success: The changeling can communicate with the person for one turn per success telepathically. This clause only works on humanoids or those that at one time were humanoids. The changeling must know the language of the subject to understand, and vice versa. There is no range as long as both parties are on the same plane of existence. A subject that does not want to talk telepathically can sever it with a contested Stamina + Resolve. While the changeling in no way controls the subject or is able to use other contracts through this one, the changeling can use skills.

Exceptional Success: Besides extra turns, the Changeling can use other contracts that deal with communication with the expenditure of one extra glamour point.

SEDUCTION OF THE CUP BEARER (•••)

The Changeling makes himself desirable to the subject even if the subject hates him or is of the wrong sexual orientation. The subject of this Clause keeps his free will, believing that every instinct to serve and admire comes of his own volition. When the duration of the Contract ends, however, the subject will be confused about his feelings.

Cost: 3 Glamour + one willpower if the subject is a supernatural being.

Dice Pool: Manipulation + Wyrd minus subject's resolve

Action: Reflexive contested

Catch: The changeling has no true feeling toward the subject.

Roll Results

Dramatic Failure: The subject is offended and might become violent. The subject is immune to the changeling's advances for the rest of the night.

Failure: The Contract fails and does not work.

Success: The seduction lasts for one hour per success.

Exceptional Success: The contract lasts for the next 24 hours or until the next sunrise or sunset.

Suggested modifiers

+1 ~ Subject is of the same sexual orientation as the changeling

-1 ~ Subject is of the same sexual orientation as the changeling

EMBRACEMENT OF THE LAVENDER WARRIOR (••••)

Invoking this clause allows the changeling to exert his will to greater effect.

Cost: 1 Glamour (+ 2 glamour points that is spent to alter next action)

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The changeling is enacting the clause to help someone (other than himself) that is being repressed.

Roll Results

Dramatic Failure: The changeling's inner warrior takes a beating and he must roll for a loss of Clarity at -2 on the roll.

Failure: Nothing happens. The changeling was not able to change the way he can use his willpower.

Success: On a success the Changeling can enact this Clause AND perform a separate action. With a success the changeling can spend a willpower point in a different way. He can choose to:

1. Add + 3 to the roll (this works well if an exceptional success is rolled on the contract)
2. Give the roll the 8 again quality.
3. Make the roll an exceptional success on three instead of five successes.

Exceptional Success: On top of the above results, the changeling regains the spent willpower.

EMERGENCE OF THE INNER SELF (•••••)

With this Clause the changeling (or another person) becomes a member of the opposite sex.

Cost: 3 or 4 Glamour (+1 willpower point, see below)

Dice Pool: Composure + Wyrd (minus the subject's Stamina)

Action: Instant or Contested

Catch: The changeling is completely dressed as the opposite sex, or when done to another person, that person is pledged to the changeling.

Roll Results

Dramatic Failure: The subject of the clause is caught between sexes as a hermaphrodite for a day.

Failure: Nothing happens.

Success: The Contract works and the subject of the clause changes to the opposite sex. This form is as if the subject had been born a person of the other sex. So a blonde, blue eyed man with a birthmark on his right shoulder will become a blonde, blue eyed woman with a birthmark on her shoulder. Those who know the subject get the ability to catch on with a Wits+ Investigation roll minus the changeling's Wyrd. Note: Beings such as changelings and vampires cannot become pregnant if changed into a woman, nor can they inseminate if a man. Humans and other such beings who can, will stay in female form until birth or the baby is aborted.

Exceptional Success: The subject can (or in the case of another, will) stay the opposite sex until next sunrise.

Suggested modifiers

+1 (to a total of +3) ~ For every hour the changeling using the contract spends preparing to look like someone of the opposite sex, add additional modifiers

+2 ~ Subject is someone who has rescinded on a pledge

+2 ~ Subject is a woman/man hater

-2 ~ Subject is a cross dresser / transsexual

CONTRACTS OF ICE AND SNOW

by: FaerieBadBoy

WINTER'S GLOW (•)

The character remains comfortable in all temperatures, and may even cool a chamber with this power.

Cost: 1 Glamour + 1 optional Willpower

Dice Pool: Survival + Wyrd

Action: Instant

Catch: The character consumes a chunk of naturally occurring ice.

Roll Results

Dramatic Failure: Rather than maintaining a comfortable temperature, the character becomes extra sensitive to the climate around him. See the Core WoD Rulebook p181 for effects of temperature extremes. The character may not reenact this clause for 24 hours.

Failure: The character is at the mercy of the elements and her own preparation.

Success: The character cools himself or absorbs excess heat to avoid growing too cold. She herself remains at a personally comfortable temperature. If she spends a point of willpower, she can keep an entire room at the same temperature (and thus avail her companions of the same coolness). The effects of this clause last for one scene or one hour, whichever is more appropriate.

Exceptional Success: The effects last for a full day. With the point of willpower, the area around the character remains comfortably cool no matter what (doors or windows are opened, etc).

Suggested Modifiers

-1 ~ Every 20 degrees below Zero or above 120 degrees Fahrenheit.

-1 ~ The space to be heated is Size 10. -2 ~ The space to be heated is Size 20.

ICEFLOW (••)

Liquid freezes with a touch.

Cost: 1 Glamour

Dice Pool: Science + Wyrd

Action: Instant

Catch: The character sings a song about ice or snow as he trails his fingers over the liquid in question.

Roll Results

Dramatic Failure: The character's skin grows cold and he suffers a point of bashing damage from frostbite.

Failure: The liquid remains in a liquid state.

Success: The liquid freezes over. It has an effective Strength (for supporting people or items) equal to the number of successes rolled. (See the WoD Core Rulebook p47 for information on Strength and weight information). See the list of suggested modifiers for guidelines on the area this clause freezes. The liquid's surface remains frozen until it melts naturally.

Exceptional Success: The character may instantly return the liquid to its liquid state, so long as he chooses to do so in the same scene.

Suggested Modifiers

+1 ~ The liquid is already near freezing point.

-1 ~ The area of a driveway.

-2 ~ The area of a swimming pool.

-3 ~ The area of a parking lot.

ICE SCULPTURE (•••)

The character sculpts a tool of pure ice out of available water, ice or even thin air.

Cost: 2 Glamour

Dice Pool: Crafts + Wyrd

Action: Extended (2+ successes, based on the size and complexity of the object; each roll represents one turn of effort).

Catch: The character is creating an ice sculpture for a High Court festival.

Roll Results

Dramatic Failure: The creation cracks and breaks or melts at the most dramatically appropriate moment...such as when the High Lady of House Czernobog is passing underneath it.

Failure: The character makes no progress.

Success: The character makes progress towards creating the desired sculpture. The number of required successes is equal to the object's Size + rough complexity, 1 being a simple device with few lines or refinements and 10 being an

object so precisely lifelike that you can see details such as eyelashes or the grain of wood. This clause cannot create items with moving parts or anything not composed of ice. You could still create an ice gun, but it would essentially be just a block of ice that has been particularly well sculpted. An ice dagger would still cut, however. Items are made out of ice and will melt as the climate around them dictates (this clause can work well with the first level power of this Contract).

Exceptional Success: The character makes significant progress towards creating the object.

Suggested Modifiers

- +1 ~ The temperature is below freezing.
- 1 ~ The temperature is above the point at which water boils.
- 1 ~ Object is exceptionally well crafted, and gains a point of durability or equipment bonus (cumulative to a maximum of +5).
- 1 ~ One hour duration in environments that are not conducive to the maintenance of ice.
- 2 ~ One day duration in environments that are not conducive to the maintenance of ice.

SNOW BLINDNESS (....)

The character conjures dazzling snowflakes that glitter in the subject's eyes and blind him. The subject is aware it is happening as his vision fades to nothing but endless, glittering whiteness.

Cost: 1 Glamour

Dice Pool: Intelligence + Wyrd vs Resolve + Wyrd

Action: Instant

Catch: The changeling shatters the eye of an animal or insect that has been frozen while invoking this clause.

Roll Results

Dramatic Failure: The clause fails spectacularly and painfully, causing a burst of light in the changeling's own vision that stuns her for the following turn.

Failure: The clause fails to blind the intended subject.

Success: The subject's vision suffers complete white-out. The blindness lasts for one full scene.

Exceptional Success: As with a normal success, save that the changeling can end the blindness at any point before the normal end-point of the clause.

Suggested Modifiers

- 1 ~ The changeling cannot see the subject's face.
- +1 ~ The subject has some sort of natural defect to his vision.

HEART OF ICE (•••••)

The character freezes the target from the inside out. More of a mystical freezing than an actual freezing, this clause places the subject in a state of suspended animation, in which they are immune to poisons, toxins, almost all forms of damage and aging. The subject is frozen in a moment outside of time. However, they are not frozen in space, and can thus be moved. The character may use this clause on herself.

Cost: 4 Glamour + 1 Willpower

Dice Pool: Occult + Wyrd vs Composure + Wyrd

Action: Instant and Contested

Catch: The changeling uses this clause on a subject who is stepping out into the cold without any cold-weather clothing.

Roll Results

Dramatic Failure: The changeling accidentally slows herself in time for one scene, Speed and Initiative are halved and all rolls suffer a -2 penalty for the remainder of the scene.

Failure: Nothing happens.

Success: The changeling reaches out to touch the subject. At the character's touch, the heart freezes and the stasis spreads out from there. The number of successes determines how long the subject remains frozen out of time. The character can determine down to the second how long this stasis will last, so long as that time is less than that allowable by successes rolled.

CONTRACTS OF ILLUSION

by: FaerieBadBoy

Struck with the Senses and Deception, the Contracts of Illusion work together to bring forth amazing sensory experiences that exist not at all, but delight nonetheless. Forged Ages ago by House Ereshu, these Contracts have since become Affinity for all Lost.

Members of House Ereshu gain +1 to the invocation of all levels of Contracts of Illusion.

FLICKERING IRREALITY (•)

This clause enables the character to conjure forth a minor illusion that affects one of the senses. This might be a flicker of movement or a detailed poster on a wall, a sound or a smell or even a distinctive touch, feel or taste.

Cost: 1 Glamour + 1 Willpower (optional)

Dice Pool: Subterfuge + Wyrð

Action: Instant

Catch: The character is reproducing something he or she has experienced within the last 24 hours. This catch will not alleviate the willpower cost.

Roll Results

Dramatic Failure: The illusion the character calls forth betrays her in some manner. A poster identifies her, a sound speaks with her voice, a smell leads to her or manifests as a signature perfume or cologne.

Failure: The illusion fails to materialize.

Success: The character conjures forth a minor illusion affecting any one of the senses. If visual, the effect must be static, and other senses are limited to the effect of fading into the distance or growing nearer. The character cannot call forth something he or she has not seen or experienced to some degree (she could, however, extrapolate the feeling of a candle flame into a bonfire). Ultimately, the upper limit on size and detail of composition is left to the Storyteller to arbitrate, but conjuring a wall, for example, is not out of the question. The illusion may be made to last for a full scene with the expenditure of a point of willpower. Otherwise the illusion lasts only so long as the character concentrates on it

(depending on instant action per turn) to a maximum of one turn per point of the character's Wyrd, or until another character sees through it somehow.

Exceptional Success: The illusion is exceptionally clear or sharp, seemingly real in every detail. Attempts to see through it suffer a -1 penalty.

Suggested Modifiers

+2 ~ The character is recreating something he can see or hear at the moment of casting.

+1 ~ The character has a photo or sketch to work from.

EYE OF TRUTH (••)

To cast Illusion, one must know illusion when one sees it. This Clause provides the ability to see through magical or supernatural illusions cast by others (without the need to first interact with the illusion in some way).

Cost: 2 Glamour

Dice Pool: Wits + Wyrd

Action: Reflexive

Catch: The character has been blinded by an unexpected (and unplanned) flash of light of some kind.

Roll Results

Dramatic Failure: The character's sight betrays her. Illusions are thought real and reality is thought to be an illusion. Very unfortunate when convinced that a real wall is fake. Perception rolls suffer a -2 penalty for the remainder of the scene.

Failure: All remains precisely as it appears, which in the case of illusion is often entirely unhelpful.

Success: This clause adds +1 bonus die to perception rolls per success on the activation until the end of the scene. If the successes rolled are in excess of the successes rolled to enact the Illusion power in question, the changeling is able to sense where reality ends and illusion begins. The illusion remains until dispelled, but for the character it appears nearly-translucent and dream-like.

Exceptional Success: No further success beyond the benefit of 5+ successes.

Suggested Modifiers

+2 ~ Clarity 8 or Higher.

-1 ~ Changeling enacting the clause is drunk or high.

-1 ~ For every two points of Clarity below 7. Cumulative.

IRREALITY REALIZED (•••)

The character may conjure forth static phantasms that appeal to all of the senses.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Dexterity + Wyrd

Action: Instant

Catch: The character has voluntarily gone without sight for one full waking hour within the past 24.

Roll Results

Dramatic Failure: The illusion manifests out of control fo its creator, and maliciously acts to deceive or betray him.

Failure: The world appears to remain as is.

Success: The character crates a static illusion that appeals to all of the senses.

The dweomer has no solid presence, but can be cast over real objects, giving a real solidity to the phantom sensations. A granite floor can be made to feel like silken sheets (but the body will still ache in the morning). The illusion lasts for one scene.

Exceptional Success: The illusion is incredible in its detail and very convincing. Those who fail to detect the illusion re so taken in that they gain a +1 bonus to all attempts to convince others of the illusion's veracity.

Suggested Modifiers

+1 ~ The character has a photo or sketch to work from.

LIES I TELL MYSELF (••••)

Perhaps even more powerful than illusions that fool the senses are the illusions we maintain to fool or protect ourselves. With the power of this clause, the character is able to tap into those hidden, mental illusions, stripping it away to see the Truth beneath.

Cost: 3 Glamour (+1 Willpower for a Supernatural target)

Dice Pool: Manipulation + Wyrd

Action: Extended and Contested (the target number in terms of successes is the subject's willpower, each roll takes one turn of intense scrutiny), resistance is reflexive.

Catch: The character uses this clause on an ally, without his or her knowledge.

Roll Results

Dramatic Failure: The magic backfires and the character unintentionally reveals a key piece of information about herself to those nearby.

Failure: No information is gleaned, one way or the other.

Success: The character can discern the core of the subject with a single glance.

With but a look, the target's Virtue, Vice, Willpower and any Flaws are revealed to the character. Further, the character is able to automatically recognize any lies told to her by the subject for the remainder of the scene.

Exceptional Success: The character gains bonus dice equal to her Wyrde on all Social rolls involving the subject for the remainder of the scene.

Suggested Modifiers

+1 or +3 ~ The character possesses the Trained Observer merit at either one or three dots.

+2 ~ Clarity 8 or Higher.

-1 ~ Changeling enacting the clause is drunk or high.

-1 ~ For every two points of Clarity below 7. Cumulative.

REALITY'S MIRROR (•••••)

The character can now call forth illusions which move, can program a script and leave them to run and manipulate the phantasm in various convincing ways.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Subterfuge + Wyrde

Action: Instant

Catch: The character creates the illusion as a special effects engine for a performance.

Roll Results

Dramatic Failure: The illusion rebels, and actions to deceive or betray the character. The Storyteller is encouraged to pull out all the stops in terms of fiendish creativity. Perhaps a subconscious memory or nightmare hijacks the illusion to manifest in the waking world.

Failure: Nothing happens.

Success: The character conjures forth an illusion that appeals to all (or any number of) the senses. It moves as the character directs, can be made to follow a preset script and can incorporate any number of elements, within reasonable limits (although those limits are quite broad). Once the power is released, the

character cannot make any further changes to it without re-invoking the clause, but he is free to manipulate it at will so long as he spends on Instant action per turn concentrating on the illusion. The apparition lasts for one scene.

Exceptional Success: The character may enact the clause and select a general trigger. The illusion will hold in abeyance until the trigger occurs in the immediate vicinity. It will then play out as the character formulated it.

Suggested Modifiers

+1 ~ The character spends five minutes mentally constructing the illusion (cumulative up to +5)

+1 ~ The character has a photo, script or sketch to work from.

-1 ~ The character conjures forth the illusion without time to formulate it clearly (taking only one turn to manifest the illusion).

CONTRACTS OF INK

by: ophidimancer

Writing has been the predominant means of long distance communications between people since its creation. Besides its utilitarian purpose, though, the written word has allowed mankind to explore its dreams and ambitions, as well as manipulate opinion and change the face of the world. They say the pen is mightier than the sword, and the fae have long had dealings with this fascinating concept.

EVERFULL INK POT (•)

The changeling licks the nib of an empty quill, shakes an empty pen, or rattles the typewriter's ink well and refills the ink in the targeted vessel. This clause only works with manual and mechanical writing implements, not electronic ones like a computer printer.

Cost: 1 Glamour

Dice Pool: Wyrd + Expression

Action: Instant

Catch: The changeling is using a traditional calligraphy set with a separate pen and ink vessel, like a traditional Chinese brush and ink grinder or a quill and ink pot.

Roll Results

Dramatic Failure: Not only does the vessel not refill, but every other ink vessel the changeling attempts to use in the next scene inexplicably dries up as well.

Failure: The level of ink in the vessel remains the same.

Success: The ink vessel, whether it is an ink pot, the inkwell in a manual typewriter, or a mundane ballpoint pen, becomes filled with enough ink to write continuously for the next scene. In addition, while working with the Glamour infused ink, every success gained for summoning the ink grants the changeling one bonus die for every Expression roll made using the ink. This ink disappears at the end of the scene, leaving the vessel empty, though any writing remains.

Exceptional Success: The ink is permanent and grants anyone a +1 to Expression rolls made while using it.

POLYGLOT'S EYE (••)

Whispering to the ink written on a page, the changeling requests a translation of the words the ink forms. To the eyes of the changeling, the ink reshapes itself into intelligible speech.

Cost: 1 Glamour

Dice Pool: Intelligence + Wyrd

Action: Instant

Catch: The changeling picks a book or piece of writing on which to use this power at random, with no foreknowledge of what writing it contains.

Roll Results

Dramatic Failure: All writing becomes unintelligible gibberish to the changeling for the next scene.

Failure: The writing remains unchanged.

Success: The targeted piece of writing: one book, newspaper, magazine, or street sign becomes legible to the changeling for the next scene. The changeling gains no proficiency in speaking or even writing any new languages, the material simply appears to be in a language that the changeling understands. This clause does not translate any supernatural language, but it can break mundane codes. If the targeted piece of writing is a code of some sort, apply penalties to the roll based on the complexity of the code.

Exceptional Success: Any written material translates itself to the eyes of the changeling for the scene, not just the targeted material.

EYE OF THE BEHOLDER (•••)

The changeling is able to craft a message hidden within a piece of innocuous writing that only shows itself to particular recipients under particular conditions determined by the writer. Seemingly unnecessary pen strokes or passes with a brush "write" the message invisibly into the material, only seen by the intended target of the message.

Cost: 2 Glamour

Dice Pool: Manipulation + Wyrd

Action: Instant

Catch: The changeling maintains eye contact with the intended recipient of the message the entire time it takes to write the message. This only works if all the intended recipients are in one place.

Roll Results

Dramatic Failure: The hidden message is visible to everyone except the intended target, who only sees the masking message. The changeling perceives the clause as having succeeded.

Failure: Only one message is written, the hidden message is lost. The changeling realizes the failure.

Success: A hidden message is implanted in a piece of writing or painting the changeling creates. To the intended recipient of the message, the masking image seems to reshape itself into the hidden message every time they look away and look back again. One coherent message can be hidden in one image per use of this clause.

The specificity of the target imposes penalties on the roll (General -1, only women, Americans, or vampires can see the message; Very Specific -3, only my neighbor John Thompson, that man I just bumped into, or Mary Rosethorn's killer can see the message) as well as specific conditions under which the target can see the message (General -1, only during the day, on weekends, or after someone blinks twice; Very Specific -3, only on February 29th, under the light of a full eclipse, or after someone has said a specific code phrase) and these penalties are cumulative.

The hidden message remains implanted for the next scene, unless the changeling spends a point of Willpower, in which case it lasts until the next sunrise or sunset. If the changeling also cuts herself, causing one point of Lethal damage, and smears a small amount of her blood into the message, it becomes permanent. This is how many Freeholds mark safe territory, with signs that are only visible to changelings.

Exceptional Success: As long as the message exists, its creator can reveal it to whomever she wishes. With in Instant action, the changeling can grant one target within sight the ability to read the hidden message as well.

FAE SCRIPT (....)

The consummate skill of a writer with this clause manifests as the ability to transcend the normal boundaries of language and space. The changeling concentrates and writing appears upon any surface within sight, able to be read by anyone, regardless of language.

Cost: 2 Glamour

Dice Pool: Wyrd + Expression

Action: Instant

Catch: The changeling uses this clause specifically to warn someone of immediate danger.

Roll Results

Dramatic Failure: Everything the character writes for the next scene is misinterpreted, usually negatively or in an offensive manner. All Expression rolls involving writing automatically fail and the changeling incurs a -3 penalty to Social rolls with anyone who reads his writing.

Failure: The writing is only as clear as the changeling's mundane skill can make it.

Success: The changeling makes one message appear on any surface in sight. A surface that is extremely far away but still within sight imposes a -1 penalty to the roll, while a surface viewed remotely, perhaps on live television, imposes a -2 penalty. Anything the character writes can be understood by any being that possesses a language, even if they are illiterate. The writing itself doesn't change, the meaning is just apparent to anyone who looks at it. This clarity lasts for a scene, unless the changeling spends a point of Willpower to make it last until the next sunrise or sunset.

Exceptional Success: Not only is the meaning of the writing made clear to anyone, but a specific emotional component can be added as well. Readers can be made to feel anger, sorrow, joy, or any one emotion that the changeling implants at the time of the writing.

SUSPENSION OF DISBELIEF (•••••)

People tend to believe what they read. This clause takes advantage of that property of writing, convincing the reader of the veracity of written statements.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Manipulation + Wyrd

Action: Instant

Catch: The changeling specifically forges a document that actually exists.

Roll Results

Dramatic Failure: The clause fails, but the changeling is convinced it worked and cannot be convinced otherwise for the rest of the scene.

Failure: The clause fails. The writing is only as convincing as the changeling can make it with mundane skill.

Success: The changeling writes a note or paints a painting so convincing that anyone who can read or interpret it believes it to really be what it is depicting. The changeling can pin a piece of paper to her chest reading, "This is a Press Badge." and can walk confidently into a press conference when no one challenges her. The changeling can even paint a picture of a fire on a wall or write "Crackling Fire" in graffiti in an alley and the homeless would huddle around it, basking in the illusory heat. This illusion lasts for a scene or until it is broken.

Any character looking at the writing for the first time in the scene can make a reflexive Wits + Composure roll with a penalty equal to the successes the changeling rolled in activating the clause to notice something odd about the illusion. If the character succeeds, he must still make a Resolve + Wyrd roll and beat the successes the changeling achieved to see through the illusion. If any character sees through the illusion and explicitly points it out, the power is broken for everyone. The naked changeling wearing a ribbon that says "I'm wearing fine clothing" is exposed for the fraud he is.

Exceptional Success: The illusion is so complete that it also works on people who receive the information second hand, by word of mouth. Someone who is fooled by the illusion can describe it to someone else, who's mind then supplies the image for the illusion. The second person can still make the roll to break the illusion, though.

CONTRACTS OF INSPIRATION

by: FaerieBadBoy

FONT OF INSPIRATION (•)

Calling upon the wellspring of inspiration itself, the character can enhance his or her skills and create more effectively. This clause is essentially identical to the Level 1 clause of Verdant Spring. It can only be attempted once on any given creative endeavor.

Cost: 1 Glamour

Dice Pool: Wits + Empathy (Minus the target's Resolve if actively resisted).

Action: Instant

Catch: The character invests his own literal blood, sweat or tears into the creation of the object or the plans for the project.

Roll Results

Dramatic Failure: The endeavor fails horribly. A -4 penalty is leveled against creator (and inspiration, if applicable) for all Crafts or Expression rolls for the next month. This is in addition to a -2 penalty to all Social rolls involving courtiers of Houses Inari, Weyland, Ereshu and Talhaern.

Failure: The craftsman must rely on the skill of his or her hands alone.

Success: For each success, the target receives a +1 bonus to the next Crafts or Expression challenge (this means that if the roll is extended, the bonus applies to each roll, rather than merely one). These bonuses stack with any other supernatural or equipment bonuses relevant to the challenge.

Exceptional Success: The bonus gained applies also to all Social rolls made with courtiers of Houses Inari, Weyland, Ereshu and Talhaern. This lasts for a period of one week. If an additional exceptional success on this clause is gained before that time period is up, the new result, better or worse, supplants the old and the timer starts anew.

Suggested Modifiers

+1 ~ The character is surrounded by great and inspiring works.

-1 ~ The character is working in a drab, dreary or uninspiring locale.

THE TYRANNY OF IDEAS (••)

Inspiration can hold you in thrall, it lifts you up and gives you wings, but such wonder has a price. That price is often obsession with the work. Inspiration can lend a powerful stamina to the artist's arm and grant reserves of strength and endurance that border on the miraculous. This clause is an expression of that phenomenon.

Note – All invocations of this clause come with an additional cost. While this clause allows for tireless spaces of work and undying stamina, all costs which are forestalled by the magic of this clause must be paid in full when its effects end. If a character spends three nights solid studying for and completing a final exam, it must be repaid with 24 hours of sleep (the time that one normally would have used for sleep during that period) beginning no later than the next sunset or sunrise, whichever comes first.

Cost: 2 Glamour

Dice Pool: Stamina + Wyrd

Action: Instant

Catch: The character is attempting to meet a deadline and the only possible way to do so is to work nonstop, with no sleep, to finish on time.

Roll Results

Dramatic Failure: The character calls upon her stores of energy to enact this clause and fails, exhausting them. The character is at -2 to all actions and counts as Fatigued until she manages to get some sleep.

Failure: The character has only her own internal reserves to draw on.

Success: Inspiration lends strength to the character's arm and clarity to her mind, continually refreshing her. She needs no sleep or sustenance until after the project is completed. No fatigue penalties will be suffered, and the time necessary to complete the project is halved. Sleep and sustenance debt still accrues, however, and must be repaid when the clause expires.

Exceptional Success: Inspiration fuels the character's body to such an extent that she does not need to repay any sustenance debt accrued. Only the sleep debt needs must be repaid.

Suggested Modifiers

+1 ~ The character has a ready source of caffeine or other upper.

-1 ~ The character is under the effects of alcohol or another downer.

SACRED WORKSPACE (•••)

The character infuses a space with the spirit of Inspiration by invoking the Muses Nine. This results in a place especially suited to one particular aspect of the Crafts or Expression skill, turning any mortal workshop, theatre, coffeehouse or other space into a Temple to the Arts.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Presence + Wyrð

Action: Extended (successes vary based on the size of the consecrated space: 5 for a small room; 10 for a typical home; 15 for a typical office; etc). Each roll requires one hour.

Catch: The character has a representation of each of the Nine Muses on his person when he enacts this clause.

Roll Results

Dramatic Failure: The place becomes accursed, suffering penalties equivalent to the bonuses that would have normally been gained by a success. This lasts for 24 hours.

Failure: The space remains unchanged.

Success: The space is filled with the power of Inspiration. The character may designate one Crafts or Expression Specialty. All rolls involving that Specialty gain the 8-again quality. By voluntarily taking penalties to the roll (see below) the character may add additional specialties. This effect lasts for 24 hours. At the character's discretion, it can be renewed without the need for another roll by the expenditure of another 2 glamour. The effect may thus be maintained indefinitely.

Exceptional Success: The first roll involving each of the designated Specialties gains the Rote quality. This applies on a daily basis if the effect is maintained.

Suggested Modifiers

+1 ~ The space is somehow marked with symbols or attributes appropriate to the relevant Specialty.

-3 ~ Each additional Specialty designated for the consecrated space. Cumulative.

STROKE OF GENIUS (....)

Sometimes, inspiration strikes like a thunderbolt, providing an answer out of the blue. This clause functions along the lines of clauses of the Contracts of Heart, in that activating it too often incurs the listed Ban (below).

Cost: 1 Glamour + 1 Willpower

Dice Pool: N/A

Action: Instant

Catch: N/A

Effect: The beneficiary of Stroke of Genius may describe a course of action to the StoryTeller. This course of action is a solution to a problem, quandary or predicament that the player or group is currently stuck in. This course of action succeeds in the most dramatic and brilliant way possible. This is not to say that the rule of “Be Careful What You Wish For” does not apply. Appearances may be deceiving and fallout may occur. However, the problem is resolved or the predicament is escaped. Creativity (as appropriate to the tenor of the game) is encouraged. It should be noted that “insta-kill” solutions are beyond the scope of this clause.

Ban: Even the most brilliant of minds are struck with such genius but rarely. Legends tell of the horrific fates in store for those who offend the Muses. If Stroke of Genius is invoked more than once within a period of a Year and a Day, any plans enacted will be Dramatic Failures, with the StoryTeller given free Dramatic License.

DREAMS MADE FLESH (•••••)

The time between conception and realization is often a long one, with many failures along the way. This clause bypasses all of that, realizing the artist’s vision in an instant. The clause cannot create anything that would not normally exist, or create materials of great intrinsic value. This clause may be attempted on any given vision only once, and may not be used again for any given project until the minimum amount of time it would normally take to create such a work has passed (so if the character uses this clause to create a full length portrait of a subject and the StoryTeller rules that with his skill level it would have taken a minimum of one month, the character cannot use this clause again until one month has passed).

Cost: 3 Glamour + 1 Willpower

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The character is engaged to create a work for a powerful patron and stands to lose her life if she fails.

Roll Results

Dramatic Failure: The item manifests, but it bears a horrific curse, the details of which remain with the StoryTeller.

Failure: Nothing happens.

Success: The work is realized, exactly as the character envisioned it, before her eyes. The sword appears, as if forged from thin air, the painting seeps into being on the canvas, words write themselves upon the page, etc. Items or tools so produced have an equipment bonus equal to the number of successes rolled, to a maximum of +5.

Exceptional Success: The work produced is a work of Exceptional Success.

Suggested Modifiers

-1 to -3 ~ Unusual materials are required for the completion of the object.

CONTRACTS OF THE JEALOUS HOARD

by: FaerieBadBoy

GLINT OF THE EMERALD EYE (•)

The character looks into the eyes of the subject and sees reflected there all those things that the subject covets...and if he looks deep enough, he can see who possesses these things that the subject covets.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The subject has expressed a desire for something within hearing of the character within the last 24 hours.

Roll Results

Dramatic Failure: The character receives false information, becoming convinced the subject is envious of something she is in fact not.

Failure: The character cannot see beneath the surface of the subject's eyes.

Success: The character learns one of the objects of the subject's envy. See suggested modifiers for the depths this contract can plumb.

Exceptional Success: The character also gleans a hint as to the identity of the person who possesses or is the target of the subject's envy.

Suggested Modifiers

+1 ~ The subject's Vice is Envy.

+1 ~ The character has a pledge with the subject.

+0 ~ The character discerns an object of envy currently at the forefront of the subject's mind.

-1 ~ The object of envy is not currently on the subject's mind.

-1 ~ The character seeks a specific kind of object of envy (sexual, monetary, heirloom, etc).

-2 ~ The character discovers an object of envy that the subject generally keeps hidden.

-3 ~ The character discovers an object of envy that the subject attempts to deny, even to herself.

SHADES OF GREEN (••)

The character reaches out and manipulates the envious desires of the subject.

Cost: 2 Glamour, add 1 Willpower for a Supernatural target.

Dice Pool: Manipulation + Wyrð – Resolve.

Action: Contested, resistance is reflexive.

Catch: The character is acting to make the subject jealous of her or is doing so in order to fulfill a pledge.

Roll Results

Dramatic Failure: The character becomes consumed by envy for the subject or the designated object.

Failure: Nothing happens.

Success: The subject's object of envy changes in a manner of the character's choosing. See the list of suggested modifiers that follows for guidelines on how the character may affect the target. The change lasts for one day per success rolled, though natural interaction may be able to prolong the desire beyond the point where the supernatural effect ends.

Exceptional Success: The change is instead permanent. The inflicted changes remain until the character chooses to release them, and they may then become natural.

Suggested Modifiers

- +0 ~ The character changes one object of envy for another, similar object.
- 1 ~ The character affects an object of envy kept hidden from others.
- 1 ~ The character changes an object of envy moderately.
- 2 ~ The character changes an object of envy the subject conceals from herself.
- 2 ~ The character changes an object of envy significantly.
- 5 ~ The character eliminates an object of envy or creates one from scratch.

STIR THE BEAST (•••)

The character may bolster the Envy within an individual, calling it to preeminence.

Cost: 1 Glamour

Dice Pool: Manipulation + Wyrð – Subject's Resolve

Action: Contested.

Catch: The subject is verbally expressing envy for someone or something.

Roll Results

Dramatic Failure: The character's own Envy chokes her. She loses one point of Willpower.

Failure: The subject's Vice remains unaffected.

Success: The character is able to change the subject's Vice to Envy for 24 hours. During that time, she may add her Wyrð to all Manipulation rolls made to influence the subject during that time.

Exceptional Success: The character's Envy rejoices in bringing another low. The character regains one point of Willpower.

Suggested Modifiers

+2 ~ The subject's Vice is already Envy.

MISER'S VAULT (....)

Faerie creatures are jealous of their treasures. They hide them, protect them with magics strange and fell and do all within their power to protect them from greedy mortals. This clause is a great aid to those who seek to keep their valuables safe from prying eyes and grasping hands.

Cost: 1 Glamour

Dice Pool: Larceny + Wyrð

Action: Instant

Catch: The character is hiding or retrieving a family heirloom.

Roll Results

Dramatic Failure: The item is lost in the Hedge forever. It may be found as a Token someday, but if it is the character who finds it, it's more likely than not a cursed object.

Failure: The pocket gate fails to open.

Success: The character opens up a small gate to the Hedge (requiring all of the parameters of opening a normal Hedge Gate). The character is then able to stash the item securely in a small twist in Hedgespace. It remains safely hidden for a number of days equal to the successes on this roll. Any longer and the Hedge swallows its due.

Exceptional Success: The character may open another gate, anywhere else, and retrieve the item therefrom so long as the duration is not up.

Suggested Modifiers

+1 ~ The character possesses the merit Hedge Gate Sense.

GREEN-EYED MONSTER (.....)

The character causes the subject's envy to run wild and consume their mind for a short time. Through use of this and earlier clauses of this Contract, members of House Kheldav ensure that their customers rarely, if ever, escape the hook.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Expression + Wyrð vs. Composure + Wyrð

Action: Contested and Extended (subject's Willpower in successes, one roll is made each turn); resistance is reflexive.

Catch: The subject of the clause has voluntarily and without coercion admitted those things she is envious of to the character.

Roll Results

Dramatic Failure: The clause backfires, affecting the character for one scene instead of the subject.

Failure: Nothing happens.

Success: The character rolls more successes than the subject and makes headway. If the character reaches the required number of successes, the target feels the immediate impulse to try and make the object of her envy her own.

Responsibilities and even rational thinking go out the window. See the list of suggested modifiers below for guidelines on the effect's duration.

Exceptional Success: The character rolls many more successes and makes great headway.

Suggested Modifiers

+1 ~ Five minute duration.

+0 ~ One scene's duration.

-1 ~ One hour's duration.

-2 ~ One day duration.

-3 ~ Two days duration.

CONTRACTS OF JUSTE PRIDE

by: FaerieBadBoy

PRIDEFUL THINGS (•)

The character is able to look into the soul of the subject and gain a glimpse of those things which stand out as endeavors, qualities.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd vs. Composure + Wyrd

Action: Contested

Catch: The character had goaded the subject into boasting of his deeds within the past 24 hours.

Roll Results

Dramatic Failure: The changeling receives a false impression, becoming absolutely sure that she has seen aright.

Failure: The character cannot discern anything.

Success: The changeling learns one of the subject's proudest moments or most valued traits. See suggested modifiers for the gradients of pride this power can access.

Exceptional Success: The character receives a hint at how best to play upon the subject using his pride against him.

Suggested Modifiers

+1 ~ The character has a pledge with the subject.

+0 ~ The character discerns an object of Pride at the forefront of the subject's mind.

-1 ~ The character discerns an object of Pride not currently concerning the subject.

-2 ~ The character discerns an object of Pride that the subject recognizes but only rarely allows himself to revel in.

-3 ~ The character discerns an object of Pride that the subject hides, even from himself.

KNOWLEDGE OF SELF-WORTH (••)

The character may bolster the Pride within an individual, calling it to preeminence.

Cost: 1 Glamour

Dice Pool: Manipulation + Wyrð – Subject's Resolve

Action: Instant

Catch: The subject is in some way boasting or bragging about himself.

Roll Results

Dramatic Failure: The character's confidence trips him up. His failure crashes down on him and he loses a point of willpower.

Failure: The subject's Vice remains unaffected.

Success: The character is able to change the subject's Vice to Pride for 24 hours. During that time, she may add her Wyrð to all Manipulation rolls made to influence the subject during that time.

Exceptional Success: The character's Pride in her own abilities revels in her success. The character regains one point of Willpower.

BLIND SIGHT (•••)

Though Blind, Justice Sees. The character calls upon that quality of Just Pride (able to see so clearly, and yet so narrowly), to grant himself vision in darkness, fog or other, shrouded environments.

Cost: 2 Glamour

Dice Pool: Wits + Wyrð

Action: Instant

Catch: The character has voluntarily gone without sight for an hour's waking time within the past 24 hours.

Roll Results

Dramatic Failure: The character's own pride blinds him, slightly. He suffers a -2 penalty to all Perception rolls for the remainder of the scene.

Failure: The character must rely on her senses alone, unaugmented.

Success: The character gains the ability to see through fog, darkness or any other naturally occurring phenomenon that impedes or otherwise blocks vision. This does not reveal hidden creatures or traps, merely allows the character to move about as if she were walking in full daylight.

Exceptional Success: The character gains an addition +2 to all perception rolls for the remainder of the scene.

Suggested Modifiers

- +1 ~ The character does not wear any type of corrective lenses for vision.
- 1 ~ The character is visually impaired to some degree, naturally.

BALANCING OF THE SCALES (••••)

The character binds the destiny of two individuals together for a brief time. What one suffers, the other suffers.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Presence + Wyrd – the highest Composure between the two targets (or the opponent's Composure, if the caster is binding himself to another).

Action: Instant and Contested, resistance is reflexive.

Catch: Each target has spilled the blood of the other with the past 24 hours.

Roll Results

Dramatic Failure: The character instead takes on the burden of life of the target(s). All wounds they suffer are transferred to him as well as them.

Failure: The targets remain unbound.

Success: The two targets are bound together. Whatever wounds one suffers, the other suffers as well and vice versa. Whatever supernatural healing one benefits from, the other does as well (this clause does not apply if used as a cheapass way to try and heal two for the price of one). This binding persists for one day per point of the caster's Wyrd.

Exceptional Success: The character may also embed a condition which ends the spell before the duration is up. This is almost always some variant of one character rescuing the other, or both characters coming to respect one another.

Suggested Modifiers

- +1 to +2 ~ The crimes of one target against the other and vice versa are particularly heinous.
- 1 to -2 ~ The caster has little or no cause to invoke this clause against the targets.

THE PUNISHMENT MUST FIT THE CRIME (•••••)

With a twisting of Fate, the character calls back old wrongs and visits them upon their originator. Also known as “Insta-Karma” by the less reverent of the other Houses, this dread clause is enough to evoke terror in the most hardened of hearts. Fate and Time twist and conspire to bring a suitable punishment down on the head of the subject.

Cost: 5 Glamour + 1 Willpower Dot

Dice Pool: Resolve + Wyrð vs. Composure + Wyrð

Action: Instant and Contested.

Catch: The subject has committed a crime so heinous that it calls for a trial before the High Lords of the Great Houses...and she has been found guilty and sentenced to this clause as punishment.

Roll Results

Dramatic Failure: The clause affects the caster instead of the subject, bringing Fate down upon his head.

Failure: Nothing happens, no prices are paid. The clause may be attempted again.

Success: The Mark of Destined Justice appears on the forehead of the condemned. She is freed to go about her life, bound by the power of this clause. Over the course of the next few days (equal to the caster's Wyrð), Fate conspires to bring all her misdeeds home to roost. The punishments for these deeds are always ironic and often twisted with malicious faerie justice. The jaywalker is hit by a car. The bank robber returns home to find all of his worldly possessions stolen. No known magic can lift this geas. If the subject survives this period of punishment, her crimes are considered paid for and the Mark of Destined Justice fades from her brow. This, however, is an occurrence passing rare, as this clause is traditionally reserved for only the most heinous of villains.

Exceptional Success: The Mark of Destined Justice looks forward in Time and, should the subject plot to revenge herself upon those who punished her, brings just punishment back upon her head, in anticipation for the crimes she intends to commit...almost always resulting in the death of the subject.

Suggested Modifiers

+1 to +3 ~ Unanimous condemnation from each division of the Great Houses (Sun, Moon, Twilight).

+2 ~ The condemned's crimes include any Morality 1 sins (this modifier applies at the StoryTeller's discretion).

-5 ~ The character is wrongly accused and wrongly condemned. Fate resists perversions of Justice, even if it does not outright deny them.

CONTRACTS OF LIGHT

by: FaerieBadBoy

WILL O' THE WISP (•)

The character conjures forth a slip of a wisp that can help lead him to a destination or object.

Cost: 1 Glamour

Dice Pool: Survival + Wyr

Action: Reflexive

Catch: The changeling possesses a piece of the target place or object.

Roll Results

Dramatic Failure: The light instead explodes in the character's mind, causing headaches and dizziness. The character suffers -1 to all rolls until she can get eight hours of uninterrupted sleep.

Failure: The ball of light manifests, but dances about, unable to settle on any one path.

Success: For the next hour, the wisp leads the character in the most efficient and unerring path to his intended destination or object. At the end of the hour, the character may reactivate the clause, but each subsequent activation incurs a cumulative -1 penalty. Resting an hour removes one die worth of penalty. This clause cannot locate an object or location that the character has never before encountered, unless the character possesses a piece of the object or location in question.

Exceptional Success: The activation lasts for two hours rather than one.

RISE OF THE SUPPLICANT'S MOON (••)

The character conjures a miniature moon to orbit around her head, providing light.

Cost: 1 or 2 Glamour

Dice Pool: Occult + Wyr

Action: Instant

Catch: It is a night of the new moon.

Roll Results

Dramatic Failure: Light flares from the character's eyes, blinding her for five minutes.

Failure: No light comes forth.

Success: A miniature moon appears, shining with a pure, silvery white light that illuminates an area equal to 200 yards radius around the character. It does not hinder vision, but will most assuredly hinder any stealth attempts the character might make. The light remains for the remainder of the scene, although the player has the option to spend two points of glamour to ensure the light lasts for a full hour.

Exceptional Success: As with a success, although the character may command the moon to change its phase at will, thereby controlling the amount of light shed by it and granting the possibility of stealth.

Suggested Modifiers

-1 ~ The clause is invoked during daylight hours.

SHIFTING GLORY OF THE AURORA (•••)

The character calls upon the beauty of the Northern Lights to enhance his appearance.

Cost: 3 Glamour

Dice Pool: Presence + Wyrd

Action: Instant

Catch: The character stands underneath a display of the Northern or Southern Lights.

Roll Results

Dramatic Failure: The lights steal the character's beauty for themselves, granting her -2 to all rolls which would normally benefit from the Striking Looks bonus.

Failure: The lights ignore the character.

Success: The character calls forth the shimmering beauty of the Aurora and drapes it about her like a cloak. The effects of this clause last for one scene. The character gains the equivalent of the four dot version of the Striking Looks merit. This bonus stacks with any others, even the Striking Looks merit itself. While this clause is in effect, the swirling colors have a mesmerizing effect on any individual who meets the character's eyes, so long as the character is not holding a weapon or acting in a threatening manner. Supernatural characters may resist the mesmeric effect with a successful Resolve + Composure roll. The mesmeric

effect ends instantly if the character picks up a weapon or threatens anyone. Cameras and other recording devices will not record anything out of the ordinary, and any mortal will only remember a particularly lovely individual after this clause has expired.

Exceptional Success: The effect lasts until the sun next rises or sets, whichever comes first.

Suggested Modifiers

+1 to +2 ~ The character is wearing especially fine or expensive clothing.

-1 to -2 ~ The character is dressed in rags or is filthy.

LIGHT OF REVELATION (....)

A single candle dispels darkness. Channeling the powers of light as a revelatory concept, this clause reveals that which is hidden in darkness and illusion.

Cost: 3 Glamour

Dice Pool: Occult + Wyrd

Action: Instant

Catch: The character is using the clause within five minutes of Noon.

Roll Results

Dramatic Failure: The light of revelation burns the character's eyes. She suffers a -2 penalty to all rolls involving vision for the remainder of the scene.

Failure: Nothing happens.

Success: The character's eyes blaze with shining white light. Within a radius of 100 feet, all rolls to hide or disguise oneself are reduced to a chance die and previously hidden or disguised characters must roll a chance die or lose their obfuscations. Supernatural means of occultation require a roll of Stealth + Wyrd – 5 or said powers are lost. Even the Mask flickers and weakens, allowing mortals to see through that disguise with a successful perception roll. The effects of this clause persist for one turn per success rolled, after which those who desire to do so may attempt to conceal themselves once more.

Exceptional Success: The duration extends to two turns per success and the character may dismiss the clause early, if so desired.

SWORD OF THE SUN (.....)

Channeling the Might of Sol, the character blasts forth a searing blast of light from his eyes.

Cost: 3 Glamour, optional 1 Willpower

Dice Pool: Dexterity + Wyrð – subject's Defense

Action: Instant

Catch: The subject of this clause is wearing or touching elemental gold.

Roll Results

Dramatic Failure: The beam of light misfires and strikes the target that results in the most dramatic discord.

Failure: The light fails to manifest.

Success: A sunbeam laden with glamour blasts forth from the changeling's outstretched hand to strike at the subject. This clause inflicts one point of lethal damage per success. The changeling has the option of spending a point of willpower to upgrade the lethal damage to aggravated. This light counts as pure sunlight, in terms of its properties (and potential damage to vampires and the like). The ranges on this attack are 10/30/50 and inflict penalties as normal.

Exceptional Success: No benefit beyond that granted by rolling 5+ successes.

CONTRACTS OF THE MACHIAVEL

by: FaerieBadBoy

KNOW THY ENEMY (•)

In politics, it is essential that you have an idea of who you are working against. This clause allows a character to glean some basic information on the target. It is most often used when an unknown enters the playing field.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd vs. Composure + Wyrd

Action: Instant

Catch: The character is playing a game of skill against the subject.

Roll Results

Dramatic Failure: The character gleans a number of false facts about the subject equal to the character's Wyrd.

Failure: The character can glean no information.

Success: For every success on the roll, the character may discern one of the following pieces of information about the subject:

- Virtue
- Vice
- Any one Derangement possessed by the subject.
- The name the subject uses among Lost society.
- The House the subject claims membership in.
- Any one Entitlement the subject is openly a member of.
- The official patron, if any, of the subject.
- The name of a ward of the subject, should that ward be common knowledge among Lost society.
- The general level of the Resources merit possessed by the subject.
- Any other minor piece of information the StoryTeller deems suitable.

It should be noted that none of the information gleaned by this contract is information which is not obvious to a skilled observer or a prime gossip. However the ease of gathering this information makes this clause useful. It saves a good deal of time and effect, and makes gathering information a simple task for

even the least skilled in gossip mongering. Exceptional Success: No effect beyond the benefit of rolling 5+ successes.

Suggested Modifiers

+2 ~ Clarity 8 or Higher.

-1 ~ For Clarity every two points below 7.

TEACHINGS OF THE PRINCE (••)

This clause draws out the blessing of the Machiavel and imbues them into the character.

Cost: 2 Glamour

Dice Pool: Presence + Wyrd

Action: Instant

Catch: The character is attending a political fundraiser.

Roll Results

Dramatic Failure: The character's over-cleverness trips him up. He receives a -2 penalty to all Subterfuge or Politics rolls.

Failure: What you see is what you get. The character must rely on his innate skill alone if he wishes to impress.

Success: The character gains a number of bonus dice equal to his Wyrd to all Subterfuge and Politics rolls for the next scene.

Exceptional Success: The character's inner Machiavel blossoms into a full expression. The character adds a number of automatic successes equal to his Wyrd to his next Subterfuge or Politics roll, as well as adding the usual bonus dice for the remainder of the scene.

Suggested Modifiers

+1 to +2 ~ The changeling is decked in especially nice or sultry clothes.

-1 to -2 ~ Unassuming dress or ultra-conservative clothing.

A WHISPERED WORD (•••)

A single word in the right place, at the right time can bring down kingdoms, slaughter a reputation or result in death by execution or "accident." This clause enables a character to tap into that very power.

Cost: 1 Glamour

Dice Pool: Expression + Wyrd vs Composure + Wyrd

Action: Instant and Contested, resistance is reflexive.

Catch: The character uses this clause within 24 hours of accidentally overhearing a piece of information which could seriously affect his or an opponent's schemes.

Roll Results

Dramatic Failure: The character speaks words which set events in motion that gravely threaten his own machinations.

Failure: The character's words are not heeded or heard by any.

Success: The character may speak a single sentence. That sentence is taken as truth or sound counsel by the hearer(s) and acted upon accordingly (if applicable). The subjects will recall who spoke the words, however, so the wise changeling uses this power sparingly and in situations in which his counsel can be held to be blameless given the circumstances (whatever the truth may be).

Exceptional Success: The subject(s) will take the sentence as an idea of their own, and will not consider the character the source of their misfortunes unless presented with proof or at least reasonable doubt.

THE VELVET GLOVE (....)

Sometimes the greatest strength is in appearing weak or harmless. This clause assists a changeling in that endeavor.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Manipulation + Wyrð

Action: Instant

Catch: The character does not speak for a solid hour before attending the event at which she plans to invoke this power.

Roll Results

Dramatic Failure: The character's manifestations of power become more clear...and actively draw her enemies to her. All attempts to hide automatically fail for the next scene.

Failure: The character remains exactly as she is.

Success: The changeling draws a veil across the obvious manifestation of her power. The successes garnered on this roll create a threshold that attempts to notice the character must bypass. She is not invisible, or hidden. This clause merely makes her very uninteresting, temporarily subduing the manifestations of her mantle and blending them into the surrounding environment. The character may make polite and quiet conversation, but any outlandish action will break the spell and call attention to her. So long as she maintains a low profile,

however, she can work all sorts of machinations, unobserved. The effects of this clause persist for one scene.

Exceptional Success: The character's veil is particularly strong. She may make one statement which would otherwise break the spell per point of Wyrð she possesses without ending the clause's effect..

Suggested Modifiers

-1 ~ Each point of Wyrð above 5 (cumulative).

-1 to -2 ~ Particularly fine or ostentatious dress.

+1 to +2 ~ Particularly unassuming dress and manner.

THE IRON FIST (•••••)

Sometimes force is the only answer.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Resolve + Wyrð

Action: Instant

Catch: The character has been the target of a treasonous attack.

Roll Results

Dramatic Failure: The character's iron nature overcomes his body and he ends up crippling himself. This results in a -3 penalty on all actions for the remainder of the scene.

Failure: The character remains unchanged and cannot attempt this clause again during this scene.

Success: Each success adds one to the changeling's Initiative, Stamina, Strength (which also adds to his speed), gives him one point of armor, and reduces the wound penalty taken from bashing and lethal damage by one. This iron determination extends to the intent of battle as well. The character will never retreat, and never forgo an attack in order to dodge. This battle-transformation lasts for one scene and may only be invoked during or immediately before a combat.

Exceptional Success: No additional effect beyond that granted by 5+ successes.

Suggested Modifiers

+1 ~ The changeling is unarmored and using only improvised weapons.

-1 ~ The changeling is armed and armored.

CONTRACTS OF MELTING FLESH AND TWISTING BONE

by: FaerieBadBoy

These horrific Contracts were struck with fell beings of Nightmare, Blood, Flesh and Bone. Eminently suited to producing glamour from Disgust, House Czernobog revels in their use, despite the substantial dangers involved in so doing.

‘ROID RAGE (•)

The character sends a shot of adrenaline shooting through his muscles, temporarily increasing his strength.

Cost: 1 Glamour

Dice Pool: Strength + Wyrd

Action: Reflexive

Catch: The character takes a hit of some sort of upper.

Roll Results

Dramatic Failure: The character strains a muscle and suffers -2 to his next action involving strength.

Failure: There is no effect.

Success: The character adds a number of additional dots to his Strength for his next Strength-based action equal to the number of successes rolled.

Exceptional Success: The changeling also gains the 8-again quality for the next action he takes using a Strength based dice pool.

Suggested Modifiers

+1 ~ The character grunts or yells loudly about his strength.

-1 ~ The character acts calm, restrained or sedate.

SCENT OF BLOOD (••)

The character knows the scent of blood well, so well he can use it to track an individual by scent.

Cost: 2 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch:

Roll Results

Dramatic Failure: The character bursts a blood vessel in his nose from the effort and suffers a -1 to all perception rolls for the next scene due to the distraction and irritation.

Failure: The clause fails and the character's senses are unaffected.

Success: The character gains +2 to all Wits based perception rolls for the next scene as his senses are heightened by the exciting and titillating scent of blood. He can identify and track an individual by the scent of their blood (much like a dog can).

Exceptional Success: The Perception bonus increases by +1.

FLESH LIKE WAX (•••)

This clause allows for the shaping and molding of flesh. The character literally reaches out and the flesh beneath his fingers moves like wax, to be sculpted and shaped as he sees fit. Uses of this power may result in the Mask shrouding the individual so afflicted. If this is the case, the individual may become permanently enchanted at the Storyteller's discretion.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Crafts + Wyrd vs Stamina + Wyrd

Action: Extended and Contested (successes vary depending on complexity of the change enacted, see suggestions for the Crafts skill), resistance is reflexive.

Catch: The character uses a razor to slice himself open (inflicting one point of lethal damage) and uses the blood to rough out the changes to be made to the subject.

Roll Results

Dramatic Failure: The character's flesh loses cohesion and begins to run and drip like wax, imposing a -2 penalty on all rolls for the remainder of the scene. This also essentially gives the character the equivalent of the Striking Looks Merit at Negative 4 dots.

Failure: No change occurs.

Success: The changeling may select one single limb of aspect to shape and mold per activation of this clause (head, arm, leg, hands, etc). If imitating a known

subject, the feature is similar enough to pass casual inspection. In addition, the character may impose a one-die bonus or penalty to a single skill related to the feature altered (Larceny for hands, Brawl for the right arm, Striking Looks 2 for the face, etc), and add or subtract one point of armor. The effects of this contract last for one scene. When the clause ceases to have effect, the subject of the clause takes three levels of bashing damage.

Exceptional Success: The effects of this clause are instead permanent, if the character so chooses. Choosing to permanently, horribly disfigure a mortal is a Clarity Sin at Level 1.

Suggested Modifiers

+2 ~ The character has a detailed sketch or photo to refer to.

-2 ~ The character has never before seen the feature she is emulating.

TWIST THE BONES (....)

Much like the previous clause of this Contract, Twist the Bones allows for the shaping of the body, either another person's or the self. Just as with the previous clause, the character must physically mold the changes desired in the subject. However, in this case, the degree of changes possible is truly horrific and can result in severe malformations and mutations of the body. Uses of this power may result in the Mask shrouding the individual so afflicted. If this is the case, the individual may become permanently enchanted at the Storyteller's discretion.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Strength + Wyrld vs. Stamina + Wyrld

Action: Extended and Contested (successes vary depending on complexity of the change enacted, see suggestions for the Crafts skill), resistance is reflexive.

Catch: Within the last 24 hours, the character has defiled a grave, dug up the body, and harvested its bones.

Roll Results

Dramatic Failure: The character's bones lose cohesion and causes severe instability in the character's body, imposing a -2 penalty on all rolls for the remainder of the scene. This also essentially gives the character the equivalent of the Striking Looks Merit at Negative 4 dots.

Failure: No change occurs.

Success: The changeling may manipulate bone in the same manner as flesh as described above, although the use of bone allows for a bonus or penalty of up to

2, rather than only 1. In addition, he may cause himself to sprout bone spurs from his hands, inflicting one point of lethal damage, but enabling his unarmed brawl attacks to inflict lethal damage. If used offensively, (an action requiring initiating a grapple), the character may inflict one level of lethal damage on the subject as he causes his bones to morph and shift within his flesh, bursting forth in sprays of blood and gore at his behest.

Exceptional Success: The effects of this clause are instead permanent, if the character so chooses. Choosing to permanently, horribly disfigure a mortal is a Clarity Sin at Level 1.

Suggested Modifiers

+2 ~ The character has a detailed sketch or photo to refer to.

-2 ~ The character has never before seen the feature she is emulating.

WARFORM (.....)

The character has designed a horrific warform of twisted bone spurs and slabs of flesh and muscle, a vision of nightmares walking in flesh. The character gains unparalleled strength and resistance from harm.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Resolve + Wyrd

Action: Instant

Catch: The character has been reduced to wound penalties by a surprise attack.

Roll Results

Dramatic Failure: The character's apotheosis goes horribly wrong, and he ends up crippling himself. This results in a -3 penalty on all actions for the remainder of the scene.

Failure: The character remains unchanged and cannot attempt this clause again during this scene.

Success: Each success adds one to the changeling's Stamina, Strength (which also adds to his speed), gives him one point of armor, and reduces the wound penalty taken from bashing and lethal damage by one. In addition, his unarmed attacks do lethal damage. The bloody ecstasy of this horrific transformation fuels an almost berserk battle fury. The character will never retreat, and never forgo an attack in order to dodge. This battle-transformation lasts for one scene and may only be invoked during or immediately before a combat.

Exceptional Success: No additional effect beyond that granted by 5+ successes.

Suggested Modifiers

- +1 ~ The changeling is unarmored and using only improvised weapons.
- 1 ~ The changeling is armed and armored.

CONTRACTS OF MIRTH AND LAUGHTER

by: FaerieBadBoy

FUNNY BONE (•)

With this clause, the character can discern what the subject finds humorous.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The character has just been told a joke by the subject.

Roll Results

Dramatic Failure: The character confuses sorrow for laughter, and any jokes he tells the subject are more likely to draw tears or anger than laughter.

Failure: The character must rely on his wit alone.

Success: The character discerns one action or witticism that the subject finds funny. See the list of Suggested modifiers for information on how to better assess the level of amusement that can be provoked by various objects or actions.

Exceptional Success: The character discerns two actions or objects of the targeted level which will provoke amusement.

Suggested Modifiers

+2 ~ Clarity 8 or Higher.

-1 ~ For Clarity every two points below 7.

-1 ~ The character learns something the subject finds mildly amusing.

-2 ~ The character learns something the subject finds moderately funny.

-3 ~ The character learns something the subject finds absolutely hysterical.

IT'S ALL IN THE TIMING (••)

Timing is essential to successful Comedy. This clause gives the character a little bit of help.

Cost: 2 Glamour

Dice Pool: Expression + Wyrd

Action: Instant

Catch: The character is performing comedically before a particularly tough audience.

Roll Results

Dramatic Failure: The character offsets his personal timing and suffers a -2 penalty to all relevant rolls for the next scene.

Failure: The character is left to rely on his wits alone.

Success: The character gains his Wyrd as a bonus to all dice rolls which rely upon timing. This could be a comedic use of expression or trying to drive a car through town hitting all green lights. The effects of this clause last for one scene.

Exceptional Success: The character also gains his Wyrd in bonus successes to the next roll he makes contingent upon timing during the next scene.

IT'S ONLY A FLESH WOUND! (•••)

Laughter is the best medicine. The character reweaves Fate and Time, turning a grievous wound into a mere bruise. The joke in this case is on the warrior who thinks that dispatching a member of House Ereshu is a joke.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Medicine + Wyrd

Action: Reflexive

Catch: The character's attacker mocks the character as he deals damage to the character.

Roll Results

Dramatic Failure: The joke is on the character as the wounds worsen. The character takes an additional point of lethal damage.

Failure: No wounds heal.

Success: Fate and Time shift, robbing the character's attacker of his victory. For every success on the activation roll, the character may remove one point of lethal or bashing damage from himself. Aggravated wounds may be downgraded to lethal at the cost of one additional point of glamour per downgraded wound. The character may mix and match the various levels of healing as suits him. The character may only use this clause on himself, directly after taking damage.

Exceptional Success: The character may remove aggravated wounds entirely, as opposed to downgrading them. The glamour cost still applies.

Suggested Modifiers

+1 ~ The character makes a snarky quip to the individual who wounded him as he invokes this clause.

DRUNK WITH LAUGHTER (....)

The character causes pure mirth and laughter to bubble up on the audience, as if their bodies started to spontaneously produce nitrous oxide.

Cost: 3 Glamour

Dice Pool: Socialize + Wyrd – subjects highest Composure

Action: Instant

Catch: The character is suffering wound penalties as a result of an altercation happening around him.

Roll Results

Dramatic Failure: The character's "soothing humor" backfires. All characters gain +1 to their next attempt to attack the character. This effect lasts for one scene.

Failure: The attempt fails.

Success: Mirth and laughter bubble up in those nearby. Combat ceases and does not begin again for a number of turns equal to the character's Wyrd (at a minimum). Add one die to attempts to make peace or get people to get along per success on this roll. The character may not use this clause again for the remainder of the scene. Those affected by this clause act drunk or giddy with laughter.

Exceptional Success: Combat ends. Even if differences cannot be resolved, everyone is too giddy and caught up in hilarity to resume fighting. The character may not use this clause again for the remainder of the scene.

Suggested Modifiers

- 1 ~ At least four individuals are targeted.
- 2 ~ At least eight individuals are targeted.
- 3 ~ At least twelve individuals are targeted.
- 4 ~ At least twenty individuals are targeted.

THE FUNNIEST JOKE IN THE WORLD (.....)

The character tells the Killer Joke, of Monty Python Fame. The subject of this clause is wracked by hysterical laughter, a joke so funny it paralyses and could very well kill. Members of House Czernobog fear this clause greatly, as they find it doubly shameful to die of mirth, to lie dead on the ground with an idiotic smile on their faces, and to have been bested by a member of House Ereshu.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Expression + Wyrd vs. Composure + Wyrd

Action: Instant

Catch: The subject of this contract has disparaged the comedic ability of the character, inflicted at least one point of lethal damage upon him and threatened the characters friends or allies, all within the last 24 hours.

Roll Results

Dramatic Failure: The character is so caught up in her own cleverness that she begins to laugh at the joke before she finishes telling it. She suffers three rounds of paralysis and takes three levels of lethal damage (one per round).

Failure: The joke falls flat. No one finds it at all funny.

Success: The subject collapses in paroxysms of laughter, so intense they are literally killing him with laughter. The subject is unable to take any actions for one turn per success rolled on the activation of this clause and takes one point of lethal damage per turn. An individual killed by this contract remains grinning like an idiot, even in death, eyes wide-staring.

Exceptional Success: No additional effect beyond that of rolling 5+ successes.

CONTRACTS OF MOVEMENTS UNSEEN AND VOICES UNHEARD

by: FaerieBadBoy

SECRETS UNSPOKEN (•)

Everyone has something they are ashamed of, something that they try not to see, try not to hear, as it moves about their mind. This clause enables the character to discern the secret (and not-so-secret) shames of a subject.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The subject has confided one of her secret shames to the character.

Roll Results

Dramatic Failure: The character receives false information, becoming convinced the subject is ashamed of something she is in fact not.

Failure: The character cannot see beneath the surface of the subject's eyes.

Success: The character learns one of the sources of the subject's shame. See suggested modifiers for the depths this contract can plumb.

Exceptional Success: The character gains access to two hidden shames at the targeted level.

Suggested Modifiers

+1 ~ The subject's Vice is Pride.

+1 ~ The character has a pledge with the subject.

+0 ~ The character discerns a source of shame currently at the forefront of the subject's mind.

-1 ~ The source of shame is not currently on the subject's mind.

-1 ~ The character seeks a specific kind of shame (sexual, monetary, heirloom, etc).

-2 ~ The character discovers a shame that the subject generally keeps hidden.

-3 ~ The character discovers a shame that the subject attempts to deny, even to herself.

THE SHADOW'S GIFT (••)

Movements unseen and voices unheard, a perfect cloak for those who wish to go about their business undisturbed. This clause is a great boon to those who seek such subtleties.

Cost: 2 Glamour

Dice Pool: Presence + Wyrd

Action: Instant

Catch: The night is a moonless one.

Roll Results

Dramatic Failure: The darker parts of the character's nature shine through, taking the form of betraying whispers and glimmers of deathly phosphorescence. He receives a -2 penalty to all Subterfuge or Larceny rolls.

Failure: What you see is what you get. The character must rely on his innate skill alone if he wishes to impress.

Success: The character gains a number of bonus dice equal to his Wyrd to all Subterfuge and Larceny rolls for the next scene.

Exceptional Success: The character adds a number of automatic successes equal to his Wyrd to his next Subterfuge or Larceny roll, as well as adding the usual bonus dice for the remainder of the scene.

Suggested Modifiers

+1 to +2 ~ The changeling is decked in especially unassuming or dark clothing.

-1 to -2 ~ Loud dress or vibrantly colored clothing.

STOLEN WHISPERS (•••)

The character steals all the whispers of sound in a radius around her, ensuring nigh-absolute silence.

Cost: 3 Glamour

Dice Pool: Stealth + Wyrd

Action: Instant

Catch: The character bites her tongue, inflicting at least one point of lethal damage.

Roll Results

Dramatic Failure: The effects of this clause instead amplify sound, levying a -2 penalty to all rolls involving Stealth for the remainder of the scene.

Failure: Nearby noise levels are unaffected.

Success: The character steals the whispers of sound around her. This clause affects a radius equal to the character's Wyrd in yards. For every success on this roll, all penalties (that are related to sound) that would apply to Stealth rolls are reduced by one. In addition, anyone within the radius of effect must roll Stamina + Expression and gain successes in excess of those rolled on this clause's activation or be unable to make themselves heard. The effects of this clause persist for one scene.

Exceptional Success: The duration of the clause is extended to the next rising or setting of the sun. During this time, the character may summon and dismiss the effect at will.

BIND THE SIGHT (....)

The character draws the caul of night across the subject's eyes, temporarily blinding her.

Cost: 1 Glamour

Dice Pool: Intelligence + Wyrd vs Resolve + Wyrd

Action: Instant

Catch: The character plunges a room into darkness at the same moment as invoking this clause.

Roll Results

Dramatic Failure: The power recoils and blinds the character for a number of turns equal to her Wyrd.

Failure: Nothing happens.

Success: The subject's vision fades to darkness. The blindness lasts for the remainder of the scene.

Exceptional Success: The character also has the option to end the effect at any point before the duration is up.

Suggested Modifiers

+1 ~ The target requires corrective lenses of any sort.

-1 ~ The character can see the subject, but not her face.

FOR UTTER SHAME... (.....)

The character draws up every dreg of shame the subject possesses, temporarily rendering her catatonic with shame, paralyzed by guilt and completely unable to act.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Manipulation + Wyrð vs Composure + Wyrð.

Action: Instant and Contested, resistance is reflexive.

Catch: The subject has tasted one of the changeling's tears.

Roll Results

Dramatic Failure: The character dredges up her own secret shames in the process and is momentarily overcome, losing her Defense for the next turn.

Failure: The character fails to dredge up the subject's shame.

Success: The subject is overwhelmed by shame. She can do nothing but curl up and feel terrible for a number of turns equal to the successes rolled. She retains her defense, but may take no action of any kind.

Exceptional Success: The subject is so overwhelmed that she also loses her Defense for the duration.

Suggested Modifiers

+2 ~ The subject is already wracked with guilt and shame.

-1 ~ The subject is currently experiencing a strong emotion unrelated to shame.

CONTRACTS OF MUSIC

By: [Nightstorm](#) @ Dark Horizon

Contracts of Music even work on people who are deaf.

SOUNDTRACK (•)

When invoking this clause, the changeling will hear background music that will reflect his current situation.

Cost: 1 Glamour

Dice Pool: Wyrd + Expression

Action: Instant

Catch: The changeling hums the music he is hearing in the background during this clause. If he stops at any time, he must pay the cost.

Results

Dramatic Failure: The changeling does not hear a soundtrack that changes as his situation does, but that is constant, loud and distracting, lasting for the rest of the scene. All rolls are done at -2.

Failure: The contract does not work. Nothing happens.

Success: The changeling hears music (either vocal or instrumental) that reflects what is going on with him at the moment. The music is in the mind of the changeling and is not heard by others and so is not affected by the mask. If he is being chased perhaps the keystone cops chase music will be playing. If his girlfriend is breaking up with him, perhaps Dido is playing. The music does not have to be something that the changeling has heard before. The Wyrd works out what is heard. By listening to his soundtrack the changeling is more able to determine what to do next, giving him a +1 on all rolls except Clarity or Derangement rolls. This lasts for the rest of the scene. If more than one changeling is using Soundtrack in each other's mind at the same time, then the one with the highest Wyrd overrides the other's.

Exceptional Success: The contract lasts until the next sunrise or sunset, whichever is first. Furthermore, for each success the changeling can allow one other person to hear his soundtrack, though that person might not know where it's coming from.

THE AUDIENCE'S EAR (••)

The changeling uses sounds to convey meaning to another.

Cost: 1 Glamour or 3 see below

Dice Pool: Wits + Wyrð - Subject's Wits

Action: Instant

Catch: The music is played by the changeling himself and is a piece he created. This catch does not take away the cost to use it with another contract.

Results

Dramatic Failure: The subject gets the wrong message. If the message was "Meet me at twelve noon," the subject might think he meant twelve midnight.

Failure: Nothing happens. The contract does not work.

Success: The changeling can convey a message through music to the subject. The music itself does not have to have vocals to it. Anything from classical to the Facts of Life theme song can be used. The message can be no longer than a few sentences long and can be anything from "You look lovely" to "The guy next to you has a gun.. The subject does not hear the words, but gets the meaning. Also the subject does not know from where the message is coming from unless the changeling adds that in. Further, the music does not need to reflect what is being said. So one could play Archie's Yummy Yummy while telling the subject to go and kill his family. Of course, the subject does not have to obey. Even so, the changeling can use other contracts on top of this one to secretly enact a contract that uses the command of his voice.

Exceptional Success: If the changeling wants, the Contract works for everyone present in earshot of the music, though it cannot be used with other Contracts on a number of people.

SIREN'S SONG (•••)

Like the mermaids luring the sailor to the choppy rocks, so too can the changeling lure the target to her.

Cost: 2 Glamour

Dice Pool: Manipulation + Wyrð vs. Wits + Wyrð

Action: Contested

Catch: The Changeling sheds at least a single tear while enacting the Siren's Song.

Results

Dramatic Failure: The Contract fails and the person is immune to the changeling's Siren's Song for The next 24 hours.

Failure: The Contract does not work. Nothing happens.

Success: The subject feels a compulsion to travel to the changeling as a haunting melody fills his mind. The subject will travel using the best means to get there and will not stop until there or the contract ends. While any distance is possible for the contract to work, factors that impede the subject's movement must be taken into consideration. Tying the person up or throwing him in jail will stop him but not the desire to go toward the music. While the person wants more than anything to arrive at the source of the music, the subject still has free will and is not compelled to do whatever he must to get there. Siren's song lasts one hour per success.

Exceptional Success: Siren's Song lasts for a 24 hour period. When the song stops, the subject will not remember how he got to the final destination.

CAN'T STOP THE MUSIC (••••)

The changeling embeds a song into the subject's mind that plays over and over, driving the subject to ultimate frustration.

Cost: 3 Glamour (+1 one willpower dot for an exceptional success)

Dice Pool: Manipulation + Wyrd - Composure

Action: Instant

Catch: The subject already has a derangement or has stolen something that belongs to the changeling.

Results

Dramatic Failure: The Contract does not work and it is instead the changeling that has the song stuck in his head for the next day. All rolls are at -1.

Failure: The Contract does not work. Nothing happens.

Success: For each success the changeling rolls, the subject will hear music (either music heard in the background, sang/played by the changeling or even a song the subject was humming at the moment the contract takes place) for one round.

During that time, the subject takes a penalty on all rolls equal to ½ of the changeling's Wyrd (min 1/ max 5).

Exceptional Success: Unless the Willpower is spent, nothing else happens. If a Willpower point is spent, then the Contract lasts for 24 hours for every three successes. During this time, the subject cannot sleep due to the constant noise in his head. Only when exhaustion takes over (see the World of Darkness rulebook) can the subject sleep.

THE MUSIC TAKES CONTROL (.....)

The Changeling uses music to change the subject's feelings.

Cost: 3 Glamour (or 4 for Supernaturals) (+One willpower point on an exceptional success.)

Roll Pool: Wits + Wyrd vs. Composure + Wyrd

Action: Instant

Catch: The Changeling and the subject had a conversation about music sometime within the last hour.

Results

Dramatic Failure: The Contract fails and the subject becomes angry toward the changeling (though not knowing why).

Failure: The Contract fails.

Success: By having music play (either music he himself is playing or some other source) The changeling can change the mood (good or bad) of the subject. The music does not need to reflect the mood desired. While the Contract changes the mood of the person, it does not indicate what that person will do. So Nightsky plays some Chopin during dinner and targets Helen, one of her guests at the table. Helen's original mood was calm but now after Nightsky finishes with her, she becomes enraged, making certain everyone at the table knows how pissed off she is. After dinner, Helen has no idea what came over her, saying it must have been the way Bob - the guy sitting next to her - was picking his teeth.

Exceptional Success: The subject must act out to the degree that she is capable of doing. So in Helen's case, she might throw a glass of wine at Bob, start shouting obscenities, or even throw a table, but she will not kill anyone because she has never done that sort of thing before. Now if Helen was an ex-con who's already killed three people, then that would be well within her ability, but who she

targets is not under the control of the changeling and in fact might be the changeling himself.

CONTRACTS OF GAY PRIDE

by: FaerieBadBoy

The Striking Looks Merit provides the listed +1 or +2 bonus to all Contracts of Gay Pride. This Contract is Affinity for Gays and Lesbians (x4), Half-Affinity for Bisexuals and Pansexuals (x5), and Non-Affinity for Heterosexuals (x6).

GAYDAR (•)

This clause enables the character to detect the general sexual orientation of a target.

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Reflexive

Catch: The changeling bears some symbolic representation of her sexuality, such as a rainbow wristband or a pink triangle patch on her jacket.

Roll Results

Dramatic Failure: The changeling receives a mixed “signal,” and becomes absolutely sure that a target’s sexuality is other than it actually is.

Failure: The character cannot discern the subject’s sexuality and may end up muttering something about “metrosexuals.”

Success: The changeling is able to broadly discern the subject’s sexual orientation: gay, bi or straight.

Exceptional Success: The changeling is able to pinpoint the difference between bisexual and pansexual, between straight and straight-acting and all other shades of the rainbow of sexuality.

Suggested Modifiers

+2 ~ Clarity 8 or Higher.

+1 ~ Changeling enacting the clause is not straight.

-1 ~ Changeling enacting the clause is straight.

-1 ~ For every two points of Clarity below 7. Cumulative.

LIKE MOTHS TO A FLAMER (••)

This clause draws out the iridescent flame that burns at the heart of the changeling's personality. That vibrancy of living enhances the changeling's revelry and draws the eye of others to him.

Cost: 2 Glamour

Dice Pool: Presence + Wyrð

Action: Instant

Catch: The character is partying at a queer or queer-friendly function.

Roll Results

Dramatic Failure: The darker parts of the character's nature shine through. He receives a -2 penalty to all Expression or Persuasion rolls. He thinks he is being witty or clever, but in actuality comes off as bitter or bitchy.

Failure: What you see is what you get. The character must rely on his innate skill alone if he wishes to impress.

Success: The character gains a number of bonus dice equal to his Wyrð to all Expression and Persuasion rolls for the next scene.

Exceptional Success: The character's inner fires blossom into a joyous inferno. The character adds a number of automatic successes equal to his Wyrð to his next Expression or Persuasion roll, as well as adding the usual bonus dice for the remainder of the scene.

Suggested Modifiers

+1 ~ The changeling's Vice is Pride.

+1 to +2 ~ The changeling is decked in especially nice or sultry clothes.

-1 to -2 ~ Unassuming dress or ultra-conservative clothing.

SIX BEER QUEER (•••)

Some people refuse to acknowledge their true personality or sexuality, even to themselves. This clause helps ease them "out of the closet" for a while. This clause has no effect on an individual who is completely true to herself.

Cost: 2 glamour, add 1 willpower for a supernatural subject.

Dice Pool: Persuasion + Wyrð vs. subject's Resolve + Wyrð.

Action: Extended and Contested (successes required equal to the subject's Willpower; each roll represents one minute of conversation with the subject); resistance is reflexive.

Catch: The changeling purchases six alcoholic drinks for the subject, who must take at least one sip from each.

Roll Results

Dramatic Failure: The changeling infuriates the subject. The subject realizes what the changeling is attempting to do and reacts normally.

Failure: The character garners no successes and likely no friends either.

Success: The character gains successes. If his total number of successes equals or exceeds the subject's Willpower, the subject relaxes and will act in accordance with his true self for the remainder of the scene. This is not limited merely to sexuality, but also includes other things that the subject may be in the closet about (such as an intense love of Star Trek or an affinity for baking).

Exceptional Success: The character makes great headway or garners an exceptional success past the threshold. The subject will feel no remorse for actions taken while under the influence of this clause. Further, successive uses of this clause on the same subject are at a +1 bonus for the rest of the month.

Suggested Modifiers

+1 ~ The subject is already tipsy, buzzed or high.

-1 ~ The subject has deep seated convictions that are inimical to her true self.

CINDERELLA, CINDER-FELLA (....)

The changeling creates a wondrous ensemble out of nothing but emotion, dreamstuff and random scraps of clothing.

Dice Pool: Wits + Wyrd

Action: Extended (2+ successes, based on the complexity of the transformation; each roll represents 10 minutes of effort).

Catch: The subject is attempting to attend a ball to which you have been invited but somehow have been constrained from attending (and girlfriend, don't you dare try and put one over on your fairy godmother. Byotch knows and will mess you up if you try).

Roll Results

Dramatic Failure: The subject of this clause looks as bad as it is possible to look. Clothes fray to tatters and seem to collect dust and grease with a will. Mascara runs and rouge runs rogue. This negates any bonus from Striking Looks and levies a further -2 penalty to all Social rolls for the rest of the scene. Imagine the Barfly Merit as Poisoned by a Broken Pledge. You cannot get in anywhere.

Failure: The character remains Plain Jane or Joe Schmoe.

Success: The character makes progress towards the desired transformation. The body is cleansed, hair is styled, light and tasteful (or fantastical) makeup is

applied. The ensemble, of whatever style, begins to take shape. The number of required successes is equal to 5 + rough complexity (see Suggested Modifiers, below). The transformation lasts until the stroke of midnight. At that time, the character reverts to normal.

Exceptional Success: The character makes significant progress towards the transformation or has done her work so well that one item of clothing from the ensemble will persist after the transformation's end, to lead the subject's lover to her.

Suggested Modifiers

- +1 ~ The changeling is transforming rags to riches.
- +1 ~ The changeling's Vice is Pride.
- 1 ~ The changeling is transforming already lovely clothes.
- 1 ~ Per point of "equipment bonus" the clothes grant on all Social rolls (max 5).

WE'RE HERE, WE'RE QUEER, GET USED TO IT! (•••••)

The changeling's self-realization reaches its apex, to the point where it surrounds him in a nimbus of glory, enhancing his actions and fortifying him against harm.

Cost: 3 glamour + 1 Willpower

Dice Pool: Presence + Wyrd

Action: Instant

Catch: The character is part of or staging a peaceful protest for a cause he believes in.

Roll Results

Dramatic Failure: Instead of self-realization, the character dredges up self-doubt. He is at a -2 penalty to all actions for the next scene due to lack of faith in himself.

Failure: The character must stand or fall on his own merit. His inner strength remains inner.

Success: The character practically glimmers with Resolve, Self-Confidence and Pride in Who He Is. This has a number of related effects. This aura cows enemies and bolsters allies. So long as the changeling does not brandish a weapon or attempt to harm anyone, ordinary humans cannot attack him. Supernatural beings may attack the changeling by making a successful Resolve + Composure roll before each attack. Further, the character is immune to all mundane attempts to frighten, intimidate or scare him. This protection extends to the character's allies. Supernatural attempts to frighten the character suffer a penalty equal to

the successes rolled, but this protection does not extend to the character's allies. Finally, the character gains the use of the Inspiring Merit for the scene, even if he otherwise does not meet the prerequisites. If he already has the Inspiring Merit, he gains one additional use so long as this clause is active. This contract lasts for one scene, unless the character initiates or threatens to initiate an attack.

Exceptional Success: This effect lasts until the sun next rises or sets (whichever comes first).

Suggested Modifiers

+1 ~ The character possesses the Inspiring Merit.