



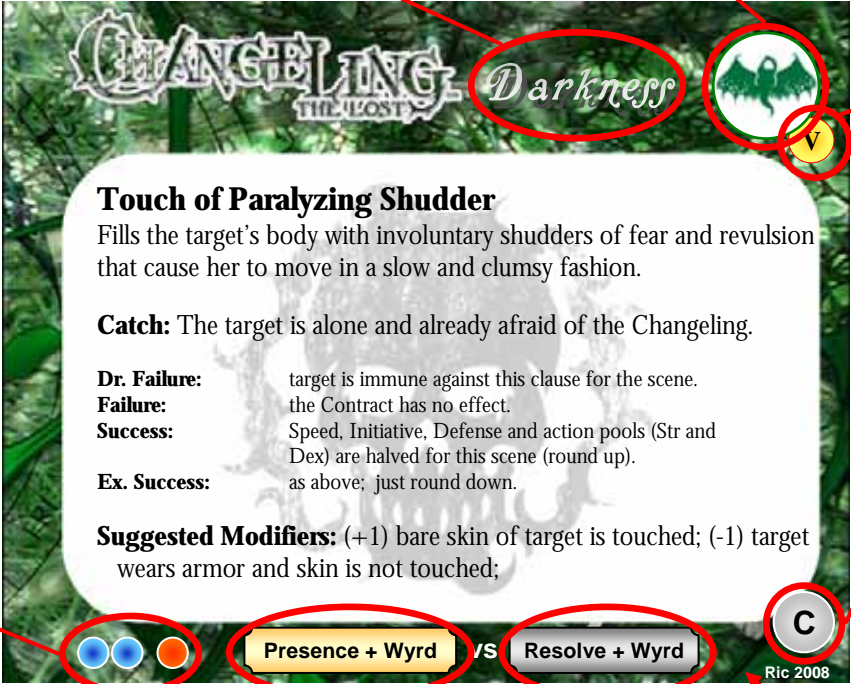
# CONTRACT CARDS

Version 1.2

Type of Contract.

Symbol representing the type of the Contract for affinities.

Dots necessary in the type of Contract to use this „clause“.



Cost of the Contract in Glamour or Willpower.  
● = Glamour  
● = Willpower

Kind of action relevant for the Contract.  
I = Instant  
R = Reflexive  
E = Extended  
C = Contested

Dicepool of the Contract if one is applicable.

Defense attribute or dicepool if action is contested.

8 successes  
1 roll / turn  
Conditions of Extended actions.



### Brief Glamour of Repair

Repair broken devices without tools or spare parts.

**Catch:** The Contract must fix an item owned and used by another.

- Dr. Failure:** device is damaged further; -3 dice penalty on all repair rolls.  
**Failure:** Contract fails to function.  
**Success:** Successes needed for repair are halved even without the proper tools. Last 1 day.  
**Ex. Success:** as above. The repaired item is permanently fixed.

**Suggested Modifiers:** (-1) no necessary tools or parts present; (+1) all necessary tools are present; (+1) Changeling does not know the owner personally

Wyrd + Craft

I/E

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### Creeping Dread

Causes those affected to become less resistant to fear or intimidation.

**Catch:** Using this clause to frighten intruders into her dwelling.

- Dr. Failure:** +1 die bonus for roll against fear and immune against this clause for the next scene.  
**Failure:** contract fails; no effect on targets.  
**Success:** penalty (=Wyrd) on all fear rolls for one scene.\*  
**Ex. Success:** as above; penalty is (=Wyrd+2)  
 \*Area of Effect increases to Willpower x3 yards for 2 Glamour and 1 WP

**Suggested Modifiers:** (+1) surroundings are dark and spooky; (+2) target is already afraid; (-1) targets are vigilant and expecting trouble; (-1) surroundings brightly lit and not conducive to fear

Manipulation + Wyrd Resolve

I

Ric 2008



### Cloak of Elements

Divine the nature of the Hedge in a certain area.

**Catch:** The Changeling bears some symbolic representation of the element in question.

**Effect:** The clause protects the Changeling from the natural manifestation of a single element. In addition the Cloak of Elements protects against direct damage from the element in question (subtracting Wyrd from damage). Objects must not be created for purpose of harming someone.

The Contract lasts for one scene.

no roll

I

Ric 2008



### Tongue of Birds and Words of Wolves

Communicate with the general type of animal represented in the Contract.

**Catch:** The Changeling gives the animal a new name.

- Dr. Failure:** the animal is angered or scared, the Contract cannot be used for one scene.  
**Failure:** no communication occurs.  
**Success:** speaks to that kind of animals for one scene  
**Ex. Success:** as above. The animal is helpful and loyal.

**Suggested Modifiers:** (+1) the animal's sounds and body language are imitated; (-1) the animal is hurt or frightened;

Wyrd + Animal Ken

I

Ric 2008



**Touch of the Workman's Wrath**

Disable or seriously damage an device or vehicle with a single touch.

**Catch:** Owner of the device tried to cheat or steal from the Changeling.

- Dr. Failure:** anyone present is aware of the failed sabotage.
- Failure:** the Contract fails, the device is unharmed.
- Success:** item is damaged and needs minor repair. (roll/min.)
- Ex. Success:** as above but item needs major repair. (roll/10 min.)

**Suggested Modifiers:** (-1) device is especially well built; (+1) item is flimsy or ill maintained; (+2) Changeling can touch the item for more than a minute



Wyrd + Larceny



**Night's Subtle Distractions**

Enhancing physical conditions/distractions that limit perception.

**Catch:** Invoked outdoors at night.

- Dr. Failure:** Effects Changeling instead of target.
- Failure:** no one's perceptions are affected.
- Success:** everyone within 50yards doubles penalties from environment. Touched persons are excluded.
- Ex. Success:** as above; no physical contact necessary to protect others from this clause.

**Suggested Modifiers:** (+1) total environmental modifier are no more than -1; (-1) total environmental modifier are -3 or higher



Wyrd + Stealth



**Armor of the Element's Fury**

Covers the Changeling in a frenzied and damaging manifestation of his chosen element for one scene.

**Catch:** The Changeling touches the element when invoking the Contract.

- Dr. Failure:** briefly harms the Changeling ( ½ Wyrd reduced by armor).
- Failure:** fails to call up the element.
- Success:** ½ Wyrd (round up) damage by touch; 1 Armor, Dex + Brawling + ½ Wyrd to attack. Last one scene.
- Ex. Success:** effects last till next sunrise and can be summoned and dismissed at will.

**Suggested Modifiers:** (+1) a large amount of the element is present; (-1) none of the element is present;



Dexterity + Wyrd



**Beast's Keen Senses**

Gain the senses of a specific type of animal.

**Catch:** The Changeling sees or touches the animal.

- Dr. Failure:** the senses become muddled; -1 to all perception die rolls.
- Failure:** the Contract fails and all senses remain unaffected.
- Success:** all perception rolls gain a bonus of +2/+4 for one scene. At +2 bonus, special sensory abilities are also gained.
- Ex. Success:** additional +1 bonus die on perception rolls.

**Suggested Modifiers:** (+1) animal of correct type is touched; (+1) mask or large image of animal is worn; (-1) unfavorable environment for the animal



Wits + Wyrd





### Blessing of Perfection

Bless an object, making it easier to be used and more effective. Medicine, Computer and Craft tasks can be blessed as well.

**Catch:** The Changeling is blessing or repairing an item used or owned by someone he does not know well, in return for some favor.

- Dr. Failure:** object is cursed: -1 die penalty for one full day.
  - Failure:** contract fails; device is unaffected.
  - Success:** +Wyrd die bonus on all rolls for one scene.\*
  - Ex. Success:** as above, duration lasts till next dusk/dawn.\*
- \*Expenditure of a Willpower point and a Blessing Leave prolong the effect

**Suggested Modifiers:** (+2) taking at least one min./roll;



Wits + Wyrd

8 successes  
1 roll / turn



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### Balm of Unwakeable Slumber

Causes sleeping targets in sight to be nearly impossible to wake.

**Catch:** The target is asleep at home in his own bed and the Contract is performed between sunset and sunrise.

- Dr. Failure:** target wakes up.
- Failure:** target sleeps unaffected.
- Success:** target sleeps until hurt.
- Ex. Success:** target remain groggy when they wake up for full scene. (-2 Defense, Initiative and all actions)

**Suggested Modifiers:** (+2) target is deeply asleep; (-1) target is napping



Manipulation + Wyrd

VS.

Resolve + Wyrd



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### Control Elements

Taking control of the element attuned to the Contract, causing the element to move and act in a directed fashion.

**Catch:** The area is completely dominated by the element attuned to the contract.

- Dr. Failure:** elements act in dangerous manner for next scene.
- Failure:** failure to control the element.
- Success:** control element within Willpower x2 yards. More information
- Ex. Success:** under Core rules (p.140) no additional bonus.

**Suggested Modifiers:** (+1) large amount of element present;



Manipulation + Wyrd



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### Pipes of the Beastcaller

Call and Command the type of animal specified in the Contract.

**Catch:** The Changeling asks the animal to guard or watch the Changeling's dwelling.

- Dr. Failure:** misunderstands or attacks the Changeling.
- Failure:** fail to command or call the animal.
- Success:** the animal obeys the orders for one day.
- Ex. Success:** as above; Empathic bond during this time (telepathic communication for one Glamour)

**Suggested Modifiers:** (-1) animal is frightened or injured; (+1) appropriate food is offered



Wyrd + Animal Ken



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# CHANGELING THE LOST

## Artifice



### Unmaker's Destructive Gaze

Causing an vehicle or item to cease working by gaze alone.

**Catch:** The Changeling has the opportunity to touch an examine the object for at least a minute.

- Dr. Failure:** the object is improved and grants +1 bonus die.  
**Failure:** Contract fails and object is unharmed.  
**Success:** object can't be used till properly started by action (Int + Crafts vs. successes on the Contract roll).  
**Ex. Success:** object needs minor repair (E-10/1 roll/minute). Rolls suffer penalty equal to succ. of Contract roll.

**Suggested Modifiers:** (-2) object can't be seen clearly; (+2) object is touched while Contract is performed.



Presence + Wyrd



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# CHANGELING THE LOST

## Darkness



### Boon of the Scuttling Spider

Allows the Lost to run along any solid surface.

**Catch:** The Changeling is climbing a wall made of stone or wood outdoors, at night.

- Dr. Failure:** Dex + Athletics test to avoid falling down. Clause cannot be used for the rest of the scene.  
**Failure:** the Contract fails to work.  
**Success:** can walk along walls and ceiling for the scene.  
**Ex. Success:** as above; +1 Defense when using this clause.

**Suggested Modifiers:** (+1) rough surface; (-1) smooth and polished surface; (+1) Changeling is barefoot



Wyrd + Athletics



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# CHANGELING THE LOST

## Elements



### Calling the Elements

Calls the associated element from a distant location.

**Catch:** The Changeling is calling the element solely to awe or impress viewers.

- Dr. Failure:** the element moves in n erratic direction.  
**Failure:** failure to call the element.  
**Success:** calls an amount of the element within Wyrd x 10 yards and controls it for a full scene.  
**Ex. Success:** no additional advantage.

**Suggested Modifiers:** (+1) big gestures and words are used in the calling; (-1) neither words or gestures are used in the calling



Wits + Wyrd

5 successes  
1 roll / turn



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# CHANGELING THE LOST

## Fang & Talon



### Tread of the Swift Hooves

Gains the contracted animal's mode of locomotion.

**Catch:** The Changeling is touching an animal of the correct type.

- Dr. Failure:** Contract fails.; -1 die penalty to Speed.  
**Failure:** Contract fails and the Changeling is unaffected.  
**Success:** improved Speed (x2) or other movement relevant enhancements for one scene.  
**Ex. Success:** as above; lasts till next sunset or sunrise.

**Suggested Modifiers:** (-1) invoked in places where animal is naturally never found; (+1) Changeling wears mask of animal or large garment made of it's skin.



Dexterity + Wyrd



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### Tatterdemalion's Workshop

Creates complex and useful devices out of unlikely parts.

**Catch:** The object is created by the Changeling in her own workshop with her own tools.

**Dr. Failure:** Contract fails to work and some parts are broken.

**Failure:** contract fails; various parts are unaffected.

**Success:** creates the object which lasts for one scene.\*

**Ex. Success:** as above, but object works till next sunrise.\*

\*Expenditure of a Willpower point and a Hedge Token prolong the effect.

**Suggested Modifiers:** (-3) material is poor of quality and sparse; (-1) poor quality or sparse; (+1) abundant or good quality material; (+3) abundant and good quality material; (+2) wide selection of tools; (-1) few tools available



Wyrd + Crafts

varies

E

Ric 2008



### Touch of Paralyzing Shudder

Fills the target's body with involuntary shudders of fear and revulsion that cause her to move in a slow and clumsy fashion.

**Catch:** The target is alone and already afraid of the Changeling.

**Dr. Failure:** target is immune against this clause for the scene.

**Failure:** the Contract has no effect.

**Success:** Speed, Initiative, Defense and action pools (Str and Dex) are halved for this scene (round up). Target has to be touched.

**Ex. Success:** as above; just round down.

**Suggested Modifiers:** (+1) bare skin of target is touched; (-1) target wears armor and skin is not touched;



Presence + Wyrd

VS. Resolve + Wyrd

R/C

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### Become the Primal Foundation

The Changeling literally becomes a living manifestation of the associated element.

**Catch:** Sitting and contemplating at a large amount of the element.

**Dr. Failure:** transforms only partially and takes ½ Wyrd (round up) damage.

**Failure:** no change of form achieved.

**Success:** successfully changes form for a full scene.

Attribute changes depend on the element.

**Ex. Success:** change ends at next sunrise or sunset.

**Suggested Modifiers:** (+1) large amount of element present; (-1) little of element present



Manipulation + Wyrd

I

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### Cloak of the Bear's Massive Form

Physically transforms the Changeling into an animal.

**Catch:** The Changeling is within the natural habitat of the animal of the Contract an within touching distance of one of these animals.

**Dr. Failure:** transformation is only half done; -2 Str and Dex, Speed and Defense. Changing back takes two turns.

**Failure:** the Contract fails.

**Success:** transformation is complete; physical attributes change toward the animal's. Last one scene

**Ex. Success:** as above; transformation last till next sunrise or set.

**Suggested Modifiers:** (+1) animals natural habitat; (-1) inside a well lit building





Manipulation + Wyrd

I

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**CHANGELING**  
THE LOST

*Stone*

**Might of the Terrible Brute**  
The Changeling's muscles bulge and ripple with the added might.



**Catch:** The Changeling fights several opponents barehanded.

**Dr. Failure:** strains muscles and suffer -2 penalty on next strength action.  
**Failure:** strength is unaffected.  
**Success:** adds a number of dots to strength equal to successes for next action..

**Ex. Success:** same as above. Action falls under 8 again rule.

**Suggested Modifiers:** (-2) Changeling acts calm and sedated; (+1) Changeling grunts, yells and boasts of it's great strength

**Strength + Wyrd**

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**CHANGELING**  
THE LOST

*Vainglory*




**Mask of Superiority**  
Convincing someone that you are professionally or socially superior to him/her.

**Catch:** The Changeling pretends to be a socialite or similar celebrity.

**Dr. Failure:** subject takes offense to the obvious lies  
**Failure:** the illusion fails  
**Success:** every succ. add 1die to all social rolls to intimidate, impress or command a target for a scene.

**Ex. Success:** as above. Target add 1 die to convince others.

**Suggested Modifiers:** (-1) dressed inappropriately for the position claimed; (+1) dressed appropriately for the position claimed.

**Wyrd + Intimidation** **Resolve**




Ric 2008

**CHANGELING**  
THE LOST

*Goblin*



**Trading Luck for Fate**  
Know the result of some random event. In return experiencing some sort of bad luck within the next hours.

**Catch:** using this Contract to win at gambling.

**Dr. Failure:** pay the price but gain no benefit  
**Failure:** neither good nor bad luck are experienced.  
**Success:** win between 10-25\$ or making right guesses. One incidence of bad luck is experienced within one day.

**Ex. Success:** win 50\$ or being right on the next two guesses.

**Suggested Modifiers:** (+1) taking a few minutes to estimate the situation; (-1) instant guessing


**Wits + Wyrd**




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**CHANGELING**  
THE LOST

*Goblin*



**Shooter's Bargain**  
Bless a ranged weapon so that the next two of three shots will be extremely accurate. The third shot will be a chance roll.



**Catch:** The Changeling has agreed upon a duel or fight beforehand by both sides.

**Dr. Failure:** pay the price but gain no benefit  
**Failure:** the blessing fails, the weapon is unaffected.  
**Success:** each success reduces target penalties by one. One of three shots is a chance roll.

**Ex. Success:** as above.

**Suggested Modifiers:** (+1) using an owned preferred weapon; (-1) never used before this weapon.

**Dexterity + Wyrd**

Ric 2008

# CHANGELING THE LOST Stone



II

## Ogre's Rending Grasp

Focus inhuman prowess against an inanimate object.

**Catch:** The Changeling is attempting to remove a barrier, such as a wall or a door.

**Dr. Failure:** strains muscles. -2 dice on all Strength based pools for the next scene.

**Failure:** the objects durability is not affected.

**Success:** -1 durability on target object per success (1 scene).

**Ex. Success:** as above.

**Suggested Modifiers:** (+1) attack without taking time to think; (-1) carefully studied the object



Strength + Wyrd

I

Ric 2008

# CHANGELING THE LOST Vainglory



II

## Song of Distant Arcadia

Allows Changeling to become consummate performer.

**Catch:** The Changeling gives a performance in front of a wealthy and powerful audience.

**Dr. Failure:** -2 to all persuasion/ expression rolls for one scene

**Failure:** no bonus is gained.

**Success:** add Wyrd bonus dice for one scene.

**Ex. Success:** add Wyrd in auto. succ. For the next performance /expression roll and add Wyrd for the scene.

**Suggested Modifiers:** (+1/+2) especially well made equipment; (-1/-2) unassuming equipment



Presence + Expression

I

Ric 2008

# CHANGELING THE LOST Goblin

II

## Diviner's Madness

Gain an accurate image of the past or the future of a person or an object. Afterwards become mad for one day.

**Catch:** Divining the past or the future of someone the Changeling is in love with.

**Dr. Failure:** gain one severe madness for one day.

**Failure:** experiences no vision or madness.

**Success:** past: see one turn per success; future: ask one question per success. Gain one severe derangement (p. 165) for one day.

**Ex. Success:** no additional effect.

**Suggested Modifiers:** (+1) subject of divination is present; (-1) knows person moderately well; (-2) encountered person several times; (-4) encountered person only once



Wits + Wyrd

I

Ric 2008

# CHANGELING THE LOST Goblin

II

## Fair Entrance

Allows to open any door as easy as the owner, instantly disarming any alarm systems and locks. The next time someone hostile is opening a lock of the Changeling, he will find it open.

**Catch:** Used the door to the entrance of the dwelling of a personal enemy.

**Dr. Failure:** pay the price but gain no benefit

**Failure:** Contract fails to work.

**Success:** Contract opens the desired lock.

**Ex. Success:** door shows no sign of being opened.

**Suggested Modifiers:** (-1 to -3) especially complex lock; (+1) carry a piece of cloth or a photo of someone who regularly unlocks the door



Wyrd + Larceny


I

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**CHANGELING**  
THE LOST

*Stone*



III

**Display Grandiose Might**  
Boost Strength for tasks not involved in combat.

**Catch:** The Changeling uses this Contract to showing off his physical and athletic prowess to others.

**Dr. Failure:** strains muscles; ½ Strength (round down) for one scene.  
**Failure:** Strength is unaffected.  
**Success:** Strength is raised by Wyrd score and lasts for one scene or till Strength is used for an attack.  
**Ex. Success:** as above and all rolls are under 9 again rule.

**Suggested Modifiers:** (+1) dressed to show-off his muscles; (-1) dressed to hide away physics


Athletics + Wyrd

I

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**CHANGELING**  
THE LOST

*Vainglory*



III

**Splendor of the Envoy's Protection**  
Temporarily abandon the Changelings Mask, dazzling mortals with his amazing glorious appearance.

**Catch:** Clause is invoked at a formal party containing at least a dozen people.

**Dr. Failure:** appear clumsy and suffer -2 dice penalty on all **Pre** or **Man** rolls for one scene.  
**Failure:** the appearance is unchanged.  
**Success:** gain 4-dot Striking Looks merit for one scene. Onlooker can't attack the Changeling. Supernaturals roll **Res + Com** to attack.  
**Ex. Success:** as above; effect lasts till next sun -rise or set.

**Suggested Modifiers:** (+1/+2) wearing expensive clothing; (-1/-2) Wearing shabby clothing; (-2) wearing a visibly weapon

Presence + Wyrd

I

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**CHANGELING**  
THE LOST

*Goblin*



II

**Fools Gold**  
Cover one item with the Mask. Contract leaves the dupes aware who tricked them.

**Catch:** Changeling uses this Contract on someone who was dishonest or has broken his word to him.

**Dr. Failure:** failed to cover the item; unable to use the Contract for 24h.  
**Failure:** fail to cover the item behind the Mask.  
**Success:** make an ordinary object to appear like another object of same size and shape. Last one scene.  
**Ex. Success:** as above; last till next sunrise; Witness has to succeed in a Wit + Com roll to recognize Changelings involvement.

**Suggested Modifiers:** (-3) change no value into great value; (-2) no worth into moderate worth; (-1) several objects at once; (-1) moderate worth into great value


Manipulation + Wyrd

I

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**CHANGELING**  
THE LOST

*Goblin*



III

**Burden of Life**  
Heal someone from injury but takes also the burden of the target's life. Every injury within one day is transferred to the Changeling.

**Catch:** The target was injured during the act of saving the Changeling from harm.

**Dr. Failure:** pay the price but gain no benefit.  
**Failure:** neither heals nor takes burden.  
**Success:** every success heals two points of damage. After 4 points healed thus, the burden kicks in.  
**Ex. Success:** target's injuries are completely healed.

**Suggested Modifiers:** (+2) target saved the Changelings life by taking that injury; (+1) Changeling injured target; (-1) only slightly acquainted to target; (-3) never encountered target before

Wyrd + Empathy

I

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### Gluttonous Feast of Health

Heal damage through the consumption of prodigious amount of food and drink. The feast takes at least one hour.

**Catch:** The Changeling is offered the food by a stranger.

- Dr. Failure:** inflict a point of lethal damage through gluttony.  
**Failure:** no benefit from the feast.  
**Success:** each success converts 2 lethal or 1 aggravated damage into 2 bashing damage.  
**Ex. Success:** as above.

**Suggested Modifiers:** (-1) low calories food; (+1) especially rich and hardy food; (+1) eat for more than three hours



Stamina + Wyrd



### Mantle of Terrible Beauty

Appear in fae mien in a fashion that make appearance both frightening and terrible (Range Wyrd x 3yards).

**Catch:** Changeling is fighting a duel or some other combat that has been agreed upon in advance by both sides.

- Dr. Failure:** looks harmless; attacker gains one bonus die on all attacks for one scene. Cannot use this Contract till next sunset.  
**Failure:** clause fails to invoke.  
**Success:** affected must flee or cower in awe. If not possible, all rolls suffer a -2 penalty. +2 Bonus on Intimidation rolls. (1 scene)  
**Ex. Success:** as above.

**Suggested Modifiers:** (+1/+2) flamboyant clothing or equipment; (-1/-2) bland clothing or equipment



Wyrd + Intimidate

VS. Composure + Wyrd



### Delayed Harm

Avoid a single lethal attack but experience the next attack as worse.

**Catch:** The Changeling is attacked while unarmed or while unable to defend himself.

- Dr. Failure:** attack affects normally, but all successes are also added to the next attack striking the Changeling.  
**Failure:** the Contract fails to work; no price needs to be paid.  
**Success:** each success subtract one point of damage. Every damage point reduced by this way is added to the next attack.  
**Ex. Success:** attack fails to strike, but roll is made to determine damage points for next strike.

**Suggested Modifiers:** (+2) attack would incapacitate or kill the Changeling; (+1) already injured; (-1) wearing armor



Dexterity + Wyrd



### Good and Bad Luck

The Changeling can make a single lucky guess, at the price of a bout of bad luck.

**Catch:** The Changeling is using this Contract to best a single well-known rival or enemy.


- Dr. Failure:** pays the price but gains no benefit.  
**Failure:** neither good nor bad luck.  
**Success:** correct 1:10.000 guess. Next significant roll under stress is a dramatic failure.  
**Ex. Success:** correct 100.000 guess. Winning as much as 5.000\$

**Suggested Modifiers:** (+1) taking 2-3 minutes to considering the guess; (-1) taking only a few moments to make the guess



Wits + Wyrd



**CHANGELING THE LOST** *Stone*  **V**

**Red Rage of Terrible Revenge**  
 The Changeling is filled with passion and fury and gains unparalleled Strength and resistance against harm.

**Catch:** Using this Contract to avenge a loved one killed or harmed



**Dr. Failure:** is frightened and tries to avoid combat; if not possible suffers -2 on all action die pools.

**Failure:** fails to invoke the Contract.


**Success:** +1 Initiative, Strength, Stamina, Armor and -1 wound penalty for one scene.

**Ex. Success:** as above.

**Suggested Modifiers:** (+1) heavily armed or wearing armor; (-1) unarmored and using improvised weapons

 **Resolve + Wyrd** 

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**CHANGELING THE LOST** *Vainglory*  **V**

**Words of Memories Never Lived**  
 Gives speech or performance which profoundly affects the minds of listeners within 50 yards.

**Catch:** The changeling is attempting to convince the audience of something that she believes to be factually correct.



**Dr. Failure:** audience turns to hostile. Violence might be involved.

**Failure:** uninspired performance that has no effect on listeners.


**Success:** the audience react to described events as to vivid reality. The effect last till the next sunrise.

**Ex. Success:** any suggestion not foolish or suicidal is heeded.

**Suggested Modifiers:** (+1/+2) fine costume is worn, nice instruments used; (+1) 3+ dots Presence; (+2) audience is eager to see performance; (-1/-2) dressed in unassuming fashion

 **Wyrd + Expression** **VS.** **Composure + Wyrd** 

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**CHANGELING THE LOST** *Goblin*  **IV**

**Call the Hunt**  
 Calls a fae hunting party out of an entrance into the Hedge within clear sight.

**Catch:** The Changeling is actually in the Hedge.



**Dr. Failure:** the hunting party is aware that a Changeling was making the call. They may come anyway to hunt the Changeling.

**Failure:** the Contract failed and the hunting party is not called.


**Success:** a Wild Hunt is called and arrives within 10 minutes.

**Ex. Success:** the hunting party arrives the turn after

**Suggested Modifiers:** (+1) the Changeling yells loudly for the hunt to come; (-1) performing the Contract while hidden

 **Presence + Wyrd** 

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**CHANGELING THE LOST** *Goblin*  **V**

**Lost and Found**  
 Escape from almost any situation, but location is instantly known to another enemy.

**Catch:** the Changeling is escaping a well-known enemy, who has to be after him for more than a year.



**Dr. Failure:** pays the price but gains no benefit.

**Failure:** fails, Changeling does not escape.

**Success:** through to some coincidence the Changeling escapes pursuit or captivity. At the same time another enemy coincidentally finds the actual location of the Changeling.

**Ex. Success:** as above, but no traces of the Changeling can be found.

**Suggested Modifiers:** (+3) escaping pursuit; (+1/+2) poorly guarded; (-1/-2) well guarded; (-4) almost impossible to escape

 **Presence + Wyrd** 

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