

Changeling

The Camarilla's Rules Supplement for the Sanctioned Chronicle

Reprinted material is © White Wolf Game Publishing, Inc. Terms and ideas trademarked by White Wolf are used with permission, and any mention of said intellectual properties should not be considered a challenge to their ownership.

CONTENTS

Chapter One: Character Creation

Chapter Two: Traits

Chapter Three: Powers

Chapter Four: Systems

This supplement details rules for Changeling venue games in the Camarilla's Sanctioned Mind's Eye Theatre chronicle. These rules are intended for use with **The Shining Host**, **The Shining Host Players Guide**, and **Dark Epics** by White Wolf Publishing, and with the Camarilla's *Prime* Supplement.

These rules, when used for Sanctioned play, are to be applied without change, deviation, alteration or addition by any member, save a country's National Storyteller. This is to enforce a homogenous set of rules throughout the organization, insuring that wherever a member goes, they may play with a minimum of problems.

Storytellers are allowed and encouraged to use their judgment in the World of Darkness to develop stories and enrich the flavor of the game. If a Storyteller judges that the flow of the story would be enhanced by minor exceptions to the rules (on an individual basis only), this creative license is allowed. It is strongly suggested that Storytellers stick to the letter and intent of the rules in situations where one or more characters may die. Storytellers found to be abusing this occasional liberty are subject to review and possible disciplinary action. These licenses are not to be for such things as the approval of magic items or the allowing of players to play rare character Types.

Chapter One: Character Creation (Ch.1.0.00)

Changeling characters are created using **The Shining Host** and **The Shining Host Players Guide** in conjunction with this supplement and with Prime.

Concepts (Ch.1.0.01)

For the Camarilla's Sanctioned chronicle, there is a slight change with starting seeming,

making the relation between a character's chimerical self and mortal self less concrete in terms of age. For example, Storyteller approval allows a character to have a mortal self that is fifteen years old, just been released from sleeping, and a Childling of ten years. A Seeming may be changed by more than five years beyond normal in either direction with *Mid Approval*, or by more than ten years beyond normal with *High Approval*.

Membership in the Shadow Court requires *High Approval*, as does membership in the following houses:

Ailil, Balor, Leanhaun, and Scathach.

Some Important Changes Made (Ch.1.0.02)

Attribute Trait maximums have changed in the Supplement. Traits that exceed the new maximums are removed, and their Experience Trait costs are refunded.

As with the other venues, changeling characters now get 5 starting Free Traits in addition to those gained from Negative Traits and Flaws. These may be added to existing characters after character creation, but may not be used to increase Title or Holdings in that case.

New or altered approvals levels were applied to some Backgrounds and powers in the Supplement. Existing characters must be approved by the appropriate level Storyteller(s) if something on the character sheet now requires a higher level of approval than it did previously.

Types (Ch.1.0.03)

Special approval is required to play some Kith or Kinain. *Top Approval* is required for anything not rated here.

Boggan, Eshu, Nocker, Pooka, Redcaps, Satyr, Sluagh, and Troll require only *Low Approval*.

Clurichaun, Ghille Dhu, Piskie, Selkie, and Sidhe require *Mid Approval*.

Autumn People, Dauntain, Inanimae, Nunnehi, and all Thallain require *High Approval*.

Chapter Two: Traits (Ch.2.0.00)

All Changelings have a Trait maximum of ten in Willpower. Childlings have a Trait maximum of ten in each of the Attribute Categories. Wilders are limited to twelve, and Grumps to fourteen. Childlings can purchase up to a maximum of ten Traits of Glamour, Wilders can purchase up to nine Traits of Glamour, and Grumps can purchase up to seven Traits of Glamour. Characters who begin in one Seeming then "age" to the next and lose Glamour traits in the process may "move" the spent-points to Willpower at the cost of one-for-one (or get a refund of Experience Traits if that is not possible).

All changeling characters get five Free Traits at character creation in addition to those

gained from Negative Traits and Flaws. One Free Trait can be spent to take an additional Ability, Attribute, or Background Trait, or to specialize in an Ability. Two Free Traits can be spent to take one level of a Realm. Three Free Traits can be used to purchase a Basic Art, a Glamour Trait, or a Willpower Trait.

BIRTHRIGHTS (Ch.2.1.00)

Some Kith Advantages give permanent Traits of one kind or other. These Traits act as normal Traits but can exceed normal maximums. They are expended as normal in challenges but can not be permanently lost. These Traits are chimerical unless otherwise noted in Sanctioned source material. Non-Sidhe characters don't gain the advantages or disadvantages listed for membership in a House.

ABILITIES (Ch.2.2.00)

Gremayre takes the place of “*Kithain Lore*” and the same level of approval as any other *Lore*. It may only be used when canceling Cantrips, not when employing them. *Gremayre* may not be combined with the *Ability Aptitude Merit*.

The Mists protect *Shadow Court Lore* and *Dreaming Lore*. *High Approval* is required for player characters to have either.

BACKGROUNDS (Ch.2.3.00)

Even if gained or created in play, the *Chimera*, *Companion*, *Political Connections*, *Remembrance*, *Title*, *Treasure*, and *Trod* Backgrounds require *Mid Approval* to take level four, *High Approval* to take level five, and (for *Chimera*, *Title*, and *Treasure*) *Top Approval* to take level six. These Backgrounds require extensive Storyteller assistance in order to be woven into the Sanctioned chronicle.

For Nunnehi, the Nunnehi Backgrounds (*Household*, *Spirit Companion*, and *Totem*) require *Mid Approval* to take level 4, and *High Approval* to take level five.

For Inanimae, the Inanimae Backgrounds (*Regard* and *Famous Anchor*) require *Mid Approval* to take level four, and *High Approval* to take level five.

For Kinain, the Kinain Backgrounds (*Dross*, *Faerie Blood*, *Faerie Mentor*, *Feth Fiada*, and *Kenning*) require *Mid Approval* to take level 4, and *High Approval* to take level five. *Dross* and *Feth Fiada* are available to Kithain characters with a minimum of *Mid Approval*.

Additional Backgrounds can be found on page 53 of **Dark Epics**.

A Word on Background Maximums (Ch.2.3.01)

While most Backgrounds' levels are normally limited to a maximum of 5 (or 6), the total levels of

Chimera, Companion, and Treasure are not limited when referring to multiple creatures or treasures. (Any single creature or item of levels 4 or higher still requires the level of approval stated above.) Players should make suggestions for these Backgrounds regarding statistics and powers, but the Storyteller always holds the final decision on the specifics. Many nations have specific creation rules for these three Backgrounds in their National Addenda.

Holdings (Ch.2.3.02)

The number of Glamour Traits that characters can "use" or "absorb" that the Holding generates each week is equal to the number of Traits invested in this Background. The Glamour is distributed as the Storyteller sees fit, though the "controlling" character's desires should be considered when making this determination. For example, four Knights sleep around the balefire at a level two Holding. Only two Glamour Traits are available for the Storyteller to split among the four characters (each week that they have spent some time resting in the Holding).

Storytellers should keep in mind that a characters who constantly draws from freeholds (three to four weeks out of every month, or more) run the risk of entering Bedlam from spending so much time in the chaotic energies of a freehold. Furthermore, caring for a freehold should be a give-and-take. If there is no upkeep and the freehold is constantly drawn upon for Glamour, it runs the risk of "burning out" and losing levels of power, at Storyteller discretion. A freehold will produce Dross each month equal to its rating, which will "appear" in a treasure- or store-room within the freehold, as long as the Glamour-supply has not been "tapped out".

The Storyteller may approve a "commoner freehold" in which at least three players invest points into a Holding (which may only be as high as level four.) A character may not choose this Background without taking at least the same level of Title unless it is part of a commoner freehold. Where a commoner freehold is less than three points, or where division makes fractions of points cost, then the players may decide between themselves who pays for the Background, but at least three must be sworn to it as the "controlling" characters.

Storytellers are encouraged to use the "Freehold Realm Affinity" system when helping players create freeholds. This will help give flavor to freeholds, and will help the STs determine the style of the holding, as well as the type of Chimera that "come with" the holding. For example, a level two Medieval Fortress holding with the Actor Affinity would have a few serfs, and a few guards in chainmail patrolling the battlements. The same holding at level four would have a full staff of wenches, serfs, cooks and grooms, as well as armored patrols that roam the freehold's lands and defend it if attacked. A level four Freehold that is a skyscraper would also probably have the Actor realm, and might have restaurant cooks, accountants, and other assorted corporate-chimera.

Under *no* circumstance will the Chimera who "come with" a Freehold ever leave the immediate vicinity of the Freehold. They are meant to give flavor and life to this background, and to provide in-game stories for the characters who frequent such places.

Influence (Ch.2.3.03)

Because dealing too heavily in Influences may result in Banality, changeling characters are limited to beginning with five total levels of Influence. The Storyteller should apply one to three temporary Banality Traits to the Influence holder on a monthly basis if she acquires more than five levels, or if she uses her Influence in a particularly banal fashion. However, Storytellers are urged to keep in mind the type and usage of Influence before applying temporary Banality Traits.

Prestige [Shadow Court] (Ch.2.3.04)

This Background requires *High Approval*.

Remembrance (Ch.2.3.05)

Remembrance cannot be used to retest a *Gremayre* counter Cantrip retest.

Political Connections (Ch.2.3.06)

This Background represents a character's station in a court other than the one in which they currently reside. Characters with *Political Connections* are either *Heralds* or *Ambassadors*.

A *Herald* is a character who serves a court (the level of this Background equal to the presiding Noble's Title) as a messenger, when acting in an official capacity, may invoke their liege's status and title instead of their own.

An *Ambassador* also serves a court similar to the *Herald*, but in courtly settings is always considered to have the same Status as their liege, but only within certain "boundaries". For example, if Tony the Troll is the *Ambassador* to the court of Count Crispy of the Kingdom of Pacifica, from the court of Count Boris of the Kingdom of Dalarna, Tony's "*Ambassadorial*" status only functions within that County, and not in a different County even in the same Duchy. It requires the *Approvals* of both the PC's home location as well as the location he is actually in to be an *Ambassador*. Example: Tony the Troll would need the approval of the STs for both Count Crispy & Count Boris.

Status traits utilized by this background are superceded by those with the Title background, thus a Knight in the court of Count Crispy can interrupt the Ambassador from the court of Count Boris without having to "ignore" the Status outright. Further, characters with this Background who abuse it and use it for their own personal gain rather than their liege's wishes may find themselves cast out as frauds at best...Oath-breakers at worst.

Title (Ch.2.3.07)

The Titles of Squire, Knight or Baron require Low Approval. The Title of Count requires *Mid Approval*. The Title of Duke requires *High Approval*. The titles of King (level six) or High King (level seven) each requires *Top Approval*. After character creation, title may raise through role-play, however approval requirements still apply. The Titles of Baron, Count, and Duke for non-Sidhe (Entitled Commoners) require one higher level of approval than what is listed above.

Only Sained characters can use the benefits of Status. Status is largely enforced by the

Nobility, and it can be ignored, but is seen very much as a social "blunder" or "faux pas". The Dreaming oftentimes enforces "higher" Status, such as that of Dukes, Princes, Kings, and High Kings.

A noble with Title can give lesser levels of Title to others if they are sworn (or do swear) fealty to that noble. This ability is not to be taken lightly or used without prior Storyteller permission. The Dreaming itself chooses Kings and High Kings. Kings have the Status trait of "Regal", and High Kings have the Status trait of "Lordly". The title of "Prince" or "Princess" is a variation of "Duke" or "Duchess", but must have *High Approval*, as the characters must be the heirs of current Kings or High Kings.

Any noble with good reason may refuse (or terminate) the service of another below them in the chain of fealty. So refused, the character does not lose Title, but may not use the accompanying Status Traits in Social Challenges until he finds service with another noble of appropriate rank. A knight thus refused will become a Knight Errant.

Only a noble 2 ranks higher than a character may strip or reduce a character's Title (and accompanying Treasures), and only then if the offending character falls within that noble's fealty chain. Only the High King can remove a Title of Duke or King, and it is a very rare occurrence. The Dreaming itself may remove the Duke or King if they are very unsuitable, and even the High King, although this has not happened since before the Shattering.

Characters with titles receive free "Title-Treasures" that represent the duties and powers of the office, as described in pages 210 through 214 of the **Shining Host Players Guide**.

MERITS AND FLAWS (Ch.2.4.00)

Merits that duplicate Birthright Advantages require *High Approval*. *Fae Marks* act as Flaws and count towards the Kinain's seven Trait limit.

Poetic Heart [3 Trait Merit] (Ch.2.4.01)

This Merit requires *High Approval*.

Endless Frustration [3 Trait Flaw] (Ch.2.4.02)

The cost of this Flaw has changed for the Sanctioned chronicle.

Fae Songs [1-5 Trait Merit] (Ch.2.4.03)

These powers will not work on changelings.

Chapter Three: Powers (Ch.3.0.00)

Only Inanimae may learn Slivers.

ARTS (Ch.3.1.00)

The three Arts that changelings start with must be Basic Arts.

Approval Levels (Ch.3.1.01)

Some Arts require special approval to learn. The Storyteller may approve an Art to be learned only to a certain level, due to the unbalancing nature of some of the higher levels. Because certain Arts are much more common to certain characters (Sidhe with *Chronos*, Nockers with *Infusion*, Shadow Court members with *Delusion*, etc.), the approving Storyteller will take this into account when processing the application.

Aphrodesia, *Infusion*, *Kryos*, *Oneiromancy*, and *Skycraft* require High Approval to learn.

Chronos, *Contempt*, *Delusion*, and *Naming* require *Top Approval*.

Metamorphosis requires *Top Approval*. Commoners (non-Sidhe) may learn the Basic and Intermediate levels with only *Mid Approval*.

Sovereign requires only *Low Approval* for Sidhe to learn. Commoners (non-Sidhe) may learn the Art with *High Approval*.

Inanimae Approval Levels (Ch.3.1.02)

Manikins require *Mid Approval* to learn Kith Arts. Other Inanimae require *High Approval* to learn Kith Arts.

ART DESCRIPTIONS (Ch.3.2.00)

Chicanery (Ch.3.2.01)

This entire Art is centered on not directly causing harm. Any time that a *Chicanery* Cantrip is cast that will cause direct harm, the Cantrip fails.

Chronos (Ch.3.2.02)

This Art can cause a lot of confusion in game play and should be used carefully. It is required that a Narrator be present for any casting of this Art.

Chronos, Dream Time (Ch.3.2.03)

This cannot be used to reduce a character below twelve months of age, nor can it be used to age a target to death.

Chronos, Reversal of Fortune (Ch.3.2.04)

This level can cause catastrophic problems within a game, and should be carefully regulated.

Dream Craft (Ch.3.2.05)

Changelings with this Art may physically enter a sleeping mortal or prodigal's dream (a simple Bunk with Realms appropriate to the dreamer is required). Once in, interaction with the dream is possible but direct control is not. This effectively allows the caster to enter the Dreaming. If a changeling dies in a dream, in reality she also dies a Banal Death.

Dream Craft, Dream Riding (second Intermediate, Added) (Ch.3.2.06)

The character may cast this Cantrip (from the Near Dreaming) upon a sleeping mortal or prodigal, physically transport the caster into the target's dream. Once in the sleeper's dreams interaction with the dream is possible but direct control is not. This effectively allows the caster to "ride" the dream into the dreaming. This art may also be used as a Fair Escape if a sleeping mortal is present, by tagging along with the sleeper's dream. This escape may only be used from the physical world and costs a Glamour Trait. This can be somewhat risky as it could deposit the Changeling anywhere in the Dreaming. Use of Dream Riding is dangerous. If a Changeling dies in a dream, in reality she also dies a Banal Death.

Dream Craft, Dream Weaving (Ch.3.2.07)

Chimera and companions created with this Art do not require Background Traits to be purchased. Normal approval restrictions for Backgrounds still apply. Players should keep in mind that these chimera are highly susceptible to Banality (even more so than other chimera).

Infusion, Animantis (Ch.3.2.08)

While the player may make suggestions as to the attributes and other traits, the storyteller is the one who actually makes the decision, and is responsible for writing them officially.

Kryos, Cold Heart (Ch.3.2.09)

Damage from this Art is limited to four levels. The permanent effect can only occur on a willing target.

Legerdemain, Ensnare (Ch.3.2.10)

Regardless of whether or not the difficulty exceeds the target's Physical Traits, the target always receives at least one Static Physical Challenge to break free.

Legerdemain, Phantom Shadows (Ch.3.2.11)

Un-enchanted mortals will only see the *Phantom Shadows* if they are made real by calling upon the Wyrd.

Naming, Runic Circle (Ch.3.2.12)

You may not spend more Mental Traits than twice the Bunk level of the Cantrip. The circle may only be inscribed on the ground, not on people or objects.

Naming, Reweaving (Ch.3.2.13)

Willpower Traits spent for retests to resist this Art are not spent permanently.

Oneiromancy, Oneirodynia (Ch.3.2.14)

The affect cannot be combined with *Dreamwalk* when cast upon a waking target.

Oneiromancy, Embrace of Morpheus (Ch.3.2.15)

Normally no link is needed, but the Realm may require one.

Oneiromancy, Expiation (Ch.3.2.16)

Use of this power on another player's character requires that player's permission.

Primal, Willow-Whisper (Ch.3.2.17)

Information gleaned from objects needs to be presided over by a Storyteller.

Primal, Eldritch Prime (Ch.3.2.18)

No more than one level of damage may be inflicted per use of this power.

Primal, Oakenshield (Ch.3.2.19)

No armor may provide more than four levels of protection, regardless of stacked effects.

Primal, Holly Strike (Ch.3.2.20)

Ignore the system of resisting given in **The Shining Host**. The caster must engage his target in a Physical Challenge, and the target need not spend a Willpower Trait to resist. If successful, the caster may spend two, four, or six Physical Traits to inflict one, two, or three lethal levels of damage.

Primal, Elder Form (Ch.3.2.21)

This Art may not be used in conjunction with *Metamorphosis: Mythic Transformation*. Other than the shape changing aspect, *Elder Form* should not be used to mimic the effects of Arts that requires special approval, including *Chronos*, *Naming*, *Sovereign*, and any Arts from **The Shining Host Players Guide**.

Pyretics (Ch.3.2.22)

If caught on fire, a target may use a physical action to put out the flames with a successful Simple Test. Additional fire damage is taken at the rate of one health level per turn if the flames are not extinguished.

Pyretics, Willow Light [second basic, added] (Ch.3.2.23)

This Cantrip will allow you to illuminate or cast auras of light upon objects or places. The caster creates a dim and ethereal glow to illuminate the object of the Art. This glow will last for approximately one hour for each glamour spent at its creation.

Pyretics, Prometheus' Fist (Ch.3.2.24)

A subject that is engulfed catches on fire. If the victim puts out the flames, the Cantrip ends immediately.

Pyretics, Burn and Boil [second intermediate, added] (Ch.3.2.25)

This Cantrip allows the caster to engulf an object or person in real flame, igniting and burning the target of the Cantrip (and objects in direct contact with the target) just as normal flames would. To use this art, you must spend a Willpower trait to initiate the flames, followed by a Glamour trait for each turn it is controlled. The flames inflict one Health level of damage per turn a subject is engulfed, although the target may attempt to put the flames with a successful simple test as described above, if this works the Cantrip immediately ends. If it is used on an item or person in combat, that item or person does one

extra level of damage per turn and anyone else near you must win or tie a Simple Test to avoid catching fire for each turn or challenge she is exposed to you.

Pyretics, Star Body (Ch3.2.26)

Use of this power against another Kithain may well be considered a breach of the Escheat.

Skycraft, Compass Winds (Ch.3.2.27)

The affect causes one level of bashing damage.

Soothsay, Tattletale (Ch.3.2.28)

This power cannot cross the Gauntlet or the Shroud.

Sovereign, Grandeur (Ch.3.2.29)

This Art's duration is now one scene or hour, whichever is longer. *Grandeur* drops immediately if the user makes an attack or employs an offensive power.

Sovereign, Geasa (Ch.3.2.30)

As this power can be very abusive, Narrator arbitration is required when it is used. The exact wording of the commanded task is important, but the Narrator is the final call on what the target must do to fulfill it.

Wayfare, Flicker Flash (Ch.3.2.31)

This power does not allow crossing of the Gauntlet or Shroud. The caster must know the destinations teleported to (from a prior visit, seen with *Tattletale*, etc).

REALMS (Ch.3.3.00)

Inanimae require *Mid Approval* to learn a Kith Realm. The Inanimae Realm of *Water* equates to *Time*, not *Actor*.

Time Realm (Ch.3.3.01)

A Changeling using the Time Realm on a Cantrip may "hold" a Cantrip and chose to activate it at *any* point up to the standard limits for their level in Time. This decision need not be made at the time of the Cantrip's casting, but any Glamour spent in the casting of the Cantrip is immediately used at the time of the original casting, and can not be regained until the Cantrip is used. Cantrips that are not used by the end of their maximum "holding" period are lost, and all traits spent for it are also lost (although they can be regained later as per normal). A character may choose to let the "held" Cantrip expire unused.

All other realms and decisions for casting the Cantrip must be made the first time the Cantrip is cast, and cannot be changed when the held Cantrip is actually used. Thus, a "Flicker Flash" Cantrip can be held, but the caster must specify at the time of casting what Realm it will effect, and where the location will be, and these parameters cannot be changed when the "held" Flicker Flash is used.

All challenges involved in the Cantrip are resolved when the held Cantrip is actually used.

Only one Cantrip may be held at a time. Using a "Held" Cantrip takes an action, but does not require any Bunk or physical action, and is merely a mental command.

Any use of the Time Realm costs an additional Glamour, in addition to any other used to normally cast the Cantrip.

Realms Re-test (Ch.3.3.02)

Some nations participating in the Camarilla's Sanctioned chronicle use a new rule for retesting Cantrips. Consult your national addendum to see if your country uses the following optional rule.

A changeling can spend a Realm level in order to retest the challenge for a Cantrip she is casting. The Realm must be the same one that was used to describe the target in the Cantrip's casting. Realm retests count as Ability retests for the purpose of the retest interaction rules. Realm levels spent in this way are recovered at the end of the session. Their temporary expenditure does not affect the changeling's ability to make full, normal use of her permanent Realm levels.

Chapter Four: Systems (Ch.4.0.00)

Dark Epics has several pages of rules pertinent to the Changeling venue (pages 79, 80, 81, and 96).

Banality (Ch.4.0.01)

This chart describes some of the ways a Changeling can gain Banality. Since Banality is a nebulous concept and what some see as banal can be a source of glamour for others, storytellers are strongly encouraged to keep an open mind about what is and is not a source of Banality based on the circumstances of the action, and on the character-concepts of those characters who might be applicable.

Remember, "Modern" or "Evil" does not automatically mean "Banal". For example, Fae have been killing each other Chimerically (and killing humans) for thousands of years, so this should perhaps not generate Banality unless the situation seems to be Banal to the presiding storyteller. The rule of thumb for assigning Banality - If the actions of a character kill even a small part of a dream, or the Dreaming itself, then the actions generate Banality. Remember that when a character has accumulated ten or more Temporary Banality Traits, the character gains one Permanent Banality Trait, and all Temporary Banality Traits are removed. Additionally, all Sidhe (except the Scathach) receive *twice* as many Banality Traits for the actions listed below.

Action:	Banality
<i>Active Banality</i>	
Defending against a Cantrip with Banality:	1 Temporary Banality Trait
Failed to overcome a target who defended with Banality:	1 Temporary Banality Trait
Actively denying the Dreaming (per instance):	1 Temporary Banality Trait

Using a Dauntain power: 2 Temporary Banality Traits

Destruction of the Dreaming

Destroying a treasure or chimera: 1 Temporary Banality Trait
Killing a Kithain chimerically: 1 Temporary Banality Trait
Killing a Kithain mortally: 2 Temporary Banality Traits
Destroying a freehold (per level destroyed): 3 Temporary Banality Traits
Dying Chimerically: 5 Temporary Banality Traits

Cold Iron

Being struck by Cold Iron (per hit): 1 Temporary Banality Trait
Contact with or Possession of Cold Iron(per scene): 1 Temporary Banality Trait
Killing a Kithain with Cold Iron: 1 **Permanent** Banality Trait

Locational (Time spent in areas that...)

Banality more than Kithain's Glamour (per scene): 1 Temporary Banality Trait
Banality twice as much as Kithain's Glamour: 2 Temporary Banality Traits
Banality Rating of Nine (per scene): 3 Temporary Banality Traits
Banality Rating of Ten (per scene): 4 Temporary Banality Traits

Bunks (Ch.4.0.02)

For the Jesters Rules system in the **Shining Host Players Guide**, the following restrictions also apply. For a level one, two, or three Bunk, any of the appropriate number of conditions must be met. For a level four Bunk, one of those conditions must take longer than a minute in a combat situation; take longer than an hour; or be especially unique to the Kith or character. For a level five Bunk, two of the three conditions named above must be met.

Cantrips in the Deep Dreaming (Ch.4.0.03)

The normal Glamour cost for Cantrips is removed in the Deep Dreaming, however a character may still chose to spend one point of Glamour to gain an extra Bunk or to gain one Bunk Trait in place of a Bunk.

Cold Iron (Ch.4.0.04)

Cold Iron is iron that has been "cold forged" by hand, and as such, can only be formed into very crude tools. As a material it is brittle, prone to rust, and has great difficulty holding an edge or point. *Cold Iron* weapons and tools are usually limited in form to clubs, crude daggers, crowbars, hammers, or poor-quality swords (that do not stand up to use for very long) and have a tendency to break under duress. As *Cold Iron* is harmful to Changelings because of its intrinsically non-supernatural nature, using supernatural effects to enhance it in any way would negate its banal nature. It requires *Top Approval* to supernaturally enhance a item of *Cold Iron* and have it retain it's Fae-harming properties.

Dragon's Ire (Ch.4.0.05)

Characters in bedlam that invoke the dragon's ire gain a number of extra ire successes equal to the stage of bedlam that they are in. At the end of the scene, the character enters the next stage of bedlam, or is devoured by a cataclysmic blast in the case of characters that are already in the third stage of bedlam.

Changelings who witness a bedlam-embraced character invoking the dragon's ire may

enter bedlam if they were close to doing so already (Storyteller's discretion).

Siochain (Ch.4.0.06)

This aspect of the Camarilla's Sanctioned game requires *Top Approval*.

Oaths (Ch.4.0.07)

The gaining of Traits from Oaths may exceed listed maximums, but these are always the first Traits spent. Taking the same Oath multiple times (even in different situations) does not grant cumulative positive effects.

Breaking Oaths is considered to be one of the more heinous crimes a Changeling can commit, and storytellers are encouraged to see this aspect of the venue through as best as they can.

The creation of new Oaths requires Mid Approval if the benefits do not grant any positive traits for the character who swears such an Oath, High Approval if the benefits involve the granting of traits. New Oaths must be proposed by Storytellers for Approval, so that Oaths already approved do not require re-approval if multiple characters decide to swear the Oath. Each Nation is encouraged to publish new Oaths in their National Addendum, and to provide a list of currently-approved Oaths available in their Nation.

Oath of Adoption

Sidhe that change Houses neither lose their original House Boon or Flaw, nor gain the Boon or Flaw of their new House in doing so.

Oath of Fealty

A character can only be under one Oath of Fealty at a time. It is possible for a character to be released from their Oath of Fealty by the Noble they are sworn to. Without being released (or being stripped of all title and then later given title elsewhere), a character who swears another Oath of Fealty is to break the first. The only exception to this is if the new Oath of Fealty is to the direct superior (all of the way "up the chain" to the High King level) of the original Oath. Characters can swear Fealty to whomever they wish, as long as their title is equal or lesser than the character they are swearing to.

Oath of the Long Road

Use of this Oath on a trivial quest results in consequences as dire as if the Oath were broken.

Oath of the Undoing

This Oath carries with it a storyteller warning, that not many characters who swear this Oath will be expected to survive themselves

Kingdoms (Ch.4.0.08)

Note that for the Camarilla's Sanctioned chronicle, the Kingdoms and their divisions are different from those listed in **The Shining Host Players Guide**. Consult with your National Storyteller to learn more details.

