

Issue 1, 2012

L F**O**rgotten

R E

In this issue: Anghenfil

The green-eyed
spirit rears
its' head!

Kinfolk

It's never just
about Garou

Editorial

Welcome to Forgotten Lore, a fanzine produced for fans of the Darker Days podcast. Each issue we aim to bring you insightful and useful material tied into the Darker Days show that can be used in your own chronicles. We'll be offering a mix of old and new World of Darkness content, so there should be something for all fans of the show.

This month we present for the New World of Darkness an article looking at a Spirit and the poor unfortunate it has possessed. An article discussing Kinfolk and how they can be used in your game is offered for classic World of Darkness fans.

These articles have been produced by Steve Nurse (aka Verghast) and Adrian (aka Boggan_Knight). If you would like to write future articles for *Forgotten Lore* we would love to hear from you. You can send your feedback, submissions, art work (we especially need artwork!), ideas for future articles or anything else you would like to see in *Forgotten Lore* to DarkerDaysRadio@gmail.com.

Until next time,
The Rogue Council

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Llygad Gwyrth Anghenfil: a spirit of envy for the new World of Darkness

Becky watched as Gail sailed effortlessly across the dance floor. Gail moved with such grace and elegance no wonder she was the obvious choice for Prima Ballerina. Becky wondered if she would even get a part in the performance at all. As she watched Gail glide around the room Becky felt so jealous of Gail she had everything she was thin, popular and she danced so well. Becky wished she could dance as well as her.

"You could, if I helped you..."
Anghenfil whispered in Becky's mind

"You can?"

Alien and inhuman, mercurial and horrifying Spirits can be

used to create memorable NPCs for your chronicle, some can be used as allies for your players others however are far more malevolent.

In this month's issue of *Forgotten Lore* we take look at an example of

a spirit that can be used as an antagonist for any of the World of Darkness game lines. Created using the rules in *The Book of Spirits* this 'Plug and Play' NPC is fully stated and ready to go.

Background

Drawn like a moth to a flame Anghenfil is drawn to jealousy, it

feeds on it, it craves it. Anghenfil is an ancient and spiteful spirit born in the Shadow the first time a human looked at the talents another and wished they could do the same. It soon crossed the Gauntlet into our world and has plagued mankind ever since.

Quietly moving among us claiming victim after victim untold thousands have been consumed by this alien, hungry spirit.

Anghenfil Ridden are possessed by this abstract spirit of jealousy of others talents.

First it pushes the host gently to work harder to learn their desired talents. All the while growing



stronger as the victim's jealousy is fanned like a flame by Anghenfil.

As it gains greater control over the host Anghenfil pushing them harder and harder often at the expense of their physical and mental health, not to mention their family and friends. It delights in pointing out how flawed its hosts are and how amazing everyone else is. It revels in the isolation and obsession it creates.

Anghenfil is also a glutton it feeds and feeds pushes and pushes until the victim snaps under the pressure and savagely destroys the object of their desires. The spirit then seeks out its next host and the same awful process starts again.

Description

Anghenfil is looks like a sooty cloud of dense black smoke. As it passes it leaves ash and glowing embers in its wake. At its heart two orbs of green fire spin around themselves hypnotically.

Rank: 3

Attributes: Power 6, Finesse 9, Resistance 5

Willpower: 11

Essence: 15

Initiative: 14

Defence: 9

Speed: 15

Size: 2

Corpus: 7

Influences: Jealousy 3 Obsession 3

Numina: Claim, Greater Influence

(Obsession) x 3, Hallucinations

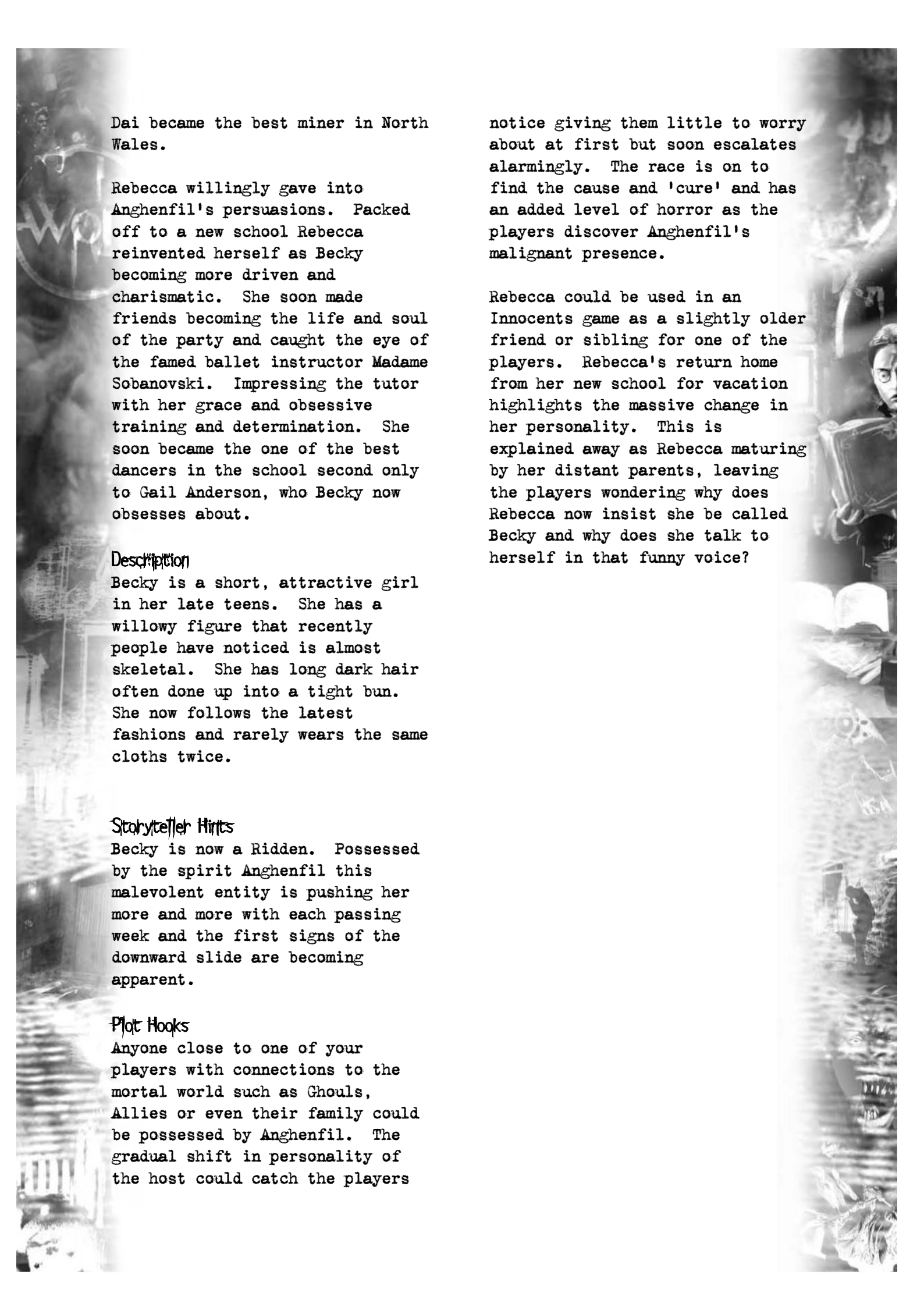
Spirit Bar: Anghenfil cannot control those who wear its name written in green ink. Anyone who surrounds Anghenfil or its victims in a circle of coal dust can hold it in place for one day.

Rebecca Cartwright

Background

Rebecca was born the only child into a wealthy family from Surrey in the UK. Her parents while loving were career driven and packed her off to boarding school at a very early age. Rebecca was devastated she became quiet and reclusive. She found it hard to make friends and spent much of her time at school alone and often overlooked. While she was only an average student she showed real promise as a dancer. Joining the school dance troupe Rebecca only felt alive when she danced; it was the only time people ever seemed to notice her. Her teachers recommended she join a specialist performing arts school in London. Thrilled she could not wait to start, but she still had one term left in her old school including a trip to Wales.

While there she and her classmates visited an old slate mine. Down there in the cold wet mine something old and dark woke and returned with Rebecca. All summer it whispered to her promised her she would be popular and have friends if only she would let it in. Anghenfil told her how it had helped others to get what they wanted and how its last 'friend'



Dai became the best miner in North Wales.

Rebecca willingly gave into Anghenfil's persuasions. Packed off to a new school Rebecca reinvented herself as Becky becoming more driven and charismatic. She soon made friends becoming the life and soul of the party and caught the eye of the famed ballet instructor Madame Sobanovski. Impressing the tutor with her grace and obsessive training and determination. She soon became the one of the best dancers in the school second only to Gail Anderson, who Becky now obsesses about.

Description

Becky is a short, attractive girl in her late teens. She has a willowy figure that recently people have noticed is almost skeletal. She has long dark hair often done up into a tight bun. She now follows the latest fashions and rarely wears the same cloths twice.

Storyteller Hints

Becky is now a Ridden. Possessed by the spirit Anghenfil this malevolent entity is pushing her more and more with each passing week and the first signs of the downward slide are becoming apparent.

Plot Hooks

Anyone close to one of your players with connections to the mortal world such as Ghouls, Allies or even their family could be possessed by Anghenfil. The gradual shift in personality of the host could catch the players

notice giving them little to worry about at first but soon escalates alarmingly. The race is on to find the cause and 'cure' and has an added level of horror as the players discover Anghenfil's malignant presence.

Rebecca could be used in an Innocents game as a slightly older friend or sibling for one of the players. Rebecca's return home from her new school for vacation highlights the massive change in her personality. This is explained away as Rebecca maturing by her distant parents, leaving the players wondering why does Rebecca now insist she be called Becky and why does she talk to herself in that funny voice?

The World of Darkness

Name: Becky Cartwright
Age: 19
Player: NPC

Virtue: Hope
Vice: Envy
Concept: Ballet Dancer

Chronicle: Darker Days DLC1
Faction:
Group Name:

ATTRIBUTES

Power	Intelligence	●●○○○	Strength	●●○○○	Presence	●●●○○
Finesse	Wits	●●○○○	Dexterity	●●●○○	Manipulation	●●○○○
Resistance	Resolve	●●○○○	Stamina	●●○○○	Composure	●●○○○

SKILLS

Mental

(3 unskilled)

Academics ●●○○○
Computer ●●○○○
Crafts ○○○○○
Investigation ○○○○○
Medicine ●○○○○
Occult ○○○○○
Politics ●○○○○
Science ●○○○○

Physical

(1 unskilled)

Athletics ●●○○○
Brawl ○○○○○
Drive ●●○○○
Firearms ○○○○○
Larceny ○○○○○
Stealth ○○○○○
Survival ○○○○○
Weaponry ○○○○○

Social

(1 unskilled)

Animal Ken ○○○○○
Empathy ●●○○○
Expression ●●●○○
Intimidation ○○○○○
Persuasion ●○○○○
Socialize ●●○○○
Streetwise ●○○○○
Subterfuge ●○○○○

OTHER TRAITS

Merits

Mentor (Madame Sobanovski Dance Tutor) ●●●○○○
Status (Dance Troupe) ●○○○○
Resources ●●○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○

Health

●●●●●●○○○○○○○
□□□□□□□□□□

Willpower

●●●●○○○○○○○
□□□□□□□□

Flaws

Size: 4
Speed: 11
Defense: 2
Armor:
Initiative Mod: 6
Experience: _____

Morality

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

Kinfolk and Caerns: bringing the unheard song into the symphony

'We need someone who can hide us - anyone know some Kinfolk we can trust?'

'There is grave news, one of our Kinfolk families has been kidnapped by Black Spiral Dancers'
~overheard at almost any *Werewolf: the Apocalypse* game

In most *Werewolf: the Apocalypse* chronicles, Kinfolk most often fulfil the role of helpless plot hook, love interest, strategic asset (such as the Background Contacts) or (pardon the pun) general dogsbody. Kinfolk are generally second class citizens, and it appears to be a rare Storyteller who pushes their involvement to the fore. Bringing life to Kinfolk (outside of these more functional roles) is worth an investment of time, but can be tricky. They are usually NPCs, although some troupes may experiment with whole Kinfolk chronicles or even intersperse full-blood Garou with Kinfolk for a very different type of chronicle. It can however, be a hard sell for the Storyteller. After all, Werewolves have access to the Spirit World, fetishes, are full members of their society and have a powerful war-form - all of which makes playing a Kinfolk appear (superficially) less appealing.

Additionally, the treatment that some tribes mete out to their Kinfolk (Get of Fenris spring to mind) can also make playing a Kinfolk a less attractive option. *Kinfolk: Unsung Heroes* covers these points in far more detail, and is an invaluable resource for Storytellers wanting to more deeply involve the role of Kinfolk in their games. Storytellers may also like to consult *Guardians of the Caerns* for more information on Caern structure and responsibility.

Throughout this article, we'll explore a smaller-scale Caern which needs the assistance of these *'Unsung Heroes'* simply to function. The Sept of the Five Seasons features in my home chronicle, and will be further revealed (as appropriate) in future issues of *'Transmissions'*.

As the Apocalypse draws near, there are many tenets of the Litany which can be disputed.

Above all others however, is an agreement on the sanctity of the Caern. Even among the other Changing Breeds, the integrity of a Caern is inviolate, and no Garou or Bete would dare suggest that abandoning a Caern is acceptable. The challenge for the Garou as a dying breed is to provide more than simple defence for these sites. As wells of spiritual energy and direct connections to the Umbra, these places are sacred and need active nurturing. It is never enough to simply maintain a Caern - it must be cared for.

But this care takes time, and requires Garou dedicated enough to live in the area and devote time to their duties at the Caern. Whilst such duties are worthy of Renown (see page xx of *Werewolf: the Apocalypse 2nd edition*), so are other actions such as combating the Wyrm and completing Spirit Quests.



At the Sept of the Five Seasons (see sidebar) the pressure to protect and nurture the Caern has been catalysed by tragedy. Tucked away eight miles from the town of Cedar Rapids in the Hanging Bog state Preserve is a relatively low-level Caern. Tended by three packs and a small group of single Garou, the site seemed well-positioned to eventually grow in stature, a plan which Molly (the Fianna Sept Leader) encouraged.

Recent events derailed the plans of the Sept when a co-ordinated strike killed one entire pack and decimated another. In one night seven Garou were slaughtered, and the only witness (xx) has no recollection of any event prior to a week before the assault. The attack has severely undermined any plans for the area, and with increased rumours of Wyrms-ridden business using the current Councils' business incentive funding to establish themselves, the remaining Garou have been hard-pressed to find an advantage.

A year after the attacks, the Garou are none the wiser as to the identity of the murderers. Over time, it has become known (though not as widespread knowledge) that all of the Garou of the Sept of the Five Seasons have a week of missing memory, culminating in the night of the attack. This fear that this internal weakness could be discovered has led to their near-isolationist policy and rejection of help from other cities. Additionally, the local fetches have been silent for the last year and no new cubs have been found in the Sept.

During this time, the few Kinfolk in the area have been instrumental in shoring up the defences and providing much-needed support as the Sept seeks foremost to protect what is still theirs, but also avenge the fallen. Now decimated, the Sept realises that aware Kinfolk and Garou numbers are more than evenly matched, and the Garou simply lack the personnel to undertake all of the Caern activities. The harsh reality is that some

positions within the Sept cannot be undertaken by Kinfolk (example here), but there are a range of duties which can be shouldered.

Presented here are two sample NPCs who have stepped into the breach of the war against the Wyrms - and may survive yet to have their tales sung beyond their own Sept.

Sept of the Five Seasons

Level: 2

Gauntlet: 5

Type: Love (Guardians of the Caerns, p. 12-13).

Tribal Structure: Open, with Silent Striders, Glass Walkers, Fianna, Bone Gnawers, Stargazers, Silver Fangs and Uktena represented. Given the low numbers, there aren't many of any Tribe in residence for a clear majority to arise.

Sept Leader: Molly (Rank 3 Homid Fianna Theurge). Molly knows that her current position is extremely vulnerable, especially given the recent attacks and lack of new cubs. She is torn between a complete isolationist policy to allow for this 'internal affair' to be dealt with, but is slowly being swayed by Aunty Gallileo's arguments to the contrary. The arrival of Wyrms-tainted business and growing hostilities with the local Fae are seeing this situation quickly reach a crisis point.

Totem: Dawn (Axis Mundi, p. 89-90)

Physical Location: Hanging Bog, Iowa (north of Cedar Rapids)

Helen, Watchful Healer

Background: Helen became aware of her heritage from a young age. Her mother, a full-blood Garou was killed when she was still very young, leaving Helen to be raised by her father and brother.

When her brother, Michael, underwent his first change, he savagely attacked their father – who is now wheelchair bound. The guilt of his actions drove him first into Harano and then into a near-suicidal vigour to combat the Wyrms. Helen was the lynchpin holding the family together, and her entry into medical school was precipitated by her belief in gaining skills to benefit her family. When Michael eventually slid further into despair, he was removed from active duty and sent to the Valkenburg Foundation for extended treatment.

By that stage, Helen's degree had been completed, although she was tethered by duty and family to Cedar Rapids. Even as Kin, she understands that her skills are incredibly useful to the Sept, and working the late shift means that wounded Garou and Kin can be safely and discretely treated.

Recently, Helen has secured a contract for their clinic to work with the local nursing home owned by the national 'Autumn Health' corporation.

However, her recent meetings with the Director Mr Chaddeus have left her with a distinct feeling that something is wrong with the business. Having spent most of her life with watchwords like duty and



obligation, Helen has decided that it is time to take her own path and prove her worth. Perhaps motivated by a feeling of shame over the actions of her brother, she firmly believes now that the family name needs to be redeemed. Guided by these beliefs, Helen has met with a small number of other Kinfolk and has begun an 'off the books' investigation into Autumn Health and their practices. The alliance firmly believes they are capable of good, especially given the recent tragic decline in Garou numbers in the Sept. The only question, however, is how foolhardy this need to prove themselves makes the Kinfolk and whether they are able to get information back to the Sept before something goes horribly wrong. Autumn Health has already secured public goodwill by funding open Family Days, and spearheading local charity activities – so convincing the public of any wrongdoing will be a risky venture. Helen, however, is keeping her eyes on the end goal of arriving at the Sept with intelligence that Kin – not Garou- have uncovered and the possible Glory of their activities.

Description: Helen is surrounded by a fierce energy and seems to be in near-constant motion; whether pacing the floor or drumming the table with her fingers. She is a genuinely warm, and both her home and work life have given her great patience welling from an honest desire to help people. Her reddish-brown hair is usually tied back in a functional ponytail and most of the Sept would be familiar with her only in her hospital garb.

Heidi, Vicarious Nomad

Background: Identified as Silent Strider Kinfolk only recently, Heidi was blessed to spend time on the road with a few of the Tribe – a combination of 'fortunate meetings' has proven her knack for being in the right place at the right time. The past year has been one of 'finding herself' after finishing high school and deciding whether college, a job or something else was the right path. The road was not exactly where she thought that 'finding herself' meant the realisation that werewolves existed and darker forces were at play. However, Heidi's near-perfect memory has taken it all in, as she does the stories of fellow travellers. Her ability to not only tell a good tale, but tell the right tale, has already earned her the respect of the few low-Ranking Galliards and those Garou in particular are watching her for signs of the Change. Arriving in Cedar Rapids only recently, Heidi has made the acquaintance of 'Aunty' Galileo, the owner/operator of the local Bed & Breakfast. The matronly woman, a Stargazer Garou, is the local Den Mother (or would be if any Cubs were to be discovered). Instead, Aunty Galileo offers a safe haven for the nomadic packs which pass through and Heidi is already making herself known to these packs as a source of information. Able to see patterns in disparate stories, and aided by her memory, the Strider Kin has become somewhat of a human network for local news. Stories from other packs (and even mundane travellers) are eagerly stored in her head, and in the quiet nights at the Bed & Breakfast the facts are sifted through her mind. Helen has only recently become aware of the new Kinfolk in town, and is debating whether to bring her into the Autumn Health operation. Heidi is still very wide-eyed about Garou, and Helen worries that secrecy may be an issue.

Description: Heidi is very much an experimenter when approaching what she calls 'her look', and it can be influenced by present company and her mood alike.

Currently, she is fond of a pair of second-hand leather boots left unclaimed at the Bed & Breakfast and a long coat which has been her constant travelling companion. Beyond that, she is just at home in jeans and t-shirts as clothes most at home at a Ren Faire. She is a very good listener, and most folk find her to have a youthful, positiveness which older, more cynical Garou speculate will not last long.

