

DARKER DAYS RADIO PRESENTS

Forgotten Lore

A WORLD OF DARKNESS FANZINE

4

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THIS ISSUE
HUNTERS HUNTED
- MOST WANTED!

VTM HUNTERS UPDATED
FOR V20

HEDGE SORCERY

CHANGELING THE LOST MAGIC

DIGITAL DEMON

MAGE THE AWAKENING SHORT STORY

Editorial

Welcome back to another issue of Forgotten Lore!

It's the New Year (OK, we're a little late on that) and in the Darker Days Radio cave we have been furiously reading Mummy the Curse. So expect some content for that game in the near future. Meanwhile, in this issue Travis Wilson provides some updated backgrounds and stats for a collection of hunters that were briefly mentioned in the original 'Hunters Hunted' for Vampire the Masquerade. The King's Raven and LOOK provide us with new rules for Hedge Witches and their sorcery - based upon the rules presented in 'Blood Sorcery' for Vampire the Requiem, but here applied to Changeling the Lost. Finally we have a short story by Darker Days co-host Chris, 'Digital Daemon'.

Until next time,

The Rogue Council

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Hunters Most Wanted

By Travis Wilson

The following are examples of hunters alive today. Some are famous in their own right among Kindred. Others are new to the Hunt. These represent four rewrites of the six example hunters featured in the original *The Hunters Hunted*. They have been updated to make them V20 compatible as well as altered to better fit the gameline as it exists today. The other two hunters listed aren't actually human: Kanglor, a vengeful Lupine intent on slaying the Kindred who killed his mate, and Walker Grimes, a Nosferatu looking to end the Sire that cursed him with an eternity of disfigurement. It's also worth noting that Arctos was conceptually designed as a Mage before Mage the Ascension's release and his background and advantages are much closer to *Ars Magica*.

Caiaphas Smith

Hunters in New England have heard many stories of Caiaphas Smith, just ask them. One proclaims that Caiaphas destroyed his first vampire at fifteen. Another reads aloud the violent actions of a lone abolitionist, recounted in an 1832 article *The Liberator* and swears this is the first proof of Caiaphas at work. The last shakes his head and tells you he's as dangerous as the damned he's after. Of course the damned, they have different stories about Caiaphas. That he is God's own agent, as old as America, and no vampire can corrupt his pursuit to end the race of Caine. This is partially true.

Caiaphas began his hunt generations ago amid a tightly knit rural community sometime in the early 1800s. He stumbled upon a stranger in the house of his neighbor attempting to feed from the woman. Through luck (and according to Caiaphas the grace of God) he struck the attacker down. It was not until after the unnatural life ended that he realized it was a vampire. He found solace in

the writings of Cotton Mather and other puritanical works on the subjects of demonic forces.

For a time all that mattered to him was his God given duty to destroy vampires. Cities were not kind places for men like Caiaphas and he believed he was tested like Job in that manmade inferno of industrial horror and exploitation. Although he does not speak often of it, he was greatly injured. The hunter's faith persevered when he managed to free a slave to the blood, who told him of the foul miracles the damned could offer a man. Caiaphas realized then the answer to his mortal frailty. He imbibed vampire blood believing that a man who holds moral purity and a places God's glory before himself could not be tempted into damnation.

Caiaphas knows he has sinned in this act and risks his soul for decades to prolong his life long enough to complete his great task. It has not been a perfect solution and without a constant supply of blood he has reached the physical age of 76. The Sabbat have become the target of most of his ire, though this is largely by their lack of discretion, all Kindred are damned to Caiaphas.

He has worked with the Inquisition in the past, although he disapproves of their papal ties. He has acquired a large number and variety of allies which mostly help to keep him from running afoul of the authorities. The Camarilla for its part has a standing edict in regards to the legendary figure: Kindred are to avoid him at any cost. In this way the Justicars figure his drive and danger can be better set against the Camarilla's enemies.

Name: Caiaphas Smith
Age: 198 (appears to be in late 70s)
Nature: Fanatic
Demeanor: Fanatic
Concept: Puritan Hunter
Motive: Righteousness

Roleplaying Hints: You are focused on the job at hand all else is unimportant. God grants you the sight to see the damned for what they are. You speak with force and strong diction often staring intently. The long nights have drained your desire for small talk, you're a man uncomfortable with the speed of the modern world and you know your time is short. Lately your leg has begun to ache for the first time in over a century. Although your commitment to God is as strong as it has ever been it seems as though your own divine connection is growing more distant. You're just beginning to feel the gnawing of doubt and are at a tipping point one which may redeem or destroy you.

Attributes: Strength 4(Reserves of Strength), Dexterity 3, Stamina 4(Tireless), Charisma 3, Manipulation 1, Appearance 2, Perception 4(Insightful), Intelligence 3, Wits 4(Changes in Strategy)

Abilities: Alertness 4 (Forests), Athletics 2, Awareness 3, Intimidation 4 (Thousand Yard

Stare), Leadership 2, Animal Ken 1, Brawl 3, Melee 4 (Staking), Firearms 2, Stealth 3, Survival 4 (Woodlands), Professional Skill Ride 2, Investigation 3, Medicine 2, Occult 4 (Kindred Lore)

Blood Pool: 2

Disciplines: Potence 1, Fortitude 1

Humanity: 9

Willpower: 9

Virtues: Conscience 2, Self Control 4, Courage 5

Backgrounds: Allies 4, Contacts 3, Fame (only applicable to hunters and vampires) 3, Resources 2

Equipment: Well read bible, stake, crossbow, rifled musket springfield model 1855, hunting rifle

Merits & Flaws: True Faith 7, Addicted to Vampire Blood 3 (Should Caiaphas lose this flaw he immediately gains the Flaw Lame 3)

Notes: Caiaphas once had a True Faith rating of 4 but his ingesting of Vitae and the compromises involved have dwindled to a mere 2. Caiaphas almost never actively expends Blood Points on his disciplines but when he does he immediately loses the advantages of True Faith, meaning on any turn which he benefited from spending Blood or the passive effects of Fortitude he cannot



gain the benefit of True Faith. Whether power drawn from the Curse of Caine cannot exist in tandem with the Light of God or corrupting influence of vampire blood has left Caiaphas' faith wanting, is up to the Storyteller to decide.

His original sin has become a full blown addiction and it would take some extraordinary skill to convince him to give up the Blood and accept his mortality. Such an act might also save Caiaphas' soul and any hunters who did would find an extraordinarily knowledgeable ally for as long as he last.

Deborah Rose Keffer

Before the death of her son Mrs. Keller lived an archetypical middle class existence happily married to a prominent plastic surgeon and enjoying the life a dilettante. After the police informed her of her son's accidental death in a hunting accident she spent weeks on a heavy cocktail of wine and antidepressants. Half a year passed before the questions of what exactly her son, a teenager on a fast track to Berkley University with no previous interest in hunting, had been doing alone in the woods. She contacted local law enforcement and hired a private investigator but found she was unable to secure anything concrete.

Eventually Deborah's obsession alienated her friends and distanced herself from her husband. He filed for divorce the following year. She walked away with a healthy settlement and invested the bulk of her finances in trying an unsuccessful lawsuit against the police department which investigated the accident. Again Mrs. Keller found legal measures useless, and it was at this time that she received an anonymous letter containing the original autopsy. Her son had been drained of blood when the police had found him.

Deborah has since managed to track a single vampire to his haven, the confrontation was brief the creature mistook her for law enforcement and fled. Her memories of that night are limited to waking up in a police patrol car and being told that the home she was trespassing on was empty. None the less

Mrs. Keller still occasionally has nightmares about a man with two hideous fangs.

What she is unaware of is her quiet support by a member of the Society of Leopold who first delivered the autopsy report to her. The Cainite she encountered considers her a threat to his own standing as well as to the Masquerade and yet he is at a loss as to how to deal with her, so far Deborah has not managed to catch up to her prey.

She continues to be an extremely vocal member of her community despite her existent fall from social graces and has become paramount in spearheading outreach programs, citizens' groups, and student awareness campaigns aimed at keeping people safe from the predations of the damned.

Name: Deborah Rose Keller

Age: 42

Nature: Martyr

Demeanor: Caregiver

Concept: Crusading Housewife

Motive: Revenge

Roleplaying Hints: You are well mannered and polite but persistent in your demands. Your social circle, up until a few months ago consisted of a group of wealthy men and women whose greatest challenges were 'first world problems'. You cannot go back to that life although you occasionally long for a time when money was no object and gossip was your greatest vice you're starting to see the ugly underbelly of society for the first time. You won't allow anyone to burst the bubble your friends spend their lives in however and are intent on shouldering this burden alone.

Attributes: Strength 1, Dexterity 1, Stamina 2, Charisma 4 (scare tactics), Manipulation 3, Appearance 4 (plastic perfection), Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 2, Intimidation 3, Leadership 3, Streetwise 1, Drive 2, Etiquette 2, Expression 1, Academics 2, Computer 2, Investigation 2, Occult 1

Humanity: 8

Willpower: 5

Virtues: Conscience 4, Self Control 4, Courage 2

Backgrounds: Allies 3, Contacts 2, Resources 2

Equipment: Tablet computer, extensive wardrobe, hybrid car, high end cellphone

Dennis Quincy, "the Uncanny Danny"

Dennis to his friends and Uncanny Danny to his fans, Dennis Quincy was a man who enjoyed proving people wrong. It started with a blog about street magicians, followed by a very public libel lawsuit. Dennis won the lawsuit garnished a book deal and enough publicity to get his 15 minutes on the talk show circuit and a reality TV show starring professional skeptic "the Uncanny Danny". When that faded Dennis took his unique skillset on the road, offering explanations to anyone with a bizarre problem and the credit to meet his prices.

Timothy Barris changed everything. Timothy approached Dennis after a book signing and seemed at first to be more than a little disturbed. Timothy recounted that he had been in a relationship with a vampire until she tried to kill him. It struck Dennis that if Timothy some sort of stalker this might just be the thing that could catapult his brand back into the limelight. Dennis got his consulting fee and Timothy's rights to the story that night with only a single caveat; no cameras.

Danny wasn't surprised by the request but he kept his cell phone recording the audio when he followed Timothy to meet this 'vampire'. When he walked into the barely furnished brownstone Dennis wasn't prepared for the pale beauty of a woman lying languid across a deep moss green divan. She offered Dennis a proposition to die in ignominy or learn the truth of the world as one of her kind. Timothy intruded demanding the vampire reconsider, when she refused, he lashed out at her. What happened next still haunts Dennis, in a blur of violence the woman left the man who called himself Timothy grasping his throat and bleeding out over a dark wooden floor. After all the years of hoax upon hoax he had finally seen something that the rational mind could not explain and so he ran.

After dawn back in his hotel room Dennis began to assess what had happened to him believing that he had confronted

something which science had not explained. Since that night he's been sued again and blacklisted from the major networks but he still has a dedicated core of believers. He has approximated some scientific theory about the nature and origin of vampirism one which is continually reinvented at each new discovery. His current theory involves a virus originating in the 'shadow biosphere', the area occupied by microorganisms that evolved in isolation from the rest of life on earth, which somehow passed into mankind.

Although Dennis has only seen one vampire in person his research, media support, and vocal online presence have put him on the radar. Local Kindred consider him one genuine dissemination away from a serious breach to the Masquerade and the Arcanum has toyed with the idea of bringing the Uncanny Danny into the fold. Dennis has a shrewd mind and has recently come to the conclusion he's being regularly followed although he's yet assessed the dangers or conspiracies behind it.

Name: Dennis Quincy

Age: 54

Nature: Curmudgeon

Demeanor: Director

Concept: Skeptic

Motive: Curiosity

Roleplaying Hints: You are gleeful and righteous when you discover a hoax. But when something is not immediately obvious as a trick you get incredibly serious and will not rest until you've unraveled the mystery. You are well-groomed and affect a scholar's air but you've got a bit of showmanship in you.

Attributes: Strength 2, Dexterity 3, Stamina 2, Charisma 3, Manipulation 5 (well - reasoned), Appearance 1, Perception 4 (discerning), Intelligence 4 (problem solver), Wits 3

Abilities: Alertness 3, Subterfuge 4 (hiding motives), Craft 1, Drive 2, Expression 2, Performance 2, Stealth 2, Professional Skill Street Magic 2, Computer 2, Investigation 3, Science 4 (biology), Technology 2

Humanity: 6

Willpower: 4

Virtues: Conscience 3, Self Control 3, Courage 2

Backgrounds: Contacts 4, Fame 2, Resources 4

Merits & Flaws: Combat Novice 2

Equipment: Digital recording equipment, laptop, a deck of cards, personal wifi hotspot

Arctos

In Greenwich Village, New York, there is a man who lives in a home taken brick by brick from the ancient world. He is a man who has studied the secret powers of the world. He is a powerful magi who has bound the souls of two damned forever into his services. He has befriended Lupines and once made love to a powerful Faerie. Yes there are many tales of Arctos most of which he invented himself.

What is true however is that he is a potent hedge magician and a skilled liar. He's not taken an apprentice and whatever method or mentor who taught him how to sort out the course of fate has passed out of this world. Arctos, if that is his true name is concerned with the here and now. He made millions when the bottom fell out of the real estate market and he's spent the last few years quietly gathering up even more land to add to his burgeoning empire. It was this that first brought him into competition with Kindred operating in the same circles. Arctos keeps himself surrounded himself with sycophants to run his financial affairs and steps in only for major undertakings.

However the last few years have been a slow sort of conflict with the damned, with "blows" being exchanged only once every few months when the opportunity presents itself. For the most Arctos acted out of defense of his interest until he was forced to end the career of one of his own investment advisors when it became clear that they had become a Ghoul. Since then he has become obsessed with the idea that he could mystically synthesize the Blood Bond, it has even led him to spare members of the Tremere from his machinations. Arctos believes himself a heroic figure capable of taking hold of the reins of the financial markets and find a means to bring the damned to heel he will be free to do just that.

Name: Christopher Barrow aka Arctos

Age: 57

Nature: Architect

Demeanor: Capitalist

Concept: Mystical Finance Tycoon

Motive: Power

Roleplaying Hints: You are use to having your every demands met before you've even uttered them. You're in love with your cult of personality and the persona you've created and try to actively deny anything that doesn't fit the mold of what you have become. You've convinced yourself that you understand reality better than anyone so you're twice as likely to become unhinged when proven incorrect. Day to day you're extremely superstitious often requiring elaborate rituals before under taking any activity of importance.

Attributes: Strength 2, Dexterity 3, Stamina 4(tireless), Charisma 4 (Smooth Talker), Manipulation 4(Persuasive), Appearance 2, Perception 3, Intelligence 4(Analytical), Wits 3

Abilities: Alertness 3, Awareness 3, Empathy 2, Leadership 4 (compelling), Etiquette 4(business world), Melee 2, Performance 2, Academics 3, Finance 3, Law 2, Occult 4(haruspicy)

Numina: Divination 4, Cursing 3

Humanity: 6

Willpower: 7

Virtues: Conscience 2, Self Control 4, Courage 4

Backgrounds: Allies 4, Alternate Identity 4, Base of Operations 9 (Luxury 4, Size 2, Security 3), Contacts 3, Influence 1, Resources 5, Retainers 4

Merits & Flaws: Occult Library 4

Equipment: Arctos carries with him three daggers one with an Etruscan design primarily for sacrifices, another made entirely of silver, and the third made of cold iron, he also is often found with a bronze model of a sheep liver, effigies of bound men and women, and a worn copy of Atlas Shrugged.

Hedge Sorcery

By The King's Raven and LOOK

HEDGE WITCH

On her way to an unhappy betrothal a young woman shares a crust of bread with a disfigured beggar woman. The beggar promises to repay her kindness with tutelage in the woman's arts: Home-making, childbearing, cooking, witchcraft. A valiant knight spends three days locked in battle with a terrible dragon. Finally on the eve of defeat the dragon offers its greatest treasure in exchange for its life. Following cryptic hints a scholar calls up the devil at the crossroads, and sells his soul for power.

The magic of Faerie isn't unique to the grey neighbours, the most powerful faeries can grant the gift of witchcraft; as a reward, a payment, or just so their enemies will leave them alive. Being connected only by the fact a Faerie chose to grant them, or their ancestor, magic means that Hedge Witches seem like they'd have little in common; however their shared magic does lead to some common trends.

Experienced Hedge Witches are often rather eccentric. They think in terms of riddles and place a lot of weight in stories, favouring living stories like rumours, gossip, folklore and old wives tales over dry books. This is not Fae madness, or willful obtuseness. Rather, after a lifetime of working with Wyrđ Sorcery the style of thought needed to weave Tales and prepare for Twists leaks into everyday life. A Witch who when asked for advice responds with a cryptic rhyming phrase isn't trying to make things harder, it is simply that one some level she finds it natural to think of the problem as a Hex, with a doom to be puzzled out and fulfilled.

Reputation is another common trait. Tales are woven from emotions and Glamour. Whether they're loved, respected or even feared, a Hedge Witch likes to ensure the people around them have strong feelings. If they live a more transient lifestyle or have fewer social links then they try to craft strong first impressions in place of a reputation. This however ties into a darker trait common to Hedge Witches, the fear of persecution.

Even when a Hedge Witch doesn't want to hurt anyone, her magic is wild and cannot be fully controlled. Perhaps because stories are more interesting with conflict, perhaps because persecution is so common in stories about witches. Twists can often make a Hedge Witch new enemies. Long lived witch families often raise their children on stories of an ancestor who burned at the stake. Some respond by isolating themselves, others embed themselves deep among a small insular community who can hide them when witch finders come around. Even if they're not actively mistrustful of strangers, most Hedge Witches try to make sure their reputation stays local and make sure it discourages any would be witch finders.

BECOMING A HEDGE WITCH

Hedge Witches are made or born. To be a Hedge Witch requires a pledge boon of Witchcraft; this can only be granted by one of the True Fae and is worth +3. A Witchcraft boon is essentially the next level of Ensorcellment, and includes all the features of an Ensorcellment boon.

Hedge Witches can also be born, sometimes this is a direct result of the Wyrđ

“blessing” a child for reasons known only to itself, but mostly a Hedge Witch is born under a Pledge with a duration of generations. Many long lived “witch families” have passed down their secrets for generations.

My Ancestor Was

The rules for a generational pledge limit it to one generation per dot of the oathmaker's Wyrd, while an eternal pledge always remains with the signer.

The rules for Hedge Witches assume that if the True Fae can create eternal and generational pledges, they can probably create some combination of the two: If you're really lucky (or unlucky) you might a generational pledge with no limit. If things aren't quite so extreme you might get a pledge that lasts for Wyrd times ten, or Wyrd times one hundred generations.

The short version is that if you want to say you're descended from a medieval witch burnt at the stake, or you're one of the last living heirs to genuine Druidism, feel free. As a typical game doesn't go beyond a single generation it doesn't really matter what the rules say is going to happen in five generations time.

CHARACTER CREATION

The Hedge Witch template is simple; after creating a mortal add one single dot in Wyrd Sorcery and one dot in two Tales of your choice.

By default the pledge empowering a player character is assumed to have a duration of at least Lifetime, and any Tasks required by the Pledge have already been fulfilled by the character or her ancestors. Players who wish may take a Flaw representing Endeavours that remain unfulfilled or a Forbearance that must be upheld. The Storyteller and player are advised

to think carefully before adding Tasks to the Pledge because of the enormous consequences breaking the deal could have upon the story.

As a generalisation Hedge Witches tend to focus on mental and social attributes, both are integral to their magic, while careful planning and being seen as part of the community keeps you alive when spells start to Twist. The most common mental skills are Occult (for obvious reasons) and Crafts (to work with Goblin Fruit). A disproportionately large amount of Hedge Witches work Goblin Fruits with traditionally feminine domestic crafts like cooking or weaving, no witch finder would ever accuse a woman because she can cook. For the same reason many warlocks work Goblin Fruit with the techniques of a craftsman's trade. Any social skill can be useful to a Hedge Witch, but it is extremely common to see proficiency in either persuasion or intimidation. However she comes across, a Hedge Witch needs to make an impact. A speciality in gossip, either for socialise or investigation, is common. Hedge Witches are naturally drawn to stories. If he lives apart from human society, a Hedge Witch may turn to a pet for companionship, leading to Animal Ken.

Common Merits among Hedge Witches include: Allies, Hedge Witches that don't live alone tend to embed themselves deeply in a small tight knit community, others can call upon their family. Common sense, to represent natural intuition. Holistic awareness. Unseen Sense. Fame, rarely above one dot representing their local community. Mentor, which usually represents a parent or grandparent experienced with magic; some Hedge Witches have a True Fae as a mentor though it is unlikely to reveal its true nature. Retainer is equally common and usually represents a child or grandchild being taught magic; if a Hedge Witch has a True Fae as a retainer it is almost certainly staying true to a narrative role and will not reveal or make use of more than a fraction of its real power.

Among those Merits usually reserved to Changelings only Harvest is commonly seen among Hedge Witches. It is not unknown for a Hedge Witch to have acquired a Token from a

goblin market, while a rare few have a Faerie Favor or Hedgebeast Companion.

Concepts: Carnival con-artist, devout wiccan priestess, head of the woman's institute, reckless teenage witch, drifter gambler, last heir to a druidic legacy, village wisewoman, member of a large extended witch family, travelling bard, small town persona non grata, wicked witch, superficial neopagan "fluffbunny", beloved yet tyrannical grandmother, gypsy fortune teller, cottage dwelling cauldron string witch.

Glamour: Hedge Witches do not have a Glamour pool, which is a problem since Wyrd Sorcery requires Glamour. Even if the Witch is Fae-Touched she will only have one point of Glamour, and would be unable to spend it on Sorcery anyway. So how to Witches cast

spells?

Simple. Witches can move Glamour, they just can't store it. Hedge Witches can draw on three of the sources Changeling's use: Emotions, Pledges and Goblin Fruit.

If a Hedge Witch wants to use emotions to power a spell she can take them from any nearby mortals just like a Changeling. The Glamour she harvests goes directly into her spell, this does not mean she has to cast the spell immediately after making a harvest roll. If a Warlock takes the time to tempt a young woman with stories of all the luxurious she could have, if she only buys his spell (Manipulation + Persuasion) then unless something happens, those emotions will still be there a few minutes later when the Warlock is ready to start casting his spell.

Goblin Fruit are slightly more



complicated. Hedge Witches can't extract any Glamour by eating a nice Blushberry, they need to add it to their spells more directly. The stereotype of a cauldron exists for a reason, and many Witches brew up their magic; the goblin fruit go into the pot, adding a little Glamour to the mix. Because Goblin Fruit is the only way a Hedge Witch can actually stockpile Glamour most find some way of preserving them; one Witch uses her culinary skill to preserve fruit ready for the pot. Another extracts dyes from Goblin Fruit, storing Glamour in unearthly colours so she can quite literally weave Tales on a spinning Wheel.

Pledges: Hedge Witches can gain Glamour from a Pledge just like Changelings, they can even gain Glamour from Mortals if they find some way to seal the Pledge. A Hedge Witch simply "cashes in" the Pledge when they're ready to cast a spell.

HEDGE WITCHES AND THE HEDGE

Hedge Witches may not be Faeries, but they still have uses for Goblin Fruit and their ways of entering the Hedge. How? Witchcraft of course. Wyrd Sorcery has a verity of ways for entering the Hedge, it's just that Changelings usually find their innate abilities serve better.

At three dots Fantasy can be used to connect two places and it doesn't matter if one of them is in the Hedge, but remember entering the Hedge means you agree to only leave by one of the proper exists, not a fantasy of an exit. However this does require a Sympathetic connection to at least somewhere in the Hedge, and aside from Hollows and Trods there's no guarantee that place will still exist next week (Incidentally, each dot of Hollow Wards decreases your Sympathetic connection by one step, if the result is worse than Described the Wards cannot be breached).

At four dots Transmogrification can turn an existing door into a Hedge Gate, though the caster has no control over the Gate's destination. Transmogrification can

also add or change the key of an existing gate allowing access, this also requires four dots. If the Gate leads into a Hollow, each dot of Hollow Wards applies a -1 penalty.

Visiting the Hedge is dangerous, if you're not a Faerie it is more dangerous. Visiting the Hedge as part of a tale, with the possibility of Twists, is even more dangerous. Most Hedge Witches prefer to avoid using their magic, and instead rely on knowledge of a permanent Hedge Gate that leads directly to fruit, or they just buy from the local Goblin Market.

Incidentally, a Hedge Witch can carry three Goblin Fruits at a time, as though she had a Wyrd of one.

WYRD SORCERY

Changelings perceive a world where everything is, in its own way, alive. They can bargain with the world, and through these bargains they gain supernatural powers. All Changelings use Contracts, turning to deals that have been negotiated for by the faerie race. Some Changelings make their own offers through Goblin Vows, even magic can be brought for a price. And some Changelings, they don't bargain. They weasel and trick the world around them into doing what they want. These Lost are feared and respected, for they are Sorcerers.

Wyrd Sorcery is rated one to five, and costs new dots x 7. Each dot of Sorcery comes with a free dot in one Tale, and a Sorcerer can never have more dots in any Tale than they have in Wyrd Sorcery.

TALES

The power of sorcery is to weave Tales, and to trick the world into playing along. There are four different kinds of tales that a Sorcerer can master, each with their own powers and themes. Tales may also be mixed to create new Sorcery that no single Tale could generate.

Tales cost new dots x 5. Each of the Elemental Courts finds that one form of Tale is closest to their ideals, and so may be purchased by members for new dots x 4 instead. Summer (Blessing), Winter

(Transmogrification), Autumn (Hexing), Spring (Fantasy).

Blessing (Intelligence): can make a meek man mighty, and a coward courageous. It protects, enhances and empowers. It can enlighten the minds of beasts and grant unnatural properties to tool. Blessings are more than increased abilities. They are tales about the dragon-slayers who won against impossible odds, or the simple fool who outwitted the king's traitorous chancellor. Common twists saddle the blessings with secret flaws, or cause them to grow out of the user's control. Fortune may become too great, or a shield may become useless in the face of a wooden sword.

- Can increase the value of existing merits, attributes, skills and equipment at +1 (dot or bonus) per point of potency. Or mitigate existing penalties or flaws (also one-to-one with potency). Can grant 9-again. [Examples: A sword might be made sharper, a man's eye sight more precise. Wealth, beauty and talent accentuation.]
- Can grant brand new skills and merits. Granting talent from nowhere, or causing fortune and beauty to spring from nothingness. Or grant an animal intelligence. Can grant 8-again. [Examples: A man may come into incredible wealth. A lad may find, with the silver blade in hand he is a courageous knight. A raven may gain the cunning and insight of a man.]
- Can grant unusual properties, or remove existing flaws and faults. Make animals speak and act as men. Can grant the Rote quality. [Examples: like a hat that makes you a better swordsman, or a sword that makes you prettier. A dog that can speak English with a slight German accent].
- Can bestow impossible boons and abilities, intelligence to inanimate objects, and automatic successes. [Examples: Flying carpets. Swords that spray lightning. A sentient computer. An arrow that never misses].

●●●●● Creates a Dynamic Blessing, one who's exact functions shift and change based on the objective for which it was made. [Example: A maiden blessed with eternal beauty might gain striking looks, then suddenly shift to wealth for fine cloths. Then, when a fire breaks out, resistance to burning to protect her image (though she might still choke to death, and emerge a gorgeous corpse).]

Fantasy (Wits): Fantasy is the art of creation from nothing. It can generate objects, structures, and even creatures from nothing. It can also warp the world at large, bending and connecting spaces, creating elements and cataclysm, and even adjusting the flow of time. Common twists render fantasy creations are fleeting or fragile. Cause them to feel artificial or hollow, and grant them insidious natures and personalities.

- Can manipulate light and sound, or make space/time appear larger or smaller. [Examples: Illusory party, including the sounds of talking and shadows at the windows. A hallway that is longer than it seems.]
- Can create simple phantasms, inanimate objects and tools, or shrink/stretch space. Can create illusions with separate Miens and Masks. Can create illusions that react to stimulus in a simple, mindless manner. [Examples: A phantasmal car that runs on water. A phantom cottage. A room in which everything moves more slowly. A bag of holding. An illusion that shows what your rival is doing, in realtime.]
- Can create complex phantasms of living things. Connect or disconnect spaces, or alter specific parts of the time flow. [Examples: A phantom stallion, house which all doors lead back inside. A castle in which nothing ages.]
- Can create thinking phantasms which grow, age and react to stimulus. Connect or disconnect distant spaces. Remove entire aspects of time or make time flow in exceptionally odd ways. [Examples: A

phantom knight to ride atop the stallion, a gate that leads halfway across the world. A forest where it is always night.]

●●●● Create a Dynamic Fantasy, one that changes and adjusts to meet its parameters. [Example: A phantasmal castle is made where a party is to take place when guests arrive. As they do the castle creates thinking phantasmal servants and grows in size to accommodate their expectations. Regardless of how long the guests stay it only lasts one night.]

Hexing (Presence): can make a mighty man weak, and a hero into a coward. It lays curses of ill fortune and poor health, and corrupts other magics. They lessen the mind, reducing men to beasts and seed madness and hallucination. A sorcerer who has mastered Hexing is scary indeed, for the curses she lays are spiteful things, that twist and fight back when their victims seek a solution. Common twists may cause the curses to grant unforeseen boons, or to spread from the target to their friends.

● Can decrease, but not remove, existing merits, and bonuses. Or exacerbate existing penalties or flaws. [Example: A brilliant driver can barely control his vehicle. A once rich man falls to poverty. A speaker's occasional stutter becomes almost uncontrollable]

●● Can decrease skills, remove merits, or grant flaws, derangement, and negative states. [Example: A woman gains a sudden phobia of needles. A debating candidate stumbles over his every word. The beautiful princess finds others now see her as mundane. Cause someone to fall ill.]

●●● Remove skills entirely, reduce attributes. Add unfortunate properties to objects and people. Cause spells to twist. [Example: A sword cannot cut. A man forgets how to use computers. The strong become weak. Cause someone to never wake from slumber.]

●●●● Removes successes from rolls, grant

impossible negative properties, or reduce minds and thoughts. [Example: Make a gun that never hits its target. Pen that causes the writer to take lethal damage. Give a man the mind of a beast.]

●●●● Create a Dynamic Curse that adapts to cause maximum misery. [Example: A witch curses a man never to never find companionship. First the curse gives him amnesia, causing him to forget his home and friends. When he finally finds them it makes him unattractive and cruel to drive them away. Then when his loneliness leads to workaholic and promotions, the curse destroys his wealth just as it starts to attract sycophants.]

Transmogrification (Manipulation): Can make objects and creatures believe they are something else, effectively changing them into something new. Straw can be persuaded that it is really gold, and a stout door could be made to believe it is the thinnest silk. A man can be made a toad, or a cat made into a prince. Common twists cause the objects to recall their true nature, golden straw may still nourish goats, a frog prince might still be able to speak. Worse twists can subsume the original object, or propagate the change out of control.

● Shape and re-size existing objects. Alter cosmetic aspects of materials. [Example: Enlarge a doll house to real size. Cause cloth to shine and glitter like gold.]

●● Alter objects state and composition, Alter the cosmetic aspects of living things. [Example: Make paper as hard as steel. Cause a woman's hair to grow and change color.]

●●● Grant objects life and a semblance of intelligence (Blessing is required for true intelligence), change living into different natural creatures. [Example: A broom grows arms and carries water from a well. Turn a prince into a toad, or a swan into a maiden]

●●●● Turn objects into animals and vice versa. Change creatures into fantastic fantasy

beasts. [Example: Turn a man into an armchair. Turn a Dog into Cerberus.]

●●●● Create a Dynamic Transformation that twists and bends to best serve its intent. [Example: The Sorceress always desires the "best form for the occasion". At first the spell keeps her own beautiful form, though younger and more fit, then she walks into a gentleman's club and immediately changes to a dashing man. Suddenly a fight breaks out and she sprouts wings and claws and becomes a great dragon. Then, as her enemies surround her, she dissolves into a fine mist.]

Tales may also be fused, using multiple different aspects at a time to create a spell no single Tale could generate. Sorcerer's have no limit on how many different Tales they can use in a spell, nor their dot value.

However, a spell with a five dot Tale involved only dynamically manipulates the aspects of the spell associated with that Tale.

STEP ONE: THE STORY

Before the Sorcerer even begins creating magic, the player must define the effects of the spell, including the application of any spell factors and the spell's Doom.

Factors:

Area of Effect is used for spells that have power over a specific location, or a defined area. Unlike most ritual powers Fae Sorcery does not measure itself in exact space, but instead in abstract sizes and areas. As a general rule if the area targeted can be expressed as a discreet concept like "Miss



Madagale's living room" or "Alice Glass' Hollow" then it's a valid target. The numbers below are merely rough approximates.

Radius Defined Volume	Target Number
1 person	Basic target
Small Chamber	+1
Small House	+2
Mansion	+3
An Estate	+4
A Town	+5*

* Affecting larger areas continues to increase at +2 successes and scales at a rate the storyteller finds appropriate.

Activation is used to create spells which fire on certain triggers.

Trigger	Target Number
Instant	Basic target
Improbable	+1
Infrequent	+2
Common (or trivial trigger on demand)	+3

An activation trigger which can affect anyone, such as a potion, must have a range of touch. Other spells can be triggered at longer ranges.

Degradation is used to determine how often the spell twists after its casting.

Duration	Target Number
Each Scene	Basic target
Each Chapter	+1
Each Story	+2
Each Chronicle*	+3

*This time frame is optional, and intended for Storytellers who have Chronicles set within one static world

Number of Targets is used for spell's effect that must be applied equally to separate Individuals.

Number of Targets	Target Number
1	Basic target
2	+1
4	+2
8	+3
16	+4*

*Add an additional success to the target number per x2 targets.

Potency represents the strength of the spell; it is used whenever the spell has an incremental effect. Spells that add or subtract dice from dice pools use Potency to determine the dice by which to modify the pools. Spells that inflict damage use Potency to determine how severe the wounds are.

Potency	Target Number
1	Basic target
2	+1
3	+2
4	+3
5	+4*

*Add an additional success to the target number per die or wound.

Range is used whenever the Sorcerer wishes to affect a target further away than what she can touch. "Touch" range rituals require the Sorcerer to make physical contact with the target. In combat, this requires the sorcerer to touch the subject with her open palm (see "Touching an Opponent", page 157 of The World of Darkness) during the scene where the final roll is completed. The Spell then takes effect against the target.

Range	Target Number
Touch	Basic target
Visual	+1
Intimate*	+1
Known	+2**
Acquainted	+3**
Encountered	+4**
Described	+5**

*Targets with whom the Changeling has a pledge are considered Intimate

**Requires the target's true name or a piece of the target's physical substance.

Size is used to affect very large targets; a basic success is sufficient to achieve a spell with power over a subject of size 20 or less. If multiple subjects are targeted by the spell, the size of the largest one is used for this factor.

Size	Target Number
20	Basic target
21-30	+1
31-40	+2
41-50	+3
51-60	+4*

*Add an additional success to the target number per additional 10 size.

STEP TWO: MITIGATION

Wyrd Sorcery is a chaotic and unpredictable thing, many Sorcerers dedicate a lot of time to finding ways to keep their spells in control. Mechanically speaking these actions reduce the Twist dicepool (see step four).

Decelerations: The Sorceress publicly declares what she will do, and how her spell will work. All who witness the deceleration become part of the Tale, usually it's audience, and their understanding of the tale they are in helps impose order on the chaos of faerie magic. Effect: The number of witnesses present subtract successes from the Twist. By default only witnesses with a natural ability to see through the mask or access to supernatural powers provide this benefit (Changelings, Ensorcelled Mortals, Other Supernaturals), though a sufficiently large number of mortals can help.

Witnesses	Modifier
1	-0
Several	-1
Large crowd	-2
One of the witnesses is a Gentry*	-1
A very large group of mortals**	-1

*Actors, Props, Wisps, and Realms all count as a Gentry being present

**At least 100 people, preferably much more

Preparations: Sorcerers can ease their magic into the world. By creating circumstances in which the spell's effects are the logical result (in a narrative sense) the magic becomes less likely to twist.

The Storyteller should measure the difficulty of the tasks used to prepare a spell according to the scale used for pledge endeavours.

Lesser: -1 Success
 Medial: -2 Successes
 Greater: -3 Successes

Conditions: Sorcerers can add conditions to their spells, limiting when and how often their effects manifest. By default Spells are assumed to manifest at all times, but by applying conditions the Sorcerer limits the spell, thus making it more "interesting" to the story and less likely to twist.

Effect: The probability and frequency of the trigger alters the Twist. How often a Condition should manifest is up to the Storyteller, but assume that any condition the player can easily control is at most "common",

Common: -1 Success
 Uncommon: -2 Successes
 Rare: -3 Successes

Pledges: Every story follows its characters, and the Tales woven by Wyrd Sorcery are no

different. If the Sorcerer has a pledge with the target(s)* that binds her to act in line with the Tale he wove then the Pledge will help impose order.

Effect: The pledge decreases the twist successes by the highest component of the pledge (treating negative components as positive). However if the target breaks the pledge immediately roll any Twist dice mitigated by the pledge. If the pledge is somehow annulled then do not roll the mitigated Twist dice unless the target breaks his Pledge Tasks (which no longer comes with Sanctions).

*All initial targets must be within the pledge otherwise the mitigation does not occur.

Titles: There is one method of mitigation, and only one, that will guarantee the spell never Twists. That is to manifest a Title as the spell. Doing so is simple, attaining the Title is not.

Under most circumstances the doom of a spell will not harm a Title in any way, though ending the spell in such a way as to make its story meaningless has similar effects to besting an Actor in combat. An example would be triggering a hex's doom before the victim even begins to suffer.

STEP THREE: THE INCANTATION

The first step to weaving a Tale is the incantation. The Sorcerer uses a silvered tongue and occult principles to tell a Tale, tricking the world itself into playing along with the story. First he pays the spells cost, one point of Glamour per dot in the highest Tale used in the spell. He rolls [Tale + the Tale's associated Attribute + Occult] as an extended action.

Over the following turns the Sorcerer continues to manipulate the world itself, rousing it to action. Each Increment he continues to roll that same dicepool, each time accruing more successes. However even sorcery has its limits, one cannot accrue more

successes than he has dice in the pool he is rolling. However, there are a few factors that can affect the roll.

Time per Roll:
1 Minute: -3 dice
10 Minutes: -1 dice
1 hour: +0 dice



Other Sorceries

The standard time units for ritual magic are significantly shorter than those used by Wyrd Sorcery. It is the authors opinion that they are quite simply, too short. However should the players come into conflict with other sorcerers the Storyteller may wish to synchronise their casting times. For convenience the standard time increments are presented below.

One Turn: +0 Dice
Two Turns: +1 Dice
Five Turns: +2 Dice
One Scene: +3 dice

Other Modifiers:

The roll is within the Witching Hour (between 12PM and 1AM): +2



Players should note that Seeming or Kith blessings that enhance Attributes do not apply to Wyrd Sorcery rolls. Seeming or Kith blessings that enhance Occult can be used for Wyrd Sorcery, but do not increase the maximum number of successes.

Finally, spell complete. The Changeling spends a single point of Willpower and thrusts it into existence. It is at this moment that he must declare the spell's doom.

STEP FOUR: THE DOOM

Every spell created by Wyrđ Sorcery has its doom, the condition in which the spell ends. The Doom is chosen by the sorcerer and until the doom comes to fruition that spell just will not end. Most Sorcerers choose dooms that are likely to be fulfilled long before a spell goes completely out of control.

The choice of doom is not entirely arbitrary. It must be related to the spell in such a way to give it a satisfying conclusion. A spell which creates wealth could have a doom which is fulfilled when the target uses his wealth for a certain task, or learns a moral lesson about wealth (which may or may not require him to lose his new fortune). As an absolute rule the Doom can never involve direct harm to anyone other than the sorceress herself.

Mechanically speaking every time the Degradation time expires, the Tale gains an additional point of Twists. These Twists often push the Tale towards its conclusion, and can even Twist the doom into something easier to fulfil. By the time a Tale has gone completely Out of Control it is nearly impossible to avoid fulfilling the doom for more than a few hours. Either because the magic forces the doom to occur, or because the doom itself has twisted into something so trivial it's bound to happen.

STEP FIVE: TWISTS IN THE TALE

Changelings run their magic on contracts and deals, the terms are rigidly defined. If you want to know why this is you only have to look at what happens when you use faerie magic without a contract. Wyrđ Spells are stories woven into reality, each with its own little sub plot and quirks. And, like stories, spells also have Twists, unexpected turns that not even the caster can predict. They can manifest when the spell is cast (especially without proper mitigation), or over time as it endures. To look at the Twists in the Tales woven by sorcerers. Twists are:

Neutral: Twists have a way of leaving the spell no stronger or weaker than it

started, the Twists that aid the spell balance out those that hinder, leaving the spell no better or worse off than before, but far more whimsical. Other Twists don't affect the primary target of the spell but cause the magic to spread outwards, sowing chaos. They are not inherently bad or good, just interesting. A spell is just as likely to twist in a positive way as it is in a negative one, especially if that positive twist makes a scene less certain or more exciting.

Revealing: Wyrđ sorcery deceives the world into following a tale, it is a fragile lie and the truth can often shine through. A Tale about straw spun into gold, for example, will often Twist to reveal the reality of the straw beneath the lies. The gold may burn like straw, or it may be a nourishing meal to animals, without sacrificing any properties of gold.

Chaotic: While a knowledgeable Sorcerer may know what kind of Twists are possible or likely, it is impossible to predict which ones will actually occur. Neither occult knowledge, or prophecy, can accurately predict a Twist. Rather than simply being inaccurate, Twists have been known to exploit the wording or symbolism of prophecies in whatever way creates the most interesting story.

Interesting: Wherever possible a Twist attempts to make the story more interesting. If a Sorceress turns herself into a vicious dragon, fearing a threat that exists only in her mind, then the Twists will spin a more interesting story than a dragon waiting in its Hollow for a few months. Perhaps the sorceress will be consumed by a dragon's greed and begin raiding hobgoblin gold mines, or perhaps a Twist will cause her to exhale a constant stream of smoke that leads a valiant knight to her location.

Inevitable: A tale woven by Wyrđ Sorcery will always Twist if it lasts long enough, this is inevitable. The only way to avoid Twists is to weave Tales that end quickly enough.

Often tie back to the sorcerer: A Sorcerer is always a part of the story created by their own magic, no matter how carefully they craft

the effects to avoid themselves at least some of the Twists will include them.

THE ROLL

Twists have a dicepool equal to the [Successes of the Incantation + the Potency] (Yes, this means Potency is effectively counted twice). For this reason many Sorcerers often favour small weaker spells where the Twists are entirely removed (at least until degradation begins) through mitigation tactics. Others just raise up powerful, wild, magic and throw it in the general direction of their target.

One Success: Negligible Variance, Variance that has no real impact on the spell unless someone is deliberately taking advantage of it. Perhaps the figment is the wrong color, or only one edge of the blade is blessed.

Two Successes: Minor Variance, a quirk that could really upset the spell if the caster doesn't account for it. A disguise is a mirror image of the target, the blessing to athletics does not affect lifting.

Three Successes: Major Variance, a real major unintended effect. Curse spreads to the target's family and friends, the man turned into a toad can still speak like a human.

Four Successes: Severe Variance, at this point the spell probably causes as many or more problems than it solves (though if it solves her problem and creates problems for other people then the sorceress might not care). The spell that turns the user into a wolfman also causes him to lose his mind in rage, an illusion the character develops its own mind and seeks to usurp him.

Five Successes: Out of Control, the storyteller completely gains control of the spell and its factors. It still functions as intended, but likely in a way that causes change or won ton destruction to potentially anything outside its direct intention.

WYRD SORCERY CHEAT SHEET

Step One: The player chooses the Spell effects, applies factors and decides upon the spell's doom. (OOC)

Step Two: The Sorcerer sets up any mitigation factors. (IC)

Step Three: The Sorcerer pays costs and rolls to cast the spell. (IC)

Step Four: The Storyteller secretly rolls to see how much the magic Twists, and applies and mitigation factors. (IC)

Step Five: The spell takes effect, and possibly goes out of control.

THE LIMITS OF POWER

Wyrd Sorcery is strong, sometimes extremely so, but one must never forget that accessing that strength comes at a cost. No Sorcerer can maintain an unlimited amount of magic, eventually the manifold story they weave will sweep them up and carry them away to fates beyond their control.

Mechanically a Sorcerer can safely have [Wyrd+1] spells active at any time. Every spell cast beyond that limit automatically gains +1 Twist per spell over the limit (including itself). This occurs after mitigation and thus can only be avoided by swearing the spell into a Title.

Unlike many forms of magic, Wyrd Sorcery cannot directly harm other people, though it can invoke circumstances that will cause harm. For instance, a Sorcerer cannot shoot a lightning bolt (because it is instantaneous and has no meaningful duration), but can invoke a thunder storm that is destined to strike them; (then carry on striking other things).

Wyrd Sorcery cannot affect objects made of iron, nor can they create iron, fake or real. Nor can they be used to alter template inherent traits of Changelings or other supernaturals (so a curse cannot cause a Vampire to be unable to feed, or a Werewolf unable to change).

RESISTED OR CONTESTED

Supernatural power in World of Darkness use two different types of resistance rules, as does Wyrd Sorcery. In general any effect that is all or nothing (mind control, sleep spell, transformation), and who's success would immediately have an enormous impact on the target, is contested (rolls Resistance Attribute + Power Stat). Whereas incremental spells (penalties, small changes, etc.) or those for which successes are counted towards the effect, are resisted (subtract [Resistance Attribute] from the roll).

TWISTING ANOTHER'S MAGIC

When Sleeping Beauty was cursed to prick her finger and die, one good faerie still had her gift to give. She chose that the princess would not die, but instead fall into sleep.

You too can Twist another's magic.

Intentionally causing another Sorcerer's spells to Twist requires three dots in either Blessing or Hexing, depending on whether you wish to make the spell kinder or harsher upon its target. There are however a few special rules that must be taken into account:

No Sorcerer can intentionally Twist their own spells; this rule is absolute.

A Sorceress can add Twists, but cannot modify existing ones.

A spell that Twists another spell always has the same doom: "When the target spell meets it's doom".

A spell that Twists another spell can in itself Twist; roll as normal to see if the spell Twists when it is cast, but only use the original spells factors when determining when additional Twists arise. The Storyteller is still encouraged to think of both spells when defining how the new combined spell Twists.

STORYTELLER'S NOTE: THE JOYS OF TWISTING

Changeling Sorcery is strong. Strong enough that, left unchecked, it can alter the entire course of a game. Fortunately, twists

are there to help. No matter how careful a player is with their spells, or how much they try to mitigate, twists are bound to occur. This is the best time to deter "power casting" as well as to remind the characters that their magic isn't entirely theirs.

Twists can be great for slightly shifting the purpose of the spell, or adding a disadvantage that makes it much harder to manage. If they like to game in easy dooms, perhaps twist it into something more difficult. If they've got a super powerful sword, maybe the blessing suddenly jumps to whatever weapon the sword clashes with. Hell twists can even be a great way to get the characters out of trouble, bending villains magic or even their own to be slightly more/less helpful in a time of need can be a good way to lessen the next time their "turn that guy into stone" spell, causes the target to become a golem of living stone, as opposed to a helpless statue.

One thing to remember though, Twists are NOT intended to derail the current story. And while it is possible for a twisted spell to spawn a chapter of its own, it is generally better when the twists tie back into the plot. Take some creative liberties when needed, it's the storytellers prerogative after all. If a scene is sufficiently interesting without a twist, bank that point for later. Twists also don't need to occur EXACTLY at the start of a Scene/Chapter/Story, they can manifest halfway through at the most dramatic moment.

The bottom line here is: Twists are there to make the story better, and to deter power gaming the system. So use them to have fun, not simply as punishments or rewards.

SORCERY KITHS

New Kith: Fairest Enchantresses

Stolen to serve as vessel rulers to an Arcadian overlord; the fairest of them all were taught deeper secrets of Arcadian magic, their power and position was enough for many to escape their Keeper's clutches.

Fairest Enchantresses return to earth bearing the secrets of Noble Magic. They can spend Glamour to increase their dicepool for Wyrd Sorcery on a 1 for 1 basis, and in addition they may add their Striking Looks bonus (to a maximum of +2) to all Sorcery rolls.

New Kith: Wizened Hag

In Faerie these slaves tended to the cauldrons and spinning wheels of Arcadian sorcerer's above such menial labour. Some of them stole enough of the magic they helped create to escape through the thorns.

Working unseen at the feet of skilled faerie sorcerer's the Hags absconded with the secrets of Spellcraft. A Hag may spend Glamour to increase Occult and Sorcery rolls on a one for one basis, and gains an additional die when using Sorcery on behalf of a paying customer.

OPTIONAL MODIFIED RULES

Wyrd Sorcery was written after Changeling: the Lost. Consequently there some material that might benefit from being redefined to tie into the Sorcery system. The following optional rules are presented:

The Autumn Court's one dot mantle provides a bonus to Sorcery, instead of Contracts.

The Witchtooth Kith Blessing applies to Hexes, not Contracts. Note that regardless of whether you update the Kith Blessing, a Witchtooth's ability to spend Glamour on Occult does apply to Sorcery.

The Office of the Vizeral Council requires 12 dots in Tales instead of Contracts; and a replacement Privilege for The Clausmaker's Boon: They apply an automatic mitigation factor equal to their monarch's Mantle -2 on all Wyrd Sorcery used on behalf of their duties.

DIGITAL DAEMON: A TECHNOMANCER TALE

The city was still in the summer breeze, hues of orange and violet filled the evening sky over head, jet contrails crisscrossing the heavens, carving through the nimbus clouds. The buildings of the city loomed overhead like dark brooding priests, tired from gasping in the carbon thick air of the streets. Their vermilion brick faces were stained by the years of smog and acerb rain. Windows, dusty filters to the world, dragonfly arrays of lenses held in place by peeling acrylic, looked down and dour.

In this twilight of greenhouse chemicals and ammonia-clouded skies, Ryan marched home. His noir polymer boots stomping on cracked and crushed paving slabs. Each step gave a faint creak as the leather clad feet strode along the pavement. A tinkle and rattle of coins and keys heralded Ryan's return home as he dug from his pinstripe trousers his door key. A satisfying clunk and a ghostly creak welcomed him home. The warm synthetic air gave way to a chill musty odor, pungent incense still lingered on from the night before.

Ryan hung his long windbreaker on its usual peg, and the satchel was slung onto the sofa. A bubbling and a click, and soon Ryan had a piping hot coffee in hand. The mug emblazoned with an insipid "You're the Best". He ran a hand through his flamboyant red hair, allowing the tufts to take on a semblance of order, though it still remained a ragged, vivid mess. He removed the shades from his forehead and made his way up stairs, collecting his satchel as he passed the sofa. The leather boots thumped up the steps, muffled by the 70s vomit patterned carpet. The banister creaked with each hand grip upon the lacquered cream paint.

Ryan passed the other rooms on the floor and made his way to his study,

entering the curtained room. Faint slivers of light cut past the thick fabric drapes, casting barcode-like shadows onto the woodchip wallpaper. Sat humming some digital tune was Ryan's PC. The titanium white case was freckled with dust, and sat beside dated CRT monitor. The standby light blinked a lime green disco. Above the monitor was a chrome camera, its cover off to allow the device to zoom at the corner of the room.

Ryan took in a tired breath and sat down on the thread worn office chair and took a gulp of the amaroidal coffee. "Still no answer then?" he sighed, his voice ragged, and not fitting with his youth. He turned about on the spot, the chair straining, and he looked in the direction the camera was pointed.

Inscribed in a sticky black fluid was a circle, lined with ten burning candles in one quadrant of the circumference. Within the circle lay a fat slab of beef steak and about it three small coffee mugs containing various fluids. One contained Mercury, the next had some Iodine-brown emulsion, and the last held what was obviously blood - thick and blackened by the oxidised iron.

Ryan turned back to the PC and pulled out the keyboard from under a morass of books and printouts. Some of the books contained menageries of Norse runes, or pages were inscribed with mandalas and seals. The monitor blinked on.

FILE TOO BIG

Ryan eyed the screen and peered at the UNIX shell, fumbling about for a DVD to write too.

Well that's new. I thought these demons were only little?

He put the disc in the computer and began to tap away at the keyboard. The computer hummed as the laser inside

began to write the data out. The tray slid out of the face of the difference engine, and Ryan plucked the silvered polycarbon dish out with his middle finger. A faint emanation of sulphur followed the disc from the CD writer.

Should be glad I know at least which realm this blighter is from.

Gingerly Ryan held his hand out over the magic circle and placed the disc on the pungent piece of cow, directing the rainbow face towards the digital camera.

For a Decarabia this sucker has taken up a lot of bandwidth. Looks like I need to burn some mana just to ensure I don't rip a hole in the side of the house.

Ryan sat back on the chair and swivelled around so to lean his forearms on the back rest, he took off his suit jacket and slung it on the door handle. He reached back for his cup of coffee and pulled out a coin from his pocket. With a plop the coin dropped into the inky caffeine and he took a slug of the potion.

Words not heard of on Earth except by those of his calling emanated from his stern lips, the sounds tugging at the cords of the world, holding back all the locks and veils for a brief moment. The world paused in its rotation and the stars above screamed from their fiery hearts. The candles flickered and the CD crackled as the reflective metal vaporized within the disc. The smell of cooking fat filled the room and a wind picked up, flipping pages and notes from the computer desk.

Ryan grinned. *Time for an interrogation.*

Seeping through the cracks in the cage of reality, the Decarabia took form, its luminous being spilling from the camera lens and sucked into the magic circle. Blood and mercury boiled, steaming and churning.

"Bastard! Who are you to bring me here!?" spat the foul toady being. It sat no higher than 2 feet tall, observing Ryan with avian orbs. "I shall have the crows tear from you your eyes, I will. Feast upon

them, and dance upon your broken form, I will."

Ryan leaned back laughing and gulped back more of the coffee and held out his cell phone, the LCD screen flared into life, and red numerals bled in from the edges, dancing like tribesmen in the ancient lands of Africa. The demon clutched at its ears with 6 spindle like fingers on each hand.

"Yaargggghhh!" The beast screamed, frantically shaking its pockmarked head back and forth. "It hurts! Nooo. No More!"

"We have an understanding I see." Ryan lowered the phone. "So lets get the obvious stuff out the way. What's the price?"

"Fine!" The demon sulked and stared at the mage. "Bloody toys and you. Easy it was, back when all they had were swords and crystal balls. Nooo. Make *diigiital* things you did. Bah! Lazy!"

"Oh come on! I at least gave you breakfast."


The small goblinoid demon grumbled and smiled. It was hungry raw meat.

"Ok. The half moon, on the eleventh hour of night. Burnt in foxglove and nightshade. The hair of a newborn boy. And with it part of the placenta."

"I see we've gone and gotten a little refined in our tastes." Vincent got up of the chair and crossed over to the edge of the circle, bringing with him a map of the city and a collection of glossy photos. "You know what I'm going to ask."

"The city stone. The Great Stone. Oh dear. Late in the hour is it that we try to undo the mistakes of ages past. Of our forefathers." The Decarabia grinned and licked at its greasy lips, cracked and weeping with sores and scabs. "You've heard him dream. Restless he is. Neither here nor there he dreams. Looking for what was his."

Ryan sighed. "Yeah. I guess we are a bit late. What is the name?"



The pygmy creature let out a guttural cackle. "You think any of us know! Mercury my boy. Are we tired? Has it been a long day? Bless."

Mercury was Ryan's shadow name. He'd be damned, literally, if he would let this creature know his true name.

"Fuck you!" Ryan sat down cross legged and placed the maps to his side. "Lets rephrase that shall we. What awoke it?"

"A shard. How does one cut diamond? One uses diamond of course. What awoke him is what sealed him away. Stones and rocks are my speciality didn't you know?" With a snigger the demon held up the 'OK' hand signal. Ryan had to smile. As much as these beast were cruel, they did have a way with comedy.

"Ok, so some idiot breached the Atlantean seals using some device made of the same stone as the Great Stone and the standing stones about the city. How do we seal it?"

"Now that's a tough one. Bit like an eggshell."

"Huh?" Ryan rubbed his chin and got up for a second, the floorboards creaking as his weight shifted. The Decarabia hopped up onto its avian legs and turned to regard the lump of steak and greedily snatched it up, gnawing away at the rancid flesh with a mouth of piranha teeth.

"SHIT!" Ryan turned on a heel and stared at the demon. "You're saying those seals were a one shot! Oh fuck. We're fucked then!"

"Mwha?" The demon looked over its shoulder, its mouth half stuffed with the sickly meat. "Mwo ye. Mwah!" The hellish spawn giggled, spluttered chew flesh on the floor.

"But that's why it's looking for its name. It's true name. That was how they stripped it of its power. Stole its name and sent the bastard to Elsewhere. Genius! Now all I need to do is find its name before it can. That'll be easy." Ryan mumbled sarcastically as he chewed on his

finger nail and paced back and forth in the study.

"Book of Dead Gods."

"Don't take the piss. Lovecraft was having a joke when that was written. It's not true. The one in London has no power."

"But in his own cage Man makes power and makes magic."

Ryan stood and looked at the hellspawn puzzled. *Makes its own power and its own magic. Then did the Seers truly win? What if they made things worse. What if man can in the emptiness of this cage invent horrors never seen of before the Fall.*

"Best joke ever made I think that one."

Ryan raised an eyebrow and slid his hand into his back pocket and ran a finger over the smooth glass face of the cell phone.

"Piss off!" And in unison Ryan thumbed the button on the cell phone screen. A high pitched whine broke the stench of the air and the veil of the worlds open once more, sucking back into the pits of hell the foul little minion.

"Remember the deal Ryan! Remember" The howl of the winds of the Abyss cut the vile creature off as its form was folded into itself and the CD crumpled and crisped.

