

Isles of Darkness - Kent Pitch

Canterbury, the City of Tales

“He’d have liked his funeral,’ a friend observes. Daniel didn’t know. He hadn’t had a chance to ask. He was one of the very few who knew that the coffin was empty. The stranger next to him handed him something with a knowing glance. The envelope was crumpled and damp, but the handwriting was so familiar. He opens it hesitantly.

If this letter reaches you, by the summer stars I hope it does, this will be my very last.

I have found something in the deepest shadows, and he will stop at nothing to prevent me from coming home.

I’m going to ask you to do something, if you ever needed to trust me it’s now, but first I need to prepare you for what is going to happen.

There are hidden places in this city that shouldn’t exist. Doors to the untrained eye that lead to nowhere. Grand arches in the walls. Some of them lead to another strange and dangerous place. You need to go there.

I need you to go for a swim. Please, bring this letter to the City in the Other and go to the Hidden Cathedral.

This city is a nexus of strangeness, and I suspect you have begun to see it too. The bookseller in the slanted house with the long fingers and gaunt face, the busker that plays such hauntingly beautiful tunes that the world seems to freeze in place. They are not who they appear to be, they are creatures of strange magics.

They are all different like me. We try and impose order in a world of chaos and as my final act I need to guide you through the chaos. First, swim underneath the Westgate Bridge with exactly twelve pence in your pocket, no more and no less. Touch the statues that guard the river beneath, and move through the door between them. Take a deep breath.

When you enter the Other, you should see the town nearby. Do not lose sight of it, the creature that lives at its heart will protect you. I hope it will guide you. Head towards the buildings.



Here are the rules on the other side:

Do not eat anything.

Do not touch anything.

Make no agreements.

Go in no other direction than towards the Anchorage. In the Anchorage you are safe.

Try not to go out at night.

Trust no one unless they can prove they are human. Pop culture is a good weapon for a beginner.

Some monsters are friendly and some innocents are not. Get to the Anchorage first.

Be as quick as you can.

I'm so sorry for making you do this, but you are the only one who can. If you think this a complex joke, then the worst that will happen is some wet clothing. On the other hand, it's my dying wish.

Good Luck.

The stranger is looking at Daniel as he finishes reading, his wide toothy grin smiling at him uneasily. Far too wide. Like a Cheshire Cat. The words precise but wrong: "I'm sorry for your Lost."

Game Pitch - Changeling the Lost

Game System: Modified Chronicles of Darkness (prev. NWOD) 1st edition.

Time: 3 years

Geographically: The city of Canterbury and its nearby towns and villages

Themes: Great Mysteries, Supernatural Horror, Exploration and Community, Order vs Chaos, Mythology.

The Hedge

The Hedge is dangerous, its inhabitants are said to hunt, lurk around every corner. The unknown chaos and destruction that brought the fabric of Arcadian Realms to dust, waits restlessly for the Changelings to leave the safety of their homes. What waits for those that run afoul of these encounters, and why do so few expeditions return?

Only the light of the Anchorage, a small ramshackle town around the base of a great Hedge Cathedral, a mirror to the city's own, provides relative safety. Carved into the ground where the Altar should be is the word *dominium*.

Here lives one of The Eldritch, *Dominion*, a creature of the hedge, neither True Fae, Changeling nor Hob; majestic and silent, it presents an enigma, clearly its presence is neither coincidence nor without intent, but nothing can be gleaned of what it truly is or where it and his siblings came from. Each Anchorage in the Hedge is guarded by a similar but not identical Eldritch creature.

This place has been safe from the Hedge, and many Changelings escaping through the hedge see the towering cathedral as the salvation that is promised.

Each journey into the unknown can give great rewards - Hedge Fruit to start gardens in the safety of the town; knowledge and understanding of the creatures that wait in the dark; ancient locations and powerful items - but the risks are as great as the rewards.

The City

Canterbury has long been a city of history and mysteries. As the destination in the stories of one of the most important works of English literature, it shines like a beacon of culture, science and archaeology in both the mundane world and the Changeling world. After a heavy Hedge-based Chronicle. I would like these stories to focus on real world entanglements of the mysteries and dangers of the City, and how your mortal ties help, hinder, or get caught in this world of strange magics.

"Do not go to the Cathedral at Night."

Mechanics change: Every player will have two free mortal allies they will not have to pay for to ground them in the setting and to give you links to the city.

The Ancient Orders

I am hoping to rework some of the Entitlements for both flavour and to tie in with the Cathedral City. Giving additional benefits for joining them, and a structure that compliments the style of the game.