

Lost in Canada: A VSS

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Part 1: Basic Information

Affiliate Nation: Canada
Location Code: CA-001-N
Venue: Lost
Storyteller: Phil Rickaby
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Part 2: Styles of Play

Action (Combat and challenges):	3
Character Development (Personal dilemmas and choices):	5
Darkness (Corruption):	4
Drama (Ceremony and grand story):	4
Manners (Social etiquette and peer pressure):	3
Intrigue (Politics and negotiation):	4
Mystery (Enigmas and investigation):	4

Ratings Description:

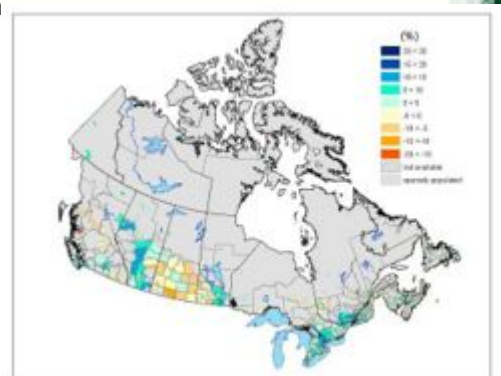
1	Never present	4	Usually present
2	Sometimes present	5	Always present
3	Often present		

Part 3: Description of Venue

Setting

Mood

Canada is a land that has only barely been tamed. While men have successfully erected cities and thereby tamed some sections of the land, there is still a wide expanse of untamed (and unclaimed) land in Canada. Looking at a population density map (see map to the right), one can see that the population of Canada is concentrated near the border with the United States. The rest of the land, is only sparsely populated, leaving much of the land untouched by human hands. This unclaimed land is unpredictable. It is here in these forests and plains that are rarely walked by men that tales of Bigfoot, Wendigo, and Oogoo are told. And perhaps these (and more) are quite real, though common science may discount their existence. In these wild, untamed areas, there are many things that can be hidden. There are many places where men have seldom



been. And places where men should *never* go.

This air of danger and mystery, infects the land so deeply, that even in the seemingly most tamed places (cities, for example), this mysterious danger flows through the veins of the place. To the mortal inhabitants, this danger and tension goes unnoticed, but for the Lost, it is a palpable thing. For the Lost know, more than anyone, what dangers there are in the unseen.

Kingdom of Saguenay

The Kingdom of Saguenay began as an Algonquin legend, a tale of a kingdom to the north, of blond men rich with gold and furs, in a place they called Saguenay. This kingdom has never been discovered, and is believed to be entirely mythical. However, it is believed among some Lost scholars that the Kingdom of Saguenay, is a euphemism for Arcadia.

Cryptids

In the study of cryptozoology, a *cryptid* is any animal or creature that has been reported to have existed, but has not been proven to. Their presumed existence is often derived from anecdotal evidence and/or other evidence insufficient to prove their existence with scientific certainty. In the dark and unexplored places in Canada, there are *cryptids* which have defied both explanation and discovery. Many are dangerous. Few who have sought them, have ever returned.

The Hedge

Storytelling the Hedge

The hedge can be a terrifying place, and entering it should never be done lightly. There are dangers in the Hedge. After all, in the Hedge, the danger of falling victim to the Wild Hunt is very real. There are also beasts of all sorts, many quite unfriendly to changelings that might stumble across them. Only the very prepared, or the very foolish willingly go to the Hedge.

Grand Trunk Railway

The "National Dream" of a Railway so permeated the Nation during the latter half of the 1800s, and was so essential to the formation of Canada, that this essential element seeped into the Hedge, forming what is now known as the Grand Trunk Railway. Across Canada, there are train tracks and stations which have been long abandoned and fallen into disrepair.

Some of these abandoned train stations are, in reality, entrances to the Hedge. Within these stations, the new Grand Trunk Railway waits. This new Grand Trunk is a railway that runs across the hedge in Canada, stopping at similar Hedgeway stations. The Grand Trunk, however, though an efficient method of passage is not without danger. It has been said that some trains run directly to Arcadia, threatening to return escaped changelings back to their masters. Other dangers, include Fae hunters who may stop the train, broken tracks, and Hedge Beasts.

It has become common parlance to refer to coming across the hedge as "**crossing the Tracks**".

Groups

Underground Railroad

Historically, the Underground Railroad was a 19th century escape route for slaves fleeing the south to free states or to Canada. The term is also applied to the abolitionists who aided the fugitives.

For the fae, the Underground Railroad is an initiative by both the Autumn and Summer courts.

Through this initiative, participants fan out into the Hedge to find those who might be trying to escape the Fae, or those who might be lost in the Hedge, and attempt to ferry them to safety.

Along the way, are "stations" which are safe areas set up and provisioned by Autumn Court "station masters". Escapees are guided by "conductors" who in many cases are Summer Courtiers, who's task it is to protect and guide their charge back out of the Hedge.

Green Tigers

During the war of 1812, the Green Tigers (also called the "Bloody Boys") were a team of soldiers trained in guerrilla warfare. This small team scoured the back country looking for raiding parties from across the border.

The Summer Court carries on this tradition, but instead of fighting blue coats, they instead concentrate on hunting down the servants of the Gentry who have come across the Tracks. The Green Tigers select only those Summer Courtiers who display exceptional courage, are quick witted and skilled at deception. The Green Tigers patrol both the back woods of the mortal world and the deepest parts of the cities to find those Servants of the Gentry who seek to harm or kidnap changelings, from the most dangerous Loyalist or Privateer, to the Animated servant. The Tigers do their best to remove these threats quietly, and without alarming others.

Tigers seldom receive thanks for their actions, nor do they seek them. Each successful kill is their reward.

Hunter Patriots

After the first rebellion by disaffected Upper Canadians was suppressed in 1837, the majority of the rebel leaders fled to the United States. Popular sentiment in the States believed that the Canadians were eager to overthrow British rule and form a republic patterned after the American model, and an organization known as the Hunter Patriots was formed to assist the rebellion. In November 1838, a group of Hunter Patriots decided that it was time to invade Canada and restart the rebellion. This attempt failed, and most of the Patriots were tried and executed. A few of the Hunter Patriots escaped capture resorted to simple piracy on the waterways around Upper Canada.

A group of Changelings who chafe at the traditional court system have taken to piracy of their own. Naming themselves for the Hunter Patriots of old, these modern day pirates believe that the old contracts should be forgotten, and are willing to see it all burn to achieve this. They are dirty, ugly, violent and belligerent. And quite happy that way.

The Hunter Patriots tend to pirate in and around South Western Ontario.

Part 4: Storytelling Mechanics

Resolving challenges by Negotiation is preferred, with pulls being considered a last resort.

Proxy rules: As per the Camarilla Addendum. Characters from the US and other Affiliate Nations are requested to contact the Lost ANST when proxying to Canada.

Travel risks:

Real World: Aside from Border Crossings, or Airport Delays, there are no serious risks to travel.

Hedge: There are very real dangers in the hedge, from roving Hedge Beasts, to marauding Wild Hunters, a thriving slave trade, and dangers not yet identified.