

## ELIAS BETTELHEIM

<b>Appearance:</b>	Kindly Toymaker
<b>True Nature:</b>	Racher Vanderle, a Faerie Wolf
<b>Job:</b>	Faerie Anarchist
<b>Motivation:</b>	To create irrationality so that the Faerie realm can spread once more. And to do this in the most annoying way possible.
<b>Secret:</b>	Was once the slave of a vampire, but that is another story.
<b>Hit Points:</b>	8

Elias is really a dog. A dog called Racher.

Racher was born 300 years ago, the Faerie child of a Wolf Beast Lord from Arcadia and a fallen nun. Racher spent many years wandering Scotland as one of the 'black dogs' of lore - faerie spirits who punish evil-doers and aid the innocent. Unfortunately Racher had trouble getting the hang of this and was forever confusing the two. In the 1950s he became the familiar of a Scottish Chaos Magician, Grant Blake. Blake taught Racher how to assume human form and, perhaps more importantly, how to annoy those you despise.

Racher has come to Al Amarja to try and set up a new base for his faerie infiltrations into the rational world. Back in Scotland, he had managed to piss off quite a few people, including some vampires, who would now like nothing more than to own a dog skin coat. He also has heard his mentor Blake might have been involved in faery hunting - this rather worries him as Blake kind of scares him (not that he would admit it).

Racher learned of a gateway out of Arcadia which led to a Greek island near Al Amarja. He used this, encountering the Lord of the Hunt who was none too pleased that some humans had been using the portal to enter Arcadia and go raiding for fae flora, fauna and folk. On the island Racher used his natural charm to persuade some good fisher folk to take him to Al Amarja (i.e. he stole their boat, which was their only means of livelihood). He fits right into this place where nobody ask questions and most paranoid delusions turn out to be true anyway. Thus it is the perfect hidey hole. So far he has had a lot of fun tracking down conspiracy theories and spying on people, but hasn't actually done a lot about any of it. Because too many people know about Racher, he has adopted a cunning disguise. He is pretending to be a kindly old toymaker called Elias Bettelheim. He has a small shop where he sells dangerous Faerie toys to small children, aimed at spreading irrationality and confusion.

Racher knows that reality is a tenuous concept and it often shifts and changes without people being aware of the change, simply just accepting this new version as if it had always existed. Although the idea is clear, the practice of reality deconstructing is another matter altogether. If you can deconstruct a reality to it's bare essences then you can destroy it or even reconstruct it in a different manner. Many primitive religions place importance on a person's true name. Control the name and you control the person. This is a form of Semiotic Magic.

Racher has discovered a group known as the Semiotic Assassins who sound very interesting. The Semiotic assassins use semiotic magic to destroy or alter their targets. They recently struck a killing blow against their foremost enemy - the Matagot sorcerers, who were descended from Atlantean mages. The Matagots had a small eastern European country under their control, a country which no longer has a name. The Semiotic Assassins gathered the nine essences of the nation and deconstructed

its reality - the name fell out of books and living memory, atlases rearranged themselves around the space where the country used to be, millions of people ceased to have ever existed. Rumor has it one of the Matagots escaped and is seeking revenge on the Semiotic Assassins.

The Semiotic Assassins use a device known as a "Cypher Spike" to enhance their ritual magic. This piece of metal is embedded in the base of the skull and attunes the brain to semiotic resonances. Some Semiotic Mages are so powerful that they do not need to alter their minds in this way. In fact some latent semiotic magicians quite happily create and redefine reality without ever realizing it. Characters from stories may come alive, fictional places may become real. The Semiotic Magician who created such things seems to have the power to alter reality by altering the original text. It is rumored that the United States of America is the result of such an unintended semiotic construction by a group of nineteenth century Viennese novelists who desired to create a convincing fictional country. What is clear is that the creation may outlive the creator as America continues despite the fact that all five of the Austrian writers are long since dead.

Racher has also discovered that Matagot actually is a word that means sorcerer CAT. Racher can't believe cats could perform magic - dogs yes, but cats are too stupid. Anyway he wants to interfere with the assassins to see if he could learn how to deconstruct large areas of reality which could be replaced with the faerie realm - how is another matter - maybe if he just confuses the Semiotic magicians everything will fall into place?

There was a Blind Pencil Seller who used to work the corner near Sad Marys. Racher thought he may have been a faerie hunter (because he had some iron coated pencils) but he refrained from killing him as he found out he was a contact for the Semiotic Assassins while eavesdropping near the public phones. Lately the pencil seller hasn't been on his corner and no-one has seen him. Perhaps someone else got to him before Racher could.

Drugs, while technically illegal in Al Amarja, are quite commonplace. There is a new drug on the market which has Racher worried it is called "Fugue" and is rumored to allow flesh to be "shaped" - you know, like a shape-shifting drug. Does it have something to do with the faerie realm, and if so why didn't he know about it? And how can you annoy people with it?

Racher is also out to get the fanatical phantom Christian MC Hamish, who runs a pirate radio station. MC Hamish purports to be a cool youth deacon, spreading the gospel of Christ (ugh). Faeries hate Christians because their faith has eroded the old religions and destroyed much of the Faerie world of Arcadia. What MC Hamish actually spreads is hatred and rage - which you could almost respect him for, but he is also a fundamentalist Christian. He has incited much violence through his sermons on "morality vengeance". Basically he suggests that someone who does something to offend your sense of morality is actually committing a moral crime against you. The only course open for a victim of such a moral crime is revenge - an eye for an eye - usually through physical violence. Thus Hamish is responsible for a wave of outrage and violence against sex workers, abortion clinic staff and patients, homosexuals, drug users, non-Christians, fashion models, intellectuals and their pets (the pet bit has you worried). The Peace Force wants Hamish removed permanently and Racher is only too willing to help. The heat must have gotten too much for Hamish, as he has stopped broadcasting recently.

There is an underground river which runs under Al Amarja which is a great place to go and have a sniff about and see what dead things have floated to the river banks. A few weeks ago, late at night when Racher was taking himself for a walk, he saw the tourist Eleanor Baughman dump something in a sewer leading to the river. It was suspiciously long and heavy looking, like a corpse wrapped in a blanket and she was having trouble getting it to sink but eventually it did.

Although Racher primarily went to Al Amarja to get away from vampires he has found out there

is a type of vampire that lives in this country - they are something to do with Egypt and keep humans as slaves - they are said to brand them almost like cattle but apparently there is some sort of symbiotic relationship between the vampire and the slaves. Montgomery Knapp, the Satanist, smells like a dog. You wonder if it is just his distasteful sexual appetites or whether it is something else?

The tourist Bruno Roth is a bestselling author who has written several controversial bestsellers, that often offend Christians because of the way they question theological ideas. Racher thinks this is pretty good and has followed him and noticed it really disturbed Bruno so he kept doing it, accidentally running into him and making noises when Bruno knows no one else is around.

Finally, the street freak Hippensteel went into mens' toilets which intrigued Racher. No one noticed as Racher stealthily followed her. Racher waited for fifteen minutes outside the stall she had locked herself in – during this time he heard splashing and tinkling music. Suddenly there was a “clink” followed by more splashing and swearing from Hippensteel. Then she left, holding a small ball which she slipped into her pocket.

## OBJECTIVES

- Interfere with the plans of any rationalist conspiracies. Keep an eye out for any Semiotic Assassins or those stupid cat magicians. Remember: Pissing people off is fun!
- Locate and destroy MC Hamish
- Find the source of the Fugue Drug and see how it relates to Faerie

## ABILITIES

**Repair:** You have the mechanical skill to repair most broken items. To do this tell the GM what you are attempting to repair, then spend two minutes acting out the repair of the item. After that he will describe to you the results. You also have the ability to look in the envelopes of your toys freely, without setting them off (doing so does not consume a use of this ability). Usable 5 times. (General Ability)

**Shapechange:** Your old coat is actually your true skin. As long as you have that coat, you may take the form of a large black dog. To do this simply put in the correct name badge. In this form you can use your bite as an attack to deal 2 damage. Usable 5 times. (Fringe Power)

**Vulnerable to Iron:** Any weapon with the word “iron” in the description on its card will deal +1 damage to you if it hits. Additionally you may not use your Shapechange ability for 5 minutes after being struck by such a weapon. (Flaw)

## EQUIPMENT

- Black fur coat
- Toys (rigged to do all sorts of nasty tricks)
- Dog Biscuits
- \$200