



Forsaken Addendum

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Introduction

This document sits alongside the Universal Addendum and details all alterations, clarifications and interpretations of White Wolf's Werewolf: the Forsaken setting for implementation within the live-action chronicle of Isles of Darkness. In all cases where applicable, this Addendum overrules the Universal Addendum.

Please remember that we are telling a large scale linked story, and that it is this rather than any individual character which is most important. Players and Storytellers are encouraged to remember this and to play in a way which is fun and engaging for everyone. Please use common sense; should a reason for wanting to do something be "it'd be funny" or "wouldn't it be cool if..." you are strongly encouraged to take a moment to consider the ramifications and setting. The source books give us the basis of that setting (especially **Werewolf: the Forsaken**, **The Rage**, **Tribes of the Moon** and **Signs of the Moon**) but from there the story belongs to everyone involved; players, characters and storytellers. Remember this and please apply restraint where it is needed to make sure we are all able to have fun!

Useful Terms

Nothing beyond Universal

Character Generation

Character Basics

Age

In addition to the restrictions on age in the Universal Addendum:

PC Age

- Although werewolves can theoretically live longer than most humans, their fraught lifestyles usually lead to a much briefer lifespan. To reflect this, it is GST Approval to play a character who was born before 1930.
- For reasons of taste and decency, PCs should be no younger than 18, and should have undergone a First Change no earlier than 12. PCs which do not fit these guidelines will not be approved for play.

NPC Age

- NPCs also require GST Approval to be born before 1930.
- STs may make use of younger NPCs as needed by their stories but may not use werewolves below the age of 12.

Allowed Character Types

The following character types are allowed in play, with the appropriate level of Approval or Notification.

- Forsaken: LST Approval
- Wolf-blood: LST Approval
- Skin Dancers: GST Approval, wolf-blooded only and plot-kit dependent.

The following character types are not sanctioned for PC use but are sanctioned for NPC use:

- Pure
- Bale Hounds
- Ex-Pure
- Skinchangers
- Changing Breeds

"Defection from the Pure" sidebar (Signs of the Moon)

This sidebar has no relevance to the game we play.

Wolf-Blooded Characters

Wolf-blooded characters are created entirely without the Werewolf template, but must have the Merit: Wolf-Blooded. In this case, the scalable version of the Wolf-Blooded merit described on page 126 of **Blood of the Wolf** is used, rather than the version in **Werewolf: the Forsaken**.

It is possible for a wolf-blooded player character to undergo a First Change and become a werewolf; this requires the player's consent as well as the LST's, and GST notification. In this case, adding the usual items to give them a starting werewolf's template costs no additional experience points for the first three months after their Change.

It is GST Approval for a wolf-blooded character to have undergone the Rite of Purity (**The Pure**) before starting play, and GST Notification if they undergo it during play.

It may become possible to learn the **Rite of the Twin Skins** that allows a wolf-blood to become a werewolf. As a note this can only be done in play and will be a lengthy and potentially fatal story arc. This is GST Approval.

Wolf-blooded characters cannot purchase the totem merit and as such do not receive the mechanical benefits of being in a pack.

Renown

Renown is an important part of **Werewolf: the Forsaken**, helping other characters to understand a character's past, their role, and to give expectations of behaviour. Players should keep a record of the deeds recognised by the Rite of the Spirit Brand, and STs should make the awarding of Renown an important part of the local story.

Earning a dot of renown will also grant the character in question a free gift of the appropriate level or lower. Please note that your maximum gift level is capped by your highest renown.

Renown ranked between 1 to 3 are common stories that should be known by the pack and those living in your domain but may not be known beyond that.

If a player has at least half the XP required to gain a level of renown, they may choose to go into XP debt (for the remaining amount of XP) in order to claim renown after a deed is complete. Please note that a character may only be in debt for one deed at a time and must wait a number of months equal to the level of renown claimed via XP debt before they are able to go into XP debt for another deed as this prevents a given PC from being in continuous XP debt.

High Renown

In order to ensure parity between local games, purchasing Renown of level 4 or 5 is subject to the approval of the GST. A separate approval should be made for each dot of Renown. It is not possible for a player character to start with a Renown of level 5.

A character may begin play with a Renown of rank 4 subject to LST and GST Approval. This will require sufficient justification via background in order to explain the large hole it is likely to leave in your character sheet and a worthy tale to be disseminated to the player base.

Renown ranked 4 and 5 are legendary deeds and should be known of up and down the country. As such we shall require an appropriate tale to disseminate before we are able to approve renown of this level.

High Renown PCS

A PC becomes classified as "high renown" once they have achieved a renown at four. A PC may also be considered "high renown" if they have all renowns at rank three.

As per the setting document, high renown comes with a number of social consequences in addition to the increase in social prestige and spirit rank. Given that there are now a number of high renowned PCS in play. Some of these social consequences will now become increasingly relevant. As per the usual mechanics for renown, news of the character's deeds has travelled and various individuals and entities will come to know of them.

The ST team for Forsaken will be looking for players whose play style and characters serves to exemplify the ideals of the given renown in question. As such this is something we as an ST team will consider before granting any renown approval of four or above. Furthermore, we shall also be looking at how characters act from the point they receive a renown of four or above as we aim to ensure that such characters are acting within the ideals of their renown and the setting. Should this not be the case we will strip the PC in question of that renown.

Simply put, ours is a setting where you do not get to just rest on your laurels, you need to live up to your legend, you need to be doing worthy deeds and avoiding shaming/dishonouring yourselves. Remember, our mantra is no reward without risk, no risk without reward.

The Pure

The Pure will take more interest in the words and deeds of high renown characters. This may result in various challenges.

The Spirits

The spirits react to high renown characters in different ways depending upon the renown in question. This is particularly relevant for Honour 4 or higher characters.

The Forsaken

Achieving high renown can come with responsibilities and duties to ones Tribe. This is very much a theme we shall be pushing.

Each of my LSTs has been sent a more extensive ST version of this document, as such please take this as the brief heads up it is intended to be.

Reputation – Renown XP

In order to ease the potential XP burden posed by renown, we have elected to introduce a system known as Reputation. This will operate in a similar fashion to the Arcane XP system found in Awakening in that performing certain actions will provide you reputation points that can be spent exclusively on renown.

Any action worthy of a renown deed at the level of renown a character currently holds will grant the character a single point of Renown XP which will be awarded by the LST/GST present. Renown XP may only be spent on renown, but Renown XP earned is stored communally and can be spent on any renown.

Renown XP cannot be claimed for the deed that the renown in question is being purchased for.

A character can only claim a maximum of two Renown XP per month. This includes downtime actions but not IRC social scenes. Any Renown XP earned over the 2XP cap can be saved and claimed the next month (although that month is again subject to the cap of 2XP).

Players are expected to keep track of what they have been awarded Renown XP for similar to Mage Arcane XP.

The table below indicates the maximum number of times a Renown XP can be awarded for a particular level of deed. Additionally once you have earned a level of renown, you cannot receive any Renown XP for a deed equal to that level or lower.

Renown Level	Number of times
Level 1 deed	4
Level 2 deed	8
Level 3 deed	12
Level 4 deed	16
Level 5 deed	Unlimited

There will be a system in place to claim Renown XP for deeds performed prior to this addenda being released.

Losing Renown

Should a character have Spirit Brands which the Lunes believe they no longer deserve, then those same Lunes may remove the favour of Mother Luna. It takes some serious and extravagant crimes to earn this sort of attention from the Lunes, although via the Rite of the Spirit Brand or by Call Gaffling/Jaggling, other werewolves might bring it to their attention. The accusers may lose Honour or Purity Renown if the Lunes find the accusations to be false.

To remove Renown from a character in this way requires GST Approval.

Standard XP from lost renown is kept by the PC, Renown XP is lost. Recovered XP can only be spent on another renown. Further to this, this PC also loses access to the free gift associated with the renown being removed. This gift is removed from the character sheet and must either be relearned by spending XP normally, regained by gaining back the lost Renown, or a Renown of equal or greater level.

Renown may also be lost on a temporary basis through one of the punishment Rites listed below. These Rites are learnable and usable only by Elodoth. The Lesser Rites of Punishment listed here will require LST Notification/Approval to use on another PC. The Greater Rites of Punishment listed here will require GST Notification/Approval to use on another PC.

Aspects

Aspects are sanctioned for play and their descriptions can be found in **Signs of the Moon**.

A Forsaken PC or NPC may take on or shed an Aspect at any time.

Taking on or shedding an Aspect requires LST Approval and GST Notification. Note that shedding an Aspect causes the character to lose a dot of Primal Urge and Auspice Renown, and they may never take on another Aspect.

Primal Urge Prerequisites

- Aspects obtain their abilities at Primal Urge 2, 4, and 6.

Aspect Amendments

Due to game balance issues the following changes have been made to Aspects:

Cahalith

Warhowler

Primal Urge 2: The Warhowler can only add points to Initiative and/or Speed, not Defence.

The Mad

Primal Urge 4: Derangements inflicted on others with this Aspect's abilities only last for the next lunar month.

Irraka

Assassin

Primal Urge 6: The additional levels of damage provided by this power count as part of the same attack pool and as such are subject to damage cap.

Rahu

Defender

Primal Urge 2: Attacks which usually ignore Defence (such as firearms) still do so.

Oath-Keeper

The Oath of the Moon can be considered to be more than a code of conduct. It can be considered to be the moral and legal code by which the Forsaken live.

Irraka may bend it, Elodoth may interpret it, but these Rahu live it. They measure their Renown by it. The Oath is Purity, and the Hudinim make sure it stays pure.

Keepers of the Oath are the moral centres of their packs. They make sure the other pack members aren't committing grievous violations like eating people, but they also watch out for subtler problems like disrespect of elders and failure to hunt. A werewolf that doesn't hunt is barely a werewolf at all, and a Keeper knows how easy it is to fall into complacency, using the power that Luna granted the Uratha to do nothing but laze about.

Being a Keeper is to guide these lazy Uratha back to the right path - be that hunting for Luna, carefully tutoring them in respect or simply leading my example as an Alpha of a pack.

Hudinim won't step on the toes of the Elodoth. They aren't meant to mediate or advocate, they simply point out when the Oath is in danger of being broken. Sometimes a Half Moon comes to a Keeper for advice, and that Half Moon must be able to expect the Keeper to know the Oath forward and backward.

Keepers of the Oath are often moralistic and even preachy, but their high Harmony also means they are more in control of their Rage than a lot of other Rahu.

Primal Urge 2: The Oathkeeper gains a free Academics, Politics or Persuasion specialty in the Oath of the Moon as Luna blesses him with insight into the Oaths and the ways to maintain them and their own Purity. Additionally, the Oathkeeper can make a Wits + Purity roll to get a feel for the Harmony of another Uratha, so that he might better spot those in need of guidance. This does not translate to the exact number but rather a general feeling of "Harmonious" (Harmony 8-10) "Balanced" (Harmony 7-4) and "Unbalanced" (Harmony 3-1)

The Oathkeeper also gains a personal ban when taking on the mantle of the Hudunim. If the Uratha knowingly allows another Uratha to break the Oaths of the Moon, be that premeditated or in combat, he must make a degeneration roll at Harmony 1 (3 Dice) as the weight of his ally's actions weigh heavily upon him.

Primal Urge 4: Once a month, the Oathkeeper can spend an essence point and her Purity brands blaze with silver light. She can either gain back Willpower equal to her Purity, or apply a bonus equal to her Purity to her combat pools against a foe known to have broken the Oath. For example the parents of a Unihar or the Pure who just killed her pack mate.

This comes at a price however. The Oathkeeper must keep her Harmony above 7, and if the ST deems that the character has wilfully broken the Oath of the Moon, they must immediately test for Degeneration, rolling 4 dice. Should this drop her Harmony below 7, the Uratha loses access to the above benefits until her Harmony is restored to 7 or above.

Primal Urge 6: The Oathkeeper can spend 3 points of essence to bring himself or an **ally** out of Kuruth as an instant action. Additionally, the Oathkeeper gains a bonus equal to his Purity when dealing with the Rahalunim as they look upon him with favour.

This attention comes at a cost though. The Oathkeeper must keep their Harmony at 8 or higher or lose access to these benefits. As above, should the ST deems that the character has wilfully broken the Oath of the Moon, they must immediately test for Degeneration, rolling 2 dice. Should this drop her Harmony below 8, the Uratha loses access to the above benefits until her Harmony is restored to 8 or above.

Lodges

Lodges represent a shared calling, a shared ideal and a focusing of duty. Some Lodges are ancient callings and others are newer. To join a Lodge is to become part of a brotherhood that is just as deep as the bond of Pack, in some rare cases this even goes deeper.

Lodges can be both open in the sense that anyone can join and closed in the sense that only members of a particular tribe or sect can join them. Some rare lodges even admit both Forsaken and Pure.

These groups are often secretive and they guard their secrets jealously. Indeed, it is far often easier to join a given Lodge than it is to leave it...

Joining a Lodge provides both benefits and drawbacks. On the side of benefits, these can range from access to rare fetishes or specific gift lists to drawbacks in the forms of specific duties or bans.

A Lodge can be joined in background with the required approval and appropriate backstory or they can be joined in play providing an appropriate NPC or PC can be found to induct the interested PC. Most Lodges require LST Approval to join unless stated otherwise, in which case they will require GST Approval.

Creating a Lodge

Creating a new Lodge should be a major event in any story and within our Chronicle that is very much true.

Whether reinstating a lost Lodge or creating an entirely new one, the process is the same. There should be at least five player characters involved in the Lodge's inception for this process to begin.

The first step is an overall concept for the Lodge: what draws its members together, what ties them into a group, and how their philosophy sets them apart from the People. All Lodges should have some element that brings them into conflict with the greater part of the People; Lodges which do not have this element in their concept will not be approved for play.

The players and STs should draw up a list of the Lodge's requirements, Patron spirit, benefits and drawbacks, including whether the Lodge is limited by tribe, geography or some other factor.

Where appropriate, the details, history and traditions of a rediscovered historical Lodge should be created. Its traditions, initiation rites and so forth should also be considered.

The final details of the Lodge - its benefits, requirements and secrets of its Patron - will be determined by the GST in an open process subject to veto by the players involved (which may mean the Lodge does not enter play), and peer review by other LSTs.

Once this has been passed, finding and bargaining with the Patron spirit will be undertaken in play. This is still necessary when rediscovering a Lodge, to show that the werewolves are deserving of its blessing. This may involve danger to the characters involved and may not necessarily be successful regardless of approval.

Leaving a Lodge

Unless otherwise specified, Lodge-specific Rites will no longer work for Uratha who leave, but Gifts and Merits will remain.

The Lunes will generally consider leaving a Lodge to be a disharmonious act, resulting in the loss of a dot of Renown. STs should generally strip a character of their highest level of Tribal Renown when a character leaves a Lodge (the Lodge of Night being an exception to this), unless it is an Auspice lodge, in which case the relevant Auspice Renown should be stripped.

For cross-Tribe lodges, a dot of Honour Renown should be stripped. The ST may also have NPC members of the Lodge visit to recover Fetishes or secrets from the character.

An ST may impose penalties such as spirit notoriety or a negative social penalty with Lodge or Tribe members. A character who leaves a Lodge because they no longer meet its requirements (for example, a Garmir whose Harmony drops below 6) should not suffer the negative social penalties or Renown loss unless they join another Lodge; the Lunes consider them to be in a time of personal trial rather than having been expelled from the Lodge.

Should a character successfully complete the Last Mile for joining the Lodge of Scars, they may leave their old Lodge (if any) without suffering Renown loss for it, but all the other effects of leaving a Lodge still apply.

If a character is a member of the Lodge of the Hunt and the hunt is completed successfully, they can leave the Lodge without any Renown loss. If they leave before the completion of a Hunt, they will lose a dot of Renown as usual.

Mots

For details on Mots, see **Blasphemies** pg97.

Mots are treated almost exactly as Lodges, requiring only LST approval to join but with GST Notification.

Creating a Mot which has no particular spiritual patron or benefit other than access to the Oath Rites requires only LST Approval with peer review to maintain the feel of the national game. This is still subject to the restrictions listed under "Creating a New Lodge", above.

Creating a Mot with a spiritual patron or benefits other than access to the Oath Rites requires the same procedure as is listed for "Creating a New Lodge" above.

Learning the **Rite of the Lesser Oath** requires GST Notification.

Learning the **Rite of the Greater Oath** requires GST Approval.

A player character requires GST Approval to become a leader within the **Eiwaz Mot**.

A player character may be a member of a Lodge and a Mot providing that the Mot is a Mot that does not provide a benefit other than access to the **Rite of the Lesser Oath** or **Rite of the Greater Oath**.

Regional Lodges

A Regional Lodge is one restricted geographically or by People of similar ideals. These Lodges must have at least six members in two different Packs. LSTs should work with the founders of the Lodge to provide good story and the mechanics of the Lodge, which requires the approval of the GST.

These bonuses will generally be minor, such as a social bonus with other Lodge members, a Lodge-specific Fetish (normally of two or three dots) or a free Skill Speciality, and will specifically only function within the geographic area associated with the Lodge.

The creation process for Regional Lodges is the same as Lodges and Mots as per the Creating a Lodge section above.

See the **Lodge of the Black Woods** in **Lodges: the Splintered** for an example of a Regional Lodge.

New Lodges

Lodge of the Armistice

See the Appendix later for details of this Lodge.

The Census

The details of this Lodge are held by the office of the GST Forsaken.

Lodge Availability

Following is a list of Lodges and their availability in this chronicle. Please see Appendix 4 for more detail on these Lodges.

PC Lodges – Represented in the UK

These are Lodges which are actively known to be operating in the UK. For the most part they will be relatively easy to seek out and contact unless specifically stated otherwise in the write up of the Lodge in question. For example, the Lodge of Crows is specifically a secret Lodge and as such is not something that is readily known to exist.

- Lodge of Arms
- Lodge of Cerberus
- Lodge of Crows
- Lodge of Death
- Lodge of Doors
- Lodge of Garm
- Lodge of Hallowed Halls
- Lodge of Harmony
- Lodge of Lightning
- Lodge of Metal
- Lodge of Night
- Lodge of Scrolls
- Lodge of Stones
- Lodge of the Hundred Days
- Lodge of the Maelstrom
- Lodge of the Rose
- Lodge of the Starless Sky
- Lodge of Thunder
- Lodge of Unity
- Lodge of Winter

PC Lodges – Little to No Formal Presence in the UK

These are Lodges that either have no members currently active in the UK or they have active members which are either not easily contactable or taking deliberate steps to hide their presence. Or indeed it may simply be that there are not many of these individuals for various other reasons.

- Eiwaz Mot
- Lodge of Carrion
- Lodge of Chemics

- Lodge of Echoes
- Lodge of Harbingers
- Lodge of Howling Death
- Lodge of Lycurgus
- Lodge of Praetors
- Lodge of Prophecy
- Lodge of Ruin
- Lodge of Salvation
- Lodge of Scars
- Lodge of Scavengers
- Lodge of Seasons
- Lodge of Spires
- Lodge of Swords
- Lodge of the Boundary
- Lodge of the Broken Pledge
- Lodge of the Einherjar
- Lodge of the Empty Den
- Lodge of the Endless Horizon
- Lodge of the Fury Choir
- Lodge of the Grotto
- Lodge of the Hazzan
- Lodge of the Hidden Hunt
- Lodge of the Lone Wolf
- Lodge of the Saviour
- Lodge of the Second Moonrise
- Lodge of the Shadow Throne
- Lodge of the Shepherd
- Lodge of the Spirit Chains
- Lodge of the Wendigo
- Lodge of Voices
- Lodge of Wires
- Lodge of Wrath
- The Kshatiryas
- The Secret Tribunal
- Valkyria Mot

NPC Lodges – Represented in the UK or Pure

These are Lodges which are located geographically outside of the UK or have been reserved for ST use for reasons of game balance. These require GST Approval to use.

- Blood of Kings
- Council of Eagles
- Cult of Bones
- Lodge of Absolution
- Lodge of Ashes
- Lodge of Coyote
- Lodge of Fevered Light
- Lodge of Kin's Blood
- Lodge of Luna's Devotees
- Lodge of Mammon
- Lodge of Mania
- Lodge of Night's Fear
- Lodge of Plague
- Lodge of Reaping
- Lodge of Silence
- Lodge of the Black Woods
- Lodge of the Crossroads

- Lodge of the Endless Moon
- Lodge of the Fallen Idol
- Lodge of the Feast
- Lodge of the Final Winter
- Lodge of the Firestick
- Lodge of the Lake
- Lodge of the Lost
- Lodge of the Modernist
- Lodge of the Shield
- Lodge of the Spoken Word
- Lodge of the Thin Shadow
- Lodge of the Union
- Lodge of the Willow Branch
- Lodge of Vermon's Shadow
- The Armée Sauvage
- The Eigner Lodge

NPC Lodges – Not Represented in the UK

These Lodges are reserved for GST use.

- Lodge of Arkadia

Amendments to Lodges

The following mechanics have been changed for game balance. This list may continue to grow.

Lodge of the Shadow Throne

Werewolves of this Lodge must have renown equal to or greater than the rank of the spirit they are attempting to dominate. i.e. in order to use Dominance upon a rank 3 spirit you must have one rank 3 renown.

Lodges Not In Play

Many of the Lodges noted as not in play are due to the geographical regions and settings the Lodge write ups have in the background, but if players wish to attempt to rewrite the Lodges to suit the UK, we will consider such lodges for sanctioning.

- Brotherhood of Eshu's Cap
- Brotherhood of the Crossed Swords
- El Sacrificio
- Lodge of 66
- Lodge of Ilia
- Lodge of Kletby
- Lodge of London
- Lodge of Luna's Tears
- Lodge of Quetzal
- Lodge of Songkran
- Lodge of the Hungry Ghosts
- Lodge of the Red Sands
- Lodge of the Shadow's Storm
- Lodge of the Sleeping Bear
- Lodge of the Storm's Eye

Advantages

Essence

Unless a local specific system has been put into place, starting essence at each local or national game is equal to your Harmony halved (round down) plus twice your rating in Loci.

Packs may start with twice their number of pack members in Loci dots. If they claim more than this, then trouble will find them - always plot!

So maxed out, each pack gains +4 essence if divided evenly, for 7 essence a person (3/4 of PU 1). While this is starting low, the loci available will potentially increase as I am running a 'settled' game - probably to 3 per pack member, which I think gives 9 essence per pack member.

All essence expenditures must come from this; touch stones last three months each before they fade and must be tracked by the player and recorded in each downtime.

Form Bonuses

Form bonuses will remain as per the core mechanic in **Werewolf: The Forsaken**. Garou form as the war form of the People however will benefit from an increased damage cap in order to best represent the sheer killing power of this form.

Mechanically speaking this translates to a character's damage cap being two levels higher than normal while in Garou form. This damage cap applies only to standard bite and claw attacks. It does not apply for gift use such as Control Fire or Fracture for example or to melee attacks with Klaives.

Fighting Styles may not be used in conjunction with Garou form.

Harmony

For this chronicle we shall be using the Harmony rules found within **Werewolf: The Forsaken**.

Please note that your LST is the final arbiter with regards to what is or is not a Harmony sin.

Merits

The following is a list of all additional merits allowed in the Forsaken genre. Merits marked with an asterisk (*) have been modified by this addenda – see the clarifications below. All Merits are LST approval unless marked with an exclamation mark (!) – details will be given in the clarifications below.

Creation Only Merits

The following merits are available to be purchased with your initial 7 merit dots.

Merit	Brief Description	Prerequisites	Page Ref
Beginner's Luck	You have an aptitude for Mental skills.	<i>Irraka only</i>	SotM pg29
Pathfinder's Blessing	You are particularly blessed when finding phenomena native to the Hisil.	<i>Irraka only</i>	SotM pg30
Auspice Blessing	You perform better under your own moon.	One auspice affinity Skill at ••	Rage pg103

Forsaken Merits

The remaining merits have no restrictions on when they can be purchased, either with starting dots or XP (note: some may have other restrictions on which character types may purchase them).

Merit	Brief Description	Prerequisites	Page Ref
Altar Stone	You control a ritual stone that stores essence.		WatP pg183
Ancestral Vessel	You can tap into the wisdom of the Ancestor-Shadow.	<i>Lodge of Voices only</i>	LtF pg104
Animal Magnetism	You are a focal point for everyone in a room.		Rage pg105
Bezoar	You own an animalistic talisman.		WatP pg183
Chain-Breaker	You may release a spirit from a fetish.	<i>Lodge of Ashes only</i>	LtF pg35
Ephemeral Reckoning	You can sense the resonances around you.		Rage pg103
Eyrie	You know the best lookout points in your territory.	A defined territory	Terr pg47
Far-Runner's Intuition	You have a sense of where your pack are.	<i>Irraka only</i> Streetwise •• Survival •• Shared Totem merit at 10 or more dots	SotM pg30
Fetish	You own a spirit-bound item of power.		WtF pg79

Howl Code	You can imbue a hidden meaning in your howls.	<i>Lodge of Black Woods only</i>	LtS pg40
Local	You blend in with humans in your territory.	A defined territory	Terr pg47
Locus !	You control a source of essence.		Terr pg38
Lunatic Glare	You can induce a lesser form of Lunacy.	<i>Wolf-blood only</i>	BotW pg126
Mercy of Luna	You are better at getting along with humans.	<i>Irraka only</i>	SotM pg30
Metabolic Control	You can control your natural regeneration.	Stamina •••	Rage pg105
Moon-Centred	You can sustain war form for longer under a full moon.		Rage pg103
Naturally Deceptive	You find lying, cheating, and stealing as easy as breathing	<i>Irraka only</i> Cunning ••••	SotM pg30
Nimble Defender	You know the best spots in your territory to defend yourself.	A defined territory	Terr pg47
Old Blood	You give off an aura of age.		WatP pg184
Pack Affinity	You have a better understanding with some of your pack.		Rage pg156
Predator's Gaze	You have a tendency to look at people as if they were prey animals.	Presence •• Intimidation ••	Rage pg105
Prey Charm	You own a lucky charm.		WatP pg185
Scout	You are exceptionally talented at scoping out an enemy's territory.		Terr pg48
Secret Paths	You know your way around your territory better than anyone else.	A defined territory	Terr pg47
Short Cuts	You know the best routes through your territory.	A defined territory	Terr pg47
Staunch Defender	You are especially fierce when defending your pack's territory.	A defined territory	Terr pg48
Synergistics	You can modify rituals to fit in.	Rituals •••	TotM pg150
Synergy	Your pack works well together.		Rage pg156
Territorial Familiarity	You have spent a great deal of time in a specific area and are familiar with it.		BotW pg99
Totem *	Your pack has forged a pact with a spirit.		WtF pg79
Trained Senses	You are able to filter out distractions and concentrate on perceiving details.	Resolve •••	SotM pg30
Vicious Attacker	You have no respect for other werewolves' territory.		Terr pg48
Watched	You are watched over by a werewolf or pack.	<i>Wolf-blood only</i>	BotW pg126
Wolf-blooded *	You have blood relations with a lineage of werewolves.	<i>Human only</i>	BotW pg126

Clarifications

Allies: See the section below on.Spiritual Allies and Contacts.

Contacts: See the section below on.Spiritual Allies and Contacts.

Locus: LST Approval for loci ranked 1-3; LST Approval and GST Notification for ranks 4 and 5. GST Approval for Mobile Loci and Living Loci.

Pack Tactics: Pack Tactics are in play, although currently only the ones listed in the book. Custom tactics are currently not in play.

Protectorate Merits: The mechanics are sanctioned for play but require GST Approval.

Totem: See the section below on.Totems.

Territory Merits: These Merits are sanctioned for play.

Wolf-blooded: The version of this Merit in the **Werewolf: the Forsaken** book is not in play. Instead, use the version found in **Blood of the Wolf**.

Spiritual Allies and Contacts

Details regarding representing Spirits as Allies or Contacts can be found in **The Rage**.

Allies or Contacts in "Local spirits" is only relevant for spirits within the pack's territory or a specifically defined area.

Allies or Contacts in "Local Court" must be specific to a given court within your area and obviously only applies to spirits of that court.

Having the Allies merit for a single spirit court (Court of Sparks for example) is LST Approval for up to three dots. For four or more dots, the Merit applies on a wider basis and thus requires GST Approval.

Please note that at this level of involvement, court Allies can often make requests that go against the Oath of the Moon, or pacts such as those with pack or Lodge.

Totems

A pack may invest up to 25 Totem dots in benefits from its patron, and up to 25 Totem Points into bolstering the spirit itself. The level of the Spirit Ban is only based on dots allocated to pack benefits, reflecting the drain on the spirit's power and influence in the Shadow.

Pack Totems cannot grant Gifts of a level greater than their Rank, and may only provide Gifts suitable to their nature.

Only Lunes can grant Auspice Gifts. It is GST Notification to have a Lune as a pack totem.

If an Uratha dies or leaves a pack, the totem and pack immediately loses the benefit of that Uratha's dots in the Totem merit.

If an Uratha leaves a pack, they lose the use of their current Totem dots for three months.

While wolf-blooded may be considered as members of the pack in terms of social structure, they are not mechanically considered to be pack and as such they cannot purchase dots in Totem and do not benefit from the benefits of this merit.

Totems are created using the rules found in **Werewolf: The Forsaken**.

Forsaken Totems

A Forsaken pack's totem begins as a minimal Greater Gaffling. However, it sacrifices three Numen to power the pack bond. Hence, a Forsaken totem begins with two Numina (of which one must be Material Vision) and a total of 9 attribute dots.

Pure Totems

A Pure pack's totem begins as a minimal Lesser Jagglung. However, it sacrifices three Numen to power the pack bond. Hence, a Pure totem begins with four Numina (of which one must be Material Vision) and a total of 15 attribute dots.

The Pure are capable of dedicating a greater number of dots to Totem than the Forsaken.

Gifts

Antagonist Gifts

The gift lists of antagonist factions such as Bale Hounds and the Pure are reserved for NPCs of those factions and as such these gifts cannot be learned by player characters.

As a note the following amendments are made to affinity gift lists for the Pure:

Fire Touched: Disease, Evasion, Father Wolf, Fervor, Insight, Inspiration, Knowledge

Ivory Claws: Agony, Alpha, Dominance, Father Wolf, Inspiration, Scourging, Warding

Predator Kings: Blood, Elemental, Endurance, Nature, Predator, Rage, Savagery, Strength

Gift Amendments

The following amendments are made to the below gift lists:

Auspice Milestone Gifts (Signs of the Moon)

Auspice Milestone Gifts are currently not sanctioned for play in this chronicle. This may be subject to review at a later date.

Tribal Milestone Gifts (Lore of the Forsaken)

Tribal Milestone Gifts are not currently sanctioned for play in this chronicle. This may be subject to review at a later date.

The Bone Bargain (Night Horrors: Wolfsbane)

The Bone Bargain gift list is not sanctioned for play in this Chronicle.

Alpha Gifts (The Rage)

Alpha's Howl (Alpha 5) can be used even if the target wishing the character harm is deaf or doesn't possess ears, as long as they are within earshot.

Bone Gifts (Lore of the Forsaken)

Fracture (Bone 4): The damage caused by this gift counts towards the damage pool/cap for your attack. It is not a separate damage pool. Players are encouraged to think of effects appropriate to the wounds they are inflicting.

Bone Carapace (Bone 5) has a duration of one scene.

Dominance Gifts (Werewolf: the Forsaken)

If the character using these is a Ghost Wolf (and thus has no Tribal Renown), use the target's Tribal Renown. Thus, a Ghost Wolf trying to use Dominance Gifts on a Storm Lord would compare their Honour to that of the Storm Lord.

Endurance Gifts (The Rage)

Eternal Hunter (Endurance 3) may only be activated once per scene.

Full Moon Gifts (Werewolf: the Forsaken)

Death Grip (Full Moon 3): Replace the second paragraph with the following: "A werewolf in Gauru, Urshul or Urhan form can normally stage a bite attack without first initiating a grapple on a target (see p. 171). By use of this Gift and establishing a grapple on a target, however, a werewolf can inflict truly horrific harm. Once a hold is achieved and maintained, the character may spend an Essence point to activate this Gift. The character gains an additional six dice to Strength + Brawl rolls made to overpower the opponent. If the werewolf chooses to inflict damage, the damage is lethal rather than bashing. The victim's ability to break the werewolf's hold is also diminished. The roll made for his next effort to break free or perform an overpowering manoeuvre of his own suffers a -2 penalty. A werewolf can use this Gift only in Urhan, Urshul or Gauru form. His jaws in Hishu and Dalu form are too small and imperfectly shaped to afford the proper purchase."

Replace the Cost: with "1 Essence per grapple"

Replace the Dice Pool: with "No roll is required." and ignore the Roll Result: section.

Luna's Fury (Full moon 5): This Gift now functions as per the rules described in Werewolf: The Forsaken.

Glory Gifts (Signs of the Moon)

The Legend Lives On (Glory 5): Any use of this Gift must be included in the LSTs monthly report, including the names of any characters affected, with the name of the fallen Uratha as well as the Skill or Gift chosen and the activation successes for the Gift. The activation successes are subtracted from XP cost when the tale is retold. If used to help learn a Gift path, the XP break is for the next Gift in that path that the target learns, no matter whether they are in order.

No matter how many Tales the character knows, only one can be told per game session, and no person may benefit from more than one Tale at any given time (until the relevant XP break has been used, or voluntarily forsaken, no new XP breaks can apply from this Gift.)

The effect of this Gift may be cumulative with XP breaks from other sources.

Mother Luna (Werewolf: the Forsaken)

Amend all instances saying members of Pure tribes get these as Affinity Gifts, as the Pure actively reject Luna.

Primal Form (Mother Luna 5) is likewise not learnt by Predator Kings to hunt down and kill Forsaken. All Gifts, merits, powers and fighting styles that can be used in Urshul can also be used in Primal Form.

New Moon Gifts (Werewolf: the Forsaken)

Slip Away (New Moon 2) can be used to escape from grips using Death Grip (Full Moon 3) or Savage Might (Strength 5).

Purity Gifts (Signs of the Moon)

Moonlight (Purity 1): The bonus only applies to the Intimidation skill.

The Illuminated Battlefield (Purity 3): This power does not automatically negate any attempts at supernatural stealth or deception. The use of the Gift counts as the aggressor for the purpose of negating such powers, and successes are compared to determine if a given power is trumped.

Harmony's Reward (Purity 5): The bonus only applies to physical skills.

Stealth Gifts (Werewolf: the Forsaken)

Vanish (Stealth 5): When in hand-to-hand combat the negative modifier is negated. As such perception and detection rolls must be made at a flat rate. This gift deactivates once a PC makes their first attack.

Stalking Gifts (The Rage)

Shadow Pack (Stalking 5): The number of wolves is equal to the number of successes. Mechanics as per Wolf Mechanics in Blood of the Wolf p.89.

Wolfslayer Gifts (War Against the Pure)

Using these Gifts on a werewolf (even one of the Pure or a Bale Hound) is a Harmony sin with a threshold of 6. If the victim of the Gift dies at the hands of the character or one of their allies it should be treated as murder (Harmony 3 sin). Use against a packmate may count as a betrayal (Harmony 1 sin).

Wolfslayer Gifts are GST Approval to learn.

Rites

Antagonist Rites

The rite lists of antagonist factions such as Bale Hounds and the Pure are reserved for NPCs of those factions and as such these rites cannot be learned by player characters.

General Notes on Rites

Rites form an important part of Werewolf: the Forsaken and their use can add significantly to a game session. Where possible Rites should be acted out rather than their use simply being announced and players are encouraged to use props and phys-reps to enhance their effect. Should players decide to roleplay through the Rite, an ST may ask them to make the draw(s) to ensure it will work and then shorten the time required, or simply declare when the Ritual reaches its climax for dramatic effect.

Additionally, bonuses to the draw for ritual equipment and paraphernalia are encouraged, and additional characters helping the Ritemaster may make use of the Teamwork rules. See page 180 of MET: World of Darkness book for more details of Teamwork. The maximum number of helpers a ritualist can have are limited by her Rituals trait. One helper can aid per dot of Rituals the primary rituals possess. The ST is free to limit this further, if they feel it appropriate.

The +5 cap on equipment bonus still applies, no matter how many fetishes or other items are in use.

Auspice Rites

It is not possible for a character to have access to Rites which are specifically for a given Auspice if they are not of that Auspice. Auspice rites are empowered by Mother Luna and the Lunar Choirs and she looks at any of her children that tries to take upon themselves the role of another Auspice with anger. For the purposes of this, Beseech the Mother counts as a Cahalith Auspice Rite.

Tribal Rites

It is not normally possible for a character to have access to Rites which are specifically noted as the province of a given Tribe if they are not of that Tribe. Tribal rites are empowered by the patron of the Tribe in question and as such only one pledged to the relevant patron at the time may use the rite.

If a character should leave their Tribe then the Rites of their former Tribe cease to function and attempting to use them or teach them to others is likely to invoke holistic consequences...

Lodge Rites

It is not possible to learn the Lodge rite of a Lodge you are not part of. If a character leaves a Lodge they were once part of, and learnt Lodge-specific Rites, they cannot employ them after leaving the Lodge (See Leaving a Lodge, above).

Amendments to Rites

For reasons of game balance, the following Rites have been amended:

Banish Human: This rite functions as written with the added clarification that it does function against Mages as they are specifically human.

Bar to Birth: This rite functions as written in that it specifically does not prevent the creation of Unihar.

Rite of the Battle Brand: This rite functions as written but with the clarification that a maximum of five successes can be consigned to each participant.

Bind Human: This rite functions as written but with the clarification that it works upon mages as they are specifically human.

Blood Ogham: This rite functions as written.

Call Human: This rite functions as written with the clarification that it also affects Mages as they are specifically human.

Centring the Cairn: This rite functions as written.

Rite of Contrition: This rite functions as written.

Create Talen: This rite functions as normal but can only be learned and used by Bone Shadows.

Desert Rain: This rite functions as written but must be learned in play.

Doomstrike: This rite functions as written with the clarification that exceptional successes allow a single attack to ignore defence with this being capped at 5 successes.

Eyes of Sagrim-Ur: This rite functions as written, its benefits cannot be stacked with the benefits of the Make Do gift however.

Rite of Fair Warning: This rite functions as written with the clarification that it functions only on werewolves.

Fetish Rite: This rite functions as per the fetish addenda which is a separate document.

Rite of Hallowed Ground: This rite functions as written but it can only be cast once a season.

Hallow Touchstone: This rite functions as written with the clarification that touch stones created via this rite bleed a point of essence per week until they are used or empty.

Rite of the Hunter's Howl: This rite functions as written with the clarification that it can only be used within a pack. Further to this the target animal must be an actual challenge and have chance of getting away.

Rite of Luna's Acre: This rite functions as written with the clarification that it provides one willpower point a month.

Ritual Mind: This rite functions as written.

Seasonal Rituals: These rites can be performed at live games.

Rite of the Spirt Clay: This rite functions as normal and must be learned in play.

To The Cannon's Mouth: This rite functions as written and can only be learned and used by Storm Lords.

Transfer the Spirit's Blessing: This rite cannot transfer Auspice Gifts.

Wealth of Heroes' Health: This rite functions as normal with the following change. The amount of essence available in the pool generated by this rite is capped at 12. An individual can only be under the effect of one of these rites at any given time.

Rite of Laila's Message (Signs of the Moon): This rite is level 2.

Judgement Brand (Signs of the Moon): Any use of this Rite requires Genre Storyteller approval.

Rite of the Bone Club (Lore of the Forsaken): A ritualist may have only one Bone Club active at a time. Creating a second one will destroy the first, making it crumble to dust as described in Lore of the Forsaken.

Rather than granting three additional health levels, the ritualist is able to ignore the first three levels of damage dealt to them by the Rite's subject.

Rite of the Spirit's Promise (Tribes of the Moon): Once used, this Rite provides a permanent link between the ritualist and the target Spirit. The Spirit is thus always able to affect the ritualist as detailed in the Rite's description.

Restricted Rites

The following rites are currently reserved for use by the office of the GST.

- Rite of Anticipated Forgiveness
- Honour the Benevolent Spirit
- Courage of the Fallen
- Rite of the Final Sunrise
- Mark of the Black Wolf
- Packstone
- Sorrow Marks – Mirrayindri

Rites Not In Play

- Apples and Oranges

- Mark of Change
- Community Spirit
- Rite of the Dizzying Wind
- Information Gestalt
- Rite of Permanence
- Rite of Recollection
- Shadow Play
- Shadow Projection
- Silent Hunt
- Rite of the Spirit's Promise
- The Whelp's Rite

Rites in Downtime

A werewolf may use one downtime action to cast three rites of up to Rank 3 unless it is specifically stated in the rules for the rite in question that it takes longer than a few hours. This represents the werewolf making efficient use of their time. Rites of rank 4 or above always cost at least one downtime action to use.

Punishment Rites

See the Appendix on Crime, Punishment, and Social Norms for more details about punishments.

Judgement Brand

This Rite remains in play and functions as described in **Signs of the Moon**.

New Punishment Rites

These Rites are learned normally and are available only to Elodoch characters.

Said to have been originally taught to the Elodoch by the Elunim, these powerful rites are capable of enforcing extreme sanctions on those werewolves who have turned to committing the most serious crimes against Harmony or Renown. Use of the Greater Rite is rarely considered in all but the most grievous of circumstances.

Once learned these rites may be used to address sins against each of the categories of Renown. As such, an Elodoch need only learn these Rites once as opposed to learning both levels for each separate category of Renown.

Lesser Rite of Punishment - 3 Dot Rite

The form of this Rite varies from region to region, pack to pack. Some packs for example might simply announce the target's crimes and their distaste for such before performing the Rite whereas others might launch into a full punitive beat down upon an offender. Ideally this is designed as a roleplaying opportunity for all involved and to give individual Elodoch more of their own flavour/distinctive style.

Mechanically speaking, this Rite must be performed under the Judges Moon. It requires one Elodoch if being performed by a member of the offender's pack or two Elodoch if neither is within the offender's pack. The target of this Rite may be either willing or restrained. As per normal ritual casting, the dice pool for this rite is based on the ritualist's Harmony and requires 5 x the Renown being targeted in successes. One roll represents five minutes of casting during which time the ritualist implores the Lunes of the Judges Moon to look upon the target of the Rite and judge their crimes accordingly. Success causes the type of brands being targeted to glow before the highest level seems to melt, falling from the skin of the target like silver tear drops. This Rite removes one dot of the renown for three lunar months or until an appropriate deed is done in penitence for the crime committed. During this time the branded werewolf loses access to the gift associated with the missing dot of renown.

Please note that in the interest of fairness this Rite will only function if a crime has actually been committed. As such the final success or failure of this Rite will be dictated by the presiding LST or GST, whichever is present at the time.

This Rite costs one willpower point to perform.

This rite can be enacted by a single Elodoch

Greater Rite of Punishment - 5 Dot Rite

The form of this Rite varies from region to region, pack to pack. This Rite tends to be a lot more aggressive than the Lesser Rite of Punishment and as such punitive beatings tend to be more common. The Forsaken of Devon, for example, have been known to employ a form of hanging when performing this Rite. Ideally this is designed as a roleplaying opportunity for all involved and to give individual Elodoch more of their own flavour/distinctive style.

This is however, a much more serious undertaking than the Lesser Rite of Punishment.

Mechanically speaking, this Rite must be performed under the Judges Moon. It requires a number of Elodoch equal to the level of renown being stripped from the target. The target of this Rite may be either willing or restrained. As per normal ritual casting, the dice pool for this rite is based on the ritualists Harmony and requires 5 x the Renown being targeted in successes. One roll represents five minutes of casting during which time the ritualist implores the Lunes of the Judges Moon to look upon the target of the Rite and judge their crimes accordingly. Success causes the type of brands being targeted to glow before the highest level seems to melt, falling from the skin of the target like silver tear drops. This Rite removes one or more dots of the renown until an appropriate deed is done in penitence for the crime committed.

Please note that in the interest of fairness this Rite will only function if a crime has actually been committed. As such the final success or failure of this Rite will be dictated by the GST.

This Rite costs a number of points of willpower equal to the level of renown being stripped. At least one point must be paid by each ritualist involved with the rite.

This rite requires one Elodoch per level of the dot of renown being removed to enact though only one needs to know the rite.

Miscellaneous Rites of Punishment

These Rites represent further punitive options available to Elodoch.

Marks of Scorn - 2 Dot Rite

This Rite functions in a similar fashion to the Rite of Branding but rather than drawing attention to great deeds, it is used to draw attention to shameful deeds or criminal acts. As such, successful use of this rite causes a First Tongue glyph corresponding to the act committed to appear on the skin of the target in question. This always appears in a prominent location and is visible as a glowing green brand in the Hisil. In the real world, this mark appears as a fresh looking scar.

Mechanically speaking, this Rite can be performed on a willing or unwilling target. The Rite functions by rolling Harmony and requires 5 x the targets Stamina in successes in order to get the brand to take. Success results in the target being branded with a glyph appropriate to their crime. Examples such as "thief" or "traitor" are appropriate. This manifests as a -2 penalty to all social rolls when dealing with other Forsaken which lasts for one Lunar month before healing as if it was never there.

Equipment

Armour

Exceptions to Armour Stacking

Armour provided by Gauru or Primal Form is considered "natural" and always adds to armour, no matter what other powers and items granting armour are present.

Rage Armour (Full Moon 4) always adds its armour bonus.

Armour and the Rite of Dedication

This rite states that dedicated items shift to match form where feasible and merge into the flesh where not feasible. So shifting into Dalu form would still see your character still wearing their armour as Dalu is human shaped and roughly human sized.

Shifting into Gauru form however would cause the armour to merge as the form is far too large and no longer truly human shaped. Urshul and Urhan would also cause a merge due to being wolf shaped/too small.

Silver Weapons

To many of the People, carrying a silver weapon is a declaration that the bearer intends to murder a werewolf. A character caught with one may expect to be dealt with harshly, even by friends, family, allies or their own pack.

Carrying a silver weapon is a sin as per the Harmony rules found in *Werewolf: The Forsaken*.

Using a silver weapon upon another werewolf is a sin as per the Harmony rules found in *Werewolf: The Forsaken*.

Gifts, Fetishes, Rites and Talens which mimic the effects of silver are also subject to the rules for carrying and using silver weapons.

Crafting Silver Weapons

Silver does not make good weapons. It is a third denser than steel and has a softness somewhere between lead and copper, so blades and stabbing weapons made from it are unwieldy and won't stay sharp for long. The melting point is about 600 degrees Celsius higher than that of lead, which means it takes very unusual equipment to cast silver bullets.

Further to this, firearms are designed with lead bullets in mind as opposed to silver. Silver bullets being lighter and harder travel at the "wrong" speed and do not deform on firing as expected and as such these do not work as well with rifling.

In order to make a functional weapon from pure silver the following is required:

- A workshop purchased with the Location: Workshop Merit
- At least two dots of Resources for silver bullets or dagger sized weapons. Acquiring enough silver to make a melee weapon similar in size to a sword requires three dots in Resources and making a double handled weapon would require four dots in Resources.
- Two dots in the Science skill and a Metallurgy (or similar) skill speciality.
- A Crafts Skill of at least 3; the ST may also require an appropriate skill speciality in addition to this.
- A skill of at least 2 appropriate to the weapon being made - usually *Athletics*, *Firearms* or *Weaponry*.
- **Shaping Gifts** may be used in place of the workshop and tools needed, but the Crafts and weapon-use skill requirements remain.
- Silver shotgun shells or sling bullets are an exception; being relatively simple, an LST may choose to waive some of the above requirements. They are, however, encouraged to levy the usual penalty to the weapons firing them.
- While some NPCs can make useful weapons from silver, it should be noted that commercially available silver weapons are considered to be sterling (ca. 92% pure), plate, amalgam or alloy; thus they will be no more use against werewolves than any other ordinary metal weapon. Without detailed knowledge of Uratha physiology, it is unlikely that an NPC will know this.
- It only requires LST Approval to create a "proper" silver weapon, but it is a difficult and painstaking task and not to be undertaken lightly. The creation of such a weapon must be added to the approvals DB at low approval for tracking purposes.
- Also, note that buying significant quantities of silver is likely to attract a lot of official attention; criminals are likely to take note as well.

Fetishes and Talens

These represent the tools the Werewolves craft in order to assist them in their various duties and roles.

Fetishes listed as being "Pure" Fetishes, i.e. those found in **The Pure**, are not available to player characters. Further to this, the fetish creation rules may not be used to create Fetishes which duplicate the effects of Pure fetishes.

Fetishes listed as being "Bale Hound" Fetishes, i.e. those found in **Blasphemies**, are not available to player characters. Further to this, the fetish creation rules may not be used to create Fetishes which duplicate the effects of Bale Hound fetishes.

Fetishes listed as belonging to a specific Auspice or Tribe are available only to members of those Auspices and Tribes respectively.

Klaives

Klaives are the weapons of the werewolves. These are considered to be extremely culturally important. Klaives should be rarer than most Fetishes and should usually come with a story attached to them. Owning a Klaive is seen as both a symbol of status and one of great responsibility. Should an individual felt to be abusing their Klaive or using it irresponsibly, it is not unusual to see that individual being challenged for ownership of their Klaive.

With a few notable exceptions, most Klaives exist only for the purpose of killing. As such pulling a Klaive on another werewolf can have serious connotations and repercussions.

Changes to Fetishes

The mechanics for the following Fetishes have been changed:

- None at present

Desanctioned Fetishes

The following Fetishes have been desanctioned:

- Hijaab (The Rage)
- Tasbih (The Rage)

Custom Fetishes

The rules for creating custom fetishes are found in a separate document.

Systems

Approvals

All items are considered LST approval, unless explicitly mentioned in this addenda.

Unless otherwise stated, STs are subject to the same level of Approval for NPCs, etc.

Aggravated Damage

Using a weapon or effect that causes Aggravated Damage against another werewolf is a Harmony sin as per the Harmony rules found in **Werewolf: the Forsaken**. This also provokes a Death Rage test upon the first instance of Aggravated Damage being applied to your character.

Having a weapon or effect that causes Aggravated Damage used upon your character provokes a Death Rage test upon the first instance of Aggravated Damage being applied.

Aggravated Damage heals at a slower rate as per the rules found in the **World of Darkness Core Book** unless it is treated with healing magics such as the Healing Numen or the **Rite of Healing**.

ST Toolbox

This is where we shall list various aspects of the tool box we shall be making use of throughout the course of this chronicle.

Bale Hounds

Bale Hounds are reserved for the use of the office of the GST. If individual LSTs are interested in using these NPCs then there will be a separate document where further details will be available. It is our intent that these NPCs be rare and dangerous. As such, from a thematic sense, Bale Hounds are something of a legend. No one is really sure whether they exist or not and there should be no one PC or NPC that has concrete knowledge or evidence of them. Think of Bale Hounds as something of a bogey man.

Bale Hound Gifts, Klaives, Fetishes, Rites and Lodges are all reserved for use by the GST.

The Hosts

The Hosts are some of the most ancient enemies faced by the Forsaken. Given that the UK is a heavily industrialised nation, the Beshilu can be found in many of the big cities. Indeed, there is a long history of conflict between the rats and the Fire Touched especially. Until recently, the Azlu had been quiet, put in their place by the late Wolf King, Harold. But with the death of the king, the spiders have risen once more.

Azlu

A Spider Host plot kit will be available to LSTs with general guidance on the use and nature of the Azlu as they appear in the IoD chronicle.

It is LST Approval to have knowledge of the existence of the Azlu.

Beshiliu

A Rat Host plot kit will be available to LSTs with general guidance on the use and nature of the Beshilu as they appear in the IoD chronicle.

It is LST Approval to have knowledge of the existence of the Beshilu.

Myrmidon

An Ant Host plot kit will be available to LSTs with general guidance on the use and nature of the Myrmidon as they appear in the IoD chronicle.

It is currently GST Approval to have knowledge of the existence of the Myrmidon.

Hunters

Standard mortal NPCs with no supernatural templates but with knowledge of werewolves and their common vulnerabilities such as silver are LST Approval. The use of specific Vigil Compacts and Conspiracies is GST Approval.

Further to this, there is a specific Hunter Conspiracy that has been designed for use with the Forsaken chronicle which will be made available to interested LSTs.

The Pure

It is our intent that while these NPCs are commonplace within the background of the setting, we would like for them to not be the focus of this chronicle for the opening year. This is something that may change subject to the wishes of players and LSTs.

Pure Gifts, Fetishes, Klaives, Rites and Lodges are currently reserved for LST/GST use.

Spirits

Due to the power level of this chronicle, spirits of Rank 4 or above require GST Approval.

Named spirits from **Shadows of the UK** require GST Approval.

Spirit Favour Costs

As per book (2-12 essence base) if you have the supernatural allies rating for that type/those particular spirits, otherwise 150%-400% cost increase.

For example.

Explicitly, spirits of low rank charge between 2-5 essence per task. While spirits of high rank tend to double that cost. This is described in full detail on page 58 of Blood of the Wolf and this should serve as a basis for working out spirit deals.

Any deal lasting more than a game made with a spirit or other entity which gains a PC a power which is not specifically mentioned through any other rules requires a Genre approval and the full approval must be completed prior to any use of the power gained from the deal.

Minor Favours (Influence •, 2–3 Essence)

Moderate Favours (Influence •• or •••, 4–6 Essence)

Major Favours (Influence •••• or •••••, 8–12 Essence)

Rules and Books

Source of rules

We are using Tabletop rules except where explicitly stated in the addenda.

Approved Books

We are working from a heavily customised Forsaken setting that was created specifically for the Isles of Darkness chronicle. Additional material in other **Werewolf: the Forsaken** books is used, though generally characters will not be travelling outside the UK. For at least the first 12 months of the chronicle all plot will take place on the British Isles. Storytellers and players should not create plot beyond the British Isles.

Most **Werewolf: the Forsaken** books are approved for play, although not everything within them will be used (notably setting material). In general, anything within these books not noted as an optional rule is available at LST Approval. However, higher approval levels are noted for some items in this document.

These are the Werewolf: the Forsaken genre supplements currently sanctioned for play:

- **Blasphemies** (WW30303)
 - Bale Hound NPCs are reserved for the use of the office of the GST
- **Blood of the Wolf** (WW30301)
- **Lodges: the Faithful** (WW30101)
- **Lodges: the Splintered** (WW30102)
- **Lore of the Forsaken** (WW30100)
- **Night Horrors: Wolfsbane** (WW30105)
- **Predators** (WW30300)
- **The Pure** (WW30110)
- **The Rage** (WW30001)
- **Signs of the Moon** (WW30106)
- **Territories** (WW30304)
- **Tribes of the Moon** (WW30103)
- **The War Against the Pure** (WW30306)

Appendix 1: Crime, Punishment, and Social Norms

Under Harold's rule a number of additional social norms emerged over the course of his reign beyond the principles of following the Oath of the Moon that should be common to all Forsaken. While these may not have been directly expressed by Harold or his officers, these are things that anyone who lived during the reign of Harold would come to understand to be expected of them and to have consequences for breaking.

This is included here to provide context to the punishment rites listed above.

As a note, these are general norms from across the country. Actual domains such as Devon and Scotland for example may have different or additional norms. However in NPC domains these can be considered to be their standard social norms.

These are:

The Hex

During Harold's reign, a number of individuals simply disappeared and were never heard from again. In their place the Hex was often found. The Hex was nothing more than the torn skin of a sheep or lamb which would be found in the home/territory of the disappeared. This generally meant it was better not to ask questions about where the vanished had gone, lest the questioner also vanish, leaving nothing but more torn sheepskin in their place.

Do not kill wolf-blooded who are the territory of others

Wolf-blooded who are claimed and commit wrongs were often held until recompense could be made. Werewolves who claim wolf-blooded as territory were also often called to account for any wrongdoing committed by their claimed Wolf Blood.

Wolf-blooded and "sorcery"

While wolf-blooded are accepted and trusted with many of the secrets of the People, they are expected not to attempt to make pacts with spirits or dabble with arcane powers. Historically this has seen the execution of more than one wolf-blooded who was caught interfering with powers beyond their control. Rumour has it that the Pure make no such prohibition and their wolf-blooded enter congress with many strange spirits.

This particular norm varies in how it is interpreted across the country. The Pure for example tend to overlook such behaviour from their wolf-blooded. Whereas such might invite execution in London or be have a blind eye turned to it in Devon.

Beware what you summon and what you deal with

The King and his men took a dim view of any who summoned and made deals with particularly unpleasant spirits.

Do not speak out against the Wolf King

Doing so often was likely to attract visits from Census agents. More than one persistent naysayer simply vanished, leaving behind only the Hex in their place.

Do not act against the Wolf King

Doing so often resulted in a visit from the Lodge of the Armistice if you were lucky, or the Census if you were not... Many individuals who persisted on acting against Harold either vanished or were made examples of.

Do not act against the Kingdom

Doing so often resulted in a visit from the Lodge of the Armistice if you were lucky, or the Census if you were not... Many individuals who persisted on acting against Harold either vanished or were made examples of.

Unihar are death to all concerned

The creation of Unihar was a death sentence. In many territories, the parents of the abomination would be hunted to death across the Hisil for their crime. Other territories were often creative but no less lethal in their punishment of the guilty with regards to this act.

Elodoth judges

Official justice in the Kingdom was well publicised and Elodoth judges were heavily involved. These individuals were often seen as impartial. Though like with any kingdom there is, and was, politics, so at times it was possible that the selected judge would be a cronie or specifically selected based on having a reputation for harsh judgement, for example.

Inside job

Being one of Harold's lieutenants/allies/close agents meant that in the beginning, you were held to a greater standard. However, towards the end of his reign, corruption and personal ambition began to become a lot more clearly shown with some of these people.

Murder and the People

Think of this along the lines of Animal Farm. "No animal may kill another" eventually became "no animal may kill another without good reason" towards the dying end of Harold's reign. The Kingdom was built on battle, so killing during it was not looked at as harshly. Killing Pure was deemed to be acceptable when necessary and eventually the same attitude began to be taken towards dissenters and criminals within the kingdom.

The death penalty

This was something the kingdom made use of. Official executions were public affairs overseen by Elodoth. Methods of execution varied from territory to territory and from offence to offence. The werewolves of Devon, for example, were known to employ the noose and stories are told across the land about the dreaded traitors death, the 30 pieces...

Appendix 2: Lodge of the Armistice

Nickname: originally the Lodge members were called the Martyrs, but in recent years they have come to be known simply as the “Harold’s Will”

In the early days of his rise to power, Harold Eyes to the Future (later to be King Harold the Peacebringer), the charismatic, and powerful Elodoth was able to sway many devotees to his cause. Some were lost souls, purposeless uratha left alone in the wake of a pack destroyed by long war with the Pure, some mired in misery at the loss of their families to the struggles.

Harold was a powerful orator and iterator and a wise counsellor, great qualities of a great mind and strong leader. He would console these wayward warriors, scholars, poets, scouts and philosophers and often found it possible to steer them toward new purpose in service of his vision, a united Britain, with peace between the Urdaga and the Anshega.

This force of peacekeepers grew in number and eventually, with some help from Harold, their figurehead, they formed a Lodge, the so called Lodge of the Armistice, whose initial purpose was to act as Harold’s strong arm of justice in achieving and maintaining and lasting peace. The Lodge master of the time (a name forgotten now) went with his own pack, with Harold as a guide, on a spirit quest deep into the Hisil. They travelled far deeper than any in the party but Harold had travelled before in search of an elusive spirit Harold called the Binding Agreement. A deal was struck; some say a sacrifice was offered in the names of all who join the Lodge. Binding Agreement has those names and they are his alone to do with as he pleases.

The Lodge served as each member was able. In the times before the peace they were engaged in many tasks: arranging and enforcing ceasefires; bringing criminals to justice from amongst either side of the Anshega - Urdaga divide; negotiating with injured parties; binding dangerous spirits of spite and conflict that threatened to ruin the peace.

It is rumoured that the Lodge has thousands of such spirits of spite, hatred, and conflict bound.

When Harold’s peace was achieved, the Lodge’s original task was now defunct, rather than disband the Lodge found a new focus in maintaining the new order. No longer the peacemakers, the peacekeepers took to a more militant aspect, focussed primarily on the rule of law, stating again and again that the peace enjoyed by both sides served as a Binding Agreement.

Harold implemented his own interpretation of the Oath of the Moon and the Lodge backed the Peacebringer’s vision wholeheartedly. Any found breaking those terms was judged a threat to the peace and so the Lodge was Honour bound to step in and correct such actions.

At first the Lodge were reluctant to enact violence upon their fellow Uratha, the oldest Lodge members honour bound to seek out peaceful answers to the issues. However, over the next years, as the strength of Harold was reinforced by the continuing peace, the old guard of the Lodge passed away in the course of their duty and Harold’s hand-picked replacements consisted more and more of those who supported his rule and his extreme rule and less and less of those morally against the return of violence.

Slowly but surely the character of the Lodge of the Armistice’s character changed from devoted, zealous peacekeepers, to something more akin to a police force enforcing the views and laws of Harold and silencing objections to his rule.

It was about this time that many came to resent the rule of Harold, seeing for the first time what they had given up to achieve peace, and realising that they were too late to change that fact.

OOO NOTES: The Lodge of the Armistice are an NPC Lodge based around keeping the peace in the Forsaken game. They are seen as a final resolution in a situation in conflict. “We need to settle this between us before Harold’s Will take the matter out of our hands.”

During Harold’s life, the Lodge was the most feared organisation in the country, since his death and the ensuing power grab, they have become a powerful force in their own right. Without Harold to hold the leash, the dogs are loose to savage who they will in their pursuit of Justice. As an NPC faction, the LoA will be a final word in keeping justice, they will punish the criminals other will not dare to touch.

But even with that, the Lodge is losing its grip. Eventually it will stretch too far, it has enemies in both camps and a knack for making more now. We foresee the Lodge losing its status in the chronicle as the players and antagonists start to remake Harold’s Britain to better suit their own needs.

Unique traits of the Lodge

When joining the Lodge, the new member loses all knowledge or claim to their old name and any deed names. They receive a new name by a method not discussed outside of the Lodge and are able to earn new deed names but they may never utter or hear their old name again. It is a binding agreement, and cannot be undone.

Spirits no longer recognize the new Lodge member as who they were before and treat them as such. The only exceptions to this appears to be the First Born patron of the recruit, and Lunes of their own Auspice.

Secondly, the Lodge is exceptionally fond of oaths, as part of the spiritual pact with Binding Agreement they are easily able to summon a spirit of contract to oversee the swearing of any oath. These spirits are said to be incorruptible and will always speak the truth of that which they witness.

Finally, the Lodge members are reputed to have a special rite of binding specifically to lock away spirits of conflict over a longer term than is usually possible.

Appendix 3: Organisations and Houses

These being groupings of Werewolves or other creatures which are distinct from Lodges.

Familiar Groups

These being groups defined by family ties or oaths of fealty.

Houses

Werewolf society in the UK has very much been influenced by the social history of the UK. Given that our history is one of monarchy, feudalism and clans this is something that has had an impact upon family groupings and the organisation of werewolves in general.

Houses tend to run along family lines but they can also be found within tribes. Beyond the Ivory Claws, the Pure do not tend to really follow this system and amongst the Forsaken, the Storm Lords are the biggest proponents of houses. Some houses are truly ancient, able to trace their roots back to Saxon times or perhaps even further back. Others are more modern creations, having been brought about under Harold's rule or within recent history.

Some of these will be ancient lines, some of them will be more tribe or location specific. Others will be slightly more modern. If you wish to join one of the houses we ourselves have written up or if you would like to organise and submit your own then please contact us and we will work through it with you.

NPC Houses

Please contact the GST team and CC your LST if you wish to be a member of one of these houses.

House Corvel (Blood Talons)

Saxon nobles who lost it all, the ancient enemies of House Desmares. Financially speaking, the fortunes of the house never seemed to recover from that old hurt. But the house has never forgiven and never forgotten. Their current leader, old mother Redcap has been particularly vicious in her campaign to avenge the old hurt.

House Greenwold (Blood Talons)

An old house, the blood of Germanic legionaries who marched at the behest of Rome. The blood name has gone through many changes throughout the centuries as society and language shifted with the time. These nights the blood of those old soldiers goes by the name Greenwold. The house itself has a reputation for being both numerous and vengeful.

The Burntwood Covenant (Bone Shadows)

A quiet house formed towards the end of the burning time. Based on a promise of silence and secrecy, the Burntwood Covenant is a long running matriarchy that was established in order to protect both Forsaken and wolf-blooded women from the witch hunters and the stake. The descendants of those original women persist to this day, rumour has it that they are the guardians of ancient knowledge and are still to this day hunted by the church.

House Brickhurst (Iron Masters)

Relatively middle aged, this particular lineage comes from Wales. House Brickhurst saw something of a renaissance during the industrial revolution when one Yayven Brickhurst marshalled the resources of the house and poured them into the ever expanding railway network of the time. Since then the house has enjoyed good fortune and to this day remains a powerful industrial player in both the rail and shipping industries.

Maidon Henge (Hunters in Darkness)

Originally more of a calling than a house, finding its roots in the ancient traditions of British druidism. As the descendants of those priests, the Henge has sought to keep the old ways alive. The Henge is rumoured to practice curious rites and are known to be very secretive.

House Desmares (Storm Lords)

A line stretching back to the Norman conquest, when the land of England was cut and divided between the French nobility. House Desmares still holds the lands taken in those days, much to the consternation of House Corvell, the original holders of said lands and so the two houses have been at feud for centuries...

The Counting House

Established early during Harold's reign. The Forsaken are a warlike people and war creates orphans more often than not. As such, the Wolf King in his benevolence and indeed in the fashion of the time, established an institution to ensure that not a

single drop of wolf blood would go astray. Physically, the house took the form of a number of orphanages and special schools spread across the country and for those who did not change, they were little more than that, beyond of course the fact that those who attended found themselves ending up in better circumstances when they left than when they went in...

House Lamb (Storm Lords)

Started by one Captain Lamb, formerly of her Majesty's Royal Navy, until of course his first change. Historically associated with the Lodge of the Maelstrom. Those of House Lamb were tasked by Harold to guard the sea approaches to the UK.

House Blackwood

An NPC house with a large PC contingent. Please contact the Scotland Forsaken LST for more details.

PC Houses

These being houses specifically created by players.

This is a list that will be updated as and when these houses come into existence.

House Cox

House Rosenthorn

House Sheridan

Martial Groups

This being a list of groups with have martial aims and specific benefits regarding those aims but yet remain separate from Lodges

Silver Crusades

While both the Forsaken and Pure can form Warbands, only the Forsaken can call a Silver Crusade. These are even rarer than Warbands and indeed no Silver Crusade has been called in the UK for over 200 years.

Silver Crusades are much the same as Warbands but they are much grander and larger in scale. Rather than a mere war Totem, Silver Crusades are given the patronage of a Lunar War Totem which in turn grants strange and potent abilities. It is often noted that the legendary Moon Klaives often come to those who find themselves given the honour of leading a Silver Crusade.

For the Forsaken, the call to Crusade is not only a holy obligation but also the chance to be part of history in the making. To be part of a Silver Crusade is to answer the call to war but it is also to become part of history. Great songs are sung of the Crusades of the Forsaken people and their names live on...

To call a Silver Crusade, GST Approval is required.

Warband

Similar to a Protectorate in that a Warband is a gathering of three or more packs of Forsaken or Pure. Warbands are not necessarily bound to one given area and will often rove about in pursuit of their objectives which can range from things like driving the Pure/Forsaken from a given territory to the destruction of a particularly powerful foe like an Azlu queen and her hive or something of that scale.

Warbands are typified by their formal declaration of war and their compact with a war Totem who will oversee and empower the various packs of the Warband during the course of the war.

Warbands are not common occurrences and cannot be raised without good cause. Indeed, the last two Warbands to be raised was the one that Harold Peacebringer pulled together to meet the army of Murchadh Conquering-Claw and the one the The General raised to combat the Azlu in Hertfordshire.

It is GST Approval to raise a Warband.

Miscellaneous Groups

These being groups that do not fit into any of the other classifications.

The Census

Billed as the administrative assistants to Harold's rule, his census takers and tax collectors for example. The Census were rumoured to be led by Iron Claw Mitchell, one of Harold's pack mates.

Anyone wishing to have ties or contact with the Census or Iron Claw Mitchell should contact the office of the GST.

The Conclave of Khalkedon

This is a group created specifically for use in this chronicle. A plot document concerning this group will be forwarded to interested LSTs.

Territorial Groups

These being groups defined by their geographical location.

Clutches

See **The Rage** for details of Clutches.

Forming a Clutch requires approval of LST of the area covered by that Clutch, and should be included in their game reports. Territory Merits may be purchased for the Clutch as a whole.

Protectorates

See **The Rage** for details of Protectorates.

Forming a Protectorate requires approval of the LST of the area covered by that Protectorate as well as GST Approval. This action should be included in their game reports. Territory Merits may be purchased for the Protectorate as a whole. Protectorate mechanics are also in play.

Confederacies

See both **The Rage** and **The Pure** for details of Confederacies.

Confederacies of the Pure version of Protectorates and as such are currently reserved for use by the office of the GST.

Example Protectorates and Confederacies

A list of Forsaken Protectorates and Pure Confederacies currently in play or in setting.

The Kintyre Clans

One of the oldest Confederacies in the British Isles. The Sky Clans very much follow the social models of the old Scottish clans from which their blood comes. Primarily a Predator King and Ivory Claw venture the Kintyre Clans Confederacy is rumoured to contain a Fire Touched visionary of great potency also.

This is a large Confederacy based upon the Kintyre Peninsula that is led by an Alpha Pack.

The Protectorate of Salt and Steel

Based around Liverpool's industrial shores, this is a well-established Forsaken Protectorate that seeks to address the threats that come from the depths of the North Sea as well as holding the valuable industrial heartlands of Liverpool.

This is a mid-sized Protectorate lead by a Parliament of Alphas.

The Dominion of Crimson Claws (Historical)

Not so much a Protectorate as it was a full blown Empire. The Dominion of the Crimson Claws controlled packs and territories across the face of what was the Kingdom of Cornwall. This was a vast and martially inclined Protectorate that was led by an Alpha Pack of Blood Talons known as the Crimson Claws.

The Royal Houses (Defunct)

The so called "court" of the late Harold Peacebringer. Each pack that signed up to the Protectorate was known as a Royal House and each Royal House in turn swore fealty to Harold himself and abided by his commands and rulings. This was a large scale and highly successful Protectorate until the death of Harold.

Currently the Royal Houses are riven with infighting as they are all seeking to regain control or salvage as much as they can from Harold's disintegrating rule.

This was a large Protectorate lead by a single Alpha.

The Confederacy of Conquering Claws (Defunct)

Based in the Highlands of Scotland and led by the powerful warlord Murchadh Conquering-Claw, this mighty Confederacy was the principal foe of Harold Peacebringer. From its ranks a mighty Warband was raised which in turn marched south to make war upon the weak Forsaken of the low lands, seeking to take advantage of the Last Great Brethren War so that the Forsaken might finally be destroyed and driven from the land. This Confederacy was led by Murchadh Conquering-Claw directly and came apart with his death.

This was a large Confederacy lead by a single Alpha.