

Forsaken Setting Document

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1. Overview of themes

Below you will find a perspective venue style sheet for the Forsaken venue as a national venue which we hope will help to set the tone and style of the various local venues. We shall also include a more detailed expansion of the key themes of the venue as we of the Forsaken reset team see them.

Styles of Play

Action - 4

Forsaken is a high intensity conflict based venue and as such the venue style sheet will reflect this. Survival horror and savage territorial struggles are the core themes of Forsaken and these aspects will be explored fully in the game. While not every threat will need to be or indeed can be resolved by violence there will be plenty of opportunities to do so. The World of Darkness is a dangerous and mysterious place and ours is an ancient Isle full of historic dangers and new threats. We aim to deliver a setting where nothing should be taken for granted by the Player characters, where victories are hard won and there are no easy answers.

Character Development - 3

We are committed to ensuring that each character has the opportunity to develop in whatever direction is right for the character and the game. We have written a complex and rich setting that will allow plenty of opportunities to link your character's back story to the setting and experience plot based upon that. Character development is a two way street however and it relies as much on input from the players as it does from the STs which is why we have currently only rated this at 3.

Darkness - 4

The UK is an island with both a rich mundane and supernatural history. It is a place where the mortal population is capable of acts of great kindness but also of great cruelty and depravity. This is a land touched by war, shaped by invasion and revolution and our setting reflects that. As one of the Mother's chosen warriors you will see many wonders but also great horror. Ours will be a dark setting, mystery, paranoia and danger will often be present.

Drama - 3

We have a number of set pieces in mind that will link to the first few games and or setting, we wish to introduce a feeling of tension to the setting, with certain plots needing urgent attention from the Player characters. How you as players react to that in turn will set the level of drama present in the setting/chronicle. It is our hope that through our efforts with regards to producing a monthly updated wiki full of tales that the Forsaken venue has a feel of truly being alive and so further drama will grow from that.

Intrigue - 4

One of the themes we feel is often overlooked with Forsaken is that of intrigue, of the interplay between various packs and the spirit world for example. Given the nature of our setting there will be plenty of chances to get involved in both Forsaken and Spirit politics. It is our aim to introduce NPCs with uncertain motives and their own agendas/machinations. In our setting it is likely that characters will encounter individuals and groups which cannot be immediately identified as either allies or antagonists and as such discerning the true motives behind each character will be a major aspect of play in our setting.

Manners - 3

Social etiquette is important in the Forsaken venue, both in terms of the interaction between packs and with the real/spirit world. It is not our place to fully define the Oath of the Moon and what it means to characters in play, nor shall we readily define exactly how characters are meant to react to various scenarios and occurrences. One of the key themes of Forsaken is moral ambiguity with regards to how a given character interprets the Oath of the Moon and his or her duty as a member of the Forsaken. As such while there will be NPCs and parts of the setting that view and do things one way; that is not to say that the PCs will do the same.

Mystery - 4

There are many layers of mystery in the setting that we have written. There are big questions sitting, waiting to be answered. But whether you truly wish to know the answers or not is something for you to discover and decide for yourselves. The history of the Forsaken is largely oral, based on tales and as such tales can change depending upon who is telling them and how long has passed. The events of Forsaken history are both shrouded in mystery and subject to interpretation.

Pace - 1-5

The national venue will be running a number of different plot lines at once. Some of these will be slow burning and others will be resolved fairly quickly as such the place of the venue varies too much for us to set an average value on it.

Key Themes

Here you will find the key themes we wish to focus upon and some further detail upon each of them.

“A game of savage horror.” - We feel that this hasn't featured highly in our current Forsaken Chronicle and so it is something we are keen to introduce into this one. Therefore horror, loss,

terror and violence will be prominent with our setting. It is however not our aim to be gratuitous or unnecessary with these things and so they will be the just some of the tools we shall use to frame the nature of the Rage inherent to all werewolves and the manner in which this impacts the lives of the PCs and those around them.

“Building from the ashes” - The world is gone, torn down by the death of its king. Slowly now the bonds that held the kingdom together are beginning to stretch and break. Will you try to keep everything as it once was or will you try to crave something new from the ashes of the old empire?

“Old vs young” - How old are you? Old enough to have help forged the kingdom? Old enough to have grown up knowing nothing but peace? Or are you young, newly changed just as the world came crashing down. Maybe that’s not a bad thing; maybe this is your chance to get out of the shadows of your elders and really be someone...

“Sins of the fathers” - Empires and kingdoms are not built on words alone. What part did you take? Did your family take? Is there blood on the hands of your line or did you simply look away and offer your silent consent to this new order...?

“Death.” - Character death should be a big thing; Forsaken rarely see old age and their endings should be as varied as they are glorious. The impact of death upon those who are left behind is something we are looking to focus upon.

“No reward without risk, no risk without potential reward.” - The world we have created is one full of danger and mystery with plenty of opportunities for characters to explore. With these risks we hope to provide potential for characters to acquire beneficial outcomes, be that mechanical benefits, temporal influences or access to rare and valuable knowledge or allies. Players should strive to achieve their goals and should be rewarded rather than punished for this but they should not be handed things on a plate.

“Death Rage as an Event” - Death rage is both dangerous and deadly but it is also designed as a release with regards to the anger frenzy aspect. Werewolves need to death rage at times for various reasons. As such, something should always die or be destroyed; if this does not happen then the person who prevents it should take a penalty. This culture of “aw so and so death raged so now we will sit on him/her until they are done” will end and will not be part of the new chronicle. Death Rage will be dangerous and deadly.

“Man and Wolf, not Man or Wolf” - Instincts awaken on or even before the first change and with the instincts the world changes, priorities shift. Pack and Territory are as important as family and justice. The wolf must hunt, and is compelled to hunt. The smell of fear is intoxicating, the smell of flesh and blood a constant temptation. Truly, The Wolf Must Hunt as that is its nature.

“We are the assholes” - In a change from the previous chronicle. The Pure are actually on the back foot in the UK. While they are numerically superior and powerful, they have also been defeated and bound with powerful Oaths. Think like Germany post Treaty of Versailles and you’ll have the right sort of idea. The Pure are the oppressed masses and we as the Forsaken are the assholes. But things will not stay that way for long...

“Ancient Malice” - The world is constantly changing and so with it the threats the Forsaken face. But the world is old and so too are many of the stranger and more dangerous foes that threaten not only werewolves but everyone else too. Worse still, these things have long memories and are most patient indeed...

“Consequences as Reality” - Werewolf society is not a liberal democracy. Actions that go against society will have appropriate consequences should they be discovered.

Key Principles

Here you will find the key principles of how we would like to see the new Forsaken chronicle run.

“Pull no punches/the dice fall as they fall.” - Speaks for itself really. We are not looking to play favourites.

“Parity of approvals.” - This is something Jamie was keen on as aNST Rules, we don't want to see crazy stuff approved in London and then being told no in Scotland. It is not one rule for one domain and another rule for one elsewhere. The approvals process will be closely monitored and individuals will not be allowed to game the system as they have in the previous chronicle.

“A living world.” - Our aim has been to produce as close to a living setting as possible. As such we want to have intelligent NPCs and a custom wiki with a monthly stream of new tales added to it so that it feels like there is a big wide world out there filled with more than just the players. Further to this we also want the Pure out there writing their own tales so they are not just this faceless enemy. Naturally we would make it clear that players do not know that stuff IC but it would be a handy flavour source we think.

“Intelligent NPCs.” - If you kill/beat a load of NPCs in a really cheesy/twinky way. You can be sure at some point they will learn this and use it on you because NPCs are not always stupid. Players can adapt to NPCs and so NPCs can adapt to players. As such something we would like to re-establish in the new chronicle is the mystique and sense of fear that the NPC population, especially with regards to antagonist NPCs, should have. NPCs will be capable of lying, cheating and generally being just as bad as the PCs if they are given reason to be.

Mood

A storytelling game of savage horror set in the period after the death of the Wolf King of Albion, Harold Peacebringer...

It is a time of chaos, an era of peace and plenty has come to a sudden end. In its wake there are only questions and uncomfortable truths to be faced. The old legends of your fathers are

dead, passing beyond memory. There are mysteries to be explored, questions to be killed by answers.

Beyond the fire light of pack and territory, things are stirring in the darkness. Old enemies and new are drawing up their plans. Many of the Forsaken of this time are very much the children of summer, they have known no great wars, no great horror or struggle.

But winter is coming and old debts must be paid...

What will you build in the ashes of an empire?

2. Setting History

In this document we look at the various creation myths of the Werewolves, a general supernatural history running alongside actual events and the impact of major historical events upon both werewolf society and the spirit world.

The history of the Forsaken is an oral history and as such these events are open to misinterpretation and alteration as they are told of through the ages. Indeed the true history or even the general supernatural history of many of these events will not be common knowledge to the players and instead must be carefully researched.

Some of these events will be plot hooks and others will be just for flavour. As ever this list is by no means definitive or complete and depends upon further input from the prospective Forsaken LSTs and the other reset teams.

The below is intended to be a brief overview of the history of the world through the eyes of the Forsaken venue. This will be subject to expansion once we have had feedback from the Universal Team and the other Reset Teams.

Pre-History

In the beginning there was Pangea. The hunter's paradise. You've heard the stories of the Garden of Eden. Pangea was all that and more. It was not so much the conjoining of land masses to form a supercontinent as the geologists say but rather a conjoining of worlds. In this world the spirits could enter the land of flesh freely and both man and beast would walk between the worlds without an issue.

In this time both humans and spirits shared a common language, the root of all languages. The First Tongue. No one knows if Pangea was a time, a place or indeed both. The world was lush and full of promise; on occasion you catch the odd scent, if only for a moment of that perfect world. Both the Forsaken and the Pure have their own takes upon the nature of Pangea; individuals within both groups have yet more theories. But in truth, neither group knows what Pangea was really like, not for sure.

But what both sides know for sure is that Pangea was truly glorious and that it was lost, destroyed by the hands of their own kind...

So beautiful was this world that it captured the heart of the moon, *Amahan Iduth*, the great Mother herself, Luna. Taking the form of a woman of flesh, the Mother walked Pangea. She wandered the verdant jungles and swam in the clear seas. All took note of this beautiful creature and many were the suitors who brought her gifts and sought her hand.

But the greatest and most noble of all the Mother's suitors was *Urfarah*, Father Wolf. Pangea was a fantastic place, a realm of pure life and possibility. But it was also not a peaceful place. A hunter's paradise, where the strong hunted the weak and the most primal incarnation of the natural order was law. Death was a part of this world and the Father was a warrior who walked in both the world of flesh and the world of spirits so from him there was no escape.

So the Father roamed the boundaries between the worlds, ensuring that all kept to their places. Spirits would walk in the land of flesh, but not for long and men would wander into the spirit wilds. But the Father was on hand to give chase and ensure that both ended up exactly where they belonged. He had strength and power. The heart of the Father burned with a great rage but he was the master of this rage and so when the Father met the Mother, he knew both joy and love. The Mother in turn looked upon the Father and found him to be noble and valiant. He loved her and she loved him. Thus they came to know each other and the Mother gave the Father his children.

Some say the Mother birthed eight cubs and others say she birthed nine. These were the First Born and indeed they were powerful. From the Mother they gained the ability to change shape as she did with the turning of the Earth and the rotating of the spheres. From the Father they gained a measure of his rage, his strength and stamina. From both parents they gained both power in the flesh and in the spirit world. For the Mother ruled the shadow and the Father ruled the border marches of the world of flesh and bone.

Having birthed the First Born, the Mother returned to the heavens and the Father raised the First Pack. He taught them of the ways of beasts, men and spirits while revealing much of the paths between the worlds so that his children might aid him in his duty.

For a time it was good...

The First Pack ran with the Father, hunting that which should not be. Ensuring that the boundaries between the worlds were not breached and bringing to an end that which grew old, sick or dangerous. The First Born, much like their Father, became warders of both men and spirits. But all was not well. Not everyone or everything respected this order; there were those who thought they could escape the hunt or those who thought they could fight back.

Some like the Plague King and the Spinner Hag were driven to flee forevermore from the Father and the First Born, sundered and broken so that they might better evade their fury. Others fought back with tooth and claw or sheer weight of numbers. No prey could resist them; no foeman could stand against them. It was a golden age, an age of glory and power.

But it was also a doomed age...

It is said that the doom of Pangea began with the Father himself. There was a time before the great spirits came, before man began to rise, where only the Father was needed to police the boundaries between worlds. But as time went by and His foes grew more numerous, the Father required his First Born children and in creating them so too did he diminish his power...

Oh...For a time no one knew, none were any the wiser. But after an age, as these things are reckoned. Slowly but surely the Father began to grow weaker. Still he was great, strong and quick. But it was noted that as time went by the Father became that much slower, his fangs began to grow dull and gaze did not penetrate as far as it had before. More and more spirits escaped his clutches, coming into the world of flesh to set up their dark kingdoms.

Slowly the face of Pangea began to change. No longer was it a place of balance but rather a new kingdom where spirits walked in the flesh of men and ruled over those who would accept them as Gods upon the Earth.

The First Born, though it pained them to know of it, saw this with their own eyes. For well they knew what must come next. What happens to a wolf pack whose Alpha grows weak? Either the Alpha must die or the pack itself...

But that could not happen, for the First Pack held the fate of Pangea upon their backs and so the debate raged between them. The First Born knew that the Father was a powerful spirit and even in his weakened state, he would be a terrible foe. But like all spirits they knew that the Father was also bound by the rules of the spirit world. Him being one of the most powerful spirits upon creation, perhaps more so than others...

So what could the Father do when His children rose against him?

What use were His mighty claws and teeth? His powerful magic and ancient knowledge in the face of this assault?

For the Father, bound by the laws of the spirit world, could not raise His hand against his children and so it came to pass that the Father was torn down, slain by those of His children who had risen against him.

But with his dying breath, the Father loosed a howl.

It was a howl that shook both the world of flesh and that of spirit; it was a howl that perhaps still echoes somewhere today, to be heard again at the coming of the end of all things... All through creation, the earth and heavens shook. Man and beast alike cried out in terror and cowered for they knew that their doom had come. The spirits into the deeper darkness of the shadow and the Mother herself cried out in anguish at what had been done.

The Mother declared then that all the children she had ever born would bear the shame of this monstrous betrayal forevermore.

She departed then, back to the heavens and the world itself shook once more. The skies blackened, the seas boiled and the land itself burned. The paths between the worlds were sundered and great horror was unleashed upon the world.

Pangea was destroyed, never to rise again.

Woe to the People.

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From the ruin of Pangea the First Pack emerged, broken and divided. There were those who had chosen to rise against the Father and those who had chosen not to. Both were cursed, both knew the burning of the Mother's sacred metal and felt the weight of her curse. Those who had

not stained their claws with the Father's blood became the Pure. They blamed the others for the loss of Pangea and swore vengeance against them.

Those who had slain the Father became known as the Forsaken and for a time they wandered the ruins of creation and watched the world change. Eventually it came to pass that the Forsaken would come to seek the forgiveness of their Mother, swearing the Oath of the Moon so that they might take up the duties of the Father and be bound to them forever. In this, the Mother found mercy and lifted the worst of her curse from her Forsaken children.

The world still turned.

The First Born begat their own children who begat their own children and on and on and on until the world teemed with these curious creatures, half flesh and half spirit.

Uratha, the People.

Us.

We who would come to seek out the First Born once more, entering into compact with them as and when we found them.

Some we fought.

Some we bound.

Some we tricked.

Some we made deals with.

But in the end, each of the First Born was found by those of the People whose natures and thinking resonated with that of the First Born in question and so it came to pass that the Tribes were born...

We knew war then.

Ourselves against the Pure.

Us against the spirits.

Us against Them.

And we have known war ever since.

Ancient History

This was a time that was in its own way, no less savage than the time of Pangea. The worlds had parted, each torn asunder. The Father was long gone and the First Born were aloof, far off in the deep Hisil.

In the real world, man was on the rise. Clans and tribes became nations and from those civilisations and empires were born. The First Tongue had fragmented, splitting off into all the tongues of men. Technology advanced, where once man had killed his fellow man with sharpened rocks, now he used the spear and the axe of bronze.

Armies of men marched and shaped the world with their blades and so the shadow changed. The knowledge of what was passed from the minds of men and so they sought new ways to explain the nature of the world. Religions grew; prophets and martyrs emerged across the planet and shaped the dreams of man. In the Middle East there came a man who called himself the son of God. From the same sands came another who claimed he was the final messenger of God and far across the ocean great temples rose from steaming jungles and men carved the hearts from other men to appease the vengeful sun.

These things changed the shadow as surely as they changed the real world. New entities rose and fell according to the passage of man and his desires. All the while the Forsaken warred with the Pure as they sought to avenge the murder of Father Wolf.

Britain was a savage and pagan land, surrounded by chill seas and often shrouded by deep fog and mist. The land and its shadow was dark, danger was all about. From the south, came the forces of the Roman Empire, striking across the land and bringing their strange customs with them. Down from the north came other things and a great wall, far longer and taller than its real world counterpart was built across the face of the shadow.

This was a time of armies and invasions. Great warlords carved out their territories and did battle with all they found in this world and the next. For the Forsaken it was a time of trials and legends. Great and terrible things were done in this time; the war against the Pure was still young as these things were reckoned. Much that had been lost with the fall of Pangea was rumoured to still be out there and so great rangings ventured forth into the deep Hisil. Many of these were never seen or heard from again but those that did return often brought curious lore and great treasures.

In the east of the land a great warrior band carved out the Dominion of the Crimson Claws, a legend that persists to this day amongst those of the killing moon and the chosen of Fenris-Ur. The armies of Rome came and went and came again before finally leaving Britain in darkness once more. But men had learned from them and so things changed once more, wars and commerce changed.

The fall of Rome brought invasion from what would become Denmark and Germany which in turn saw to the destruction of many of the larger urban centres upon the east coast of Britain. Some of these raiders settled in Britain where they made war and multiplied their numbers and so impacted the culture and makeup of the island.

Slowly but surely a new religion, imported from far off shores began to grow and suppress some of the more pagan faiths of the island. Those who raised the banner of Christ also championed the cause of feudal order. When Christian man ventured forth to take the Holy Land from the Muslim enemy, the warriors of Luna went with him. There they met their fellows, Forsaken and Pure alike and so battle was joined with tooth and claw.

Eventually this darker, more chaotic age began to draw to close and a new era of social and technological advancement began.

Near History (Last 1000 Years)

A time of upheaval, where the world had become more connected and what happened in one part could much more easily affect things in another. The Renaissance came, the Enlightenment soon helped to lift both Man and Werewolf out of the dark ages. For many werewolves this was a somewhat terrifying time. The numbers and power of the Herd had grown great and with that the danger they posed increased. The Holy Inquisition came and went with its fires, the cities grew and so too did their reflections and inhabitants in the shadow.

In the UK war came again and again, this time fought not against invaders but between noble houses of the land as they vied first for a crown and then later for the rights of the fledgling parliament they had built. Behind all this, a great plot was brewing. Not so much a thing of gunpowder and treason but rather plague and death. The Lord of Rats, an avatar of the Plague King who had bided his time, unleashed a great plague upon the city of London. This was not the first time the touch of the Plague King had been felt and it would not be the last for sure, but the Black Death was certainly one of the more famous incidents, coming to an end only with the great fire of London.

The days of plate clad knights were gone, now came the firearm and the cannon which in turn eventually gave way to the rifle. It is said that the Iron Masters enjoyed a particular prominence during this period of time. Where there were knights and reavers before, now there were pirates, highwaymen and officers. The age of Empire served to reinvent the military aristocracy and again saw many strange spirits both imported and exported across the face of the British Empire.

Exploration opened up new worlds to those who were inclined to travel. The Americas, the Caribbean and the previously closed lands of the Far East all beckoned the Forsaken and Pure alike. Again, where they went, their wars followed. Slavery, native genocides and small scale tribal civil wars were all components of this particular time.

In the real world, technology began to become more and more advanced and with it rose the Court of Cogs, coming to be one of the most dominant spiritual power blocs across the face of Europe as the time of steam and the industrial revolution ground onwards.

Recent History (Last 100 Years)

This was the century of total war; here in the UK there has not been a single day that the Government of this country has not been officially at war with somebody somewhere. Ireland, the Kaiser, the Führer, the colonies and the terrorists. These events shaped the world of men as surely as they shaped the world of spirits. But for the Forsaken of the UK, this was not to last. A great King emerged amongst their people and brought to an end the Last Great Brethren War, the Confederacy of the Conquering Claw was brought to heel and a new era of peace and

prosperity was ushered in for the Forsaken.

In the real world, the mortals went to war across the face of Europe and for a time the Forsaken sent their sons and daughters to hunt in the shadow of the trenches and so do what they could to ensure the horrors born there would not come back to the shores of Albion. Later, when fascism rose and Europe was ground beneath the Nazi jackboot, the Forsaken of Britain crossed the sea once more and did battle with what they found there. The humans brought the sun down from the sky and later reached out to touch the face of the Mother. It was a time of great change, computers and the Internet empowered previously minor Courts in the Shadow. The world teetered on the brink of destruction as the USA faced off against the Soviet Union.

But the Forsaken of the UK... Exhausted by their wars against each other, against Conquering Claw and the foes birthed by the World Wars...

They knew Harold's peace and were glad of it.

Now (Last 10 Years)

The King is dead...Long live the king...

Old now, having lived for much longer than most Forsaken do, **Harold Peacebringer** passed in 2012 from old age.

Things began to come apart then, with the death of the great king a great scramble for power began. The heirs apparent politicked and struggled with each other, old foes thought long beaten began to make themselves known once more. Ireland went dark; no contact was had with the Forsaken there who had long been friends of Harold and his court.

Across the spirit wilds, drumming and howling could be heard, the Pure are on the rise again...

Where once there was order, chaos was reign instead.

Key Events

Roman Invasion of Britain (54BC-96AD): For a time Britain knew the marching steps of the Legion and the civilising touch of the Empire of Rome. The Legions marched and did battle with the local population. With them came strange new gods in the shadow and in particular both the Ivory Claws and the Storm Lords marched with the Legions, doing battle with their Britannic cousins, reaching further and further north in their conquest until something reached down from the North to stop them...

The Fall of Beileag Whispervoice (1605 - 1616): A tale known widely to Uratha of Scotland and Northern England, a cautionary tale of overstepping ones bounds. The tale recounts the folly of Beileag Whispervoice, later to be called Beileag Wraitheater, an Uratha most often attributed as a member of the Bone Shadows.

The tale describes the fall of the witch from idealist and scholar to power hungry monster, said to slay and sacrifice her village, her own pack, and eventually many other Uratha to further her own power and extend her own life.

She was said to command a great spirit in the netherworld and the husks of her sacrifices in this world.

Eventually Beileag was resisted by Donnchadh Ironheart, reputedly a Storm Lord or an Ivory Claw, who she slew and rose again to lead her host.

Finally she would be defeated by Elspet of the Bloody tree, Donnachadh's daughter whose tribe is often debated at length.

The Scouring of Beilleag's Brood (1616): The date attributed to the final season of the eight year purge in which Elspet of the Bloody Tree led the confederacy of the Bloody Tree against the twisted witch Beileag Wraitheater.

English Civil War (1642): Various battles in the age old war between the Forsaken and the Pure have often coincided with the wars mortal man has waged upon his brethren. Often it is these wars that come to define the battles between the Forsaken and the Pure. Be that in terms of encroachment on various territories or technological and tactical advancement for example. The English Civil War is of particular interest as it saw the battle lines not just divided along ideological and tribal lines but also along political lines.

The Storm Lords for example, found themselves taking the same field as the hated Ivory Claws as they marched under the Royalist banner. Likewise, the Iron Masters stood and cheered the speeches of Fire Touched Deacons who spoke out against the corrupt old order Cromwell's New Model Army marched to war.

Great Fire of London (1666): London writhed in the grip of the Black Death, diseased and dying. Something had to be done and on one night in 1666 a plan was set in motion, London and in turn the wider world was saved by one of the most unlikely heroes. A Deacon of the Fire Touched. Seeing the corrupt hand of the Plague King upon the world, compacts were made and action was taken and so a great fire was set, starting with the small spirit of an oven found in Faynor's Bakery...

The fire raged for days and London was gutted. But with those flames came a cleansing, the dead were burned and the rats were destroyed, this signalled the end of the Black Death and so thwarted the plans of the Plague King.

Reign of Harold Peacebringer (1864 -2012): Harold the Thrice Blessed, Harold the Great, Harold Peacebringer, Elodoth of the Iron Masters and King of the Land of Albion. Straddling the period between near and recent history. Harold was born under a particularly auspicious example of the Judges Moon. It was a time of upheaval, the last great Brethren War raged, a mighty Pure Warband under **Murchadh Conquering-Claw** came down from the Highlands baying for the blood of the Forsaken...

Harold grew to face this great army and brought the Forsaken victory over their foes and in so

doing managed not only to end the Last Great Brethren War but also usher in a lengthy era of peace and plenty. A consummate politician, Harold drew the Forsaken together, brought the Pure to heel and saw to the defeat of many of the old foes from the shadow. At the head of his blessed pack, he ruled over the Forsaken of Albion and the Pure did him fealty... It was a time of possibility and prosperity...

Until he died of course.

The king is dead...Long live the king...

First World War (1914-1918): One bullet changed the course of history. The murder of an Archduke from Austria saw to it, through nations having treaties with other nations that the horror of industrial warfare was unleashed upon the world. The shadow of Europe grew darker, to this day blood still seeps from trenches long filled in and ploughed over the real world and the echoes of armies clash again and again across the reflections of those old battlefields.

Second World War (1939-1945): The shadow of Europe, already darkened by the events of the First World War, could take no more. It was a black time, the horrors of the fronts, the genocide and the carnage. All of these things threatened to undo the world and unleash from the shadow things which should never be. No one quite knows what brought the world back from the brink, but something did... Something patched the wounds and mended the cracks and drew the war away.

Not to say that the shadow of Europe is still not dark and scarred place of course...

The Accord of the Ashen Council (1962): The day where Harold Peacebringer accepted the formal surrender of the Pure forces. A great peace accord was signed upon this day and the Ashen Council was formed, consisting of a representative of each of the Tribes and some of Harold's Pack it was the duty of the Ashen Council to insure that the peace continued.

Moon Landings (1964): "One small step for man, one giant leap for mankind." At 20:18 on July the 20th the world watched as the Apollo 11 lander touched down upon the surface of the Moon. It was not the first time man had been to space but it was the first time he had set foot upon another world. As the world was glued to their TV sets and looked up in wonder, marvelling at its own brilliance, the astronauts of the Apollo 11 mission looked back at the Earth and rejoiced. Categorically the Apollo 11 mission was a success, little did those brave men who went forth for all mankind know that their return would bring great misery to the world...

Coronation of Harold Peacebringer (1975): This was the year that a great crown was placed atop the head of Harold Peacebringer; this was Harold at the pinnacle of his power.

Death of Harold Peacebringer (2012): In 2012 the great king passed from old age and almost immediately all the good he had done began to unravel.

Sample Myths/Legends

The Mighty Oak

Llyr was the pack omega, but there were only three of them left now. Morfudd's alpha was dead, killed by the pure. The pack knew that the pure were coming for their territory. After all, Llyr was the one who had told them that a great fetish lay within it. He was no fool, but he was no great friend of pain. The pure had forced Llyr into a relationship with pain from the waxing crescent to the waning crescent four months ago, and the cost of his rescue was the death of his alpha, Emyr. Hywl had taken over then, and made Llyr the omega. It was his punishment, a debt he was paying for a loan he didn't even ask for.

When the rain came, they didn't anticipate danger. This was Wales after all. Out of the mist they came, and suddenly Llyr knew what was going to happen. The pure would take the fetish, and the southwest of Wales would no longer have a Forsaken presence. Then they would sweep east, gaining ground. He was damned if he was going to let Tanwen take the klaive. The man who'd imprisoned him, cut him, burned him, broke him. He'd hold the sacred artifact that Llyr had put years into defending, hiding, watching until someone who deserved it came for it. Llyr was snapped out of his momentary fugue as he heard a guttural roar to his left. Tanwen was there, he and two others grappling Hywl. He'd be dead soon. Llyr's path was blocked by a fire, which was sweeping towards him. He couldn't even see Enid; just hear her screams, unlike his own yet so familiar. She was burning, as he had just months before. He still bore some of the scars.

Llyr ran for the ruins. He would try and do something, anything. He had failed his alpha, his pack and his totem. He would not break his vow. Reaching the ruins, he scabbled around for the blade. Finally finding it, he put the hilt into one hand, then both. A feeling rushed through Llyr's mind. He was not the one meant to wield Cledwyn, but he had no other weapons against the coming attack. Six of them bore down on him, Tanwen in full war form now, commanding the others to attack. Llyr backed up towards a wall, where it would be hard to circle him. With a grace far beyond his own means, he swung at the lead attacker. Catching him, opening a cut on his face which caused the wolf to cow and run. Surprised at his prowess, Llyr faced the rest. Bodies thumped into him, jaws snapping at his legs. Llyr swung the sword with a might that only the adrenaline of a near-death experience could grant. Bites found their mark, and Llyr knew he would not escape. He was hamstrung. With a clarity that death was near, Llyr burst into war form, and cleaved one of the wolves' head off. He had broken the laws, but since he was about to die, it didn't seem to matter. Under a flurry of claws and teeth Llyr kept swinging. Then everything went black.

When he awoke, he was restrained, face down on the ground where he had been fighting a few moments ago. Lifting his face as far as it would reach, he counted three bodies, with one enemy run off that made... too many left. He was flipped over, and saw the thing he had dreaded, for the months he had been tortured, at the funeral of Emyr, over the months that had passed, at the first sign of the attack. Tanwen now wielded Cledwyn, swinging the sword in one hand, jabbing the point into his neck. Tanwen spoke - "you killed three of my brothers, and broke the laws of the people. You will die by my hands now, and I shall use your precious sword to do it." With four or five swings, Tanwen decapitated Llyr, who had held out, who had given everything to uphold the promises he had made.

The West of Wales was lost to the Forsaken for a period of over five years. I was there when we beat Tanwen, and he died under an onslaught as we fought to take back what was ours. I still bear the scars from that day, as well as those from when Tanwen burned me the night he killed

the rest of my pack. I never got to bury Llyr, but I named him Deri, or Mighty Oak in English. He stood fast for his beliefs and defended his ideals to the death.

My name is Enid 'Canaid'. That was the story of how one light shone in one of the darkest periods in the history of the people of Wales. My packmate; my ally; my brother. Long may he rest.

3. World

Hisil

This section details our ideas for the general layout of the Spirit World as well as describing some of the main Courts and principle Spirits of the United Kingdom. This section also touches on wider spirit issues such as the First Born and the Maeljin. Beyond this we also detail some of the important landmarks from both the United Kingdom and the wider world while also touching historical events that have impacted the spiritual landscape of the United Kingdom.

Lastly we also include a summary of our expected relationships with both the Awakening and Requiem Genre with a focus on the Awakening Genre as it is the venue beyond our own with the most ability to interact with the Spirit Word.

Landscape of the Hisil (General)

The Hisil of Great Britain is a largely accurate reflection of the real world with a few notable exceptions. Major cities are a little darker and retain a somewhat industrial feel regardless of how modern the given city is. By contrast the wilderness seems that much more wild, that much more grand. So hills and mountains are that much larger, forests are darker and more primeval. Almost as if the spiritual landscape of the UK is caught somewhere between the time of the Roman Empire and the industrial revolution. England's green and pleasant land indeed...

The UK is an island and so the seas surrounding the landmass are a pretty big feature of the general landscape of the Hisil. As many things in the Hisil can be literal examples of the things they reflect in the real world, so too are the seas surrounding the UK. Cold and dark, these crashing waters exemplify the raw power of the elements. Bringing life as easily as they bring death and destruction.

Constant storms wrack the skies above these waters. Thunder and lightning competing to outdo each other and the sea in some sort of eternal competition. Those who make it their business to

observe such things will note that these storms are far more intense across the Southern and Western seascapes.

The Spirit Courts

These are the core/key spirit courts we would like to make use of. Please note that the names in red denote the ruling/leading spirit of that court/choir. Again this is by no means a complete list and instead is something we imagine will grow once we have feedback from the LST teams of the new chronicle.

For your reference, the attendant spirits section details some of the “general” and “minion” type spirits one might associate with each court and the thrones section refers to where the head of the court can be found. The location of thrones will generally not be all that widely known and it is likely that attempting to storm or take one will come with a serious likelihood of character death regardless of whether the character in question is a Mage or Werewolf.

The Lunar Court

The Court of the Mother and her children.

-Mother Luna

The Lunar Choirs

- **Ralunim, The Full Moon Choir**
- **Rallor, Eye of Battle, First Blade of The Full Moon Choir.**
- **Cahalunim, The Gibbous Moon Choir**
- **Cahaldor, Moonsong, Lead Voice of The Gibbous Moon Choir.**
- **Elunim, The Half Moon Choir**
- **Elussis, Hand-of-Justice, High Judge of The Elunim.**
- **Ithalunim, The Crescent Moon Choir**
- **Ithalar, Night-Wise, Wisdom Keeper of The Ithalunim.**
- **Irralunim, The New Moon Choir**
- **Irralon, The Unseen, Trickster Prince of The Irralunim.**

Named/Important Lunes

To be written as needed.

Attendant Spirits

Lunes - Also called Glimmerings by some.

Throne

The Moon

Notes

We aim for greater interaction between the Forsaken and the Lunes of their given Auspice. Rank 5 Auspice gifts should be taught personally by the above NPCs.

Court of Albion

Powerful spirits that once ruled this land but now slumber or perhaps pursue greater goals in the deeper Hisil. Despite this, their names still carry power and spoken in reverent whispers.

-Albion

-Britannia

Attendant Spirits

Unknown

Throne

Unknown

Notes

These are a big focus in the current chronicle so I don't really want to be using them in our one until much later on in the game and even then only if we have to. And so the theme/feel of this court is very much of legends of the past and those old fairy tales which never die.

The Elemental Courts of Great Britain

Courts that represent the power of the elements.

The Court of Earth

The court of the Earth, representing the strength of mountains and the surety of foundations.

-The Wyrn under the Mountain: Supposedly the very same dragon slain by Saint George or perhaps something older. This great beast lives deep within the earth and holds the land of Albion aloft upon its great shoulders.

Attendant Spirits

-Mud-Men (Lesser)

-Rock Lords (Greater)

Throne

Snowdonia

Notes

None currently.

The Court of Wind

The court of the Wind, representing the gentle breeze to the fury of the storm.

-Aerial: Ephemeral and largely unseen. The mistress of wind is a keeper of secrets and just as mercurial as the element she represents. She is however a competitive spirit.

Attendant Spirits

-Breezes (Lesser)

-Gale (Greater)

Throne

No known throne, yet the spirit is often found above the north sea, competing with the other great wind spirits and the host of storms.

Notes

None at this time.

The Court of Fire

Representing the power that has allowed man to become so great. Life giving yet deadly and ever hungry...

- Vesta, worshipped as a God of fire by the ancient Romans

Attendant Spirits

-Blazes (Lesser)

-Pyres (Greater)

Throne

Hetling Spring - Bath. This is the hottest geothermal spring in the UK.

Notes

Has a long standing pact with the Fire Touched in exchange for ritual considerations and sacrifices.

The Court of Water (Land Based)

Representing that which is so vital to life.

- Coventina, Ancient Roman/British water goddess

Attendant Spirits

- Shallows (Lesser)
- Depths (Greater)

Throne

Loch Morar, Scotland. This is the deepest body of freshwater on the UK Mainland.

Notes

Has a sacred spring/ancient shrine close to Hadrian's Wall, surrounded by small standing stones.

The Nature Courts of Great Britain

Representing the reflection of natural life upon the UK mainland as well as the natural order. As a note there is no specific court of life, this aspect being shared between branch and talon.

The Court of Branch and Leaf

Representing that which grows upon this green and pleasant land.

-Druantia, Neo Pagan goddess of trees. The court of Branch and Leaf is constantly renewing itself by its nature. This spirit is far older than its name and bearing suggests...

Attendant Spirits

- Seedlings (Lesser)
- Green Men/Women (Greater)

Throne

Cairngorms National Park, Scotland. Biggest national park in the UK.

Notes

The court of Branch and Leaf is constantly renewing itself by its nature. The ruling spirit is far older than its name and bearing suggests...

The Court of Talon and Fang

Representing that which hunts the wilds of Albion by air, land or sea.

-Hearne- Lord of the Hunt.

Important Spirits

- The Hounds - Hearne's hunting pack...
- The Beast of Bodmin Moor

Attendant Spirits

Fangs (Lesser)

Talons (Greater)

Throne

Dartmoor National Park

Notes

All Animals are represented with the most powerful examples being the Primal archetypes of the animal in question.

The Court of Death

The end of all things. Natural or otherwise.

-Mortis, the final gateway.

Important/Named Spirits

-The Void Baron - The representative of Death itself.

-The Ferryman - Guardian of the bone way and guide for a price.

Attendant Spirits

-Morts (Lesser)

-Reapers (Greater)

Throne

Unknown but can supposedly be contacted at Tyburn Gallows.

Notes

Reapers are powerful death spirits that will often be sent to witness the deaths of powerful individuals or multiple untimely deaths.

The Outsider Courts of Great Britain

Representing that which is not natural, that which has come to be.

Court of Sparks and Wires

Representing technical progress and innovation and a possible future. Rapidly growing in power as society becomes more technologically advanced.

At this time the court of Sparks does not have a single leader as it is still in the process of forming as a court.

Attendant Spirits

- Sparks (Lesser)
- Shocks (Greater)

Notes

This will be one of the most important and rapid changing spirit courts.

Court of Steam and Steel

Representing the old order, that which made the nation great and could do once more. Another possible future. The power of this course is slowly waning as heavy industries die out.

-Iron Duke Mechania - King of Steam & Steel

Important/Named Spirits

The Piston Guard - Elite Warrior Spirits and bodyguards to the King.

Attendant Spirits

- Cogs (Lesser)
- Tin Men (Greater)

Throne

Corus Steel Works

Notes

This will be the most dominant court on entering play. However it will not remain that way for long. This is very much a dying order.

The Unblinking Eye - Court of Surveillance

Did you know we are the most watched nation on the planet? A relatively new court as these things are counted, but surprisingly powerful none the less.

-Sylestia. A predatory artificial intelligence at the heart of the Court of Surveillance. The birth cry of this spirit was the mass Internet outage seen in 2013.

Attendant Spirits

- Agents (Lesser)
- Operatives (Greater)

Throne

The computer systems of GCHQ

Notes

This is a court of secrets, it is currently hiding within the ranks of the Court of Sparks and so is not something that is known about. Sylestia will be gunning for the patron of the Lodge of Wires.

Court of Dreams

Representing the hopes and desires of a nation...

-The Storyteller. An enigmatic spirit rumoured to be given form by the subconscious of the person viewing it at the time.

Attendant Spirits

-Dreamweavers, positive spirits of variable power encountered in dreams.

Throne

Some layer of the Hisil.

Court of Nightmares

Representing that which goes bump in the night...

-The Nightmare Child, supposedly born of the first nightmare to escape into the dreams of men...

Important/Named Spirits

-The Sandman - The Sandman is murder as Nick Cave said... A former servant of the Court of Dreams, corrupted and turned to the cause of Nightmares...

-Razor Annie - The newest champion of nightmares, as per the Forsaken core book...

Attendant Spirits

-Night Ghosts, Negative spirits of variable power encountered in nightmares.

Notes

The Sandman can be fixed.

The Court of Whispers

Representing the knowledge of man. Things which should be known, things which have been forgotten and things which should rightfully be forgotten.

-The Triad, rumoured to be one spirit with three faces or perhaps three spirits acting with a single purpose. One face represents that which man knows, the other that which man should know and the third face represents that which man should not know...

Important/Named Spirits

- Man's Red Fire - Powerful spirit of primordial knowledge.
- Fat Man and Little Boy - Supposedly birthed by the blasts at Hiroshima and Nagasaki, creatures of dangerous knowledge.

Attendant Spirits

- Pages (Lesser)
- Tomes (Greater)

Throne

The British Library

Courts of the Beyond

Things of the Deep Hisil.

The First Born

The First Born are the spiritual heads of the various Tribes. While they do not head up courts as such they have their own broods of spirits and attendants. I include the names here for the sake of completion as further details about these spirits will be available in a separate document.

- Rabid Wolf
- Silver Wolf
- Dire Wolf
- Fenris
- Death Wolf
- Black Wolf
- Red Wolf
- Winter Wolf

The Mal-Bad Courts of the Maeljin Incarna

Representing the base nature of all that is evil in the world. These will be further detailed in a separate document. However for completion I include the list here.

- Asmodai, Queen of Wrath
- Baalphegor, King of Gluttony
- Beliar, Slave to Sloth
- Carnala, Lady of Lust
- Lamashtu, Caliph of Pride
- Maastraac, Master of Envy
- Mammon, Feeder of Greed
- Pseulak, Minister of Deception
- Thurifuge, Architect of Violence

Named/Important Spirits

Varuk-Ur - Soulless Wolf.

Attendant Spirits

The Maeljin Incarna are served by various spirits of types appropriate to their resonance/influence. These are called Maeltinet and are typically found in or around Wounds. They are of varying power and influence.

Thrones

Each Maeljin Incarna is contained within its own putrid place that is not within the Hisil. They influence events on Earth/the near Hisil through their agents. If the Maeljin Incarna were to ever escape from their bindings it would be extremely bad.

Notes

Patrons of the Bale Hounds.

Please note that this list of courts is by no means exhaustive

Major Spirits

Below is a short list of some of the major spirits we intend to incorporate into the chronicle. Again this is by no means exhausted and will likely grow once this document is released to the various VSTs. These are spirits that have no specific court but will be important to various plot ideas and the setting we have proposed in general.

As a note some of these spirits will be discussed in greater detail in the myths and legends section.

The Mother of Wars: Vast, like some great cloud of smoke cast over the European land mass, this visitor from beyond reality was loosed from its prison upon the Moon by the American Moon landings.

One small step for man...

Steely Jack: "One day men will look back and say that I gave birth to the twentieth century..." - Jack The Ripper, From Hell

No one ever caught the Ripper and perhaps no one ever will. Some say that the Ripper still stalks the alleys back streets of Whitechapel to this day...

The Middle Man: The art of good business is bringing people together...

The Middle Man is the lord of the Night Market, a roving market that deals in pleasures both dark and wild, commodities both rare and forbidden. It is said that anything and everything can be sold at the Night Market... For a price of course.

General Spirits

Below you will find some examples of general spirits. Some of these will be just that, others will be relevant to various locations.

Centurions: Cast in the image of the Roman Legionaries who once marched across this land. These spirits are found patrolling and manning Hadrian's wall.

Legates: Commanding officers of the above army. These spirits seem to have more personality than the Centurions they command.

Liquidators: Shambling figures appearing to glow slightly. Composed of rotting flesh and the vestiges of some sort of radiation suit. Spirits of pain, suffering and disease. Created by the suffering and radiation sickness of the "Liquidators", the men sent in with almost no protective gear to be the first responders to the nuclear disaster at Chernobyl.

Marketeers: A motley selection of spirits that apparently either staff or are somehow bound to the workings of the Night Market... Apparently they can be brought and bartered with but they cannot be cheated or stolen from without consequence...

Notable Magath & Claimed

Baisd Bheulach: A shape shifting demon who haunted the Odail Pass on the Isle of Skye, its howls could be heard in the night. (Old Scottish legend).

Nuckelavee: A hideous creature part horse and part man with long sinewy arms. The creature had no skin and its muscle structure and veins could clearly be seen. It had an aversion to fresh water. (Old Scottish legend)

Major sites (Plot/Loci/Wounds etc.)

A list of sample locations we may wish to use for plot or to situate Loci, Shoals or Wounds within. As a note we want to see what Universal has to say before doing a great deal with these so they are subject to change.

10 Rillington Place - John Christie murdered 8 women here, including his own wife - Shoal/Wound?

Blind Beggar - The Krays used to drink here.

Pendle Hill - Home to the Pendle Witches and the events that happened there.

Site of Fred/Rose West's House - Wound?

Spirit History

A list of major events that will have shaped the Spirit World both in the UK and beyond. As a note we have agreed with the Awakening team that a specific group of mages will have used their influence in the Spirit World in order to basically prevent the Spirit World from being destroyed by the spiritual fallout of the First and Second World Wars.

Again we need to see what Universal is doing before we can make further additions to this.

WW1 (Big upsurge in patriotism/war spirits, lots of xenophobia and hate)
WW2 (As above, but also hope. The Blitz “spirit” in London for example)
“Summer of Love”
Yorkshire Ripper
Fred/Rose West
Rise of Punk rock
Thatcher’s Britain (Poll Tax riots, Miners Strikes, Falklands invasion)
Cold War
Nuclear strikes on Hiroshima/Nagasaki
Nuclear tests. - Detonation of “Tzar” bombs, largest nuclear weapon ever created by Soviet Union
Chernobyl Disaster
Fall of the Berlin Wall
War of the Roses
English Civil War
Invasions - Roman, Normans etc.
Jack the Ripper
Age of Enlightenment
Dark Ages
Industrial Revolution
Age of Empire
Spanish Flu
Black Death
Great Fire of London

Spirit Realms

Does anyone remember how in the old Apocalypse games there were various different parts of the spirit world? A place of the Wild, a place of the Weaver and then things like the technology realm and the Scar for example? It is our feeling that exploration of the deeper Spirit World has been something that is missing from the current chronicle. As such we would like to provide the option of doing that by putting together some specific areas of the Spirit World which will conform to various flavours and themes

Another consideration on this level would be the idea of Tribal Homelands in the Hisil and their relationship with Ancestor Spirits.

Please see an example of this principle in action below.

Tiarnas na crúba corcairdhearg (Gaelic)/Dominium ex purpura unguibus (Latin) – Dominion of the Crimson Claws

A place that is not, sealed in time somewhere in the Hisil with a locked gateway in the real world. Within is contained the remnants of the Dominion of the Crimson Claws and the war they fought across the British Isles.

The Real World

Major Spiritual Landmarks

This is by no means a definitive list and should not be taken as us claiming these places straight off the bat. Instead it is my aim for the Awakening team to have some input here so we can choose some places and change them as needs be.

Major landmarks in the real world will start as NPC occupied or plot hubs.

Further to this it is also our hope that local VSTs will pick (knowing their own cities better than we do) important local landmarks and stat/write them up accordingly. These are just a list of places I feel are important and would like to use.

Bethlehem Hospital (Bedlam)

One of the largest and certainly one of the oldest mental institutions in the world. These walls have known the madness and suffering of centuries. This place is like something out of Lovecraft's nightmares. Every in the Arkham of fiction. Twisted fences of black iron stand firm to keep whatever is inside in and the outside world quite firmly out. But these do nothing to prevent the escape of a multitude of screams, whispers and cries...

It is rumoured that there is great knowledge to be gained by listening closely at the walls of Bedlam, if of course, one is willing to risk madness in order to learn...

Rumour also has it that a powerful spirit court makes their home within the walls of Bedlam.

Buckingham Palace

Seat of the Royal Family in the real world and certainly just as regal in the Hisil. seen to be patrolled by faceless examples of the traditional palace guards who walk its grounds in the real world.

Dumbarton Rock

Considered one of the oldest strongholds in Britain, Dumbarton Rock has been noted as a site of strategic importance since as long ago as the Iron Age. If legends are true the volcanic plug has served as the spiritual home for the Blood Talon tribe in Scotland and the UK for longer still, they still revere the site to this day and the tribe share a seemingly unbreakable bond with *Ait Clut* the Sentinel spirit which inhabits the rock itself.

Currently Dumbarton Castle is considered as a territorial boundary between the lands the Forsaken claim to the south and east and the reservations where the Pure are permitted to reside to the north and west. In light of Harold's peace accord the hostilities around this landmark have been much reduced for the last few decades, but were the peace ever to fail this would surely come to be a flashpoint in the future.

Dumbarton Rock is currently considered under the territory of the Clyde Dockers Reunion pack, but in reality they have never made any attempt to interfere with Blood Talons travelling to and from the Rock. Martin McDuff, Laird of the Rock, acts as the tribal steward.

Dudley Castle

Dudley Castle is little more than a ruin now; it stands atop a large hill that is riddled with mine workings from the Victorian era. It is said to be one of the most haunted sites in the UK.

Durham, The city of

Durham is a historic city and the county town of County Durham in North East England. The city sits on the River Wear, to the south of Newcastle upon Tyne and to the north of Darlington. Durham is well known for its Norman cathedral and 11th century castle. The castle has been the home of Durham University since 1832. HM Prison Durham is also located close to the city centre.

For the Uratha Durham has been an important landmark in the UK over the last seventy years as it became the primary seat of Harold Peacebringer, the central point from which he administered the peace of Britain. It was here in the halls of Durham Castle that the Ashen Accord was first signed and it was here in Durham Cathedral that Harold now lies.

Faynor's Bakery

Situated on Pudding Lane in London, this was the bakery where the Great Fire of London started. It is from here that the flames spread and consumed vast swathes of what was a rotting and plague ridden city at the time, leaving only ash in its wake from which something new and free from the taint of the Black Death could arise.

Even now there is still a sense of great heat about this place, the scent of burning and the sound of crackling flames can sometimes be perceived at the edge of the senses. But for the glow of flames the bakery itself still very much appears to be as it would have been at the time, the immediate area around it clear of anything but for blackened, smouldering earth.

Galloway Forest Park

The Galloway Forest Park is considered to be one of the largest forests in the UK. Though now a stronghold of the Hunters in Darkness and also playing host to a small and highly scrutinized pack of Predator Kings, the forest park has had a fairly chequered past.

The forest is rumoured to hide several loci, and even one wound. Historically the forest is said to be the site of the tale of Beileag Wraith eater, and that the wound beneath the sky-blackened tree where she killed her victims still stands. Word has it that the Predator King Territory surrounds the cursed site and for reasons as yet unknown they and the Hunters in Darkness have an uneasy agreement in place to mutually defend the forest from any others.

Unsurprisingly the Bone Shadow tribe are less than welcomed in the Galloway Forest. Members of the Lodge of Night are often tolerated to visit.

The Stewardship of the Galloway forest falls under the purview of the regional lodge, the lodge of the Bloody Tree, a lodge totally unique in accepting both Predator Kings and Hunters in Darkness. Jaws that Crack Timber leads the Predator King faction with ruthless efficiency. Michael Claws in the Dark represents the Hunters in Darkness. Neither faction ever declared for Harold Peacemaker.

Hadrian's Wall

Far larger, longer and generally more imposing than its real world counterpart. This fortification is very much just that. Following the route of the real wall and beyond to actually separate the spiritual landscape of England and Scotland. Roman keeps and towers can be seen at various intervals along the wall as well as strange glowing markings upon both sides.

Being much taller than the real world, the top is actually very difficult to see but if you listen closely you might on occasion hear footsteps or the calls of the odd centurion still patrolling the wall.

It is said that passage through one of the gate houses along the wall is allowed or can at least be brought for a price.

No one really knows who or what the wall was built to keep out and the centurions themselves certainly are not saying...

Houses of Parliament/Westminster Palace

The heart of government in the real world and certainly home of a powerful Locus in the Hisil. There is something odd about this place and it is generally well avoided by both spirit and werewolf alike.

Highland Caves

A large cave network found right the way up in the Highlands, strange markings thought to be of Pictish origin can be seen thereabouts.

Kenilworth Castle

The site of the longest continuous siege in English history. This is a place of suffering and trials which is said to be haunted by its bloody history to this very day.

Parish of the Three Nails (Coventry - Facility D)

Set in the catacombs under the ruined Cathedral of Coventry this was the facility where the most difficult and dangerous amongst both the Pure and Forsaken resistance to Harold's rule were sent for re-education. It is a place of suffering and pain and as such is likely to be a Wound.

Pure Reservations

Areas of land where the Pure have been permitted to reside in accordance with the Ashen Accord.

Skara Brae

Skara Brae is a stone-built Neolithic settlement, located on the Bay of Skail on the west coast of Mainland, the largest island in the Orkney archipelago of Scotland. It consists of eight clustered houses, and was occupied from roughly 3180 BCE–2500 BCE. Europe's most complete Neolithic village. Said to be the seat of a near dead spirit court, the Stone Door. The much weakened, but still potent guardian spirit "Hearth Flame" is said to have protected an artifact there for countless millennia.

St Paul's Cathedral

Looks much as it does in the real world, from within the singing of choirs can be heard regardless of the time of day.

Stonehenge

Just as mysterious in the Hisil as it is in the real world. Who or what placed these stones and why?

Tower of London

Cast of bricks as red as blood and iron as black as night. The Tower held important prisoners and traitors to the realm for a start. Perhaps in the Hisil it serves a similar purpose. Certainly no one is ever seen to come in our indeed go out. Legends have it that something powerful is imprisoned within the tower and that the Prince of Ravens either rules there or is imprisoned within also. Interestingly, entry to this place cannot be gained through the main gate. Instead a would-be visitor or potential prisoner must brave the waters of the Thames and seek entry through Traitor's Gate

Tyburn Gallows

Long gone in the real world but still standing strong in the Hisil. Hundreds of necks felt the long drop with the short stop before dancing the Tyburn jig... It is eerily quiet here for the most part but there are times where you can still hear the jeering of the crowds and the gasps of the dying. This is the site of a powerful death aspected Locus and if the tales are to be believed, a place where the court of Death can be contacted.

Universal Colliery

Universal Colliery was a coal mine located in the town of Senghenydd in the Aber Valley, roughly four miles north-west of the town of Caerphilly. It is within the county borough of Caerphilly, traditionally within the county of Glamorgan, Wales.

Opened in 1891, it became a ventilation facility for the Windsor Colliery in 1928 before complete closure in 1988.

It suffered from what would become the very worst mining disaster and the single worst industrial accident in Britain's history, when a gas explosion occurred, resulting in the loss of 439 lives. This resulted in the creation of the spirit of loss "Buried Future", which fed on the misery of the mining communities of the area for generations.

Following the mining closures in the 1980's Buried Future and her brood the "Stolen Generation" fed with ever greater ease and a wound formed in the area of her creation deep in the workings of the Colliery; A wound which has since grown to encompass several of the defunct collieries of the area.

Whitechapel

One of the poorest parts of London.

This is a place of horror and secrets.

This is a place that has known the steps of the Ripper and the hands of the Krays.

As dark as London can be, here everything is that much darker. Indeed, whispers say that Steely Jack himself still stalks the alleys and backstreets, looking for his next victim. Here there is also, if one listens to gossip and rumours, a market where any desire however black can be purchased if you have the right coin...

Relationships with other Genre

Relationship with Awakening Genre

It has been decided that Forsaken will take the lead of matters concerning the Spirit World as this is a primary concern for the Forsaken venue where as for Awakening it is just another layer of reality the mages can visit and play around in.

With this in mind we have decided on a number of historical crossover links which we shall elaborate further on in a separate document in conjunction with the Awakening team. Mostly this will be background stuff (The Romans brought the Atlantean Diamond to the British Isles for example) which shall not have vast impact on either venue but will simmer away nicely in the background and provide plot for potential positive cross venue interaction should we wish to pursue this.

We have also decided that certain spirit courts (Sparks and Surveillance for example) are likely to have greater interaction with elements of the Awakening venue. As such we shall endeavour to ensure that the GST teams of both venues are in constant contact with regards to what is going on in the spiritual sense across both venues.

Relationship with the Requiem Genre

Requiem team have said that they will be keeping Vampires out of the Hisil. As such we should not be seeing any of the powers that allow them access, namely Blood Tenebrous, Spirit Cruac

and a few other things. We have agreed that the interaction of the Requiem genre with the Hisil will be one way in the sense that while Vampires will be able to influence the Hisil with their actions and in turn be influenced by it (all those accidental feeding deaths in the Rack turning it into a shoal/wound for example) they will not have any direct ability to change or control it.

It has also been proposed that relevant vampire actions such as fires, feeding, murder, excessive use of blood magic and such should be reported to the Forsaken LST in a domain or the DST so that the impact of these actions (if any) can be decided by the relevant officer.

4. The Shape of Society (Cultural Themes and Values)

This section will cover the structure of various aspects of werewolf society ranging from the makeup of Forsaken and Pure packs to the nature of Confederacies and Protectorates. This section will also touch upon the roles of the various Auspices and the way in which these things interact with each other.

Packs (General)

By its nature, the wolf is a pack hunter. It does not do well for a wolf to hunt solo for overlong and the same is true for werewolves. They are compelled to seek the company of their fellows and the closeness of the pack bond.

A standard pack would typically consist of five key components/roles regardless of size and these are as follows:

The Alpha: The Alpha is the leader of the pack, the individual who steers the pack and draws them on to achieve great things. Leader, general, visionary. The Alpha must be all of these things and more. Whether it is by force of arms, will or sheer charisma the Alpha leads his or her pack but just as in the state of nature, the Alpha must always be on guard for challenges and showing signs of weakness.

The Beta: The right hand of the Alpha. The Beta of the pack is often the one that keeps the pack together. Part advisor, part muscle. The Beta can in some ways be more instrumental to the cohesion of the pack than the Alpha.

The Omega: The new guy, the runt, the youngest. The Omega can be many things depending upon the nature of the pack in question. Not necessarily a position of scorn but again this does depend upon the pack. In some packs the Omega is literally just the new guy, in other more physically confrontational packs the Omega is the victim... But interestingly in some packs the Omega takes the burden of blame and frustration upon his or herself for the good of the pack.

Territory: Territory is the geographical location a pack chooses to tie itself to. Territories can come in all shapes and sizes. For example one pack might claim a small park in their city while another might claim a cluster of high rise towers. A pack can claim as much territory as they are able to defend.

Territories come with various supernatural attributes, some of which are beneficial and others are not, with Loci, Wounds and Verges being examples of these things. Werewolves will often exploit the mundane resources of their territory also, be these actual material goods such as ore from a mine or more wide ranging aspects like libraries or hospitals.

All werewolves jealously guard their territory and it is not uncommon for higher quality territories, e.g. those that contain many desirable resources, to be objects of desire and thus causes of conflict between multiple packs as they each seek to control the territory in question.

The Totem: The Totem is the spirit that binds the pack together as a pack. The nature of a totem will often reflect or define the temperament of a pack. In addition to formally bonding a group of werewolves as a pack, the Totem can provide various benefits such as additional powers or skills. This does come at a price however as each Totem in turn imposes one or more bans upon its pack with the severity of these bans being relative to the power of the totem. In short, the more powerful the Totem the greater and more restrictive the ban it places upon the pack will be.

The Pack (Forsaken)

For the Forsaken packs consist of three to six members as standard, bound together by their totem.

Given the smaller size of Forsaken packs in comparison to Pure packs, the Totems of Forsaken packs tend to be smaller and weaker than those of the Pure. The Forsaken however seem to enjoy a much more cooperative relationship in general with their totems.

The Pack (Pure)

Pure packs tend to be far larger than the packs of the Forsaken. Ranging anywhere from three to upwards of fifteen members, the Pure tend to have larger and more powerful Totems.

Because of this and their given culture, Pure packs tend to be much more readily defined and dominated by their Totems than the packs of the Forsaken.

Socially speaking, the Pure tend to be much more physically confrontational with each other than the Forsaken and so disputes within Pure packs tend to be settled with violence. This is very much a culture of the strong ruling over the weak.

The Pack (Bale Hounds)

If Bale Hounds even exist...

Bale Hounds generally do not form packs; they are most often found either operating individually or within existing packs of Forsaken or Pure.

Sometimes however on rare occasions Bale Hounds will form into packs in order to pay homage to a given spirit or achieve a particular objective. With these packs are operating in secret they are known as Hearts. When they are openly active and making no effort to hide their nature these groups are known as Circles.

These groups are not necessarily composed of the Bale Hounds of one particular Maeljin Incarna.

For a Circle or a Heart to be formed is a rare occurrence that spells great danger for both Forsaken and Pure alike. Nothing good comes out of the appearance of a Heart or Circle...

Confederacies and Protectorates

Tied to a given area a Confederacy or Protectorate is a formal gathering of three or more packs of Pure or Forsaken respectively. These packs come together and swear formal oaths to defend a given area. Confederacies and Protectorates can take a number of different forms which shall be mechanically detailed in the addenda document. However as an example some of these groups are led by a parliament of Alphas and others are led by one pack or individual.

Both of these groups will often have their own given set of laws or rules by which they abide. Some of these groups will also have a Totem spirit that holds the Confederacy or the Protectorate together though this is not always the case.

Below I have created a current example of a Forsaken Protectorate and a Pure Confederacy. I have also included some historical examples of previous Confederacies and Protectorates which. I fully expect to add to this list once these documents are released to the Universal team and the prospective Forsaken VSTs for the new chronicle.

As a note, Protectorates are the preferred makeup (though not necessarily required) for Domains in the new IOD chronicle as these will provide the basis of meeting and cooperation for the various Forsaken Packs and as such the formation of Protectorates was highly encouraged during the reign of Harold Peacebringer. In the likely situation that some of the domains will not have enough packs to form a protectorate of PCs, that NPC packs would form the remaining parts of the protectorate. Where possible however PCs should be the political forces behind the local protectorate.

Examples

The Sky 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 Sky 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 House and each 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.

See the section on houses below for further information on individual houses.

The Confederacy of Conquering Claws (Defunct)

Based in the Highlands of Scotland and lead 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.

Martial Groups of Werewolves

Warbands

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 Warband to be raised was the one that **Harold Peacebringer** pulled together to meet the army of **Murchadh Conquering-Claw**.

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.

Social and Vocational Groupings

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...

Lodges can have various functions; some are dedicated to various ideals such as Honour or Purity and others are dedicated to specific duties such as hunting things which should not be or doing battle with the Pure.

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.

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.

The idea here is to add another layer into the social mix of politics and tension we are trying to create. As such we shall include an (expanding) list of sample houses below. 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.

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 Wolfblooded 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. 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 Wolfblood 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...

For those who did change however...

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.

5. Living as a Werewolf

The Oath of the Moon

The Pure have their own moral code, known as the Litany of the Pure and the Forsaken have their Oath to the Mother. We have released a questionnaire which has shown us that the player base values the ambiguity and at times vague nature of the Oath of the Moon and how it is to be interpreted by both PCs and NPCs alike.

As such we have decided that we shall make no alteration to the canon makeup and nature of the Oath of the Moon and as such players will be free to interpret this as they will. However NPCs will also interpret the Oath according to their own means and views and as such what you might get away with in one Domain is not something that you might necessarily get away with elsewhere.

Part of the fun of the game is deciding when and if the Oath needs breaking and to a degree there will be scope for this in play. However it should be noted that this can and will have consequences if it comes to light.

The justice of the Forsaken is very much rooted in their nature as physical beings. Renown strips for example are often not only conducted supernaturally by Lunes of the appropriate Auspice but also physically with the flaying/stripping of the brand by the offenders Pack or the presiding Elodoth. As another example, those who are found to be in league with the Maeljin or

to have birthed a Unihar are often hunted to death across the Hisil.

Death Rage

Fear and rage, often these things go hand in hand. For a werewolf these things are both life and death. Fear might save a man in a fight, driving him to flee and outdistance a superior foe but this is a two edged blade as the very thing that seeks to save you, that instinct to run might well be the end of you as you become defenceless and more focused on fleeing rather than fighting.

The killing rage represents at once a loss of control but also a release. Sometimes something pushes so hard and so far that it just has to die. The killing urge consumes a Werewolf and so he or she must excise it from her being. In small doses every now and then this is actually healthy for the Werewolf but repeated instances close together can damage both the sanity and the soul.

Indeed being prevented from exercising the killing urge during Death Rage is actually damaging to the mental and metaphysical well-being of the Werewolf in question.

Auspices

All Werewolves have an Auspice upon the first change, with a few notable exceptions. The Pure for example are said to have magic that prevents someone from gaining an Auspice when/if they change. The Forsaken know for sure that the Pure have means of cutting the Auspice from a Werewolf.

But for those who retain them, the Auspice as dictated by the moon phase under which the werewolf changes. This in turn denotes the roles a Werewolf will generally be expected to fulfil in society. While a Werewolf is not bound to the roles of his or her Auspice (unless the Werewolf in question chooses an Aspect) those roles and the work/duties they entail resonate most closely with his/her soul.

For the sake of completion I include a brief summary of each Auspice and some of its sample roles below:

Rahu - The Full Moon. Warriors of all kinds from brawlers to swordmasters and generals. The Rahu are the battlefield leaders of the Forsaken.

Cahalith - The Gibbous Moon. Visionaries and seers. Storytellers and keepers of the history of the People. It is said that the Cahalith represent the soul of the Forsaken.

Elodoth - The Half Moon. The walkers between the worlds. These are the judges and the arbiters of matters of law and diplomats to the spirit courts.

Ithaeur - The Crescent Moon. Masters of spiritual matters. Keepers of occult lore and ritual power.

Irraka - The New Moon. Scouts, trackers, spies and assassins.

Aspects

Aspects represent a conscious decision to focus on a particular element of an Auspice and further take on that role. An Irraka might focus on scouting, an Elodoth might lean more towards making spirit deals rather than judging matters of the Oath.

Those who choose to follow these paths are focused and driven individuals which can in turn come to display a disturbing degree of intensity as they grow closer to the Father.

Essence

Power.

The intangible currency of the spirit world that can be used for making deals as well as powering both Gifts and the various innate abilities of the Werewolves. It is the spiritual half of their being that gives Werewolves the ability to store and channel essence.

Forms

As the children of Father Wolf and Mother Luna the Werewolves are blessed with the ability to change shape. Each of these forms has its own benefits and drawbacks which makes it more or less suitable for various situations. Of primary importance to all Werewolves is Gauru form which is the sacred war shape.

We feel that Gauru has been underused and not very well focused on/highlighted in the current chronicle and as such we have taken steps to amend this and make the war form a bigger part of the new chronicle. Please see the addenda for changes to the Gauru mechanics.

Hishu – Human form. This is the form most Uratha are most comfortable with. It allows them to pass for normal at low enough Primal Urge. It is also the form an unconscious or dead Werewolf tends to return to.

Dalu – Near-human form. The Werewolf becomes significantly bigger, hairier and stronger. Ears, teeth and nails become slightly pointed and the face is more angular.

Gauru – Wolf-man form. Half-human, half-wolf, the Gauru form of Uratha are generally 8 to 9 feet (2.7 m) tall and much heavier and stronger than any human. In this form a werewolf's blood-lust rises to the surface and is much harder to control. Uratha can only channel the power of the Gauru form for a limited time, and generally only take this form to kill. Uratha takes this form automatically when he enters Death Rage. This is the sacred War Form of the People.

Urshul – Near-wolf form. An Uratha in this form is a huge wolf, resembling the extinct dire wolf of pre-history.

Urhan – Wolf form. The Uratha is indistinguishable from a normal grey wolf. Depending on the area where the Werewolf and his/her ancestors comes from this form may differ slightly but it is always clearly that of a wolf appropriate to the area.

Fetishes

Fetishes are the sacred tools of the Werewolves. For some they have ritual or religious significance but for all they are items of importance to be treated with respect. Fetishes are varied and no one really knows just quite what is out there.

Fetishes come in all shapes and sizes; some are specific to certain tribes or Lodges. Others are specific to the Forsaken, the Pure or the Bale Hounds. Many are often held by the same pack or family line for centuries, passing from descendant to descendant until they are taken away by the passage of time, the various fates of warfare or in fair challenge.

Challenging someone for a Fetish is not perhaps so common these days but it is culturally appropriate for both the Forsaken and Pure, particularly with regards to Klaives. This is most often done if the current bearer of a Fetish is thought to be unworthy or abusing the Fetish in question.

Please note that owning a Fetish of rank four and above is likely to draw the attention of various NPCs and not all of them will be friendly.

There will also be unique and legendary Fetishes that can be sought and discovered as part of plot or for various reasons that will become apparent as time goes by and the chronicle progresses.

Talens

Not quite as important as Fetishes due to their temporary nature. Talens are still well regarded by all Werewolves and are often used as a form of currency when paying for services and favours from other Werewolves.

First Tongue

The first language from which all others are derived. This was the tongue of the time where both man and spirit walked together and all the world was one. These words have power and a good grasp of the First Tongue is essential for survival in the world of the Forsaken. It is a language that can be spoken only by Spirits and the Werewolves.

Gifts

Gifts are the magic of the spirit world, taught grudgingly by the spirits to the half breed Werewolves. They produce immediate effects that differ in power and use. Culturally speaking there are Gifts that are looked upon positively and there are gifts that many take a dim view of learning, let alone using.

Certain Gift lists will be restricted due to the nature and power level of these Gifts. Furthermore the Gifts of Antagonist factions cannot be learned by the Forsaken.

Primal Urge

All Werewolves are creatures composed of both flesh and spirit. Primal Urge represents the strength of the spiritual side of a given Werewolf. Given enough time a Werewolf will grow increasingly closer to his or her spiritual side. As this happens it will come with rewards, increased power and resilience. The ability to hold and channel more essence.

However, the closer to the spirit side a given Werewolf grows, the more removed that Werewolf becomes from the world of flesh and men. Socially and mentally the Werewolf changes, his or her behaviour increasingly coming to reflect the alien social norms of the spirit world. The world itself begins to reject the Werewolf, causing the Werewolf to bleed essence should he or she linger overlong in the real world.

There are rumours of great champions of both the Forsaken and the Pure, old monsters that slumber deep within the shadow as they have grown so primal. Awakening every few decades or centuries to wreak havoc upon their enemies before going back to sleep once more.

Renown

As a Werewolf your legend is written upon your flesh in the form of your renown brands. Red for the Pure and silver for the Forsaken. The measure of the deeds of a given Werewolf can be read in his or her brands.

Brands translate to rank within the spirit world also, with those who have more brands being afforded a higher degree of respect...or fear from those who dwell within the shadow than those who have less.

Renown can also be linked to station within Forsaken society. Those who achieve the pinnacle of Honour or Wisdom for example are often looked up as Elders and thus their words are given more weight than their less renowned colleagues.

With regards to renown we have decided to operate a separate experience system in recognition of the low experience nature of the upcoming chronicle. This is something that will be mechanically detailed in the addenda document but in summary it is designed to ensure that Renown is actually viable as opposed to being an experience sink that will cost a character

actual development of experience.

In terms of the standard renown mechanics this will remain unchanged in that your maximum gift level that can be accessed will be equivalent to your highest renown level and each renown purchase will also provide a free gift selection of equal to or of a lower level than the renown being purchased.

Rites

Rituals differ from Gifts in that they are a much more long winded and formulaic drawing and focusing of spiritual power. Gifts produce immediate effects where as a Rite can take hours to produce an effect. That said, the Rites are sacred to the People. It is through the Rites that the Forsaken can express some of the ancient mastery of the People over the spirit world. The Rites can call great spirits forth and bind them. Just as surely as the Rites can knit flesh, create Fetishes and see to it that a fallen warrior truly rests in peace.

Beyond this the Rites have a great cultural and at times religious significance for both the Forsaken and Pure. Rites are a visceral drawing down of power and a chance for high drama which should be seized upon.

Further to this we also aim to introduce a number of specific Elodoth punishment rites as this is something that we feel will address one of the big issues with the Forsaken setting in that it is often very difficult for Elodoth and the rulings they make to have any real teeth and as such we would like to change this. These rites will be detailed in the addenda document.

The Tribes (Forsaken)

Below you will find a brief summary of the Tribes of the Moon and their place within the setting we have imagined. This is something we shall look to expand upon once more have seen the nature of the Universal setting document.

It is our intention to give each Tribe a location that represents its physical/spiritual heart here in the UK.

Blood Talons (*Suthar Anzuth*). - The Tribe of Fenris Wolf, who promotes the warrior and wolf aspects of the Uratha. Their tribal ban is "Offer no surrender that you would not accept". The Blood Talons have old roots in the various warrior peoples of the British Isles.

The Blood Talons of the UK are a varied bunch, soaked as this land has been in the blood of numerous invaders and their victims. Here you can find anything from skinheads and punk rockers to neo-Vikings and historical reenactors turned militant.

Bone Shadows (*Hirfathra Hissu*) - The Tribe of Death Wolf. Arcane occultists who know many secrets and seek to address the balance between the Forsaken and the spirits once more. Their tribal ban is "Pay each spirit in kind".

There exist two major factions within the Bone Shadow tribe, both of around equal size, though many Shadows do not identify with either.

The first faction are hereditary Bone Shadows, members of long family lines of Shadows who still feel the burden of responsibility for the actions of their ancestor Beilag Wraitheater, known to outsiders as "Penitents" these Shadow's feel that they have everything to prove and are often far more driven and serious than their fellow tribemates.

The second faction is predominantly young Bone Shadows who the penitents call the "Wannabe Witches". Undeterred this faction of youthful *Hirfathra Hissu* have embraced the name "Witches" and taken to wholesale study of modern occultism and popular occultism from cultural references, understanding that in the Hisil there is power in ideas no matter where they hail from.

Hunters in Darkness (*Meninna*) - The Tribe of Black Wolf. These Forsaken are protectors of the sacred spaces, ranging from Loci to Verges. Their tribal ban is "Let no sacred space in your territory be violated". The hunters more than any other tribe of the moon resisted Harold's Peace, and for their part many of the *Meninna* chose to move to the fringes of society or leave many territories altogether. Instead many chose to gather in tribal territories far from the other Uratha, and tend to the places they held most sacred. Some stayed with their packs or houses, choosing to suffer the suffocating rule of Harold in silence, accepting this as part of their burden to keep the tribal oath.

Following Harold's death the *Meninna* are returning to the cities and protectorates in greater numbers, seemingly ready to fight for their stake in the new order emerging across the nation.

Iron Masters (*Farsil Luhal*) - The Tribe of Red Wolf, embrace change and new ideas. They are closer to humanity, keeping up with technology and taking cities for their territory. **Harold Peacebringer** hails from this Tribe and so the Iron Masters have enjoyed a degree of prominence in the UK that they had not seen since the start of the Industrial Revolution. Their tribal ban is "Honour your territory in all things". Now that the old man has passed the Tribe find themselves splitting into countless smaller factions as new ideas germinate and grow in the ashes of the dying order.

Storm Lords (*Iminir*) – The Tribe of Winter Wolf seeks to lead all Uratha through strength and noble example. These are the traditional leaders of the Forsaken people. They have enjoyed a prominent position amongst the warrior peoples of the British Isles and saw a great boost to their power during the coming of the Roman Empire. Their tribal ban is "Allow no one to witness or to tend your weakness".

The fortunes of the *Iminir* have been varied during Harold's reign; members of the Storm Lord tribe have fought for and against Harold. During the Peace the most belligerent and strongly objecting of the *Iminir* combined the strengths of their Houses and built strong territories together, bastions of winter wolf were they resisted Harold's direct rule but also offered no threat to the Wolf King. Few of these *Iminir* ever chose to bend knee to the Wolf King or even use that title, instead offering distant respect for the Peacebringer.

Some from amongst the Storm Lords of these modern Post-Harold nights feel an abiding sense of shame at the inaction of their forefathers, and this shame drives them to make amends, to be supreme example of the virtues of renown and paragons of the Oath of the Moon. More than any other tribe these young Iminir are firebrands, promoting a vision of a new future, and eagerly stepping forward to lead their peers in creating new ways for the forsaken to exist.

The Tribes (Pure)

Below you will find a brief summary of the Pure Tribes and their place within the setting we have imagined. This is something we shall look to expand upon once more.

It is our intention to give each Tribe a location that represents its physical/spiritual heart here in the UK.

Fire Touched - The Tribe of Rabid Wolf. The spiritual leaders and visionaries of the Pure Tribes. These fanatics embrace the power of fire and disease in order to bring about the death or conversion of each and every Forsaken.

Ivory Claws - The Tribe of Silver Wolf. Seeking purity in all things the Ivory Claws are the cold champions of the Pure.

Predator Kings - The Tribe of Dire Wolf. The warriors and shock troops of the Pure who seek to reject that which was forged or created by man as they follow Dire Wolf in the Bloody Hunt, hoping to reclaim the paradise of Pangaea and avenge the murder of Father Wolf.

Relationships between the Factions

The Relationship with the Pure

In this setting, the Pure have been forced to heel, bound in a complex and (to them) unpopular treaty. They are marginalised and to a degree, oppressed. As per the key themes section, in this setting as something of a reversal, the Forsaken are actually the “bad guys” in this sense. Of course with the death of Harold Peacebringer, the Oaths associated with the treaty are broken and this relationship will begin to redress itself.

The Pure are not your friends; there are times where you will be able to work with them or come to an accord with them but they are most definitely not your friends. With the death of Harold Peacebringer things have moved from a state of supernatural apartheid to one of Cold War. The Pure are so very alien to the Forsaken, their outlook, their very being is at odds with that of the Forsaken and yet for all of that there is some trace of a bond there. They are after all, your distant cousins.

This section shall expand into further detail once I have feedback from the prospective LSTs of the new chronicle.

The Relationship with Bale Hounds

What is a Bale Hound?

Do they even exist?

No one really seems to know, in this setting Bale Hounds are legends. A watchword that Wolfblooded in the know use to scare their children. "Behave yourself and respect your cousins else the Bale Hounds will get you."

The idea that these people could be real, that they could literally be anyone at any time. Your mother, your brother, your packmate or Alpha, is far too terrifying to be given serious contemplation...

Ghost Wolves

Loners and outcasts for the most part. Often to be a Ghost Wolf is to be more than just tribeless. Some are Ghost Wolves because they have not yet found a tribe that fits them; others are Ghost Wolves because they found a tribe and either left or were kicked out. Yet more importantly there are those Ghost Wolves who have not sworn the Oath of the Moon or indeed the Litany of the Pure.

True outcasts these individuals walk the fringes between both societies. Mistrusted and barely tolerated by both camps, these Ghost Wolves live hard and bitter lives. Some live this way out of ignorance, others feel wronged by one side or the other and some claim to feel the pull towards some sort of ranging duty.

The reception a Ghost Wolf will receive varies from territory to territory and pack to pack. Largely however the general feeling on Ghost Wolves is one of mistrust.

While there is rarely any large number of Ghost Wolves in any one place at any one time they have in the past been noted to band together for their own safety. These arrangements rarely last long however. One notable exception to this is a group calling themselves the Exiled Princes which is a large pack of Ghost Wolves who are currently working as mercenaries and offering their services to the highest bidder, be that Forsaken or Pure.

The Exiled Princes: Lead by a former Blood Talon who was expelled from the Lodge of Garm for taking his adherence to the ideal of "All War" just that step too far. Since that incident this warrior left his tribe and has formed himself a small army of fellow Ghost Wolves who now rove the country offering their swords and claws to whoever can pay the most.

The Exiled Princes have never turned their backs and betrayed a contract but they do somehow always seem to end up on the winning side...

Wolfblooded

It is said that all of humanity carries some of the blood of the wolf. Some carry it more keenly than others. Wolfblooded are those humans who carry enough of the blood of the wolf in their veins to be more closely aware of the supernatural world about them. They are more likely to first change and some of them are even educated by their Forsaken and Pure cousins with regards to the true nature of the world.

To some they are valuable allies, to be cared for and cooperated with. Others see them as tools and breeding stock. Some see them as mouthy annoyances and dangers to the Oath. The Herd must not know after all so where do you draw the line? Especially when you have an individual who is essentially a walking hole in the Gauntlet.

To be a Wolfblooded is to live something of a tense existence. Alone and uneducated they are haunted by strange noises, odd occurrences and weird feelings of being watched. In the know they are aware that these things are the doing of spirits and the Forsaken and Pure who watch them have the Rage and could essentially lose control at any time. A Wolfblood must be both respectful of his or her werewolf cousins and weary of them too.

Wolfblooded tend to make up the vast majority of the numbers in the various houses, it being their duty to pass on the blood of a given line in order to ensure that there are enough related members in order to continue the bloodline/house and ensure that someone is still around to change under its auspices.

6. NPC domains and National NPCs

Here is where you will find our selection of NPC Domains and National NPCs. Below there will be a small selection which we will expand once I have seen the Universal documents and had some feedback from the prospective LSTs. Ideally they will inform this process so we can tie their NPCs into the national make up for the Forsaken and Pure here in the UK.

National NPCs

Below you will find our list of national NPCs and a brief description of each one. This is subject to change and expansion based upon what Universal and the prospective LSTs say. It is our intent that these NPCs will fill various roles.

Harold Peacebringer (Iron Master, Elodoth): Deceased at the time of the start of the chronicle. Well over a hundred years old, Harold was never more than average in terms of appearance in his youth. However age did wonders for him, before his death he carried his years well. The passage of time lent him a weight of wisdom and authority. Despite his age, Harold was clearly physically capable and his eyes never lost that piercing glare and spark of keen intellect.

Murchadh Conquering-Claw (Predator King Warlord): Deceased at the time of the start of

the chronicle. A giant of a man, seemingly having stepped straight from the pages of history. Following a prophecy, Murchadh journeyed long through the deep Hisil, seeking the wisdom and gifts of those first born who had not betrayed their Father, returning with a legendary fetish (one that vanished after his final battle with Harold Peacebringer) Murchadh lead his people in his prophesied "End-War" only to be defeated and killed by Harold Peacebringer during a great battle.

Murdo Conquering-Claw (Predator King, Heir to the Claw): The eldest surviving son of Murchadh. Murdo survived the battle that saw the death of his father and has been in hiding/on the run ever since. Harold Peacebringer posted a significant bounty upon the head of Murdo Conquering-Claw but as the man was never found it is thought that he either left the UK or went into the deep Hisil as his father once did.

Thom "urban renewal" Wallace (Iron Master, Irraka) - Said to be a great grandchild of Harold himself, a wiry man with more of a swagger and an attitude than his relation ever chose to employ. Confident, with a sarcastic streak that can get him into trouble oftentimes. Never seeming to see eye to eye with the old man, his consistent criticism and campaigning for change has left him a popular choice for the young Uratha of our time.

Stringcutter (Bone Shadow Cahalith) - Like many of her tribal peers the war singer known simply as the Stringcutter works tirelessly to atone for the memory of her ancestor, Beilag Wraithheater. She is said to have slain more of the Hisilborn enemies of the People than any living Forsaken. Ever elusive and humble the Stringcutter and her ever changing pack, Last Hope, chose exile rather than live under Harold's Law. For reasons seemingly known to Harold and the Stringcutter alone he allowed the arrangement to stand. A gaunt and hard looking woman with cold shark-like eyes, her voice is ever low, her patience appears limitless. She still seems young to look at, despite the touches of grey in her hair. When asked once she claims that she died years ago and only service to Death Wolf and Father Wolf's Duty interests her.

She sings only rarely now, though it is said that her voice is entrancingly beautiful. She had a harp once, which now rests in Harold Peacebringer's tomb.

Last Hope (Exiled Pack) - Every year the Stringcutter seeks out the Forsaken who have fallen to disgrace, those who approach the fall to Zi'ir and those for whom age or infirmity has taken its toll. It is said that in Death Wolf's name she leads them to salvation, and the end of their tormented existence.

Nell "The Winter Judge" (Storm Lord Elodoth) - Veteran of the Lodge of Scars and eldest surviving Uratha in the UK. Nell has an assortment of deed names but largely goes by The Winter Judge. If the essence of the winter season could be distilled into a woman, Nell is perhaps one of the faces you would come up with. Old and mean. A thousand scar legend written across the leathery tapestry of her skin. Nell lives a largely solitary existence these days, supposedly spending her time slumbering somewhere in the Hisil. But when she walks, packs watch and when she talks the People listen for even the Pure know to at least take pause at the words of one who is K'ruuk. Before the rise of Harold it is rumoured that younger packs and the newly changed amongst the Pure would seek out the K'ruuk and attempt to do battle with her in order to prove themselves worthy to their peers.

Ryan Carter “Night’s Breeze” (Hunter in Darkness Ithauer) – Night’s Breeze was the most outspoken critic of Harold Peacebringer in a generation. Though young the crescent moon was a prodigious talent, born in the midst of a total eclipse the child was watched closely from birth. When he turned in the night of the crescent many were surprised, but soon it was clear that he harboured an innate connection to the witch’s moon. It is said that the spirits of the Dark and the Wild seemed to seek him out with messages. He spoke little of the detail of these things, but made no secret that the Spirit courts told ill tales and ominous fortunes concerning the wolf king.

A slight and willowy man the Ithauer was never much of a Warrior, it was said that he looked old before his time. It’s hard to say; he disappeared shortly before Harold’s decline. The Night’s Breeze was last seen on a late January evening in 2009, shortly before the Brotherhood of Hate and Tears raided his pack’s territory in Cardiff.

Iron Claw Mitchell (Blood Talon Rahu) - Champion of the Long Peace. Tall and well built, Iron Claw was the champion of Harold as king. A seemingly noble and just individual in public. In private Iron Claw is the head of the Census. If the Lodge of the Armistice is the public face of policing, law and order across Harold’s Kingdom the Census was the secret police. Billed as the administrative assistants to Harold’s rule, e.g. his census takers and tax collectors. Behind closed doors, however the Census was a collection of assassins and torturers who would act and dirty their hands where the Armistice or indeed Harold himself could not be seen to be doing so. Some of the darkest acts that took place under Harold’s reign were perpetrated by agents of the Census.

The Census (Secret Police Force): Harold’s unseen hand. It is these individuals who are responsible for various atrocities. Under Harold’s reign they were his secret police force, enforcing the terrible will of the king while posing as a simple administrative body. After his death they are essentially a band of war criminals. Some of them will be attempting to keep order so as to save themselves. Others will be seeking to slip away and hide their tracks.

Meera Black-Opar (Ivory Claw) - Ward of Harold, the silent ward. Meera Black-Opar is a particularly beautiful and demure woman in her mid-thirties, her manner and poise speak to fine breeding and an expensive education. She was seen at Harold’s side at each public appearance for the last 15 years of his reign. Her father, the late Hogarth Black-Opar, was a long-time opponent of Harold who led the Ivory Claw rebellion in 1998, with support from the mysterious Brother Knife and his Firetouched horde.

Following his rebellions failure and the harsh repercussions enacted by the Lodge of the Armistice, Meera (then 18) was taken by the Peacebringer as a ward. Some correctly suggested that hostage was the correct word, but those who openly did so were corrected harshly.

Meera’s father was dead a year later, killed in a duel with the mysterious Brother Knife for the weakness of failing to sacrifice his daughter for the cause.

Meera has been mute since being taken by Harold. Following Harold’s death she was claimed by Iron Claw Mitchell.

Brother Knife (Firetouched) - Evangelist Rebel, known to the Pure as the last resistance. Barely changed at the time of the last great brethren war, Brother Knife, who went by an altogether different name at that time, readily answered the call to End-War and was so swept along. Mortally wounded during that last battle, the Brother crawled from the field and found somewhere peaceful to pass. But he did not die, instead he dreamed. Perhaps for days even, hearing the voices of his ancestors and suffering cries of his future people.

He saw then, as those fevered dreams took him, that the End-War was a lie. It would be an end to war but not the one the great Conquering Claw had imagined. Waking some time later to find his wounds burned closed, that young warrior forsook his old life, his old name. Keeping only the broken sword he had carried from the battle, having then heated the blade so that he might carve all of his previous renown from his flesh.

Having looked about him and seen the world change with the defeat of the horde, Brother Knife knew he could not allow this lie to stand unchallenged...

Brotherhood of Hate and Tears (Firetouched) - As a part of the larger faction of the Firetouched guerrilla resistance, the Tide of Rage, the Brotherhood of Hate and Tears are known figureheads of the organization, the personal raiding band of Brother Knife. These secretive operatives maintain absolute anonymity, and in their quest for vengeance they have been known to strike Forsaken and Pure alike.

Cullen Matthew St John (Ivory Claw) - Heir to the last dynasty. Following the untimely death of Hogarth Black-Opar at the hands of Brother Knife, the youth, Cullen Matthew St John of the Ivory Claws stands as the next in line to lead the largest faction Ivory Claws of the UK. Although the calculations of the Ivory Claw genealogists verged on arcane divination, there appears to be little doubt amongst the Claws that Cullen is the only correct choice to be groomed for leadership in Meera Black-Opar's absence.

For now he is a 19 year old spoiled brat, who for now is tolerated and ignored whilst his "betters" carve his future.

Sweetest Drops of Hearts Blood - Predator King elder, missing presumed dead. A legend amongst the Pure. The kind of old monster that awakens only once or twice a century in order to hunt the Forsaken and generally cause havoc. Like so many others he answered the call to End-War and was last seen in the midst of the fighting at the last battle.

Sweetest Drops of Hearts Blood is one of the oldest werewolves known in Europe. It is rumoured that he is close to becoming a spirit. Aside from his legendary fighting prowess he is well regarded amongst the pure as a both a leader and a repository of ancient knowledge.

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 a 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 Lodges 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 Peacebringers' 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 hand-picked replacements consisted more and more of those who supported Harold's rule and less and less of those morally against the return of violence.

Slowly but surely the character of the Lodge of the Armistice 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.

OOC 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 remake Harold's Britain to better suit their own needs.

Unique traits of the Lodge.

When joining the lodge the lodge 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 appear 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.

NPC Domains

Below you will find a list and description of some of the NPC Domains we have created. These will again expand and change based on what Universal and the Prospective VSTs say.

The Sky 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 Sky Clans Confederacy is rumoured to contain a Fire Touched visionary of great potency also.

This is a large Confederacy covers much of the Hebrides and 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.

7. Domain setup document/questionnaire

This is a separate document.

8. PC creation document/questionnaire

This is a separate document.

9. Genre specific power fuel (Essence)

Essence is the intangible currency of the spirit world. It allows the Werewolves to strike bargains with the spirits and it empowers their gifts and rites as well as their natural abilities with regards to healing and shape changing.

We wish to see what everyone else has come up with in regards to a starting power fuel mechanic as if we can keep parity across all of the venues even better.

It is however our intention to promote some scarcity of resources with regards to control of Loci. It is our aim to give each Domain a survey so we can judge how many Loci (we are mostly concerned with Loci whose power level is 3+) they will have and who will be in control of them.

As a rule Loci will be contested and they will be a resource that players and NPCs alike will have to guard from various other entities ranging from spirits to the Hosts and even other Werewolves. Naturally the larger and more powerful the Loci in question the more attention it will garner.

10. Antagonists

This will be a rather extensive section detailing the principal antagonists faced by the Forsaken during the course of the upcoming chronicle. It is by no means an exhaustive list and will be added to as and when required.

The Bale Hounds

The Bale Hounds are the servants of the Maeljin Incarna here upon Earth. They are Werewolves who have made compact with a given Maeljin in exchange for power. Some do this

because they are bitter, broken and hateful creatures. Others do this out of fear or sickness. But each individual Bale Hound is different so it is rare that they all have a remotely uniform reason for becoming that which they are.

In our setting the Bale Hounds will be something that is largely unknown to the player characters. No one really knows much about them and they are mostly thought of as some sort of story/bogeyman. Anyone who claims to have seen one tends to find that their story is “a friend of a friend’s second cousin said” type nature.

Bale Hounds will be mysterious and unseen, when/if PCs come across one the encounter will be both terrifying and memorable. As such Bale Hounds will be reserved for the use of the GST Office and their numbers will not be prevalent as NPCs. We envisage having a mere handful of them if they appear at all, for as long as possible.

PC Bale Hounds will not be a playable option at the start of this chronicle and nor will they be an option a player can request to work towards. It is possible that there may in time be a limited number of PC Bale Hounds but only as part of an organic process and only after a lengthy downward spiral.

Each Bale Hound swears service to a given Maeljin Incarna and while they may also follow the aims of and serve the goals of other Maeljin beyond this, it is their primary Maeljin that they are sworn to which tends to define their methods and outlooks.

The Maeljin Incarna are as follows:

- Asmodai, Queen of Wrath
- Baalphegor, King of Gluttony
- Beliar, Slave to Sloth
- Carnala, Lady of Lust
- Lamashtu, Caliph of Pride
- Maastraac, Master of Envy
- Mammon, Feeder of Greed
- Pseulak, Minister of Deception
- Thurifuge, Architect of Violence

Claimed

The unholy fusion of man and spirit. The Claimed are the results of Ridden being allowed to exist for too long or the use of specific Numena by certain spirits. They are strange creatures of flesh reshaped by the fusion of essence and spirit. Claimed manifest odd powers and can be quite dangerous.

Unfortunately there is very little that can successfully separate the spirit from the host body beyond death at this stage. Further to this, even if it was possible the host body tends to be so badly deformed by the alien whims of the spirit that it dies soon after anyway.

Claimed should be a powerful and numerous threat to Forsaken and Pure alike.

Hosts

During the time of Pangea there were a number of enemies that Father Wolf hunted to extinction, others however managed to escape the great hunter by breaking themselves down into thousands upon thousands of tiny shards which in turn came to reside in certain creatures.

Largely harmless individually it is when these creatures gather together in large numbers and begin to infest human bodies that they become problematic...

Azlu

The Spider Hosts, children of the great Spinner Hag.

A curious case, the Azlu can be both beneficial and dangerous to the Forsaken. Dangerous in that their activities actually harden and thicken the Gauntlet which in turn can lead to the creation of Barrens as well as them being a dangerous, hateful enemy of the Werewolves in general. But beneficial in that some of the older Azlu Hives are actually there keeping bad things contained beneath them, trapped in the thick webbing. As such sometimes the Azlu and the Werewolves will come to unspoken agreement that the Azlu will keep to their Hive and the Werewolves will keep out so long as whatever awful horror trapped within stays that way.

Conversely many are the times when Werewolves have attacked an Azlu Hive thinking that they were doing some good only to discover to their horror weeks down the line that they had in fact unleashed something terrible upon the world.

The Azlu will be a less frequent and more subtle threat. Out of all of the Hosts presented here the Azlu will be the most powerful but in turn the least numerous.

Beshilu

The rat hosts, children of the Plague King.

Historically responsible for the outbreak of the Black Death in the UK, the Beshilu are a thorn in the side of the Werewolves. They are numerous, spread throughout the cities, gnawing at the foundations of the world and weakening the gauntlet as they do.

Curiously, given that they both wield the power of disease it seems that the Fire Touched and the Beshilu hold a particular hatred for each other.

The Beshilu will be the most numerous and often encountered of the Hosts. Their strength however is their numbers and so they are not particularly strong themselves.

Myrmidon

The swarm, children of the Hive.

Previously not encountered in the UK, this is a tropical Host native to the rain forests. Years of deforestation there and the subsequent import of timber has brought one of the Myrmidon queens to the shores of Britain.

Based on ants and insects, this Host is particularly terrifying as while it also increases the gauntlet as the Azlu do, they do not simply kill Werewolves...They implant them...

This will be the least seen of the three Hosts presented here. The Myrmidon are not numerous at all but they are incredibly powerful and play upon the body horror that insects and parasites can evoke.

Humans

Due to the particulars of the Oath of the Moon and the nature of Lunacy, most humans remain unaware of the Werewolves. However it is in the nature of humanity to attack what it fears and what it does not understand.

Humans themselves are not vastly powerful but they have both technology and numbers on their side. This is their world now, not lost Pangea and they change it according to their actions. Thus the danger posed by humans does not often come in the form of any direct action on their part but rather than consequences and later repercussions of their actions upon the world and in its reflection in the shadow.

Hunters

We have also created our own setting specific Hunter Group which we shall detail below. There are also some previously created groups which we have included and adapted as they are appropriate for the Forsaken setting.

The Conclave of Khalkedon

Formed in the ashes of the sacked city of Constantinople as the Latin Empire briefly rose at the end of the disastrous Fourth Crusade (1202-1204) the conclave was called in secret by a gathering of Cardinals sent from Rome by the enraged Pope Innocent the third. The failure of both this Crusade and a subsequent Children's Crusade coupled with the destruction of Holy Constantinople and the vast libraries it had held being considered too foul a series of occurrences to have simply happened upon their own.

Somewhere, the hand of the Adversary was at work.

Somewhere there was a corruption, a taint, a disease that had made the pure cause of retaking the Holy Land impure in the eyes of God and thus doomed to failure.

Khalkedon...

The Greek word *khalkedon* appears in the Book of Revelation. It is a hapax legomenon, a word found nowhere else. In the Bible it appears to be in the context of a kind of gemstone believed to be Chalcedony, which is a mix of quartz (the pure) and silica (the impure) and so it was that the Conclave brought those survivors of the Children's Crusade (the pure) together with the last members of the dwindling Order of Saint Lazarus.

The children, thought to be pure in the eyes of God and so more likely to achieve victory by His grace. The Order of Saint Lazarus, primarily a hospitaller order geared towards the treatment of leprosy as well as the defence of the Holy Land. Never the less the Leper Knights would take to the field if called and were oddly formidable, the same disease that ravaged their bodies making them terrifying to the enemies of Christ as well as immune to many of the pains that would see healthy men crippled and screaming.

The task was simple, to work through the Europe and find the cancer at the heart of Christendom so that it could be cut out and burned...

The Lazar houses set up to house those afflicted with leprosy served as a network of safe houses and supply stations, allowing those of the Conclave to move about unseen as they went about their task. This was a time where war and sickness could be found in any direction and so there was never a shortage of recruits to be set to this Holy task.

It is said that the Devil often walks as a lion, seeking whom he may devour.

The Conclave did not find any lions, but they certainly found some wolves.

France, twenty five years after the Conclave.

Ambert, deep in the Livradois Forest, a den of sin ruled over by a corrupt noble who ran with heretics and embraced pagan idols as his own before God.

This was where the Conclave was almost destroyed, having over extended itself. Never expecting to encounter anything more than the tyranny of wicked men.

The Conclave was almost destroyed, only a handful of the Leper Knights and their younger charges escaped.

But they never forgot.

Never forgot the way the wolves came rushing out of the forest to defend the count. Never forgot the way they wore the skins of men and became half as man and half as beast. Never forgot the way their claws parted plate and mail like it was parchment...

And they never forgave...

Even now...

--

This is a Church themed/backed hunter group. I figure probably more occult methods than modern stuff but with some tech to show they have moved with the times.

The Bear Lodge

Quite like Ashwood Abbey, they are “most dangerous game” US militia style hunters in the book, but we like the idea of them forming in response to the ban on drag hunts in Britain, with links to the Abbey’s money and land etc being an obvious “hunter countryside alliance” type pact.

The Illuminated Brotherhood

These chaps use parapsychology and can become mediums through the use of psychotropic drugs. Interact with spirits and werewolves only because they happen to be part spirit. Which could be an interesting red herring to throw up.

The Talbot Group

The Talbot Group was formed after a series of murders performed by schoolchildren who were Ridden. They focus almost entirely on spirits and attempt to cleanse Ridden and Claimed (although they don’t really know it) they have Native American beliefs (change this to Celtic Wicca or equivalent local spiritualism). Recently some have started to make alliances with spirits to change the world (and can therefore do things like cleanse wounds and shoals, although they won’t all be altruistic like that).

Les Mysteres

A Voodoo based compact with roots in New Orleans creole style voodoo practitioners (we could change that to Caribbean immigrants?) They can gain resistance against spirits and supernatural abilities to influence them (including lunacy) and have access to rites - at top level can negate dominance gifts that target them and summon Baron Samedi to boost their combat pools (+3 defense, +5 initiative and 5 temporary health levels).

Toys

There are a few Werewolf specific mechanics spread across the Hunter books which we make a note of here.

Hunters at the top level gain some new toys for the box: Weapons: a 2 dot canine-only stun grenade (succeed at $\text{stam} + \text{composure} - 3$, or -5 if in wolf or near wolf or be stunned)

Religious compacts can bind spirits (as Jesus bound the demon of Gaderene into swine) and can sing hymns to slow regeneration to mortal levels within earshot of the singer (no recordings, but could use PA/speaker system live), the ability to bind a totem to their will for an amount of time, and the ability to turn their blood into silver (mechanically, not actually).

Task Force Valkyrie is working on a “spirit bomb” that kills spirits and leaves everything else untouched. Might be a nice idea for a long-term threat, using rumours for technocracy-style

business acquisitions, new product lines for the military etc.

Idigam

In First Tongue the word “Idigam” translates to “Moon-Banished” and so this refers to the most rare and dangerous of the enemies of the Werewolves. The Idigam are vast and alien and until 1969 when the Apollo Mission landed upon the Moon, all of them were bound and imprisoned upon the moon.

But now...Some of them are free.

The Hate Titanic/Mother of Wars

Redacted - found on ST Plot Doc

Magath

The fusions of spirits that should not mix, Magath are strange and alien creatures even by the crazed standards of the spirit world. They are widely shunned by their own kind and rightly so, unstable and dangerous, most Magath are best left alone and so retreat into the Deep Shadow but those that do not rapidly become dangerous threats.

Magath should not be seen often but when they do the encounter should be dangerous and memorable.

Pure

The three Pure Tribes have been at war with the Forsaken since the dawn of time thanks to the murder of Father Wolf. The Pure are numerically superior to the Forsaken. However due to plot they have been largely suppressed (though they are no less numerous or dangerous) for the past few decades. The start of the new chronicle will see the Pure taking the first steps to reassert themselves.

While this will not take the form of all-out war to begin with, the Pure are not the allies or friends of the Forsaken and they will now seek to harm them whenever they can in revenge for the oppression they have suffered.

The Pure Tribes are as follows:

Fire Touched - The Tribe of Rabid Wolf. The spiritual leaders and visionaries of the Pure Tribes. These fanatics embrace the power of fire and disease in order to bring about the death or conversion of each and every Forsaken.

Ivory Claws - The Tribe of Silver Wolf. Seeking purity in all things the Ivory Claws are the cold champions of the Pure.

Predator Kings - The Tribe of Dire Wolf. The warriors and shock troops of the Pure who seek to reject that which was forged or created by man as they follow Dire Wolf in the Bloody Hunt, hoping to reclaim the paradise of Pangaea and avenge the murder of Father Wolf.

Though the smallest of the Pure Tribes (and even then there are still more of them than the Forsaken), the Predator Kings boast the oldest of packs and territories in the British Isles. The totems of these packs are mighty Spirits from a more primal age. The tribe views itself as under siege by the modern world, a world the tribe does not understand. When an ancient, Grand Pack of the Predator Kings goes on a hunt, Spirits flee and the human population bars its doors.

Modern day technology spirits have been known to flee in such abject terror, that localised power cuts and system crashes have left small towns completely isolated...

Ridden

Not quite as dangerous as Claimed but certainly more numerous, for a Werewolf the Ridden are a sad fact of life. They happen, they keep happening and every time they do you wonder when will be the time where you can't separate the human form the spirit and so someone largely innocent has to die...

Ridden should be pretty numerous and pose interesting moral questions for the Werewolves.

Spirits

Spirits are vital to the supernatural ecology of the world. They are sources of power, knowledge and so much more. Half cousins to the Werewolves, yet, for all that, they are not friends. Very few spirits are truly sympathetic towards the Forsaken. As such conflict with spirits will be a key source of antagonism throughout the chronicle.

Maeljin Incarna

These will never be directly encountered; to do so is the end of a character straight up. However their servants are numerous and their influence is increasingly felt upon the world and so can be combated.

Maeltinet

These are the spirits found at the heart of Wounds, ruling them on behalf of the Maeljin Incarna.

Sometimes these are also found as the Totem spirits of Bale Hound Hearts/Circles. It is important to draw the distinction between a bad/evil spirit and a Maeltinet. A Maeltinet is specifically the servant of the Maeljin Incarna and they are found almost exclusively within Wounds. As a rule, Maeltinet should be quite powerful and dangerous.

11. Magic Items (Fetishes)

Fetishes are the sacred tools of the Werewolves. For some they have ritual or religious significance but for all they are items of importance to be treated with respect. Fetishes are varied and no one really knows just quite what is out there.

Fetishes come in all shapes and sizes; some are specific to certain tribes or Lodges. Others are specific to the Forsaken, the Pure or the Bale Hounds. Many are often held by the same pack or family line for centuries, passing from descendant to descendant until they are taken away by the passage of time, the various fates of warfare or in fair challenge.

Challenging someone for a Fetish is not perhaps so common these days but it is culturally appropriate for both the Forsaken and Pure, particularly with regards to Klaives. This is most often done if the current bearer of a Fetish is thought to be unworthy or abusing the Fetish in question.

Please note that owning a Fetish above rank 3 is likely to draw the attention of various NPCs and not all of them will be friendly.

There will also be unique and legendary Fetishes that can be sought and discovered as part of plot or for various reasons that will become apparent as time goes by and the chronicle progresses.

It is our aim to create a working Fetish Creation system once we have an idea of the format of the Universal Addenda. We shall first submit this document to the NST team for approval before including it in our Forsaken addenda so we can endeavour to ensure some parity between the custom item approval systems for each venue.

12. Wiki of Tales

This shall be a separate website that is being put together by Owain and we shall link it onto the main Forsaken wiki when it becomes time to write that.

13. Approved Books

The following books are considered to be fully in play except where specifically noted otherwise. This will of particular relevance with regards to Lodges as some of them are not appropriate for a UK based setting for example. This list should also be taken in conjunction with the Universal

list of approved books. However please note that the office of the GST Forsaken reserves the right to deny use of various aspects of these books should it be felt necessary:

Werewolf: The Forsaken

Blood of the Wolf

Hunting Ground: The Rockies

Lodges: The Faithful (Except where noted with regards to specific Lodges)

Lodges: The Splintered (Except where noted with regards to specific Lodges)

Lore of the Forsaken (Except where noted with regards to specific Lodges)

Predators

The Rage: Forsaken Players Guide

Signs of the Moon

Territories

Tribes of the Moon

The War Against the Pure

These books are 'In Play', but elements may be kept for the office of the GST and STs only or otherwise edited and redacted. PCs should not consider to know the contents ICly without explicit interaction with that area:

Blasphemies

The Pure

Night Horrors: Wolfsbane