



FORSAKEN

Chronicle's Guide

Volume III:
To Transform

WEREWOLF
THE FORSAKEN®

the World of Darkness

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WEREWOLF

THE FORSAKEN

Volume I:
to Isolate

Volume II:
to Rebuild

Volume III:
to Transform

Volume IV:
to Rip Asunder



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FORSAKEN

Chronicler's Guide

A Chronicle Companion
for Werewolf the Forsaken™

JOHN KENNEDY, MATTHEW MCFARLAND, WILL ROTENBERRY, CHUCK WENDIG,
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INTRODUCTION

Welcome to the hunt.

Over the past five years, **Werewolf the Forsaken** has taken us many places. Places like the Rockies, the Spirit Wilds, and the Loci of Great Britain. **Forsaken Chronicler's Guide** seeks to take your troupe to other places entirely, to do things you never expected **Werewolf the Forsaken** to do. In these four volumes, it'll show you love stories, epic adventure, body horror and everything in-between. It's a labor of love, a series of kits written to spotlight, intensify and otherwise examine specific elements of the werewolf condition. Some go so far left-field, we can't even call them Forsaken. Some take comfortable features of the game, and twist them into new directions. Look ahead and see what five years of experience has taught us. Step out of your comfort zones. Let's tell some remarkable stories together.

HOW TO USE THIS BOOK

This product has an unorthodox format. It's comprised of four volumes, not unlike traditional chapters. Each has three or four kits that share a common theme. Each features a foundation for the chronicle, ideas for Storytelling, traits for the players' characters to emphasize that style of play, and ex-

amples of how the Storyteller can use the Storytelling System to embody the chronicle's themes. Each volume showcases something different to the game as-written. Depending on what you want to do with your chronicle, you may be interested in one or more sections.

The true value of this supplement comes when you combine the multiple sections, picking and choosing hacks from each. For example, in a coming of age game (Volume One), simplified Gifts (Volume Four), might make the game flow better for your gaming group. Or you might focus on the romance aspect of a high-school story (Volume Three). Each kit is designed to exist independently, but many are suitable for mixing and matching. Here's what you'll find within the **Forsaken Chronicler's Guide**:

VOLUME ONE: TO ISOLATE

We strip **Werewolf the Forsaken** down of its fundamental components. Each kit herein takes something we're used to and throws it by the wayside. They leave werewolves alone in an unknown world to face whatever comes their way.

When Uratha first change, their lives are awash with alienation and pain. There's no structure. There's no security blanket. When we remove structure, we aim to tell wonderful **Coming of Age** stories.

The game, as written, assumes a great deal of control on part of the Uratha. They choose when they shift, when they conduct epic hunts, and when to bargain with spirits. Without that control, **The Moon's Curse** has werewolves as immortals that shift only during the full moon, and when wounded to the point of death. They leave bodies in their wake, but don't remember their vile hunts.

Packs are the most common organization amongst Uratha. But what if you're playing a game with only one werewolf? What if the werewolves are not pack creatures, but instead solitary predators? **Lone Wolves** shows us stories where werewolves keep to themselves and trust only as far as their claws can grasp.

VOLUME TWO: TO REBUILD

With Volume One, we took away from the Forsaken and left them alone against the world. With Volume Two, we give to them new structures to experiment with. Every kit in this section adds a layer of depth to the game as written.

Werewolves are the world's greatest hunters. They often hunt spirits. **Spirit Predation** stories add to that concept, giving Forsaken the chance to hunt spirits not just for essence, but also for blessings dependent on their prey.

Packs are the highest form of actual organization Forsaken acknowledge. **The Circuit** has werewolf packs competing for supremacy, and using duels and challenges to resolve disputes.

Forsaken are underdogs. They're hated by the world. **Freedom Fighters** adds a layer of nobility, where the Uratha are truly fighting for a cause. They become more like guerillas, fighting a timeless war they know they're going to lose.

VOLUME THREE: TO TRANSFORM

We've taken, we've given. Now, with Volume Three, we seek to spin **Werewolf the Forsaken** on its heels, to make it something completely new and change your perceptions of what the game can be.

Hunting Grounds: Ancient Sumer has the Uratha of modern nights in a parallel chronicle with the mighty *Ur-Sag*, dog-headed heroes of the ancient Sumerian city of Bau. No longer Forsaken, the Uratha take places as god-kings.

The Oath of the Moon explicitly forbids mating between the Uratha. Such deviance has terrible results. What if we remove that, and instead focus on interpersonal, romantic and otherwise sexual relationships with werewolves? We have **Everything You Ever Wanted**, focusing on a more urban fantasy take on the game.

Packs United assumes a higher structure amongst the Forsaken. There's a hierarchy beyond a local pack, and grand Conclaves of Forsaken rule over the race. Experience a new level of blood and politics.

VOLUME FOUR: TO RIP ASUNDER

Now that we've taken, given and created something new, we're going to make like Uratha and tear it all to hell. In this final volume, we demolish the game mechanics, and offer something new to replace them.

What are werewolves, ultimately, but uncontrolled humans? **Wild Children** are just that: Humans that live only to cause mayhem and gratify themselves. Not Forsaken by any stretch of the imagination, these characters filter down the core pathos that makes playing werewolves fun, without the complexities of the full game.

All Good Gifts takes a long look at the spiritual powers of the Forsaken, and approaches them in a simpler, more holistic way. Werewolf abilities become personal and unique, often subtler, but altogether new and much more primal.

Do you want to play werewolves, but don't want to bother with the complex systems and character creation? **The Emergent Beast** strips the Storytelling System down to a smidgen of its previous self. Characters exist as a small series of traits, centered mostly on Renown. The game is simplified, to allow more energy spent to emphasize its strengths.

The Family removes tribe, Auspice, Gifts, Rites, and most everything else from Forsaken existence, along with the Shadow and most aspects of the condition. In the wake of all that removal, we leave the pack as the sole organization and interest of the Forsaken. This allows for complex systems of trust and betrayal to drive the game.



VOLUME III

HUNTING GROUNDS: ANCIENT SUMER

By Chuck
Wendig

Someone sent us a sun-baked brick. Swaddled in a dirty, bug-eaten cloth. I could smell on it the sand born on desert wind, sand that had scoured the stone and pitted it, and I could feel the warmth of the spirit inside. The spirit whispered through my fingertips words of power, of freedom. It sang songs of succor. It told me to find the others. And then it told me to build. I asked Tenpenny, and he asked Rat Trap down in Farmington County, and he said their pack received a stone, too, its edges rounded, its sides cratered. It whispered to them a name: "Teppe Magath." When I heard it, our fetish stone whispered the same to us, and now? Now I can't get that name out of my head.

TO TRANSFORM

THIS CHRONICLE

The Forsaken have a history with fallen Sumer, though most don't know it and, frankly, even if they did, they wouldn't give two shits. Because what happened *then* in that one corner of the world isn't really all that relevant to what happens in a pack's territory in the night-to-night. Knowing what happened at the ancient temples won't help kick this Beshilu infestation out the door, or so most think.

This chronicle attempts to bring into the story—and thus, make relevant—the werewolf myths and *truths* of ancient Sumer. And, as a result, it allows the Storyteller and players to experience a time-jumping chronicle that ricochets back and forth between *the modern pack* and *the Forsaken of Sumer*.

MUCE, SWEEPING CHANCES

What are the big changes at play here in this chronicle? First, we're drawing a very firm connection to Sumer (which explains that the First Tongue is modeled somewhat off of Sumerian), and we're also planting our feet and saying, "This shit really happened." (Though be advised that the only true "canon" to **Werewolf: The Forsaken** is what you find in that game's corebook). Second, what happens as a result of this chronicle—whereupon werewolves are once more made kings of man and spirit, serving as demi-gods who are not enslaved to *or protected by* Lunacy—is a pretty drastic change.

NOW: BRICKS OF THE ZIGGURAT

The chronicle begins when somebody sends bricks from an ancient Sumerian Ziggurat—the Teppe Magath, or the "Mound of Many Spirits"—to a number of Forsaken packs worldwide.

Each Brick of the Ziggurat is a fetish (with rules that you can see below). The fetish, in addition to providing some degree of power to the pack and the territory, actually *communicates* to the werewolves in question. It communicates in two ways:

First, it whispers. When it whispers, it tends to promise things. It promises a return to power. A return to *glory*. It tells the Forsaken that they no longer need to be cast out of the world of man. That they no longer need to chase spirits and instead, spirits will once more bow to them in fear and awe. How does one achieve this? Well, by putting this

brick together with *all the other bricks* and re-building the Ziggurat, that's how.

Second, the brick provides dreams to the pack. When they sleep, the pack dreams of another time and place: they dream of the Dog-Kings of Sumer.

FETISH: BRICK OF THE ZIGGURAT (•)

In addition to communicating with the pack through whispers and dreams, the brick offers a bonus to the pack in policing its entire territory: it grants each member of the pack (as bound under a single totem) +1 dice on any rolls made against a spirit within the boundaries of the werewolves' territory. That includes all Social, Mental and Physical rolls. It is just a taste of what the brick purports to offer when it is used (with the other bricks) to build a new Ziggurat. Like most fetishes, this must be activated. Its effects last for one day on success (and it may be reactivated the next day). A magath spirit empowers this fetish.

Action: Instant

DETERMINING TERRITORIAL BOUNDARIES

You may hope to determine *mechanically* what counts as a werewolf pack's territorial boundaries without requiring the Rite of the Chosen Ground (p. 162, **Werewolf: The Forsaken**).

Add up all the dots of Renown possessed by each member of the pack (does not matter what types of Renown they possess, just add up each dot). When you've got the tally, each dot is equivalent to a 100 foot radius (cumulative) from the center of the territory (this makes a circular territory, but that needn't be true—use this as a rough guideline when making territories that form inconsistent shapes). In rural areas, you may want to increase this to a 500 foot radius, or greater as need be.

THEN: WOLVES IN THE CITY OF BAU

Time to surprise the players. Have them create parallel Forsaken characters who will dwell in the ancient Sumerian city of Bau, a city where man, spirit and werewolf live... well, not in harmony, no. But they do live together in awareness of one another, with man appeasing spirit and worshipping the Dog-Kings of Sumer—the *Ur-Sag*, the dog-headed heroes.

Character Creation

These characters are going to be far more powerful than their counterparts in modern times. Character creation should follow the following:

Attributes 7/6/5, Skills 20/16/10 (+3 Specialties). Choose Auspice and Tribe (+1 additional Skill Specialty from auspice, see p. 66, **Werewolf: The Forsaken**). Gifts, add ten total dots across any Gift lists (must still be purchased in order, however). Renown, spend ten dots across the Renown categories. Start at Primal Urge 3 (Merit dots can be used to increase). Character begins with 12 dots in Merits.

Feel free to replace some of the more modern Skills with archaic ones. Drive becomes Ride (horse, ass or chariot). Firearms becomes Missile Weapons (sling, bow, javelin). Occult can still be called that, but really governs knowledge over all things related to spirits.

A really cool challenge is for the players to create Sumerian werewolves that are in some way a contrast to their modern-era counterparts.

System Shifts

When playing characters in the Sumerian era, the following system shifts apply:

- The Shadow still exists. Accessing the Shadow, however, is now easier: a werewolf needn't be at a locus and instead must be looking into a reflective surface (a bronze blade, a dish of water). The penalty to enter the Shadow is never greater than -2.

- Loci still exist. Their radius of effect, however, is doubled.

- Lunacy also still exists, but in a greatly reduced form: for purposes of determining Lunacy effects (pp. 175-177, **Werewolf: The Forsaken**), double a human's Willpower score (maximum of ten). Further, Lunacy does not erase memories of the Forsaken, for the werewolves operate out in the open (as do many spirits).

- All spirits possess the Materialize Numen. They don't all *use* it frequently, but spirits in corporeal form are more common.

- A werewolf may add his highest Renown to all Social rolls made in dealing with humans, and his lowest Renown to all Social rolls made in dealing with spirits. This does not count Renown scores of "zero." If the character has zero dots in any Renown path, then the Social bonus when dealing with spirits is at a minimum of one die.

- Kuruth remains an issue, but less so—werewolves still feel the rage in their hearts but are a part

of civilization, not apart from it, and so gain +3 dice on rolls made to resist Kuruth.

- Gauru form is no longer "timed"—in fact, many Forsaken remain in Gauru form. That's not to say it's not a terrifying form. It is. It's meant to be terrifying and now that terror is walking around out in the open. They don't use it for political discourse, but it doesn't cause them to devolve to slaving rage-beasts, either. Werewolves in this form do not need to wantonly attack things every turn. Mental or Social tasks are possible, but they all suffer an appropriate "unskilled" penalty even if the character possesses that particular Skill (see Skills on one's character sheet).

Setting Conceits

- The ratio is flipped: the Pure exist in small numbers out beyond the borders of civilization. They are "Pure" in the sense that they are unrefined by civilization and are driven entirely by rage. At this time, the Forsaken are the ones in power. And they use it to persecute and destroy the Pure barbarians.

- Spirits still don't like the Forsaken much, but they're far more obsequious about it—that's not to say they don't plot the downfall of the Ur-Sag, they just do so secretly. Truly old and powerful spirits remain dismissive and destructive.

- Mankind knows of the Ur-Sag. They both fear and adore them and worship the werewolves with policies of appeasement: gifts and sacrifices on critical holidays. Those who are Wolf-Blooded are made to be intermediaries between the Ur-Sag and man and are considered to contain the seeds of the divine.

The City of Bau

The city of Bau is named after Bau, the dog-headed goddess of life: she was thought to be both healer and protector, which is how mankind sees the Forsaken. The Forsaken protect them from the depredations of spirits, and this is thought to be how the werewolves "heal" them—by destroying the spirits that cause terrible maladies.

The city itself is small enough that in modern times we'd not consider it a city at all—one could walk from end to end in ten minutes (though some small settlements and buildings sit far away beyond the margins). The buildings here are far from humble: they are laden with green malachite and cerulean lapis lazuli. Many are home to wild gardens and burbling pools. It is a city of some divine excess. It is both a temple town and a hunting ground for the Ur-Sag that dwell here.



At the center of the city is the massive Teppe Magath, a ziggurat temple sitting on a massive barrow mound. The ziggurat itself is pyramidal at the upper half and sitting on a base shaped like a six-pointed star. It is formed largely from sun-baked brick, each as pink as coral.

Bau is home to a population that is half Forsaken (approximately 100 Forsaken, and 100 human beings, with a spirit population that fluctuates wildly). The Forsaken here are part of the culture and, in this city, are the lords of it (or, at least, lords of the humans and spirits; the Forsaken themselves still fall prey to hierarchical struggles). That's not to say they aren't present in other Sumerian (or Akkadian) cities; they are in far reduced number. Most, however, dwell here in the city of Bau.

The city is itself ruled by five particular Ur-Sag: Ukkumu the Seizer (Rahu), Akkulu the Eater (Ithaeur), Ikssuda the Grasper (Irraka), Illtebu

the Holder (Elodoth), and Hegir-Nuna the Singer (Cahalith). Together this ruling council—whose members are themselves priests and priestesses of Dumuzi—is known as the *kelabim* (i.e. “sacred dogs”). If you're particularly adventurous, you can have the players control *these* werewolves as characters, instead. Putting them in charge of the affairs of Bau could make for a very interesting game, indeed.

BEGINNING THE FLASHBACK STORY

THEN AND NOW: THE STORY, BACK AND FORTH

From this point forward what should happen is that the story should bounce back and forth between *the modern era* and the *Ancient Sumerian city of Bau*.

FINDING THE TRANSITION POINTS

It'll be very difficult for us to tell you exactly where and how to transition from one story era to the other. Events will play out differently at your gametable and so we cannot precisely pinpoint what makes the best "pivot point" from one time period to the next.

The best we can do is give you the potential story development (i.e. the plotline) of each era and offer a few suggestions on finding the right pivot points:

- The easiest way to go from "now" to "then" is when the characters sleep. They are, of course, experiencing the Sumerian era through their dreams (which casts doubt on the veracity of that time period, which is totally fine and inline to create good drama).
- Look for thematic bridges. If, say, some element in the modern timeline ties into the theme of "Harmony in imbalance," then it might be a good time to transition to some story moment in Sumer where the same theme is reflected either directly, or in opposite. (In the modern era, the pack once again proves why humans are dangerous and the Forsaken are in turn dangerous to humanity. In Sumer, you could then bridge almost ironically to a full court where the *kelebim* are accepting gifts from a seemingly docile human herd. The players are then left to wonder: where does the truth of this lie? Is Sumer the accurate depiction? With humans and werewolves working in tandem, existing together? Or is what exists now what will ultimately be true, that relationships between humans and werewolves will always end in blood and heart-break?)
- This means you don't *need* to be bound to "sleep events" to transition to Sumer. You can make them waking dreams or visions if you want a precise narrative mechanic, or you can instead just do a **Lost**-style transition and cut to a scene in the past.
- You could alternate scene-by-scene. This allows you not to worry about the stress of finding the right thematic bridge *or* waiting till the werewolves sleep. You know that every scene demands a switch—and the *players* know it, too. And soon they might begin work this into the story (meaning, they wrap up a scene rather than letting it linger too long, or they know to end a scene on a great cliff-hanger in the understanding that it won't pick back up immediately).

REARRANGING INDEX CARDS

The below sequence of events is meant to be cut-out into stripes. If it meshes with your play style, cut them out, paste them onto index cards and then rearrange them to suit a back-and-forth modern-to-Sumer plotline.

THE MODERN STORYLINE

What follows is a rough sequence of events that comprise the modern half of the chronicle. Recognize that no battle plan survives contact with the battlefield, and no plot survives contact with the gametable. This sequence of events ("the plot") is here for you if you want to fall back upon it or gravitate back toward it. Do not feel hemmed in or railroaded. Also, Storytellers, be sure not to do any railroading; let the story go where it must.

- The pack receives a fetish: a Brick of the Ziggurat. The brick whispers to them and, in essence, wants to rejoin its spiritual brethren and form a brand new Ziggurat. Initially, the pack doesn't know *why*—but the spirit within the sun-baked stone promises them power. The spirit must make clear that others like it have fallen into the hands of other werewolves.

-
- Eventually, they must connect with other werewolves who have received similar such fetishes. It's okay if the pack doesn't attempt to reach out and find out the truth about this. Eventually someone will reach out to them—even if it's just, "Hey, I'm with the Grain Rats pack out of Wichita. One morning I woke up and found this goddamn brick laying right by my head. I hear tell others have gotten the same, figured I'd come down the highway see if it was true."
-

- The pack might also try to find out exactly *who* gave them the brick. You can leave this suitably mysterious and unanswered, but our recommendation is that you give them a culprit. (See the character at the end of this product: "Dreams-of-Dust-Tongue.") They can track him down to discover his story—if the Forsaken characters are relatively bound to their territory, then tracking him down should be a semi-local event. However, if you're up for a globe-hopping adventure, then the culprit

could be *anywhere* delivering fetishes to werewolf packs. He could even be at the cradle of civilization itself: Iraq, in the middle of the war, unearthing more pieces of the Ziggurat.

- Inevitably, the werewolves will come together and attempt to determine what to do with the Bricks of the Ziggurat. At this point, feel free to have the spirits within these fetish-bricks communicate more of what they'll be able to offer in the end: they can once more elevate werewolves to power, can help the Uratha exterminate the Pure menace, can make humans and spirits once more subservient. As the werewolves witness the dreams of Sumer they are forced to acknowledge that the bricks might actually have a point. After all, things seemed to go pretty well in the City of Bau, didn't they? (No, they didn't, but by this point it's likely the characters don't yet realize this. Dramatic irony!)

- Two questions to ask at this point. First: are the characters the only ones receiving the dreams? If they are, that can create some powerful drama. It makes them very important but *also* allows other werewolves to question the veracity of what they're saying. Good conflict in the story leads to good gaming. Second question is, do different Bricks of the Ziggurat offer different bonuses? It could be that the characters are witnessing fetishes that do different things (as varied as the magath spirits themselves).

- Once the werewolves come together, so begins the political and visceral maneuvering. Two factions inevitably form: one group that *wants* to try this out and once more elevate the Forsaken to a position of some power, and one group that opposes this in full recognition that the Uratha are probably not excellent caretakers for all of humanity. On which side do the characters fall? And is the selfish, "We Should Be Kings Again" faction larger and more dominant? (Probably).

- When the characters decide which faction holds their allegiance they must then act. If they oppose it, they must somehow find a way to stop the Ziggurat from being built. (And that is a question: where are they building it? Atop a mountain? On an island? In the middle of a city? In the Shadow?) If they're for it, then they must find a way to quash the opposition and get a hold of those fetish-bricks.

- Building the Ziggurat itself needn't be an intense affair, but it probably consumes a lot of time. It doesn't really matter what form it takes provided that it can be entered like a temple. It's not huge like the original Ziggurat (explanation: most of those bricks were destroyed by the erosions of time), but is instead a more compact version. Characters may take the initiative and do some research on what the hell a Sumerian Ziggurat might've looked like.

- If the Ziggurat ends up built, it serves as a powerful new fetish (see below: The Ziggurat of Bau, the Teppe Magath). If it doesn't, then it should preclude some last ditch effort by the pro-Ziggurat faction to get it done—something that leads to great physical conflict and territorial upheaval. At this point, the conclusion of the Sumerian storyline should also come to a head, revealing *exactly* why "werewolves as kings of man and spirit" is a dangerous path to tread.

THE SUMERIAN STORYLINE

- Ideally you want to begin this part of the story by illustrating just how *utterly awesome* it is to be Forsaken in the city of Bau. Handmaidens waiting on your every need? Gifts of food and bronze left at your door? Spirits bending over backward to get out of your way? No, really, it's pretty great. The rules are different. Freeing. The power is clear.

- You then want to evolve and show how the Forsaken of Sumer are both *different from* and *same as* the Uratha of modern day. They're different in that the city now has werewolves who operate a little more like vampires: they're political, they're social, they're engaged, and they play cruel backstabbing games with one another. The *kelebim* rule not just with iron claws but with silken tongues and secret blades. They're the same in that the wild lupine heart still lurks in every chest—they still feel the anger within, are still territorial, still play dominance games.

- When does it all start to fall apart? When a lone infantryman (named Mimush) comes stumbling into town and starts mouthing off to the Forsaken. Worse, it becomes clear that he's sick and is Spirit-Claimed. He's got a battleaxe whose edge is ringed with silver and he's not afraid to use

it. He has the strength of five men, to boot. The Forsaken as a group will be take him down ably (and the characters should be at the fore of this effort), but this will have ramifications. (Hint: give Mimush the same combat stats as the Gluttony-Ridden Cannibal on pp. 243-244 of **Werewolf: The Forsaken**).

- Turns out that the infantryman was actually a beloved nephew of the king (King Gudea of Lagash). The spirit possessing him and riding him into town was a tricky magath. A magath who, like many spirits, hate the Forsaken, want to see them made submissive and turned to dust blown away on a hot desert wind.

- News of the nephew's "murder" arrives on King Gudea's palace steps. Gudea offers worship to Ningirsu, a god of battle, and then gathers his forces to march on Bau to see the Forsaken who contributes to his nephew's death put to death. This doesn't sit well with the werewolves of Bau who circle the wagons like one big extended pack should.

- Gudea declares war on the Ur-Sag of Bau—this is no small effort, since it is in effect declaring war on the gods (or, at least, the demigods). Gudea has a robust army, but the Forsaken have advantages: each has the power of ten men, they have their own human armies, and they live in a walled-off defensive city that can withstand a siege. They can, for a time, hold off Gudea's assault. Until...

- The spirits rise up. The Ur-Sag can normally handle the spirits without issue, but now? When attacked on all sides by Gudea's armies? It's too much. The Forsaken cannot handle it. The spirits are duplicitous and it's almost as if they've been planning this all along.

- What happens to the Ur-Sag? They're defeated, ultimately. Do the characters survive? Do they help refugees escape through the Shadow or through the tunnels beneath the city? It can also work if they die. Normally, it's no fun if one's character bites the dust, but here? They're long dead no matter what happens; it's just a matter of when and how. Might as well make the death dramatic and interesting, right?

HOW THEY DOVETAIL (OR, "WHAT'S THE POINT?")

The spirits conspire to bring down the city of Bau and the Ur-Sag's rule. They do so by causing man to rebel against the Forsaken. It becomes a very clear message to the werewolves in the modern era: *this could happen again.*

FETISA: THE ZIGGURAT, TERRE MAGATH

The Ziggurat, when constructed, appears like more than the sum of its parts: it gleams in the sun, its bricks suddenly appear gilded, or shot through with the azure-and-emerald strands of lapis lazuli and malachite, respectively. A werewolf merely needs to enter it (it's big enough for one werewolf to enter comfortably—again, it's a far more compact version of the original Teppe Magath) and exit it, offering up a point of Essence and a dot (yes, a whole dot) of Willpower along the way. The result? The werewolf returns to the systems of ancient Sumer (from **System Shifts**, above):

- Accessing the Shadow is now easier: a werewolf needn't be at a locus and instead must be looking into a reflective surface (a bronze blade, a dish of water). The penalty to enter the Shadow is never greater than -2.

- Lunacy also still exists, but in a greatly reduced form: for purposes of determining Lunacy effects (pp. 175-177, **Werewolf: The Forsaken**), double a human's Willpower score (maximum of ten). Further, Lunacy does not erase memories of the Forsaken, for the werewolves operate out in the open (as do many spirits).

- A werewolf may add his highest Renown to all Social rolls made in dealing with humans, and his lowest Renown to all Social rolls made in dealing with spirits.

- Kuruth remains an issue, but less so—werewolves still feel the rage in their hearts but are a part of civilization, not apart from it, and so gain +3 dice on rolls made to resist Kuruth.

- Gauru form is no longer "timed"—in fact, Forsaken may remain in Gauru form for as long as they wish. Werewolves in this form do not need to wantonly attack things every turn. Mental or Social tasks are possible, but they all suffer an appropriate "unskilled" penalty (see Skills on one's character sheet).

Action: Instant

AND IF THE ZIGGURAT IS USED...?

So what happens if the Ziggurat is used? Well, that's up to you and the troupe sitting around your gametable, but we can certainly make some suggestions.

- Everything changes. Mankind becomes slowly aware of both werewolves and spirits. Furthermore, those werewolves who partook of the Ziggurat's powers soon step into place as a distant kind of power. That said, this is not the ancient era when men believed in the power of gods and heroes. This is an era of ballistic missiles and machine guns that can cut down trees—mankind will probably not be happy to hear about the existence of *werewolves*. The response is likely to be violent.

- Some contingent of Forsaken (perhaps the players' own characters) recognize the dangers inherent in this and fight against the Ziggurat and those werewolves who have walked through it. This contingent either forms an active resistance or becomes pushed to the margins, truly earning the name "Forsaken."

- The Pure will not sit idly by, but in thematic terms, it's a good idea to see them pushed to the fringes, their numbers dwindling by Forsaken who are no longer hamstrung by some of the common werewolf limitations. Still, they should represent a menace that cannot quite be squashed—and just when the Forsaken fear it most, the Pure can once more serve as a thorn in their side.

- The spirits appear pliable for a time. But let's be honest: this was, like with Sumer, a ploy all along. This has been a long con: the spirits are willing to sacrifice some of their freedoms temporarily to watch the Forsaken's meteoric rise to power—and their doomed fall soon after. Again, this is not ancient Sumer. This is a time of nuclear bombs. Mankind isn't going to let the Forsaken emerge from the shadows. They won't shake hands and cede Chicago as a nation-state or anything like that. Man is like a herd of cattle or a hive of bees: spook the masses and they stampede or swarm. This is exactly what the spirits want.

IF THE ZIGGURAT FAILS...

It might seem then that the plot is squashed and the World of Darkness will remain the same, at least in terms of how the Forsaken experience it. This needn't be the case, however. Consider it possible that, unless the bricks are destroyed, someone—maybe even a lone pack of Forsaken shepherded by a corrupt totem—might begin the crusade anew, but this time out of the eye of the rest of the Uratha.

However, even if the Ziggurat is not built, this chronicle is likely to have other ramifications...

- A critical divide has formed in what counts as an already shaky Uratha nation. They were already rag-tag before, but now they are defined by the schism. What could spawn from this might be a wholesale civil war, which still ultimately serves the spirits' needs to end the Forsaken's "police state" on all things non-corporeal...

- It has perhaps been exposed that the spirits are working in opposition to the Forsaken in a way that has never before been seen (except, it *has* been seen in ancient Sumer—the werewolves just didn't realize it). This can "up the ante" in terms of how spirits and Forsaken react to one another. Hostility is likely amped.

- The Uratha's connection to ancient Sumer is now a thing to be further explored. New stories can spawn off of this as packs seek to discover more of the Forsaken history, perhaps even leading to lost Gift paths or powerful ancient fetishes. What's interesting here is that conceptually this could lead to a far bigger look at the Forsaken's history—not just mythology, but their *history*—which is something the game does not, at present, do. The Forsaken are an expressly local and present supernatural presence: their territories must be protected and everything is either about far-flung myth or the night-to-night. As with the above factors, it becomes increasingly apparent that the Uratha cannot be as disparate as they once were, and it is instead time to come together and form some kind of true Forsaken Nation.

EVERYTHING YOU EVER WANTED

By Filamena Young

"You're really going to leave with them tonight? You're going to go out there and get killed? You're going to go out there and not even give a thought to the kids and me? Nora imposed herself in the doorway, leaning on the frame like she had every intention of stopping the Rahu alpha from walking out the door with strength alone.

"Damnit, Nora, what do you want me to do? It's the pack." Nick put his hands up and took a step back from the door, but only for now. "I have responsibility."

"It's my pack too, Nick. You've got responsibility to me too. Let Fred and Ethel handle it, if they're so hot to get murdered by the Host. Stay with me tonight. With us." She rested her hand on her swollen stomach and Nick's inability to keep his hands off his Beta bit him in the ass one more time.

The alpha snarled and turned away. "Sure. Give Fred one more reason to kill me and take over the pack. You think he'll stay a one-woman man if I'm not around to protect you and Betty? Fuck, Ethel'd probably beat him up the stairs to your bedroom."

"You're a jealous prick, Nick. Fuck off, they're pack and our friends. They're just stupid shitheads who want to get themselves killed. Maybe get us all killed. Stay with me tonight. If they make it through, you can help them on phase two tomorrow."

He met her eyes. Either way, he was betraying his pack, and she knew it as much as he did. But she'd be betraying him if she didn't ask him to stay.

YOU REALLY NEVER DONE THIS BEFORE?

Uratha Safal Thil Lu'u, the Uratha must cleave to the human. It's in the Oath of the Moon.

Just forget it.

There, now, take in a deep breath and consider the possibilities. Forget about Unihar. They almost never happen. Let go of your hang ups and accept, for a moment, a World of Darkness where Uratha can and do mate with Uratha, and sex between consenting adults who happen to turn into nine foot tall killing machines isn't a taboo, it's a fact of life. Imagine a World of Darkness where some of the most passionate, volatile and dangerous creatures turn to each other to slake their lust. Imagine them turning to each other in joy, shame or indifference just like the rest of us.

Exciting, isn't it?

You're not convinced. That's okay, you're not the first person who's ever had to be talked into something a little different. A little kinky. Don't worry, you'll come around.

JUST RELAX, IT'LL ONLY HURT AT FIRST

Why drop that part of the oath and let wolves run with wolves? If 'because it's fun' isn't enough of an answer, take some time to consider the reasons below.

BECAUSE SEX BREEDS CONFLICT

Let's face it, when you're talking about pack dynamic and interpersonal conflict, without the sticky situations involved, you aren't going to get the whole picture if no one is fucking anyone else. The conflict between two people who actually want the same thing from each other can itself fill a story. Familiarity breeds desire, and those desires almost never breed at equal levels so the network of wants,

desires, and mistakes possible can fill more stories than a pack can hope to experience in its lifetime. And that's before anyone even gets their clothes off. Throw in the potential for children and pair-bonding and a Storyteller can practically sit back and watch the fireworks for game sessions at a time.

BECAUSE FORSAKEN MIGHT BE A METAPHOR

You knew you were different your whole life. You never quite fit in. You never felt right in your skin. Maybe your family knew you were different, but they probably didn't tell you for fear they could be wrong. Then, one night after a violent catharsis, your whole life changes and you really have no choice but to leave your old life behind and start over with a new group of friends in a whole new lifestyle.

Sound familiar?

If it does, now take a moment to consider, if it is a metaphor, as a Storyteller, what's the impact of saying that Forsaken should be ashamed of sex between each other? That it's a violation of their spiritual vows? That any attempt to have children will result in a terrible monster instead of a healthy child just like any normal couple?

BECAUSE THE LADIES LOVE ROMANCE

If you think that doesn't matter, take another deep breath and walk into your local book store. Look around. Tell me how many romance novels there are. Tell me how many romantic movies are in the box office right now. Now, tell me how many of them involve someone falling madly in love (or lust) with a werewolf. No small amount, huh? Now tell me why it is you have a game with powerful, passionate, sexy monsters but the players can only play one side of the relationship? Or that if a player wants to get it on with someone that sexually charged or romantically devastating, you have to play a puny human? Doesn't seem all that fair, does it? So let's stop telling stories about inherently unequal romances, and start the fur flying.

BECAUSE HUMANS REALLY WOULD GET CLEAVED

Images fill the Forsaken line of the wolfblooded in fear of his or her mate. Battered spouses, frightened children and the whole string of violence against the weaker part of the pair. Now ask yourself, would you put up with that shit? Without a good understanding of what they're going through, without a personal understanding of what's going on, how many people would just walk away the first

time it got rough? And if they didn't? Well, how many humans could really stand up to a beating by an Uratha, even one who didn't Death Rage?

Now ask yourself, do you really want to tell and endless series of stories where one half of ever in game relationship is prime for abuse? Ask yourself as a player, do you want to be an abuser, a victimizer?

Wouldn't it be a whole lot better to pick on someone your own size? Wouldn't you feel a whole lot better knowing if things get a little... rough... your partner can stand up, and dish it back? Isn't it a whole lot hotter when a little biting and scratching isn't going to kill anyone?

Starting to come around to my way of thinking, huh? Finally ready to experiment a little? Good. Just remember, we can stop anytime you want. So you're ready to give up on silly notions like 'sex between wolves is wrong.' Let's start talking about a few setting details that you've got to change to suit.

GENDER AND ORIENTATION AND ALL THAT STUFF

However you're bent, whatever equipment you've got or use or don't use really doesn't matter. In the sections that follow, gender reference is only part of a necessity of language and no one gender (or lack of gender) should matter.

Likewise, heterosexual, homosexual, bisexual or whatever describes what you do and who you do it with is all valid as a part of the discussion here. The 'para' part of paranormal romance is just the part about werewolves. The 'normal' part is anything normal for you and your consenting adult partner or partners. There's no right way to love a werewolf.

GROUP SEX

No, not literally, settle down. Well, probably not.

Don't worry about the mechanics of pack dynamic yet now that you've thrown gasoline on the fire. That comes later on in the chapter. For now, let's just look at some things to consider when tweaking your chronicle toward the sexy and romantic.

BROS BEFORE HOES

When you're talking about bedding down with a wolfblooded or other human, there's no debate. Pack comes first. It might occasionally make for

some personal drama for the Uratha who has to walk away from his mate whenever the pack calls on him, but if that impossible choice comes from inside the pack it's a whole other matter. Side with your lover over your beta's demands, you betray your pack, a Harmony sin. Take beta's side and leave your lover in the lurch? Well, that could be a Harmony sin as well. Damned if you do, damned if you don't.

ANIMAL MAGNETISM

Even in a standard Forsaken chronicle, werewolves are attracted to each other. It happens. Forbidden fruit does tend to be the sweetest. However, in order to assure you end up with the romance end of a paranormal romance, you're going to need to encourage a little intra-Uratha interaction. Story-teller driven characters are a viable way to get things going or spice things up and add conflict. There will be mechanical influences between player characters to encourage this style of play but the other thing you need to be absolutely sure of is that you have a group who is comfortable enough with one another to explore the themes of stress and intimacy between monsters. If your players get uncomfortable, you'll have mechanics to fall back on and fade to black with, of course, but even that might be too much for some players. In which case, let's not make anyone uncomfortable, huh? We're doing this because it feels good, after all.

WINE

Possession and obsession are themes you're going to get hit by when Uratha cleave to each other. Imagine being the perfect huntress, sleek, fast, capable and above all, ferocious. Now imagine finding a creature every bit your match in all ways. Once found, are you really going to let her go so easy? Or would you fight for her, maybe try to manipulate or control her, or prove to her your worth through nightmarish dedication?

Well, even if you wouldn't, the Forsaken would. And don't assume pack lines are going to be enough to hold you back. If that perfect mate of yours is in another pack, you may not betray your own to get to her, but you'll sure as hell do what you can to get her away from hers or else spend a lot of time pining over the thing you can't possess.

IT IS A GROUP THING

Look, if you think this is going to be a straight forward 'boy loves boy, boy returns boy's love' story, you've got another thing coming. As stated before,

familiarity breeds intimacy and even if you might never thought of the pack omega 'in that way' spending twelve waking hours with him all day every day might open a few possibilities you never thought of before. And it might not matter to you that he's sleeping with someone else in the pack. Or else, it might not matter to your desire, even if your higher mind resists.

After all, surviving a life threatening situation with someone is chemically identical to falling in love. Since 'nearly dying' is a job requirement for the Forsaken, it's bound to happen sooner or later that you do it with a packmate you never thought of like that before.

This might lead you to *do it* with a packmate you never thought of like that before.

...BUT YOU SAID

"Forget about Unihar. They almost never happen."

I know, I know. Sex, mating, breeding, they're biologically a part of the same imperative to live on genetically. Most people have or have had the itch to reproduce even if it isn't possible or desirable. For the sake of this chronicle, you can more or less assume almost all breeding results in children who are wolf blooded or werewolves themselves. I'm not going to give you mechanics on that, or how often female werewolves get pregnant or anything like that. That's up to the needs of the story and the comfort of the players. Blood of the Wolf handles werewolf pregnancy just fine.

But Unihar still happen. For the sake of things, assume that the horrible ghost children are still a possibility, but in general, they only happen when very low Harmony Uratha mate while committing another Harmony sin and the less said about that, the better.



In a perfect world, Forsaken society would mimic a perfect human society and the restraints of breeding that most homosexual couples face wouldn't be an issue. But there is no perfect human society, and no perfect Forsaken one either. Homosexual characters or really any character who is incapable of or unwilling to have children may face difficulties dealing with Purity spirits or dealing with high Purity Uratha with a chip on their shoulder about duty and responsibility.

Are they right? Probably not, but it's something that might realistically happen in a game that deals with stress and attraction the way

this one does. My advice? Talk to your players. If themes that border on homophobia will make them uncomfortable, leave it alone. There's plenty to cover, which can make them feel trapped or conflicted without the struggle with Purity and the need to breed.

If you chose to include this sort of struggle in your chronicle, keep in mind that Forsaken can be clever, dangerous creatures of instinct and their needs will-out. Just because they can't have offspring the traditional way with their partner doesn't mean they won't find a way anyway.

SO, FIREMAN OR NAUGHTY NURSE?

First and foremost, you need to determine which archetypal role the Uratha will probably fall into in terms of sex and romance. This does not indicate any way the character must behave, so much as which behaviors suit their spiritual resonance as represented by Renown. Simply, the Uratha's role in the romance matches his highest Renown score. If the Uratha has two identical scores, he may pick which role he fills. Please note also that as the Uratha's Renown changes over time, he can absolutely change roles as they are not static things and should be reexamined any time the character engages in social conflict.

These roles give your certain advantages and disadvantages during social conflict.

HONOR: THE DEDICATED

Upside: You are stalwart and steady, and once in love you are hard to sway and patient as the ocean. You're unlikely to cheat or break any agreements between yourself and your partner. *You gain automatic successes equal to your Honor rating to resist or contest any roll to cause you to break your trust, whether mundane or supernatural.*

Downside: You may be obsessive and unable to get over past slights as well as failed relationships. You'll stay with him too long, even when he hurts you so bad. *Whenever the object of your affection fulfills any of the seven Vices on or against your character, you gain a willpower point.*

GLORY: THE FLAME

Upside: Fast, hard, and hot. You're a damn good time and you've got the energy to create a lot of stir

as you burn through a long line of lovers. (Or just one lover over and over). *You gain automatic successes equal to your Glory rating when making a first impression during the Measde Phase of any relationship (as detailed below).*

Downside: You invented the fear of commitment. It's not that you don't want to settle down, maybe you do, but it's just so hard. That said, when you do dedicate yourself to one person, you'll burn each other out so fast and so hard Bonnie and Clyde will be forgotten in favor of your story. It's just harder, your reputation is ahead of you. *Lose dice equal to your Glory rating to any other roll to move a target up the Attraction Chart below.*

WISDOM: THE NURTURER

Upside: They say you can't change a person, but you're proof positive that isn't true. You make her better, safer, smarter. You've changed her life and now she sees, for sure, how important love is. *Once per Chapter, you can lend a number of automatic successes equal to your Wisdom to your beloved. She may use those successes on any roll that does not fulfill their Vice.*

Downside: That also makes you an enabler who is as likely to exhaust yourself trying to take care of others as you are to improve their lives. *Once per scene that you and your beloved are in together, he can spend a point of Willpower from your pool instead of his own.*

PURITY: THE FAMILY WOLF

Upside: You know what you want out of a mate and there's really no reason to fuck around about that. You're usually pretty direct and honest; your biological clock is ticking and it is time to find the right Forsaken to start the family you've wanted since you were seven years old. You even have names picked out. *Once per scene, you may make a Wits + Primal Urge roll to determine if any person in the scene has a rating of four dots in either Status, Striking Looks, Presence, Strength, Intelligence or Primal Urge.*

Downside: You may be pushy and manipulative to get what you want. You may over look the right mate because you don't think they make enough money or are emotionally mature enough to give you what you need and you may try to trick the wrong mate into a partnership. *Once you have determined if anyone in a scene has one of the above traits, you instantly fixate on them and lose a point of Willpower in any scene with them where you are not trying to couple with them. If there is more than one character with such exceptional traits, pick the one that scored the highest, or has the most exceptional traits. Otherwise, let the other players pick for you by consensus.*

CUNNING: THE BIG BAD

Upside: You're moody, smoldering; pretty much walking sex. But unlike the Flame, you're not looking for love or even sex. You keep everyone outside the walls you've built up, and damnit to hell, that just seems to attract them more. *Anyone engaged in a social combat with you loses your rating in Cunning from his or her Nerve immediately.*

Downside: When some wide eyed innocent or sensitive ingénue does get under your skin you're totally helpless against them and you'll die to give them what they want, (even if it isn't you. Often, it really isn't you). *Once you have reached the Mezal Phase with another character, you no longer have a Guile score to resist them during Social Combat.*

ADDITIONAL ROLES TO PLAY

Beside any Renown related roles you might play in your relationships with others, here are two examples of free floating roles that may fall on or be picked up on by anyone at the right time. Players and Storytellers are invited to make up their own Roles if any are missing. You may not be two Renown roles, but may play a Renown role and another role at the same time.

BAD FOR YOU

At any time during a Social Combat in which a character's intent is to move you up higher on the Attachment Chart, any player not involved in the action may determine that your opponent is 'bad for you.' That claim must be agreed on by group consensus to stick. At that point, the opponent who is 'bad for you' may add his Presence score to his

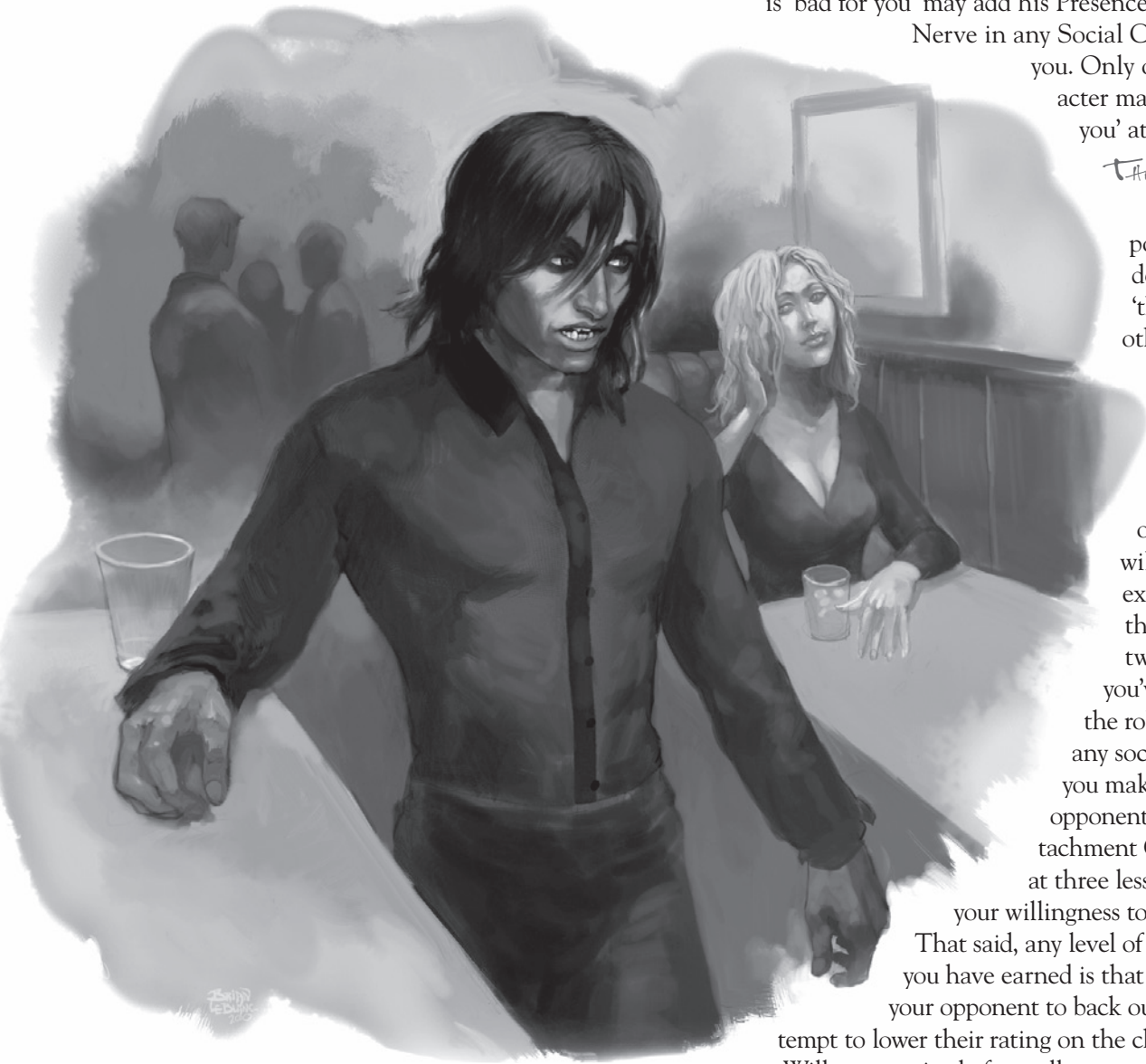
Nerve in any Social Combat against you. Only one other character may be 'bad for you' at any one time.

THE ONE

At any point, you may declare yourself 'the one' for any other character.

In this way, you proclaim your character's undying love for their opponent and a willingness to work extra hard to make things work between you. Once you've taken on the role of 'the one,' any social combat rolls you make to move your opponent along the Attachment Chart are made at three less dice to reflect your willingness to take it slow.

That said, any level of Attachment you have earned is that much harder for your opponent to back out of, and any attempt to lower their rating on the chart costs them a Willpower point before rolls are even made to see how well they slip down the chart.



LOVE AND SEX BY THE NUMBERS

If you're looking for a realistic depiction of romance and sex using a Storytelling System, you might want to keep looking. The system here for falling into and out of love is meant merely to reflect certain tropes common in paranormal romance fiction. They're meant to amuse and titillate rather than comment on deeper social and cultural realities.

Below is a modified and abbreviated version of the social combat rules that will be presented in *The Danse Macabre* for **Vampire: The Requiem**. (Consult that book for some special maneuvers and traits that can supplement this system). This system replaces normal Seduction rolls and can even replace most Social rolls, since in the paranormal romance chronicle, most interactions can result in intimate encounters.

SOCIAL COMBAT SUMMARY

STEP ONE:

CALCULATE SOCIAL ADVANTAGES

Dominance Modifier: Social "Initiative" (Presence + Manipulation + Primal Urge)

Guile: Social "Defense" (Lower of Wits or Manipulation)

Nerve: Social "Health" (Composure + 5) +/- items from the Nerve Modifier Chart below. Note that Nerve cannot start below one.

STEP TWO:

SOCIAL COMBAT

Determine Intent: Everybody in the scene of Social Combat has an intention, a purpose. Determine what it is for your character, this is usually meant to move a character up or down on the Attachment Chart below.

Moving along each phase of the Attachment Chart requires as many successful wins in a social combat as stages that level has. In other words, to move your target from Meul to Mezal, you must have two consecutive wins against them in different scenes. (No one falls in love all at once).

If your target depletes your Nerve before you can deplete his, he has the choice to turn the tables and move himself in either direction on the chart without the same increasing cost.

Determine Dominance: Figure out which character is the Socially Dominant, which determines

who is the "attacker." (This matters less than Initiative in a Physical combat situation, but still counts in terms of roleplaying and outcome. To make this more impactful, allow the character with the highest outcome on Dominance to gain a +2 modifier on any rolls made).

Attack: Determine your character's choice of Social attack. The default Social attack roll is: Social Attribute + Social Skill – target's Guile +/- other modifiers. The defending character gets to make the same roll as their Dominance comes around.

STEP THREE:

RESOLUTION

Resolution of Each Turn: At the end of a turn, the character with the highest number of successes during this scene "wins" that turn. The losing character(s) suffer a loss of Nerve points equal to the attacker's successes—and the attacker gains that many points of Nerve. On a tie, the win goes to the character with the highest Dominance Modifier (not the highest Dominance for the scene). If that still results in a tie, then nobody is considered to have won the round, and all Nerve points remain the same. Turns continue like this until...

Resolution of Scene: Social combat ends for any participant who loses all Nerve. A character who loses Nerve succumbs to the effects of zero Nerve. A character who loses in a Social combat to an attacker must comply with the intent of that attacker (see earlier in Step Two: Determine Intent). That said, unless the Storyteller declares it possible, a character may not be made to:

- Physically harm himself
- Physically harm another
- Do something entirely counter to his character ("I want him to burn his favorite book")
- Do something entirely counter to his wellbeing ("I want to convince him to go up to the alpha and thumb that fucker right in the eye")
- Perform an impossible action ("I want her to disappear")

A character can deny the intent of another by spending one point of Willpower and, in addition, losing his Guile against other Social attacks for the remainder of the night.

Also, note that a character can attempt to prematurely exit the Social combat before losing all Nerve, but doing so is only contingent upon the attacker relinquishing her attack.

NERVE MODIFIERS

Below are circumstance bonuses and negatives taken from a character's Nerve score as Social Combat begins. Players and Storytellers are encouraged to come up with their own. All modifiers are cumulative. Remember too, that a clever Uratha should attempt to use these modifiers to their advantage, striking for social combat only when some of these modifiers might apply.

Recently fought with a loved one	-1 Nerve
Recently fought with a pack member	-2 Nerve
Recently fought with your alpha	-3 Nerve
Got good relationship advice	+1 Nerve
Got good relationship advice from your alpha/elder	+2 Nerve
In unfamiliar territory	-2 Nerve
Opponent has more Primal Urge than you	-1 Nerve
Opponent has more than three Primal Urge than you	-2 Nerve
Spirits are watching	-1 Nerve
Your pack doesn't support your choices	-2 Nerve
Your pack supports your choices	+2 Nerve
You had a Dramatic Failure in the last scene	-1 Nerve
You had an Exceptional Success	+1 Nerve
You're beloved is in danger	+1 Nerve per Stage of Attachment.

ATTACHMENT

Stage	Phase	Effects
1 Desire	Measde	Friends with Benefits
2 Attraction	Mefu'kas	Adrenaline - Excitement
	Mezal	Serotonin - Joy and Rose Colored Glasses
	Meul	Dopamine - Reward and Pleasure
3 Attachment	Metham	Vasopressin - Protection
	Mezil	Oxytocin - Closeness

DEGREES OF ATTACHMENT

Look, love isn't something you can really quantify or define. What I call love might not fit your definition even if I could describe it to you correctly. So instead, we'll talk about chemical attachment, nice and scientific, right?

The People recognize a spiritual path along the road to deep intimacy between Uratha. There are words for each phase of a relationship in the First Tongue and even a spirit court dedicated to the concept. What follows is a description of each Stage and Phase of a relationship.

DESIRE

Need it, want it, gotta have it. Desire is a simple thing, really, a binary. Right now, you either want the person you're thinking of or you don't. As such, Desire has only one Phase, what the Uratha call Measde, the state of lust.

Measde: Science says that deciding if you want someone only takes between 90 seconds and 4 minutes. In as much time as it takes to prepare ramen, you know if you're into someone. That's lust, the first tickle at your pickle. Measde, is the point where you can fuck without any real attachment or responsibility. That is, of course, unless she's particularly lovely or he's willing to top the first sticky run in the bar bathroom. *Any scene in which you are in it with the object of your lust, you gain a willpower point. This of course, encourages you to stick around, which is another reason this Phase never lasts long.*

ATTRACTION

Okay, so now you're sure you want the person. Now you need to figure out how much you're willing to give up to get what you want. How much you're willing to change to get a piece, and how much you're willing to let your desires change you.

Mefu'kas: Your heart beat increases when you're around them. Your eyes dilate whenever you look at them and thinking about them makes your mouth dry. Yeah, that's the first Phase of attraction, usually ruled by adrenaline. Roughly translated, Mefu'kas means to run around with your penis extended, but it's not strictly gender related. *In any scene with the object of your attraction, you gain a dice to Wits and lose a die to Resolve.*

Mezal: Now life is starting to get complicated. At this Phase of attraction, the chemicals, like Serotonin that course through an Uratha's system start to color their perception on reality. Their desired can do no wrong and they often miss the obvious flaws in character and action because, well, falling feels so damn good. Wise Uratha consider this the most dangerous part of a relationship and speak of spirits who know how to use Mezal as a means to escape the Hisil and even Claim an Uratha. *Like with Measde, you gain a Willpower point in any scene you*

share with the object of your desire. On the down side, they get an exceptional success on three successes instead of five on any roll to do something against you.

Meul: Of course, the fall rewards itself. By this stage, the Uratha is just plain silly with pleasure as they are full of Dopamine. It is a strange, wonderful, and sadly temporary state, though it is suggested that some Cahalith have found mystical ways to never advance a relationship past this stage of ecstasy. This can be both good and bad.

ATTACHMENT

You've had it, you got it, and now, you're never going to let it go. Attachment is the final stage of a relationship, and while the rest of the courtship may be fleeting, in most cases, Attachment is the way it's going to stay for the rest of your time together. Barring outside manipulation and poor life choices, of course.

Metham: Ruled by Vasopressin, this Phase is chemically no different from being completely quenched, as the hormone controls thirst in the body. The Uratha in this Phase has worked very hard indeed to get here. They have the connection they have been waiting for and are unlikely to give it up without a fight. The fiercest Forsaken in the world, after the Forsaken protecting a child, is the Forsaken defending a mate with whom they have reached Metham. *Any roll to protect the object of your attachment you gain automatic successes equal to your highest Renown.*

Mezil: Nearness defines this last Phase of the relationship. Oxytocin causes the world to go fuzzy

around the edges when you lay eyes on your beloved and feel the satisfied pleasure just being around them as you get just after an orgasm. (It's the same hormone). While it's the final stage of an adult relationship, as it defines the pinnacle of intimacy and comfort, it is the first stage of a relationship between mother and child as both are ruled by that same hormone. *Once per scene, you may spend a Willpower point and have access to any one Gift possessed by your beloved. If your beloved is in the same Phase of attachment, you need not spend the Willpower.*

After the children of the Firstborn came together and made the Tribes, they prospered and had themselves many children. As the Tribes grew larger, they found they were torn from within by conflicting philosophies. Packs began to form alliances with each other and regions followed suit. These alliances fought with each other, split apart, and, after a time, reformed to deal with other threats facing the Uratha.

The first of the Conclaves were born in conflict. The many foes of the Forsaken threatened to crush the Tribes since their inception and the first Council was born to guide the Uratha in their survival. First one Council appeared, and then a second, soon Uratha of many tribes were together under one banner. Just as the Tribes embraced the spirit wolf aspects of the Uratha, the Conclaves gave an outlet for their humanity. Now the Uratha stand tall and proud in their groups. But new problems are on the horizon. Tribes dueling amongst each other may give way to carnage brought by the new ways.



PACKS UNITED By John Kennedy

Helga the Thunder paced the halls and cursed Darion and his ilk to rot in shadows. Her pulse quickened and the air grew hot around her as she struggled to maintain control. Her pack guarded Milwaukee's mills since the fall of the idigam but now faced a foe even they could not crush; words.

After several hours, the smooth wooden door opened with a loud clatter to reveal laughter and the creaking of chairs. Several men in fine silk suits and reeking of cigar smoke walked into the hallway, barely giving her a glance. As she felt the throes of the Change upon her, she pushed past the businessman into the room. Two men sat next to a marble fireplace, the older of the two swirling wine in a fine crystal glass.

Helga narrowed her eyes as she saw her enemy standing so calmly before her. "Do you realize how long I have wait while you sat in here talking? What is he doing here?"

Darion Silver Tongue, with graying hair and a silver moon pendant on the lapel of his suit, smirked as he gazed at his watch. "My apologies, Helga. Were you waiting so long outside?"

Before she lost control the other man, who wore an old leather jacket with tribal patterns stitched onto the sleeves, intervened between them. "The Council took the time it needed to talk about your situation."

"My situation, Warren? You dare dishonor me?!"

"Now now," clucked Darion as he stretched his back. "No dishonor was meant and none was shown to your pack when our representatives arrived."

"Your what? The Lunar Consulate sent in a pack to seize our locus!"

"They were never given our permission but you did accept their challenge when they arrived. They defeated your pack in fair combat and Warren agrees with me."

Helga looked at Warren but he did not return her stare. She knew he must have made some arrangement with Darion for the loss of her locus but he was not about to offer any explanation for why he did it.

Smashing her fist on the business table, she broke a divot in the wood. She burned with fury as she stalked out of the chamber. She refused to be beaten down by her enemy but needed time to figure out what to do. Perhaps one of the other Conclaves would give their support to her, but she would need something to trade for it.

THE CONCLAVES

In Werewolf: The Forsaken, the Tribes and Lodges give unity to the Uratha. Each Tribe is the family for each werewolf and they provide a source of knowledge, advice and kinship amongst each other. They have the tight knit bonds that wolf packs have, but what about the human side of the Uratha? Born

with the blood of spirits, the Uratha still must spend time in the world of man. Embracing the nation building aspects of society would lead to larger groups to protect their families and their traditions.

The Conclaves blend animal mysticism with a sense of human order. They are brotherhoods, syndicates, fraternities and social clubs for the Uratha to

take refuge in. Instead of just having the Lodges to support their philosophies, the Uratha have banded together to create powerful organizations that span continents. Each Conclave gives voices to Uratha who would not have a voice of their own.

In this world, the Forsaken have grown stronger through unity, and control most of the cities across the planet. With mastery of the spirit world and their ferocious strength, the Uratha hold their territories against the vampire Covenants, the war against the idigam, and even against their ancient foes, the Pure. Now as they stand united, the Conclaves have returned to old grudges and petty arguments amongst each other and the Forsaken must deal with not only the local politics of their packs, but the global intrigues of the Conclaves themselves.

While many Conclaves have come and gone over the years, the most recent Conclaves have been the most stable. Each has membership in the hundreds and their authority may not be respected by some, it is recognized by all. The current Conclaves are:

SCIONS OF THE SHADOW

Traditions exist because they were created to teach and inspire the Forsaken. Focusing on the stories and teachings of the Firstborn and Urfarah, they wield ancient Gifts while showing dedication to their forefathers. A conservative sect, the Scions believe in following the ancient traditions of the Tribes and take on the mantle of policing the spirit world seriously. They are the warrior monks of the Uratha, dedicating their days to the hunt and contemplating how their traditions are best observed. Their beliefs are based most upon the ideals of Purity.

FERAL ONES

The Uratha are nature's will upon the earth and are the finest predators to stalk the Shadow. Man's technology will only lead to ruin. Then a simpler, more savage way will save the Earth. A Conclave dedicated to the idea that the First Change completely changes an Uratha into a living manifestation of nature's fury. They embrace their feral natures and seek to reclaim the planet. They protect the environment and fiercely oppose any unnatural technologies such as cloning or nuclear devices; often engaging in risky quests or engaging in great battles for the glory of their Covenant. Those with the highest Glory tend to be their leaders.

THE LUNAR CONSULATE

Ferocious in the forests and the boardroom, they are those who respect power and authority above all others. If securing their territory means increasing their own personal power, then they will do so no matter the cost. They seek more than to rule but take pride in their dominance. 'Why be content with what you have when you can have more' is their motto. They combine their feral natures with the business world and dominate it. They maintain fierce oaths amongst each other and work to uphold the law. The Lunar Consulate itself owns several corporations across the globe and holds great sway over human politics. They respect those with high Honor.

WORD KEEPERS

The splendor of the spirit world calls to those who seek to know its secrets. Banding together to protect the secrets of the world and preserve lost Rites, they seek to understand and pass on lore before it is lost. Believing intelligence only enhances their strengths; the Word Keepers mourn when knowledge is lost and celebrate when it is recovered. They recite lost litanies to spirit kings and infiltrate secret societies so that all knowledge is saved from oblivion. They focus their Renown toward Wisdom.

THE DISAFFECTED

A loose confederation that chose to maintain a voice but stay distant from the backroom politics of the Conclaves, they believe that Uratha must decide for themselves, or their uniqueness will be wiped away. Independent of the human politics of the Conclaves, these Uratha focus on their Tribes and Lodges above all. They are not a united front but a confederation amongst the Tribes who support independence and view the Conclaves' influence as unnatural and unwanted. They respect Cunning above all other Renown.

RENOWN IN THE CONCLAVES

The Conclaves are more than just political ideologies. They observe and respect the aspects of Renown that make up Forsaken society. Advancement in Rank in these organizations favor those who have higher Renown over those who do not, as these Uratha have dedicated themselves to tasks more fitting the goals of the Conclave.

COUNCILS OF WOLVES NOT MEN

While the Conclaves coordinate defense and send out warriors to deal with threats, they also deal with the burdens of administering to the Tribes and dealing with internal issues which may arise. They are not a democracy but are circles of Elders who have the power to enact edicts, enforce laws and issue out judgment where appropriate. Only the strongest and wisest may sit on the Council.

Councils only meet when necessary and might only gather once a year in some regions. The Uratha-sha are often busy dealing with matters in their own packs. Since their members must travel far to attend, the Councils are careful to wait until all members are present; the war against the idigam took years for the Conclaves to mobilize due to missing Council members. In one instance an alpha of the Strike-First pack eliminated the Uratha-Sha who he knew wanted him dead before the Council even met.

Gatherings differ depending on which Conclave is hosting them. Lore Keepers have spirits in attendance to watch over their deeds and spend hours to insure all proper ceremonies are observed while the Feral Ones hold their Councils during wild outdoor parties surrounded by drunken humans. More formal Lunar Consulate members hold a congress where only those bearing hereditary klaives may speak and the Disaffected meet in a bowling alley on league night and discuss politics in between turns.

Members of the Conclaves appoint representatives amongst the Council. A title not to be taken lightly, the Uratha-sha or "Speaker of the Uratha" is selected by his peers to represent their interests at gatherings. Uratha-sha are either elders, or have their support and speak with authority. Uratha-Sha represent those who seek to address Councils directly.

Leading the Uratha-sha and determining which Conclave has the most authority at Council is the Nar'Uratha-Sha of "First Speaker of the Uratha." The First Speaker is selected by getting the most votes on the Council. Wielding the most political power, the First Speaker determines which Uratha-Sha speaks first and holds the final say in any judgments made.

The Councils have the following powers:

Governing of the Territory. The Territory is the land that is controlled by packs that support the local Council and may be as large as an entire state or as small as a city block. The Council's edicts and declarations only affect the Territory in which they are

issued. As boundaries between Territories can blur easily, conflict over land is often decided by packs.

Judging of Grievances. Disputes between packs are often bloody, messy affairs. To prevent feuds, Councils step in to arbitrate matters in order to keep the peace between Tribes. Those not wishing to trouble an Elder with their problems may try to garner popular support amongst their peers.

Declaring of the Anathema. The Anathema are Forsaken who have committed a vile act or blatantly broken the Oath of the Moon. An Anathema may be freely destroyed by other Uratha; though, such declarations only last while they are inside the Territory.

Protection of Hearthsblood. The Council may take steps that it deems necessary to protect their Territory, whether it is calling upon aid from the packs or sending agents to deal with problems as they arise.



WHAT'S IN A TITLES

As Territories may differ from region to region, most Councils create their own titles which they give to their agents. The following are examples of some of the more common ones.

Runkterra or Warmaster, the Uratha appointed to marshal packs together and deal with a serious threat such as the idigam or a Pure invasion.

Belleshi or Songkeeper, who is expected to record the deeds of the Council and Uratha so they are never forgotten.

Clothor or Warden, considered the lead investigator for the Council and expected to investigate all claims and threats in the region.



POWER STRUGGLE

Dominance in a pack follows the animal natures of the Forsaken. The alpha controls the Pack while the beta advises. Even in the most modern thinking packs, there is little sense of democracy and more absolute rulership of the alpha.

In the Conclaves, the strong still rule, but even the lowliest Uratha can advance themselves above their packmates. The Conclaves respect renown and results and favor those who prove themselves as devoted to the Conclave as they are to their own Tribe. Being a strong hunter will only get you so far if you lack the skill and charisma to advance.

On a broader scale, the Conclaves also cause two rival personalities separated by vast difference

to interact with each other. A rallying cry to purge Denver from a Blood Talon in Michigan may find he has gained the attention and support of a Blood Talon in Maine, or is hindered by the manipulations of a Bone Shadow living in Indiana. Rival Conclaves may seek the same goal but attempt to outmaneuver each other politically so that the glory of such an endeavor falls upon them. A spurned elder of the Lore Keepers may spread word to other members not to give assistance to a pack that has insulted them.

MAN'S GAMES

As powerful as the Conclaves have become, they are not universally accepted amongst the Forsaken. The Conclaves have in many ways subverted what some believe is the natural order; a weak warrior may surround himself with muscle or an inept ruler may manipulate a Council to heed his words instead of his rival's word. A Conclave is only strong in an area where it is accepted as being so; the Scions of the Shadow have great strength in their reservations and areas they have claimed as theirs, but in the vast deserts of the Sahara, they are unknown and ignored by the Uratha of the region. Spirits view the Conclaves as just another title the Forsaken have fostered upon themselves and rarely take notice of them.

Some view Conclaves as a crutch. A Rahu who is proud of his achievements may gloat that he had no help from a Council in achieving his status as alpha. A family of Storm Lords may view the Lunar Consulate as upstarts whose mixed ranks would be a detriment to its own agenda. The Conclaves themselves tend to ignore any naysayers or work to bring them in the fold; the more Uratha in their ranks is the more warriors they have at their command and the more territory they can lay claim to.

What benefits do the Uratha get out of the Conclaves? Security, peace and access to resources and loci spread across vast territories. Not all believe the Conclaves weaken the Tribes. The Iron Masters, long a progressive Tribe whose views have often brought them closer to mankind, have embraced the Conclaves and Iron Masters hold high positions in their ranks.

The Conclaves represent something successful for the Forsaken that has paid off handsomely over the years. While many dispute their actions, none can question that thanks to the Conclaves, the Forsaken have been able to protect their own and enjoy some modicum of peace over the years. Although their politics can be considered "the nature of the beast," the Conclaves have been shown to be providers and stand on their own.

TRIBES AND LODGES

In organizations as vast as the Conclaves, it can be easy to question if there is still a need for the Tribes and Lodges of the Uratha. Surely, the strength and power of the Conclaves would make these concepts moot, right? Wrong. Even today, they are more essential than ever as the Conclaves grow.

All Conclaves are made up of a mixture of the Tribes. While some are dominated by certain Tribes, a member of the Hunters in Darkness can be found at a Lunar Consulate gathering while a Storm Lord makes his voice heard at a gathering of the Feral Ones. The Tribes bring a sense of family to the Conclaves and give familiarity to those who wonder where their allegiance lies.

The Lodges hold sway and can dominate the politics of a Conclave. Lodges which venerate nature spirits may demand that a Conclave take action when a locus is threatened, while those that stand guard against a specific threat (such as the Hosts or the Pure) will offer assistance to the Conclave who gives them the most respect. Lodges rarely exist solely within one Conclave. But those Councils which have the respect of the Ritemasters of a Lodge will find most members coming to their aid.

ADVANCING AMONGST THE CONCLAVES

Obtaining higher status amongst the Conclaves may sound like it favors only alphas and Elders but it is possible for all Uratha to advance on their own merits. To gain more power amongst the Council an Uratha has to prove one of three things:

- They have gained the approval of their peers, either by serving as an Uratha-sha or being faithful to the tenants of the Conclave.
- Fulfilling an edict passed down by the Council or some other important service asked of them.
- Gain the support of more packs or increase the size of the Territory through combat or other means.

The more authority an Uratha has in his Conclave is determined by his Rank. Each Rank (discussed later on in this chapter) demonstrates how much responsibility the Uratha has shown they have as well as how much authority their words carry. While Rank does not hold much sway amongst the Tribes, those who hold high Rank gain more Renown from the deeds they performed to get them there.

WHAT ABOUT THE GHOST WOLVES?

There are those that care nothing for the affairs of the Uratha and prefer to deal with problems in their own fashion. For those who do not hail from a Tribe they may see no benefit to joining what they view as a larger family with less of a familial bond to them. The Ghost Wolves are outcasts to the Tribes and the Conclaves. Left without a voice on the Council they must appeal to the generosity of the Tribes if they must appeal to the Conclaves.

The Disaffected are the most willing to work with the Ghost Wolves, but even they approach with their own agenda. Others find more willing aid from the Lunar Consulate, who recruit the Ghost Wolves as impartial agents for their affairs.

At the same time, a rising Elder may face opposition from those of higher station than him on an issue he supports. Lacking enough support from his own or other Conclaves, an Elder may reach out to the Disaffected



PURE CONTROL

The Uratha have managed to build their own coalitions amongst themselves for support and guidance. Even the Pure have embraced this concept in order to better control their territories and support unity within. Called Dominions, the Pure unite together over concepts of control rather than ideology.

The Ragnarok: These wolves are the heralds of change. They are the symbol of strength and leadership and will lead others into a new world. The Uratha will consume the Spirit world and grow stronger for it until they will lead mankind into a new age.

The Lightbringers: Faith brings hope to all but it can lead to confusion. Exalting spiritual ways the Lightbringers support what they see as religion's holy fight against the darkness. They aid human fanatics and Uratha demagogues in acknowledging the strength of the Spirit world and increased dedication to the Shadow.

Kings in Shadow: A fraternity allowing only those who have proven they can hold power or territory, the Kings in Shadow provide money and resources to support the Pure's holdings. They stage hostile takeovers on Forsaken owned companies and buy out sacred lands to tax the Conclave's resources and add to their own.



PLAYERS TOOLKIT

The Conclaves provide a whole new aspect for a Chronicle to be played out. Now an Uratha must be prepared to face spirits in the Shadow, monstrous Hosts threatening their loci, and now rivals seeking to ruin them at politics. Preparation is key to surviving the Councils, and an unwary Uratha may find herself without any allies if she does not adapt quickly.

NEW MERITS

Rank (• to •••••)

In the Conclaves, reputation means everything. Everyone from the highest ranking elder of the Feral Ones to the lowest of the Disaffected rely upon how other Forsaken view them in order to advance. Those who care little for their station can still go on to become elders of their Tribes or hold significant power amongst their packs; to the Conclaves however, they are outsiders who have done little to prove themselves.

Rank shows seniority amongst the Conclaves but means little amongst the Tribes. An Iduth of the Scions of Shadow may still bow before the presence of an Elder of the Iron Masters while a quest performed for a local Incarna may be trusted into the hands of a Judatha hoping to prove themselves.

Rank brings with it many perks, which includes the following:

- At this Rank, the Conclave recognizes the character as a member and will provide them with assistance if they are performing a service for them. Once per Chronicle that character gains Contacts equal to their Rank.

- Having proven themselves, the Uratha may call upon resources of friendly packs within the area. Once per Chronicle they can call upon an Uratha-sha to assist them with a task by providing the equivalent of Allies equal to their Rank once per Story.

- The pinnacle of authority, Uratha can push their packmates beyond their physical limits. Once per game the Uratha rolls Presence + Persuasion. If successful, they increase the number of turns a player can stay in Gauru form equal to their highest Renown trait. Rank increases the rank of the character in a Conclave by each point taken. These points can later be expanded by performing acts that endear the Uratha to their Conclave, or at the Storytellers discretion should their Renown be high enough.



RANKS AMONG THE CONCLAVES

Rank 1: A Judatha is an initiate, or someone who has begun their service to the Conclave and is treated with acknowledgement but little respect.

Rank 2: A Ferratha shows great promise and is allowed more deference amongst the Conclave and may be given management of a mission for the Conclave.

Rank 3: A Rukleth is one who has proven themselves loyal to the Conclave and is well known amongst their peers.

Rank 4: A Shireth has shown true dedication and glory in service to the Conclave and commands the loyalty of several packs in the region.

Rank 5: An Iduth is a rarity, as someone who has worked themselves up from the ranks to lead others. They frequently control the strongest pack in the region and never need to ask for support from the Conclave but can always expect it.

Rank shows seniority amongst the Conclaves but means little amongst the Tribes. An Iduth of the Scions of Shadow may still bow before the presence of an Elder of the Iron Masters while a quest performed for a local Incarna may be trusted into the hands of a Judatha hoping to prove themselves.



Uratha-sha (•-•••••)

You have access to several representatives on the local Council. Whether they are your allies or you share the same agenda, from time to time you can call upon them for small favors or information regarding the politics of the Conclave. The Uratha-sha will provide you with as much support as they can but will not blindly vote upon matters that you ask them to. This Merit also grants a bonus to all Social rolls equal to your dots in it, when dealing with Uratha of the Conclave.

STORYTELLING ADVICE

Heavy is the head that wears the crown.

The concept of the Conclaves is to take the Forsaken into areas many think is absolutely contrary to their nature. The idea of werewolves sitting at a table and attempting to negotiate and parley rather than tear each other to bits may seem comical but remember one thing; the Forsaken are intelligent beings full of primal rage. There is no reason their politics cannot exemplify both.

If the Uratha were more numerous and better organized they would be a terrifying force across creation. The Covenants remain so strong in **Vampire: The Requiem** because they have ancient traditions and unifying beliefs across them. If the Uratha were guided not just by their Tribes, but by large organizations they can be terrifying to their enemies.

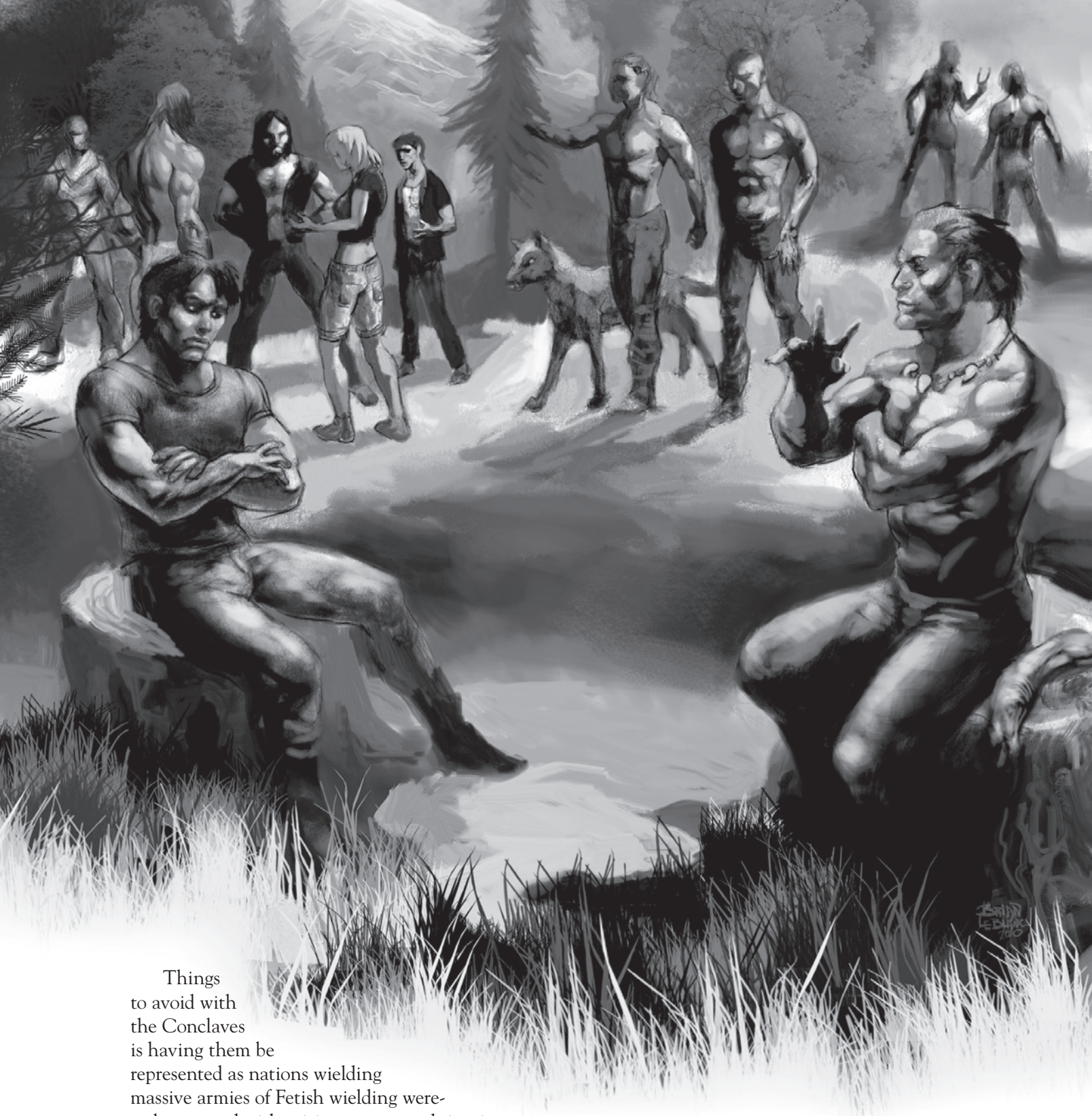
How can such politics work in a nation of wolves? By working within the Forsaken's natural instincts, the Conclaves incorporate the pack structure into themselves. Those who rise to the rank of alpha still hold authority amongst their fellow alphas when they meet for Council. By the same token, omegas may sit and talk amongst themselves while Council is in session, sharing rumors and offering favors to each other.

The differences of the Conclaves can be further changed by the Tribes that make up the players in a Chronicle. If a pack of mostly Bone Shadows enters into a Territory controlled by the Lore Keepers, they may be welcomed and offered shelter more readily than the group of Iron Masters who offend spirits in their wake by their use of Fetishes.

The Conclaves can also interact with other organizations as well and provide the opportunity for inter-group politics. The Scions of the Shadow may object to the Lancea Sanctum attempting to claim holy sites in their Territory, leading to skirmishes between the two groups and desperate attempts from individuals on both sides to find a peaceful solution to the problem before war breaks out.

At the same time, the Conclaves can provide an excellent nemesis to a pack's ambitions. For Chronicles that focus on small cities or deal only with one pack of werewolves in a given area, the Conclaves are viewed as "big government", always wanting to dig their talons into anything they can't control. Small packs may face harassment by the Conclaves or get involved in their plots. A pack may even save a Conclave from itself by stepping in to stop warfare from breaking out between rival sect members or by solving problems for them.

The Conclaves are full of opportunities for Storytellers to expand their Chronicles across multiple states or countries if they prefer. A pack from Alabama on a quest to recover a lost Fetish may find themselves embroiled in a tense feud at a gathering in Greece where the Scions of Shadow rule heavily handedly and refuse to bow to outsiders. Disaffected Uratha may travel across the United States to save one of their brothers declared Anathema unjustly.



Things to avoid with the Conclaves is having them be represented as nations wielding massive armies of Fetish wielding werewolves armed with spirit cannons and titanium body armor. A Conclave that comes across as overbearing or too powerful may alienate some players from feeling that their own troupe is special. Although powerful and capable of marshaling vast resources the Conclave is as powerful as is appropriate for the Chronicle and may go from a vast organization to no bigger than a Lodge.

STORYTELLERS TOOLKIT

The Conclaves add a new dimension to the Chronicle, whether it's as a source of support for the players or as potential nemesis to a pack's ambitions. Here is an example of an Elder of the Lunar Consulate to serve as an ally or foil for your Chronicle.

DRAGAN VALENTIN

Quote: “While I commend your dedication, you are on the wrong side. Now you shall pay for it.”

Description: Stocky but ruggedly handsome, Dragan dresses in only the finest clothing with a large gold ring on his right hand. Beneath his clothing Dragan’s body bares scars earned from a long life of conflict and tribal obligations. He keeps his silver beard trimmed short and will often keep his hair short and slicked back. He wears a bronze pendant of the Lunar Consulate under his shirt at all times, a memento from his younger years and a lost love.

Background: Born in Croatia, Dragan has known a life of conflict even before his First Change. At a young age he joined into a separatist army when government troops stormed his village and burnt down his home. He was a messenger, having to travel across snow filled mountain tops to deliver complex messages all by word of mouth. When his First Change occurred he saw a chance to uplift himself out of his environment and the Lunar Consulate put his talents to good use.

His pack was devastated while thwarting the Pure from obtaining a large shipment of silver. While successful in their mission he spent a full year on the run with his mate Urnissa. He took her death hard and became more distant after that, instead focusing his time and resources on building an empire to better protect his resources and family.

Dragan has built his reputation out of being an enigma. Just as many Forsaken will say he is kind as he is cold hearted, and for those that have benefited from his good graces there are those that tell of harsh betrayals. Tending to favor those who support his own ambitions, Dragan will honor his word until business is concluded, then will disregard past relationships if they should prove inconvenient.

Although many of his peers in the Consulate have gone on to retire and let others engage in more active work Dragan prefers to lead from the front. His preferred method to dealing with a problem in cities is to take charge and use his own liaisons to deal with the situation. Dragan has earned respect from those below him and those elders that are still above him. Many view his rise

to domination of the Lunar Consulate inevitable unless someone takes steps to kill him.

Storytelling Hints: Dragan is a mentor, a businessman, and a fierce warrior rolled into one. He has seen much in his long life and has an anecdote or lesson pertaining to any number of situations that he will share if asked. He respects those who stands by their convictions but never wavers in his and can be very stubborn. While expecting absolute loyalty from his subordinates he will do what he feels is best for Luna and the Consulate first, often burning young devotees should his prerogative changes.

Auspice: Elodoth

Tribe: Storm Lords

Mental Attributes: Intelligence 4, Wits 3, Resolve 2

Physical Attributes: Strength 4 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 4 (5/6/6/5)

Social Attributes: Presence 3, Manipulation 4 (3/4/1/4), Composure 3

Mental Skills: Academics 2, Computer 1, Crafts (Carpentry) 2, Medicine 1, Occult (Lycanthropy) 2, Science (Poisons) 2

Physical Skills: Athletics 3, Brawl 3, Drive 1, Larceny 2, Stealth 3, Survival 3, Weaponry 1

Social Skills: Animal Ken 2, Empathy 1, Intimidation (Scary Smile) 3, Streetwise 2

Merits: Eidetic Memory, Faction: 4, Iron Stamina, Contacts (Business, Underworld, Police)

Primal Urge: 3

Willpower: 6

Harmony: 7

Max Essence/Per Turn: 12/1

Virtue: Justice

Vice: Pride

Health: 8 (10/12/11/8)

Initiative: 6 (6/7/8/8)

Defense: 4 (all forms)

Speed: 11 (12/15/18/16)

Renown: Cunning 2, Glory 2, Honor 3

Gifts: (1) Know Name Warning Growl, (2) Luna’s Dictum, (3) Aura of Truce

Rituals: 1; **Rites:** Rite of Dedication