

Additional Forsaken Rules

This document is used to incorporate additional Forsaken materials created by the Camarilla into the chronicle. It is a library of custom Rites that introduce new mechanics.

Players whose character sheets use mechanics from this appendix have a duty to carry with them either the books in question, or verbatim copies of the relevant mechanics. Failure to do so may result in those mechanics simply failing when employed, at Storyteller discretion.

Rites

Speak with the Guardian (●●) (Lodge of Cerberus)

This is the ritual performed at a werewolf's initiation into the lodge, when Cerberus reads his heart to see if the Uratha is truly dedicated. It is also the rite used when a lodge member needs to contact his totem for guidance. When performed, the ritual opens a spiritual link to Cerberus and the ritemaster is gripped by sudden possession as the totem's awareness enters his body. It is a shallow link with no real access to Cerberus' own mind, but even a bare whisper of the great spirits awareness is enough to allow for telepathic communication. The werewolf can ask three questions of his totem, which Cerberus will answer to the best of his knowledge. In addition to his vast knowledge of the Shadow and the general lore of an ancient spirit, Cerberus has the ability to discern the location of any ghosts within a mile radius of any werewolf of the lodge. Also of note, Cerberus can inform the ritemaster of any falsehoods spoken to the werewolf while the Uratha is under the power of this rite.

A werewolf performing this ritual is physically affected by the closeness of his totem. His eyes milk over completely white, though this does not ruin his vision. The ritemaster speaks with Cerberus' voice, which is a crackling whisper that sounds like a burning funeral pyre. Also, werewolves with a Willpower of less than 9 are unable to suppress severe trembling throughout their body, which is painless but definitely unnerving to both the ritemaster and any onlookers.

Performing the Rite: The rite is performed similarly to the Rite: Call Gaffling. It is only a fraction of Cerberus' great awareness that answers the summoning and he is a spirit that is much less bitter about being called than many other Shadow-dwellers. The Chiminage must be proof of a recent success against something that threatened the veil between the living and dead. Every time this rite is used

more than once per lunar cycle, the ritemaster suffers 5 levels of Lethal damage from convulsions and internal bleeding. This damage cannot be soaked.

Dice Pool: Harmony (versus 7)

Action: Extended (20 successes needed; each roll represents one minute); never contested.

Roll Results:

Failure: No successes are added.

Success: Cerberus enters the ritemaster's body when the required successes are gathered. The totem can maintain this link even when he is otherwise occupied; such is the minute amount of attention it requires on his behalf.

Rite of Offal (●●●)

(Lodge of Harmony)

In olden times, when all of the material that would litter the landscape was organic in nature and would break down in a matter of months or years, the Lodge of Harmony had an easier time keeping their territories clean. Modern garbage, however, is more resilient, and as plastics and other material that even Boar finds inedible began to pile up, the Sulukka petitioned their totem for a solution. The Rite of Offal provides one, although it has its price.

The Rite of Offal, usually performed directly after the Rite of Churned Earth, converts all man-made debris in the area into a foul-smelling but completely natural sludge. The odor is reminiscent of pig manure and is repulsive even to wolf sensibilities, but it goes away after a few days and helps the area's plant and animal life flourish.

The rite does not function on corpses or other organic matter, only material fashioned by humanity. Also, it doesn't work on anything still in use; the Uratha could not

use it on a car and causes the vehicle to break down into sludge, unless the car was completely irreparable.

Performing the Rite: The ritemaster splashes the area to be affected with his urine (normally this entails a change to Urhan form, although some male Uratha choose to use Dalu). The ritemaster then chooses the largest chunk of man-made material in the area and spits on it, growling a curse in the First Tongue. Finally, he takes a handful of earth and throws it over the area, asking for Rooting Boar's aid in returning the land to its normal cycle.

This rite is typically performed under the half moon, but can be performed at any time. It can only be enacted once per day.

Dice Pool: Harmony

Action: Extended (10 successes required; each roll represents one minute)

Roll Results:

Failure: No successes are gained at this time.

Success: Successes are gathered toward the total required. If 10 are gained, any man-made refuse within (yards x ritemaster's Harmony rating) melt into black, stinking slime. This slime acts as good fertilizer for the land, but causes the area to reek for four days or until the next rainfall. The odor is pungent enough to levy a -1 penalty to anyone within the area of effect, and some Uratha have been known to scoop some of the slime up into glass bottles to hurl at enemies. In addition to the odor, getting the stuff in a target's eyes (see Specified Targets on p. 165 of the World of Darkness Rulebook) blinds him until he can wash the slime off.