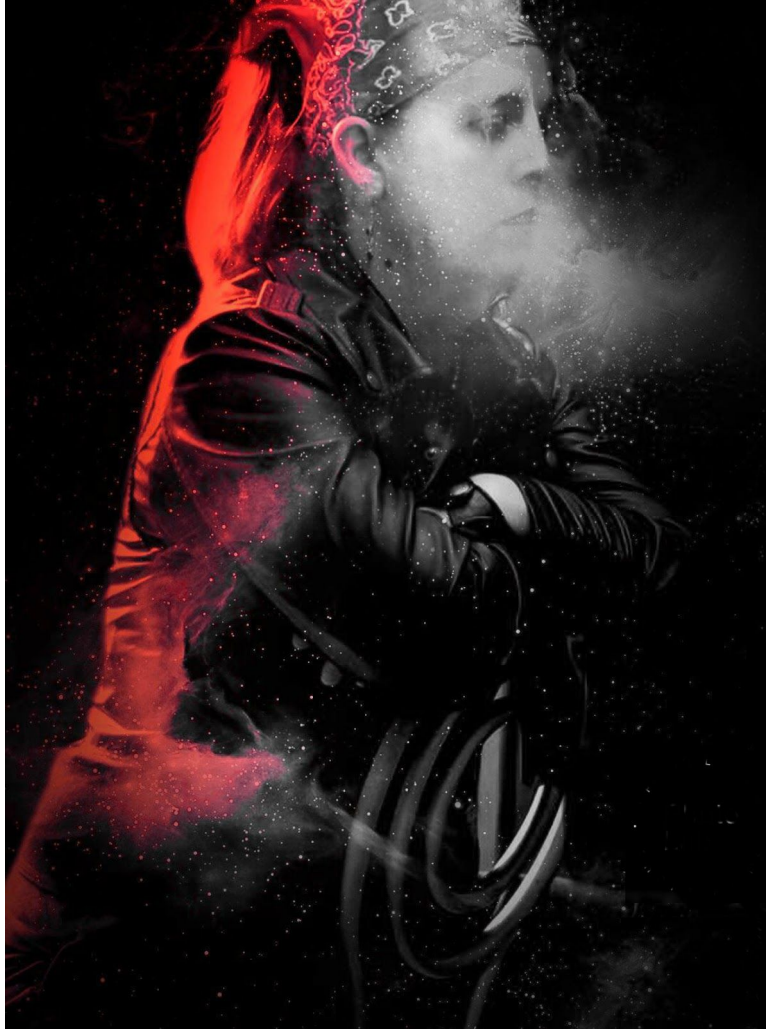


OWBN Fomorian Packet



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DARK PACK

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2018. Written by Eric Lyakhovetsky, David Majesie, David Niemitz, and Patrick Sniegowski for One World by Night.



*I Have been in a multitude of shapes,
Before I assumed a consistent form.
I have been a sword, narrow, variegated,
I will believe when it is apparent.
I have been a tear in the air,
I have been the dullest of stars.
I have been a word among letters,
I have been a book in the origin.
I have been the light of lanterns,
A year and a half.
I have been a continuing bridge,
Over three score Abers.
I have been a course, I have been an eagle.
I have been a coracle in the seas:
I have been compliant in the banquet.
I have been a drop in a shower;
I have been a sword in the grasp of the hand
I have been a shield in battle.
I have been a string in a harp,
Disguised for nine years.
in water, in foam.*

From The Battle of the Trees

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The Elder Darks

Meta-Plot and Oversaturation

One potential weakness of large scale plots like this is the potential for over-saturation. Players with a character each in Changeling, Garou, Camarilla Vampire, and Sabbat Vampire, probably don't want to be facing Fomorian plot in every one of the games they play each month.

We hope that this plot, and this packet, provides players and storytellers with the opportunity to opt in and enjoy their experience in a large scale, extended play, multi-chronicle story.

If you are staffing a game in a region with multiple games in which Fomorian plot is running, we encourage you to coordinate with the other games. If this plot has become a main feature in the local werewolf game, we would suggest a light hand in the vampire game that shares much of the same player base. On the other hand, if you have no Changeling game in your region, but your small Mage chronicle is all in - run with it to the moon!

Note that, like all non-blood magic packets, this packet is **non-binding**. STs are not required to run this plot and the mechanics presented here are for consistency and as a baseline, though they should feel free to add new powers. Note that PC Heralds of the Fomorians (see below) are coord approval per bylaws.

Lore: Fomorians

Fomorian Lore is a regulated lore requiring coordinator approval as noted in the bylaws. It has, simply put, been thousands of years since the Fomorians were active, and most of the memories of that time were removed by the Mists in any event.

We will continue to provide opportunities for PCs to learn and share information with each other as the plot progresses. We look forward to watching players of all genres learn about this new threat organically, and work together in an attempt to save their world.

Any PC who wishes to request approval for Lore: Fomorians should keep track of what they have learned IC, and be prepared to submit that to Team Changeling along with their request. Based on the breadth, depth, and accuracy of what is submitted, Team Changeling may allow one or more levels of Lore: Fomorians to be purchased, or may deny the request. A denial does not mean that you can't go back and make the request again, after you've learned more information! At present, this is a request, as it is not formally regulated: we will examine how well 'requesting' works in place of regulation.

Creating Custom Content

Players will, inevitably, wish to begin creating custom content to fight the Fomorian threat, whether that be new Gifts or rites, or Treasures or Fetishes designed to aid them in the Second War of Trees. We recommend that the ability to create such things be subject to the following guidelines:

- At Lore: Fomorians x3, Characters may create custom content of the Basic Level (or level 1-2 Fetishes/Treasures/Wonders/etc) designed to combat or protect against the Fomorians and their Heralds.
- At Lore: Fomorians x5, Characters may create custom content of the Intermediate Level (or level 3-4 Fetishes/Treasures/Wonders/etc) designed to combat or protect against the Fomorians and their Heralds.

Custom Content of the Advanced level or higher would be the province of Lore 6+. It is our recommendation that most custom content should take approximately six months (or more) of work to create. If your Chronicle uses Downtime Actions, this should take one (or more) such Downtime Actions each month until complete.

True Fomorians

This Packet draws a distinction between *Heralds* and *True Fomorians*. Herald is a template that can be applied to any PC or NPC, subject to the appropriate Bylaws, who is touched by or consciously in the service of the Fomorian Courts. True Fomorians are the race of Elder Darks who fought in the War of Trees during the time before recorded human history. Power level/stats wise, they are like Incarna.

Heralds

Heralds are individuals who directly serve one of the Fomorian Courts. The sections below outline their abilities. Note that any creature can become a Herald: humans are the most common, but other creature types are all the more frightening. Storytellers looking to present more difficult challenges to their players should consider creating Heralds from the base creature type of their chronicle - perhaps a Black Spiral Dancer who follows the Red Court in a Werewolf game, a Malkavian who follows the Green Court in a Vampire game, or a Sidhe corrupted by the White Court in a Changeling game.

Heralds are divided into rough power levels: Touched, Faithful, Rewarded, and True Monsters. The Touched are comparable to enhanced mortals (kin/ghouls), the Faithful are meant to be lower point supernaturals (between starting and mid-level PCs), the Rewarded should be comparable to high end PC power (8th gen vampires, athro or possibly elder werewolves) and True Monsters should be reflective of power beyond PCs but which is still within the realm of multiple PCs being able to best (7th gen vampires, for example). If you are combining another Supernatural Creature type with the Herald rules, expect that the power levels will be a bit above the rough outline given here. Note that True Fomorians (as opposed to their Herald servants) will always be categorized as at least as True Monsters; powerful True Fomorians have nearly limitless individual abilities on par with Incarna spirits.

Note on building: Many of these totals may seem high, but are designed to compete/compare to actual PCs who are likely to have merits, totems, magic items, etc. Build what works for your game - consider these rules a toolbox for you to create challenging and compelling stories for your characters. You will find breakout boxes which answer questions and present optional or alternative rules throughout this document.

How do these Trait caps work if I make a Changeling/Vampire/Garou/etc Herald?

These Trait caps are, clearly, different than what is listed under various Ranks or Generations or what have you for different creature types. Therefore, if you are making a character who is both a Herald and a Supernatural Creature, use *the higher Trait cap wherever there is a discrepancy*.

Example: Steve the ST is making a Malkavian antagonist who has become Faithful to the Green Court for a plot he is running. Normally, a 9th Generation Malkavian would have a Trait cap of 13 in each category; as a Faithful Herald, however, this Malkavian has a Trait cap of 16 Mentals (the Green attribute) and 14 in the other two categories. However, while most Faithful Heralds are capped at 8 Willpower, as a 9th Generation Vampire, this NPC may have up to 10 Willpower. Finally, the NPC gains an Essence Pool (The Green Court Temper) in addition to its Blood Pool. It may spend both in any given round!

Maximum Traits and Tempers

The chart below lists the relevant information on a Herald's Trait Maximums, Court Tempers, Willpower, and Health Levels organized in descending order by power level. Note that each section lists a 'Primary Trait Category', and a 'Court Temper'. By Court Allegiance, these are:

- Green Court: Mental, Essence
- Red Court: Physical, Rage
- White Court: Social, Mist

	Primary Trait Category	Other Trait Categories	Court Temper	Willpower	Health Levels
Touched	12	10	5	5	No Changes
Faithful	16	14	10	8	No Changes
Rewarded	25	20	25	12	10 Base**
True Monsters	40*	25*	40	15	100+***

* True Fomorian nobility may have Trait caps of 40 in all categories.

** The two additional Health Levels should be Healthy x1 and Bruised x1

*** True Monsters should have health levels as the STs see fit. 100~ or more are recommended.

Tempers

Each Court gains an additional Temper, beyond whatever they have available according to their Base Creature Type (Blood, Chi, Glamour, Gnosis, Quintessence, etc). The individual Court Mechanics sections contain full descriptions of each of these Tempers, how they may be spent, and how they are regained in Combat.

For the purposes of most NPC Herald antagonists, it is safe to assume that they begin any given encounter at a full Temper pool. Should it become relevant - say, in the case of Herald PCs - Tempers are regained at the rate of 1 per day.

Heralds may accelerate this process by feeding off a corrupted place of power (Caern/Dragon Nest/Freehold/Haunt/Node), regaining their Temper at the rate normally allowed by that particular site. This gives Heralds a powerful motivation to claim, corrupt and fortify such sites using their Rewards, such as *Touch of the Nightmare Realms*. Furthermore, should the Fomorian wish to consume the place of power completely, they may do so as an action, receiving 10 points of their Temper per Background Level/Rating of the place of power; STs may rule this takes longer to improve dramatic tension.

True Fomorian NPCs (not lesser Heralds) may also be given equivalents of the *Cult* and *Worship* Backgrounds printed on pages 75-77 of *Demon: The Earthbound*. Storytellers are encouraged to use this as a means for PCs to strike at the Fomorians' resources without necessarily engaging them in direct combat: disrupting or destroying those who worship the Fomorians might weaken the true enemy by limiting the power available to them in a given scene.

Abilities

Most Heralds purchase abilities exactly as their Base Creature Type, including experience cost, which abilities are permitted, and the Maximum level of Ability allowed. There are three Rewards that grant specific additional abilities; these Rewards allow the Herald to exceed their normal Ability Maximums as listed. True Monsters are allowed to purchase any and all abilities to a Maximum of 10.

Weaknesses

Each Court has certain weaknesses; see the individual Court Mechanics sections for details.

Equipment

Touched and Faithful Heralds should have normal equipment, almost always with appropriate weapons and armor. Faithful may have high Crafts items, if your game provides mechanical benefits for that. Rewarded Heralds and True Monsters should have Artifacts/Fetishes/Treasures/etc comparable to typical PC magic items in your Chronicle.

Perceiving Heralds and General Interactions

Heralds of Faithful level and above all detect as full supernaturals, but without prior exposure, *Aura Perception*, *Scent of the True Form* and similar powers require Dreaming (not Changeling or Faerie) Lore 4 or higher to identify them as Fomorian auras. Those Changelings with Remembrance 3 or higher may also throw a Remembrance Challenge with a Storyteller to attempt to recognize Heralds.

All types of Heralds are immune to the Delirium, even if Gifts such as *Terror of the Dire Wolf* are invoked. All detect as at least moderately wyrm tainted, though it is because they are frequently engaged in violent activities rather than because they are outright agents of the wyrm. To Kuei-jin using powers such as *Chi Sight*, Heralds will generally be noticeable due to an accumulation of spiritual corruption and Demon Chi. Mages may notice appropriate Resonance: for example, Entropic: Diseased for the Green, Dynamic: Wrathful for the Red, and Static: Dominating for the White

Drinking the blood of Heralds often has distinct effects on vampires; see the individual Court Mechanics sections.

Heralds of Faithful and higher level have fae miens and may perceive changelings as though they were enchanted at all times, at no cost. This also allows them to interact with the Chimerical world. Furthermore, Rewarded Heralds are able to traverse the Shadowlands and the Umbra as if they could Step Sideways.

Rewards

STs may give as few or as many Rewards as they would like to NPC Heralds, based on their need and what is appropriate to their game (the list is scaled to allow threats ranging from appropriate to a few 30 point PCs to a few dozen several hundred point PCs). Touched should be limited to basic Rewards, and Faithful to basic and intermediate Rewards. Only True Monsters may have the Legendary Rewards included below.

Rewards cost 0xp. In the case of a PC Herald, each individual reward is Changeling Coordinator Approval.

STs will find a number of Rewards which duplicate powers from other genres, which they may already be familiar with. Page numbers and book references will be provided in these cases. Other Rewards provided are powers unique to the Fomorians; these have been designed to inspire a feeling of danger in player characters encountering Heralds. If they seem powerful, that is purposeful and intentional.

Creature Type

There are many powers and mechanics that either check for creature type or work based on creature type, including *Scent of the True Form*, *Aura Perception*, various Wards and Circle Wards, and Changeling Realms. Because we are defining a previously undefined portion of the World of Darkness, it's worth making some of these interactions explicit:

- *Aura Perception*, Kenning, *Scent of the True Form*, and the like will continue to show the base

type of the Herald (Mortal, Commoner Fae, Garou, etc) but will also indicate that there is some strange power that they have been imbued with and twisted by, as described above under **Perceiving Heralds and General Interactions**. Once a given character has had it explained to them what they are seeing, they may recognize the same kind of power again, using whatever IC terminology they have picked up from other Characters.

- *Ward vs Fae, Circle Ward vs Fae*, and equivalents do not function on Heralds or Fomorians (unless their Base Creature Type is Changeling). Developing a Ward that does affect Fomorians will need to be done in game, and should be worked on with the Changeling Coordinator. *Countermagic* may be used to resist any Arts or Realms a Herald might use, but not Rewards themselves, in the same way that you can't Countermagic Disciplines or Gifts.
- Despite the fact that Werewolves may recognize the Tempers of the Red and Green Courts, Heralds of the Green are not Spirits and Heralds of the Red are not Garou. Gifts and Rites that affect either of those things - such as Theurge Gifts that interact with Spirits - will not affect Heralds. The Uktena Gift: *Rend The Craft*, may be allowed to deactivate a Reward that has an activation cost and provides a bonus to the Herald. *Paws of the Newborn Cub*, in a similar fashion, may deactivate temporary enhancements from Rewards, but will not, for instance, remove permanent levels of abilities granted by Rewards. The Fomorians are not of this reality, and thus Charms such as *Break Reality* and the like have no effect on them, though a Spirit could of course still throw Aggravated Damage at a Herald using *Blast*, or other directly damaging effects.
- To affect a Fomorian, a Herald, or Fomorian magic items with Arts generally requires a combination of two Realms rated at level 5, one of which is always Fae. A Herald who has the base creature type 'vampire' would require both Actor 5 and Fae 5 to target directly with a Cantrip. A Fomorian Lord's axe of blood spilling power, on the other hand, might require Fae 5 and Prop 5. In games that allow the Holly Striking of cantrips, treasures, and other magic, Holly Strike may be used to counter Fomorian attacks using Rewards, with either a held action or a Time trigger. Attempts to Holly Strike Rewards that are not active attacks, such as a Herald's increased strength, enhanced abilities, or the like, should not generally be allowed.
- To affect a Fomorian or Herald directly with True Magic requires adding both Spirit 5 and Prime 5 to a Mage's Rote/Effect, as well as Fomorian Lore (see above). Even so, Fomorians have patterns which are alien and maddening to understand. A lifetime of study might achieve greater knowledge to ease effects, should someone have several decades to commit to the study of a captive specimen. Some effects, particularly those which dramatically affect the fomorian directly, may simply not work even with the extra added steps above. As a general rule, these additional requirements are for things that directly affect the Herald's pattern, like trying to turn them into a squirrel or teleport them to the moon. You can hurl a fireball at them just fine with your normal Rotes.
- True Fomorians are not of this reality, and incomprehensible. At Storyteller's discretion, True Magic may be entirely unable to affect a True Fomorian's pattern directly, though empowered Heralds may be affected by adding the Spheres described above.
- At Storyteller discretion, True Magic may be used to Countermagic Fomorian Rewards with a held action and a Prime effect. It is the assumption of this Packet that this is not generally possible; Fomorian effects are far too alien to be countered in this way. However, Staff in a Mage chronicle may prefer for this to be possible. In that case, this is how a Mage would, for instance, counter a Herald throwing Red lightning at them. Attempts to countermagic Rewards that are not active attacks, such as a Herald's increased strength, should not generally be allowed.

- Imbued may not become Heralds; you cannot be empowered by and serve two different sets of cosmic entities. The same is true for Infernalists.
- The Kuei Jin Discipline Tapestry: *Chi Shaping* may be used to create Defensive Spirals which will function against Rewards that directly throw a magical/energy attack, granting a free retest as described in Law of the East. Chi Shaping may also be used to unravel certain area effects caused by Rewards - a Red Court Herald raining fire down upon a battle, for instance, as a persistent effect - though combat rounds often make this impractical. Again, unweaving things like a Herald's enhanced speed should not be allowed.

Rewards of the Fomorian Courts

The following Rewards are available freely to Heralds of all three Courts - think of this as a list of general capabilities. These Rewards are designed to work with any of the three Courts, and cover thematic elements common to all of them. Note: Due to bylaw restrictions, Vampire Heralds may not gain Rewards which mimic Vampiric Disciplines.

Basic Rewards

Aching Beauty: The Herald of the Fomorians receives a supernatural retest on all Social Challenges, much like *Presence: Awe* or the Silver Fang Tribal Advantage.

Furious Blows: All of your attacks, whether with weapons, with unarmed attacks such as hands claws, or fangs, or with magic or powers, inflict aggravated damage. For example, a Mage Rote which normally inflicts lethal damage, when employed by a Herald with this Reward, inflicts Aggravated Damage instead.

Insidious Cunning: The Herald of the Fomorians receives a supernatural retest on all Mental Challenges.

Pulse of War: As the Celerity power Alacrity. When comparing Initiative with Characters using Celerity, consider this Character to have levels of Celerity as follows: Touched: 2, Faithful: 3, Rewarded: 4, True Monsters: 5. In other words, a True Monster with this power acts on Alacrity: Fleetness, etc. If the Herald already has a power that modifies to Initiative, *Pulse of War* effectively increases the level of that power by one. In other words, a Brujah with Fleetness and *Pulse of War* acts as if they had Celerity 6 for Initiative purposes. Note that PCs are subject to the restrictions of maximizing vampire disciplines at level 5 and may never have level 6. Games which commonly see much higher numbers of bonus actions, such as games which allow full Rage expenditures, should consider adding more actions to this Reward.

Sense Foe: The Herald may identify supernaturals and their rough level of power with a static Mental challenge against 8 traits (retest Awareness). If an invisible (or otherwise concealed) foe comes nearby, the Herald may reflectively detect it in a manner similar to using *Heightened Senses*, save that there is no challenge. This Reward explicitly allows the Herald to fight invisible foes, or within a *Shroud*, without any penalty.

Touch of the Nightmare Realms: If the Herald of the Fomorians is within the boundaries of a place of power (Caern, Dragon Nest, Freehold, Haunt, or Node) the area can be tainted. This taint can lure in other horrid beings, addicting those who draw on the power (Gaining Glamour from a Freehold, Chi from a Dragon Nest, etc) and driving them into the waiting, but not loving, arms of the Court associated with the Herald who tainted the location. Characters who gain a Temper from a corrupted place of power should be given the *Addiction* Flaw by Staff, and are not free of this addiction until they spend experience to buy the Flaw off - hopefully after a good story! At this level the taint is something that can

be purged without too much risk, using powers such as the *Pyretics* Art, the Garou *Rite of Cleansing*, the *Feng Shui* or *Tapestry* Kuei Jin Disciplines, and the *Prime* and *Spirit* Spheres.

Unnatural Strength: The Herald of the Fomorian receives a supernatural retest on all Physical Challenges, similar to the Potence power *Might*.

Intermediate Rewards

Accursed Wounds: Injuries you inflict cannot be healed until a month has passed (colloquially referred to as 'Super Agg'). Even then, this healing requires supernatural care or regenerative abilities, such as Garou Healing, Vampires spending Blood and Willpower, Changelings using *Spring*, and the like. Level 6+ healing powers (Elder Disciplines, Legendary Arts, Level 6 Gifts) may circumvent this time-based limitation, as may Spirits of sufficient power (Incarna or Celestines only). This Reward will not prevent a Garou from Raging on, or a Changeling's *Phoenix Song* Cantrip from functioning. Full mortals (not Ghouls, Kinfolk or Kinain) who are injured in this way can never be healed, and are likely instead to gradually sicken and die as the wounds fester.

Agony Unending: This ability cancels any gift, effect or power which prevents opponents in your line of sight from suffering wound penalties. This requires no test, but does consume an action to enact, and lasts for the entire scene.

Behind You, I See the Millions: As the Prayer Eating power: *Hear Prayers*, save that the range is based on the Herald's Court Temper. (Kuei-Jin Mechanics Packet, pg20)

Caress of Sweet Horrors: The Heralds of the Fomorian are able to taint a place of power without being near it, in the same manner as with *Touch of the Nightmare Realms*. If the Herald is aware of a place of power (Caern, Dragon Nest, Freehold, Haunt or Node) and within roughly a mile of it, the font of power may be tied to the Nightmare Realms. This taint is more persistent than before, often requiring significant effort and risk to banish: Basic powers are insufficient to cleanse the taint, though Intermediate powers still function.

Courtier's Grace: The Herald may throw the bomb in all Social challenges.

Sage's Insight: The Herald may throw the bomb in all Mental challenges.

Shatter Will: The Herald may spend a Temper and make a Mental challenge against up to 3 targets (retest Intimidation). Success means the target cannot spend Willpower or employ Mental/Social Abilities (Empathy, Intimidation, etc) for the remainder of the scene. The victims also gain the negative traits: *Cowardly* x2 and *Submissive* x2.

Warrior's Mastery: The Herald may throw the bomb in all Physical challenges.

Advanced Rewards

Cosmic Insight from Beyond - The Herald wins ties on all Mental challenges.

Mirror Stroke: Spend 2 (Temper). The Herald may employ a single aggressive action taken against themselves or their allies (including the trait totals, retests, etc called by the original party taking the action), during this round or the previous round, against a target of the Herald's choice (or multiple targets, if appropriate). This does not allow the Herald to take a Mental or Social action on Rage/Quicksilver/etc extra actions; those must still be physical in nature.

Obliteration: If the Herald slays an opponent, their soul/spirit/avatar is utterly destroyed. They may not return to the cycle (Garou), crysalize once more (Fae), reawaken in a later life (Mage), or become a wraith; nor will any powers of returning from the dead/resisting death function (Pyretics 5, Spring 5, Raging On, Ignore Death Blow, Clone, Colocation, etc). Furthermore, damage inflicted with this Reward automatically bypasses any immunities, invulnerabilities or similar effects. The Herald must declare this power to all opponents at the beginning of the scene, as they can understand the threat intuitively.

On You, I See the Glory: As the Prayer Eating power: *Fulfill Prayers*, save that the duration is determined by the Herald's Court Temper. (Kuei-Jin Mechanics Packet, pg20)

Peerless Grace of the Battlefield - The Herald wins ties on all Physical challenges. If your Chronicle tends toward high damage calls, lots of Health levels, and effects that grant 'Damage Reduction,' consider this Reward to also grant +1 or more Damage with Unarmed or Melee attacks.

Soul Twisting Words of Delight - The Herald wins ties on all Social Challenges.

Unbound: The Herald may not be subject to any effect which prevents it from acting or fighting.

Under the Silver Sea Dreaming: Once bound to the Court so deeply, the Herald can taint every place of power (Caern, Dragon Nest, Freehold, Haunt or Node) within five miles. All manner of unwholesome creatures will travel into the region in the coming months. Taint at this level can seem hopeless to remove or banish: it takes significant, constant and risky efforts to remove the taint over the course of many months, and powers of not less than Advanced Level.

Legendary Rewards

Unquenchable Font of Power: While the Rewards of lesser Heralds may be suppressed by Powers such as *Paws of the Newborn Cub* or *Homogeneity*, True Monsters are not so easily defeated. A Herald with this Reward may sacrifice their next Action to remove any effect on them (such as those which suppress their Rewards). This Reward may not be removed, negated or cancelled by any means.

Why Can't the Fomorians use Arts and Realms?

The Fomorians and the Tuatha are often said to be the ancestors of the Fae who became Changelings - in fact, many Houses are named after founders who were supposedly either Fomorians or Tuatha. So why don't the Fomorians get access the Changeling Arts and Realms?

This Packet assumes that Tuatha and Fomorians are a fundamentally different creature type; if the Changelings of today were ever the same as them, they have long since been altered by their time in mortal bodies and exposed to Banality.

However, if you would like your True Fomorians (not mere empowered Heralds) to have access to

Arts and Realms, try this on for size:

Legendary Reward (True Monsters Only)

Shaping Creation's Form: A True Fomorian Lord can shape any Cantrips printed (including Legendary Arts and Realms) into existence at 8 Grades of Success, without a challenge or a Bunk, as an Action. When targeting another character directly a challenge must be thrown as described under the Changeling Cantrip rules. If a True Fomorian requires traits for such a challenge when Shaping Creation's Form, they call either 36 or (12+Glamour+Willpower), whichever is higher. It is recommended True Fomorians not Hang more than 6 Cantrips with the Time Realm in this way, though that is really up to the ST.

The Green Court

Dreaming Beneath the Sea

The Touched: The Green Court touches ordinary people when they encounter physical or mental illnesses; but it also encourages people to discard the medical precautions which would prevent or manage these illnesses. Outbreaks of STDs that flash through a high school or college campus because no one is using condoms, for example, or a spreading Anti-Vaccination movement in the metropolitan area, which lowers herd immunity, are both signs of the subtle, rising influence of the Green. PCs are likely to find that they need to intervene to combat the spread of illnesses among their



mortal Herds, Kinfolk, Dreamers, or what have you. This is reflected in both the Dreaming and the Umbra with an increase of appropriate chimera/spirits, and there may be an upswing of Wraiths spawning in the Shadowlands as more people die of diseases.

The Faithful: Within the madness and fever dreams caused by the Green, some people glimpse pieces of shattered cosmic truths. They begin to form cults devoted to fetishizing disease, or gleaning inspiration from madness. Some Doctors or Psychiatrists begin to conduct medical experiments in the name of science, perhaps keeping groups of human research subjects captive. Their faith is “rewarded” by gaining insights into the cosmic truths of the Elder Darks. They seek to induct others into their ways, often forcibly, by infecting others with communicable diseases: dirty needles, contaminated water or

clothing, all of the tricks mentioned in urban legends and more are employed on behalf of their distant masters, as these faithful seek to gain the favor of those sleeping beneath the sea.

The Rewarded: Sooner or later, those who pursue these paths to their ultimate ends will come into direct contact with agents of the Green Court, such as Thallain who have returned to the service of their creators. At this point, they become actively involved in the schemes of the Green Court, serving knowingly and willingly and giving themselves over to madness and horror. It is unlikely they will come into direct contact with a Fomorian Lord, but they gain an intuitive understanding of the desires of the slumbering leaders of the Green.

True Monsters: These are actual fomorians, though the weakest among them. Stronger fomorians eschew typical stats, functioning with whatever mechanics they require much like Incarna Spirits. True monster may either take over a Herald, utterly obliterating their soul while retaining whatever powers they had, or simply form an avatar body of their own choosing.

Fever-Dream: Mechanics

With the presence of any of the Lords or Ladies of the Green in a region, sickness, disease, dementia and insanity run wild and out of control. Willpower may not be spend to resist Derangements, nor may permanent Derangements be bought off with experience until the presence of the Green is gone. Certain Flaws are modified as follows:

- **Infectious Bite:** The simple test is not thrown; infection is automatic
- **Disease Carrier:** Only a single simple test must be lost for another vampire to contract your disease.

Finally, any character suffering from a Disease (see Laws of the Hunt: Revised, pg 253-254) must throw a simple test at the end of each week they are infected. A loss indicates that their disease progresses in severity (From Mild to Serious, or from Serious to Deadly). A normal cold develops into full blown pneumonia, etc.

In areas touched by the Green, such as hospitals, asylums, or communities where there has been an outbreak of disease, or gathering places of the Faithful, madness runs unchecked. Powers that prevent or cure Derangements (Reason's Grasp, Purification, Spirit Eating and the like) suffer a forced retest after any successful challenge. Anyone entering such a location must win a Simple Test or contract a Serious Disease, such as Malaria, Pneumonia, or Smallpox.

Direct Contact with Heralds of the Green (drinking blood or drawing glamour from the Faithful, being injected - or otherwise infected by a different vector - with a disease by a Herald of the Green, etc) immediately triggers all Derangements a character possesses.

Drinking the blood of Faithful or Rewarded Heralds of the Green Court grants 1 level each of Awareness, Cosmology, Gremayre, Lore: Dream, and Occult (max total levels 10) so long as the blood remains in the system, but subjects a victim to the effects outlined above.

Temper Use: Essence

The Green Court's primal understanding of Creation - and what came before Creation - allows them to manipulate the raw Essence of the world in the same way that Spirits can. Heralds of the Green Court learn from their masters, and gain an Essence pool which functions exactly as Essence does for spirits:

- They may spend 1 Essence for a retest on any challenge, subject to the House Rules of your chronicle (some games rule this is instead of an ability retest, some games allow multiple Essence retests on a single challenge, etc)
- So long as a Herald of the Green Court has Essence remaining in their pool, they are not killed. After they run out of normal Health Levels, begin marking off their Essence instead as they take damage.

Weaknesses

Any power of Cleansing or Purification, or that heals disease or alleviates Derangements, which is successfully used on a Herald of the Green Court (such as *Cleanse the Blight*, *Purification*, or the like) inflicts 2 levels of aggravated damage and causes them to lose 1 Essence.

Shattered Psyche: The cosmic revelations experienced by members of the Green Court permanently break their minds. Upon becoming a Herald of the Green Court, all character immediately gain a Permanent Derangement, which may never be removed so long as they remain a Herald of the Green Court.

Basic Rewards

Dead to Pain: The Herald of the Green Court is immune to any form of Wound Penalties; if some power or magical artifact would bypass this immunity, they may spend 1 Essence reflexively to negate that power.

Defile the Earth: As the Ogham power *Consecrate the Grove*, save that it lasts until the area is cleansed by powers such as the Garou *Rite of Cleansing*, the *Pyretics* Art, the *Chi'uh Muh* Discipline, etc (Faith and Fire, pg 187). This creates an area where pestilence increases and strange fungal spores cloud the air. Furthermore, the damage inflicted by this Reward bypasses Armor and may not longer be prevented by powers that reduce or negate damage, as the spores attack the lungs directly after being breathed in.

Flee Your Doom: As the Presence power *Dread Gaze* (Laws of the Night: Revised, pg 167). This counts as a Fear effect.

From Beyond Creation: The Herald of the Green is completely Immune to all non-magical attacks, and forms of damage including both elements such as fire or electricity, and mundane weapons such as guns, swords, knives, or nuclear warheads. Any attack utilizing a Discipline, Gift, Art, Arcanois, Sphere, Edge, or the like, or any weapon modified by such a power (Blood Tempering, Blood Awakening, Burning

Blade, etc) bypasses this defense, but the Herald of the Green receives a +2 Trait bonus to their Trait calls when defending against such magic weapons. This Reward is permanent once learned.

Fomorians and Iron

Why aren't the Fomorians vulnerable to Cold Iron, as the Fae are? The simple answer is that the material on House Balor explains their resistance to Cold Iron as being a result of their Fomorian blood. Therefore, it is the assumption of these rules that True Fomorians are not any more affected by Cold Iron than they are by bullets.

However, if you wish to work the Iron vulnerability into your story, consider allowing weapons crafted of Cold Iron to bypass From Beyond Creation, and to deal Aggravated Damage to Fomorians. Their Heralds are affected as per their base Creature Type; a Werewolf or Vampire Herald of the Fomorian Courts will shrug off weapons of Cold Iron, no matter which interpretation you prefer.

Incomprehensible Nightmare Form: The Herald of the Green Court automatically wins the first test on any Fear Effects or challenges to use powers that create fear, including any Challenges that retest with the Intimidation, Interrogation, or Torture abilities. Only the initial test is automatically won; target characters may retest normally from that point forward.

Liquid Cage: The Herald places their victim into a prison of briney, brackish water by defeating them in a Physical challenge (retest Occult). The individual begins drowning if they require air, and may not take any other physical actions until they break free, which requires a Physical challenge against the Herald and may be attempted no more than once per turn.

Monstrous Visage: As Demon Shintai*, costing 3 Essence to assume this combat form, and built as if with both Basic Levels (Laws of the East, pgs 142 & 144). Rewarded build their forms with 4 levels (2 basics, 2 intermediates) and True Monsters build with 6 levels. Furthermore, True Monsters may spend an additional Essence (total of 4) to assume their Monstrous Visage reflexively, even in response to an attack. This allows them to apply any defensive benefits of their Monstrous Visage against such an attack (extra Health Levels, etc)

*Note: If you don't have access to Laws of the East, or would prefer not to use it, you may choose to model this as *Horrid Form* instead (Laws of the Night: Revised, pg 189).

Necrotic Infection: The Herald may infect the corpses of the dead with a virulent necrotic disease which animates the dead as their servants. As the Necromancy power: *Shambling Hordes*, save that the Herald

may spend Essence instead of Blood (Laws of the Night: Revised, pg 156). Storytellers may wish to consider using Horde Rules of some sort when the Green Court fields armies of the dead in battle.

Outbreak: The Herald may spend 1 Essence to take an additional Action this turn, which occurs during Swiftmess/Rage 1/Quicksilver 1 actions. Rewarded and Monsters may take 2 and 3 extra actions, respectively. If the Herald of the Green does not already have an *Alacrity*-type effect, this grants such an effect, equivalent to Alacrity: Swiftmess for purposes of Initiative. Rewarded Heralds act equivalent to Alacrity: Legerity, while True Monsters act equivalent to Alacrity with Elder level Celerity. If the Herald already has a power that modifies to Initiative (such as *Pulse of War*), *Outbreak* effectively increases the level of that power by one. If your game typically allows for higher action totals, such as werewolf games in which PCs have 5 or more bonus actions, consider raising these numbers. If the Herald already has extra actions from a different source (Rage, Celerity, etc), these actions take place after those, effectively stacking onto them.

Paralysis of Terror: As the Gift 'True Fear' (Laws of the Wild: Revised, pg 132). This counts as a Fear effect.

Plague-bearer: The Herald's blood contains a potent mixture of bacteria, viruses and fungi; the mere touch of this blood quickly causes sickness and death. Anyone who spills the Herald's blood in Brawl or Melee combat (Inflicts Lethal or Aggravated Damage is a good guideline) loses a Physical Trait, which does not refresh from the expenditure of Willpower. Lost traits return after one day.

Reflections in the Water: The Herald may gaze into any body of water or reflective surface and see what has transpired there within the last year.

Intermediate Rewards

Avatar of What Lies Beyond: The following Abilities become 10: Awareness, Cosmology, Gremayre, Lore: Dream, Occult.

Birth the Spores: At a site touched by any of the courts, those touched by the Green can cause vegetation to grow and to mutate. This is a grander, more unholy event in the same theme as *Defile the Earth*. The potential damage per turn becomes lethal. The spreading of pestilence becomes more dramatic, and those injured in the area are automatically infected by the touch of the Green Court as fomorian spores enter the wound. See the list of suggested diseases earlier in this section for ideas.

Breakdown of Causality: The Herald of the Green Court is no longer bound by the normal laws of cause and effect: once per combat, they may spend 1 Willpower to ignore any single action taken against them.

Dispersal of Essence: When targeted by a magical attack (Lure of Flames or Levinbolt, the Forces Sphere, Ghost Flame Shintai, Holly Strike or the like) the Herald may disperse the magical energies which make up the assault. By reflexively spending 2 Essence, the Herald of the Green Court shreds the magical attack and takes no damage from it. This Reward may be used as many times per turn as the Herald can pay for with their Essence pool.

Emptiness in the Eyes: As the Shadow Lord Gift: *Paralyzing Stare* (Laws of the Wild: Revised, pg 144). This counts as a Fear effect.

Gangrenous Infection: The Herald spends 1 Essence and makes a Physical Challenge (retest Brawl) to touch a limb of their choice belonging to a single target character. If the Challenge is successful, the target Character suffers 1 level of Aggravated Damage which penetrates all defenses (Armor, powers which reduce or prevent damage, etc) as the struck limb begins to rot. The target immediately loses the use of the limb and suffers the negative traits: *Crippled* x2. At the end of the scene, the gangrene continues to spread, inflicting an additional level of Aggravated Damage which penetrates all defenses; this Damage will continue to accumulate at the rate of one level per scene until either the Character dies, the limb is cut off (resulting in an appropriate Flaw determined by the Storyteller, at which point healing may begin, albeit without a limb) or until a supernatural Healing power of Advanced or higher level is employed. If this attack is combined with *Soul Twisting Assault*, only the initial Damage is increased; if this attack is combined with *Accursed Wounds*, none of the Damage may be healed, except as outlined under that power, until the offending limb is removed.

Gorge on the Fabric of Creation: The first time any player character spends a temper each round (Blood, Chi, Glamour, Gnosis, Quintessence, Rage, etc) the Herald adds 1 Essence to their pool.

The Horror: As the Lupus Gift: *Terror of the Direwolf*, except that it affects all creature types equally (Werewolf: 20th Anniversary Edition). It is the assumption of this packet that the House Fiona benefit ignores this Reward, though that is at the Storyteller's option.

Howl From Beyond: As the Dementation power 'Voice of Madness' (Laws of the Night: Revised, pg 145). This counts as a Fear effect.

Lucidity of the Depraved: The Herald no longer suffers any mechanical penalties from their Derangements, though those should still be used as a guideline when roleplaying the particular flavor of their insanity.

Madness of the Elder Gods: The Herald of the Green may spend 1 Essence to automatically resist Magical, Social or Mental influences and control (Dominate, Presence, *Alpha Glint*, *Obligation*, *Mastery*, Sovereign, the Mind Sphere and the like).

Mass Necrosis: As an action, the Herald of the Green may raise as many dead bodies present in the current scene as they can afford, at the cost of 1 essence each, as if using *Necrotic Infection* (yes, even dead PCs!). These animated corpses are more powerful than those raised by *Necrotic Infection*; they possess the same physical traits they had in life, and gain all Basic Green Court and General Rewards, though they do not have any Essence pool to spend. Any given target may only be animated in this way once, ever; once they are destroyed a second time, they are destroyed forever, crumbling away into dust.

Overcome by Insanity: Anyone foolish enough to touch the mind of the Herald of the Green must immediately make an extended Mental Challenge against the Herald (retest Occult). For every challenge won by the Herald of the Green, the character gains a Permanent Derangement of the Storyteller's

choice. If the PC reaches 5 Permanent Derangements, that character falls completely to the madness of the Green Court and becomes a Herald of the Green Court; see the appropriate Bylaws for details.

Plague Bearer: Spend 1 Essence to overcome the immune systems of your enemies with contagions, fungal spores, infection and the like. Select up to 3 targets and engage them in a physical challenge, retest Occult. Success inflicts 4 levels of aggravated damage to each target. Rewarded and Monsters inflict 6 and 8 levels of aggravated damage, respectively.

Sea Still as Glass: As the Stargazer power *Surface Attunement* (Hengiyokai pg. 93).

Advanced Rewards

Beyond Fate: As Elder Darks from beyond Creation, the Lords of the Green are beyond and outside of Fate. They and their favored Heralds receive a free retest against any powers that attempt to discern or manipulate their fate, luck or destiny. Furthermore, in any scene in which a Herald with this Reward is present, characters who spend Fate, Destiny, Luck, Oracular Ability, Horoscope or the like must spend two levels instead of one in order to achieve the usual effect.

Beyond Fate and Odd Numbered Retests

Many of these luck or fate based retests come in odd numbers. Oracular Ability gives one retest, Luck gives three, etc. A kind ST will allow players with access to multiple such retests to pay the increased cost with a mix of such retests: one Luck and one Oracular Ability spent together, for instance, will gain the player a single retest.

Blight the Creation-Born: As an action, the Herald of the Green touches a single target character (requiring a Physical Challenge, retest Brawl, as normal). This attack destroys 5 permanent Willpower and converts it to 5 Essence. This is what some games term a 'Carrier Attack;' it may not be combined with damage in the same strike. If a target's last point of permanent Willpower is destroyed by this attack, their body is utterly consumed by the Herald, killing them.

Cancer Within: The Herald spends 2 Essence and makes a physical challenge against a single target, retest Occult. Success inflicts 11 levels of lethal damage or 9 levels of aggravated damage.

Desiccated Essence Respiration: Moving beyond the basic understanding of the cosmos involved in *Gorge on the Fabric of Creation*, the Herald now breathes in the ambient Essence left behind by the weak creatures of this world. Every Temper that is spent by a character of another creature type in the scene is placed into the Herald's Essence Pool (Blood, Chi, Faith, Gnosis, Quintessence, Rage, etc). Theoretically, multiple Heralds in the scene with this power would divvy the gains up, but that might prove overwhelming for STs to track.

Essence Vector: The Herald may extend their senses and capabilities through anyone infected by the diseases of the Green Court; the range of this ability is the Herald's Essence in miles. For 1 Essence, the Herald may split their perceptions, simultaneously present in their original body, but also in any

diseased vessel. They may utilize their Rewards (but not other powers) through this vessel, take it over to use as a mouthpiece, or simply employ it as a spy. If the *Essence Vector* is killed, the Herald loses one point of temporary Willpower, but suffers no other repercussions.

Feeding on Fear: At the beginning of any scene in which a Fear effect (*Dread Gaze*, *Wrath of Gaia*, Arts that cause Fear, etc) is used against the Herald of the Green, count up every such Fear effect in the scene. All such effects are negated. The Heralds of the Green Court receive a pool of retests for this scene equal to the number of Fear effects negated in this way. This Reward is permanent once learned.

Mental Break: As the Dementation power: *Total Insanity* (Laws of the Night: Revised, pg 146). This counts as a Fear effect, and will indeed allow Heralds to inflict additional damage using *Soul-Twisting Assault*.

No Rest for the Wicked: By spending 3 essence and a full turn, a herald may return a dead character to a semblance of life under their control. The individual has no soul or personality, though they may mimic such at their master's will. However, they possess all knowledge, powers and abilities they had in life.

Only Dust Remains: As the Ragabash Power: *Welp Body* (LotW:R pg 125), save that any Trait category may be targeted, and there is no limit to how many applications may be given. If a target is reduced to no traits remaining in any one category by this power, they are killed and fall to dust.

Recurring Nightmare: As the Spirit Charm: *Reform* (Laws of the Wild: Revised, pg 239). This may be activated on extra actions, but it does take an action. The Herald will *Reform* at a place touched by the Green; clever PCs may plan ahead, and have groups waiting to intercept such an escaping antagonist at all such sites they are aware of.

Shatter the Traumatized Psyche: The Herald Spends 1 Essence and makes a Mental Challenge (Retest Occult) against a single target. If the Herald succeeds, the target character immediately splinters off a divergent personality in the service of the Green Court. This personality is represented by a Permanent Derangement (Fugue, Multiple Personality Disorder, Dissociative Identity Disorder, or the like) which is immediately active in the scene. While this personality is active, the character is under the control of the Green Court, and will take whatever nefarious actions are demanded of them by the Herald, or Lords or Ladies of the Green. The primary personality will retain no knowledge of the actions taken by the splinter personality.

Soul-Twisting Assault: The Herald may spend 1 Essence when making any attack that deals damage to inflict an additional amount of Aggravated Damage on their target equal to the number of Derangements the target possesses.

Terminal Patient: The Herald may accelerate the life cycle of any disease, bringing it to a rapid conclusion. With a touch, requiring a Physical Challenge (retest Occult), the Herald of the Green may instantly kill a single target character who is already infected with a disease. This mastery of disease includes a mastery of mutating bacteria and viruses, so even creatures who are otherwise corpses or able to regenerate are not immune.

The Red Court

They Dream in Gore

The Touched: The power of the Red on ordinary people is considerable. An upswing in violent but unplanned crimes occurs (including random battery, domestic violence, assault, vandalism and destructive automotive acts, but nothing premeditated or planned) as large swaths of ordinary people have their dreams invaded by visions and urges of a bloody nature. PCs could need to bail out their contacts or allies or help them if they are subject to such. On the flip side, violent feedings or acts as well as incidental property destruction will be much easier to cover up. Even animal attacks become more common, making that a more plausible excuse. This reflects in the Dreaming and the Umbra with an increase of appropriate chimera/spirits.

The Faithful: Some are inspired to go further still. They begin to form groups/cults/secret meetings devoted to revelry in violence. Some of these may take on ritualized feelings of some occult or theological bent, but others are more like fight clubs or particularly bloody sports groups. They may even show up in ways that appear positive to certain PCs, such as violent eco-terrorists, anarchists or vigilantes. Their faith is “rewarded” by gaining insights into true fury (see below). They seek to induct others into their ways, though they themselves have no insight into what force they actually serve. The faith involved is an adherence to a philosophy of violence, not to Chicol himself.

The Rewarded: Those who kill sufficiently in the name of fury, violence or even just who enjoy these things or engage in them a bit too much begin to grow more deeply infatuated and grow in power. Eventually such persons might more directly come to serve the Red, becoming true supernaturals in their own right, though the process is not immediate. This process may also come to influence PCs if STs so wish (see below). Chicol is unlikely to speak to them personally, as they are beneath his notice, but they intuitively understand his motives and will seek to aid him in his quest.

True Monsters: These are actual fomorians, though the weakest among them. Stronger fomorians eschew typical stats, functioning with whatever mechanics they require much like Incarna Spirits. True monster may either take over a Herald, utterly obliterating their soul while retaining whatever powers they had, or simply form an avatar body of their own choosing.

Ways of Butchering: (Mechanics)

The following mechanics are purely optional and may be modified as desired by STs wishing to employ them.

The Red Tide Frenzy Mechanics

Frenzy

With the mere presence of the Red Lord in the area, all frenzy challenges have their difficulty increased by 2 (including things which are similar to frenzy, such as fire sou.). Stimuli that would normally result in fear frenzy instead results in violent frenzy.

In areas touched by the Red, such as places of significant violence or the gathering grounds of the Faithful, Frenzy becomes truly dangerous. In addition to the above, Willpower may not be spent to ignore frenzy, only to retest it. Those able to direct frenzy from paths or via gifts may only direct it to actual violence against other sapient beings. Those typically made immune or resistant to frenzy via supernatural powers are instead subject to normal frenzy rules (with no penalties). Further, individuals may only be drawn out of frenzy by being rendered unconscious or with supernatural powers (which suffer a -4 trait penalty to work): they cannot be talked out of it. Frenzy should be described as easily provoked and pervasive.

Direct contact with Heralds of the Red (drinking blood or drawing glamour from the Faithful, doing battle with the Rewarded while possessing more than 5 rage as potential examples). In addition to the above, all frenzy tests lose on ties and powers which resist, direct or make immune to frenzy have no effect at all. Subjects of such frenzy must kill a sapient before they can be knocked unconscious with non-lethal means (though they may be torpored, chimerically killed or forced to rage on, at which point the frenzy ends). While they can be removed from frenzy via mechanics such as Quell or other supernatural abilities doing so requires a permanent expenditure of the appropriate temper, which can be bought back normally. People in such a frenzy are immune to any mental and social challenges which do not directly remove frenzy.

Drinking the blood of Faithful or Rewarded grant 1 level each of melee, dodge, firearms, archery and brawl (max total levels of 10) so long as the blood remains in the system, but subjects a victim to the effects outlined above.

Health levels:

Faithful: Faithful “die” once they lose the normal 7 health levels. However, their fury causes them to fight on for an additional 10 health levels. Should they be rendered unconscious or if the combat ends and they have lost their first 7 health levels, they die.

Heralds of the Red Court have Rage. Can they Rage On?

As described above, Heralds of the Red Court may use their Rage in a manner identical to Garou. Does this mean they are able to make a Rage Challenge to heal back up to the first Wounded Health level and gain a Battle Scar, as Garou do, in addition to their extra health levels from Frenzy?

Technically, yes. If you feel this makes them too powerful for your game, feel free to disallow this.

Rewarded: Rewarded have 10 base health levels and 15 fury health levels as above.

Temper Use: Rage

Rage may be used in exactly the same manner as it is used by Garou. Rage is regained any time someone in the scene falls due to violence, friend or foe and the first time the Herald is harmed. Note that all Rewards may be used as part of Rage actions.

Weaknesses:

Any gift or power which ends Frenzy or halts derangements (such as Quell) used on a Herald inflicts 4 levels of agg and causes them to lose their next action. Any healing power that could be seen as benevolent (ST call) inflicts twice the amount of damage it would heal as agg.

Heralds all are capable of frenzy as a garou. They continue to employ weapons and Rewards when in Frenzy.

Rewarded and higher Heralds cannot harm someone who has sworn a metaphysically empowered oath of utter pacifism (which must be maintained forever after once taken). Powerful warriors who take this oath and forever give up their lives as warriors may even be painful for the Red to be around.

Author's Note: Though several powers refer to 'fire' in this document, once a herald has reached the rank of Faithful this fire become the essence of war and is not subject to reduction by powers or abilities which normally negate fire damage.

Basic Rewards

Armor of Spite: Anyone successfully harming the Herald takes one level of damage of the type they inflicted.

Bequeath Hatred: The Herald makes a Willpower challenge against their target (retest Willpower). If successful, the target gains 5 Rage, if they are able to gain Rage. They must also make a frenzy test if they are able to frenzy (difficulty 4 for Vampires).

Call of War: The Herald may call to their hand any mundane weapon they like by spending one Rage. This is a reflexive Reward, and does not cost an action.

Ecstasy of Death: When the Herald dies, they explode in gore. Anyone within reach, as well as the person who kills the Herald, regardless of distance, must make a simple test (no retests); on a Win, they suffer 1 level of aggravated damage; on a Tie, 2 levels of aggravated damage; and on a Loss, 3 levels of aggravated damage. These levels of damage may be scaled up with higher level Heralds.

Fearsome Visage: As the Presence power: *Dread Gaze* (Laws of the Night: Revised, pg 167).

Incite Anger: Each time a foe takes damage from the Herald, that foe gains a Rage if they typically possess Rage (Garou, Fera, etc).

Into the Fray: The Herald gains a new test each round (or action, ST call) against any effect which prevents them from engaging in battle.

Masochism: The Herald regains a Rage for every health level they lose. The Herald does not suffer wound penalties.

Sadism: The Herald returns to a full Rage pool whenever someone dies to violence in their presence.

Shard of Destruction: The Herald may spend one Rage and make a Physical challenge, retest Firearms, to send a bolt of violent energy at a single target, which inflicts 3 aggravated damage.

Intermediate Rewards

Arcing Swings: Spend a Rage. The Herald's melee attacks gain the Spray ability, striking up to 3 targets within their reach, for 3 rounds.

Avatar of War: The following Abilities become 10: Brawl, Dodge, Firearms, Melee, and Tactics.

Bane of Mercy: The Herald may spend 3 Rage and make a Rage vs Gnosis/Glamour/Aretex2/Pathos challenge (or Willpower if the target does not possess such a temper) against all opponents in the scene. Those who are defeated have all temporary magic items related to life in their possession destroyed, even if such items are hidden in pocket dimensions, or similar effects. Examples include: *Principal Focus* Beads, *Gaia's Breath* Talens, and *Verdage*-Appropriate Material. Any permanent magic items related to life/healing are rendered unusable for the duration of the current scene.

Crackling Destruction: The Herald may spend a Rage to send chained lightning, pulsing earthquakes or exploding fire at their enemies. Select up to 3 targets and engage them in a Physical challenge, retest Firearms. Success inflicts 3 levels of aggravated damage to each target. Rewarded and Monsters inflict 5 and 7 levels of aggravated damage, respectively.

Crush Heart: The Herald may spend a Rage and engage their opponent in a Physical challenge, retest Survival. If successful, the Herald clenches their fist and applies pressure directly to the heart of the target. Living creatures take 3 levels of aggravated damage directly to their health levels, ignoring all defenses and reductions. Vampires instead lose 5 blood, and are considered staked for 1 round. If a vampire has no remaining blood, they take normal damage. Creatures who lack a heart (even a displaced one), such as individuals currently in Shadow Body, or who are incorporeal, are immune to this power.

Crushing Might: The Herald may spend a Rage to increase the damage of an attack by 2 levels.

Cry of Courage: The Herald may Initiate a Willpower challenge (retest Willpower) against all opponents in their line of sight. Any who fail the challenge cannot willingly depart the current battle, and will resist any power or person who seeks to make them do so.

Fields Ablaze: The Herald may spend 3 Rage. At the top of each round, all opponents must make a simple test. On a win, they take 1 level of aggravated damage; on a tie, they take 2 levels of aggravated damage, and on a loss, they take 3 levels of aggravated damage. This effect cannot be retested.

Fiend of the Forge: The Herald inflicts 1 additional level of damage with weapons, and reduces all damage inflicted against them with weapons by 1 level.

Finishing Blow: As the Black Fury Gift: *Coup De Gras* (Laws of the Wild: Revised, pg 134)

Flame Blast: The Herald may spend a Rage and make a Physical challenge (retest firearms). If the Herald succeeds, they inflict 5 levels of aggravated damage on their foe and light them on fire, causing them to take 1 level of aggravated damage at the beginning of every round until they spend a full turn dousing the flames.

Gorespout: The Herald may spend a Rage and make a Physical Challenge as an attack. Success inflicts 2 levels of aggravated damage, regardless of any modifiers the Herald might normally apply, but also severs a target's limb, plucks out an eye, or mutilates their features. This results in a permanent Flaw, such as: One Arm, Disfigured or One Eye, and also gives an appropriate permanent negative trait. Powerful healing abilities may be able to fix this in time, but the flaw must be bought off with XP.

Knowledge of Carnage: The Herald is innately aware of all opponents on a battlefield, or those seeking to affect it from afar, regardless of any powers they possess, or the distance. The Herald is also aware of their combat abilities, weaknesses and tactical capacities. This explicitly permits the Herald to target invisible or otherwise concealed foes without penalty.

Mind of Metal: While in frenzy, the Herald wins on ties on any defensive Mental or Social challenges. Furthermore, the Herald gains a free retest against such challenges.

No Retreat: The Herald may make a mass Rage vs Willpower challenge against all opponents in their line of sight. Any who fail may not depart the battle by supernatural means, even if those means are provided by others.

Roar of Thunder: As the Gift of Fenris/Lupus Gift: *Scream of Gaia* (Laws of the Night: Revised, pg 140).

Soul Ablaze: Anyone who seeks to read the Herald's aura or mind, or who attempts mental or telepathic communication takes 3 levels of aggravated damage per round they seek to do so, and must immediately test for frenzy. They must also spend a Willpower to avoid gaining a permanent derangement.

Advanced Rewards

Cracking the Shell: Make a normal Physical attack and spend a Rage. If successful, this attack inflicts no damage, but instead destroys all defensive abilities and powers (ranging from protective items to vampiric Aegis) possessed by a target. Such abilities may not be activated or used again for the duration of the scene.

Draw to Harm: The Herald possessing this power may attack anyone who is affecting them negatively, spying on them, providing hostile action, or aiding an individual doing so, even if in a supportive or informational way. This attack is made regardless of dimension or distance, and if it is successful the victim not only takes normal damage from the attack, but also is pulled physically to the Herald. This power may also return people to tangible states or force them back into their body if they are departed from it (their body is then also pulled to the Herald). The Herald is automatically aware of any such interaction and may use this power accordingly.

Face Your Fate: The Herald may spend up to 3 Rage and make a Rage challenge against one opponent per Rage spent (targets without Rage use Willpower). Success cancels and negates, for the duration of the combat, any effect which meaningfully prevents the target from being attacked normally in combat, (including powers such as *Gift of the Bird*, *Mist Form* or *Strike the Air*), or which allows them easy escape (such as *Flicker Flash*, *Dodge Deathblow*, etc).

Incinerate: The Herald may spend 2 Rage and make a Physical challenge against a single target (retest Firearms). Success inflicts 10 levels of lethal damage or 8 levels of aggravated damage.

Know Your Enemy: The Herald may spend up to 3 Rage and select an opponent. The Herald chooses and gains one beneficial temporary effect currently active on the target per Rage spent. Examples include limited duration powers such as *Silver Claws* or *Fate Fire*, but would not include innate or permanent abilities such as *Intensity*, *Might* or the ability to assume Hispo form. This does not require an action but may only be done once per round.

Reap the Weak: The Herald may make a Rage vs Willpower challenge against a victim. If successful, all aggressive actions directed at the Herald by opponents stronger (ST's call) than the victim also target the victim. For example, if an Athro werewolf shoots the Herald, their Fostern packmate, which the Herald used this power on, would also be attacked using the same traits, damage, etc.

Slaughter: The damage inflicted by the Herald's attacks increases by 2 levels; more if the game requires it.

Superior Tactics: When player characters attempt to use the Tactics ability against a force led by this Herald, count their Tactics total as normal (One PC's Tactics +1 per PC who spends a level of Tactics or a Willpower). Then, subtract (10+ number of Red Court Heralds in this battle). If the player character group still has any levels of Tactics left, that is the number of retests they may allocate for this scene. If, instead, this results in a negative number, the Red Court's tactics for the scene are superior: the Heralds instead receive Tactics retests.

Turn of the Heart: The Herald may spend 2 Rage and engage one target in a Rage vs Willpower challenge. If the Herald succeeds, they convert 5 traits of their target's Gnosis, Glamour, Quintessence, Willpower, Chi or Pathos into Rage. Beings not possessing Rage instead gain levels of a combat-related ability of their choice. If the initial challenge is successful, a follow up Mental challenge (retest Intimidation) is made. Success forces the Herald's foe to enter frenzy immediately, targeting those they

care about most first. As outlined in the Frenzy effects above, powers which allow someone to ignore frenzy at best provide a retest, depending on the circumstances.

Unbreakable: The Herald takes no more than 2 levels of damage from any attack. Only powers of Advanced or higher level may negate this ability.

The White Court

Lost in the Mists

The Touched: The White Court is perhaps the most subtle of the fomorian dreams, and those mortals touched by the court can be difficult to discern. A clique of high school mean girls who torture those lower on the social ladder though lies and cruelty, someone who gets off on ruining marriages by seducing one spouse, or that coworker who has only a passing acquaintance with the truth - all of these could become touched by the White Court. A PC might find their Herd, Dreamers or Kin suddenly turned into a vicious, manipulative hierarchy, where individuals compete for their attention in underhanded ways.



The Faithful: Similar to those inspired by the other two Courts, those in the thrall of the white may eventually coalesce into organized groups that bear the hallmarks of a cult, but they are often far less obvious. Any group that wields influence over a community, from a Parent-Teacher Association to a restrictive Neighborhood Association to a Garden Club of wealthy yoga-moms, makes for fertile ground for the White. Like those in service of the other Courts, they seek to induct others into their ways, integrating them into these hierarchies, though most have no real knowledge of what they serve.

The Rewarded: Those who rise to the top of these social hierarchies through cutthroat manipulations, betrayals, and social darwinism may eventually come into direct contact with the White Court, gradually becoming fully supernatural in their own right. This process may also come to influence PCs if STs so wish. They are unlikely to report directly to a Lord or Lady of the White, but may come to serve or work beside lesser thralls, such as the Aslynthi or the Thallain of the Winter Weir.

True Monsters: These are actual fomorians, though the weakest among them. Stronger fomorians eschew typical stats, functioning with whatever mechanics they require much like Incarna Spirits. True

monster may either take over a Herald, utterly obliterating their soul while retaining whatever powers they had, or simply form an avatar body of their own choosing.

An Empire of Masks: (Mechanics)

The following mechanics are purely optional and may be modified as desire by STs wishing to employ them.

The Mists:

With the presence of any of the Lords or Ladies of the White in a region, the Mists grow stronger. When checking the Banality of a Character to determine the effects of the Mists (such as when leaving the Far or Deep Dreaming, or when Enchantment ends) treat all Characters as if their Banality is 5 higher than it actually is.

In areas touched by the White, such as places where innocents have been tortured or abused, or gathering grounds of the Faithful, the Mists cloak even the Near Dreaming and Autumn World. Whenever Characters leave such an area, apply the normal effects of the Mists (no +5 Modifier) as if they had just left the Far or Deep Dreaming.

Direct contact with Heralds of the White (drinking blood or drawing glamour from the Faithful, or being drawn into the courtly games of deception, lust and intrigue of the White, for example) runs the risk of sending characters into a fugue state, overcome by the lure of the forbidden pleasures of the White Court. Characters must make a Willpower Challenge against the Mist Temper of the Herald in question or gain an immediately active *Fugue* Derangement, triggered by further contact with Heralds of the White. While in this fugue state, the Character is extremely susceptible to suggestion, and might wake to find themselves in a bed full of love-slaves, or flaying an old enemy alive.

Drinking the blood of Faithful or Rewarded grant 1 level each of Empathy, Interrogation, Politics, Subterfuge, and Torture abilities (max total levels of 10) so long as the blood remains in the system, but subjects a victim to the effects outlined above.

The Ever-Shrouded (Major Spoilers)

Unlike the other Courts, the White Court never left the world. They tricked the world into thinking they did, leaving the Forest of Lies merged with Scathach, the Tuatha who allegedly sealed them away, and bided their time until they emerged as the Mists themselves. They are the intelligence behind this phenomenon and hoard all of the information stolen by it. The Mists are an extension of the White Court, a false protection used to comfort Changeling kind while forever keeping them isolated and vulnerable. PCs should not come to possess this knowledge.

Temper Use – Mist

The White Court uses a new Temper: Mist. In addition to being spent as a cost for certain Rewards, Heralds of the White Court also gain the innate ability to use The Mists to blur the memories of those whom they encounter. At the conclusion of any scene in which a Herald of the White Court is present, any surviving Herald may spend 1 point of Mist from their pool to to evoke the effects of the Mists on all present, just as if they were returning from a deeper layer of the Dreaming. Note that any divinations or other powers used to attempt to discern the truth of what happened during the scene will reveal only what the Herald wishes revealed: this effect may even be used to deceive such powers with misleading information or evidence.

Weaknesses

Ennui: Upon becoming a Herald of the White Court, the touch of the White settles upon the Herald with a sense of ennui that spurs them into more and more bizarre pastimes, in a search for some new sensation that will stir their withered heart. Upon becoming a Herald of the White, all characters gain the following Negative Traits: *Callous x1* and *Violent x1*.

The Tell: If any given player character is ever able to pierce a Herald of the White's disguise, or assumed identity, and recognize them for what they are, the player character notices a tell: some small mannerism or physical mark that persists through all of the Herald's disguises. Thereafter, that player character may 'check for the tell' whenever they are suspicious: Staff will immediately inform them if the character they are suspicious of is, in fact, the Herald they recognize in disguise. There is no challenge, but the player must think to ask - this does not take effect automatically.

Author's Note: Though several of the powers refer to 'cold' or 'ice,' once a Herald has reached the rank of Faithful this becomes the essence of the Winter Weir and is not subject to reduction by powers or abilities which normally negate cold damage.

Basic Rewards

Dominion of Beasts: No natural forest creature will attack or deny the Herald; with a Social Challenge (retest Intimidation) the Herald may command all manner of forest life. This Reward has no effect on Garou in Lupus form, but may be used freely against their wolf kin, ghouléd animals and the like.

Ghost of the Forest: The Herald leaves no tracks, disturbs no brush, marks no snow with their passage. Attempts to track the Herald through a forest or other natural landscape automatically fail, without recourse to a challenge.

Heat Death: The Herald may extinguish fires up to the size of a small torch by reflexively spending 1 Mist. This includes powers like *Hand of Flame* or Fetishes like *Fire Claws*, but nothing on the scale of a *Fire Storm*, for instance.

Icefall: The Herald may spend 1 Mist to take an additional Action this turn, which occurs during Swiftmess/Rage 1/Quicksilver 1 actions. Rewarded and Monsters may take 2 extra actions, instead. If the Herald of the White does not already have an Alacrity-type effect, this grants such an effect, equivalent to Alacrity: Swiftmess for purposes of Initiative. Rewarded Heralds act equivalent to Alacrity: Legerity, while True Monsters act equivalent to Alacrity with Advanced level Celerity. If the Herald already has a power that modifies Initiative (such as *Pulse of War*), *Icefall* effectively increases the level of that power by one. If your game typically allows for higher action totals, such as werewolf games in which PCs have 5 or more bonus actions, consider raising these totals. If the Herald already has extra actions from a different source (Rage, Celerity, etc), these actions take place after those, effectively stacking onto them.

Liar's Tongue: The Herald of the White Court may spend 1 Mist to ignore any abilities or powers which discern whether or not they are telling the truth, for the duration of the scene. *Aura Perception*, a *Bone of Lies*, *Truth of Gaia*, similar powers, or even a simple use of the Empathy ability utterly fail to function. The Storyteller may wish to make the player using the power believe it has worked, and merely give them false information, to preserve the secrets of their plot.

Lost in the Mists: The Herald gains all five levels of the Chicanery Art, and may use this Art to manipulate the Mists as if they were a Changeling, regardless of their Creature type. If this Character does not possess Glamour or Realms, they must spend Mist whenever there would normally be a Glamour cost, use Mist when calculating Traits for casting, and always take the Difficulty modifier for not having the appropriate Realms.

Masking the Cold Nightmare: As the Vicissitude power: *Malleable Visage* (Laws of the Night: Revised, pg 188).

Mists of Memory: As the Dominate power: *Forgetful Mind* (Laws of the Night: Revised, pg 147).

Slick as Ice: The Herald spends 1 Mist at the top of the Round to maintain this effect; this expenditure is reflexive and does not take an Action. The ground becomes covered in ice: any character not equipped to move across ice in some way (Ice skates, flight, the *Snow Running* Gift, etc) moves at only half the number of steps they would normally take (round down), and suffers a forced retest on any challenges made during a turn in which they move as they flail about, trying to maintain their balance.

Touch of the Forest: This power allows the Herald to cause growth in plants and trees in an area, molding them to her will. More powerful Heralds may cause extreme acceleration: Rewarded might be able to make a mighty oak sprout from a single acorn in the blink of an eye, while weaker Heralds would require more time.

Voice of the Cuckoo: At the cost of 1 Mist, the Herald may perfectly mimic any voice they have heard, including dialects, accents, speech impediments, and the like.

Wisdom of the Grove: The Herald may spend 1 Mist to speak to trees and other plant life, similar to the Primal Art or the Elemental Mastery Path of Thaumaturgy. This can be useful to learn what has

transpired in an area, and the more twisted, gnarled trees will even relate entire conversations to the Herald.

Intermediate Rewards

All Forests are The Forest: At the cost of 1 Mist and as an Action, the Herald may step into any tree in the waking world and emerge in the Forest of Lies, in the Dreaming. Unless other Characters have a means of following, this Reward may offer a Fair Escape. At the cost of an additional 1 Mist, the Herald may pull a single other character through said tree with them; this may require an opposed Physical Challenge.

Avatar of Masks: The following Abilities become 10: Empathy, Interrogation, Politics, Subterfuge, and Torture.

Armory of Ossification: As the Bone Shintai power: *Bone Obedience* (Laws of the East, pg 149). Faithful may spend up to 3 Mist for the Bone Armor option, while Rewarded may spend up to 5 Mist, and True Monsters may spend 6+.

Astral Walker: By spending 1 Mist, the White Herald may physically shift their body to the Astral plane, or back again. They may use all of their powers normally on other inhabitants of the Astral plane, but must manifest (as per the Vampiric Discipline) in order to affect the physical world. Even then, they may only use mental or social powers.

Bear False Witness: By spending 1 Mist, the Herald may dictate the result of any information-gathering power in regards to a plot, intrigue or deception they are a part of. This change is permanent until they change it, and this affects all divination/sensory/etc powers. This Reward can even be used to create false visions.

By Bone Rooted: The Herald may spend 1 Mist to enhance any damage dealing attack they make with this Reward: if the attack is successful, the target's leg and foot bones twist and stretch down into the earth like the roots of a grotesque tree, rooting them in place. They may not take any move actions until the bone roots have been broken, which inflicts 3 levels of Lethal Damage. Furthermore, this horrific condition heals like Vicissitude, making it possible that the bones will grow back in the same deformed way unless treated with the right healing magics.

Cold Shock: The Herald may spend 1 Mist to add a level of Aggravated Cold Damage onto any attack they make.

Drawn Into the Dance: The Herald may spend 1 Mist and make a Social Challenge against a single target Character. If the Herald succeeds, they implant an obsessive need to keep secrets, betray allies, torture, and manipulate others into their target. The target may now only regain Willpower in one of three ways:

- They learn a secret, which they keep for themselves and do not share. Sharing this secret at a later time costs a Willpower point. These secrets should be recorded on the Character's sheet with Staff.

- Betraying a true friend, ally or lover.
- Manipulating someone else into doing something for you, *that places them in danger or at risk, or costs them something.*
- Every scene spent torturing another character allows the target to regain 1 Willpower. They may spend levels of the Torture ability to regain additional Willpower, much like Meditation.

Frostbitten Flesh: The Herald's body has been tempered by exposure to the cold; the Herald no longer suffers Wound Penalties, and reduces the damage of each attack they suffer by two levels.

Malleable Bones: As the Vicissitude power: *Bonecraft* (Laws of the Night: Revised, pg 189).

Killing Frost: The Herald may spend 1 Mist to create blades and spikes of ice out of the moisture in the air, ripping apart their enemies. Select up to 3 targets and engage them in a Physical challenge (retest Torture). Success inflicts 2 levels of aggravated damage to each target. Rewarded and Monsters inflict 4 and 6 levels of aggravated damage, respectively.

Prison of Aspen and Birch: The Herald may bind the soul of their prisoner into the trees of the Forest, preserving their knowledge and memories for later use, and bringing the waking world a little bit closer to the Forest of Lies in the process. First, the Herald must pull their target's soul from their body at the moment of death: this costs an amount of Mist equal to the current Willpower of the target at the time of death. Then, the Herald binds the soul into a convenient tree. The trunk gnarls and twists into a hideous, tortured image of the target's living face, and often begins to weep sap. The bound Soul may speak, to those with ears to listen (*Wisdom of the Grove, Willow Whisper, Wooden Tongue, The Rite of Spirit Awakening* and the like), and the White Court will spend all of eternity torturing their secrets out of them. When a PC is killed and targeted with this power, they should generally be classified as an NPC, and there is no returning from this prison. The best that can be done is to cut the tree down and free the soul to move on to whatever fate awaits it.

Relish the Innocent Heart: The Herald of the White Court may regain Mist by physically consuming the heart of an innocent. Storytellers may use their discretion as to who counts, but children and virgins always qualify. Using this Reward always kills the target, but completely refreshes the Mist pool of the Herald.

Summon the Forest of Lies: As the Child of Gaia gift: *The Living Wood* (MET Laws of the Wild, pg 137)

The Sweet Taste of Pain: At the end of each round, the Herald recoups 1 point of Mist for each character in the scene who is suffering Wound Penalties.

Thief of Joy, Harvester of Misery: There is no more pure a cruelty than taking something sweet, something protected and bringing it to ruin. The White Court is the home of the worst potential of the Mists. This manifests in the possibility of deep sorrow and misery replacing that which once brought hope. While not as dramatic as the heated rages of the Red Court or as isolating as the madness of the Green Court, this influence is not a kindness. Those touched by the White Court have a strange effect on those near them. Those involved in a scene with a Herald of the White Court with this Reward must win a Static Willpower test (Difficulty of the Herald's Mist) at the end of the Scene or have their memory of

the scene be supplanted by the mists with a twisted memory, darker and more painful. In a location influenced by the White Court, this extends to replacing past events, moments of true joy, with experiences of horror. Sweet moments with a lover become emotionally crippling nights of abuse, the birth of a child becomes a memory of deep despair and alienation, as the child must not really be yours, and the like. To feast on something touched by the White Court is to bring the mists and the pain directly into yourself, with effects dependent on creature type:

- Any changing breed character subject to Harano must test for it
- Changelings gain 1 Nightmare automatically
- Kuei-Jin suffer an Act of Blindness
- Western Vampires must make a Path Check
- Or, as a catch all for any character not covered above, a Derangement is added to the Character's sheet by the Storyteller

Advanced Rewards

*Brand the Child of Dreams**: Spend 5 Mist to add this effect to a single Attack Action, which may be any weapon, cantrip, or either magical or natural attack wielded by the Herald of the White. This attack causes a horrible wound to the Fae Soul; all Fae facing this attack instinctively understand its nature and should be informed of this by the ST. A Changeling struck by such an attack sickens, losing 1 physical trait at the end of each Scene (or hour, whichever is shorter) until they have none remaining. When the Changeling reaches 0 Physical Traits, they begin to lose Willpower in the same manner; when all their Willpower is likewise exhausted, the disease has run its course, permanently changing the character's creature type to that of a Dauntain with the Brand of the Cadaver (C20, page 359), with all Willpower and Physical Traits completely restored. Any Healing power or source of Magical Healing must be of a higher level than this power (Arch-spheres; Legendary Gifts, Arts, or Treasures; Elder Disciplines, etc) to cure the disease before it runs its course; once the transformation is complete, it is permanent. It is recommended that Characters turned to Dauntain in this way should be retired to the status of NPC antagonists.

Crafting the Perfect Puppet: The White Court was famous for torturing and reshaping their slaves to serve the ends of the Fomorians better, whether as a pleasure slave, shock troops, or simply a decoration. The Herald may twist the body and soul of their victim, so long as they have sufficient time with a helpless prisoner to do so. After each day of work on their victim, the Herald may make one alteration to the victim's character sheet. They may reallocate Traits, Abilities, Tempers, Backgrounds, Merits and Flaws, and even Supernatural Powers, as detailed below:

- Traits may be moved from category to category, or the names of traits may be changed within a category, subject to normal Trait Maximums for the creature type of the target. For example, a character who was once *Friendly* may have those Social Traits changed to *Cruel* traits. We recommend the Sabbat Guide for good examples...
- Abilities may be swapped, and Specs re-assigned
- Some or all of a target's Tempers may be converted to Mist. If this option is chosen, the target Character becomes a Herald of the White Court; see the appropriate R&U bylaws. Please note: This is tantamount to death, and STs should know this before using this power on a PC. PCs not

wishing to engage in the Binding Agreement required will become NPCs instead. PC Heralds may not use this power on other PCs without prior agreement.

- Merits may be changed for Merits of Equal Cost, as may Flaws
- If the Target is given a Mist Temper, Basic Supernatural Powers may be exchanged for Basic Rewards; removing Basic powers in this way does not alter Intermediate powers along the same progression. You can lose *Might*, for example, and keep your *Vigor*, *Intensity*, and *Puissance*.

Flash Freeze: As the Wendigo Gift: *Heart of Ice* (Laws of the Wild: Revised, pg 150).

Grove of Horrors: The Herald must create thirteen *Prisons of Aspen and Birch*, forming a grove of such bound, tortured souls. Once this is accomplished, the Herald spends 10 Mist. The grove becomes a part of the Forest of Lies. Entering the Grove counts as entering the Near Dreaming, and Changelings and Heralds may use this borderland to freely pass on into the Forest itself. The Herald may continue to add trees, expanding the boundaries of their Grove.

In the Heart of Winter: The Herald may spend 2 Mist and make a Physical challenge against their target (retest Torture) to flash freeze their body and cause it to begin to crack and shatter. Success inflicts 9 levels of lethal damage or 7 levels of agg, and should probably leave some horrible scarring if the target survives. The recommendation of this packet is an appropriate Battle Scar, Flaw, or Negative Trait be applied, after the wounds are healed.

Loosened Form: As the advanced Fianna power Fog on the Moor, save that it may be activated reflexively in response to an attack, and the Herald may only be harmed by wooden weapons, rather than silver.

Soul Scrimshaw: The White Herald gains all of the powers of the Naming Art. This otherwise works as Lost in the Mists, above. This power always required Changeling Coord approval, even for NPCs.

Stolen Heart: If an enemy is already at the Wounded Health Level or below, the Herald of the White Court may rip their heart from their body. This requires a Physical Challenge, but if successful, the Herald punches through the ribcage and pulls the still-beating heart out, killing their target instantly. On a successive action, the Herald may choose to consume the heart, potentially regaining Mist as per the *Relish the Innocent Heart* Reward.

Thief of Faces: The Herald may cut the face from one of their victims: this generally kills the target, though a Garou might Rage on and suffer a terrible Battle Scar, and a Vampire might eventually heal back the damage with enough Blood. In any event, this deals at least 3 levels of Aggravated Damage (Or more, at Storyteller discretion), inflicts five negative Social Traits as chosen by Staff, and requires that the victim already be dead, unconscious, or restrained. Once the face is removed, the Herald spends 5 Mist to enchant the flesh into a new Mask. When they don this Mask, they become the Character whose face was stolen. All powers, abilities and the like detect them as that Character, and the Herald gains access to everything on the target's Character Sheet while wearing the Mask. Even to powers which trace fate, the Herald ceases to exist, and becomes a new person; their True Name changes,

sympathetic links to the Herald no longer function, etc. Each Mask, however, may only be used once: when removed, it melts into water, and that identity may never be used again.

Weaving the Bone Form: After suffering damage, the Herald may spend Mist reflexively (this does not take an action) to instantly heal, their bones re-weaving together and holding their cold flesh in place. For each Mist spent, 1 Lethal Damage is healed. To heal Aggravated Damage in this manner, the Herald must spend 3 Mist and 1 Willpower for each level of Damage healed.

The Winds of Winter: As the Wendigo Gift: *Invoke the Spirits of the Storm*, save that only winter weather, such as blizzards, freezing rain, or hail may be called (Laws of the Wild: Revised, pg 150).

Storytelling with the Fomorian Courts

This Packet is written with the assumption that encounters between PCs (of any genre) and True Fomorians will be quite rare, and that when such encounters do happen, there will be major repercussions and stakes not just for a single game, but for an entire region.

For Storytellers who wish to utilize the Courts in play without the need for an actual True Fomorian, we have included material below on known servants of the various Courts, adapted for OWBN from Changeling the Dreaming sources, primarily *Denizens of the Dreaming* and *Dreams and Nightmares*, but also culled from some of the material on the War of Trees in the Kithbooks and House Books.

The named NPCs are clearly marked as either Cannon characters, or created for OWBN. In either case, directly employing these specific, named characters requires the prior approval of the Changeling Coordinator, whose office will provide sheets for the NPCs if they are needed. Storytellers may feel free, however, to employ servants of these NPCs, and suggestions are given throughout on where and how such servants may be encountered, as well as what their goals may be.

Note: These sheets are built with the assumption that Abilities are added to Trait calls. If your House Rules differ, adjust accordingly.

The Green Court

The Green Court employ the widest variety of Heralds and pawns, using their favorite vectors of disease and insanity to corrupt and coopt those who would stand against them. As a result, their Heralds may range from Malkavian vampires led astray through their own madness, to sea dwelling Changeling Kith, to Black Spiral Dancers who worship fungus and disease. The Green Court has actively engineered infectious diseases designed to corrupt the various denizens of Creation on several occasions; two examples are presented below.

The Green Prince

The highest ranking Fomorian of the Green Court to yet make an appearance in the Second War of Trees, the Green Prince was slain by Cailin Donlan ni Scathach, bearer of the legendary Sword of Tethra, on Beltane of 2018. The raid she led on his undersea palace marked the first time the Green Court had been defeated on the field of battle, ever. (OWBN)

The Green Witch

Little is known of the Green Witch, save that she was the Grandmother of the Red King, and that it was she who gave him the gift of the Triumph Casque of Sorrows, placing it in the cavity where his heart should have been. She has not yet made an appearance in the Second War of Trees. (*Dreams and Nightmares*, pg 76)

Baoht Z'uqqa-Mogg, the Bringer of Pestilence

While this Fomorian of the Green Court has not yet made an open appearance in the Second War of Trees, it is credited with the design and creation of at least one of the plagues which has, to this point, been unleashed upon the Autumn World. It seems to have a particular interest in using disease as a vector to convert powerful prodigals to the cause of the Green Court. (OWBN)

The Green Plague (Changeling Mutation)

The first of the plague variants to make its appearance, striking the Kingdom of Apples (Northeastern USA) in 2017 at a Goblin Market held in honor of King Brandolf's Coronation, turned normal Kithain into the Thallain equivalent of their natura Kith. With the Green Court's growing power, were this plague to recur, it would complete the process, making these Thallain into Heralds of the Green Court.

- Infected Changelings or Kinain become a valid target for any member of the Green Court who wishes to use *Essence Vector*.
- After 1 month, the Changeling swaps out their normal Kith birthrights and drawbacks for that of their Thallain equivalent. They now use and are affected by Realms as if they were Thallain.
- After 3 months, the Changeling becomes a Herald of the Green Court, subject to all appropriate R&U bylaws.
- If the infected character dies, they rise within five minutes as if animated by *Mass Necrosis*, under the control of Baoht Z'uqqa-Mogg, the Bringer of Pestilence.

Curing the Disease: Any attempts to cure the disease will be resisted Challenges, as the disease is an aspect / extension of Baoht Z'uqqa-Mogg. Fortunately, the Fomorian Lord is not fully awakened or active, and so the disease represents only a fraction of his power.

- The disease throws 27 Traits on all challenges, and will actively mutate to resist attempts to cure it
- The disease may use up to 6 Willpower points in challenges
- The disease should be assumed to have any relevant ability available for a retest, as well as the following retests: *Luck* and *Oracular Ability*
- Anyone attempting to commune with or touch the mind of the disease is immediately affected by *Overcome by Insanity*

The Green Plague (Garou Mutation)

At the Sept of the Hidden Flame's Beltane celebration in 2017, the Uktena Elder Jared 'Random Vistas' Chevayo sacrificed himself to eradicate a mutation of the Green Plague designed to infect Garou. While this version of the Plague has not re-appeared since, the mere possibility for its recurrence and spread throughout the Garou Nation terrifies those who are aware of the threat...

This particular variant of the plague had an airborne vector, passed by spores from blooming fungus, or in the breath of infected carriers. In his last breath, Jared Chevayo warned the Nation of the Fomorian responsible: Baoht Z'uqqa-Mogg.

- Infected Garou or Kinfolk become a valid target for any member of the Green Court who wishes to use *Essence Vector*.

- Infected Garou or Kinfolk register as Wyrms Tainted (minor taint). This Taint cannot be cleansed by powers below Advanced level, or Spirits below the level of Incarna.
- Infected Garou's regenerative capabilities go into overdrive to fight the disease; this has two effects. First, the regenerative capabilities are overloaded, unable to heal any other injuries: Garou infected do not regenerate wounds. Secondly, the life cycle of the disease accelerates to incredibly rapid speeds, making infected Garou sicker, faster.
- After 24 hours, the Garou begins to exhibit deformities similar to those manifested by Black Spiral Dancers or Metis: the Storyteller is encouraged to be creative and cruel.
- After 48 hours, the Garou falls to the Wyrms/becomes a Herald of the Green Court, subject to all appropriate R&U bylaws.
- Kinfolk progress at the rate of a month for the first stage, and three months for the second.
- If the infected character dies, they rise within five minutes as if animated by *Mass Necrosis*, under the control of Baoht Z'uqqa-Mogg, the Bringer of Pestilence.

Curing the Disease: Any attempts to cure the disease will be resisted Challenges, as the disease is an aspect / extension of Baoht Z'uqqa-Mogg. Fortunately, the Fomorian Lord is not fully awakened or active, and so the disease represents only a fraction of his power.

- The disease throws 27 Traits on all challenges, and will actively mutate to resist attempts to cure it
- The disease may use up to 6 Willpower points in challenges
- The disease should be assumed to have any relevant ability available for a retest, as well as the following retests: *Luck* and *Oracular Ability*
- Anyone attempting to commune with or touch the mind of the disease is immediately affected by *Overcome by Insanity*

The Green Plague (Vampiric Mutation)

This variant of the plague is passed through one vectors: blood. Anyone who drinks infected vitae, or is poisoned by infected vitae (ie, it is used to coat a blade, which then cuts the target), is infected by the plague, and one of the vessels of Baoht Z'uqqa-Mogg.

- They become a valid target for any member of the Green Court who wishes to use *Essence Vector*.
- Any vampire drinking, touching or infected by the vitae of the diseased is affected as per *Scorpion's Touch*. Those already infected by the disease are immune.
- Any human fed on by the infected becomes an asymptomatic carrier for the disease, though the infection may be detected via Aura Perception due to the presence of a second Aura.
- If the infected vampire dies, they rise within five minutes as if animated by *Mass Necrosis*, under the control of Baoht Z'uqqa-Mogg, the Bringer of Pestilence.
- If the infected vampire is not cured of the disease within two months, they are affected by *Shatter the Traumatized Psyche*. Staff may then begin using the PC in downtime to further the plans of the Green Court.
- If the infected vampire is not cured of the disease within four months, they gain the benefits of *Lucidity of the Depraved* while they remain infected.
- If the infected vampire is not cured of the disease within six months, they become a Touched Herald of the Green Court, subject to all applicable R&U Bylaws.

Curing the Disease: Any attempts to cure the disease will be resisted Challenges, as the disease is an aspect / extension of Baoht Z'uqqa-Mogg. Fortunately, the Fomorian Lord is not fully awakened or active, and so the disease represents only a fraction of his power.

- The disease throws 27 Traits on all challenges, and will actively mutate to resist attempts to cure it
- The disease may use up to 6 Willpower points in challenges
- The disease should be assumed to have any relevant ability available for a retest, as well as the following retests: *Luck* and *Oracular Ability*
- Anyone attempting to commune with or touch the mind of the disease is immediately affected by *Overcome by Insanity*

The Red Court

The Red Court, in addition to employing Thallain and Denizen servants of multiple types, is specifically noted in the source material as gathering a horde of chimerical monsters and legendary beasts in the region of the Splintered Mountains in the Dreaming. Taking a Herald template at a power level Staff feels appropriate, and adding it to Chimera printed in *Dreams and Nightmares*, should provide rather impressive threats for a Changeling Game, especially one where PCs are used to dismissing Chimera as not truly dangerous. A few samples are included below.

Chicol of the Cloven Hooves

Chicol is the only True Fomorian of the Red Court to have openly arrived in the Autumn World, bringing a Sept of Werewolves to their knees when he dropped a meteor on the Caern Heart, slew their Sept Totem, and renamed his new domain the Sept of the Fallen Star. The Garou Nation has so far proven unable or unwilling to dislodge him from his fortifications, and he is rumored to hold at least one piece of the Key to the Triumph Casque of Sorrows. (OWBN)

Phlogiston the Jester

The first of the True Fomorians of the Red Court to awaken, Phlogiston is rumored to have been active in the Dreaming for some time now, but has yet to return to the Autumn World. His waking seems to have coincided with Harroth the Mute's return to his old place in the Fomorian War Dream, and so some have speculated that Harroth serves, or at least coordinated with, Phlogiston. (Denizens of the Dreaming, pg 88)

Storytellers looking for something unpredictable from the Red Court might utilize servants of the Jester, who is more likely to employ cunning stratagems, tricks, and deceptions than most of the Red Fomorians.

Lord Harroth the Mute of House Balor

The oldest of the Five Great Beasts who battled over the pieces of the Key to the Triumph Casque of Sorrows, and the only one to have served the Fomorian Courts during the first War of Trees, Harroth the

Mute has taken up his old position in the Red Court. While he has confined himself to seeking the pieces of the Key until now, it is only a matter of time before he deploys his troops openly. (Denizens of the Dreaming, pg 93)

Harroth is likely to send servants after the slightest rumor of a piece of the Key, and Storytellers could easily work his Red Court servants into their game as antagonists seeking rumors of the key.

Chimerical Giant (Level 4 Chimera, Touched)

Rage: 5 Glamour: 1 Willpower: 5

Attributes: 22 Phys, 13 Social, 13 Mental

Dodge: 25 Traits (Retests: Dodge, Unnatural Strength)

Smash: 27 Traits, 3 Aggravated Damage (Retests: Brawl, Unnatural Strength)

Trees, Boulders, etc: 29 Traits, 6 Aggravated Damage (Retests: Melee, Unnatural Strength)

Abilities: Alertness 3, Athletics 4 (Throwing), Brawl 4 (Smash), Dodge 3, Melee 4 (Improvised Weapons)

Armor Levels: 1 Health: 16

Redes: Armor 1, Weaponry +2

Rewards:

- General: Furious Blows, Pulse of War, Sense Foe, Unnatural Strength
- Red Court: Armor of Spite, Ecstasy of Death, Masochism, Sadism

This sample is the least threatening of the options provided in this packet for the Red Court. This Chimera, probably from the Splintered Peaks, has been touched by the power of the red, as many nightmare Chimera were in ages past. It might threaten Changeling or Enchanted travelers passing through the splintered peaks, but isn't actually following orders from any organized source in the Red Court - it's just doing what Giants in fairy tales do, albeit with a little more power than usual. Fae who try to fight it in direct physical combat are in for a rough time, but it is relatively defenseless against powerful Cantrips.

Chimerical Dragon (Chimera, Faithful)

Rage: 10 Glamour: 4 Willpower: 8

Attributes: 26 Phys, 17 Social, 17 Mental

Dodge: 36 Traits (Retests: Dodge, Unnatural Strength)

Bite: 37 Traits, 4+2(1r) Aggravated Damage, Spray (1r) (Retests: Brawl, Unnatural Strength)

Gulp: Any Character swallowed suffers Bite Damage every turn without a test

Crackling Destruction: 36 Traits, 3+2(1r) Aggravated Damage to up to 3 targets at range

Gorespout: 36 Traits, 2 Aggravated Damage + Flaw (1r)

Abilities: Athletics 3, Brawl 10 (Bite), Dodge 10, Firearms 10, Kenning 2, Flight 3, Gremayre 2, Linguistics 2, Lore: Dream 2, Melee 10, Occult 2, Survival, Tactics 10

Armor Levels: 1 Health: 20 Fury Levels: 10

Redes: Armor 1, Flight, Gulp, Weaponry +3

Rewards:

- General: Furious Blows, Pulse of War, Sense Foe, Unnatural Strength; Accursed Wounds, Warrior's Mastery
- Red Court: Armor of Spite, Ecstasy of Death, Into the Fray, Masochism, Sadism; Arcing Swings, Avatar of War, Crackling Destruction, Crushing Might, Gorespout, Mind of Metal, No Retreat, Soul Ablaze

This Chimera is probably one of the most powerful purely chimerical creatures most Fae PCs will ever encounter. An already formidable Dragon is augmented by Red Court Rewards with a variety of devastating combat options ready for every one of its Rage Actions: it can swallow up to 3 PCs at a time, then continue digesting them on successive rounds for automatic damage, for instance. It can target multiple enemies at range with *Crackling Destruction*, or make a single, devastating strike against a lone combatant with *Gorespout*, permanently scarring them, even if they survive the scene. Finally, it's defensive Rewards and 30+ Health levels make it likely that this Combat will not be over quickly...

Fir Bolg Captain (Rewarded)

Rage: 25 Glamour: 10 Willpower: 12 Banality: 3

Attributes: 26/37 Phys, 20/23 Social, 20 Mental

Dodge: 36/47 Traits

Sword: 42/53 Traits, 7/10+2(1r) Aggravated Damage, Spray (1r)

Crackling Destruction: 36/47 Traits, 7+2(1r) Aggravated Damage to up to 3 targets at range

Gorespout: 36/47 Traits, 2 Aggravated Damage + Flaw (1r)

Abilities: Alertness 4, Athletics 4, Brawl 10 (Claws), Dodge 10 (Sidestep), Firearms 10 (Crackling Destruction), Greymyre 4, Intimidation 4, Kenning 4, Leadership 5, Linguistics 2, Lore: Dream 3, Melee 10 (Sword), Occult 3, Stealth 3, Survival 4, Tactics 10 (Ambush)

Dragonscale Armor: 3 Oakenshield Levels: 5 Health: 11 Fury Levels: 15

Arts: Dragon's Ire 4, Primal 4, Skycraft 3

Hung Cantrips:

1. Burning Thew on Self; Trigger: Start of Combat: +5 Traits for 3 rounds
2. Burning Thew on Sword; Trigger: Start of Combat: +3 Damage for 3 rounds
3. Confounding Coils on Self; Trigger: Start of Combat: Up to 5 defensive retests over 5 rounds
4. Hurricane Speed on Self; Trigger: Start of Combat: +3 Physical Traits, +5 Initiative
5. Holly Strike on Enemies (Actor 4, Fae 4, Scene 5); Trigger: Start of Combat: 8 Aggravated Damage

Other Cantrips: Oakenshield

Realms: Actor 5, Fae 5, Nature 5, Prop 5, Scene 5, Time 5

Merits: Higher Purpose: Serve the Red Court, Huge Size, Luck, Strength of Atlas

Rewards:

- General: Aching Beauty, Furious Blows, Insidious Cunning, Pulse of War, Sense of the Nightmare Realms, Unnatural Strength; Accursed Wounds, Warrior's Mastery; Mirror Stroke, Peerless Grace of the Battlefield, Unbound
- Red Court: Armor of Spite, Ecstasy of Death, Into the Fray, Masochism, Sadism; Arcing Swings, Avatar of War, Crackling Destruction, Crushing Might, Fiend of the Forge, Gorespout, Mind of Metal, No Retreat, Soul Ablaze; Cracking the Shell; Face Your Fate; Reap the Weak, Slaughter, Superior Tactics, Unbreakable

Equipment: Blade of the Firchlís (+5 Traits, 3 aggravated damage, increases severity of the Firchlís by one degree); Belt of the Hunter (+3 Physical Traits); Dragonscale Armor (+3 Armor Levels, reduces all Fire damage by 1 level); Torc of Authority (+3 Social Traits); Woad of the Chosen (3 Fortune Retests per scene)

Before adding the Herald of the Red Court template, this Fir Bolg is roughly equivalent to a Changeling PC that started with 60xp and earned full experience for a year; he's been given items roughly equivalent to what a lot of Adren-Athro ranked werewolves carry around. He is capable of fighting in the Autumn world as easily as the Dreaming, and can both Unleash Arts and Call on the Wyrd just like a Changeling PC. The Rewarded bonuses to Traits and Tempers, combined with Advanced Rewards, make him a horror capable of fighting an entire chronicle, at least for a little while. An area of

effect 8agg attack at the beginning of combat should put enemies on the defensive, or at least give them second thoughts. The Fir Bolg Captain can swing for up to 12 agg, against up to 3 targets at a time, in melee and using his Rage actions, but that isn't anywhere near the most frightening thing his Rewards allow. Cracking the Shell and Face Your Fate will prevent opponents from escaping while destroying their defenses, and both Reap the Weak and Mirror Stroke will turn his victims best attacks back against them. Do not be surprised if PCs die very quickly fighting a Herald of this power level - and keep in mind that, in higher powered games, these rules allow you to go even higher up the power scale if you need to.

The White Court

The White Court, as the first of the Fomorian Courts to begin stirring and spreading their influence among the waking word and the Dreaming, as well as the most manipulative and subtle of the Courts, has quite a few pawns to deploy when they need a task accomplished. Their power has spread throughout the Great Forest of the Dreaming to the point that it is practically unopposed, centered particularly in the Forest of Lies and the Winterweir, and it is only a matter of time before they feel confident enough to rebuild their ancient city at the heart of the forest. Of particular note is the White Court's servitor race, the Aslynthi, described below.

Octriallach, the White King

Son of the original White King, Indech Oneira-Osseus, from whom House Scathach captured the Sword of Tethra, it was Octriallach whom Scathach herself fought at the heart of the Forest of Lies during the First War of Trees. There, the sorcerers of House Scathach wove a complex spell, binding both Octriallach and Scathach into the trees of the forest, the founder of her House sacrificing herself to seal away the White Court. As yet, he has not yet made an appearance in the Second War of Trees. (Book of Lost Houses, pg 100-101)

Liliu, the Lady with Bones instead of a Hand

Perhaps the longest active of the Fomorians, Liliu of the White Court woke more than twenty years ago and began her subtle depredations in the Autumn World, where she hunts both the Autumn World and the Dreaming for children to capture. She has no apparent concern for the larger war, but moves from town to town with her strange entourage of dwarves, posing as a schoolteacher. (Dreams and Nightmares, pg 73)

Liliu cannot be recognized for what she is by wilders or grumps, only childlings, and she makes wonderful plot for them. Childling PCs could fight her servants as they try to reclaim their siblings or friends, for instance, deprived of any aid from the older Changelings who do not believe in what is happening.

Lir, the Frost Queen of the Winter Weir

Though she is only half Fomorian (her mother was a Fuath), Lir was raised in a temple dedicated to the White Court, and has risen to rule the Winter Weir and the Fuath. Over the past twenty years, all who oppose her rule have been killed, captured, or driven from her realm. Now, she stands as the most openly known and powerful Herald of the White Court, with the majority of the Fuath Kith of Denizens under her command. (Denizens of the Dreaming, pg 91-92)

Queen Lir's servants are likely to accost any who enter or attempt to pass through her realm in the Dreaming, and Fuath Heralds can certainly serve as an encounter for PCs travelling in any part of the Great Forest of the Dreaming. As the most open Herald of the White, her servants may also undertake tasks that are designed to appear open, often distracting from or concealing some other, hidden ploy on the part of the White Court.

Fuath Hunter of the Winter Weir (Touched)

Mist: 5 Glamour: 10 Willpower: 5 Banality: 3
Attributes: 15/20 Phys, 15 Social, 15 Mental
Dodge: 21/26 Traits (Retests: Dodge, Unnatural Strength)
Longbow: 21+/26+ Traits, X+3/+8 Aggravated Damage (Retests: Archery, Unnatural Strength)

Abilities: Alertness 2, Animal Ken 2, Archery 5 (Longbow), Athletics 2, Brawl 2, Dodge 5 (Sidestep), Etiquette 2, Gremayre 2, Kenning 2, Linguistics 2, Lore: Dream 2, Melee 4 (Spear), Politics 2, Ride 4, Stealth 4 (Shadowing), Subterfuge 2, Survival 5 (Tracking)

Armor Levels: 1 Health: 8

Arts: Chicanery 5, Dragon's Ire 3, Wayfare 2, Winter 3

Hung Cantrips:

1. Burning Thew on Self; Trigger: Start of Combat: +5 Traits for 3 rounds
2. Burning Thew on Bow; Trigger: Start of Combat: +3 Damage for 3 rounds
3. Confounding Coils on Self; Trigger: Start of Combat: Up to 5 defensive retests over 5 rounds
4. Dragon Scales on Self; Trigger: Start of Combat: Damage Reduction 2 for 5 Rounds
5. Quicksilver on Arrow; Trigger: When shot: +5 Damage on first shot w/bow

Realms: Actor 5, Fae 5, Nature 5, Prop 5, Scene 5, Time 5

Rewards:

- General: Furious Blows, Pulse of War, Sense Foe, Unnatural Strength;
- White Court: Dominion Of Beasts, Ghost of the Forest, Icefall, Liar's Tongue, Lost in the Mists, Masking the Cold Nightmare, Mists of Memory, Voice of the Cuckoo, Wisdom of the Grove

Equipment: Chimerical Longbow, Spear, and Leather Armor

Like all of the Fuath living in Queen Lir's Kingdom of the Winterweir, this hunter is Touched by the White Court. He serves his half-Fomorian Queen loyally, but is not particularly dedicated to the Fomorian cause itself, only to his liege. He might be encountered guarding the borders of the Winterweir, or on some task for his mistress in either the Dreaming or the Autumn World. He is roughly the same size as a year old changeling pc, aside from his Rewards, which grant him complete mastery of the Chicanery Arts, easy access to extra actions, and a retest on all Physical challenges, as well as a variety of small benefits involving his favored environment, forests, and disguise and deception. On his own, he isn't much of a threat to experienced PCs, but hunters like this would generally be encountered in groups, with a more experienced leader.

Aslynthi Warrior (Faithful)

Mist: 10 Willpower: 8 Banality: 3

Attributes: 22/28 Phys, 16 Social, 14 Mental

Dodge: 28/34 Traits

Bite: 28/34 Traits, 2 Aggravated Damage +1 Cold + Venom

Killing Frost: 2 Aggravated Damage +1 Cold to up to 3 targets

Venom: Make a Mist Challenge against the target's Willpower to render them unconscious for 12 hours. The target will awaken if attacked.

Abilities: Alertness 3, Athletics 5, Brawl 5 (Bite), Dodge 5 (Sidestep), Intimidation 3, Lore: Dream 2, Stealth 5 (Shadowing), Survival 5 (Tracking), Tactics 5 (Ambush)

Merits: Huge Size

Carapace: 4 Health: 9

Arts: Chicanery 5

Hung Cantrips:

1. Veiled Eyes on Self; Trigger: when attempted to escape combat
2. Lost in the Mist on victim; Trigger: first victim bit

Rewards:

- General: Furious Blows, Pulse of War, Sense Foe, Unnatural Strength; Accursed Wounds, Warrior's Mastery
- White Court: Dominion Of Beasts, Ghost of the Forest, Icefall, Liar's Tongue, Lost in the Mists, Masking the Cold Nightmare, Mists of Memory, Voice of the Cuckoo, Wisdom of the Grove; All Forests are The Forest, Armor of Ossification, By Bone Rooted, Cold Shock, Frostbitten Flesh, Killing Frost, Relish the Innocent Heart, The Sweet Taste of Pain

The Aslynthi are an ancient servitor race of the White Court, not seen since the War of Trees, but now increasingly active again in the great forests of the Dreaming. The warriors are horrible, black carapaced semi-humanoid spiders. Some mechanics for these warriors have been drawn from the MET Ananasi material in *Changing Breeds Volume 3*, which models gigantic monstrous spider creatures quite well, and you are encouraged to draw from the mechanics of their more physical Gifts to help make your Aslynthi Warriors fearsome. This warrior has a number of nasty tricks, including the ability to root the bones of those he attacks into the ground, put his victims to sleep, and make targets forget who they are. He is able to engage at range, but it isn't where he's most effective; instead, he should strike from an ambush using his Veiled Eyes cantrip to begin combat invisible, and attempt to overwhelm his victims quickly using his extra actions and debilitating effects. Of course, Aslynthi warriors are very rarely encountered *alone*, and during the first War of Trees it is said their numbers blackened the skies as they came down on lines of spider silk from the Dreaming...

Aslynthi Priest (Rewarded)

Mist: 25 Glamour 10 Willpower: 12 Banality: 3

Attributes: 28/38 Phys, 25 Social, 20 Mental

Dodge: 34/44 Traits

Bite: 34/44 Traits, 2 Aggravated Damage +1 Cold + Venom

Killing Frost: 4 Aggravated Damage +1 Cold to up to 3 targets

Venom: Make a Mist Challenge against the target's Willpower to render them unconscious for 12 hours. The target will awaken if attacked.

Abilities: Alertness 3, Athletics 5, Brawl 5 (Bite), Dodge 5 (Sidestep), Empathy 10, Kenning 4, Greymyre 4, Interrogation 10, Intimidation 3, Lore: Dream 4, Occult 5, Politics 10, Stealth 5 (Shadowing), Subterfuge

10, Survival 5 (Tracking), Tactics 5 (Ambush), Torture 10

Merits: Huge Size

Oakenshield 5 Carapace: 4 Health: 11

Arts: Chicanery 5, Primal 5, Soothsay 5, Winter 5

Realms: Actor 5, Fae 5, Nature 5, Prop 5, Scene 5, Time 5

Hung Cantrips:

1. Fate Fire on Self & Warriors; Trigger: moment of Ambush
2. Stasis on first hostile Cantrip; Trigger: hostile cantrip cast
3. Hardened Heart vs emotional manipulation/command; Trigger: first such assault
4. Terror of the Long Night on enemies; Trigger: Start of Combat
5. Elder Form: Air on self; Trigger: when physically attacked

Rewards:

- General: Furious Blows, Insidious Cunning, Pulse of War, Sense Foe, Touch of the Nightmare Realms, Unnatural Strength; Accursed Wounds, Sage's Insight, Warrior's Mastery; Cosmic Insight From Beyond, Mirror Stroke, Peerless Grace of the Battlefield, Unbound
- White Court: Dominion Of Beasts, Ghost of the Forest, Icefall, Liar's Tongue, Lost in the Mists, Masking the Cold Nightmare, Mists of Memory, Voice of the Cuckoo, Wisdom of the Grove; All Forests are The Forest, Armor of Ossification, Avatar of Masks, By Bone Rooted, Cold Shock, Frostbitten Flesh, Killing Frost, Relish the Innocent Heart, The Sweet Taste of Pain; Brand the Child of Dreams, In the Heart of Winter, Lost in the Mists, Stolen Heart, Weaving the Bone Form

Equipment: Heart Jewel Necklace (Stores up to 10 Mist, 10 Glamour, or 10 Willpower); Staff of Ice (+5 Traits, 3 Aggravated Damage +1 Cold Aggravated Damage, +2 Traits to all uses of the Winter & Chicanery Arts); Various Potions in Vials of Ice (Equivalent to Talens: +2 Health Levels for the Scene, +3 Physical Traits for the Scene, Heal up to 4 Aggravated Damage, etc)

Much more dangerous than the Aslynthi Warriors are the Priests of that servitor race. With neon-blood in horrid colors running through their clear, crystalline carapaces, and staves of power in hand, they are the equal of powerful Kithain sorcerers. While not as deadly in combat as the servants of the Red Court, these Heralds of the White Fomorian Dream are fully capable of scarring a Fae soul permanently, plucking the heart out of a wounded victim, or turning their enemies' most powerful magics back against them.



To All Tales, an Ending

What avenues to Player Characters have available to them to end the threat of the Fomorians, and the second War of Trees? While more and more information will become available as the plot develops - along with more opportunities for player characters to affect the course of the War - there are three potential roads toward victory that Storytellers can begin revealing to the characters in their game. All three possibilities are introduced below.

A Story Changed in the Telling

The Fomorian Courts and the Tuatha, like their Changeling creations and descendents, feed upon emotions, dreams and nightmares, and in return, are shaped by the collective unconsciousness of humanity. This is one of their weaknesses: at a certain level, they are vulnerable to what humanity believes about them, just as they are empowered by it. It is possible to set a trap for a given Fomorian by creating the belief that they have a weakness.

This is by no means an easy process, and it is only rendered possible at all by the fact that the Fomorians still have little understanding of the Autumn World of the 21st century. Most Fomorian Lords have no comprehension of mass media, mortal politics or institutions, or modern science, and in this area the fact that modern changelings are beings of two worlds gives them a distinct advantage.

By spreading stories of a given Fomorian, in which that Fomorian has a weakness which allows them to be defeated, player characters can actually give that weakness to the Fomorian. Perhaps stories are submitted to Creepy Pasta in which a monster with the name and description of the Fomorian is made into a meme, including the fact that they are vulnerable on the Summer Solstice; or instead, street children begin telling tales of a Troll hero who is destined to defeat the great evil. A new webcomic depicts the struggles of an adventuring party in a modern fantasy setting, question to acquire a

particular magic sword which can slay the Fomorian... you get the idea, and the details are best left up to PC creativity.

Mechanically, Player Characters must use their Backgrounds and Influence to foster the belief in a specific weakness over a period of time. This period of time shall be *no less* than from Samhain (October 31st) to Beltane (May 1st), or from Beltane to Samhan. Over this period of time, the following Backgrounds and Influences may be contributed to building the chosen legend:

Applicable Backgrounds and Influences: Allies, Dreamers, Kinfolk, Media, Occult, Street, University

For every 500 combined levels of these specified Backgrounds and Influences spent during the time that the legend is built, a single weakness from the list below may be given to a single, specified Fomorian:

- A named, specific weapon is empowered to kill the Fomorian. Against this weapon, the Fomorian may employ no powers (Rewards or otherwise) which reduce or prevent damage.
- A named, specific character is destined to defeat the Fomorian in battle. Against this character, the Fomorian may not cancel retests.
- A named, specific location is destined to be the ground where the Fomorian meets their end. At this location, the Fomorian cannot regain their Court's Temper, though they retain whatever was in their pool before they arrived at the location, and may spend it normally.
- A specific moment in time is defined as hour of the Fomorian's doom. This moment must be phrased in a way that does not involve clocks or time zones, but instead natural phenomenon: 'When the Sun is at its Zenith on the longest day of the year' is fine, or 'When the last full moon of winter sets,' but not '11:30pm next tuesday.' In the specified scene, the Fomorian may employ no powers, backgrounds, or merits that involve Fate, Luck, or Destiny to benefit themselves. This includes, but is not limited to: the *Luck Merit*, the *Fate* or *Destiny* Backgrounds, *Oracular Ability*, the *Soothsay Art*, the *Beyond Fate Reward*, or the like.

So, for two thousand combined Backgrounds and Influences spent from the above list, all four of the above elements may be defined. No element may be selected more than once for any given Fomorian. NPCs should not, as a general rule, be allowed to contribute to this total.

Storytellers wishing to allow Characters with control over or understanding of Fate to contribute to this list may, at their option, allow the following to be contributed to the total, at a value of 1pt of Influence each:

Optional Powers/Merits/etc: The Merits *Oracular Ability* and *Prophetic*, Soothsay: *Omen* and Soothsay: *Augury*, Autumn: *Autumn Eyes* (if you can get the Fomorian in line of sight to use it), Dementation: *Eyes of Chaos*, the Combination Disciple *Prophecy*, Chi'uh Muh: *Rasa*, and any prophetic power that we have forgotten and left off of this list. For balance purposes, no matter what level power is used, it is only worth 1pt contributed toward the total, and each PC can contribute the use of any given power/merit/etc no more than once per month.

Such Characters are working to comprehend the already existing strands of a given Fomorian's fate, and providing guidance to those shaping the story with Backgrounds and Influence.

Finally, it goes without saying that if servants of the Fomorian in question become aware of what is happening, they will take actions to prevent it, including spending their own Influence to block Influence actions of PCs, targeting PCs who are integral to this plan for assassination, attempting to seize weapons of destiny, killing Dreamers and Kinfolk to deny their use in this plan, or speeding up their plans to come to fruition before the specified date.

Forging the Chains

When the Green Court was imprisoned (by their own consent), extent sources in the Black Compendium describe them being bound beneath the Silver Sea in chains. While it may not be possible to kill the Elder Darks, it might be possible to bind them again, if the long lost secrets to forging these chains can be rediscovered. STs should coordinate with the changeling coords office if they wish to run a plot for such a rediscovery and the information should not be broadcast; doing so will change the formula. The changeling coordinator's office has guidelines for potentially creating such chains.

The Triumph Casque of Sorrows

During the first War of Trees, the Red King wielded a weapon against which there was no defense, and against which no foe could stand: The Triumph Casque of Sorrows. As the Red King Fell, he broke the Key to the Casque into Nine Pieces, and cast them out among his enemies' armies to sow discord, thereby creating the battle between the Five Great Beasts which continues to this day.

The Nine Pieces to the Key are already being set in play by the Office of the Changeling Coordinator. If the nine pieces of the Key are assembled, whoever holds them - whether Fomorian or Player Character - will find themselves in possession of one of the most powerful weapon in existence.

Should Player Characters wrest control of the Keys from the Fomorian Courts, they may be able to use the Casque to help them in the war. Should the Fomorians hold this power, weep for Creation.



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