

1: The War Against the Pure - White Wolf | Werewolf: The Forsaken | www.enganchecubano.com

War Against The Pure offers up a wealth of information and details for wars, either modern or historical between the Forsaken and Pure. There's a new merit, new fetishes, talens and Gifts, even discussion on War Totems as Packs take on the Pure.

Spirits possibly other denizens of Twilight Oath: Pay each spirit in kind. An eye for an eye, etc. Bone Shadows are the necromancers of Werewolf society, in addition to fulfilling a role of mystic, secret-gatherer, wanderer, and everything else involving interaction with spirits. This tribe values the gathering of secrets, Shadow Lores, bans and banes that are hard to discover weaknesses of spirits who are otherwise quite stolid, crazy rituals of power Their Totem, Kamduis-Ur, was known for chasing metaphysical impossibilities and posing mind-bending questions to her children. Hunters in Darkness[edit] Totem: Let no sacred place in your territory be violated. This tribe seems to have a thing for fear. Their Sacred Prey as Hosts, the fragmented remains of the ancient spirits that Father Wolf fought against. Their Totem, Hikaon-Ur, was even more obsessed with hunting than her siblings, giving her a certain purity of purpose that other Firstborn seemed to have lacked. Humans as well as Vampires and Mages when warranted Oath: Honor your territory in all things Similar to the Hunters in Darkness, but with a greater focus on making your territory a better place instead of blindly defending it. Consummate wolves among sheep, Iron Masters pare down the Herd when it threatens territories or spirit domains. Serial killers, slashers, dirty cops, and other Supernaturals closely associated with human society are their prey. Let nobody witness or tend to your weakness. Never let others see your resolve falter; as a leader, this would only demoralize those who follow you. The Alphas of Forsaken society, Storm Lords are flinty eyed commissars and merciless monsters. The Sacred Prey of the tribe would be Claimed, horrific fusions of spirit and flesh which occurs when a spirit decides to possess a body and melds with it, gaining dangerous new powers in the process. Although not very often explored in other games, Claimed are a serious threat due to their ability to warp the Shadow in a way that suits the spirit and its meat-suit. Their Totem, Skolis-Ur, is the eldest of the Firstborn aligned with the Forsaken, and is considered to be the protector of his siblings; it is said the only time he ever showed weakness was after the death of Father Wolf. Pure Tribes[edit] A brief note: Any Forsaken who wishes to join the Pure must first discard their Auspice, which is about as painful as you might expect it to be. Additionally, they are more vulnerable to silver than the Forsaken due to their rejection of Luna. Fire-Touched[edit] Totem: Let no false statement go unchallenged. Do not lie, and do not allow others to lie in your presence without denouncing their lies as such. This applies to "white lies" as well. The Fire-Touched ask for only one thing of their members: Though at first glance they may seem like a bunch of fanatics, they believe that any Uratha can be restored to spiritual wholeness if they would only accept it. Consequently, they are more than willing to accept any Forsaken willing to repent of their service to Luna into their tribe. And their proselytizing can be surprisingly persuasive, too. Their Totem, Gurim-Ur, is said to be the omega of the firstborn on account of his sickly constitution. The Forsaken claim that he shirked the duties given to him by Luna out of cowardice and instead sided with the Pure. Those who disrespect their lineage This means the Forsaken most of the time Oath: Call no whelp of lesser blood your equal. They will tolerate working with the other Pure Tribes, but only reluctantly. Forsaken, on the other hand? The self-proclaimed purest of the Pure, the Ivory Claws hold the purity of their bloodlines above all else. As a result, they take great pains to track their pedigrees, as well as those of other supernatural beings. Their totem, Hathis-Ur, is said to be the proudest and most pained of the Firstborn. The Forsaken say this is because he once fought Father Wolf and lost and is now jealous of the Forsaken for succeeding where he failed. The Ivory Claws, on the other hand, say that he once loved Luna but was enraged when she commanded her children to kill Father Wolf; in revenge, he sought to kill her, but was defeated and had his coat turned into pure silver, leaving him in constant pain. Those who do not properly honor the hunt Primarily humans, but also Forsaken Oath: Honor nothing of human craft. Predator Kings cannot use any man-made objects unless they intend to destroy them; they may only use tools made by werewolves or spirits. Take the Red Talons, remove even the possibility they could be interpreted as protagonists, and you have the Predator

Kings in a nutshell. Apart from their oath, the only law they recognize is the law of the jungle: Worryingly, their belief that Pangaea might be restored through savage revelry might be true; their hunts have been known to change the relationship between the Flesh and the Shadow in the past. Their Totem, Huzuruth-Ur, is the eldest of the firstborn and the bitterest by far. The Predator Kings do not deny this story; they merely ask why the Forsaken would disagree with Huzuruth-Ur. The Many Enemies of the Uratha[edit] These are the most common threats a werewolf will most likely face off against in its nasty, brutish and short life. Though they are difficult to harm by conventional means, each spirit has a ban and a bane. In many cases, a spirit can only be dealt with if its ban and bane are used against it. Hosts are the shattered shards of the demon-gods that Father Wolf slew, which mostly exist as roving swarms of creepy-crawlies. The two main ones are the Azlu brain-eating spiders with razor sharp forelegs that can be as large as a fucking car and strengthen the Gauntlet with their webs and the Beshilu plague-spreading rats that gnaw through the Gauntlet, letting spirits pass through to the mortal world. Finally, one of the most depressingly common enemies for werewolves are other werewolves. Squabbles over territory, pride, all that good shit is normal. They reject Mother Luna, which among other things means silver hurts them worse, and they want to tear down the Gauntlet between worlds so the spirits can take over, hoping that this will restore Pangaea and allow them to become rulers. The Bale Hounds, meanwhile, have taken one look at the shithole they live in and come to the conclusion that evil is winning, and they want to be on the winning team. Even the Pure think these guys are fucking dangerous, so much so they have been known to team up with the Forsaken to kill the bastards. But perhaps the most dangerous are the Idigam, the spirits who embody concepts that existed and faded away long before the world was fully formed. To survive, they became the incarnations of chaos and gained the ability to mimic the characteristics of anything mortal or spiritual. Between that and their unmatched ability to manipulate Essence, even Father Wolf was unable to slay them. Instead, they were sealed away on the moon where there was nothing for them to copy; Luna saw to that when she bound them in a prison as formless as they were. However, a relatively recent internecine war among the werewolves gave them an opportunity to escape back to Earth during the first manned moon landings. Other Shifters[edit] A lot less focused on in this setting, but still present. There were two excellent books - Skinthieves, for "humans who change shape through magic" and "spirit-melded shifters" types and War Against The Pure for more "mythical shapechanger" types. The Apocalypse wrapped up in one shitty package. Take a look at these poor saps, who dared to try and dissect its awfulness chapter by chapter:

2: The War Against the Pure by Wayne Peacock

The War Against the Pure is a sourcebook for Werewolf: The Forsaken. The book covers the secret war between the Tribes of the Moon and the Pure Tribes. Contents[show] Summary From the Onyx Path catalog: "We stand as brothers and sisters tonight.

Edit The Forsaken have five tribes. These tribes consist of Uratha who choose to follow one of five ancient and powerful wolf-spirits, called the Firstborn. Every one of the Forsaken demands, that the Uratha who belong to his tribe act in accordance to a certain ban. These Five tribes, with their First Tongue names in parentheses, are: Their tribal ban is "Offer no surrender that you would not accept". Bone Shadows Hirfathra Hissu - occultists who seek to restore relations with the Spirit Courts with the guidance of their patron, Death Wolf. Their tribal ban is "Pay each spirit in kind". Hunters in Darkness Meninna - protectors of loci, the spiritual centres of the world. Black Wolf is their totem. Their tribal ban is "Let no sacred space in your territory be violated". Iron Masters Farsil Luhal - this tribe, following the teachings of Red Wolf, embrace change and new ideas. They are closer to humanity, keeping up with technology and taking cities for their territory. Their tribal ban is "Honor your territory in all things". Storm Lords Iminir - the tribe of Winter Wolf seeks to lead all Uratha through strength and noble example. Their tribal ban is "Allow no one to witness or to tend your weakness". These are not an actual tribe, but rather a collective term for all Uratha who do not belong to a tribe. Therefore, they neither have a tribal ban nor a tribal patron. Some follow the Oath of the Moon and others do not. Some never belonged to a tribe and others left their tribe this includes Uratha from the ranks of the Pure. Biology Edit The Uratha are physical and spiritual creatures, who can use the energy of the spirits called Essence to activate certain supernatural powers called gifts , supernatural tools called fetishes , change form or accelerate their healing. Unlike humans, Uratha heal very fast sometimes in a matter of seconds and can theoretically regrow limbs and organs which is accompanied with a great deal of effort. An exception to this rule are wounds caused by silver. These wounds have a resemblance to burns and only heal very slow and with difficulty. The Uratha are immune against normal diseases and most foreign particles are expelled from their bodies very quickly. The metabolism of an Uratha is faster than that of a human and so they have to eat more. What they can eat depends on their personal taste and the form they wear at the moment. Most prefer meat, but a vegetarian diet is also possible but very difficult. Uratha can only reproduce with humans, but the chance, that the child will be an Uratha is very small. Reproduction with wolves is not possible and a mating between two Uratha results in the birth of a monster which is considered as a serious sin. Forms Edit Every Uratha may change at will into five distinct forms, each with its own benefits and drawbacks physical abilities, digestive traits, reaction to certain drugs, instincts. The three hybrid forms between human and wolf just like the usage of clearly supernatural powers create a certain defense mechanism in normal humans called the Lunacy. Due to the effects of Lunacy, humans will forget or bury their memories in their minds and mechanical means of observation e. Only humans who are supernatural themselves or have a literally iron will are immune to this effect. The forms, named in the First Tongue, are: Hishu - human form. An Uratha appears to be a normal, if very fit and healthy, human. An unconscious or dead werewolf returns to this form. This is the form most Uratha are most comfortable with. Dalu - near-human form. The Uratha is significantly bigger, hairier and stronger. Ears, teeth and nails are slightly pointed and the face is more angular. Facial hair is noticeable even on females. This form reacts in a similar manner as that of the human form. Gauru - wolf-man or war form. Half-human, half-wolf, the Gauru form of Uratha are generally 8 to Template: Convert tall and much heavier and stronger than any human. Uratha can only channel the power of the Gauru form for a limited time, and generally only take this form to kill. Urshul - near-wolf form. An Uratha in this form is a huge wolf 3 to Template: Convert high at the shoulder, resembling the extinct dire wolf. This form reacts in a similar manner as the wolf form. Urhan - wolf form. The Uratha is indistinguishable from a normal grey wolf. Depending on the area where the Uratha comes from, respectively which area shaped the majority of his ancestors, this form differs. If there are grey wolves in the area, this form looks similar to these wolves but never like domestic dogs respectively similar to other canines like the

African wild dog, dhole, or red wolf. Some Uratha of Africa and the Near East even developed forms similar in coloration and to a certain extent build of hyenas. Some gifts are easier to learn than others, depending on tribe, lodge or auspice. Others are only open to specific Uratha. The effects of these gifts are variable, some enhance physical abilities, while others change the form, bestow powers of divination, control the elements etc. The more powerful the gift, the higher the rank of the Uratha in question among the spirits must be to learn the gift. Furthermore, the Uratha can, with the help of certain rituals, bind spirits into objects and even tattoos and bestow these objects with supernatural power. These objects are called fetishes and can be used once or multiple times. The power of the fetish depends on the power of the bound spirit.

Backstory Edit
According to the legend of the Forsaken, the world was once a perfect place called Pangaea although it is not sure whether the term means a certain place or time. In this world, the barrier between the spirit world and the material world was thin and it was easy to travel from one world into the other. The spirit who watched over the balance between both was Father Wolf, the mightiest warrior of his time. Father Wolf patrolled on the barrier between the two worlds and allowed spirits to remain in the spirit world and even form cults around them. But only so long as they did not become as humans are and flesh and spirit remained separated. Many of the powerful spirit lords saw the wisdom in that and followed the rules. Over time Luna, the spirit of the moon, began to travel the world in a body of flesh. She had many suitors but choose only Father Wolf as a mate, due to his strength and power. With him she sired the First Pack children part human, part wolf and part spirit, who were the ancestors of all Uratha and assisted their father in his duties. Over time Father Wolf grew weak and was no longer able to fulfil his duties. When his children saw his weakness, they began to rebel against their father and succeeded in killing him and taking his place. As Father Wolf died, the barrier between the worlds became so strong that travelling from one to another was only possible in special places for most beings. The pain over the death of her lover, caused Mother Luna to curse all children she had ever born, so that silver her sacred metal is able to kill them. Those Uratha who killed Father Wolf, later swore the Oath of the Moon and promised to fulfil the duties of their father. To those Uratha, Luna gave her auspices and lifted the curse partly. The Forsaken sought out the Firstborn and later founded the five tribes of the Forsaken. Besides this main legend, there are other legends in the published material who e. Therefore it would not have been necessary to kill Father Wolf. The above story is only the most widespread version, who as several modifications who only have the basics in common. The published book Blasphemies deals with several possible origins of the Uratha as well as the Uratha who believe in them and provides rules to create on myths of origin. But these rivalries rarely result in open combat, since most supernatural beings in the World of Darkness prefer to be hidden. The main threats to the Forsaken are: Spirits who do not acknowledge the barrier between the worlds, are the most common adversary of the Forsaken. Spirits gain sustenance by feeding on the concepts they represent. Some spirits possess humans in order to create more sustenance for themselves by manipulating their victims, others travel to the material world for the alien experiences offered by possessing a human. For example, a pain spirit might possess a child in order to inflict pain on other children in order to feed itself. Some claim the bodies of living beings outright and become some of the most dangerous foes. These Claimed are unique amalgamations of being and spirit and can bestow the claimed body with a variety of powers. Some can even warp the bodies to unknown levels and become shapeshifters themselves e. Most spirits hate the Forsaken for denying them the pleasures of the material world, which makes travel to the spirit world dangerous for them. The problem is, that the Forsaken cannot just destroy every wayward spirit because this would leave the physical world as a hollow shell or make room for even more dangerous foes. Werewolves descended from those who chose not to rise up and slay Father Wolf. They blame their Forsaken cousins for the loss of Pangaea and view the extermination of the Forsaken as a holy crusade. The Pure have only contempt for humanity and feel no duty to defend them from spirits, which makes spirits far friendlier to them than to the Forsaken. Their only disadvantage is that Luna has not granted them her favor, which means they have no auspices and are more susceptible to silver than the Forsaken. The pure venerate Father Wolf but do not take on his duties.

3: Werewolf: The Forsaken - 1d4chan

The War Against the Pure aims to change that. is the ability to fight the Forsaken without outing the supernatural to the entire world. This is the ideal scale for the hunt. lonely places. and it can only last for a limited amount of time.

Creates ogham rune that warns only Uratha and wolf-bloods that territory is claimed. The Pure Dedication, Rite of - Imbues an item with the ability to shapeshift along with a designated owner, such that it is not destroyed or dropped during the change. Also allows the item to be brought into the Shadow Realm. A character may bind up to his Primal Urges score number of items. The Pure Duel, Rite of the - Creates a dueling zone, in which any lethal damage inflicted from weapons is downgraded to bashing. Used only in dire circumstances. Tribes of the Moon 39 Funeral Rite Speeds the spirit of a deceased werewolf onward into the afterlife. Serves as a warning to spirits and other Uratha alike. Lodges the Faithful 75 Hallowed Ground, Rite of Ritemaster sings of his glory to the spirits of his territory. If he is judged well the Ritemaster gains 2 essence or entire pack gains 1 essence each. Werewolves must protect the spirit if it calls for aid. Those that come and pray can gain back 1 willpower point once per week. The Rage Packstone Ritemaster and pack create packstone. Activating packstone allows owner to detect what direction, how far and the physical health of each packmate regardless of distance. Lodges the Faithful 98 Penance, Rite of - A painful and torturous rite that seeks the forgiveness of the founder of the Fire-Touched tribe, this ritual can free the subject of derangement acquired due to Harmony loss. The Pure Renunciation, Rite of - This rite is the polite procedure for departing from a tribe respectfully; still costs one Renown dot. Blasphemies Shared Scent - Allows a pack to together follow a scent and track a target, provided one of their number has smelled it recently. If accepted the supplicant may learn Silver Road gifts and rites and immediately gain their new Auspice abilities. War Against the Pure Sorrow Marks - Mirrayindri Wounds the target with aggravated damage, and while wounds still open ghosts receive -3 penalty to oppose target. Once healed over and only scars remain, ghosts receive -1 penalty. Tribes of the Moon 71 Taste of the Ancestors - A rite which tests the blood of a subject, which can determine if either of their parents were werewolves, and if so whether they were aligned with the Tribes of the Moon or the Pure. The Pure Tremulous Howl, The Ritemaster howls and alerts all werewolves within 20 miles per dot of Primal Urge that he is in dire trouble. All who hear know who is in trouble and where, but not what the cause is. Forsaken Target cannot become pregnant due to intercourse with human for one lunar month. Shadows of the UK Blademaster, Rite of the Binds spirits into glyphs painted on targets bodies that can grant a dot in Brawl, Weaponry or Firearms; or a dot in any Fight Style merit; or one point of armor; or three specialties in Brawl, Weaponry or Firearms. Skill and Fight Style dots are granted only if the target has a 0 rating in the skill. The character may not choose a specific target, but wolf-blooded are more susceptible, Forsaken Changes weather into cloudless sky for 10 minutes per dot of ritemasters Primal Urge. The Rage Carrion Messenger - Can deliver a clear message to another member of the Lodge of Crows anywhere in the world, regardless of location. Lodges the Faithful

4: Werewolf: The Forsaken / YMMV - TV Tropes

War Against the Pure is a supplement for Werewolf: The Forsaken. Note: The Black & White print editions of this book are not full-bleed. Because of printing requirements there is a small white border around the edge of the pages.

The Forsaken is the second game in the New World of Darkness line and the spiritual sequel to Werewolf: Once upon a time, the physical world -- the Gurihal -- and the Spirit World -- the Hisil -- were one world, named Pangaea. Father Wolf patrolled Pangaea, ensuring that spirits were kept in line and did not terrorize humanity. The children of this union were the first werewolves -- beings part spirit, part flesh, charged to follow Father Wolf in his duties. But after spawning these Firstborn, Father Wolf grew old and weak, and could not fulfill his duties. So five of the first werewolves killed him, and then everything went to Hell -- Luna cursed their name, the Spirit World broke from Earth, and their brothers, who refused to take part in the death of Father Wolf, swore revenge on them. The Forsaken is about playing one of the titular Forsaken -- werewolves who threw away the closest thing they had to paradise millennia ago because they believed it could not be maintained. Their duty in life is to serve as "border patrol" to the Spirit World, keeping voracious spirits from riding humanity like toys. At the same time, they have to protect their territories and fend off the Pure, werewolves who view all Forsaken as murderers for their complicity in the death of Father Wolf. The various Splats of Werewolf are as follows: The inborn classification of the Forsaken, representing the phase of the moon under which each Werewolf endured his First Change, and the part in Werewolf society the werewolf is likely to play. Changed during the Full Moon, the Rahu are the warriors of the Forsaken. They possess powerful battlefield instincts, but also a deeply-felt sense of Purity which helps to hold these instincts and their Rage in check. Changed during the Gibbous Moon, Cahalith werewolves are seers, teachers, and artists. They often experience prophetic dreams, and use those dreams to inspire the People. They seek to capture the Glory of the deeds of the Forsaken in their howls and songs. Changed during the Half Moon, the Elodoth are judges and diplomats. They are given great insight and wisdom, which they use to arbitrate disagreements between the People and choose the way of Honor. Changed during the Crescent Moon, the Ithaeur are shamans, wise-men, and keepers of lore. They are gifted knowledge of the Shadow that few other of the Forsaken can grasp. They gather mystical rituals to aid their Packs, and show their Wisdom when dealing with spirits. Changed during the dark New Moon, Irraka are hunters, spies, and scouts. They perform duties which are subtle, yet necessary. They scout out dangerous territory, sabotage the enemies of a pack, and gather allies from unexpected areas. They use Cunning, rather than strength alone, to face challenges. The chosen, sociopolitical Splats of the Werewolves. First, the Forsaken tribes. Also known as Suthar Anzuth, these warriors focus on the wild fury of the Forsaken. They seek Glory in all things, and vow to offer no surrender they would not accept. Followers of Fenris Wolf. Also known as Hirfathra Hissu, these shamans study the Shadow and the Spirit, gathering the Wisdom of the spirit courts and swearing to pay each spirit in kind. Followers of Death Wolf. They vow to protect the sacred places of the world and reinforce the Purity of these areas. Followers of Black Wolf. Sometimes called Farsil Lual, they blend into the human herd and learn from its ways. Their Cunning is great, and they wield mortal technology with clever skill. An Iron Master swears to honor his territory in all things. Followers of Red Wolf. Also called Iminir, the Storm Lords seek to rule the Forsaken in strength or to ensure that others do so. They are bound by their Honor in all interactions, and swear to allow no others to see or tend to their weakness. Followers of Winter Wolf. Next, the Pure Tribes: Also known as Izidakh, the Fire-Touched are among the most religious of the Uratha, seeing the Pure cause as a holy quest from their totem, Rabid Wolf. They fill themselves with his Wisdom, and learn Gifts of faith and disease; they maintain a sacred law to let no false statement lie. Also known as Tzuumfin, the Ivory Claws maintain their purest of bloodlines among humanity, free of all Forsaken taint; they alone do not accept Forsaken converts, and follow a series of rigorous codes to keep their purity. They closely follow their Honor and have unparalleled mastery of pain. Followers of Silver Wolf. In doing so, they strive to earn great Glory. Followers of Dire Wolf. Every Werewolf Character experienced his First Change into a werewolf under one phase of the moon, determining his Auspice race. Most werewolves choose to join a Tribe class of

like-minded changers for instruction and support. Werewolves learn Gifts spells from spirits, and power them with spiritual Essence Mana Any given territory will only support one Pack party of Werewolves. Some Forsaken join a Lodge Prestige Class to support a goal or gain the patronage of a new spiritual totem or patron. While not officially a "limited cycle" like the later lines of Promethean: The Created , Changeling: The Lost and Hunter: The Vigil , Werewolf did have the fewest official sourcebooks of an "unlimited cycle" like Vampire: The Requiem and Mage: The Awakening released before White Wolf declared they were giving up traditional print for PDFs and print-on-delivery. The list of traditional print sourcebooks is Lodges -- a mini-line of sourcebooks intended to present new "lodges", sort of Prestige Classes for Forsaken characters. The Faithful covers some basic new lodges, higher levels for the original lodges, and rules for creating lodges, while The Splintered focuses on lodges from non-American countries, such as Poland, Antarctica and Japan. Hunting Grounds -- another mini-line of sourcebooks, intended to cover specific areas as they apply to werewolves. Only one, focusing on the Rocky Mountains of Colorado and simply called "The Rockies" , was produced. Blasphemies -- a sourcebook featuring alternate werewolf creation myths, human cults based around werewolves and the Shadow, and details on the Bale Hounds. Lore of the Forsaken -- a spirit magic and fetish sourcebook. Predators -- an antagonist sourcebook. Its follow up, part of the "Night Horrors" semi-universal mini-line, was the "Wolfsbane" sourcebook. The Pure -- the sourcebook for the Pure tribes. Signs of the Moon -- the auspices splatbook. Territories -- territory designing splatbook. Tribes of the Moon -- a tribes splatbook. War Against The Pure -- outlines for mass combat between werewolves and other factions, as well as five alternate species of shapechangers and rules for building others. Skinchangers -- a variety of shapechanging adversaries, ranging from those possessed by spirits to those who use magical items taken from animals to stranger things altogether. Changing Breeds -- the much-loathed shapechangers sourcebook. Considered by many a reference to both the good and bad aspects of Werewolf: The Apocalypse ; some like it for all of the new shapechanger types, others think that War Against The Pure and Skinchangers did the shapeshifter rules better, and others still dislike the Science Is Bad themes. The PDF-only sourcebooks are Ready-Made PCs -- a ready-to-use pack. There are two Forsaken-specific: Werewolf Translation Guide -- two-way conversion between Forsaken and Apocalypse. This game contains examples of: Nearly everything -- animal, plant, landmark, machine, emotion, belief, memetic -- has a spirit. The Nidmuzug, from the War Against the Pure. Their name translates as "the Unclean". The Azlu as well. Wolfblooded lineages are often like this, but Ivory Claw ones tend to be the biggest and screwiest. Part of the horror of this game line is that werewolf packs rarely get a happy ending. The Uratha world is a cruel and ruthless one. As members grow older and weaker, a pack is commonly wiped out by its enemies Spirits, Hosts, Pure Tribes, or even rival Uratha packs. Can Not Tell a Lie: Denver and the surrounding areas. And they want to be on the winning side. They became Maeljin cultists and act as The Mole among other tribes. For the record, both the Forsaken and the Pure loathe them with a burning passion, and with good reason Part of the horror of this game line comes from the fact that all Uratha are painfully aware that the spirits of anger, hate, and excess are more common and more powerful than spirits of love or joy. The Lodge of the Lake. The idigam, spirit-things that are ancient, powerful, and mysterious - they appeared in the mid-twentieth century, and took over entire regions of the Shadow, turning them into twisted abominations. The final books revealed that the idigam originated on Earth, but were banished and imprisoned on the moon by Father Wolf and Luna, until they managed to escape their prison in the wake of the moon landings.

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Tribes[edit] The Forsaken have five Tribes. These Tribes consist of Uratha who choose to follow one of five ancient and powerful wolf-spirits, called the Firstborn. Every one of the Firstborn demands that the Uratha who belong to his Tribe act in accordance to a certain ban. These Five Tribes are: Their tribal ban is "Offer no surrender that you would not accept". Their tribal ban is "Pay each spirit in kind". Black Wolf is their totem. Their tribal ban is "Let no sacred space in your territory be violated". They are closer to humanity, keeping up with technology and taking cities for their territory. Their tribal ban is "Honor your territory in all things". Their tribal ban is "Allow no one to witness or to tend your weakness". Next to these five Tribes, there are the Ghost Wolves among the Forsaken who either never joined a tribe or left their behind. Therefore, they neither have a tribal ban nor a tribal patron. Biology[edit] The Uratha are physical and spiritual creatures, who can use the energy of the spirits called Essence to activate certain supernatural powers called gifts , supernatural tools called fetishes , change form or accelerate their healing. Unlike humans, Uratha heal very fast sometimes in a matter of seconds and can theoretically regrow limbs and organs which is accompanied with a great deal of effort. An exception to this rule are wounds caused by silver. These wounds have a resemblance to burns and only heal very slow and with difficulty. The Uratha are immune against normal diseases and most foreign particles are expelled from their bodies very quickly. The metabolism of a Uratha is faster than that of a human and so they have to eat more. What they can eat depends on their personal taste and the form they wear at the moment. Most prefer meat, but a vegetarian diet is also possible but very difficult. Uratha can only reproduce with humans, but the chance that the child will be a Uratha is very small. Reproduction with wolves is not possible and a mating between two Uratha can result in the birth of a Spirit monster mating with other Uratha is considered as a serious sin. Forms[edit] Every Uratha may change at will into five distinct forms, each with its own benefits and drawbacks physical abilities, digestive traits, reaction to certain drugs, instincts. The three hybrid forms between human and wolf just like the usage of clearly supernatural powers create a certain defense mechanism in normal humans called the Lunacy. Due to the effects of Lunacy, humans will forget or bury their memories in their minds and mechanical means of observation e. Only humans who are supernatural themselves or have an extremely iron will are immune to this effect. The forms, named in the First Tongue, are: A Uratha appears to be a normal, if very fit and healthy, human. An unconscious or dead werewolf returns to this form. This is the form most Uratha are most comfortable with. The Uratha is significantly bigger, hairier and stronger. Ears, teeth and nails are slightly pointed and the face is more angular. Facial hair is noticeable even on females. This form reacts in a similar manner as that of the human form. Half-human, half-wolf, the Gauru form of Uratha are generally 8 to 9 feet 2. Uratha can only channel the power of the Gauru form for a limited time, and generally only take this form to kill. A Uratha in this form is a huge wolf 3 to 5 feet 1. This form reacts in a similar manner as the wolf form. The Uratha is indistinguishable from a normal grey wolf. Depending on the area where the Uratha comes from, respectively which area shaped the majority of his ancestors, this form differs. If there are grey wolves in the area, this form looks similar to these wolves respectively similar to other canines like the African wild dog , dhole , or red wolf but never like domestic dogs. Some Uratha of Africa and the Near East even developed forms similar in coloration and to a certain extent build of hyenas. Some Gifts are easier to learn than others, depending on Tribe, Lodge, or Auspice. Others are only open to specific Uratha. The effects of these Gifts are variable, some enhance physical abilities, while others change the form, bestow powers of divination, control the elements etc. The more powerful the Gift, the higher the rank of the Uratha in question among the spirits must be to learn the Gift. Furthermore, the Uratha can, with the help of certain rituals, bind spirits into objects and even tattoos and bestow these objects with supernatural power. These objects are called fetishes and can be used once or

multiple times. The power of the fetish depends on the power of the bound spirit. Backstory[edit] According to the legend of the Forsaken, the world was once a perfect place called Pangaea although it is not apparent whether the term refers to a certain place or time. In this world, the barrier between the spirit world and the material world was thin and it was easy to travel from one world into the other. The spirit who watched over the balance between both was Father Wolf, the mightiest warrior of his time. Father Wolf patrolled the barrier between the two worlds and allowed spirits to remain in the spirit world and even form cults around them. But only so long as they did not become as humans are and flesh and spirit remained separated. Many of the powerful spirit lords saw the wisdom in that and followed the rules. Over time Luna, the spirit of the moon, began to travel the world in a body of flesh. She had many suitors but only chose Father Wolf as a mate, due to his strength and power. With him she sired the First Pack children part human, part wolf, and part spirit, who were the ancestors of all Uratha and assisted their father in his duties. Over time Father Wolf grew weak and was no longer able to fulfill his duties. When his children saw his weakness, they began to rebel against their father and succeeded in killing him and taking his place. As Father Wolf died, the barrier between the worlds became so strong that traveling from one to another was only possible in special places for most beings. The pain over the death of her lover caused Mother Luna to curse all children she had ever borne, so that silver her sacred metal is able to kill them. Those Uratha who killed Father Wolf, later swore the Oath of the Moon and promised to fulfill the duties of their father. To those Uratha, Luna gave her Auspices and lifted the curse partly. The Forsaken sought out the Firstborn and later founded the five Tribes of the Forsaken. Besides this main legend, there are other legends in the published material e. Father Wolf had not become weak in general but had been weakened due to the fight with an enemy. Therefore, it would not have been necessary to kill Father Wolf. The above story is only the most widespread version, as several modifications only have the basics in common. The published book *Blasphemies* deals with several possible origins of the Uratha as well as the Uratha who believe in them and provides rules to create myths of origin.

Antagonists[edit] In the *Chronicles of Darkness*, there are many dangers for the Uratha. But these rivalries rarely result in open combat, since most supernatural beings in the setting prefer to be hidden. The main threats to the Forsaken are: Spirits who do not acknowledge the barrier between the worlds are the most common adversary of the Forsaken. Spirits gain sustenance by feeding on the concepts they represent. Some spirits possess humans in order to create more sustenance for themselves by manipulating their victims, others travel to the material world for the alien experiences offered by possessing a human. For example, a pain spirit might possess a child in order to inflict pain on other children in order to feed itself. Some claim the bodies of living beings outright and become some of the most dangerous foes. These Claimed are unique amalgamations of being and spirit and can bestow the claimed body with a variety of powers. Some can even warp the bodies to unknown levels and become shapeshifters themselves e. Most spirits hate the Forsaken for denying them the pleasures of the material world, which makes travel to the spirit world dangerous for them. The Forsaken cannot just destroy every wayward spirit because this would leave the physical world as a hollow shell or make room for even more dangerous foes. Werewolves descended from those who chose not to rise up and slay Father Wolf. They blame their Forsaken cousins for the loss of Pangaea and view the extermination of the Forsaken as a holy crusade. The Pure have only contempt for humanity and feel no duty to defend them from spirits, which makes spirits far friendlier to them than to the Forsaken. Their only disadvantage is that Luna has not granted them her favor, which means they have no Auspices and are more susceptible to silver than the Forsaken. The Pure venerate Father Wolf but do not take on his duties. They mostly live by a "the end justifies the means"-philosophy which lets their Harmony, which is actually were precious to them, erode over time. Physically they do not differ from the Forsaken, except for the lack of Auspices. The Pure are not a uniform group, but consist of three Tribes who all follow a Firstborn of Father Wolf, who never forgave the death of their father. Bizarre creatures who, like the Forsaken, are a hybrid of spirit and flesh, man and animal. They are descended from powerful Pangaeian spirits hunted by Father Wolf for their attacks on humanity. They escaped total destruction by splitting themselves into thousands of spirit shards, each of which inhabited an animal. These shards became the Hosts. These hosts are the Azlu spider-monsters and the Beshilu rat-things. These beings strengthen or weaken the barrier between the worlds which can have very negative side effects in

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both cases , as well as seek and consume more of their own kind to become stronger. When they reach a certain level of power, they may seek out a suitable human, merge with him, and evolve into a unique combination of human and animal spider or rat. Humans are mostly tools or food for these Hosts.

7: Werewolf The Forsaken War Against The Pure Pdf

Werewolf: The Forsaken is a tabletop role-playing game set in the Chronicles of Darkness created by White Wolf Game www.enganchecubano.com is the successor to Werewolf: The Apocalypse, the "game of savage horror" from the old World of Darkness line of games, but has moved to a more personal sort of horror, reflecting the "dark mystery" theme of the Chronicles of Darkness.

8: Werewolf/Merits - Fallcoast

Werewolf: The Forsaken is the second game in the New World of Darkness line and the spiritual sequel to Werewolf: The Apocalypse. Once upon a time, the physical world -- the Gurihal -- and the Spirit World -- the Hisil -- were one world, named Pangaea.

9: Werewolf: The Forsaken - Wikipedia

A Character Book for Werewolf: The Forsaken, An in-depth look at the tribes and tribe-less of the Forsaken, from their history and traditions to their weapons of war Numerous new options for character development, from new Merits and Gifts to a more detailed explanation of Harmony and pack tactics.

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