



THE EMISSARIES OF ATHENA

Helena "Hel" Thompson and Tallulah McCoy are a pair of Silent Striders who formed a pack of two. Rather than lay claim to a physical territory, they wander the world seeking out information on werewolves and shapeshifters outside of the Garou Nation. They've become experts on protecting packs from the likes of the Black Spiral Dancers, the Cult of Fenris, non-wolf shifters and more. Tallulah loves to swap stories with fellow Galliards while Hel's Philodox Auspice helps them decide if the duo will help a pack with information or if they will join an upcoming battle.

Their methodologies combine the best of both worlds. Hel uses ritual and occult techniques to pursue spirits who might have seen rogue shifters. Tallulah works bars and roadhouses as a waitress keeping her ears open for strange sightings and weird whispered tales at midnight. This information keeps them tracking one monster or another though they are careful to respect most pack territory. They will often exchange assisting a pack with a local problem for free passage through the area or receiving information about one of their quarries.

They chose Athena as their guiding light because of her association with Owl, their patron spirit. She is known as a goddess of wisdom who isn't afraid to fight. Her style of warfare focuses on studying the enemy and using that knowledge to develop proper tactics. While a lot of mythology centers on the history of the Garou Nation tribes, the information on other werewolves is less concrete. These enemies must be understood before they are destroyed, so the next time they appear they can be destroyed more efficiently. Athena functions as a symbol of their mission to Hel but Tallulah sometimes insists that she can hear the goddess while on the hunt.

Though not related, they often bicker like siblings. They both love their baby blue Dodge Ram Charger named Daisy but will often argue about whose turn it is to fuel and maintain the large pick-up. Hel chides Tallulah by calling her "Tall" even though her homid form barely reaches five feet. Tallulah offers backhanded compliments about how all the nights Hel hangs out alone in graveyards paid off when Hel's occult research turns up something. Yet they also unite should anyone else decide to mock either of the Emissaries. They may not have a specific territory to defend, but when they fight for each other, the battle is no less fierce.



- **Hunting Things:** You spent many nights with Hel tracking down others of your kind. Add +2 dice to any Survival or Investigation pool when seeking out or hunting another Garou.

- **Damn Near Killed 'Em:** You learned to love the stories of the Garou Nation from Tallulah. Especially the dirty ones. Once per night, gain a Willpower point when you tell a tale from Garou legend to an audience of at least ten Garou.

- **The Spiral Scar:** You fought the Black Spiral Dancers alongside the Emissaries and have a scar to prove it. Once per session, when you discover evidence of any Black Spiral Dancer presence or a Storyteller character brings them up in conversation, set your rage to whatever level you desire from 0 to 5.

- **The Third Emissary:** Your reputation as a friend of Owl makes spirits more likely to listen. Gifts that use Wisdom in their dice pools cost two fewer experience points to learn to a minimum of one experience point.

- **Bad Romance:** You dated one of the Emissaries, but they broke up with you because they had a vision about how you died, and they didn't want to mourn you. Once per chronicle, when your Health tracker is full of damage you may choose to enter Frenzy instead of being Impaired or Incapacitated. Set your Rage to 5 and immediately regain health levels (superficial or aggravated) equal to your Stamina. The next time in the same story that you become impaired or incapacitated from Health damage, your character dies immediately.



PLAYERS' CHARACTERS AND THE EMISSARIES OF ATHENA

The **Emissaries of Athena** allow players to tie themselves to the fringes of Garou society and mythology. The Emissaries hunt non-tribal shapeshifters and have become experts on the subject. This Loresheet connects players with characters who are familiar with those shadows though are still seeking help to explore rumor and hunt werewolves that aren't protected by tribal politics. This Loresheet is a good choice for players that want to add more mysterious threats to their stories by giving the Storyteller a pair of Storyteller characters who wander in and out of town as needed.

The Emissaries could also act as a Mentor to a young Garou. Neither Hel nor Tallulah ranks highly in total renown but they are experienced enough that one of them could be a one dot mentor with the pair acting as a two dot mentor. What they lack in standing they make up with practical knowledge. They've dealt with dozens of packs of all shapes and sizes and come out with very few hard feelings or enemies. This makes them a good choice for players who want help navigating the tricky waters of pack politics.

Hel and Tallulah also can reflect someone that's taught a character important skills who might have drifted away from reason. Characters with high Occult, Politics or Awareness scores could consider using the Emissaries as characters from their past who were essential in learning these skills at a high level. Discuss with your storyteller how they taught your character these skills as well as how your relationship stands. Did you end on good terms? Is there an unresolved misunderstanding? Did someone's heart get broken?

A romance with the Emissaries can provide for some fine drama. Each character has their own advantages and disadvantages. Hel finds the complexities of relationships baffling but once they decide a person means something their loyalty is unshakeable. Tallulah makes surface connections and breaks hearts but also shows that being a Garou doesn't mean giving up human connection. Whether these relationships are built into backstory or blossom during the chronicle, they can add an emotional dimension to any tale.

A relationship with the Emissaries could also put the pack at odds with the sisters. They don't hunt the things they do for sport; they see them as threats to the Garou. If the pack finds out information that might make the Emissaries think twice about killing their prey, it might take a bit of convincing or even a few injuries before considering mercy.

NEW TALISMAN: THE COMERUNNIN

The Emissaries of Athena often give out this talisman to friends who have provided critical aid in one of their hunts (and occasionally reclaim it when their friends have fallen). Hel carves a small wooden whistle the size of an adult human thumb in the shape of an owl and empowers it with a gift known only to her and Tallulah. Blowing into the whistle alerts the Emissaries that one of their friends is in need and that they should drop everything and come running. They can hear the whistle no matter how far away they might be. Of course, blowing the whistle doesn't guarantee that Hel and Tallulah show up anytime soon, only that they've vowed to try.

System: Spending a point of Willpower while blowing into this whistle sends the note to Hel and Tallulah. They hear it no matter where they might be; across the country, around the world, even in the Umbra. No other information is given to them. They don't know if the talisman holder is harmed, if they were forced under duress to sound the note or if they are in immediate danger. All they know is that the sound means the owner of the talisman wants to get in contact, which is why it's usually saved for emergency use only.

Background Cost: A Comerunnin Talisman costs three dots, while a talen costs one.



THE EMISSARIES OF ATHENA IN CHRONICLES



Whether or not the Emissaries are connected to one or more of the players' character on the Relationship Map, the Emissaries can find numerous ways into any chronicle. Here are a few:

One Question Only: A powerful servitor-spirit of a Celestine called The Fathomless Attendant will be making a rare appearance near the pack's territory. It's an opportunity for the pack to ask an entity of immeasurable power and knowledge for advice on an ongoing problem that's been troubling them for years. Unfortunately, the Emissaries also know the servitor will be there and want to ask their own question about one of their oldest cases. Who will receive the wisdom of The Fathomless Attendant? Will the pack and the Emissaries come to a deal, or to blows?

Midnight Run: A lone survivor of a Black Spiral Dancer pack was taken captive during a recent battle by another pack. The Emissaries of Athena roll into town and make a bold move; they bust the corrupted Garou out of his holding cell. After leading the pack on a wild chase through a few other territories in Daisy, they catch up to find out why the Emissaries risked so much rage. There's a push for the Black

Spiral Dancers to make a coordinated attack on a territory to wipe it out and the prisoner holds the key to where. Can they keep him alive to find out the location? Can they help the Emissaries smooth things over with the other packs they've upset?

Athens Divided: The Emissaries come to the pack for help with settling a disagreement. They've come across Persephone Evanston, a medium who claims to be in contact with Miss Vera Parker. Miss Parker was the Garou who brought the Emissaries into the Silent Striders. Hel thinks the medium is a phony while Tallulah thinks she's legitimate. This disagreement has ground their usual cooperation to a halt, so they ask the pack to investigate the psychic. If Persephone is in contact with Miss Parker, what desperate message is she trying to get through to the Emissaries? If she's a fake, who's putting her up to deceive the Emissaries and for what purpose?

Author: Rob Wieland

Developer and Producer: Kevin Schluter

Illustrations: Felipe Headley Lima Frazão da Costa and Maichol Quinto

Graphic Design: Sarah Robinson