Nephilim control a vast majority of the Knotwoods, but not all. The paths and borders between territories are no man’s lands, where any may walk. Denizens, regardless of their Neverborn allegiance, do so sparingly. Treading these trails too long brings uncomfortable sensations. Perceptions shift, confusion sets in, paranoia creeps up to choke every rational thought: all these point to having entered the Changepaths.

Only Mimics understand what these hidden ways truly are, but everything in the Knotwoods can feel something weaving between the trees and stones, just barely out of reach. The Changepaths emerge where perception fails. They twist what is into what can be… if a traveler is strong (or clever) enough to figure out its mysteries.

These backroads are not empty. Feral Mimics, called crookskins, crawl the Changepaths in search of prey. They have the minds of beasts. Where others of their kind have learned to imitate humans, these Mimics are only able to take the form of animals and terrifying creatures. One of their kind is feared above all others. When crookskins dance in Illios light...

White Eyes is a tale all Neverborn children are told of. It lurches through the Knotwoods, body shuddering and constantly twitching, for its original form was lost long ago. Rheumy eyes covering pallid skin swivel in their sockets, looking for something it has never found. It hunts between the shadow of Delios and the light of Illios, waiting for that perfect moment when it can snatch up whatever it wishes. Nothing is outside its reach. Everything from bugs to Mature Nephilim have been taken. Whatever remains is said to decorate White Eyes’ nest somewhere deep in the Changepaths. Ye best beware my child...

The creak of ever-shifting bones is the only warning given. White Eyes fades in and out of the Changepaths, fearlessly cutting its prey down and reveling in the terror it causes. Croaking sounds emerge from its bestial throat all throughout. Are they laughs or screams? Few have ever lived long enough to tell. Remember forever, this you must...
**White Eyes**
*Enforcer (7), Living, Mimic, Horror*

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**Skills:** All Close Combat Skills 4*, Notice 4, Track 4, Wilderness 4, Enchanting 4, Intimidate 4; Acrobatics 4, Athletics 4, Evade 4, Stealth 4, Toughness 2

**From the Shadows:** When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe this character is an ally or are simply unaware of its presence), this character may immediately take one additional turn after the Initiative flip (but before characters begin resolving their turns in order) for each instance of this Talent that the character possesses. If multiple characters have this talent, resolve each in Initiative order.

**Neverborn Myth:** This character ignores penalties for terrain while taking Movement Actions and is immune to Horror Duels. Whenever this character resolves a Close Combat attack in the same turn it resolved its *From the Shadows* Talent, it increases all damage it deals by +1.

**Racked With Spasms:** This character heals 2 damage at the start of its turn during Dramatic Time. After this character heals, if this is the first time this round it would heal in excess of its maximum Health, it instead deals 1 damage to all characters within 01 and gains Reactivate.

**Terrifying (Neverborn) (12):** Enemy Neverborn characters (including Nephilim, Woes, Nightmares, and Mimics) must pass a TN 12 Horror Duel when they end their turn within this character’s engagement range or target this character with a harmful action.

**Versatile Attacker:** Whenever this character resolves a Close Combat attack, it may add any one suit to its final duel total.

(1) **Shuddering Shape** *(Pugilism)*
AV: 6* (13*)
Rg: #1
Resist: Df
Target suffers 2/3/3 damage.

* Covered in Eyes: After succeeding, this character gains Defensive +1.

WWW Walk the Changepaths: After succeeding, if it is within 3 yards of cover, this character may end its turn and disappear. It may reappear from any cover within 10 yards and resolve actions as normal during its next turn; enemies are considered unaware of its presence for *From the Shadows*.

(1) **Nowhere to Hide** *(Intimidate/Tenacity)*
AV: 8 (15)
Rg: 0 4
Resist: Wp
All targets in range that fail their Willpower Challenge gain the following Condition:
"Terrorized: If this character ends their turn within 6 of the character that applied this Condition, this character must discard a card; if they do not, they are considered to be Slow during their next turn."

(0) **Crookskin Form** *(Enchanting)*
This character changes its appearance to match that of a Height 2-3 Living Beast. It replaces all of its Talents and Actions with that of the selected Beast, but will retain this Action and the following Talents:
• From the Shadows
• Neverborn Myth
• Versatile Attacker
This change lasts until this character takes this Action again (even if this character is killed).

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**Fatemaster Tip**
If players are unable to defeat White Eyes outright, having the crookskin abduct a Fated or an important NPC and stash them away in its lair can be a great way to include the legendary Mimic at any campaign level.