MIND'S EYE THEATRE

WEREWOLF

THE APOCALYPSE



Justin Miller (Order #10312875)

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By Jason Andrew, Jason Carl, Jennifer Childs, April Douglas, Jeffrey Fowler, Kevin Millard, Randy Ochs, Jimmy Reckitt, Jen "Loopy" Smith, and Ree Soesbee

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"Distant Relations"
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Benedictions, Dedications, and Appreciations

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The Searing Soul

When Josiah slept, fire etched against the back of his eyelids. It was inescapable even in his dreams—red-hot heat of flames licked at his retina. Spider webs of crackling fire spread into his limbs, threatening to combust his flesh from within, and the pressure of the glowing heat seeped from his pores. That pain and the threat of explosion jolted him awake. He gasped, imaginary smoke still hot in his lungs, and ran his hands over his skin, as though to smother any remaining embers. For months, his days began with immolation, hallucinatory ash haunting his exhausted steps.

In this half-fugue state, he met Áine. She walked into his bar, and he had to blink to extinguish the embers he saw burning in her auburn hair. No one else paid attention to her. They were too exhausted from knowing that their best years were twenty years behind them and that their grandest adventures took place on roads they had already traveled.

To Josiah, who still felt fire crack his bones, Áine was a bright flash of life in a room otherwise full of flesh long-resolved to die as slowly as possible. He couldn't recite her charms like a school-yard nursery rhyme. He would be hard-pressed to describe any distinguishable feature, beyond that inexorable flame licking at her hair. She was just like every other middle-aged woman slowly drowning her misery in 80-proof death in his bar. However, like the fire that burned him in his sleep, he could not ignore her.

"Whiskey. Neat. Doesn't have to be fancy." She requested, tucking her legs neatly under the bar.

"That's good," Josiah responded, "Because we don't have anything fancy to serve you."

She smiled, flashing bright white teeth, "Perfect."

* * *

The flames started at his feet, wrapping around his heels and weaving themselves into his calves, until his skin turned orange, like molten metal, from their caress. He reached his arm down, his hand gently stretching into the fire as if to test its temperature. He pulled it back, watching the fire blacken his skin and the heat crackling his flesh, revealing wet, pink meat beneath. Even when the acrid stench of burning hair and flesh reached his nose, he did not scream, but watched as it consumed him from the outside in. Behind his eyes, he felt a terrible anger pressing outward. When it reached his heart, the ecstasy and the pain of that final consumption made him cry out.

Suddenly, small, rough hands shook his shoulders.

"Wake up. It's a bad dream. Wake up!" Áine cried, pressing her skin against his as she brought him back to reality. He jolted awake, the fire passing into his dreams.

"Where were you?" she asked. "You were screaming pretty loud."

"Just a bad dream. Same one as always. I'm burning up—with fire, with anger—then everything ignites around me."

"Oh," Áine whispered. Her next words sounded more confused than concerned, "It sounds terrible."

"It's not, which is the weird thing. It's a nightmare, but it also feels right, like a wish come true." He turned to kiss her bare shoulder, remembering the games of pool they played after hours and the eventual sloppy way they both fell giggling into their passions, hoping those feelings would replace the tingling on his skin. She turned away, her quick, pale form darting through the early dawn light, picking at the shadows for her clothes. He had participated in enough regretful mornings to recognize the ritual.

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"Did I say something? I mean…"

She wasn't facing him as she fumbled with her shirt. Before she slipped it over her head, he saw a long scar he had missed in the haze of the night before, running from her shoulder blade to the middle of her lower back, a puckered, bright-red line that represented an injury that must have almost bifurcated her. She turned around and smiled—not the bright smile of the previous night, but something unconvincing in its attempt at reassurance.

"No. You were lovely. Everything was lovely," she said, leaning over to lightly kiss him on his lips. "I need to go to work. I'll call you."

"But I didn't give you my…"

"Trust me. I'll call you."

* * *

Josiah decided that a hundred women had left his bed in a hurry the morning after, and a hundred more would follow Áine. He lacked the same reassurance in his own words as he felt from hers that morning. Still, by the time he locked his front door, he'd repeated it until it became a comforting lie he could tell others.

He opened up the bar, focusing on his list of tasks, such as pulling down the stools and wiping down the countertops. The list of hard liquor and beer he needed to order grew, while once-persistent thoughts of strange Áine and his stranger dreams faded beneath the backdrop of mundane tasks. By the time the normal work-day ended and his patrons started filing in, those lists replaced her entirely.

The steady, quiet flow of customers was interrupted around nightfall when a man, bald except for a silver fringe running from ear-to-ear, burst into the bar. He was red-faced and breathless, pulling every word fiercely away from his exertion, "She's beating the shit out of him! She's going to kill him!"

Josiah felt a surge of fire in his chest, its animation spreading to his limbs as he leapt over the bar. He was through the door and into the alley, acting before any thoughts could cause doubt. A tall woman, her ash-blond hair tied into a long braid down her back, hunched over a smaller, rat-faced man, kicking him repeatedly. The little man tried to fight back, but he was outclassed by both the strength and size of his aggressor.

Josiah felt rage, righteous and white-hot, rise up in his throat. It needed him to act, and he dodged in front of the woman. She still kicked at the other man, but she also landed blows on Josiah. While he expected them to hurt, as there was no doubting the woman's strength, each of her punches felt like being hit with a baseball bat wielded by a giant. The first one split open his cheek, and a misplaced kick crushed his kneecap. Still, the anger grew hotter, like the fire from his dreams, and as much as everything hurt, he hit back, making up in fury what he lacked in strength.

"Enough!" a woman said from behind them. The need to strike and be struck ebbed for a moment, and he saw Áine. The blonde woman struck a final brutal blow against his temple, and he fell to the ground, unconscious.

* * *

"I vote yes. He defended someone who was smaller and weaker than his attacker, without reservation or care for his own well-being. The spirits answered him too. You could see that." Josiah, barely conscious, recognized the voice as the old man from the bar. Someone dabbed at the agony that was his left eye.

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"He answered that call with his fists, like some second rate-hack. Someone could have caught us. Someone could have caught him. He didn't think anything through. No. A thousand times no," a nasally man's voice said, further away than that of the old man.

"Yes. He fought like hell. You saw how he opened my lip. He can take a punch. Some things don't call for subtlety, or cowards, Ash," said a woman, her voice stretched out and low, as though she was a veteran smoker.

"Someone doesn't have to be a coward to know that perhaps you don't get into that situation without thinking some things through, without knowing all the facts. No." This time it was a male, a baritone with clipped consonants that reminded Josiah of an old-fashioned movie star.

"Oh, look. Áine's the tie-breaker. How convenient for him." These words came from the one who called him a hack, with the same nasal tone.

"I say yes, because his heart sings with rage. It keeps him up at night. It's like an incendiary lullaby, something sung soft that's going to blow. He's not going to survive as one of them, and we don't really have the luxury to let one of Gaia's own die like that," Áine responded softly.

Josiah finally moved, willing himself to make some sort of noise, so he felt less like he was trespassing on something incomprehensible and more than a little uncomfortable. He couldn't open one eye, the one swollen shut from the beating he had sustained, but he managed to focus the other enough to realize he was on his bed in his studio apartment. The rat-faced man crouched in the corner, while the tall blonde leaned against the kitchen counter. The older man who asked for help dabbed at Josiah's face, while Áine sat at the end of the bed. The only person he didn't recognize was a young man, his black hair well-styled, wearing a suit Josiah couldn't have bought with a year's worth of rent.

"He's awake, Áine," the older man said, finally stopping his damnable poking and prodding at everything that hurt.

She nodded and waved her hand, a gesture of dismissal, "I've got this. All of you get out of here."

Her strange colleagues left the room, some grumbling, others shrugging, and the young man rolled his eyes. Josiah couldn't move, didn't dare move, and he wasn't sure the next words out of his mouth even made sense given the current state of his mouth, "What's going on?"

Áine moved closer to him, raising both of her shoulders before grabbing his hand, "It was a test. To see what my packmates thought of you. Last night, I thought…I thought you were kin to my kind. This morning…I realized you're something far more valuable. Someone we lost along the way."

"You know none of this makes sense?" He was certain he lost his consonants, mashing the S's and the non-existent H's together nastily.

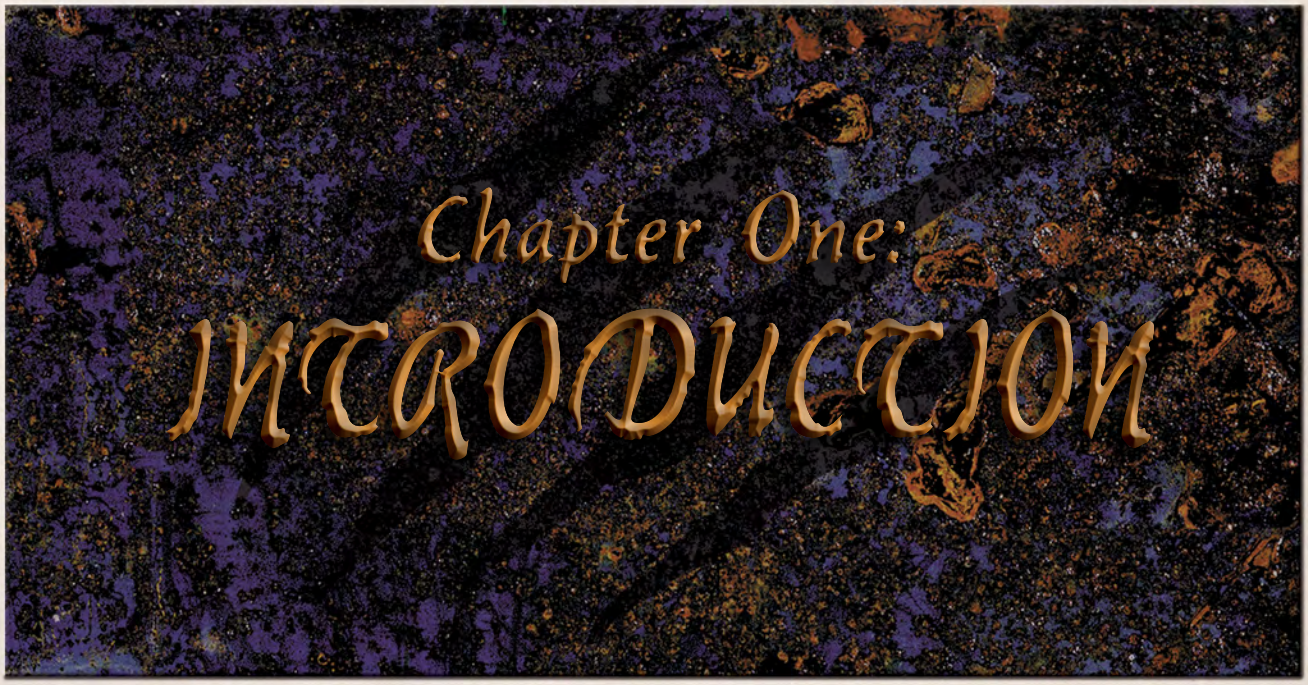
"It's not going to. I'm going to tell you a story about how the world began. What you are. What you mean. Then, when it's all over, I'm going to ask you for permission to do something that might very well kill you. It kills most people. And I'll give you a choice, but I don't think you have one, really. Not with what's going on with you. Then again, I don't think any of us have the choices we pretend we do."

He felt the dreamy spark at the core of his being, suddenly hungry, knowing this was the meal it had waited a lifetime for. "I'm listening."

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Chapter One: Introduction

"Fairy tales do not tell children the dragons exist. Children already know that dragons exist. Fairy tales tell children the dragons can be killed."

—G.K. Chesterton

Our lives are composed of thousands of personal memories remembered and shared as stories. We string them together to shape and inform our personal narratives. Language shaped our consciousness thousands of years ago, and now we intuit sacred significance in tales of sorrow and triumph. By sharing them, we decipher meaning in existence.

The legends of Gilgamesh, Arash the Archer, King Arthur, Sun Wukong, Qin Shi Huang, and Theseus have been told and retold for thousands of years, each generation recasting them for the problems of their age, using them to teach lessons of survival and morality. Today, we continue this tradition by playing video games, watching movies, and reading novels, investing ourselves in thousands of stories. Tales, ranging from the mythical to the mundane, follow the course of our lives through an interweaving and tangled skein of life.

Mind's Eye Theatre: Werewolf The Apocalypse is a shared storytelling game about werewolves—allowing players to take part in an epic tale of righteous rage fueling an endless war to destroy corruption and stem the upcoming ecological disaster that the selfishness of humans has brought upon the world. It's a violent, savage, and very physical story about fighting what may very well be a hopeless war against the corporate greed that threatens to ruin Mother Earth…and yet the war must be fought, because the alternative—surrender—is unthinkable. The universe is broken, and the *Wyrm*—the fundamental element of decay in the cosmos—is lost in the depths of madness, seeking to destroy reality. Caught between wolf and man, spirit and flesh, werewolves—the *Garou*—are the doomed heroes of this story.

Werewolf: The Apocalypse provides players with the opportunity to engage directly in the age-old tradition of collaborative storytelling, but with a very modern twist. You will step into the role of a werewolf seeking glory and honor in a secret war while trying to survive in a complex society hidden beneath our own. In this **World of Darkness**, enemies hide in every shadow, and a moment's weakness could prove your final undoing.

Each day is a constant struggle to continue your sacred duty to protect *Gaia*, while also dealing with the consequences of your overwhelming rage. You must preserve your spirit against the sickness of *Harano*, which drives you into a depressive spiral until you surrender the cause. This is a tale about tragic, flawed heroes struggling under impossible odds.

Inside this book, you'll find everything you need to play a game of live-action **Werewolf: The Apocalypse**. The mechanics chapters cover character creation, powers, merits, flaws, and skills—all the building blocks you need to personalize your very own werewolf character. Later chapters cover the political and social structures of this

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setting, the dangerous world in which your character exists, and guide you through methods of storytelling the game.

If you have never before experienced **Mind's Eye Theatre: Werewolf: The Apocalypse**, we suggest that you start your journey with this chapter. We'll cover everything discussed here in more detail later in the book, but the introduction offers an overview of the best parts of the game. Let's start by answering a few questions.

What is Roleplaying?

Werewolf: The Apocalypse is a roleplaying game. In such a game, each player creates a *character* within a setting established by a *Storyteller*. The characters interact, working together toward common goals, or acting against one another in the pursuit of power, glory, renown, and sometimes, nobler motivations. In many roleplaying games, the participants sit together around a table; the players describe their characters' actions, while the Storyteller describes the world and what happens to the characters, each in their own words. Some roleplaying games occur online, through a blog or forum, with each player taking turns to write out her characters' actions, description, and thoughts; "roleplaying" also describes a type of console or computer game in which a single player customizes a character and plays through a pre-determined plot in a virtual world.

At its heart, roleplaying is a type of interactive storytelling. It's about being creative, having fun, and often interacting socially. Roleplaying allows us to experience adventures, dilemmas, highs, and lows that we may never experience in our daily lives. Most of the time, a roleplaying game, like a good movie, revolves around having adventures. Your character might be a spy, or a pilot, or a sword-wielding knight on a quest to fight a dragon. Unlike traditional board, card, or dice games, there is no clearly defined way of "winning" and "losing." You establish goals for your character, and then you attempt to achieve those goals by describing your actions and encouraging others to assist you within the imaginary world your Storyteller has created. The goal of most roleplaying games isn't to win or lose—it's to build and share a compelling story with the other players.

Each player in the game creates her own unique character, and these characters can work together—or cause each other difficulty—by interacting with the plot and the world around them. The Storyteller narrates events and explains what is happening to the characters. Together, you build a story starring characters you've created, using the rules in this book.

What is Mind's Eye Theatre?

Mind's Eye Theatre (MET) is the direct descendant of more traditional types of roleplaying games, but instead of sitting at a table describing actions or navigating through a virtual adventure, MET is about the physicality of the experience. Players wear cool costumes and decorate the playing area to give their stories visual appeal and a higher degree of immersion; they act out their characters' choices in real-time, similar to actors in a play; and they react emotionally to the awful and wonderful events of the story.

People who enjoy this style of roleplaying call it live-action roleplaying (LARP). In some places, it's known as "interactive theater" or "improvisational theater." LARP is all about expressing your own creativity and sharing it with other players. Unlike a video game that lets you choose from 10 predetermined costumes for your character and offers you only three dialogue options when you encounter a challenge, MET encourages you to give free reign to your imagination; you can create exactly the costume you want your character to wear and say exactly what you want your character to say. And unlike a forum or blog game, where you may have to wait days or a week for another player to respond to your last post, MET happens in real time, giving players immediate enjoyment as they share the events of the story as they happen. You won't just customize a sheet of statistics or choose a small picture to represent your character; you'll customize everything about her, every time you play.

Your character isn't the only thing that gets customized in **Mind's Eye Theatre** games. Storytellers and players often work together to make the playing space look and feel like a location in the **World of Darkness**, helping everyone immerse themselves in the experience and create a better shared story. You might decorate a living room to look like an ancient church, or arrange props and furniture in a hotel convention room so that it resembles a Wild West saloon.

What is a Character?

A character is the persona you create for **Mind's Eye Theatre**, through which you will experience the terror, danger, mystery, sadness, and tragedy of werewolves. You physically embody this character, deciding exactly what she says and does, where she goes, and what choices she makes. She begins as an idea from your imagination, but you bring her to life when you play. It is a little like creating a special mask and shaping it constantly through roleplaying.

We all wear masks—you're a little different at work than how you are at home, different with your friends, different in your daydreams, etc. In everyday life we must all tie these

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differences together to create the whole self. In **Mind's Eye Theatre**, we wear masks of our own choosing; it's still only a mask, but you are its animating force, giving form to the persona created in your imagination. Your character can be any age, gender, or ethnicity, and because you're creating a werewolf character, you'll make many more interesting choices about who she was before her *First Change*, and who she has since become after her transition into a werewolf.

Other players in the game establish characters in the same manner, and you are encouraged to interact with them. Those characters may have different views or ethics than your character. Even if a player is your friend, her character may become an ally or an enemy, and her actions might help or hinder your character's goals. This kind of interaction makes roleplaying unique. In LARP, the game usually accommodates many players, and a large portion of the game's enjoyment comes from interacting with these players through politics, dramatic scenes, and the occasional combat.

What is a Storyteller?

In a LARP, the player is responsible for portraying her character; the Storyteller's responsibility extends to everything else within the setting. A Storyteller creates the world that exists around the players' characters. She also devises the plot of the game and adjudicates any conflict or challenges that arise. It is the Storyteller's job to make the setting feel real, so the players can properly decide how their characters interact.

Storytellers guide the plot of a game, creating adventures and devising the events that will challenge the characters during a game session. The Storyteller plays the parts of antagonists and non-player characters (NPCs) in the world, and describes any part of the setting that is not physically represented. It is also the Storyteller's job to act as an impartial judge when the rules of the game are applied. A Storyteller establishes theme and story, from action-adventure, to personal horror, to cutthroat political entanglement. It is her job to make sure your character is appropriate to the genre and narrative of her game.

Being a Storyteller is a demanding task, requiring before-game planning as well as quick thinking and improvisation when players take actions the Storyteller did not expect. At larger games, such as those at LARP conventions, a Storyteller might organize an entire staff of Narrators, or assistant Storytellers. These assistants typically handle small-scale activity and answer simple rules questions, freeing the Storyteller to shepherd the main plot of the game.

For more information on the role of the Storyteller, see Chapter Ten: Storytelling on page 453.

What is the World of Darkness?

Your werewolf character doesn't exist in a vacuum. She resides in the **World of Darkness**, the base setting for all **Mind's Eye Theatre** stories. It's a world much like our own, but with some important differences. All the contrasts of our own world—good and evil, wealth and poverty, safety and danger—exist in the **World of Darkness**, but they are greater, starker, and more shockingly profound.

In that world, the earth is dying—choked to death by humanity—and few seem to care. *Mother Gaia*, the spirit of the earth, is silent. Perhaps she's already dead, and all that remains are the cooling embers of life. While her silence continues, the haughty elite encase themselves in walls of privileged glass and steel to protect themselves from the increasingly dissatisfied rabble. Slowly, little by little, to the environment is poisoned from overcrowding, exploitation of natural resources, and a disposable culture with replaceable, faceless people. This joyless world has few heroes and an uncertain future; it's a dystopian present where the unhappy possibilities of our world are taken to their worst extremes.

This is the world where your character struggles to battle the Wyrm, where you are fueled by an uncontrollable rage that isolates you, where you compete for renown and honor against other werewolves, and where you fight to protect the few unspoiled places in the world. Here, you must strain against your own worst instincts, torn between cold logic and fiery instinct, to press forward in an unwinnable war that may never end. The mystery, romance, and elegant tragedy of **Werewolf: The Apocalypse** comes to life in this dangerous place.

While society goes about its day-to-day activities, distracted by modern bread and circuses, its citizens are the unwitting pawns of werewolves, vampires, and other creatures that struggle nightly with internal politics, backstabbing, and vicious games of manipulation. These battles may span across the world, spreading out over entire continents, waged through human intermediaries and institutions like corporations, governments, and churches. Nothing and no one is safe from the dark taint of such a world, and while characters residing in the **World of Darkness** are sometimes capable of astonishing moments of heroism, each victory comes at a high price.

Everything in the **World of Darkness** is bleaker and more dangerous than it is in our own world. Packs of street thugs prowl urban jungles, while the forces of law and order are often subverted to serve the aims of the powerful and their formidable supernatural masters. Conspiracies are everywhere, and shadowy hands manipulate events behind

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the scenes. This gray backdrop of urban decay frames a place where life is cheap and violence threatens to erupt at any moment. The **World of Darkness** presents a setting where werewolves, supernatural creatures of myth, have always been among us and wield far more influence than humanity ever suspected. Though werewolves hide from human awareness, these frightening creatures fight to save the world from itself.

The Aesthetic of Dark Realism

The Garou exist in a setting of *dark realism*. When **Werewolf: The Apocalypse** was first introduced to the world more than two decades ago, the game reflected a gothic-punk aesthetic. The term gothic-punk refers to the synthesis of two subcultures: the dark, elegant, and broodingly Victorian aesthetics of gothic literature, merged with the hard-edged, rebellious, and violently counterculture sensibilities of punk. Gothic-punk presented a darkly romantic view of a post-industrial world.

Today, the dark apocalypses foretold in the gothic-punk milieu seem to have actually happened in our world: Chernobyl, glacial collapse, fracking, water rationing, Deepwater Horizon. This beautiful world seems to be dying right before our eyes, and perhaps only the doomed heroes of the Garou Nation can save it…or die trying. The gothic-punk aesthetic has given way slowly given to dark realism.

Dark realism told through the lens of **Werewolf: The Apocalypse** is the aesthetic of resistance—*on every front*. The Apocalypse is upon us right now, *today*, but the tribes cannot even agree on the best strategies or tactics for fighting the war. The factions resist the each other's philosophies even as petrochemical poisons spread to the food supply. Cubs resist the Elders' authority, while cattle farming conglomerates slash-burn another thousand acres of rainforest. Friends and even family resist cooperation for the sake of pride in the face of looming disaster. Outnumbered, outgunned, out of time—the Garou must either find a way forward together, or perish before the might of the forces arrayed against them.

And yet dark realism does not mean circumstances are completely hopeless. There are opportunities to resist the real enemies—to strike back, to fight on, and maybe, just maybe, to prevail.

Playing a Werewolf

"There are nights when the wolves are silent and only the moon howls."

—George Carlin

The myths and legends of werewolves can be found in cultures around the world, and they predate recorded history. Such creatures have been known by many names, such as the French loup-garou, the South American Luison, and the Mesoamerican nagaul. Popular retellings, drawn from ancient tales such as the Volsunga Saga to more modern movies and television shows, have romanticized these myths.

Werewolves are monsters of rage and spirit encased in flesh. Born from either humans or wolves, they are thrust into an eternal secret war after undergoing the agony of the First Change. Mythically, they are dangerous predators, exemplifying our fear of our own sexual desires and the primitive nature we hide under the veneer of civilization. Compared to humans, they are godlike in power and fury.

To exist as a werewolf in the **World of Darkness** is to experience boundless rage as you literally witness the death of the world around you, hearing the cries of her spirit as you attempt to navigate through a complicated society where everything only adds to your irritation and fuels your fury. The moment of your First Change alters your understanding of the world forever. You are strong and fast. You can see both this world and the spirit world. You know that there are other worlds, and you can visit them. You can change your shape from that of a man (*Homid*) to that of a wolf (*Lupus*), or even the classical werewolf form (*Crinos*).

Werewolves in the **World of Darkness** have their own culture, religions, laws, and vocabulary. They call themselves the *Garou*, a reference to the lupine nature of aspects of their heritage. The spirits say that the Garou, and all other shapeshifters, were birthed by the mighty Celestine spirit of the earth, Mother Gaia, to fight for her and protect her creation. Thousands of years ago, the Garou split into tribes and mingled with early humans. A time of trouble in prehistory known as the *Impergium* saw the Garou hunting humanity. Hidden genetic memories of this time remain within humans and results in a terror-madness known as the *Delirium* whenever a modern human is confronted with a werewolf in *Crinos* form.

Creating a Character

Creating your character is a chance to truly unleash your imagination. This process is simultaneously very simple and fiendishly difficult. Later in this book, we'll guide you through the steps of quickly creating a character sheet that has all the mechanical elements you will need to play the game—that's the easy part. The effort comes when it is time to transform this collection of words and numbers into a complete persona, one that will interact believably with the other characters. Like Frankenstein's Monster, it's easy to assemble all the parts, but breathing life into your creation is the challenging part. You can draw inspiration for your character from nearly anything, including movies, books,

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history, myths, and legends, but the very best characters come from deep inside the self. You should treat your character as a genuine individual—one who cannot be copied and is impossible to forget.

Whether your character is an Elder, steeped deeply in the lore and lessons of her people, or a Cliath who underwent her First Change last week, you should try make the character seem real. Think about how she will interact with other characters in the game; plan a personality that will get into heated arguments over ethics or religion; think about what traits your character values in others and what type of people get under your character's skin.

Werewolves have many advantages over humans—they're stronger, faster, deadlier, and often more alluring—but they aren't perfect. Your character will have weaknesses and flaws, and portraying these can be as much fun, if not more, as her strengths and advantages. Perhaps your character suffers from an unquenchable desire for revenge against a more powerful Garou who wronged her a decade ago, and that need for vengeance will steer many of her choices in the game, leading her to make some tragic mistakes that create even more potent and dramatic stories for your enjoyment. Maybe your character will be so horrified at the carnage she unleashed during her First Change that she becomes a stalwart defender of all humans—and the moment when she fails is all the more dramatic, because she regrets so very much what she hasn't been strong enough to prevent.

For more information on creating characters, see **Chapter Four: Character Creation**, page 175.

What is a Setting?

When a Storyteller prepares to run a Werewolf chronicle, she must first detail the environment of her game. An environment is the world in which a chronicle takes place. As Werewolf lends itself best to urban fantasy, most chronicles occur in a realistic environment, much like the world we experience every day. However, some games may take place in other time periods, such as the Dark Ages or the Wild West. Or, a Storyteller may wish to create a wholly new environment, such as a modern city that does not actually exist. It's entirely her choice.

Once a Storyteller establishes her chronicle's environment, she must define the specific setting for her chronicle. A setting explains the political structures of the game and should detail common knowledge, social hierarchy, powerful non-player characters, local dangers and current events. It should also define any mechanics' changes or optional rules that the Storyteller wishes to put into place for her game.

For more information about settings, see **Chapter Eleven: The Garou Nation**, page 495.

The Mind's Eye Theatre Golden Rules of LARP

The most important rules of the game are the ones that keep you, the players, and Storytellers, safe. Keep the following golden rules in mind while you play, and be sure to remember that your fellow players are friends, first and foremost.

Be Safe

Always keep your safety and that of others in mind when playing. No matter how compelling the experience may be at the moment, it is vital to always distinguish the bleed between the reality and the game to ensure that everyone remains protected and secure.

- **No Touching:** Don't touch anyone without direct, verbal consent. Invading another player's personal space can be intimidating.
- **No Stunts and No Real Weapons:** It's easy for things to get out of hand when excitement or tempers are high. No matter how careful you are, or how well-trained, always leave real weapons at home.
- **Stay Alert and in Control:** Live-action roleplaying can be emotionally intensive, and if your judgment is impaired, you may not be operating rationally and might accidently pose a risk to yourself or others. Pay attention to your choices and keep the game fun for everyone.
- **Protect the Veil:** If you're playing in a public place, remember that most of the people around you are not part of the immersive game. Be sure that local merchants, neighbors, or hotel staff know you're playing a theatrical game. It helps to have flyers or business cards to give interested passers-by, so they can get more information without disturbing the players.
- **Fade to Black:** If the content of a scene makes you feel uncomfortable, for whatever reason, request a fade to black (a fast-forward of the scene out of the uncomfortable zone) and then move on. Remember to always respect the personal needs of your fellow players. (For more information, see **Chapter Ten: Storytelling: Fade to Black**, page 484.)
- **Time Stop:** A time stop is called when the Storyteller needs to address concerns or trouble. All roleplaying and activity must stop immediately while the Storyteller

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addresses the matter. When finished, the Storyteller releases the time stop, and roleplaying may continue normally. (For more information, see **Chapter Ten: Storytelling: Time Stop**, page 485.)

Personal Responsibility

The **World of Darkness** is a reflection of the tragedies of our own history, including the bad parts. A character may have to deal with bigotry, violence, and hatred, but a player should never be subjected to those things. Always consider the feelings of your fellow players or observers when dealing with sensitive subjects. **Mind's Eye Theatre: Werewolf The Apocalypse** is an adult game with dark, occasionally even disturbing, themes. Exploring this paradigm comes with a personal responsibility to respect the feelings of others. If such a situation comes up in game, stop roleplay and make sure the other players are comfortable. Respectfully and generically describe your character's actions, rather than acting them out. Don't be the person who went too far and hurt another player's feelings.

Be Polite

Show respect to your fellow players and Storytellers. Occasionally, you will disagree with each other, even to the point of anger. Rude behavior devitalizes a game and kills the fun for everyone, so keep your temper in check, and try to see both sides of every issue.

Manage Your Bleed

Immersion is an important part of the LARP experience. Sometimes, it's hard to separate the player from her character, especially after intensely emotional scenes. It's important to understand and manage the bleed between your personal emotions and the immersive experience of portraying a fictional character. The foundation of a good LARP is the community, and such a community requires maintenance through communication. Be sure to get to know your fellow players outside of game, so that you don't make assumptions about them based on their characters' actions. Take breaks between intense scenes to calm down and talk to people out of character. Discuss and dissect scenes and stories as it feels appropriate.

Sportsmanship

LARP is a game of storytelling, and failing to achieve a goal can lead to an emotional, dramatic, and inspiring scene that wouldn't otherwise have happened. Learn how to "lose" in-character, and you will be rewarded with some of the most amazing and fun roleplay in the game. Remember that LARP is a collaborative experience. Consider how your character's actions might affect others and your chronicle. Work with your fellow players, even if you work against their characters, and always be willing to give up some of your character's goals, so that everyone can have a share of the fun.

Inclusion

Share the spotlight! Look for ways to include other players in plots and scenes, especially those who are shy or new to the hobby. Encouraging others to get involved is an investment that makes the game better for everyone.

Rules Should Support Story

The rules presented in **Mind's Eye Theatre: Werewolf The Apocalypse** are designed to help Storytellers and players create immersive, meaningful stories. If a rule doesn't explicitly detail a specific scenario, it likely wasn't intended to be used in that fashion. However, if a rule or a concept isn't useful for your chronicle or a particular scene, Storytellers are encouraged to discard what doesn't work to preserve the integrity of the story. A good story is always more important than the rules. Players and Storytellers are encouraged to mediate when appropriate. (For more information, see **Chapter Ten Storytelling: Mediation**, page 486.)

Have Fun!

This one's self-explanatory. If you find yourself taking things too seriously, focusing too strongly on the rules instead of the story, or feeling like the game's an obligation—take a break. LARP is a game, and games should be fun. That's the most important rule.

Developer's Notes: The Age of Apocalypse

The book in your hands is a love letter to more than two decades of **Werewolf: The Apocalypse**. This game changed lives and forever altered how many of us perceive our relationship to the world at large. During the era when the first edition was published, the very concept that the world could be in serious ecological jeopardy was politically transgressive, and the idea that corrective measures like recycling could ever be popularized as somehow important was almost comical.

The fundamental thematic conceit of the setting has always been about the inevitability of the Apocalypse and the tireless struggle of the Garou to delay it, even if only for another day. This inherent sense of doom impacted everything the characters did. Before sitting down to design and write **Mind's Eye Theatre: Werewolf The Apocalypse**,

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we studied the diverse community of LARP organizations and troupe games that carried the torch for many years and looked at how they played and engaged in this story.

We spent months talking to players and fans before we wrote even a single word. Many of them expressed the same sentiment: how could the Apocalypse ever be allowed to happen, when that would end the game we all wanted to keep playing? It became clear that much of the dramatic impact of the always-looming Apocalypse had become muted in the live-action environment. Chronicles were unable to sustain a sense of impending doom, and this eroded their immersion within the story, dissipating the feeling of dreadful anticipation the game relied on to fuel excitement. More than any other topic that came up, during discussion after discussion, was that without that feeling of tension, without that weight bearing down on the characters, something incredibly vital to **Werewolf: The Apocalypse** was lost.

One of our primary design goals for this new iteration became to steer the feel of the game back to its roots, while simultaneously updating it with modern sensibilities. We thought about how much the world has changed, and how we have changed with it, in just the last two decades. Lightning-fast access to an ever-expanding Internet; instantaneous, international mobile communications; cures for diseases previously thought incurable; a massive global recession; and all the while the gulf between the wealthy and the poor has grown far wider and deeper than anyone ever dreamed could be possible. Political battles that were barely emerging in the 1990s have been resolved, and new ones arisen have taken their place. We have learned from the mistakes of the past, only to progress forward by committing entirely new ones. And the interests and concerns of players have changed, too, as we consider how to make these games we love more inclusive, more accessible, and more relevant to people everywhere.

We concluded that for the **Mind's Eye Theatre: Werewolf The Apocalypse** story and setting to have an emotional impact on the scale that players expect and deserve, it needed to reflect the sense of disconnection and tension so many feel in this modern age of uncertainty. What if instead of a single final confrontation, the End Times took shape as a period of ongoing strife and turmoil, with hundreds, if not thousands, of battles all combined into an Age of Apocalypse? The sense of dread and foreboding shifts direction, as each uncertain day is another chance for the Garou's fortunes to take a turn for the worst, while characters struggle to do everything they can to minimize the damage and promote recovery. "We have to endure," they remind themselves. "We must struggle against the possibility of failure and utter annihilation, because the Apocalypse has only just begun."

We decided to update the story to include the Age of Apocalypse in order to frame a new iteration of a game where characters told the stories of living through the last, possibly hopeless battles. The story demanded that the Garou Nation suffer through a horrific defeat, and we delivered the siege of the world's caerns and the death or disappearance of the old legends that protected the world. No longer would every sept have a powerful caern to protect it; instead, werewolves will have to struggle to defend lonely outposts—*shard caerns* that might one day restore Gaia. The Garou Nation had to reflect the modern world, enduring a new diaspora and scattering in its defeat, while remaining ever-defiant against the changes in the world.

The tribes themselves had to change and evolve to feel fresh once again. They had to reflect the rage and frustration of the age. Political gridlock of our world is reflected in the new factions that grapple with how to move the Garou into the future. Our society wrestles with complex issues related to identity, gender, and spirituality, and we wanted the game to once again reflect the spirit of the age.

We actively looked at themes that had always been present in Werewolf, but went overlooked or marginalized. We wanted to take concepts already there and bring them out in new ways to create new ideas for players and characters alike. As a result, a new plague hit the Garou—the Bite. We needed to account for the shift in culture being felt all around the world, because **Werewolf: The Apocalypse** has a history of addressing issues of society as much as it does issues facing ecology. We wanted to refresh how players looked at playing Werewolf and allow for new concepts that took into account the graying of player bases and also included others that perhaps felt unwanted under the umbrella of Werewolf.

The book in your hands isn't a clone or slight polish of the previous iterations of **Werewolf: The Apocalypse**. This edition is a spiritual sequel to the game we all loved, created to be played here and now and remind us all why we should rage. The time has come for a new generation of heroes to accept the burden of glory and honor in the Age of Apocalypse.

Final Thoughts

Creating a character for **Werewolf: The Apocalypse** is easy, and takes just a few minutes. The character sheet at the back of the book contains a quick and easy guide to all the rules involved in character creation, but you should also check with your Storyteller to see if there are any additional rules specific to the setting of your local game. Once you create a character, you can join a game and start playing. Enjoy the game!

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Terminology

Here's a glossary of words and terms that may be new to you if you have never before experienced **Mind's Eye Theatre: Werewolf: The Apocalypse**.

- **affinity:** A quality denoting that a character is particularly inclined towards learning a specific gift; an affinity is tied to one's tribe, auspice or breed. Alternately, affinity can denote particularly strong ties to one of the members of the Triat: the Wyld, the Weaver or the Wyrm.
- **aggravated damage:** injury dealt by a particularly effective source; aggravated damage is more difficult to heal.
- **auspice:** The phase of the moon under which a Garou is born. This moon phase determines the shapeshifter's role in society, as well as affecting personality traits and abilities; auspices include Ragabash, Theurge, Philodox, Galliard, and Ahroun.
- **attacker:** a character initiating a challenge against another individual or NPC.
- **attributes:** the measure of a character's natural skill in three categories: Physical, Social, and Mental.
- **Archetype:** a word or brief phrase describing your character's personality.
- **backgrounds:** the measure of beneficial items, connections, or resources possessed by a character.
- **Bite, the:** An action taken by a Garou, where she can transfer a portion of her spirit into a kinfolk or Unborn werewolf by biting them, creating a new shapeshifter.
- **breed:** The form, whether Homid, Lupus, or Metis, in which a Garou is born; this is considered to be her natural form.
- **challenge:** (static or opposed): the method by which a player determines if her character succeeds or fails to take an action that is subject to a randomizer; a challenge may include many tests.
- **damage:** standard injury dealt by weapons or other attacks.
- **defender:** a character attempting to resist a challenge initiated by another individual.
- **downtime action:** A method of representing what activities your character takes between game sessions.
- **derangement:** A specific type of flaw representing madness or mental illness.
- **gift:** supernatural powers possessed by werewolves, granted by the spirits.
- **Everyman:** the portion of a complex scenario (combat) during which every participant is able to act; the first round in that combat.
- **experience points:** points earned over time by participating at games, and spent to increase a character's statistics.
- **flaws:** specific liabilities or disadvantages possessed by a character.
- **form:** A physical aspect a Garou can shift into; one of five aspects—Homid, Glabro, Crinos, Hispo, or Lupus.
- **Gnosis:** A unit measuring the spiritual energy contained within a Garou and entities from the Umbra.
- **Gnosis pool:** The total number of Gnosis points possessed by a character.
- **health levels:** a measure of a character's current injuries, and how much damage she can take before she is incapacitated or killed.
- **merits:** unusual beneficial qualities or advantages possessed by a character.
- **power:** a single supernatural ability; usually a gift, but sometimes also reflected as a merit, or another type of supernatural talent.
- **quest:** A method of moderating characters' actions outside of the main action of a game session; quests may be simple, complex or heroic.
- **Rage:** A unit measuring the supernatural fury that fuels the spirit of all Garou.
- **Rage effect:** A benefit or penalty granted by your character's current Rage level.
- **Rage level:** The total number of Rage points your character currently possesses; this determines the number of Rage effects that benefit or penalize your character.
- **Rank:** A Garou's standing within werewolf society, ascending on a scale from Cub to Elder, reflected by the number of dots she possesses of the Rank background.

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- **Renown traits:** A unit measuring the number of times a werewolf has been recognized for her service to Gaia; Renown traits can be expressed as Honor, Glory or Wisdom traits.
- **round:** a single series of actions within a turn, usually comprised of each character's standard and simple actions.
- **Seethe:** The measure of your character's control over her furious nature; each Seethe trait indicates a loss of such control.
- **skills:** a measure of a character's trained abilities and education.
- **Storyteller:** the game administrator responsible for running the game.
- **test:** a single instance of rock, paper, scissors used to determine whether or not a total challenge succeeds or fails.
- **test pool:** the numeric statistic used to compare a character's ability to succeed in a challenge.
- **turn:** One circuit of rounds in a complex scenario, including a single Everyman round and each subsequent Rage round. At the end of one turn, the next turn begins with an Everyman round, and proceeds through rounds thereafter until all characters are out of actions, and the end of the turn is reached.
- **Willpower point:** a unit measuring a character's inner drive and determination, points of which are used in numerous ways, particularly to retest during challenges.
- **Willpower pool:** the total number of Willpower possessed by a character.

In-Character Lexicon

- **Age of Apocalypse:** The period of time after the siege of the caerns, believed by many to be the age during which the Apocalypse is actively occurring.
- **Ahroun:** Werewolves born under a full moon. These werewolves are often fighters and combative by nature, and play roles in Garou society related to martial efforts.
- **Apocalypse:** The prophetic revelation of the end of times. Depending on their alliances, Garou now believe this event will result in either a final battle with the Weaver or Wyrm to restore complete balance to the Triat—a battle many believe they are fated to lose.
- **bane:** Spirits that have been corrupted by the Wyrm and serve its desire for destruction.
- **bawn:** The outer ring of a caern, which protects the caern heart.
- **caern:** A location sacred to the Garou, where they can host moots, communicate with spirits, and regain Gnosis.
- **Celestine:** A powerful spirit, subject only to the will of Gaia and the Triat; these spirits can be avatars of the Triat or worshipped as gods.
- **challenge:** a formal, ritualized method of resolving a dispute between two werewolves.
- **chiminage:** The act of paying homage to a spirit in order to earn its favor.
- **Concolation:** A large-scale moot where Garou discuss important matters that concern their entire nation.
- **Concord, the:** The compromise reached between the different tribes of the Garou Nation that ended the Impergium; the laws known as the Litany were created during this agreement and are still in effect today.
- **Concordat of Stars:** A faction of werewolves that believes in finding new tactics and progressing the methods of the Garou Nation; it seeks to find new allies beyond those traditionally sought by werewolf society.
- **Crinos:** The war-form of the Garou: a monstrous shape that causes Delirium in humans who witness it.
- **Curse, the:** The human and lupine recognition of a werewolf's supernaturally bestial nature and their capacity for rage, causing them to react with hostility to shapeshifters.
- **Deep Umbra:** An immense almost-void beyond the Penumbra; Alien creatures and difficult to access realms are found here.
- **Delirium:** A madness that overcomes humans when they see a shapeshifter in her Crinos form; this fear is so overwhelming, it can cause catatonia or amnesia in those who are affected by it.
- **Fera:** Shapeshifters that can take the form of creatures other than wolves. Various breeds of Fera include were-ravens, were-coyotes, were-bears, and more.
- **fetish:** an object that has been imbued with a spirit's power, giving it magic-like supernatural abilities; fetishes can be useful objects or weapons.

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- **First Change:** The first time a human or wolf transforms into a werewolf, denoting the moment at which she ceases to be normal and becomes one of the supernatural.
- **fomori:** Humans or other creatures that have been corrupted by the Wyrm, whether willingly or unwillingly.
- **Gaffling:** A barely sentient spirit that serves a more powerful spirit, such as a Jaggling, Incarna, or Celestine.
- **Gaia:** The powerful spirit responsible for creating the Garou; the mother of all things (See Celestine).
- **Galliard:** Werewolves born under a waxing, nearly-full moon. These werewolves are often performers by nature, and play roles in Garou society related to the telling of tales and keeping of lore.
- **Garou:** A name werewolves use to describe their species, culture, and heritage.
- **Gauntlet:** The barrier between the spirit world and the Material Realm.
- **gifts:** Powers granted to the Garou and other shape shifters by the spirits.
- **Glabro:** A form combining human and wolf characteristics; used to tap into the bestial nature of the wolf while still mostly passing for a human.
- **Harano:** A spiritual and psychological depression triggered in Shapeshifters as a result of a traumatic event.
- **Hispo:** A form where a Garou takes on the characteristics of a dire wolf; other shapeshifters appear to be larger versions of their natural animal form.
- ***Homid:*** Garou born into and raised in human society; the human form taken by Garou.
- **Impergium:** The culling of the human population during the pre-historic age, ending with the Concord.
- **Incarna:** Powerful spirits that rank below the Celestines. Tribal totems and masters of realms are frequently Incarna.
- **Jaggling:** A more independent spirit servant to a Celestine or Incarna.
- **kinfolk:** Human family members of Garou; kinfolk are usually masters of human and supernatural affairs, and can mate with werewolves to produce cubs.
- **Klaive:** A ritual weapon and powerful fetish used by Garou.
- **Litany:** An ancient set of laws followed by the Garou.
- **Lost Cub:** A werewolf that undergoes her First Change without the training or rites of the Garou Nation.
- **Lupus:** Garou born into and raised in wolf society; the wolf form taken by Garou.
- **Material Realm:** Another term for the physical world, the everyday realm from which humans originate.
- **Metis:** Garou conceived during the mating of two shapeshifters; they are born deformed in Crinos form.
- **Monikers:** A temporary title, either positive or negative, reflecting a werewolf's recent actions.
- **Moon Bridge:** A path maintained by spiritual energy between two caerns. Moon Bridges must be opened with a rite or gift.
- **moot:** Meetings held by the Garou for political or social reasons; these may also be used to host religious rites and bring the Garou together for important decisions or sharing information.
- **pack:** The most basic unit of the Garou Nation; a group of shapeshifters brought together by common beliefs or goals.
- **Philodox:** Werewolves born under a half-moon. These werewolves are often judges and philosophers by nature, and play roles in Garou society as mediators and lawmakers.
- **protectorate:** The territory claimed by a pack or sept.
- **Ragabash:** Werewolves born under a new, or no, moon. These werewolves are often tricksters and spies by nature, and play roles in Garou society requiring subtlety and misdirection.
- **Renown:** A measure of a werewolf's accomplishments in service to Gaia and the Garou Nation; reflected as Renown traits; Renown traits can be expressed as Honor, Glory or Wisdom traits.
- **rites:** A ritual that allows shapeshifters to affect the world around them in ways otherwise prohibited to them.
- **ronin:** Garou who have voluntarily left or been excommunicated from Garou society.

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- **Sanctum of Gaia:** A faction of the Garou Nation that upholds tradition and believes that the only allies that werewolves need are the spirits and their own kin.
- **sept:** The Garou and packs that join together in order to tend to a single caern.
- **shard caern:** A caern grown from a caern seed. These locations need more protection as they grow into full caerns.
- **spirit:** An incorporeal entity that inhabits the Umbra.
- **Staredown:** A simple and impromptu dominance challenge between two werewolves.
- **stepping sideways:** The ability to enter the spirit world by stepping through the Gauntlet.
- **talen:** a fetish intended for one-time use.
- **Tellurian:** The combined total of all of reality.
- **Theurge:** A werewolf born under a crescent moon. These werewolves often have a talent with mysticism and dealing with spirits, and play roles in Garou society requiring spiritualism and knowledge of magical rites.
- **totem:** A spirit representative of a tribe or a pack, chosen based on their ideals and goals.
- **Triat, the:** The trinity of major spiritual entities consisting of the Weaver, the Wyld, and the Wyrm.
- **tribe:** Garou bound together by similar beliefs, lifestyles, or family lines. These tribes are tied together by their dedication to a totem.
- **Umbra:** The spirit world of the Garou. Also known as the velvet shadow.
- **umbral storms:** Dangerous spiritual events occurring throughout the Umbra, making it perilous to travel within the spiritual realms.
- **Unborn:** An innate Garou who never went through the First Change; Unborn may change by being Bitten.
- **Veil, the:** A tenet of the Garou preventing humans from knowing they exist. The Delirium reinforces the veil by causing amnesia.
- **Weaver, the:** The member of the Triat responsible for imposing order.
- **Wyld, the:** The member of the Triat responsible for creation, change and growth.
- **Wyrm, the:** The member of the Triat responsible for destruction, entropy, and decay.
- **Wyrm Taint:** The residual corrupting effect caused by interacting with anything associated with the Wyrm.

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The Battle of Dyatlov Pass

Sabine "Silver Swift" LaCoix wiped the blade of her klaive clean, surprised to be alive. Noxious wisps of steam rose from the mangled corpses of the deformed fomori at their feet. The patrol had been ambushed, and her carelessness almost got them all killed. Horizon's survivors counted off, one by one, over the pack link. LaCoix turned to their Theurge. "We're out in the open and vulnerable, Isa. We need some cover from the banes."

The Bone Thief cleared the ground of crimson-tainted snow, which smelled of burnt pennies and spoiled bacon, and she clawed a sigil into the stone and earth. She closed her eyes, as she placed her palm on the ward and empowered it with a portion of her personal Gnosis. Isa Brynjadotter nodded grimly. "That should keep their scouts from finding us here again…unless they get lucky."

Sabine had never seen the Fenrir blanch, but the endless siege on the caern had taken its toll on all of them. Her own hands secretly shook, but she kept them hidden beneath her fur cloak, taking a moment to scan for enemies on the horizon. Cyrus the Bald, King of Unbreakable Hearth, once told her that a pack is bound together by the will and strength of its leader. She felt unworthy of her uncle—soft as a melted marshmallow. If she allowed her worries to show, pack unity would crumble.

The Horizon pack had been cobbled together from the survivors of the war, packs that had died through attrition and loss. If she let her fear conquer her now, none of them would survive. Their names would be forgotten, as they became statistics of war.

The curvature of the mountain blocked their view of the legion of fomori below, but evidence of their presence could be found in the steam from their breath and the smoke from their campfires. The familiar sleek jackal-like Lupus form of their packmate, Amber "Roadrunner" Aemenes, scaled the hill in leaps and bounds until she reached the precipice of their ridge. She shifted to Glabro form and looked over her shoulder, worried. "Don't think they spotted us yet."

The unasked question hung over them like a noose. Feast of Ashes, the Fenrir Ahroun, kept his watch at the precipice, never taking his eyes off the route through the pass. No enemy could escape his sight once his vigil began. "How many?"

Amber sniffed the wind, answering reluctantly. "More than a hundred. The snow seems to be slowing them down, but they'll be here soon enough. This place already smells of death."

"I've heard tales of this place." Chad "Broken Halo" Sterling served as the pack's historian, always a font of useful information and strange lore. "Dyatlov Pass. Decades ago, nine hikers died here during an avalanche. It blocked travel for a year. Their restless souls are trapped here. Loremasters say that's because the Gauntlet is strained in this area. There were many, many battles here during the Age of Legends. The sept has to patrol here to watch for new Broken Lands."

Alex "Shadow's Mercy" Roberts unrolled his map. The Shadow Lord marked the routes to the Sept of the Crescent Moon, the first, and potentially last, caern in the entire world. The taciturn Philodox drew a red line from Dyatlov Pass directly to the flank of the caern. "This is the last plateau they need to climb before they have a direct attack vector. The caern will be completely surrounded."

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Feast of Ashes grunted, every syllable dripping with contempt for what he was about to say. "We can't hold this position."

Amber gestured towards the ridges of ice and snow along the plateau. "What if we cause an avalanche, like with the hikers?"

Feast of Ashes shook his head. "That'll slow down the fomori advancement. It'll make their climb more difficult, but in the end, they'll overwhelm us unless we get reinforcements."

Cassie Huntington-Sterling stepped away and tapped her headset. Sabine couldn't help but admire the kinfolk. She'd fought with them through the entire siege of the Dark Brigade, refusing to leave her friends—refusing to let others bleed and die without her. Sabine might have forged them into a pack, but Cassie helped them become a new family. Her function was to coordinate with the sept, ensuring that all of the scout packs were properly organized and sent to their field positions.

Chad reached out to grab his mate, but Sabine stepped between them. She needed Cassie to do her job. The kinfolk nodded, listening intently. Sabine read her face and knew the news was dire. "What is it Cassie?"

Cassie toggled her comlink once again. "Word from Roach Morale is that there are only thirteen caerns left. The High King took his guard into the breach. The Storm Eater has almost made it into the Material Realm. The remaining caerns have gathered the Legends together to perform the Rite of the Still Skies to lock it back in prison."

"And such a ritual takes time," Isa added. "Hours, potentially."

Sabine allowed a moment of silence for her pack to reflect on the gravity of what lay before them and what she had to ask of them. "We need to hold this ground—no matter the cost."

Alex folded his arms and nodded. "Every minute here gives the world a fighting chance."

Chad groaned. Sabine said nothing, letting the Child of Gaia gradually come to accept the idea of their sacrifice. "Cassie should return to the sept and let them know our situation. The name of Horizon pack should live on."

The kinfolk scoffed. "I'm not leaving you guys. Not after everything we've seen."

Sabine knew Cassie couldn't survive the trek back to the sept without them, but she decided to err on hope rather than fear. "She made her choice to fight."

Feast of Ashes gestured to the basin below them, where the horde of fomori gathered, preparing to climb the steep pass. "We're out of time."

As an arrogant Cub, LaCoix once asked her uncle why she needed a pack, for she was Silver Fang and nearly perfect in the eyes of Gaia. In the Old Tongue, he told her sadly, *"packmates are called anamae or soul-friends. A pack is your family by choice. Cherish and honor them while you can."*

Sabine only now understood what her uncle meant so long ago. "We're running with the Thermopylae scenario. Isa and Amber, I need you on either side of the pass to see what you can do about those snow banks. Ashes, make sure we have a good position to knock them back. Alex needs to be in the center, close enough to hit both sides."

Now that their leader had spoken, Horizon moved swiftly, knowing that each had a vital part to play in hopes of securing the future. Isa and Amber split from the pack to opposite sides of the pass, wielding Master of Fire to melt trigger points of snow and ice, leaving it vulnerable.

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Sabine and Feast of Ashes flanked Alex near the center of the plateau, while Chad and Cassie positioned themselves several dozen yards behind them. They exchanged a kiss, possibly their last and all the more passionate because of it, before Chad shifted to Lupus form and took an aggressive position to protect her. Sabine waited until the Dark Brigade of fomori reached the point of no return on their summit of Dyatlov's Pass, and then she signaled Chad via the pack link.

He stepped out of Cassie's reach, refusing to look directly at her. Many Children of Gaia refused to learn Call of the Wyrm, fearing that to speak the words of the beast was to allow it into their hearts. Chad released a mournful howl—an echo of Malfeas intended to challenge the fomori's madness and defy the supremacy of the Wyrm.

This blatant insult did not go unchallenged. The horde of fomori scrambled onward and upwards, biting and clawing feverishly with an intense hunger. They were savage and unthinking in their fury—just as she wanted them.

Sabine drew her klaive and knelt in the snow, bracing for impact. She glanced aside towards Feast of Ashes, who remained standing defiantly. "I can weather this storm without kneeling."

She snorted. "Trust me, Ashes, I like doing this even less than you do."

Alex "Shadow's Mercy" Roberts merely shrugged arrogantly.

"Think of Gaia. And the world. Surely that's worth your pride, Fenrir."

Feast of Ashes snarled and knelt on the other side of the Shadow Lord. "Fenris take us all. I'd rather be in Valhalla than survive. He'll be impossible to live with now."

"Shadow Lords always do what must be done."

As a Cub, Sabine's elders taught her that the Shadow Lords were the lesser rivals of the Silver Fangs. If Horizon had not been forged from two decimated packs, she wouldn't have dreamed of permitting one to join her. Yet today, she couldn't imagine being in a pack facing certain destruction without her soul-friend. "Listen, I understand if you need to keep bragging, but timing's important here."

Galliards referred to the Shadow Lords by the ominous sobriquet "the Children of Thunder." Alex proved himself worthy of the name as he clapped his hands together with great force. A crash of thunder and power rippled from his hand. The concussion of the crash blew past them like the gust of a hurricane, but they had been prepared. The ice and snow along the walls of Dyatlov Pass cracked and groaned, and then all at once shifted and washed down the mountain like a flood.

Sabine half-smiled before shifting to Crinos form. Just as Feast of Ashes predicted, the fomori brigade was trapped on the side of the mountain, with no place to retreat and stuck in a frozen prison for the moment. Eventually, they would continue to climb the summit, simmering with fury to face Chad's challenge, ready to consume them all.

Legend had it that the Spartans had defended Thermopylae against the might of Persia with a mere three hundred soldiers. She only had seven, but they were her *anamae*, willing to face the Wyrm and spit in all three of its faces.

Sabine growled as she stood, steadying herself for the onslaught. She turned to Horizon, and they howled as one. "Make them pay for every inch in blood!"

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Chapter Two: The World of Darkness

"A Garou can ask for no greater recognition, because no greater recognition exists. The Record is immortality, pure and simple; as long as the Garou survive, so will the names of their heroes and traitors."

— The Silver Record

The wealth of canon material written for **Werewolf: The Apocalypse** spans decades, including multiple editions, countless sourcebooks, novels, graphic novels, and a collectable card game. The following information is a brief summation of the **World of Darkness** setting specifically designed for **Mind's Eye Theatre: Werewolf The Apocalypse**. The **World of Darkness** has a rich and detailed history, with perspectives from many eras and in-depth histories of every tribe. This is a very brief overview, touching on the background of the tribes, factions, and oral legends.

This setting mines the best aspects of all of the source materials and distils it into a streamlined chronology. We selected the canon material that best conformed to the needs of a LARP environment. When required, the setting was altered to provide a better experience for a live-action game. Always check with your chronicle's Storyteller about any modifications she may have made to this timeline before designing your character.

The Apocalypse

The *Apocalypse* is the belief werewolves hold regarding the end times—their legends tell of a final battle against the Wyrm, where they either succeed in protecting Gaia or sink into oblivion. While some Garou believe the Apocalypse will be the end of all things, others believe that the end times are one phase of a cycle. For them, the events of the Apocalypse are merely a turn of the wheel; they trust that another world will rise from the ashes of the old, and another child of Mother Gaia will be born anew.

Every Garou attaches her own personal beliefs to the concept of the Apocalypse, viewing it through the lens of her own experiences. Many werewolves believe the destruction of most caerns marked the initial wave of the Apocalypse, and that they are now living in the final days. Whether their views are fatalistic or hopeful, they still answer to the challenge of the end times.

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The Garou Nation

The *Garou Nation* is a covenant of the tribes of werewolves organized as a confederacy of all the septs in the world. This feudalistic organization is not absolute, and its reach extends only where there are Garou willing and able to enforce the Litany.

The Garou Nation is a global organization, tying werewolves together in their mission to protect Gaia. It acts both as government and support system, establishing laws and guidelines to unite werewolves and allow septs to call on one another for defense or to launch an offense against a greater enemy.

For more information on The Garou Nation setting within the **World of Darkness**, including mechanics and detailed social structures, see **Chapter Eleven: The Garou Nation**, page 495.



Tribes and Fera

Tribes are werewolves tied together by similar beliefs, lifestyles, or family lines. While the Garou were all created by Gaia to protect her and her creations, they were splintered by differences of opinion regarding the best methods to use to achieve that protection. Each of the tribes has a tribal totem that best represents the individual tribe's ideals; it oversees the actions of the tribe that serves it and makes certain its tenets are obeyed. Even if werewolves disagree when interpreting their totem's wishes, their tribe remains one of the primary ways that they relate to other Garou across the world.



Fera are creatures of a different ilk. Gaia created most of them for specific purposes, such as the Mokolé acting as Gaia's memory and the Corax acting as her eyes. The shapeshifters are not simply wolf or man, but take the forms of birds, cats, bears, and other animals. The Fera are sometimes considered Gaia's lesser creations, isolated and removed from Garou structure, but the Age of Apocalypse has lessened some of the tension between the werewolves and the other shapeshifters.

For more information on the werewolf tribes and Fera breeds you may select to play as characters for **Mind's Eye Theatre: Werewolf The Apocalypse**, see **Chapter Three: Tribes and Fera**, page 69.

Auspices

A Garou's *auspice* is the phase of the moon under which she is born. This moon phase is more than an astrological occurrence; a Garou's auspice is intrinsically tied to her nature. It affects the roles she plays in society, her view of how Garou society and the rest of the world function, and her approach to solving problems. A Garou may be born to one of five auspices, as follows:



Ragabash

Those born beneath the new moon are the tricksters of Garou society. They challenge tradition and conventional wisdom to discard that which is outdated and help the Garou Nation evolve. Their tricks and pranks teach wisdom and humility to those who listen. Some werewolves have little patience for behaviors they consider nonsense, and they consider the *Ragabash* little more than childish pranksters. These cunning werewolves take advantage of such misconceptions, serving as scouts, and when needed, assassins.



Theurge

Those born beneath the crescent moon are the mystics of the Garou. *Theurges* have a natural affinity with spirits and can speak with them, either persuading them to join their causes or forcing them to do their bidding like sorcerers. Theurges provide frontline defense against banes and other corrupted creatures that invade the Material Realm. They are often considered wise and great healers of the soul and the body.



Philodox

Those born under the half-moon are the arbitrators and judges of the Garou Nation. The *Philodox* are charged with keeping the traditions of the Garou. However, they also strive for balance and harmony amidst the

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hot tempers of werewolves. They are often jacks-of-all trades and can speak with spirits almost as well as Theurges, yet fight nearly as well as an Ahroun. The Philodox are the traditional leaders of the Garou.



Galliard

Those born beneath the gibbous moon are filled with passion that bursts forth in glorious song and hot tempers. *Galliards* are akin to warrior-bards of legend, taking time out from their art to fight, and from their fighting to sing rousing tales or weave intricate stories. They are often joyous and make good company.



Ahroun

Those born beneath the full moon are the natural warriors of the Garou. No werewolf is incompetent at fighting, but *Ahroun* excel at it. They often lead the Garou during times of war or when no Philodox are available.

Breeds

A werewolf's *breed* is the form in which she was born. Some Garou, *Homids*, are born as humans, never knowing their true nature until their First Change. Others, the *Lupus*, are born as wolves, with deep instinctual drives. A third breed results when two Garou mate; the unfortunate *Metis* are born in Crinos form. Each of these breeds has a different advantage and drawback—Homids find it easier to move within humankind, but can have issues navigating in a society dictated by primal urges and instinctual needs, while the Lupus naturally fit into the wilds, but have difficulty understanding the nuances of human emotion and interaction. A Garou's breed form determines how she was raised, molding her views and abilities within the Garou Nation.



Homid

These Garou were raised in human society, and they often never know of their werewolf heritage until their First Change. They frequently have trouble dealing with the wilderness and the spirit world, but they are deeply knowledgeable of humankind and understand most technology. Homids are the most common breed.



Metis

These werewolves are the deformed and sterile offspring of two Garou. They are perhaps the best balanced of the breeds, being equally likely to understand the wilderness or human technology. Additionally, their natural form is Crinos, the man-wolf form, granting them great battle prowess. If accepted into a pack, they have an advantage—being raised in Garou society allows them to know its often-quirky ins and outs better than most. Once Metis were the rarest of the breeds, but in some tribes, they are now more common than Lupus—a sign of desperate times.



Lupus

Lupus Garou are born to wolves, and they often have a deep primal connection to Gaia. However, they are also frequently out of place in the urban world, having little understanding of human society. Some never even learn to speak a human language. Most hate technology and often blame humans for the problems plaguing the world.

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The Litany of the Western Concordat



Garou Shall Not Mate With Garou

Combat the Wyrm Wherever It Dwells and Whenever It Breeds

Respect the Territory of Another

Accept an Honorable Surrender

Submission to Those of Higher Station

Respect Those of Lower Station, for All Are of Gaia

The First Share of the Kill for Greatest in Station

Ye Shall Not Eat the Flesh of Humans

The Veil Shall Not Be Lifted

Do Not Suffer Thy People to Tend Thy Sickness

The Leader May Be Challenged at Any Time During Peace

The Leader May Not Be Challenged During Wartime

Ye Shall Take No Action That Causes a Caern to Be Violated

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The Litany

The *Litany* is a collection of laws codified into 13 primary tenets of the Garou Nation. Created during the Age of Legends, it is rumored to have been handed down directly by Gaia through the very first Silver Fang High King and then ratified via the Elders of every tribe at the first Grand Concolation. These tenets have guided the Garou in their war against the Wyrm through every generation, from the dawn of memory down to the Age of Apocalypse.

While the Philodox act as judges and interpreters of the Litany, this codified set of laws and traditions formed the foundation of the Garou Nation. It bound together 13 diverse tribes into a single functioning society and provided a structure for their campaign against the Wyrm. Interpretations of the Litany's tenets differ from tribe to tribe, and even within political factions and camps, but none dare to question their validity.

It can take a dedicated scholar a lifetime to master the nuances of the complete Litany; however, most Garou learn it in the form of 13 basic tenets. These tenets of the Litany have theoretically remained the same since their first revelation, but some believe that this codification is merely oral tradition and that the Litany's tenets have evolved as the Garou Nation matured. The tenets themselves are considered inviolate, even though the interpretations regarding how and when to enforce them have changed throughout history. Many werewolves perceive a hypocritical gap between what Garou Elders preach and what werewolves actually do. Masters of Garou law can cite dozens of examples of precedent, but as fewer Cubs learn to chant the details, more argue ways to bend the rules in their favor.

Tenets of the Litany

Garou Shall Not Mate With Garou

This precept is likely one of the most controversial tenets of the Litany in the modern age. The conflict centers on the definition of the word "mate," and the interpretation of this tenet has caused fierce arguments. In past Ages, this tenet has been enforced to varying degrees of severity, depending on both the culprits as well as their accuser. Some tribes merely punished the parents, using methods as various as punishment rites, exile, or even execution, while raising the resultant child as well as possible, despite its Metis nature. Others have used this precept of the Litany to slaughter all involved, using this punishment as a warning and reminder of the law to any others who may even think about transgressing it. Such severity is not the norm, as Metis still appear to this day, and some are able to keep their secret transgression hidden from those who would condemn them for it.

In modern days, the Council of the Tribes has determined that the tenet's true purpose is to caution against making Metis Garou, not merely the act of intercourse. This precept is also no longer considered violated when someone is the victim of rape; only those who inflict such a crime bear the burden of punishment for violating this tenant of the Litany.

Given their infertile nature, as well as the fact that bearing such a child likely results in the death of its mother, Garou consider Metis births a detriment to the continuation of the Garou race—the very thing this tenet intends to avoid. While its title remains the same, the tenet's common interpretation is now to take no action that will lead to the birth of a Metis child.

Adding controversy to the interpretation of this tenet is how the newly discovered Bitten Garou are to be classified. Bitten inherit the tribe of the Garou who created them, resulting in some werewolves arguing that Bitten are considered "children." These proponents consider the Bite merely another way of breeding, and argue that since a Bitten werewolf is sterile and possibly suffering from mental trauma, she is similar to a Metis—thus to be avoided.

Love and lust are both passionate emotions, and werewolves are nothing if not passionate. Some are able to overcome this impulse though, transitioning their love for another Garou into a strong and deep friendship—one forging a bond between them that never violates this tenet of the Litany. For others, love will not be denied, and they bear the risk that being together may cause a pregnancy and birth of a Metis child. Those who find themselves in such straits often seek out the help or assistance of the Glass Walkers or Children of Gaia, both tribes well known for their willingness to assist such parents, keeping their indiscretions secret.

Combat the Wyrm Wherever It Dwells and Whenever It Breeds

This tenet guides Garou society as a whole, more than any other precept of the Litany. The continuous war against the Wyrm is a way of life for all werewolves. Historically this tenet was thought to encourage Garou to not only fight minions of the Wyrm that attacked them, but also to aggressively seek out and eradicate any who would serve the Wyrm, as well as to destroy or cleanse any corrupted place that may encourage others to walk the spiral path of the Wyrm.

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To a lesser extent, some werewolves consider those who have "heard the One Song" and welcome it, thus gaining an affinity to the Weaver, another threat to be destroyed. During the Age of Apocalypse, war has made for strange bedfellows, and the staggering amount of caerns destroyed has led Garou to seek alliances once thought reprehensible. Now some Garou consider it a priority to seek allies wherever they can, and even creatures like vampires, which were once killed on sight, are tolerated when bigger threats loom.

The Council of Tribes has ruled, through the narrowest of voting margins, that only those who have taken the Wyrm into their hearts and gained an affinity to its ways are to be required targets, according to this tenet of the Litany. Dealing with other creatures tainted by the Wyrm can wait until the war and time allows, they determined. They also decreed, at the forceful urging of the Concordat of Stars, that those with affinity to the Weaver are not threats, and should not be considered targets of this particular precept. While many members of the Sanctum of Gaia pushed back against this idea, ultimately the leaders of the Garou Nation determined that the Weaver could be dealt with at a later time. The tenet remains the same, but those allies that might be turned to the good of Gaia are now exempt from its influence.

One example of this tenet's new interpretation is based on the events that sparked its change in the first place. A great caern in Russia was under siege by a massive horde, and an alliance with a powerful vampire was the only thing that kept that caern from violation and destruction. Those present determined that the vampires present, while undead and a blight on Gaia, could not truly be active servants of the Wyrm while working to preserve a caern. Although the werewolves did not welcome their putrescent nature, the Garou tolerated it long enough to save the caern, pitting those vampires against true minions of the Wyrm in battle.

Those who have studied the ways of vampires have shared that not all undead are the same—one subset is tainted beyond the rest. This ravenous horde of vampires, known for forsaking their humanity altogether and giving into the bestial nature of their kind, have embraced the teachings of the Wyrm, giving up what made them even partially human. The Elders have determined that these vampires deserve nothing but the searing pain of tooth and claw to rend the flesh from their undead bones. From dust were they born, and to dust they must return. Enemies such as these, who share the affinity of the Wyrm, are the true threat that must be hunted down and eradiated.

Respect the Territory of Another

Territorial claims are inherently important to werewolves. Territory is a reflection of not only ownership, but also the Garou's holy purpose of defending Gaia. The importance of that mission is underscored by the very fact that this precept exists within the Litany. This tenet also showcases the importance the Garou place in form and ritual. The elaborate traditions they use for greeting, hospitality, and departure are almost ritualistic in nature, helping contain the ever-present rage within and keeping any meeting of Garou from descending into a maelstrom of violence. Historically this precept of the Litany helped invent behaviors that many human cultures later adopted as guest rites, such as the sharing of food, crying out in greeting before approaching a stranger's fire, and bringing no violence upon the host.

This tenet has seen little to no new interpretation in recent times, at least by the Council of Tribes. While different areas, septs, and packs have different ideas about what "respect" means and how to show that respect, most werewolves can continue to agree that the burden lies on the guest to ensure she understands the laws of any territory she enters. In fact, the act of seeking out the owners of an entered territory is usually a sign of respect for that territory in and of itself.

Truly respecting the territory of another when travelling relies on understanding. For example, when travelling into lands claimed by Red Talons, if a guest approached in Homid form, ignoring the scent markings and warning signs displayed grossly violating this tenet, it is her own fault when consequences descend on her without regard to mercy or excuses. On the other hand, standing at a border and howling in Lupus form, alerting residents to the presence of a traveler and requesting permission to enter ensures that the response received involves far less bloodshed—usually. While it is not always possible to be aware of every territorial claim, it is good to know the common traditions, so one can invoke them as necessary.

Accept an Honorable Surrender

This is another tenet of the Litany that finds its base in the ritual behavior required to leash the rage within every Garou. In order to give outlet to these urges, many issues are solved through personal combat. When each and every warrior is sorely needed, especially after the death of so many, it is important to ensure that lives are not lost in conflicts taken too far. By codifying this precept as sacred within the Litany, it reminds Garou, even those caught in the depths of rage, that showing throat to one who has defeated you is an honorable action itself.

This tenet requires Garou to accept an honorable surrender. No mercy is shown to those who seek to use this precept to trick or trap the unwary. Whether such a surrender takes the form of a bearing of throat, laying down weapons, or

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even a verbal call for surrender, when such an action is done, any failure to acknowledge it is a breach of this tenet of the Litany.

Garou are rage-filled creatures, and among them there is no tenet of the Litany that prohibits death or murder of another Garou. This precept helps prevent conflict and combat between Garou from ending the life of another and depriving Gaia of another warrior and protector. When disagreements can only be settled through strength of arms, an honorable werewolf accepts her due when an opponent gives her surrender, acknowledging her as the victor in their contest and ceasing the battle then and there. Failing to do so and continuing the contest is a violation of this tenet, and consequences can range anywhere from punishment to death. However, some seek dishonor, using this tenet of the Litany to cause another Garou to drop her guard and then attacking from surprise. Such cowards are shown no mercy from their opponents or those who watch such a dishonorable action occur.

Submission to Those of Higher Station

Order and structure are important in Garou society. By establishing a hierarchy, leadership can more easily contain their lessers' violent impulses. Those who stand higher within the social structure often make requests or give orders to those below them, expecting them to be obeyed. While those who have truly earned the respect of their station find their commands more swiftly acted upon, all who possess greater Rank and Renown can reasonably expect that their orders will be followed.

Realistically, those who earn the respect of those they lead are far more likely to have little trouble with this tenet of the Litany. Those who abuse its power and make frivolous or self-serving demands, are likely to find themselves with little to no station to make such demands in the future.

This tenet of the Litany has seen recent controversy among the Council of Tribes. Some werewolves argue that while respect is due, it should be earned and that having a law that requires obedience is comparable to slavery, instead of conveying respect and upholding hierarchy. Others fervently disagree, stating that such distinctions keep the rage within all Garou in check, giving their society an understandable hierarchy that suits both human and wolf natures. For now, no change has been made to the interpretations of this tenet of the Litany, though the voices of the young clamor for change.

For example, when a Master of the Rite demands that rituals be handled at a sept in a certain way, those members of the sept must obey. The Master of the Rite has gained the position to oversee such activities in order to best respect the spirits and the traditions. When acting within her sphere of influence, a Master of the Rite's position is considered highest in station. Failure to adhere to this standard is a violation of this tenet of the Litany. However, if an Elder demands that every Cliath and Fostern of the sept show up on Saturday to wash her car, those who fail to do so would still find themselves violating this tenet, but many other sept members, if not the Cliath and Fostern themselves, would likely stand in line to challenge such a foolish Elder for making frivolous demands and demeaning the traditions of the Litany.

Respect Those of Lower Station, for All Are of Gaia

Gaia created all creatures that walk, crawl, swim, and fly. They deserve respect for the roles they play within the natural order. As Gaia's protectors and champions, the Garou are expected to understand this fact intrinsically and uphold those values with every creature they encounter. Remembering this core precept, that all are of Gaia, reminds the werewolves that understanding and compassion are just as vital to their war as the strength of tooth and claw.

This tenet of the Litany is seen as the foil to Submission to Those of Higher Station. It ensures that orders given are respectful to those who receive them, and it reminds the Garou and Fera alike that although they are blessed by Gaia to serve as her champions, all creatures are her creations and deserve respect. The Council of Tribes has not made changes to this tenet or its interpretation, relying on this precept to balance out the previous.

Garou higher in station observe this tenet by ensuring the orders they give are necessary and respectful to the ones entrusted to carry them out. For example, an Athro ordering a Fostern to clean and prepare the challenge mound in the event it is required is far different from ordering the same Fostern to clean his house because he doesn't want to. This tenet can and is abused. Some Garou of lower rank attempt to use this precept offensively to avoid punishment or orders by claiming the order is disrespectful. Those who attempt to do so are often forcefully reminded of other tenets of the Litany, such as submission to those higher in station. This does not mean that those of higher rank always avoid the temptation to abuse their privilege; those of lesser station can and do raise legitimate grievances. In such cases, punishments are usually harsh, as those of such lofty station are expected to know better, and, most importantly, know the difference between authority and tyranny.

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The First Share of the Kill for Greatest in Station

Originally this tenet of the Litany reinforced the natural order, where the leader eats first of a kill, out of respect for her role in helping the group attain it. Werewolves expanded this concept, allowing leaders to claim trophies or spoils after battle. This tenet was added to the Litany to show respect for those who put the worth of the community before their own wants and needs. Greedy Garou who seek to abuse this right, claiming more than their fair share through the power of this tenet, find themselves often challenged by packmates and septmates, reminding them that strength comes in the bonds formed by pack and sept, not in the abuse of power.

The Council of Tribes has not issued new interpretation of this tenet. For most Garou, the definition of a "share" is left for the group as a whole to determine. While it is customary to offer some sign of respect to a Sept Leader, the core of this tenet allow those who do the seizing to apportion their plunder amongst themselves. A tithe to a leader outside the group reaffirms respect for the hierarchy and traditions that guide the lives of Garou.

When a pack defeats minions of the Wyrm, when a sept survives an attack, or even when werewolves hunt for meat to feed each other, it is a sign of respect to offer the first and choicest parts to the highest in station. This offering can range from the most select cuts of meat to a powerful fetish. This simple tradition reaffirms the natural order of everyday life among the Garou. Ignoring or disrespecting this tenet and acting on selfish impulses is seen as a first step down a deceptively swift road to corruption.

Ye Shall Not Eat the Flesh of Humans

During the Impergium, werewolves often overlooked this precept. Although werewolves understand that in the heat of battle, things happen, during the excess of those times far too many Garou opened themselves to the Wyrm's corruption by embracing cannibalistic urges. It became a fundamental failure to uphold the protection of humanity as one of Gaia's creatures. Thus this tenet came back into prominence and has been heavily enforced for generations.

Packs police their own when it comes to this tenet of the Litany. They watch each other to ensure that none fall victim to the desire to consume human flesh, even if only in the heat of battle. Further, septs watch their packs, hoping to ensure no one falls into this trap. The Council of Tribes has reaffirmed that each Garou must watch her brothers and sisters, ensuring that none succumb to the temptation, even in the deepest throes of frenzy.

Garou in battle are the epitome of savagery. They rend their enemies with tooth and claw, slashing and biting with a fury unmatched by any of Gaia's other creatures. In the depth of such fury, it is not uncommon for a Garou to bite and rip the flesh of her enemies. Doing so is not a violation of this tenet; she must make a choice, willing or not, to consume the flesh of humans and to eat a human as if she was a prey animal. That is when a Garou has violated the Litany.

The Veil Shall Not Be Lifted

Few responsibilities are more dear to Garou than the protection of the Veil. There are too many enemies waiting for a chance to expose and eradicate the werewolves. Humanity itself, one of the creatures Gaia tasked the Garou to protect, would be the first to seek the utter destruction of the Garou if the humans learned of their existence. As such, this precept is one of the most often-repeated tenets, as Cubs and Cliath are taught the Litany, reminding them of the danger inherent in exposure.

The Council of Tribes has frequently discussed this tenet in recent days, especially with destruction of so many Garou and caerns. Now more than ever, the Garou cannot afford attention to be drawn to their few remaining safe places and people. Elders have placed strong emphasis on being far more aware of each individual's actions that may risk to the Veil. For this reason, those who damage the Veil without ensuring that their actions are concealed are severely punished. No more attention can be called to the Garou if they are to succeed at their tasks.

Garou who count on the Delirium to protect the Veil walk a dangerous line. While rare, there are some humans who are naturally immune to its effects, allowing them to remember in whole any supernatural activities they may witness. Especially in this day and age of cameras and smart phones, recording devices are everywhere. Combatting the Wyrm where it dwells and breeds may encourage a brave Cliath to leap a counter of a convenience store to slaughter a fomor clerk, but doing so without thinking may lead the Garou to murder any possible witnesses or commit other attention-gaining actions to cover up her activities. These two tenets of the Litany are often at odds with each other, requiring wisdom and experience discern exactly how to handle such incidents. Instead of leaping the counter, one might be better served by marking the target and staking out the store until the clerk leaves for the night alone, allowing the Cliath to accomplish her mission to combat the Wyrm, while still defending the Veil.

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Do Not Suffer Thy People to Tend Thy Sickness

Rare though it is, sometimes a Garou becomes too old, or too infirm through battle scars and injury, to carry on in the fight against the Wyrm. When this situation occurs, two choices remain for such a werewolf. Most commonly, she performs the Rite of Winter Wolf and, after saying goodbye to friends and loved ones, throws herself into battle against a mighty enemy in the hope of slaying it as she dies. The other option, heavily advocated by the Children of Gaia, is to go among humans or wolves to live the remainder of her life out quietly, outside of Garou society. Few werewolves take this option, considering it cowardly. They simply are unable to suddenly cease fighting a war they have dedicated their lives to prosecuting.

Few dispute the necessity of this tenet of the Litany. While some argue that every willing body in the war is worth keeping as another warrior, others maintain that the resources needed to tend to those who cannot contribute as front-line warriors are better put to use helping those who can. No matter the reality, the truth of the matter is that none have pushed for a change in interpreting this tenet of the Litany with any success.

Garou bear the scars of many fights. Each one a tells a tale of battle, renown, and one more escape from an enemy that could have claimed their lives. The power of regeneration often allows werewolves to continue the fight, healing their bodies after serious wounds. Sometimes though, these wounds leave battle scars so deep and so damaging that it is impossible to return to the front lines in the war against the Wyrm. Garou who realize this do not burden their packs or septmates with their injury and infirmity. They fight to the last, thrusting themselves into one more battle—one final strike at the Wyrm, if they can. This course is the honorable way, and it is considered worthy of respect. However, there are some Garou who hold too tightly to life, refusing to admit they can no longer fight. They remain far too long, forcing others to care for them, hunt for them, and support them. These Garou force sept and pack to tend their sickness, until something is done about it. Such werewolves are often killed by their own kind, as the Litany demands.

The Leader May Be Challenged at Any Time During Peace

In a structure built upon hierarchy and rigidly defined governance roles, the system of challenging for leadership serves to ensure that the strongest leaders are the ones making the decisions for the whole. This tenet serves as a reminder that, when not under direct threat, the leader may be challenged, either proving herself through victory allowing another to rise to power through her defeat. Unscrupulous leaders often find excuses to avoid challenges, declaring the constant threat of the Wyrm too much to allow for a challenge to occur or pushing for challenges that heavily favor the inertia of existing leadership. Rarely does such a situation stand for long, when a new leader takes power, her reprisals are often both swift and severe.

Historically this measure serves as permission as well as a warning. It reminds Garou that in times of peace, rest, and healing, they should reflect on the wisdom and judgement of those who lead. If another exists who wishes to step forward and put herself into such a position, she must challenge and prove her worth. On the other hand, peacetime provides an opportunity for the current leader to prove to those who beneath her that she remains strong enough, wise enough, and honorable enough to lead.

Up-and-coming leaders, be they found among one's pack, sept, or the Garou Nation as a whole, prove themselves in times of peace. While arguments can and are made that the Garou are constantly at war, even the most diehard traditionalist realizes that in longstanding war there are many battles, and the lulls between them are as necessary to winning as each victory is in and of itself. Challenges do not solely exist for the purpose of changing the leadership, but also provide a chance for the populace to see a leader prove herself to one and all. This process helps to instill respect and faith in those would guide the Garou going forward.

The Leader May Not Be Challenged During Wartime

The last thing needed when in the middle of a battle is jockeying for position; it weakens a pack or sept with infighting, instead of focusing on the fight at hand. This tenet ensures that during times of direct threat, challenges for leadership cannot occur, allowing even the most station-hungry Garou to focus on the immediate task, instead of attaining power. This precept is often abused or twisted to suit the purposes of those who benefit most. Citing the constant wartime of the Age of Apocalypse, dishonorable Garou claim that threats are too prevalent to allow for squabbling over leadership, using this tenet of the Litany as a shield for their positions. Since the revival of the Council of Tribes, along with the rise of strong national leadership, such claims have declined, as the focus on reseeding caerns has taken the highest of priorities.

The Tribal Councilors, when speaking about the Litany and the favored interpretations during this tumultuous time, reiterated that this tenet provides a warning, advising against voluntarily changing leadership while in the midst

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of crisis. It is not a shield; it is not a blanket defense against any challengers arising to seek positions of leadership. It is, however, a caution and a firm reminder that such challenges are to be left for times of at least tenuous peace. Even the opposing factions among council agreed that this precept needed some additional interpretation in the modern era.

During a siege, with enemies at the gates, is the absolute worst time to seek a change in leadership for any reason other than the death or disability of the previous leader. Even the most dangerous situations become far worse when no one knows where to look for direction. However, Garou are passionate creatures, and the desire to immediately correct a perceived failure is strong in them. This tenet ensures that even when rage and frustration course through their bodies, the law requires them to wait until the proper moment to vent that anger into a formal challenge. So ingrained are the laws of the Litany, that they serve to leash the rage and emotion that would otherwise get the better of even the calmest Garou.

Ye Shall Take No Action That Causes a Caern to Be Violated

Equivalent in seriousness to the protection of the Veil, allowing a caern to be destroyed is a dire crime worthy of the most extreme punishment. When such horrible travesties to come to pass, it is not uncommon for the responsible Garou to be sentenced to death for their laxity. The advent of the Age of Apocalypse has further driven home the importance of this tenet; it is now of paramount importance to guard, nurture, and protect the fragile hope that lies within shard seeds as the werewolves attempt to restore their network of lost caerns.

The Council of Tribes has decreed that this tenet strictly applies to any who have failed to do everything in their power to protect the caerns they swore to safeguard. With the Wyrm's myriad attacks on bawns, reaching deep into caern hearts, the definition of "violate" has become a hotly contested issue. Traditionally minded werewolves believe that defenders who allowed their caerns to fall without first sacrificing their own lives were derelict in their duties and should be punished as such, while less strict interpreters of this tenet believe that each warrior is vital, and that allowing them to die now, executed as punishment, when they are needed to ensure the protection of shard seeds, is a great waste.

Entering the bawn of a caern, bearing Wyrm Taint from battle, in an effort to return to safety and be cleansed is not considered violating a caern. Caerns are intended to provide safe haven and serve as places of security. However, the same Garou, entering a caern heart bearing taint of Wyrm corruption, no matter how slight, may be judged differently. The latter instance directly threatens corrupting the most sacred site within the caern itself. How a judge prosecutes this tenet of the Litany against those who may push its boundaries truly differs, depending on the customs of the sept where the offense occurs. Knowledge of how and where to step can prevent tragedy or death when it comes to the safety of a caern.

A Brief History of the World of Darkness



The wolf has a simple perception of time: what was, what is, and what might be. Humans confuse things by trying to ascribe meaning and purpose to the things we've endured.
– Verity Argyris, Black Fury, Historian

The sky was a blanket of naked stars, unobscured by the pollution and lights of the city. Temperatures dropped quickly at night in the desert. Verity felt the bracing sting of the wind even through her black fur, but she caught the faint scent of smoked wood and oiled leather.

Not too far, she thought, maybe a mile or so farther into the badlands. She relished the hunt. It had been far too long since she had run as a wolf under the full moon. Clearly, making this meeting place easy to find hadn't been a priority, but then she supposed that was the way of oracles. You had to work for your knowledge, and that's why most of the Elders resented her and the book.

She discovered the camp by accident, blindly following the trail until she almost ran past it. A spark from the campfire, a glowing ember in the darkness, caught her attention and led her down the dune hill to a small crook in the landscape. There she discovered a hidden camp little more than a couple of worn sleeping bags and a small fire.

Verity released a low howl of introduction, neither wanting to go where she was not welcome, nor be throated by an angry Elder. A smoky voice called out to her from the shadows. "I expected you two hours ago, little Fostern."

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She shifted back to Homid, adjusted her glasses, and scanned the campsite, searching for the source of the voice. "I can't see you. I've come to meet Amy Hundred-Voices."

"That's because I didn't want to be seen." An old woman wearing traveling leathers and a wide-brimmed hat stepped out from the shadows. There was wisdom in the lines of her face. Clearly, she was a wise crone of her tribe. The sigils and patches on her jacket, all revering the horned snake, suggested Uktena. "But you didn't come here to see me. You want to hear the old stories."

Verity shook her head defiantly. "I want to know facts. We deserve to know our history and to learn about the mistakes of the past."

"So that you can fix them?" Amy Hundred-Voices set aside her hat and turned towards the fire, placing an old metal coffee pot on a flat stone near the flame. "The tribes have clung to the oral tradition for thousands of years, maybe more. You think you are the one to change all of that."

"Not me. I'm just a historian," Verity admitted, almost defeated. "Maybe my work can inspire someone else—give them a tool to see things from a different perspective. Not a very traditional way to look at it, I know. My moms are furious. I'm supposed to be collecting tales of glory and honor."

Amy Hundred-Voices laughed softly. "I hold three degrees and a Master's in Occidental Culture from the University of New Mexico, and I never thought about writing a textbook for Cubs."

"You'll help me, then?" Verity could hardly believe it would be that easy. "Put me in touch with the Ananasi?"

The old Uktena shook her head. "Not yet, I think."

Verity stepped closer than she intended, passionate about her cause. "I might be a Black Fury, but I haven't joined the Sanctum of Gaia. Not yet. I'm still trying to decide who is right. Maybe this book will help me with that, if nothing else."

"Secrets given out freely lose their value." The Elder Uktena flashed a wry smile. "You want to find the Ananasi, you'll have to earn it."

This, Verity expected. Elders always had things that needed to be done. "You need me to run an errand? Clear out a periphery zone? My pack's near. I can call them."

"You want my knowledge, my secrets?" Amy Hundred-Voices asked, with a touch of skepticism. "I need to see if you are worthy of them—and I know just how to test you."

"I'm ready for anything."

"Read to me from your book."

"What?"

"You're a historian, aren't you? I want to know how you will teach others, and if you impress me, I might just help you."

Verity swallowed. This was just like defending her thesis—except Professor Amy Hundred-Voices has claws. She dug her binder out from her pack and opened it to the beginning. "Our history begins at the start of the Age of Myth, before the creation of the universe, and the dawn of time…."

Historian's Note

The book you hold in your hands is the result of years of painstaking research. I've traveled the world, recording oral histories from lore masters of all the tribes and even a few rare Fera willing to share knowledge.

I've catalogued events and stories using the classical historian's tool of periodization to categorize the past into quantified, named blocks of time. The definitions are arbitrary, but they facilitate the study and analysis of history.

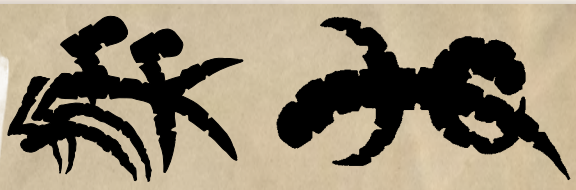
In the end, I can't help but feel like I have failed in my ambitions. Turns out that it's difficult to locate primary sources verifying events that happened before the very creation of the universe.

The truth is, it doesn't matter if every one of these myths actually happened as we know them. These are the stories that define us as Garou.

Verity Argyris
Black Fury, Historian

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Age of Myth: Stories of the Creation of the Cosmos



The common mistake made when dealing with spirits is presuming that they see time and events from the same perspective as those of us limited by flesh. To them, allegory is reality.

– Verity Aregyris, Black Fury, Historian

The cosmos can be divided into three primal forces that form all of creation: the Wyld, the Weaver, and the Wyrm, known collectively as the *Triat*. In the beginning, each member of the Triat operated on pure instinct and acted according to its fundamental nature. The Wyld gave birth to the whole of creation without form. The Weaver shaped reality and gave it form and substance. The Wyrm decayed and destroyed the aspects of the cosmos that had served their purposes, making room for new creations. Together, they forged the stars, built infinite worlds and realms of spirit and flesh, and created all life and gave it meaning. The Wyrm maintained balance, selectively recycling the creations of Wyld and Weaver, forcing harmony from the opposing forces of chaos and order.

What happened next is open to rampant speculation, strenuous debates, and the cause of more than one challenge. Garou and Fera alike agree that at the beginning, the Triat was in balance.

Some believe that the Weaver gained consciousness and went mad after gazing upon the whole of the cosmos. Her obsession drove her to attempt to spin the entirety of the Wyld into a patterned existence, and the Wyrm, overwhelmed attempting its job to bring the Weaver into balance, was caught in the Weaver's web by accident. Others argue that the Weaver grew bitter at the Wyrm's interference with her creations and sought to seize control. And then there are those who believe that the Wyrm sought to destroy the Wyld altogether, in order to end existence and reshape the next iteration of the cosmos.

None know the truth for certain. We only agree that the Triat became unbalanced and the cosmos suffered.

The Celestine spirit Gaia, mother of the Triat, birthed the Material Realm and shaped it according to her designs. The world she created was whole and pure, united in one land called Pangaea. She created the shapeshifters, the Garou and the Fera, assigning each of them a role to keep her creation safe and in balance with the Triat.

The Garou were designated to protect the Material Realm. They culled overgrown populations that threatened to unbalance the ecosystem, hunted powerful predators that would otherwise rampage if unchecked, and fended off the otherworldly spirits and beasts from alien realms that would despoil the purity of the land.

As the Triat warred against itself, the shockwave of their struggle echoed throughout the cosmos. The Material Realm shattered into the continents. Once a single people, the Garou scattered to the corners of the world, where they founded civilizations and encouraged the growth of kin. The world was still strongly aligned with the Wyld, and little of the Weaver or the Wyrm corrupted it.

Inspired by the Weaver, early humans created tools to shape and tame the Wyld. They built shelters and forged weapons to protect themselves from the elements and predators. They gathered together, first in villages, and later they began to build cities. The humans weaved order from the chaos of the Wyld, and the Weaver loved them for it.

Fear of mankind's potential led to the start of the *Impergium*, the wholesale slaughter of humanity intended to decimate their population to less-threatening numbers. The spirits say that during this time, the Garou, and most of the Fera, destroyed larger human settlements and purposely retarded the technological and scientific progress of the human race.

For thousands of years, the Garou and the Fera strictly imposed population caps on early humanity, killing and sometimes eating them when their herds grew too large. Memories from these dark nights still survives in humans, taking shape as a primal fear of shapeshifters called the *Delirium*.

Furious with Gaia's children, the Weaver began calcifying the Umbra, leading to the creation of the *Gauntlet*. This act separated the Material Realm from the infinite spirit worlds of the Umbra, and made it more difficult for the Garou and the Fera to hunt humanity.

Coyote Tells his Tale

In the beginning, Coyote created all things. Bored with his place in the stars, he sang the Earth into existence. First, he created the water and then the ducks, for Coyote did not want to be lonely on his new planet. As the creatures among the stars saw the beautiful world Coyote had created, they came to visit, and many of them chose to stay. Coyote was very proud of his creation and all of his new friends, and he boasted of his exploits to Luna. Luna was enraged with Coyote for luring all

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of the creatures to Earth, and she turned her face away from him. This is the tale of why Coyote sings to Luna every night, in hopes of gaining her blessing once again.

Historian's Note

Although Garou have their tales of how the world began, each breed of Fera maintains their own legends. While there are some similarities found between these different tales, each breed has their own unique view on how the world came to be.

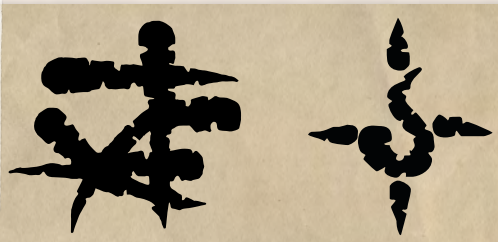
Although relations with the Fera have improved in recent years, many are still hesitant to divulge too much about the history of their people. Those who were willing to speak have given me glorious tales, some of which are catalogued here for posterity.

Verity Argyris
Black Fury, Historian

After creating the ducks and singing down the other creatures, Coyote created man, a brand-new creature that he hoped would bring him a great deal of joy and amusement. It was not long after that the other creatures begged Coyote to undo what he had done. The men were too violent and destructive, and they could not peacefully live alongside the other creatures. To placate his friends, Coyote allowed each animal to take some of the humans away with them, in order to teach them how to live properly. This is how Wolf, Cat, Bear, Shark, and the others came to have changing families of their own. When all of the creatures had taken their share of humans, Spider gathered all of the remaining to her breast, ensnaring them in her expansive web. Now when Worm, being too slow by far, came to claim his share of the humans, there were none left. He became upset and begged Coyote for help, for he coveted humans of his own. Coyote sent Worm to see Spider to ask for some of her children; after all, that would only be fair. Coyote knew that this request would be refused, for Spider was greedy and wanted to keep all of the humans to herself. Spider told Worm that she would give him all of the humans that he could free from her web. As Worm climbed higher, he was able to shake loose some of the humans, but he found that he himself had been caught up in her silk, thwarted by his driving need to steal as many of Spider's humans as he could. As Worm thrashed within her web, Coyote appeared to offer his help—but Worm was as proud as he was greedy, and he refused all assistance. This is the story of how the Wyrm became trapped in the Weaver's web, and how he will remain in her clutches until he learns his lesson of humility.

The humans who fell from Spider's web began to roam the land, and they were touched by a darkness of insanity. They began to build and explore, and destruction followed in their wake. Although he was still ensnared, Worm was able to influence his new followers. The changers of the world tried to hold his people back, but there were too many lands and too many divides between changer families. Coyote finally felt that it was time for him to do something, for of course, he had caused all of this in the first place. He would not rob the humans of the freedom he had given them, but nor could he ignore the suffering of his children. Coyote gathered up the cleverest and wisest beings he could find, and he showered them with his gifts and blessings. He taught his children to teach lessons and pull pranks, and he gave them the keys to the stars. He taught them to integrate with the humans, so none would ever suspect that they existed. Coyote taught his children to act as the teachers of humans and shifters alike, to show others the errors of their ways, in hopes of teaching them to resist the temptations of Worm. Above all, he told his children to have fun and enjoy the life that he had given them, for their time on Earth would be short. This is the story of how Coyote created the Nuwisha.

Age of Legends: Founding the Garou Nation



A legend frames the values of the society that created it and reveals the character of the society that retells it.
– Verity Argyris, Black Fury, Historian

The Impergium lasted for thousands of years. Humanity came to fear the woods at night, as the Garou hunted them for sport and feasted on their flesh. Hunter and hunted were forever marked. The primal dread of the beast—known as Delirium—was burned into humanity's consciousness, scarring them with a racial memory that is now triggered by a mere glimpse of a werewolf in Crinos form. Their overzealousness to perform their sacred duties to protect humanity and Gaia left the Garou vulnerable to the influence of the Wyrm.

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The Children of Gaia rejected this senseless slaughter, holding close the Garou's ancient pledge to protect humanity and their sacred duty to Gaia. They were cast aside as the tribes went to war for dominance, territory, and control over the humans as breeding stock and slaves. Once the Garou began to fight among each other, they were challenged for dominance by the humans they claimed to protect.

Terrified, humans organized and learned the weaknesses of the monsters that hunted them by moonlight. Ordinary wolves were hunted to near extinction in many lands. They fought the creatures from their nightmares with fire and silver, and on occasion, with newfound faith and otherworldly powers connected to the Triat.

The Garou had always known other monsters hid in the night, but they came to learn that these others also had an interest in humanity as feeding stock. These creatures were willing to defend what they considered theirs. Immortal vampires protected the cities where they slept and organized humans to defend them. Some human mystics made their own pacts with the spirits, gaining access to vast powers over reality itself.

Rests-the-Moon, a mighty Silver Fang king, understood the situation was no longer tenable and decided to undergo a quest to seek wisdom from Gaia and Luna. He returned alone, bloody and bruised, but determined to bring the world back from the precipice of disaster. First, he passed along sacred knowledge from Gaia to the Silver Fang Theurges, and they raised the first caern, the Sept of the Crescent Moon.

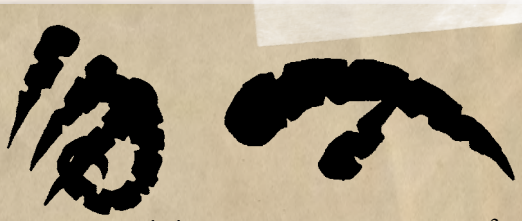
The wisest Elders of each tribe called a Concolation. Rests-the-Moon freely shared the lore and knowledge about how to raise and cultivate a caern. Then, when the Elders were impressed with his generosity, he asked each of them for their advice about the Impergium. The Red Talons argued to continue the hunt and ensure that humanity would never threaten the Wyld or their wolf kinfolk again. Many among the tribes agreed with this wisdom. Why allow the humans time to rise up against them?

The Black Furies protested that the humans had not yet learned their lesson and continued to enslave women and children as their property. The Glass Walkers argued that they were pushing the humans away from the places of the Wyld. They already clustered into cities where the power of the Weaver reigned supreme. How long would it be before the clever hairless apes turned their industry towards the destruction of the Wyld? Why drive them towards their enemies?

This argument split the Concolation. Some tribes argued that the Garou should discipline the rebellious villages, keeping their activities in check. Others argued that the humans would better serve as partners, as Gaia had planned. It was then that Rests-the-Moon revealed Gaia's wisdom to the tribes. The Garou agreed to maintain their own society, separate from humanity. They forged the Western Concordat and set into law the Litany that governs it, creating what is commonly known as the Garou Nation.

Rests-the-Moon ruled over this new civilization as High King, and every tribe selected their best, in their own fashion, to send as advisors to this new king. These Garou became the first Council of Tribes. The Impergium came to an end, and werewolves faded into the shadows of history, becoming legends.

Age of Tragedy: The War of Rage



Rage is a gift from Luna to inspire us towards courage and provide us the strength to protect this world. The tragedy is that we've abused this gift, more often than not, and suffered the consequences.

– Verity Argyris, Black Fury, Historian

Word of the new Western Concordat quickly spread across the Material Realm. The Litany became the supreme law among the tribes, and one by one septs confirmed their membership in the Garou Nation.

The period of isolation ended, and the roles of the auspices within Garou society calcified. Philodox assumed the role of Truthcatcher and became judges over the Litany. The Ragabash questioned the Litany and tested boundaries as sept laws became uniform across tribal lines. Theurges mastered the secrets of the spirits, and a Fianna named Wyrmslayer forged the first klaive. The Ahroun patrolled bawns and killed the enemies of the nation, and the Galliards sang tales of heroic deeds and terrible downfalls. Yet still, the specter of rage hung over the new nation of Garou.

The Silver Fangs and the Shadow Lords warred against the tribes that would one day be known as the Uktena, the Croatan, and the Wendigo. Receiving divine inspiration from Gaia herself, these tribes crossed the Bering Strait into what they would name the Pure Lands, where they

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discovered a brave new world tainted by banes and monsters. Together, they cleansed the continent of the Wyrm; trapping the banes they could not destroy, discovering new kin, and helping found human civilizations.

Arrogant from their victories and showing dominance, the Silver Fangs plunged the Garou Nation into a vicious conflict with the Fera known as the *War of Rage*. Animosity between the Garou and the Fera first surfaced during the Impergium. Fera breeds complained that the Garou targeted their kinfolk during raids against humanity to purposely limit their populations. The Garou countered that their leadership of Gaia's children was challenged by the Fera's continual disrespect of the werewolves' role as protectors of Gaia, and that it was necessary to show dominance to ensure the security of the Material Realm.

Tensions mounted to untenable levels, war seemed inevitable, and the flashpoint that triggered the bloodshed occurred at a diplomatic meeting between the Silver Fangs and a number of the Fera. Historical accounts of the events of the meeting differ wildly, but the single constant is the death of the heroic Silver Fang, Petros the Unyielding.

King Konstantos the Savage accused a Nagah named Vinta of murdering the Silver Fang hero. According to the Fera, Petros the Unyielding had been a messenger of peace, returning to the tribes with a proposal for a treaty and a warning that there would be war should aggressions continue. The Nagah claimed Konstantos himself killed Petros in a fit of uncontrollable rage, and blamed the murder on the Fera.

The Silver Fangs demanded the other tribes support their war against the Nagah. The idea that one of the Changing Breeds, the lowly Nagah, would dare to strike down a Garou, enraged the werewolves, but the Children of Gaia pleaded with the Garou Nation to make one last desperate attempt at unity. They convinced the Gurahl to meet with the Garou Nation and try to resolve the underlying issues before unending war killed everyone and left Gaia unprotected.

Again, accounts of this failed diplomatic venture differ between the Fera and the Garou. The Gurahl claim the haughty Silver Fangs demanded the secret of defeating death that Gaia had taught them. The Garou claim they asked the Gurahl to resurrect Petros as penance from the Fera, but the werebears refused, as the dead warrior's soul was now with Gaia, and they claimed it would be foolish to disrupt the cosmic dance to return him to life when his purpose had been fulfilled.

The Garou threatened war again, saying the Fera should return what they took from the nation or pay the price in blood. Defiant, the Gurahl refused, and the two sides came to blows, starting the War of Rage. Those Gurahl who survived the encounter sought allies among the other Fera. The vicious Grondr, the wereboars, and the brutal Apis, the wereaurochs, came to their aid, and together they retaliated.

The conflict quickly extended throughout the known world. The Mokolé, the werelizards, suffered terrible losses in the initial stages of the War of Rage. The Garou defiled their wallows, smashed their eggs, and slaughtered their kin. They survived only by retreating to the deepest sections of the Wyld. There, the early humans turned against them, fearing their Drachid forms as monsters.

The Silent Striders battled the Bubasti of the Bastet in Egypt, and the other tribes of the Garou Nation decimated the werecats where they found them. The Bastet were overwhelmed, and a number of their lesser breeds were devastated until they retreated to tropical climates without native wolf populations or to remote territories, such as mountain ranges or rainforests. The Simba and Khan fortified Africa, driving the Silent Striders from their lands.

The Garou Nation hunted the Nagah to near-extinction. The Fianna wiped out the Nagah in Ireland and killed every single snake there. Yet strangely, the Fenrir and the Fianna turned their gaze from the Corax, allowing them to survive. The wereravens attempted to mediate a truce to end the war, but neither side was in the mood for peace. However, the Corax did manage to secure safe routes for Fera refugees and aided the Ratkin in escaping complete annihilation.

The Ratkin were on the verge of extinction before the last of the Ratkin Bards gathered at the Field of Nettles in an attempt to sue for peace. The Bards delayed the final attacks long enough for the remainder of the Ratkin to escape into the Deep Umbra.

The War of Rage did not extend to the Pure Lands of the Uktena, Croatan, and Wendigo. They made peace and found kin among those who migrated there. The other werewolves of the Garou Nation did not pursue those Fera who fled to those lands.

The Apis and Grondr refused to hide, and in turn they were slaughtered by the superior numbers and forces of the Garou. The war had turned, and even the stubborn Gurahl realized that unless they fled, all would be lost.

Eventually the Garou lost their taste for war, but their pride kept them from accepting surrender. The Children of Gaia and Stargazers argued that the Fera were needed for Gaia to thrive, and that surely the Garou would not place their egos above their mother's needs. The Silent Striders agreed, and simply made peace with the few Bastet they could find,

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ignoring further requests for troops and aid. The Bone Gnawers and Glass Walkers followed suit, but they had mostly stayed out of the conflict, their interests leaning more towards humans and the new advancements in technology that had long been stymied by the Garou.

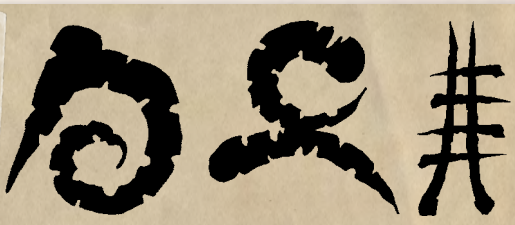
Some felt that Luna was angered at how the Garou misused her blessing and cursed the Silver Fangs for their arrogance. The Shadow Lords subtly blamed the Silver Fang's lack of leadership for the horrors of the War of Rage, sensing a chance to claim primacy of the tribes. The Fenrir, Black Furies, and Fianna privately lamented their deeds during the war, but could not bring themselves to question the decisions that led to them. Only the White Howlers wanted to continue the fight, having come to hunger for the flesh of the Fera.

The Ananasi remained hidden, subtly stoking the fires in hopes that both sides would weaken the other. Even through their seething need for vengeance, they could see that the war had gone too far, and the whole of creation could be destroyed by this conflict. Through the connection between the Corax and Fianna, the Ananasi leaked information suggesting that the Heart of the Wyrm had been located deep inside of Malfeas, and if it could be captured and destroyed, the Wyrm's influence would subside. In truth, this was a clever ruse. The location really led to the opal-prison of Queen Ananasa, the mother of all Ananasi. The fact that those few who realized this truth died in the mission is likely the only reason the Garou as a whole did not turn on the werespiders and wipe them from existence.

The Garou Nation, yearning for glory, temporarily abandoned the War of Rage to prepare for an assault upon Malfeas. Their scouts blazed a trail to the hellish realm, and the entire nation rallied behind the idea of ending evil forever. Many warriors died horrifically before the Theurges determined that they had been deceived. When the werewolves returned to their efforts destroying the Fera, the Garou discovered that nearly all of the other shapeshifters had vanished. Some privately believed the war and the actions that followed were one of the plagues foretold to descend on the world by the Prophecy of the Phoenix. The deception and madness that seemed to linger in the minds of the greatest leaders brought the death toll as high as any naturally occurring pestilence.

The Council of Tribes gathered together at another Concolation to discuss the matter. Some claimed that the dominance of the Garou was now clear, and the point of the war had already been made. Others argued that the real war should be with the Wyrm, and that the Fera were needed to maintain Gaia. In the end, the Garou Nation simply declared its victory and privately licked its wounds.

Age of Man: Rise of Human Civilization



Humans lack claws and fangs to defend themselves in a world teeming with monsters and beasts. Is it any wonder that they turned to the Weaver for protection?

– Verity Argyris, Black Fury, Historian

1000 BCE to 500 CE

While the Garou Nation recovered from the War of Rage, and the Fera hid in the remote and desolate places of the world, humans came to forget both of them and flexed their own muscles. They mastered the arts of the written word, architecture, and science. Humanity leveraged the Weaver's tools to create great cities of brick and stone, and founded vast empires—including Babylon, Tikal, Alexandria, Beijing, and Rome.

The Silver Fangs involved themselves with the noble families of Russia, founding settlements in Novgorod and Kiev Rus. As the centuries passed, they and their kinfolk migrated south and married into many of Europe's royal and noble human tribes and petty kingdoms, until they reached Rome.

The Glass Walkers and Bone Gnawers had already found a niche in the Eternal City, keeping their presence subtle, so as to not arouse the potent vampires and Wyrm-affiliated creatures that hid beneath the earth. The Glass Walkers had come to Rome from the Middle East, relishing in the Greek philosophies and the opportunities in trade. The Bone Gnawers settled in the Aventine Hill, living amongst the outcasts and poor of society. The power and prestige of influence proved to be too tempting for these tribes, and soon they fought on behalf of Rome.

The Stargazers retreated from the world, joining and founding great monasteries, pondering where the Garou Nation had gone wrong. Likewise, the Shadow Lords elected to have little involvement with human civilization, choosing instead to dwell among the barbarians who would one day sack Rome.

In the Pure Lands, around 400 Before the Common Era (BCE), the Guatemalan Mayan city-states rose and came

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to power over Mesoamerica. The Uktena advised caution as they discovered these humans worshipped blood gods that demanded sacrifices from their people. The Pure Ones and the hidden vampires waged a secret war for the soul of the land in shadows and the hidden places where none could see.

In Egypt, during that same time, the Silent Striders apologized to the Mokolé and made peace. Together, they allied themselves with the vampiric Osirian League to stop the ancient vampire Sutekh. At the final battle, as the tribe bound the godlike vampire into unconsciousness and imprisonment far beneath the earth, the creature struck one final blow—a curse that would reverberate throughout the tribe for two millennia.

The Fenrir and their ancient enemy Wotan, known to the humans as Odin, founded new settlements that quickly spread into human myth. The Fenrir of Heimhalla became locked into a war with the Jotunn kingdom of Utgard and the Aesir kingdom of Valhalla. This bloody conflict decimated all sides, until the surviving Fenrir, led by Great Fenris himself, travelled westward, settling in the lands of modern Scandinavia.

By the time Augustus seized control of the Roman Empire, its reach extended across Europe and swaths of Africa. A coalition of warriors from the Black Furies, Fianna, White Howlers, and the Get of Fenris aided their kinfolk in resisting this brutal human empire's effort at conquering their homelands.

A young Fianna kinfolk, Queen Boudicca of the Iceni, was publically flogged by Roman legionnaires and forced to watch as her children were brutalized. The trauma of the incident forced her First Change late in life. Queen Boudicca raised an army against the Roman legions, which were backed by the Wyrm.

By 80 Common Era (CE), the Caledonian human tribes of Britannia had fought so fiercely that the Romans built Hadrian's Wall to mark the furthest border of Rome and to protect themselves from the wild people of the north. Forces of the Wyrm opened a Wyrm-Tunnel in Caledonia, which would come to be known as Scotland. A pack of White Howlers attempted to raze this breach into their territory and were captured, dragged away to Malfeas, and tortured. Strangely, their torturers sensed a commonality with the White Howlers, based on their penchant for cannibalism, and they offered the lost Garou a chance to dance the Spiral Labyrinth.

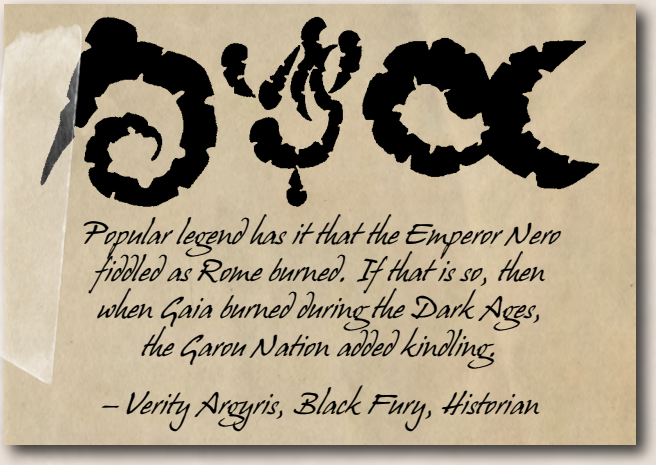
These new Black Spiral Dancers returned to the Material Realm to attack Romans and White Howlers alike. They dragged prisoners back to the Spiral Labyrinth, and those who survived joined their ranks. The Roman Centurion Titus Germanicus, stationed at Hadrian's Wall, attempted to forge an alliance with the Pict king Brennus, the last of the true White Howlers, against the onslaught, but their new alliance was crushed by the savagery of the Black Spiral Dancers.

The Fenrir and the Fianna turned against each other, furious at the loss of the White Howlers and the advance of the Roman Empire. New enemies, called fomori, were discovered and battled. These so-called Hollow Men were thought to have come from Rome itself.

In the Pure Lands, the three brother tribes explored and expanded their influence by mingling with the native people they discovered. The Uktena shared their wisdom, teaching their new kin about Gaia and the spirits. Some of these new kinfolk turned that knowledge against their benefactors, attempting to rule over humans. The Wendigo and the Croatan destroyed the Mound Builders in retaliation for falling to the Wyrm's deceptions.

The Uktena took it upon themselves to patrol the Pure Lands and seek out the source of the growing Wyrm Taint, only calling upon their brothers when a particular danger had been identified and quantified. Great civilizations arose, and the brother tribes were there to guide and protect them from Wyrm-spawned beasts and monsters.

Age of Ruin: The Long Night



Popular legend has it that the Emperor Nero fiddled as Rome burned. If that is so, then when Gaia burned during the Dark Ages, the Garou Nation added kindling.

– Verity Argyris, Black Fury, Historian

500 CE to 1490 CE

The Red Talons watched the rise of cities and human infrastructure, such as roads and bridges, with ever-growing suspicion and fury. They argued for a return of the Impergium, but the other tribes ignored them. The humans did what they have always done: cut down trees, cleared land for farming, and tried to impose the Weaver's will upon the Wyld.

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And when the human empires began to hunt their fellow Garou's kinfolk, the Red Talons sneered, until the Romans began to target all wolves, endangering the Red Talons' own herds and packs. In secret, the Red Talons practiced a diminished form of the Impergium, stalking and attacking those humans that dared venture into the woods after nightfall.

The shadow of Rome was long, reaching out across Europe, Africa, and the Middle East. When the barbarians sacked the Eternal City, the Shadow Lords, the Fenrir, and the Fianna were there, finding glory in the defeat of the empire that had slain so many of their kin.

The Bone Gnawers once again became refugees as they fled the city, seeking out protection and shelter in the younger European cities. They settled wherever they found the possibility of hope and protection.

The disappearance of the White Howlers allowed for the ascension of King Arturus of the Gurahl, who united the Britons as High Chief. While his reign eventually came to an end, legend held that he would remain in hibernation until the dawning of the Age of Apocalypse.

In 600 CE, the Silent Striders' preeminent Theurge, Simeon Abd al Hakim, known as Fire Walker within the Garou Nation, received a sacred vision that foretold Gaia's death by fire and smoke. First, there a Red Star would rise, and then the world's caerns would burn to nothing more than ash. Then, Gaia would fall; not because the cause was hopeless, but because the Garou would fail in their duties. He saw the Garou Nation desperately sending out Metis werewolves into battle, seeking to gain any sort of edge. It is said that Fire Walker succumbed to Harano shortly after revealing this vision to his tribe.

The Silver Fangs traveled north and married chieftains and leaders of the European human tribes. Here, they sought to establish their dominance once again by using the isolated nature of fiefs and villages to impose their will on humanity, fueling feuds between lords to keep them distrustful of one another and unable to attend the needs of their citizens, so they could not despoil Gaia's treasures. A Silver Fang kinfolk, Vladimir I, claimed the throne of Russia and stabilized the tribe's holdings.

Centuries later, in 1066 CE, the Norman Conquest of England began, with the Silver Fangs and the Fenrir secretly working alongside the Normans.

The Glass Walkers insinuated themselves into the Roman Catholic Church for protection from the ancient vampires that ruled the cities. They attempted to inspire places of learning in medieval Europe. With the Children of Gaia by their side, they worked to soften the church's perspective and prepare humanity to accept aspects of Gaia by introducing icons of Mary as symbols of Gaia, encouraging the belief that rural landscapes are places of peace and reflection. Other Glass Walkers ventured east to explore the glory of the Parthian Empire and found kinfolk suitable for their tribe along with new scientific ideas to explore and a different perspective on the Weaver.

As the Fianna mourned the loss of their brother tribe, the White Howlers, the Fenrir sensed weakness and began a siege on their lands that lasted for more than 500 years, until the Battle of Colntarf in 1014. A treaty with the Silver Fangs assured the Fianna's claim on Ireland in exchange for their acceptance of the sovereignty of House Winter Snow in Britain. Meanwhile, the Fenrir took up residence in nearly all parts of the former Roman Empire and solidified their alliance with the Silver Fangs.

Spurred on by their victories, and limited by their treaty with the Silver Fangs, the Fenrir led sea expeditions to explore new places to settle and protect. Evidence suggests they made it as far as the Pure Lands, settling in a place they named Newfoundland, which triggered a number of skirmishes with the Wendigo and the Croatan. After a few short years, the Get of Fenris abandoned the settlement.

Legend holds that Great Fenris returned to lead his tribe against the monster Wotan. They met in battle in the Ural Mountains, where a number of Wyrm-Tained creatures protected Wotan. The Fenrir won the war, but at the cost of Great Fenris' eternal banishment to the other side of the Gauntlet, bound in silver chains to prevent him from entering the Near Realms or the Material Realm.

As the Uktena sought to study a potential Wyrm infestation in 1189, the Wendigo and the Croatan acted and purged the first major city in the Pure Lands, called Cahokia, somewhere near what is now present-day Illinois. This act created a divide between the three brother tribes. They argued bitterly, resulting in resentment and estrangement from each other.

In 1229, the words of Fire Walker proved true, and the Flaying Plague ravaged shapeshifters and their kinfolk. Leaving the human world untouched, this Malfean plague brought death to untold numbers of the various shapeshifters and their kinfolk, human and animal alike. Only through the tireless efforts of Silent Strider Theurges and the aid of powerful healing spirits was the plague eventually stopped, though not before decimating kinfolk and shapeshifter populations throughout Europe and the Middle East.

On the run from the star-spawn horrors discovered in the Deep Umbra, the Ratkin returned to the Material Realm

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in 1345. They were horrified to discover the new cities and advances that mankind had created. They quickly settled into 13 colonies, and the following year, they released the Black Plague to cull the human population to reasonable numbers.

The rise of the mercantile class weakened a number of tribes that counted on their old feudal relationships to maintain power. For the first time, the Silver Fangs began to consider the Glass Walkers rivals. However, the remains of the Roman Empire's road network, and a renewed interest in trade, proved to be a boon for the Silent Striders. They swiftly built a reputation as worthy messengers and envoys.

The Black Plague further weakened the political strength of the new nation-states, leading to the ascendency of the Church, which began to concentrate on human affairs rather than heavenly ones. Humans fell back on faith to give them a hope for survival. When the Inquisition started burning vampires, many Garou secretly cheered, believing that perhaps the humans would turn against the Wyrm and aid them in their duty to Gaia. The Glass Walkers were instrumental in saving many Garou from burning, thanks to the misinformation they seeded about how to identify a werewolf.

The Black Furies struggled against the Church and its persecution of wise women and faiths that cleaved to the ideal of a mother goddess. They reached out to the Children of Gaia and the Glass Walkers in an attempt to stem the tide of the systematic oppression of women and children. Together, they tried to maneuver the Church into a softer position and preached tolerance. It was a bold move, and it might have worked, had the Inquisition not discovered the truth about werewolves during one of their investigations. Their strange faith worked against the Garou, and even the spirits refused to aid the trapped werewolves.

Many Shadow Lords were impressed by the early advances of Islam, and they inserted themselves into its ranks, making inroads to the Middle East. Few formally adopted the religion for themselves; however, they came to admire the beauty of the culture, despite conflicts with the brutal vampire clan known to westerners as Assamites. Some Shadow Lords ventured closer to the Mongols, producing some of the early Hakken.

Hoping to stem the tide of the Inquisition, some Garou attempted to reignite the Impergium—they were the first to be burned. The Inquisition fought werewolves as eagerly as they did vampires. The humans' strength terrified the Garou, seeming as though the humans were possessed by the Wyrm itself. The deep-seeded memory of the Impergium and the Delirium drove them onward in their desire to eradicate the creatures of the night. Slowly, the fires died and the embers were extinguished, but the Garou had learned their lesson: always protect the Veil.

In 1240, the Mongols invaded Russia. Supported in secret by the Shadow Lords and used as pawns to strike down the Silver Fangs, the Mongol Empire forced Russia to become part of the Golden Horde Empire, which lasted until 1480. This maneuver sparked an enmity between the tribes that endured until the Age of Apocalypse and provided the foundation for new political factions within the Garou Nation. The Shadow Lords lost their advantage over their rivals a few centuries later, when the Turks invaded their own lands.

By 1426, the Uktena found themselves driven from most of their Central American holdings by the Aztec Empire. In time, they discovered these humans worshipped a coven of Wyrm-entities that demanded blood sacrifices from the population. Their human troops were supported by insane vampires and monstrosities previously unknown on the Material Realm, such as the vicious Heart Eaters.

The Impaler Prince, Vlad Tepes, came to power in 1456, rising as a new enemy for the Shadow Lords. Born within their own homelands, Tepes was initially considered an ally, due to his war against the Turks. However, he later turned to the fiendish Tzimisce for succor and was transformed into a vampire. Torn between protecting their kinfolk from the Turks and allowing a vampire to gain power within their lands, the Shadow Lords turned on Dracula and attempted to assassinate him. Dracula survived the attempt and continues to war against the Shadow Lords to this very night.

The southern tribes, under the protection of the Wendigo, became part of the League of Five Nations in 1450. This act was an attempt to heal the rift between the three brother tribes, but rivalries between various First People Nations split their internal cohesion. This division would later weaken the brother tribes right before the incursion of the European tribes.

In time, humanity took a sharp turn towards science and logic. The Inquisition had soured them on faith and, indirectly, magic. Mankind forgot about monsters and terrors of the night. Towards the end of the 14th century, the fae found they could no longer sustain themselves in the Material Realm and they left en masse, fleeing to Arcadia. Many werewolves, particularly the Fianna, saw this departure as a sign of more troubles to come.

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The Prophecy of the Phoenix



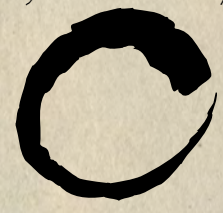
Historian's Note

The Prophecy of the Phoenix has been translated numerous times from the original Arabic transcription as foretold in the year 600 CE by the prophet Simeon Abd al Hakim, deed name "Fire Walker". Translations throughout the centuries have seen many small divergences. What follows is a new transcription given to me by the Garou Nation's foremost linguistic scholar. This translation has been several years in the making and may provide new insight into the Age of Apocalypse.

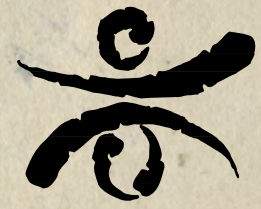
Verity Argyris
Black Fury, Historian



When Luna hung pregnant in the sky, Phoenix took me.



As her face slipped into the Umbra, he carried me in his claws.



High above the world.

So that I could see beyond tomorrow.

And I looked.

I beheld the future.

I saw the decimation of our kin. Hunted beyond hunting, death beyond death, to the last one. There were no more children or grandchildren. No more fathers or mothers. This was the first Sign Phoenix gave to me, telling of what the Children of the Weaver—the Humans—would do to us.



And I looked.

And again, I beheld the future.

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I saw the Children of the Weaver bring forth life. A great tide of Humans rising. I saw more emerge, until Gaia groaned at their weight. Houses overrunning, rakes stabbing, hands clawing at the parched earth, as they try to feed from Her. This was the second Sign of the last days, that the Phoenix showed me, of what the Humans would do.

I looked again.

I beheld the third Sign.

So many. So many children. So many Humans. And they fell against each other, one on one, and the Wyrm brought forth corruption and gave each a measure. And I saw a strange Fire. Out of control, the great Plume rose over the wilderness, spreading death wherever it touched in the dark and cold land. And I heard the agony of the Seas as She keened, for some drunken fool had poured a lake of black death out into her.

I turned my head away in disgust, but I could not help but look again.

And I beheld, then, the fourth Sign.

The Wyrm grew powerful; its wings fanned the breezes of decay. It spread diseases, and they were horrible. The Herd became afflicted with diseases of the head and of the blood. Children were born twisted. Animals fell sick, and no one could cure them. In these final days, even the Warriors of Gaia could not escape the palsied talons of the sickness-bringing deathbird.



With a tear in my eye, I looked again, and the Phoenix showed me the fifth Sign.

Other Plumes rose like death-spears towards the beautiful sky. Piercing it, letting Father Sun burn and parch Gaia. The air grew hot; even in the darkness of Winter it was warm. Plants withered in the sun. The snows fell in the desert as a great Malady consumed Gaia. A cry of pain and disease arose from the dying forests; as one, our kin cried tears of mourning.

Then, as though a veil were torn from my eyes, the sixth Sign was revealed.

In these last days, Gaia shakes in rage. Fire boils from her depths and ash shrouds the sky. The Wyrm skulks in the shadows and rears to strike. The old ones are gone; the Guardians of the pathways and the Crossroads are finished. In these final days, the sixth Sign will make itself known in the Packs that form. Each Pack will be blessed with a Quest, a Sacred Journey it must perform. Such is the will of Gaia.

And then I saw the Sky turn black, and the Moon was as blood.

The seventh Sign I glimpsed, though I could not look on it in full. But I could feel its heat blistering my skin.

The Apocalypse. The final days of the world. The Moon was swallowed by the Sun, and it burned in his belly. Unholy fires fell to the ground, burning us all, twisting us and making us vomit blood. The Wyrm had made itself manifest in the towers and rivers, in the air and Land. Everywhere its children ran rampant: devouring, destroying, calling down curses of every kind. And the Herd ran in fear. And the Dark Ones, the Children of the Wyrm, crawled from their caves and walked the streets in daylight.

I turned my head from the sight of it. Phoenix told me: "This is as it shall be, but not as it should."

Phoenix left me then.

Now, I cannot dream. I only remember the Signs, each one in perfect detail. These are the last days. May Gaia have mercy on us.

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Age of Sorrow: Incursion of the Pure Lands



Sorrow is a word that means both grief and regret. I can think of no better word to describe this time in our history.
– Verity Argyris, Black Fury, Historian

1492 CE to 1759 CE

Italian explorer and mapmaker Christopher Columbus set sail on behalf of King Ferdinand and Queen Isabella of Spain in an attempt to locate a sea route west to Asia from Europe. He initially landed in the present-day Bahamas, and believed he had indeed reached India. In 1495, Columbus made his second voyage, and this time, he traveled with a host of Wyrm-influenced colonists who enslaved the native population as they began to settle the New World. The kinfolk of European Garou began to make the perilous sea journey in hopes of finding new land to settle, forgetting that people already lived there.

The sheer number of immigrants overwhelmed the magical wards of the brother tribes. Initially, the Pure Ones did not understand the gravity of this new threat until several new settlements, complete with humans armed with deadly Weaver technology, had been founded.

In 1521, Shadow Lords came across the sea with their kinfolk, the conquistadors, and they conquered much of Mexico, slaughtering Wyrm-tainted banes and innocent human civilizations alike. They called on the Uktena to aid them before the invasion began in earnest, expecting them to bend knee as a sign of submission in recognition of the fact that the Shadow Lords had previously defeated them. The Uktena remembered well their treatment a thousand years previous, and they were reluctant to share information about the banes they had captured or the ever-present threat of the blood gods.

War came swiftly to the Pure Lands. The Shadow Lords and their kin slew the Aztecs, conquered the nation's population, and forever destroyed many of the Mesoamerican cultures they discovered. They razed the sacred stone temples that served as prisons for horrific Wyrm-beasts too powerful to be destroyed by the Uktena, and the monsters were free to walk the Material Realm once again.

The Shadow Lords accused the Camazotz of supporting the Wyrm and hunted the werebats into extinction. The Uktena witnessed this slaughter and retreated, warning the Wendigo about the new threat to their homelands. Thereafter, a Celestine-level hoary bane from outside of known reality, known as the Storm Eater, emerged from its ancient prison and began slaughtering the Shadow Lords. Commanding the power of both the Weaver and the Wyrm, it took the form of a storm of mindless destruction. Strangely, the Shadow Lords retreated and did not press their advantage, as though the sudden knowledge of what they had done weighed on their hearts.

In 1590, the Eater-of-Souls attempted to manifest in the Material Realm, taking advantage of the holes in the Gauntlet caused by the Storm Eater. The Croatan and their kinfolk sacrificed themselves at the Roanoke Colony in order to stop the creature. All physical evidence that the tribe had ever existed disappeared from reality, save for a single carving of their name left etched on the Glade Child tree near the colony. Tensions arose between the Wendigo and the Uktena, as they mourned for their lost brother tribe.

More and more European Garou arrived in the Pure Lands, as their kinfolk settled and founded new colonies in the lands once claimed by the Croatan. The Wendigo and the Uktena watched old enemies take over the lands and caerns of their fallen brothers and seethed with Rage.

A new War of Rage between the Garou in the Pure Lands seemed inevitable, as the threat of the Wyrm grew ever-stronger.

Age of the Storm: Industrial Revolution to the Wild West



The Incursion cost the Garou a large chunk of our collective soul for our failure to live up to Gaia's ideals. We bought some of that back in the battle against the Storm Eater, paying in blood and tears. I believe that's when our tribal alliance became a real nation.
– Verity Argyris, Black Fury, Historian

Justin Miller (Order #10312875)

1780 CE to 1899 CE

The Industrial Revolution opened the heart of humanity to the seductive web of the Weaver. New manufacturing processes boosted production, increased efficiency, and saw the rise of the factory system. This flashpoint in history altered every aspect of daily life for the average human. Income, resources, and population exhibited unprecedented sustained growth. The standard of living increased to levels previously undreamt of for the average person.

Humans began harnessing electricity for machinery, and the first electrical elemental spirits appeared, making alliances with the Glass Walkers and the Bone Gnawers. The Silver Fangs and their kinfolk prevented the spread of industrialization to Russia, but at the cost of weakening the country economically and putting it at a severe disadvantage to the rest of the civilized world.

Revolution always comes at a price, and these advancements took a severe toll on the environment and the power of the Wyld. Smog and other chemicals filled the ecosystem, and the deforestation of Europe rapidly destroyed much of the native wildlife.

The Red Talons began a migration from Europe due to threats against their natural habitats and their kin. Many eventually made their way to the United States.

The Glass Walkers led the way, seeking to take advantage of these technological improvements, and they grew rich as they became an integral part of the establishment. In the Wyld West, they became known as the *Iron Riders*, drawing mystical power and wealth from the railroads and the new cities that blossomed along their routes.

In 1858, a Bone Gnawer kinfolk, Frederick Law Olmsted, noted that the urban sprawl of New York City surrounded an old Wendigo caern. He immediately altered development plans to transform that location into Central Park, creating the first urban caern.

The Wendigo and Uktena seethed at the incursion into their lands, and battle often erupted between the tribes. Fresh with grief due to the death of the Croatan, the brother tribes kept watch for signs of trouble from the Umbra. They were the first to recognize the true threat of the Storm Eater.

The Black Furies and the Children of Gaia stemmed the tide of war between the tribes with diplomacy, successfully convincing the brother tribes to reaffirm their membership within the Garou Nation. Relations were less than amicable, with tribes and packs often skirmishing, but this agreement prevented outright war from further devastating their numbers.

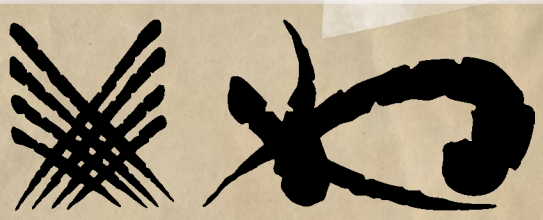
The minions of the Wyrm cared little for tribal politics and attacked all Garou, forcing them to work together if they wished to survive. These tactics proved to be a feint, intended to distract the Garou from the arrival of the Storm Eater. This monstrous spirit was an unholy amalgamation of aspects of the Weaver and the Wyrm. The conflicts that shattered the bonds between the tribes had served to weaken the bindings intended to keep this malevolent bane from entering the Material Realm.

Horrific umbral storms devastated the Umbra and pierced holes in the Gauntlet, leaving a wake of *Broken Lands*. Spirits wreaked havoc on the Material Realm, spreading disease and devastation. Moon Bridges shattered, and Garou were thrown around like ragdolls as the storms raged through the Umbra.



On December 28, 1890, the Garou Nation rallied as one to perform the Rite of Still Skies. The Stargazers returned to the world from their monasteries and retreats, determined to put an end to this threat. As the werewolves joined together against their common enemy, thirteen Garou Legends, one from each tribe, sacrificed themselves at thirteen different caerns to bind the bane once more.

Age of the Weaver: The World Entangled



The Garou always imagined that the Wyrm was the greatest threat to Gaia. The Weaver ascended to dominance over the Material Realm in the 20th Century, and she seems unlikely to let the world out her web now.

– Verity Argyris, Black Fury, Historian

Justin Miller (Order #10312875)

1901 CE to 1999 CE

An explosion, later known as the Tunguska event, flattened almost 800 square miles of forest and wilderness near the Stony Tunguska River inside the borders of Russia on the morning of June 30, 1908. Human society presumed that this event was caused by a meteor, but the Garou know that it was caused by a battle with one of the *Zmei*, great Wyrm-dragons that had escaped their bonds. Although the Uktena were able to restore the monster's magical bonds, trapping it back in the mountain, the mystery regarding who unleased the beast remained for decades.

The Great War to End All Wars erupted on the European landscape on July 28, 1914, and continued until it had engulfed the entire world. This conflict was the first mechanized war, combining ghastly brutality with the efficiency of mass production. Humans fought with advanced Weaver technology, and the result was terrifying, with more than 9 million combatants and 7 million civilians killed. The psychological scar on that generation of humans lasted for decades, leading to mass migrations away from Europe.

In 1915, Premium Oil changed management, taking advantage of the chaos of war, rebranding itself as *Pentex Incorporated*. This corporation garnered influence throughout the next few decades, surviving the Great Depression and becoming embedded in the government, the military, and nearly all aspects of industry.



With minions of the Wyrm and fomori heading the company, Pentex swiftly rose to prominence, expanding its horizons beyond the oil business. It established Endron as the oil subsidiary of the company, and Pentex began to expand into a wide array of fields, starting with research and development. In time, despite Pentex's ability to fly beneath the radar, Garou discovered the truth behind the company. Unfortunately, the Wyrm is smart and insidious, and werewolves found that every attempt to squash the rapidly expanding mega-corporation failed miserably. (Additional information on Pentex can be found in **Chapter Fourteen: Allies and Antagonists: The Wyrm**, page 662.)

During the 1930s, another tragedy befell the world of Garou; few truly realized its significance until much later. Mara the Scream, a cunning and powerful Black Spiral Dancer, tricked almost the entirety of the Bunyip tribe into a deadly trap that erased them from their home in Australia. Rumors exist stating that a few mystics managed to escape to the Dreamtime, a realm deep in the Umbra, but none have returned from it to lend veracity to this claim. Mara eventually paid for her actions, slain by the Kaliya death-spirit, but not before she delivered her unexpected blow to the Bunyip. After the fact, this time became known as the War of Tears.

The Stock Market Crash of 1929 ushered in a decade of economic troubles for the United States and later the world. The Great Depression struck down much of the hope and optimism triggered by the Industrial Revolution. For a time, it seemed that humanity might turn back towards the Wyld and embrace Gaia. The Glass Walkers weathered this storm, only to discover that there were larger forces at work, and that in order to truly thrive, they had to compete collectively against corporations such as Pentex, as well as ancient vampires who held a stranglehold on the economy.

The Bone Gnawers fared better than many of the tribes, having less to lose in the first place. They traveled and settled across Europe and the United States. Their moxie and willingness to find a way to make things work turned many of these Garou into folk heroes.

The people of Europe began to lose faith in democracy in the early 1930s, as fascism arose in Europe. The threat of Hitler threw the entire world into the second World War, and this time a number of the Garou tribes became involved.

The Bone Gnawers threw themselves into battle, seeking glory and a chance to prove their worth. The nature of the conflict led to an upsurge of bane activity. The Shadow Lords discovered that banes swarmed the death-camps, and they realized that the only one who prospered from the bloodshed was the Wyrm. They decided the Silver Fangs' failed leadership had allowed such a travesty to occur in the first place. They pushed Russia and its allies to fight the Axis Powers.

The Fenrir found themselves sharply divided over this war, fighting on behalf of both sides—in time, felling each other in battle. The humans' reverence for the Übermensch echoed the devotion of the descendants of Fenris and Sigun, who were sure that in time the human population would learn to emulate their heroes. Those Get of Fenris who did not participate in the war believed that such idolatry was heretical against Gaia's purpose for the Garou. They believed their time would be better spent fighting the Wyrm, not seeking adulations from mere humans. In the aftermath of the war, the Get of Fenris united and then viciously hunted down every last surviving traitor and Nazi sympathizer, even decimating one of their own camps: the Swords of Heimdall.

The end of the fighting only brought humanity into a new conflict: the Cold War. Eastern and Western blocs

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prepared for a final confrontation that, if fought with a nuclear arsenal, could truly end the world. During the Cold War, many tribes, such as the Shadow Lords and the Silver Fangs, adapted to the paranoid atmosphere, working as spies and information-brokers, protecting their kinfolk from the purges initiated by Stalin in the occupied Balkan states. Later, they went on to use this power to prevent nuclear war.

During this time, Ireland was riddled with violent conflict that drew in Fianna kinfolk from the northern-most counties of Éireann. For decades, a vicious campaign between the Irish Republican Army and British Forces, as well as Protestant paramilitary groups still loyal to the crown, brutalized the country. By the end of the century, the Fianna had decided that the conflict had kept them away from their real fight with the Wyrm for too long, and they reluctantly withdrew.

After two World Wars, the Children of Gaia used anti-war sentiments to push the peace movement and help spark the Age of Aquarius. They joined with the Black Furies and the Bone Gnawers to push issues such as free speech, civil rights, and women's rights.

In 1975, a Simba from Zululand named Black Tooth amassed a pride of Simba and kinfolk, and his people successfully repelled the European interlopers from his lands, supernatural and mundane alike. In the wake of this triumph, the Simba hailed Black Tooth as a king. He attempted to spread his domination throughout the continent, but the Ajaba resisted his self-proclaimed authority and pushed back against Black Tooth and his Endless Storm. After a decade of bloody skirmishes, Black Tooth discovered the truth of the yava of the werehyenas, and his knowledge of their weakness led him and his people to attack the Ajaba at Ngorongoro Crater. Here they slaughtered the hyena king's court and decimated the Ajaba population, destroying shapeshifters and their kinfolk alike, scattering the few remaining hyenas to the ends of the Earth.

The destruction of so many Ajaba only served to strengthen the remaining hyenas' resolve, and they regrouped and licked their wounds while Black Tooth continued his reign of terror, marching across Africa and destroying those who stood in his path. His use of Wyrm creatures and vampires to achieve his goals solidified the long-held belief that the Simba was corrupted. The appearance of a young woman named Kisasi led to the creation of the *Ahadi*, a coalition of Fera who banded together to destroy Black Tooth. Black Tooth's death brought with it a host of new troubles, as his former allies turned on the Ahadi. The vampires and Wyrm creatures, formerly held to the coast, began to drift inland, taking their vengeance where they could.

With the consent of the Brazilian government, Pentex founded the Developers Forestry Group in the Amazon Basin and began to raze the Amazon rainforest. Garou around the world traveled to the Amazon to fight the agents of the Wyrm. The Black Frost pack died in the battle, and the Garou bickered for several months about who was best equipped to lead in the power void. Eventually, Golgol Fangs-First won leadership, and in time, after losing several more packs in battle, he invented the Warg organization to stand against Pentex. In 1987, the Hollow Heart Caern opened and became the Gaian Garou's base of operations for their war in the Amazon.

For millennia, an unknown vampire methuselah, one who inspired great legends, slumbered under the Russian soil, from the time of Kiev to the time of the Cold War. It awoke in 1990, a dark nightmare from the past, and the legends of its power were but a pale approximation of the truth. The methuselah called forth the powerful Zmei, Trevero, and freed him from his ancient prison. It also released Koshchei, the first finger of the Wyrm. It erected the infamous Shadow Curtain, isolating Russia from the rest of the world and forcing the Russian Garou to flee her borders, lest they be slaughtered.

On July 15, 1999, a red star appeared in the sky; the Garou dubbed it Anthelios. A terrible storm of death tore through the Deep Umbra, making it inhospitable to werewolves. Some speculate that this storm was linked to the appearance of Anthelios, which can also be seen from the Dark Umbra. The storms hit the wild areas the hardest, while cities appeared to be more stable against the force.

A powerful Shadow Lord named Yuri Konietzko claimed the position of Margrave and worked to unite the tribes under his rule, much to the chagrin of the Silver Fangs in Europe. He proved himself as a capable leader, and began his preparations for a campaign to reclaim Russia.

The Silver Fangs received inside information revealing a weakness in the Shadow Curtain concealing Russia. They prepared an epic assault on the Zmei stronghold. The Black Furies convinced the Silver Fangs that the entire nation was required for the mission, and to the surprise of everyone, the Silver Fangs reached out to the Margrave, requesting his assistance. Together, they defeated the Zmei Trevero. Mysteriously, the vampire methuselah died, bringing down the Shadow Curtain, although no Garou came forward to claim credit for this triumph.

Russian Silver Fangs suffered horrible losses on the battlefield, but the victory reinvigorated them. A young and strong-minded queen, Tamara Tvarivich, a descendant of the greatest Russian Silver Fang heroes, laid her claim to the Crescent Moon throne.

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Under the sign of Anthelios, the Black Furies experienced a strange turn in what was eventually dubbed the *Metamorphic Plague*. Initially, werewolves viewed this plague as a blessing, as more and more Garou and kinfolk found themselves pregnant. It was only when the Black Furies realized that the vast majority of these pregnancies bore male children that concern began to rise. The plague caused a massive upswing in the male non-Metis born to the tribe. In subsequent years, the Metamorphic Plague was, in part, credited with inspiring the Black Furies to change the beliefs they held towards men within their tribe.

A camp of the Glass Walkers, known as the CyberDogs, engaged in cybernetic experimentation with unwilling Lupus. Horrified at these extreme actions, the tribe dissolved into civil war until the camp was exterminated.

Lord Arkady Iceclaw, a famed Russian Silver Fang, who secretly served the Wyrm and plotted to assume the throne, succeed in killing the insane Silver Fang king, Jacob Morningkill of House Wyrmfoe. Jonas Albrecht, exiled great-grandson of Jacob Morningkill, thwarted this scheme.

Albrecht's exile among the other tribes had taught him humility and compassion. With the aid of his pack, he recovered the lost Silver Crown, his tribe's greatest fetish, and he used it to oust Arkady from the Oak Throne. The new High King reorganized the Council of the Tribes to ensure that the Garou Nation would always have leadership.

The Shadow Lords concentrated their efforts on healing the Balkan region, which had suffered under the Wyrm-spawn that fed from the misery of the Kosovo War. Their American brethren were caught up in the Amazon War, but found themselves distrusted by the native Fera over their involvement in the extinction of the werebats. A descendant of Dark Claw of Vengeance, Miguel Gutierrez, underwent a quest, traveling to Malfeas and the Black Spiral Labyrinth itself, where he approached Bat, the fallen patron of the Camazotz, attempting to make amends for the crime of his ancestors. It worked, and a small part of Bat's psyche escaped the Wyrm's influence, showing that the Shadow Lords are willing and capable of addressing their past mistakes.

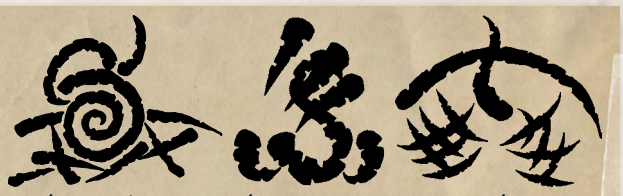
The Wendigo and Uktena quietly cultivated and financially backed the First People's Native Rights movement in the United States. The brother tribes worked behind the scenes as needed to ensure that their kinfolk could have a future free of oppression and persecution. Their struggle continued through the end of the millennium, but they saw some successes. Canada created the territory of Nunavut under Aboriginal rule. However, the encroachment of the Weaver on sacred Wyld lands remained, and the ecosystem continued to be endangered by corporate greed and human ignorance.

At the dawn of the millennium, the Stargazers formally seceded from Garou Nation, fulfilling the Sixth Sign of the Prophecy of the Phoenix. They traveled to the Beast Courts of Asia to seek aid in regaining control over their ancestral homelands. Many tribes protested the Stargazer's withdrawal, but came to realize it was better to let them leave peacefully and regain their power overseas, so that they could stand and continue the fight against the Wyrm.

Once again, the bindings that imprisoned the Storm Eater began to falter as Anthelios, the Eye of the Wyrm, seemed to negate the Rite of Still Skies. Dark storms brewed in the Umbra, threatening the integrity of the Gauntlet.



Age of Apocalypse: The Rise of a New Generation of Heroes



The Greeks defined the word 'apocalypse' as the end of this world and the beginning of the next. Today served as the soil for what might grow a better tomorrow. If this is true, then the next world will begin with the Age of Heroes.

– Verity Argyris, Black Fury, Historian

2000 CE to the Present

The new generation of humanity, the millennials, was born and raised in the loving arms and care of the Weaver. These children of the Internet have never known a world without continual and instant access to the entirety of human knowledge. The average person in First World countries wields smart mobile devices with more computing power than NASA had when they first placed a human on the moon. They connect to virtual friends, share passions and ideas without ever meeting face-to-face, and slowly begin to shape how people interact with the world.

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Humanity leveraged this gift by creating new green technologies that proved stewardship of the world and its resources could be both profitable and respectful to Mother Earth. The Glass Walkers claimed this brave new world demonstrated their victory, citing their policies and claiming it as proof that the Weaver could be an ally to Gaia. They leveraged their influence via traditional and social media to make changes in how humanity perceived the world and their responsibility to care for it. Bone Gnawers gained prestige in the Garou Nation as the rise of the common man elevated their presence among human society.

The prophecy of Simeon Abd al Hakim came to pass with the appearance of the red star, Anthelios. NASA named the red star "stellar object 2001KX76," theorizing it was a reddish-colored comet headed for Earth. The appearance of Anthelios in the Umbra weakened the Gauntlet and negated the bindings holding the Storm Eater. Trapped for decades by the Rite of the Still Skies, this malicious bane had grown exponentially more powerful, fueled by rage and hate.

Dawn of the Age of Apocalypse

Free once again, the Storm Eater ripped a path through the Deep Umbra, generating wave after wave of calamitous umbral storms, forever altering the geography of the Umbra. Storms blew many realms once accessible from the Penumbra into the Near Umbra. Others were swallowed into the Deep Umbra and became arduous to visit. Safe umbral routes were rendered unstable, and even the famous maps of the Corax became useless in the wake of this apocalyptic shift.

The Storm Eater traveled slowly through the Umbra, gradually infecting and conquering realm after realm, until it reached the Penumbra. It immediately began to pierce holes in the Gauntlet, spreading Broken Lands throughout the Material Realm's peripheries. This spiritual assault was reflected in the Material Realm by a series of ecological disasters, starting with Hurricane Katrina in 2005.

Ancient banes once kept in check by Black Tooth's power awoke in the Kalahari Desert. Emboldened by the death of the potent tyrant, the lure of sprawling cities and villages with shattered infrastructures encouraged vampires to invest in a stronger presence in Africa. The Ahadi and their allies, the Red Talons and the Silent Striders, arose to meet this challenge, reducing the Wyrm's influence down from a flood to a trickle.

The Weaver panicked at this intrusion into the Material Realm, and responded by calcifying and strengthening the Gauntlet. She sent her envoys, net spirits, to the Garou most likely to heed her warnings—the Glass Walkers and the Bone Gnawers—revealing to them the Storm Eater's location. They desperately attempted to rally the Garou Nation to prepare some defense for the oncoming storm, but the warning had come too late.

The Storm Eater infiltrated the intricate system of Moon Bridges that connected the world's caerns. A Gnostic Plague struck at the heart of the caerns, weakening their defenses, slowly beginning to kill them. Panicked, the septs of the world severed their Moon Bridges in a desperate attempt to firewall the virulent plague.

One by one, the lights of the world's caerns snuffed out forever as their caern hearts faded away. Weaker caerns died within the year. Older caerns struggled, aided by their guardians, but even the strongest and oldest caerns eventually began to falter. The forces of the Wyrm unified and organized a siege upon the world's remaining caerns. This *Dark Brigade* raided and ravaged many of the sacred places that survived the Caern Plague, such as the Sept of the Green in the heart of New York. Some septs reported traitors lowering their defenses, just before going silent forever.

As the caerns fell and demise seemed imminent, the Sept of the Black Pegasus and the Sept of Artemis made efforts to move the ancient Talons of the Wyrm to a more secure location. They succeeded in moving one to a Brazilian caern, but a possible betrayal from within led to an ambush by the Dark Brigade before their other envoy could reach her destination. The Talon died, and in the ensuing chaos, both caerns were destroyed. Even more devastating, the release and possible unbinding of the unnamed Talon called to its own, and some believed Koschei, the First Finger, answered. Koschei slipped through the Gauntlet, bringing along previously unknown Talons that it had discovered after the unknown vampire methuselah freed it.

High King Albrecht, empowered by the Silver Crown, released envoy spirits that appeared as avatars of Falcon. They ventured across the world to every sept and caern that remained, in an attempt to rally the entirety of the Garou Nation against the Dark Brigade. It was not a command, but a plea for the Garou to fight, to refuse to surrender in the face of the Apocalypse. He challenged the surviving members of the Garou Nation to be the heroes that Gaia deserved. If this was the end of the world, then he encouraged the Garou to spit in the Wyrm's eye.

A new generation of heroes answered the call of the High King to defend the world, but even then, the number of surviving caerns dwindled to a precious thirteen. A rip in the Gauntlet near the Sept of the Crescent Moon created a cascading effect, weakening the Material Realm's anchor to reality. The Storm Eater was ready to claim Gaia for the Wyrm, but the Garou remained defiant in the face of oblivion, even when outnumbered with all hope seemingly lost.

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The Shadow Lords contacted their old allies, the Stargazers, asking them to return to the fold of the Garou Nation and help save the world as the Rite of Still Skies needed to be performed once more. A desperate plan was set in motion, but time was required and Albrecht knew it would need to be purchased with blood.

High King Albrecht and his packmates Mari Cabrah and Evan Heals-The-Past, plus other heroes and Legends from every tribe in the Garou Nation confronted the Storm Eater in the Umbra. They formed a wall around the breech and refused to allow the Storm Eater entry into the Material Realm, even at the cost of their lives. Meanwhile, while the High King was distracted in the Umbra, the Dark Brigade continued its siege upon the remaining caerns of the world.

Pentex Elite Strike Teams flooded the Brazilian rainforest surrounding the Sept of the Hollow Heart. The Fenrir legend Golgol Fangs-First rallied his solders against a force three times their number, but the heroes of the Sept of the Hollow Heart endured and held their ground, though every inch was paid for in lives. They bought just enough time for Golgol to sacrifice his own life and initiate the Rite of Still Skies, but there simply wasn't enough time and resources to keep fighting until the other Legends defending the remaining caerns completed their parts of the ancient ritual.

Then the impossible happened—just as it seemed that Gaia would be lost forever. The Stargazers entered the fight with legions of the Changing Breeds—the Corax, the Ratkin, and the Bastet—fighting by their sides. Neither force could endure the onslaught alone, and neither army could defend Gaia against the Dark Brigade, but together they turned the tide.

Kisasi, the leader of the Ahadi alliance, added her voice to Albrecht's and called upon the Fera in their alliance to the protect the world's remaining caerns. Some werewolves, such as the Black Furies, Red Talons, and Silent Striders, joined them in Africa, Asia, and other places beyond the reach of the Garou Nation. Garou and Fera fought together side-by-side, coordinated by Kisasi and the Elder Silent Strider, Walks-with-Might.

And one by one, the last thirteen caerns were secured for Gaia, save for one.



The Battle at the Sept of the Crescent Moon

At the Sept of the Crescent Moon, where the Storm Eater intended to cross into the Material Realm, the snow-covered Ural Mountains of Russia were stained red. Defeated across the world, the armies of the Wyrm gathered together for one last stand. Led by their general, Shazear of the Zmei, they attempted to punch a hole in the sept's defenses to prepare an affinity zone for the Storm Eater. Despite the replenishment of numbers from the Fera, the Garou Nation was outnumbered and outgunned, fighting a war on two fronts.

Ancients feuds forgotten, Gaia's army stood against the last charge of the Black Brigade—a hopeless cause, but what else could they do but fight? An ancient methuselah vampire known only as Mother Ursa brought forth a cadre of warrior vampire shapeshifters, called the Gangrel, to the battle. Shazear welcomed the vampires, believing them to be natural allies to his cause and opened his flank to them, allowing them to enter the fray.

The Gangrel betrayed the Dark Brigade just as they made their final charge against the Sept of the Crescent Moon, attacking with their fangs and claws. Many transformed into giant black wolves, as though to show solidarity to the cause. A few even displayed their own twisted Crinos-like forms. Faced with a battle on two fronts, the Dark Brigade scattered to the wind. Their general, Shazear, disappeared in the chaos, promising to return to finish what he had started. One by one, the Gangrel departed as the rays of dawn approached, until only Mother Ursa remained. She roared a final farewell, as though to punctuate that the Gangrel also loved the Wyld places of this world, and then returned to her den deep in the mountains.

With Shazear's charge blunted in the Material Realm, Albrecht continued his delaying action against the Storm Eater. The bane pushed forward, growing in size to leviathan proportions as the Garou despaired for Gaia. Tentacles reached out and wedged open the breech, even as the Rite of the Still Skies finished. The Storm Eater became stuck between the two realities, trapped in a new spiritual cage like a cork in a bottle, but not yet defeated. It continued to gain mass until it threatened to sunder the entire Gauntlet and unleash Broken Lands over all of the world.

Albrecht glanced back at the people of the Garou Nation through the breech and smiled. Legends say that Falcon granted him a single gift, the opportunity to gaze upon the whole of the war, to witness the unity of the Garou and the Fera in the face of certain destruction. As they muted their former rivalries temporarily for one shining moment, they became the Legends, the real heroes, that Gaia intended.

The High King threw the Silver Crown back through the breech to the sept and laughed. Then Albrecht charged the beast that threatened all of existence. He faced the Storm Eater alone, distracting the bane while his pack concentrated on sundering the monster's links to the Material Realm. The breach closed, but the Storm Eater had its revenge, ensnaring Mari Cabrah

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The General of the Dark Brigade

Shazear is a monster of legendary proportions. One of the Zmei, dragons hunted by entire tribes, he managed to somehow avoid the binding laid on his brothers and sisters. With the aid of his perfect shapeshifting ability, he roamed around the world undiscovered for ages. Fascinated with humanity and its evolution, Shazear has one driving goal beyond his epic curiosity: freedom. No matter what service he must endure, what oaths he must swear, or what burdens he must bear for centuries, Shazear wants nothing more than to be free of the ties that currently bind him and the threat of more being tied around his neck.

After narrowly avoiding capture during the years of the Iron Curtain, Shazear has returned to the willing service of the Wyrm. He has learned from his travels that until this war is won, one way or another, his freedom will never come. He's stepped forward, using his innate immunity to detection to infiltrate different septs, pitting them against each other and weakening them sufficiently for the Wyrm to overcome and destroy some of the oldest caerns. Having laid the groundwork, he assumed leadership of a massive army of minions and proceeded to launch one of the most definitive offensives the Garou Nation has ever seen.

Shazear has yet to recruit his siblings to the effort, rightfully fearing their wrath when they learn that he remained free while they were bound. The bindings the Garou laid on the other Zmei still hold, though for how long no one knows. Shazear's current goals are unknown, as are his whereabouts. He can shift his shape at will and has formidable powers to read minds, allowing him to be a perfect infiltrator.

(For more information, see **Chapter Fourteen: Allies and Antagonists: Zmei**, page 674.)

and Evan Heals-the-Past in its claws. The Gauntlet closed, leaving the beast, Albrecht, and his packmates locked in eternal battle on the other side of the Umbra.

Somehow, before disappearing forever, the High King spoke to the Garou Nation one last time, despite being lost through space and time. Albrecht spoke with the power of Gaia's voice, leaving a final message of hope that has since become known as the Last Words of Gaia; although these words were apparently meant to unify the nation, they later splintered it into two divisive factions.

The Gauntlet was healed, fortified, and more difficult to cross than ever before. The Anthelios faded from the night sky, but many believe that it will return at the end of the Age of Apocalypse.

The war had been won, but it felt like a pyrrhic victory at best. Only thirteen of the old caerns had survived, and the Caern Plague prevented new ones from being raised in the old manner. The septs of the world had been destroyed, and the Garou scattered to the wind, turning into refugees. This diaspora of the Garou Nation and the traumatic events of the last few years opened the werewolves to a new wave of Harano.

The world was fading. Perhaps it had already died, and merely the embers of life remained.

Return of the High King

Many believe that former High King Albrecht is now dead, slain in his final battle with the Storm Eater. Some hold out hope that he and his pack are merely lost in the Deep Umbra, trying to find their way back home, and that they will return before the end of the Age of Apocalypse as foretold in the Phoenix Prophecy (see page 50).

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Last Words of Gaia



"Hope is not sundered; wake me, and a new age of harmony shall begin."

Each listener heard these words in her native tongue. As a result, Garou have hotly debated the connotation of Gaia's words. Members of the Sanctum of Gaia believe they suggest Gaia is slumbering and will eventually return to wakefulness if they can discover how to accomplish such, while many among the Concordat of Stars believe these words prophesy Gaia's rebirth as a new Celestine spirit, as in myth and legends past.

Even those without a true language still felt the words of Gaia, sent in emotions and thought, translated through the filter of their own minds. No matter the reception, the truth of these words remains the newest and most contested prophecy within the Garou Nation.

The Reconstruction



The caerns served as Gaia's spiritual life-support, and after their destruction, many old sources of gnostic energy began to fade from the Material Realm. Celestine spirits no longer spoke directly to Garou. Many believed that Mother Gaia was dead, and now the world only existed on the embers of her former glory. Storms continued to devastate the Umbra, making it impossible for the Garou to escape the Material Realm and find a new Gaia.

Some Theurges argued that Gaia only slept, recovering from the attack and marshalling her strength to once more reach out to her children. With her disappearance, the Celestines and Incarna among the spiritual hierarchies increased their presence, actively working with Garou and Fera alike to reestablish pacts forged in the dawn of time. Werewolves scrambled to learn and disseminate the new pecking order and perform the chiminage required to upkeep these new relationships.

Celestines rarely, if ever, spoke directly to Garou, but their Incarna avatars became far more prevalent than they had been before, sending visions and other spirit servants out into the Umbra and even the Material Realm, in order to do their bidding. None know for sure what they plan, but at least the activity itself lends hope to those who feared the worst—the total abandonment of the spirit allies upon which the Garou and Fera rely.

Sabine "Silver-Swift" LaCoix, Queen of House Unbreakable Hearth, sounded the cry for unity and strength. She forged the Sanctum of Gaia: traditionalists and purists who refused the encroachments of the Weaver. They brought about a return to the old ways as a tool to strengthen the Garou's hearts against Harano and to keep the nation always looking towards Gaia.

Members of the Sanctum of Gaia argued for a focus on the old traditions that had ensured their survival up to the Age of Apocalypse. They believed that Gaia merely slept to regain her strength, and that the faith and spiritual energy of the Garou would return her voice to them all. They urged their fellow werewolves to remember that Harano is merely another attempt to sap the strength from Gaia, as those who succumb to the spirit-sickness no longer fulfill her purpose; instead, they drain her energy at a time when Gaia needs it most.

The new Margrave, Josef Konietzko, saw an opportunity for both the Shadow Lords and the Garou Nation. It was clear that the Weaver could be convinced to aid Gaia and leveraged for good purposes. Cooperation with the Fera had yielded results. The Stargazers and the Children of Gaia convinced the Silent Striders to take them to meet one of the Mokolé and ask for assistance.

The Mokolé arranged for a meeting between the Gurahl and the Children of Gaia. Together, they were sent to find an

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ancient plant from the days of Pangaea, which might enable the creation of a new type of caern. When its fossilized remnants were found, they worked with the Uktena to return it to life. Together, they planted its fragments in the hearts of the remaining great caerns, and to the joy of all, they discovered the *shard seeds*.

The shard seeds allowed for the creation of a new caern, albiet one weaker and lesser than the ones that had come before, but such a *shard caern* could continue to sustain the life force of the Material Realm and perhaps grow to become a great caern. The first of the new shard caerns was used to jumpstart the Sept of the Meadows Springs in Las Vegas. Noted Glass Walker Theurge, Landmark Lester, sacrificed his life to plant the shard seed and create the first hope of a new caern.

Yet tension broke out during the ceremony. The city totems would not work together. Some were Wyld spirits, such as Old Man River and Salamander. Others were Weaver spirits, such as Lady Luck and Neutrinos. The Garou battled over which spirits to accept. Some werewolves refused to consider allowing any Weaver spirits to join the caern. A few even plotted to murder Neutrinos. Others noted the power of the Weaver and saw the benefit of cooperation. Their debates echoed a larger argument taking place among the Garou Nation as a whole.

The Margrave leveraged his influence over the creation of the shard seeds into the creation of a new faction: the Concordat of Stars, built around the idea of tolerance for the Fera and working with the Weaver to protect the Material Realm. Together with his allied tribes, he proposed this faction would be a movement for progress and developing new strategies both in the war against the Wyrm, as well as in adapting to the rapidly changing world in which the Garou found themselves. It was his vision, along with that of Daly and others, that shaped the Concordat into a faction devoted to not only to adapting to the changes, but also to understanding how and why these changes took place, so that the Garou and Fera would no longer be the ones struggling to catch up to humanity. Instead they dream of a world where the Garou are leaders, driving humanity forward in directions that ultimately serve to support the war against the Wyrm. Using his powerfully charismatic presence, the Margrave bound together the tribal alliance into a powerful political organization on the Council of Tribes.

Strife continued to be rampant on the Council, as each faction attempted to sway the Garou Nation towards its own end. The new accord with the Fera required that they be allowed access to caerns, lest the process for generating new shard seeds be halted. Combined with the advent of the newest of Wyld Plagues, creating the condition known as the Bite, which allowed kinfolk to be forcibly changed into full shapeshifters, turmoil ran rampant within the halls of power of Garou and Fera alike. Both the Concordat of Stars as well as the Sanctum of Gaia struggled to codify their opinions on the best way to handle the Bite and the new Garou who were born from it. The danger to the kinfolk willing to undergo such a rite, as well as the staggeringly high possibility of failure, made the decision of how the nation will handle this event a staggeringly difficult one.

Historian's Note: The Plagues of the Garou Nation

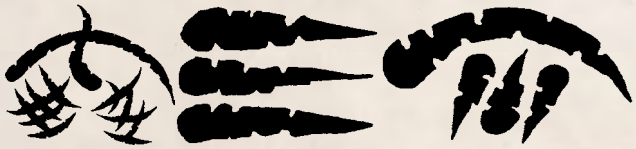
There is ample evidence to support a yet-unsubstantiated theory that some unknown enemy visits an unnatural, clearly supernatural, plague upon the Garou Nation. The Age of Tragedy saw a plague of madness and deception infect powerful members of the Garou Nation, causing their decision-making processes to become suspect. The Age of Ruin gave rise to the Flaying Plague, a physical sickness that slaughtered massive amounts of Garou, Fera, and their kinfolk, while sparing non-supernatural humanity. The Age of the Weaver gave rise to the Metamorphic Plague, a Wyld-borne plague that seems to have affected only the Black Furies, increasing the number of non-Metis male children born to the tribe. There were other plagues defeated by unknown heroes long-forgotten.

The Age of Apocalypse seems to have spawned another widespread change in the Garou that could qualify as another Wyld-carried plague. The Bite, which allows kinfolk to become full Garou or Fera, in truth fulfills both aspects of the plagues we have seen through history with its staggeringly high death count among those who fail to survive the ritual transition to the creation of new life as full-fledged shapeshifters. It remains to be seen if this is the last or merely another in a long history of plagues to afflict the world as a whole.

Verity Argyris
Black Fury, Historian

Justin Miller (Order #10312875)

An Uncertain Present and an Unknown Future



The topic on the lips of every Elder in the Garou Nation is the problem of the High King's open seat. The Phoenix Prophecy claimed that Albrecht would be the last king before the end of the Apocalypse, but he disappeared in the battle against the Storm Eater. However, he left behind the Silver Crown at the Sept of the Crescent Moon. The Council of Tribes agreed that a new High King should be anointed until Albrecht returns. However, the spirit of Falcon that once powered the ancient artifact is no longer bound within its shell. The council has determined that whomever is finally chosen to assume the role first must prove themselves and find a way to convince Falcon to once more inhabit this ultimate symbol of leadership. Only then can they be crowned the High King or Queen.

The strongest contenders are currently Margrave Josef Konietzko and Queen Sabine "Silver-Swift" LaCoix. Their support is split along faction lines, with the Silent Striders refusing to support either due to the warning of Simeon Abd al Hakim.

The dawn of the Age of Apocalypse dimmed the animosity between Fera and Garou, but there remains great fear and suspicion. The Council of Tribes, with great reluctance, agreed that of the last thirteen caerns, those under control of the Garou Nation would be open to the Fera who participated in defending them. Fera have also been permitted to join any septs of the Garou Nation that allow them entrance. The Bastet and Garou hold the Caern of the Hollow Heart jointly, and it serves as a bastion for relations between the breeds.

The Ahadi proved that cooperation was in their mutual interest for survival, as they banded together to defeat Black Tooth and then later defended their lands against the encroaching vampire infestation and umbral storms. Egypt, Algeria, and Libya always sheltered the undead, but now with war and strife rampant, the inner continent became vulnerable, and wild vampires made their homes in Niger, Chad, and even the Sudan.

"Endure" is the new watchword of the Age of Apocalypse. The tribes of the Garou Nation have changed and evolved to do just that—to endure in a time when each new day brings about a new travesty that kills any remaining hope of a better tomorrow and takes just a little more from them. As it turns out, the Apocalypse was never a final battle, or the end of the world, but a decades-long war over the soul of the Earth.

Historian's Note: Personal Note on Evolution of the Black Furies

The Metamorphic Plague visited upon the Black Furies during the Age of the Weaver birthed a new generation of children of both genders in equal numbers within this tribe. My mothers were among the first to keep children who were born male. I remember the pride on their faces during my Rite of Passage, when Pegasus looked into my heart and proclaimed the truth. Afterwards, they embraced me not just as their daughter, but a sister of the tribe.

Verity Argyris
Black Fury, Historian

While the Garou Nation attempts to reconstruct itself, the ever-present threat of the Wyrm evolves into new, sinister forms, still striving to bring about the final age of this realm and claim total victory. Ancient hoary beasts rise from the oceans, woken by climate change. Tainted creatures and insidious banes plague the world and seek to replace Gaia with the Wyrm as the dominant spirit over the world. While not directly tainted by the Wyrm, vampires continue to expand and encourage development in the Wyld lands. The Gauntlet has changed, and Broken Lands and Wyrm Tunnels appear near shard caerns, attracted to their vulnerable power sources.

Climate change remains the greatest threat to the world, encompassing the melting of the polar ice caps, the increase of the temperature of sea water around the world, acid rain, and horrific pollution choking the very life out of the ecosystem. Garou call this the *Malady*—Gaia's last defense mechanism, a fever to burn away human life, so the world can recover. Entire species are disappearing at record rates, and many scientists believe that there will soon be an extinction event. Ecological disasters have been on the rise since the 1970s. The past decade has seen a sharp increase in tornados, flooding, hurricanes, and tsunamis, and some Garou wonder if these are signs of Gaia trying to fight back against the onslaught of humanity. Some humans have begun to change their behavior towards the world, but centuries of abuse have left their mark on the ecosystem, and it might be too late the save this world.

Ecoterrorists have often allied themselves with the Garou Nation's cause, seeking to protect the Earth before it is too

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late. As their tactics have become more violent and their vision more jaded, it is clear that these humans present their own unique problem. The Wyrm has been known to influence these individuals, and its presence has only grown in recent years. Peaceful protests turn to riots, and innocent lives are lost in the fires of hate and fear.

Yet there is hope. The Ahadi have been sending aid from Africa and protecting caerns. New alliances have been forged and tempered in the fires of battle. Shard caerns may be reviving the spirit of Gaia. Legions of Garou have begun a coordinated, global sabotage of humanity's neglect, savaging the worst polluters via guerilla tactics and tactical strikes. A few whisper that this is the beginning of a new Impergium, intended to reduce the world's population to sustainable numbers, reinforcing the idea that the real enemy is humanity. Others believe that this culling is a mere stalling tactic to curb the world's excesses until humans learn to restrain themselves.

If this world is impossible to save, it won't be because the courage of the Garou Nation faltered. The Age of Apocalypse is a time to forge new heroes and legends to seed the next age. They stand ready to shed their blood for their mother and for all that's been lost. Will you join them? Will you rage?



The B-Side goes for a Ride

The sprawling ranch seemed to appear out of nowhere, the long squat buildings hidden by gently rolling hills. Tendrils of smoke lazily spiraled into the air, the only sure sign that anyone was even there. Massive pastures framed the well-maintained road, and the Many Ways pack could see cattle grazing in the distance.

"This is it." Rickard glanced at his packmates in the bed of the truck, not bothering to raise his voice. Their keen werewolf senses allowed them to hear his words despite the whistling wind, "Still Water Ranch. The largest kinfolk commune in the Western United States."

The air was brutal, holding a snap that promised an early snow. And if the clouds racing towards them over the Rockies were any indication, their home sept—Forgotten Hope—was in for a hell of a storm.

"Look, all I'm saying is, I don't understand why anyone would want that crazy-ass woman as a Den Parent! This is insane."

"Shut up, Colin." Ingrid, the resident Ragabash, spoke quietly from the bed of the truck, lifting her eyes to the Theurge—Colin Keene—Fianna and all-around pain in the ass. "Vigdis-rhya is harsh and cruel, but you can't ignore her track record. She's not sending us to fail."

"Yeah, but why can't we just go murder a hive or something normal?" Colin groused quietly, pulling the woolen hat firmly over his ears.

Rickard's voice was calm and patient, floating from the passenger seat as his Beta pulled up in front of what appeared to be the main house. "Because she knows we would succeed at that. That's not a test for us." The Galliard Alpha of the pack of Cubs twisted in his seat to look back at his packmates, "We've proven ourselves on the field of battle, but there is more to being Garou than the ability to slay the Wyrm. This is our opportunity to show Vigdis-rhya—and the rest of the sept—that we are capable of being more than just cannon fodder." The Shadow Lord smiled slightly, dark eyes glittering at the challenge before them.

David hazarded a glance from the driver's seat, looking to his packmates and keeping his voice calm and collected, "These kinfolk need help. You should be honored that we were tasked with seeing to their needs." Shaking his head once, the Uktena Philodox glanced back towards the house, "We have company."

A woman approached the pickup, eyes hard as her gaze fell on each werewolf in turn. She crossed her arms over her chest, staring at Rickard for a long moment. "This must be my cavalry."

The Alpha slid from the pickup, smiling faintly at the woman. He nodded his head once, "Yes. We're the pack of Many Ways. We've been tasked with…"

"…helping us. Yes, I know. I'm the one who called Vigdis. Marcia Brown." Her eyes narrowed slightly as she examined them once more, "Bit young. Well. Come inside. Dinner's over, but there are plenty of left-overs."

The kinfolk turned on one booted heel and made her way back into the house.

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"Friendly, isn't she?" Michael, the pack's resident Ahroun, climbed from the back of the pickup, watching the kinfolk's retreating back.

Rickard nodded once, "Keep in mind Vigdis-rhya's challenge to us. We don't kill anyone. We protect the kin, and we help them recover their lost cattle."

The scent of chili and cornbread wafted out of the kitchen as the Cubs entered the house. Marcia seemed to be busying herself setting food out for the Garou, speaking up as soon as their feet hit the front door.

"In the past week, we've lost thirty head of cattle. We have our suspicions about who is stealing them, but the local authorities won't be much help there. We also suspect that they'll be back again soon to continue their work." She stacked bowls on the table, motioning to the empty chairs. She maintained a quiet tone in her voice, "While I realize this is likely beneath Garou, this is our livelihood. We have twenty kin on this ranch, fifteen of them women and children. This is supposed to be a safe place for us, a place for us to earn our keep."

Rickard shook his head once, filling a bowl with the thick food. "It is our duty to protect and provide for our kin, to aid you as you aid us. Now, tell us everything you know."

* * *

Snowflakes whirled through the air, an eerie silence blanketing the land. The dark gray Lupus form—David—stood still, yellow eyes glinting as he scented the air. The Uktena paced back and forth; the fur on his hackles rose. He could feel it in the air; something was coming.

The massive black form of Rickard swiveled his head as the smaller Uktena raced towards him. With a snarl, the Alpha shifted back into his Homid form, his eyes blazing. From behind him, Ingrid appeared out of the snow, a deep frown creasing her brow.

David shifted on the run, stumbling slightly before righting himself. "Something's wrong. Something's coming."

Ingrid nodded her agreement, "The air smells wrong."

A howl cut through the night air, a warning cry sent up by Colin, followed by a series of screams from the ranch house. The three Cubs took off immediately as the howl shifted to a Crinos' call to battle; the Cubs returned to their Lupus forms, as they streaked across the uneven ground.

The yard in front of the ranch house was pure chaos. Two Crinos Garou were surrounded by four scarred monstrosities. Though the Cubs were outmatched, steady gunfire from the nearby kinfolk aided them. Silver flashed from one of the forms, as the Glass Walker's cybernetic implants enhanced his abilities even further. As their packmates waded into the fray, slashing and attacking the Black Spiral Dancers from behind, Michael let out a triumphant howl.

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* * *

The Den Parent glared down at her Cubs, her one good eye burning with barely controlled rage. The Fenrir remained silent as her charges told their story, Rickard's eyes meeting hers as he explained the situation.

"I believe my explicit instructions were to not murder anyone, yes?" Her voice was ice-cold, directed at the Alpha. The Shadow Lord didn't flinch from the tone as he squared his shoulders.

"I hardly think it counts as murder when done in defense of our kinfolk, Vigdis-rhya. We took as many of them alive as we were able, but our first responsibility is to our kin."

Michael nodded once, his voice firm and clear, "We did a full reconnaissance of the area before beginning, Vigdis-rhya. It appears that they traveled down from Wyoming to raid the ranch, but the cattle were never their target. They wanted the kin on alert, so the able-bodied would be patrolling the land and watching for the thieves."

"Ingrid, tell me what you did wrong in this situation." The Den Parent fixed her eye on the Ragabash.

The young Child of Gaia sat silently for a moment, considering the question. "Our task was to retrieve the cattle for the kinfolk, to protect their livelihood. We found and retrieved the cattle and dispatched the threat. The Black Spiral Dancers weren't there for the cows—they were looking for breeders of a different kind. We did as well as anyone would have in the situation. We adapted and we overcame."

The first hint of a smile crossed the Den Parent's countenance, as she turned to the Theurge, "Colin, what of the spirits?"

The Fianna glanced up, shaking his head, "The Black Spiral Dancers were crafty. They didn't use their own soldiers, or even their own kin—we would have noticed their taint if they had. They used humans to steal the cattle in hopes of drawing the combatants among the kinfolk away. They were subtle and cunning, and were able to evade my lookouts."

Vigdis nodded once and took a step towards David, glancing down at the Uktena, "And you, Philodox? Was this mission well done, or did it violate the Litany?"

Without hesitation, David shook his head, "There was no violation of the Litany. This was not a fight we sought, but it was one that we ended. We put our lives at risk to protect the future of the nation, our kinfolk. Had we failed, they would have been taken, but there was no other option."

A smile spread across the scarred face of their Den Parent as she nodded once, her voice soft, "Welcome to the Garou Nation, Cliath."

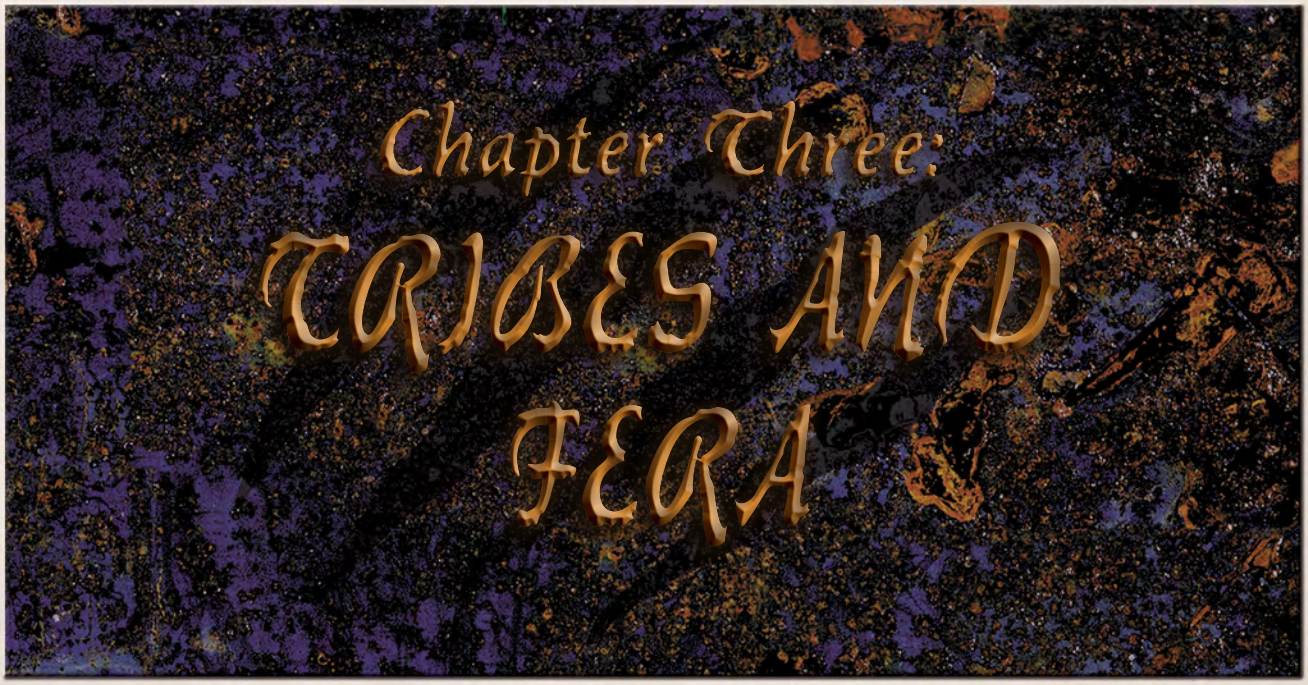
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Chapter Three: Tribes and Fera

"Conflict always begins the same way between the Garou and the Fera. The smallest slights make brothers and sisters forget that they are a family under Mother Gaia."

— Amy Hundred-Voices, Uktena Galliard



This chapter details the tribes and Fera available to players when making a new character for **Mind's Eye Theatre: Werewolf The Apocalypse**. Each werewolf tribe or Fera breed has a set of specific characteristics and quirks that helps define their background, personality, and their role in the war against the Wyrm and the Age of Apocalypse. Your Storyteller may use altered descriptions more suitable to her setting or to the history of her chronicle. Be sure to speak with your Storyteller about any changes that may be in play for her game before you choose your tribe or Fera.

Every werewolf tribe and Fera breed has a list of available merits and gifts that are unique to each of them. Allies and kinfolk cannot acquire these merits and gifts. Adopted members of these groups who have undergone the appropriate rites can purchase tribal merits and gifts, but they must first remove any proprietary merits and gifts associated with their previous tribe. For more information, see **Chapter Five: Gifts,** page 209 and **Chapter Six: Merits and Flaws,** page 301.

The Tribes

"Every tribe has a myth from the Age of Legends detailing why they're Gaia's favorite. None of us have taken the time to think too much about that."

— Verity Argyris, Black Fury, Historian

The Western Concordat, known as the Garou Nation, consists of 13 tribes of werewolves. Each tribe has a unique connection to Gaia, the Triat, and other spirits of the Umbra, in addition to a complex web of political and social ties with the other Garou and Fera.

Long ago, during the time of Panagaea in the Age of Myth, it is said that all tribes were one, united in their purpose to protect Gaia. Later, when the world broke, they split apart into regional extended families, adopting and mingling with the emerging human civilizations, and developing their own philosophies and unique cultures. As humanity developed technology that increased the speed and safety of traveling, these tribes began to explore the world, eventually developing a global reach.

A werewolf's tribe represents her family and spiritual identity, and shapes how she sees the world. The following section offers a brief overview of each tribe, detailing its culture, strengths, and weaknesses.

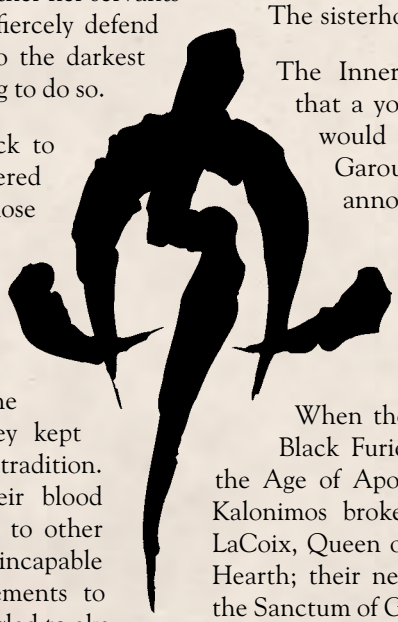
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Black Furies

"I have birthed and buried my daughters. I have bled over the fallen bodies of my sisters. I have splintered my bones, drained my strength. Yet, I still can aim my bow. My fury cannot be silenced."

—Isobelle "Wrath's Arrow" Aigle

Where the weak suffer and those who are silenced agonize without acknowledgment, the Black Furies rage. Uncompromising on the concept of justice and vengeful when provoked by those who violate others, the Black Furies exist as ruthless arbiters of righteousness and balance. They worship the Wyld and their goddess through mystic rites and forceful action, knowing that she requires protection—along with desire, blood, sacrifice, sex, and violence—from those who serve her, whether her servants are maidens, mothers, or crones. They fiercely defend the precarious balance, bringing hope to the darkest places, even if they must use claw and fang to do so.



The Black Furies trace their origins back to Greece, where they believe they were gathered by Luna under her guise as Artemis. She chose women as her defenders, calling them to become protectors of the Wyld and its sacred places, guarding those weakened by subjugators. The Furies took the forms of the Amazons, the Maenads, and the Valkyries, celebrating the feminine strength that made them unique. They kept their female Cubs, raising them in this tradition. Male Cubs were either sacrificed—their blood fueling rites and rituals—or given away to other tribes, as the Black Furies believed men incapable of understanding the necessary requirements to truly serve Luna. Wherever females struggled to eke power among religious or political forces that would rather see them on their knees, the Furies fought to bring women to their feet.

Then, the Black Furies were not merely Luna's claws and fangs, but also her priestesses. They took up Luna's calling, incorporating her ebbs and flows into their faith. When Luna shined as a mere wisp, they were her maidens, dedicated to gaining independence in the world and defending others who sought to break the literal and metaphorical chains that bound them. When Luna grew heavy, her Furies learned of the duties of motherhood and of the price of protecting the weak and defenseless, regardless of the cost to themselves. When Luna waned, exhausted from her many efforts, those who took the mantle of Crone provided the wisdom necessary to protect the Wyld and to continue the cycle anew.

The wake of the Red Star devastated the Black Furies. They had proudly served as Luna's most passionate protectors and the most stringent adherents to Pegasus' guidance, excluding those who disagreed with their methods and executing without forgiveness those who dared violate their tenets. In war, they acted as their kinfolk's shield and safeguarded humans caught in the fray, rejecting the support of the Garou Nation.

In the onslaught of the Age of Apocalypse, they lost numerous elders, and the Furies' public leadership broke apart and reformed constantly, frequently losing its most senior members. Whispered rumors suggested that their private leadership suffered a similar fate. Some Furies argued that they should abandon the Garou Nation altogether as the Stargazers once did, in order to discover their own way. Others argued to return to the old ways. The sisterhood threatened itself with bloodshed.

The Inner Calyx met secretly and announced that a young Athro Philodox, Alika Kalonimos, would represent the Black Furies on the Garou Nation's Council of Tribes. This announcement was a surprise upset and caused a good deal of turmoil within the ranks, but when asked, the Inner Calyx and the wise women of the tribe only answered, "she was chosen by Luna and Pegasus."

When the smoke and the confusion cleared, the Black Furies faced a choice—they could adapt to the Age of Apocalypse, or they could become extinct. Kalonimos brokered a deal with Sabine "Silver-Swift" LaCoix, Queen of the Silver Fang House of Unbreakable Hearth; their negotiation brought the Black Furies into the Sanctum of Gaia. The tribe's priestesses brought a new reverence of the old rites to the faction, and with their new allies help, they stemmed the rising tide of Harano that threatened the Garou Nation. The Black Furies' devotion to the Wyld has ensured that the nation as a whole hasn't yet been corrupted by the Weaver.

The Black Furies are no softer, no less wrathful, but their viewpoints have evolved, due to their new leadership. The Age of Apocalypse has shown them that the equality they seek so viciously is a complex issue, involving more than just women and children. They realized that their exclusivity would damn them, and they started to heavily recruit other Garou and kinfolk from other tribes, bringing disenfranchised women under their wing. Those who identify as having the hearts women also received the blessing of Artemis and have been welcomed to the tribe. There are even reports that the Black Furies are keeping

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their male cubs, instead of sending them to other tribes to be raised, as the Furies need to make sure their beliefs in equality and balance, as well as the sacredness of the Wyld survive, regardless of gender lines.

Change is never easy. Despite their newly opened mindset, there are rumors of a rift between modern and traditional Furies regarding how lenient and accepting present-day Black Furies are perceived by other werewolves. This disquiet within the tribe has only fueled its members' rage and hunger for retribution.

When the oppressed cry out, the Furies respond with righteous deeds, not calming words. When the Wyrm threatens the balance they seek, they rend its minions from gut to chin. They are Luna's warriors, her frenzied worshippers, and the Wyld's madness runs thick in their souls, a battle song for their fury.

Black Fury Breeds

The Black Furies place little importance on lineage—too often history prized or destroyed women for something they had little control over. The Furies respect those who provide wisdom to others, who prove themselves valuable warriors, and who contribute to their community over their bloodlines.

Homids

The Black Fury tribe consists mostly of Homids who can always be found where the darkest parts of human will press heavily upon others. Black Fury Homids vary wildly in appearance, from the matron who runs a school in an impoverished village to the studded teenage punker who sings for the end of governmental tyranny. They move within communities, incorporating themselves into local cultures to better destroy those who abuse their power over others, then seed efforts to bring improvement to the people and creatures who most need it.

Lupus

The temper of the Black Furies is well known, and the Lupus of the tribe exemplify that there is nothing more dangerous than stoking that spark. They aren't interested in ingratiating themselves with others—if their bluntness bruises someone's pride, it isn't their problem. They frequently operate in packs whose members share the single-minded purpose of their female alpha, choosing a goal and pursuing it, regardless of the consequences to their social standing or physical body. Homids wait and plot and plan, but the Lupus act, leaving little other than bloodstains in their wake.

Metis

The Metis are a reminder: chaos runs thick in the souls of the Black Furies. While they don't cherish the idea of their bedlam made manifest, they choose to embrace their Metis as they are born into discrimination through no fault of their own. Even before the Age of Apocalypse wreaked havoc on their population, the Black Furies accepted their male Metis and integrated them into their society. The Metis are exceedingly dedicated to their Homid- or Lupus-born kin, serving as bodyguards, scouts, and escorts to those responsible for raising them.

Black Fury Auspices

Pegasus is the tribal totem of the Black Furies. Once the spirit served a man, and that man took advantage of it, gelding the spirit when it became too unwieldy. It threw him to his death and swore that neither it nor the Black Furies would ever suffer under the yoke of man's will again. Pegasus is a force of a mythology—a composite creature of resolute will, vengeance, and respect who demands nothing less of the Furies.

Ragabash

The Ragabash Black Fury constantly challenge the environment around them. They bring balance by confronting the status quo and asking how others can be better. They take the stage as comediennes, to the streets as investigative journalists, and to the pages of the newspapers with editorial cartoons. Their questions are difficult, their humor dark, and their rhetoric often uncomfortable, but they bring change by causing others to question the roots of their values and beliefs.

Theurges

While the Ragabash seek to bring equilibrium to Gaia through asking how others can be better, the Theurges of the tribe ask questions and search out the ways the Black Furies can better serve each other and those who need them. They assist the weak and the helpless, elevating people who lack the power to elevate themselves. They are tuned to the needs of others, always asking the right questions to tend even the deepest of the wounds and providing spiritual guidance to those who have lost their way. Midwives and social workers, shamans and professors—a Black Fury Theurge provides tools with which the tribe tends to its own, to its spirits, and to those who need it.

Philodox

The Philodox of the Black Fury tribe have no need for questions and their subjective answers. They instead choose

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to be the arbiters of truth and to bring the grossest injustices against others into the light, so the world may view things as they are, not as they want them to be. A Philodox Black Fury destroys illusions and wishful thinking, showing what is wrong, so a path may be forged to what is right. They take roles as civil rights attorneys, ambassadors, and public speakers, voicing terrible wrongs to be corrected.

Galliards

Performance artists and photojournalists, punk-rock singers and avant-garde poets, the Galliards of the Black Furies condense the brutality of truth into words and songs. They translate the bone-deep cuts of reality into art, so the pain and issues they understand so intrinsically can be understood by others, carried on the lips of misunderstood youth or discussed in the highest social circles. Through song and story, they seek the fluid transfer of history and social information to other tribes and the world.

Ahroun

Black Fury Ahroun have fought for everything they have earned, tearing away acknowledgment and rightful places from those who thought them too small, too weak, or too womanly to succeed. They are frequently professional fighters, front-line combatants, or law enforcement officers—holding positions where they exemplify physical prowess, protect others, and defy the stereotypes applied to them.

Organization

Black Fury leadership consists of two Calyxes: the Inner and the Outer. While the Outer Calyx is chosen by lottery from the foremost leaders around the world, its membership is directed by the Inner Calyx, whose members are believed to be chosen by Luna directly. Outside of this system, the Black Fury tribe is a meritocracy. All women, regardless of their birth sex, Black Fury male Metis, and male cubs born within the tribe are welcome among their ranks as long as they uphold the tribe's spiritual duty to bring balance to Gaia and work towards protecting those who need them. Their members are judged according to their skills and contributions to the tribe, and leaders chosen based on their competency.

Camps

Bacchantes

The Bacchantes personify the infectious nature of the Wyld, transmuting it into the fuel they burn to become Gaia's vengeance and her most fervent worshippers. Of all the Black Furies, they are the quickest to pull their labrys, draw their bows, or extend their claws to destroy the worst violators of sacred places or offenders against the rights of others. They descend like the Maenads of myth, a storm of madness and rage, until the target of their wrath is nothing more than scraps of flesh. They are also the most ecstatic of worshippers, reveling in intoxication and sensuality, a potent mixture that tightens their mystic connection to the Wyld. While they will defend their sisters to the death, they believe the tribe has softened too much in its need to survive in recent days, and sometimes host revels—violent and heady affairs—to bring the tribe closer to the basic instincts from which it sprang.

The Order of the Merciful Mother

The Black Furies were faced with the difficult choice of dying out or forging a new path and letting go of some their prejudices in the modern age. When they chose survival, the once-derided camp of the Order of the Merciful Mother found a following among those Black Furies who wished to serve within society. The Order, rooted in the religious directive that one must serve, is dedicated to helping those in need, choosing a soft touch over violent reaction in order to provide aid to the poor, the frail, and the oppressed. While they aren't above quietly removing a person who hurts others without regard, they view people not as villains, but as persons caught in cultural and societal traditions who also need help. They break cycles of poverty, abuse, and pain by building schools and hospitals, by educating women and children, and by providing financial assets to impoverished areas to build infrastructure and other needed resources.

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Sisterhood of Fortune

Wyld places are few in modern times, and the world is increasingly interconnected as a result of new technology. The Freebooters, seeing their demise, folded their efforts in with the Sisterhood, and their joint efforts have suited both groups. The Freebooters tapped into the Sisterhood's network of information, using the Sisterhood's connection with the Weaver to locate places that have not been tainted by the Wyrm or track trends that indicate a sept needs to be rescued. The Sisterhood uses the Freebooters as knowledgeable scouts in areas where they need more information and as a procurement team to retrieve items they have located. Their combined efforts have resulted in a new camp that provides more useful information for the battle against the Wyrm, as well as returning sacred items and recovering locations to the strengthen the efforts of the Black Furies, becoming a more effective team than either camp was alone.

Appearance

As a Lupus, Black Furies are small, sleek, black or dark gray wolves with white, silver, or gray streaks of fur. They exude a sense that they are wild animals, both predatory and capricious, as though their small size hides a greater danger to those who would underestimate them.

Weakness

Black Furies are passionate creatures of the Wyld, burning with an innate need to see imbalance corrected and injustice rectified. When they witness incidents of extreme prejudice, violations of the sanctity of the Wyld, or crimes against the weak or helpless, they must seek to address it in some fashion or immediately gain a Seethe trait. In addition, male Black Furies are new to werewolf society, and they are still navigating the politics of the tribe. All male Black Furies cannot possess more than 3 dots of the Rank background and cannot be pack or Sept Leaders.

Gifts

Black Fury gifts can be found in **Chapter Five: Gifts** beginning on page 215.

Merits

Black Fury merits can be found **Chapter Six: Merits and Flaws** beginning on page 304.

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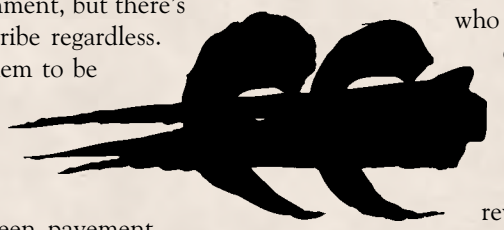
Bone Gnawers

"The common man is anything but 'common.' We are strong, and brave, and earnest—and we are all around you. Ignore us at your own risk."

—Mother Larissa, Sept of the Restored Green

Among the everyman, the downtrodden, the blue-collar workers, and seemingly ordinary people of the city, you will find a tribe known as the Bone Gnawers. They hide within modern society, blending in with the populace of cities and rural communities, working dirty jobs, long hours, and occasionally scavenging to survive. Some Garou scorn them, disparaging their rugged appearance, calloused hands, and common manners.

Humanity continues to evolve and slowly improve for the better. Machines grow more efficient, more commonplace. The average person is more educated than ever before, even if they are suffering from crippling debt. Democracy flourishes in all parts of the world, and the Weaver's power is rising. According to the Bone Gnawers, "the world ain't perfect," with income inequality, racial tensions, extremism, and corporate pillaging of the environment, but there's a newfound optimism amongst the tribe regardless. Their innate survival instincts led them to be amongst the first of the tribes to adapt, and now they are reaping the benefits of their hard work. Those willing to get their hands dirty can survive—and like a weed between pavement cracks—can even flourish.



Bone Gnawers are not the wealthiest tribe of werewolves, nor the most prestigious, but they are populous and widespread. For most of their existence, they have been the omega tribe of the Garou, their tribe name an insult given to them by alphas and more supposedly noble werewolves. Other tribes claim long and detailed lineages, and laud histories tied to a culture or region. The Bone Gnawers do not care about such distinctions. Their spiritual kin are the oppressed and the destitute of the world, and their heroes are leaders of the downtrodden like Black Hawk, Bonnie and Clyde, Ishikawa Goemon, Robin Hood, and Joan of Arc. They can be found working with protest organizations, hacktivists collectives, and social service charities.

They thrive in cities, disdaining true wilderness for overgrown suburbs, rural backwaters, and urban decay. They prosper where others would wither and die. They are self-reliant and determined. Although they care about the Litany and the virtues of the Garou, the Bone Gnawers are a practical tribe. While they do not ignore the Litany, they are more than willing to stretch the boundaries of the law where it conflicts with common sense or survival. Laws are fine and dandy, but the hierarchy of needs guides Bone Gnawer philosophy.

They endure the hardships of the Age of Apocalypse better than most tribes. When the Wyrm destroyed caerns and razed septs, it was the Bone Gnawers who shepherded others to safety until the Garou Nation regrouped. Their devotion to the concept of the common good led them to aid the other tribes, even those that openly despised them.

Bone Gnawers have an enthusiastic interest in human culture. They perform rites in alleyways, celebrate the energy and passion of major sporting events, and speak to spirits in the roaring engines of muscle cars—the more plebian and populist the inspiration, the better. Even though their rituals rely strongly on mainstream media and mass culture, the Bone Gnawers take them seriously and use their rites to honor the spirits of the urban world. This fascination led them to join the Concordat of Stars, and to their surprise, even the Shadow Lords have reluctantly treated them with respect as part of that faction.

There are some, especially the Silver Fangs, who overlook the Bone Gnawers' recent contributions to the Garou Nation and feel comfortable still treating them like the omegas that they once were, but the Bone Gnawers merely brush off such insults. A revolution is coming for the common man, and the Bone Gnawers intend to be there to see the job done.

Bone Gnawer Breeds

Bone Gnawers rarely record their lineages, nor do they care much, if at all, for the purity of their blood. They procreate where they can, accept adoptees from any tribe if they prove worthy, and breed wherever they find a willing human or kinfolk. Due to this proclivity, there's a lot of Bone Gnawer blood out in the world, just waiting to be awakened.

Homids

A majority of Bone Gnawers are born as Homids, and they are used to dealing with human society on every level. Although Bone Gnawer Homids do not like to admit it, many of them prefer the company of normal humans over that of non-Bone Gnawer Garou, to escape the pity and scorn they receive among werewolves. Some rarely choose to shift forms, preferring to live and work alongside mankind, relishing the excitement and trappings of modern culture. Though the tribe once shunned human society, in the present day,

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Homids more often live among the common populace. They maintain facades of normality and often think of themselves as fellow laborers. Most Bone Gnawers are fiercely protective of their urban territory, and of the populace living in those areas. They are protectors, guardians, and mentors, encouraging the workers and downtrodden to band together and present a unified face to the world.

Lupus

Bone Gnawer Lupus live in the city, masquerading as wild dogs (their forms can pass as domesticated far easier than that of most Garou) and merrily avoiding capture by animal control agencies. During the last three decades, the number of Bone Gnawer Lupus in the cities has increased; these wolves usually bother to learn just enough social skills to be mistaken for semi-feral homeless. They live on the fringes of society, watching humans like guard dogs and keeping an eye on other Garou tribes that may attempt to take advantage of the human populace. Some grow even more accustomed to human form and can even masquerade as runaways, taking advantage of hostels and shelters. Lupus Bone Gnawers can often be found in rural areas, keeping to themselves in family clusters and presenting a gruff face to outsiders—anyone who is not part of the tribe.

Metis

Many Garou treat Metis with deep disdain and even hatred, taking every opportunity to cull the herd whenever they find one. The Bone Gnawers, on the other hand, see Metis as opportunities to gain strength for the tribe. The tribe occasionally adopts Metis, of any lineage, or of none, who are both powerful and adaptable. Such Metis are even given opportunities to rise within the tribe, express their opinions and ideas, and even take leadership positions.

Bone Gnawer Auspices

The Bone Gnawers venerate their tribal totem, Mother Rat, as the maternal queen of a brood of fierce survivors. She favors those who win through strength and guile, or by swarming foes in overwhelming numbers. Children of Rat fight dirty, striking from stealth and attacking where their enemies are vulnerable.

Ragabash

Bone Gnawer Ragabash are masters of stealth, subterfuge, and disguise, hiding themselves among janitorial workers, street folk, or in other places where an observer will be easily ignored. Pranks from a Bone Gnawer Ragabash are usually straightforward rather than labyrinthine, often based on low humor, sexual innuendo, or the target's naiveté. They can often be found among common laborers, taking jobs such as short-order cooks, janitors, reality show performers, or garbage collectors.

Theurges

Masters of pop culture with their fingers on the pulse of a thousand social media sites, Bone Gnawer Theurges seek the spiritual that hides in everyday places. Some find enlightenment in drugs, political movements, or charity groups, while others focus on mechanical labor, working as mechanics, plumbers, or carpenters. These Theurges take pride in their rituals and invoke contemporary totems, modern urban legends, and pop-culture memes.

Philodox

While the judges of the Bone Gnawers are as passionate about the Litany as those of other tribes, they also focus on human law and how it impacts the lower classes of society. Fiercely protective of the humans under their care, they often see the plight of their people as causes worth fighting and dying for. These Philodox will occasionally claim a class or group of people as their responsibility and work towards bettering the lives of those individuals. They often seek human employment as pro bono lawyers, advocates, and shelter counselors, helping humans in the same way they protect and regulate law among the Garou.

Galliards

Street musicians, benefit band members, park players and free radio disc-jockeys, Bone Gnawer Galliards are known for their bold and raucous performances. Their charismatic natures make them natural organizers and lobbyists. Such Galliards rarely tell the same story twice or turn up their noses at a chance for improvisation. Loud, boisterous, and particularly fond of low humor, they perform at the drop of a hat and don't care if they make other people uncomfortable. They are explorers in the field of adventurous art, pushing the boundaries of both the Litany and prudish comfort.

Ahroun

Bone Gnawer warriors fight dirty, using every trick in the book—any strategy is worthwhile, so long as it succeeds. They are willing to use ambushes, explosive traps, poisons, treachery and stealth to accomplish their goals. Gruff old war veterans, gang members, physical trainers and construction workers, these Ahroun enjoy using their strength for the benefit of the community—human or Garou. Known to hold grudges, a Bone Gnawer Ahroun rarely sticks around for a fair fight, and it's almost impossible to shame one into an honorable duel. They have honor, yes, but no need for the wasted breath of pride.

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Organization

Bone Gnawers are an exceptionally democratic tribe. Though Renown and Rank are important, deference is usually given to the most experienced members of the tribe. Bone Gnawers honor hospitality and charity as a measure of a Garou, and elder Bone Gnawers often judge other werewolves by the generosity they show to strangers.

Generally, Bone Gnawers don't bother with human wealth or currency, though they do value some possessions. They value compassion, charity, and cunning. Even the ones who do amass money seldom hold on to it; with an extended family of needy tribemates, they usually end up helping others rather than padding their own accounts. Therefore, these Garou often engage in an elaborate system of barter with other werewolves and with spirits. Bone Gnawer Theurges, in particular, treasure items found throughout a city: the castaway items of the rich and the few treasures of the human poor. They value the spiritual significance and symbolism of items, rather than their material worth.

Camps

The Swarm

This camp of Bone Gnawers focuses on the war-aspect of the tribe's totem, Mother Rat, specializing in dirty fighting. They are willing to exploit any advantage over an enemy, whether fighting the Wyrm or otherwise. The Swarm lost many of its members since the rise of the Age of Apocalypse, and is now largely comprised of young, eager, active warriors. Members of the Swarm are often ex-military Homids, trained in guerilla tactics and urban warfare.

The Hood

Members of the Hood are dedicated to showing charity and compassion, acting as protectors of the barrio and helping the poor and downtrodden get by in tough times. They're known for a history of theft, redistributing wealth from the rich to the poor. Yet in modern times, the Hood has started to branch out. Now, they not only steal money, they also steal and spread information, including software and other valuable technologies that can be used to help those in need. They'll do whatever is necessary to help the common man. Hood members do not let the vigilance fade when the job is done either, overseeing their own assets and good works with a keen eye to ensure they don't need to return and invoke their own brand of justice once more.

Road Warders

Road Warders hate to stay in any one place. They spend their lives travelling and wandering, taking long bus rides, hitchhiking, riding the train rails, and living as explorers. They make it a practice to help stranded, endangered, or exploited travelers throughout the world. They're always pushing the frontiers of travel and transportation, from building faster and cleaner engines for 18-wheelers to sabotaging border fences so that people in need can flee war-torn countries. Most Road Warriors are urban primitives, choosing to blend in with the homeless and poverty-stricken people on the streets.

Appearance

A Bone Gnawer in Lupus form is extremely dog-like, and might be mistaken for one of many different breeds. They are always large and unkempt, and appear somewhat feral. Their fur may even be mismatched or particolored, which better supports such misidentification. In Homid form, they are usually average in appearance, rarely drawing notice. They blend in, usually overlooked within a crowd, and they prefer to dress in whatever styles are typical among the common folk of their city.

Weakness

Once the Bone Gnawers were widely considered to be the omegas of the Garou Nation. Recently, their star has risen, but old prejudices die hard. During a challenge, a rival Garou may expend a point of Honor Renown to temporarily treat a Bone Gnawer's Rank as though she possesses 1 dot fewer than her current dots of the Rank background. This penalty might cost the Bone Gnawer additional Renown to continue the challenge. For more information, see **Chapter Nine: Social Systems, Challenges Above Station**, page 427.

Gifts

Bone Gnawer gifts can be found in **Chapter Five: Gifts** beginning on page 217.

Merits

Bone Gnawer merits can be found **Chapter Six: Merits and Flaws** beginning on page 304.

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Children of Gaia

"Do not make the mistake of equating pacifist with passive. I may not seek your death, but I will fight to the last breath to defend others from you, should you seek theirs."

—Asima "Warrior's Shield" Sabet

All Garou are Gaia's sons and daughters, and at one point in history, all tribes were one tribe, so the Children of Gaia believe. In keeping with this belief, the Children of Gaia seek to unify the Garou Nation into a homogenous whole. If they can succeed in freeing it from internal strife and conflict, they assert that all tribes can better focus on combating the greater external threats posed by the Wyrm and the Age of the Apocalypse.

Although devoted to the concepts of unity, peace, and love, the Children of Gaia are no strangers to conflict. They fiercely fight to defend weaker individuals from dangers of every variety—especially those threats that stem from Wyrm-riddled concepts such as bigotry, prejudice, and hate. Most Children of Gaia will only use violence as a last resort, but they will eagerly put themselves in harm's way if they believe that through sacrifice, lasting peace can be achieved.

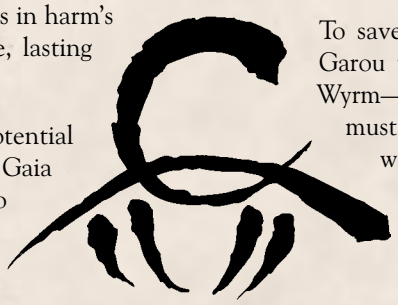
Paying close attention to events with the potential to improve global culture, the Children of Gaia actively seek to interject themselves into incidents that can highlight the need for worldwide tolerance. You'll find Children of Gaia and their kinfolk eagerly rushing towards those places where they can serve as examples of tolerant activism: protecting the religious freedom of those persecuted for their worship, defending minority groups from violence in conflict areas, and fighting to expand the rights and acceptance of loving unions of every stripe. They embrace the concept of the "social justice warrior," and see this role as being directly in line with the tribe's core beliefs.

Constantly striving to keep themselves open to new ideas and to challenge institutional thinking, the Children of Gaia practice what they preach, holding themselves to a higher standard and actively discovering new practices that help their chances of success. As such, the Children of Gaia have become comfortable using modern technology—particularly those related to communications and travel—to coordinate not only their internal tribal activities, but to further the goals of the Garou Nation as a whole.

Technology has made it much easier for the Children of Gaia to reach out to other Garou. Members of the tribe still feel the need to actively travel throughout the world, seeking not only to experience other cultures' viewpoints firsthand, but also to foster communication and connection among werewolves and their kin. They are frequently sought out by other tribes to mediate controversial disputes and offer advice and wisdom on heated matters.

Renowned for their powerful healing skills, other tribes welcome the Children of Gaia in battle—frequently, their healers will be among the first on the front lines. Some say that the Children of Gaia's fervent ideology pushes them to sacrifice for their beliefs, even to the point of martyring themselves for those causes they deem worthy.

During the Wyrm's siege against the world's caerns, the Children of Gaia defended the wounded by forming living walls, surrounding the fallen with their own bodies. They endured the senseless losses with a renewed determination to heal not only physical wounds, but also to ease emotional suffering that causes lasting differences. They see Rage as a tainted weapon, poisoning the soul and forcing the Garou Nation into an endless war against a fundamental element of the universe.



To save Gaia, the Children of Gaia believe the Garou must stop trying to physically defeat the Wyrm—victory is impossible through war. They must bring balance to the Triat and heal the world. Other tribes claim to combat the Wyrm where it dwells, but the Children of Gaia shall kill the Wyrm where it breeds—as corrupted, outdated ideology in the hearts of both man and spirit.

Children of Gaia Breeds

Children of Gaia revere the concept of love, and as such eschew planned unions in favor of those that arise from natural affection. Their kinfolk represent the widest range of diversity in the Garou Nation. While lineages are followed with great respect, those bloodlines are not expected to further the concept of breed purity, but instead reflect the unifying power of love across cultural lines. The Children of Gaia's adherence to the concept of acceptance makes them one of the few tribes actively growing during the Age of Apocalypse.

Homids

Although other tribes sometimes attempt to deride the Children of Gaia as a tribe of Metis, Homids comprise the largest breed within the tribe by a significant margin. Deeply attuned to and interested in changes to human culture, the Homids of the Children of Gaia actively work to further the concept of acceptance throughout the world, often participating in spontaneous community protection in response to current events.

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The Rise of the Concordat of Stars

Although the Shadow Lords led the formation of the political group that would become known as the Concordat of Stars, the Children of Gaia were integral to the faction's ideological rise. Powerfully drawn to the theory that healing the Triat holds the greatest potential to end the conflict of the Age of Apocalypse, the Children of Gaia took it upon themselves to promote the worth of this core idea throughout the entire Garou Nation. They traveled throughout the world, hosting moots, leading debates, and inviting any who would listen to hear the worth of the concept.

Some say that the Shadow Lords arranged this effort from behind the scenes, so that werewolves who typically suspect the Shadow Lords' motivations, such as the Uktena, would consider membership in the Concordat of Stars without the taint of personal bias. The Children of Gaia, however, believe that the concepts behind the Concordat of Stars originated in their own tribe, and that its central tenets, which foster the cause of unity and peace, are worth supporting regardless of the other tribes' possible machinations.

Having succeeded in seeing the Concordat of Stars take shape within the Garou Nation, the Children of Gaia are now turning their attention outward. They seek to share the Concordat's ideas with the Fera and even with other supernaturals inclined to support the concept of allying with the Weaver.

Lupus

Despite the fact that the Children of Gaia are growing as a tribe, their Lupus breed is actively dwindling. The tribe has taken steps to preserve its remaining Lupus, with many now residing on government-protected preserves or hiding on their Homid cousins' rural lands. Recently, the tribe has reached out to other tribes whose Lupus populations are on the rise, seeking to give natural unions the opportunity to arise among wolf kinfolk of separate tribes. The idea has not yet been widely embraced by the other tribes, however, leaving the Children of Gaia still seeking ways of nurturing their Lupus.

Metis

Holding true to their commitments to love and acceptance, the Children of Gaia actively seek the inclusion of Metis Garou. The Children of Gaia open their homes to unwanted Garou children of all breeds, but find themselves most often adopting other tribes' Metis, raising them as their own and establishing them as equals. Some Children even adhere to the belief that Metis are more spiritually attuned to Gaia than other breeds, and often encourage them to follow this inclination to empower the whole of the Garou Nation through their wisdom. That said, most Metis among the Children of Gaia are adoptees. Given the tribe's liberal interpretation of the Litany and encouragement of loving, albeit childless, unions between werewolves, they actively seek means of avoiding the creation of their own Metis—holding their tribe up as the example of careful, thoughtful mating.

Children of Gaia Auspices

The Children of Gaia revere their tribal totem, Unicorn, as the epitome of peace and healing, a symbol of tolerance and love. They seek not only to unify conflicting parties in her name, but they also fiercely defend the weak and oppressed from those who would commit violence upon them. The Children of Gaia do not avoid conflict or fights when others must be defended against injustice; indeed, the Children will be the first to remind others that Unicorn's horn bears a sharp point, indeed.

Ragabash

Actively desiring challenges to their ideas, the tribe's Ragabash are encouraged and invited to not only ask hard questions and serve as devil's advocates, but they are also tasked with using the art of trickery to get Garou to consider viewpoints drastically different from their own. These Ragabash are also likely to use their inclination towards pranks to bring a humorous bent to social justice efforts, getting such events more attention and participation than they normally would. It's rumored that a Child of Gaia Ragabash organized the first counter-

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picketing cosplay event at the San Diego Comic-Con, for example. Children of Gaia Ragabash often work as moderators of free-speech websites, community event organizers, and radio talk personalities.

Theurges

The tribe does not limit its quest for unity to the Garou Nation. Its Theurges spend their time mediating disputes between Garou and spirits, or between rival groups of spirits. They also seek out sources of corruption and places of violence in the Umbra, and they gather up allied Garou to heal such rifts and cleanse Broken Lands. Their open-minded approach to dealing with spirits often gives the Children of Gaia access to rare lore and knowledge, which they are often willing to share with others in the desire for tolerance and peace. Children of Gaia Theurges are often found working in alternative medicine, running occult stores, and serving as tour guides in places of spiritual or religious significance.

Philodox

The role of the Philodox is central to the Children of Gaia's philosophy, and as such, the tribe's half-moon Garou often find themselves tasked with extremely delicate and controversial work, addressing disputes between actively hostile parties. Children of Gaia Philodox hold themselves to the highest standards of fairness and impartiality, and many tribes often specifically request a Child of Gaia judge or mediator when arguments and accusations cross tribal lines. Unlike other tribes, the Philodox of the Children of Gaia do not limit their considerations solely to matters of law, but will often seek to address emotional and spiritual conflicts as well, often appealing to their charges' sense of morality to achieve compromise. You'll find such Philodox working in professions such as professional legal mediators, community support group leaders, and child advocates.

Galliards

The Galliards of the Children of Gaia use their oratory and performance skills specifically to weave emotional tales designed to garner sympathy for disparate points of view, tugging at heartstrings to help others set aside their anger and become open to compromise or new ideas. In addition, they seek to collect and preserve tales of Garou history that are likely to present the most truthful—if unflattering—version of controversial past events. Children of Gaia tale-weavers do not flinch from sharing stories that highlight uncomfortable truths, when such stories further the goal of unifying disparate viewpoints or inspiring others to set aside institutional sources of conflict and injustice. You'll find these Galliards serving as television script writers, news reporters, and art-house movie theater producers.

Ahroun

Although the Children of Gaia seek unity, they do not do so naively. Not every conflict can be mediated successfully, and those who are victimized by violence will find that the tribe's Ahroun stand ready to defend the weak and actively protect their charges from harm. Often their ferocity is equal or greater than that of their fellow werewolves, for these Ahroun understand that violence is a last resort once other methods to end conflict have failed. Once pushed to the regrettable necessity of physical combat, they commit themselves wholly to their goal, often fighting with pent-up Rage seeking release combined with a complete devotion to their cause. In addition to being combat medics, Children of Gaia Ahroun often work bodyguarding controversial personalities, and serving as bouncers and security guards at highly-charged political and community events.

Organization

The Children of Gaia actively welcome the challenging of long-held beliefs and the introduction of new ideas, and Garou of any Rank are welcome to participate in tribal debates and discussions. Furthermore, no Child of Gaia can be prohibited from joining a tribal camp, even if they currently are a member of a camp with a wildly opposing purpose or viewpoint.

Tribal events and territories are overseen by a triumvirate of leaders: the Voice of the Goddess, who chooses which ideas shall be acted upon; the Arm of the Goddess, who chooses how those ideas shall be implemented; and the Heart of the Goddess, who mediates disputes between the two other leaders and serves as the spiritual guide for the tribe. Although those leadership roles were once divided among gender lines, the tribe has loosened its adherence to gender-specific roles, and now Children of Gaia of any gender identity or age may serve in any role.

Camps

Servants of the Unicorn

The Servants of the Unicorn are the largest camp among the Children of Gaia, and they work tirelessly to further the concept of unity among the Garou Nation and human society alike. They seek to mediate disputes, end grudges, and heal rifts between disparate groups of every type. Members of this camp are often sought out by other tribes to serve as official mediators in formal negotiation.

In the past few years, a subgroup has risen up within this camp, fostering the idea that healing rifts among the Triat is the best

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method for combatting the conflicts that have arisen with the Age of the Apocalypse. This subgroup strongly and vocally supports the idea of healing the Weaver's madness, and their viewpoint has gained momentum among the camp as a whole. Its members played a key role in spreading the ideas that would become core tenants of the Concordat of Stars.

Imminent Strike

The Children of Gaia of the Imminent Strike camp believe strongly that there is a time and place for violent action, but that to raise a hand against another Garou only weakens the entire nation. The most martial of the tribe's camps, members of the Imminent Strike train tirelessly, focusing their efforts primarily on the defense of others. Prior to the Age of Apocalypse, this camp was suspicious and hostile to other tribes, but since witnessing the great losses and noble sacrifices those tribes have suffered in recent years, this camp has realigned itself with the tribe's core concept of unity. Its members now offer themselves up as willing protectors and allies to any who will fight on behalf of the Garou Nation as a unified whole. Members of this camp are often called upon to serve as peacekeepers and bodyguards during particularly heated and controversial negotiations where violence is likely to occur.

Anointed Ones

The smallest of the camps among the Children of Gaia, the Anointed Ones cling to the concept that all violence begets more violence. Members of this pacifist camp solemnly vow to seek the complete control over their own rage and never raise a hand to another creature—a particularly difficult path to follow, given the instinctive and often destructive nature of a Garou's rage. Instead, they focus on finding and using those gifts that will foster the cause of peace through healing and collaboration. Many of the tribe's most powerful healers and sages are members of this camp. Although often derided as weak, the Anointed Ones ignore such insults and continue to offer healing and knowledge to any who need their aid.

Appearance

The Children of Gaia embrace diversity in all its forms, and have freely intermingled their bloodlines. In their Homid forms, Children of Gaia stem from all races and cultures, and mixed-race individuals are common among them. In their Lupus forms, Children of Gaia sport every primary color of coat, although many possess dappled white highlights within their fur, and their Lupus shapes tend towards lean strength and long limbs.

Weakness

The Children of Gaia have worked for generations to further their role as unifiers, and have honed their nature to be approachable. As a result, they trigger a weakened version of the Delirium in humans. Humans still suffer the traditional symptoms of Delirium while in the presence of a Child of Gaia in her Crinos form, but afterwards they still remember the "monster" that triggered their fear. For more information, see **Chapter Eight: Dramatic Systems, The Delirium**, page 382.

Gifts

Children of Gaia gifts can be found in **Chapter Five: Gifts** beginning on page 219.

Merits

Children of Gaia merits can be found in **Chapter Six: Merits and Flaws** beginning on page 305.

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Fianna

"Live. Live with all your might. When you're struck by hesitation or doubt, let the power of your passion sustain you. There's nothing to fear in death — except regret."

—Cindermane

Ancient tales say that the Fianna bear the blood of the fae, children of Danu, and those of Tir na nOg as well as that of their Gaian ancestors. Whatever the truth, the Fianna live passionately, their spirits brimming with exuberance and fervor. Celtic in origin, these Garou spread across Europe and into the Americas, fighting, drinking, and making love with the same joyful intensity.

A Fianna proverb reminds Cubs to believe in three "candles" that illuminate every darkness: knowledge, truth, and nature. They are crafters and creators, working in the most traditional methods, and their creations are highly prized among the Garou, particularly as fetishes. Eager and romantic in bent, the typical Fianna attitude lends credence to the ancient tales of hot-blooded highlanders and silver-tongued lowlanders that hail from the Celtic isles.

In ancient times, during the Impergium and the War of Rage, they ruled over humans and Fera, demanding their due as powerful masters of the land. These ancient Fianna were harsh masters, driven by emotions and a tendency to make decisions in heated anger. If their perceived lessers did not show respect and homage, the Fianna put them to death—and many Fera were slain by Fianna claws.

This dark past, brought on by pride and strong emotions, forever shaped the tribe. In the generations since that time, the tribe has since tried to learn from its sins, but the Fianna still fight against the power of their emotions. Their entrance into the Sanctum of Gaia, and that faction's harsh treatment of the Fera, has alienated the Corax, who were once wise advisors and friends to the Fianna, despite their dark history.

At the dawn of the new millennium, Black Spiral Dancers struck the Fianna stronghold at Silver Tara, a caern once thought invulnerable to such attack. This assault shook the tribe's legendary cockiness, and provoked a passionate response. Since the attack, the Fianna have flung themselves into the ongoing battles of the Age of Apocalypse with fervor—and lost more sons and daughters to that fight than nearly any other tribe.

They've fought with passion and honor, but have paid the price. A new brutal infection of Harano has wrecked their hearts, and many of their Elders fear the tribe's destruction. Melancholy has always touched the soul of the tribe, but this recent affliction is worse than any in the tribe's history. The Fianna representative on the Council of Tribes, Bron Mac Fionn, the Ard Righ, has fallen under a geas placed by a spurned fae lover known as the Samhain Princess—a curse of glamour so powerful that it affects the entire tribe.

To cool burning tempers, the tribe has severed direct connections with the fae, drawing back even from allies and friends, lest these troubles escalate. Some Fianna maintain discrete ties with faeries, but those are kept very quiet from the rest of the tribe, who rightly fear that interaction with the fae could cause the curse to worsen and perhaps escalate into open warfare. The Fianna woefully sing the songs of Tir na nOg, but for now, they must find a way to thwart the workings of a heartbroken queen to break this curse.

They hold Silver Tara by a slim thread of ornery stubbornness. The armies of the Wyrm grow ever stronger each day, but they stand against them with a wink and forced smile. The Fianna might feel the bittersweet longing of Harano, but it's not in their nature to surrender, even in a fight they can't possibly win.

The Fianna have discovered a glimmer of hope in the Sanctum of Gaia and that faction's emphasis on the old ways. The Fianna have become one of the strongest supporters of the new faction, throwing their boundless passion to rebuilding the Garou Nation through its focus on tradition.

The Fianna continue to build and create as a form of worshipping the Wyld, placing traditional ideals and craftsmanship over the modern inventions and technology of the Weaver. Their adage of "knowledge, truth, and nature" places Gaia and the Wyld first, and holds nature as one of the most important features of life. The Weaver is a faithless ally, and Fianna Galliards collect and tell tales of history to remind other werewolves of that fact. The Fianna believe in tradition, history, and respecting the past. Those are the virtues that guide them.

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The Fianna and the Fae

Once, the ties of blood and oaths between the Fianna tribe and the fae were thought to be unbreakable. It took a broken heart to shatter those bonds. Since the Samhain Princess laid her curse upon the Fianna tribe, those relations have become an uneasy pact of avoidance. Neither side wishes to antagonize the other and cause the uneasy truce to become outright war.

The fae themselves feel the same, not wishing to bring down the wrath of one of their own with the power to curse an entire tribe onto their own heads. This wariness has led many fae to avoid Fianna altogether, to sidestep any hint of partnership with their former allies. While the Tuatha de Fionn still dedicate themselves to trying to find a way to repair this relationship, the rest of the tribe focuses mostly on not causing it to worsen. The change in relationship has also shaken many in the tribe who used to define themselves as much by their fae heritage as their Garou natures.

Fianna Breeds

Family ties are incredibly important to the Fianna. Breeds tend to intermingle, but more importantly, lineages, brothers and sisters, and the ties formed through a shared childhood are what gives a Fianna strength.

Homids

Among the Fianna, the Homids are a fierce but diverse lot, typically loud and boisterous. They usually act before they think, and they are prone to a great deal of pride. Arguing and debate are so natural to the Fianna nature that they often become involved in politics, both mortal and tribal. It takes a while for these Homids to get used to thinking of themselves as Fianna rather than Irish, American, French, or whichever country they hail from—but it is necessary to seek such detachment, for the safety of the tribe.

Lupus

Since the war, the Fianna have gone to great lengths to promote wilderness refuges and safe havens, particularly in the British Isles. Their work has been rewarded. Fianna Lupus are springing up in greater numbers, and kinfolk packs have been seen throughout the British Isles. Lupus Fianna are adventurous and physical. Fiercely pack-oriented, they occasionally slip away to the wilds to maintain constant guardianship over their relatives among the wolves. However, as Lupus, they are not inclined towards verbal communication, and this can make for an awkward inclusion into a Homid tribe of chatty and boisterous debaters.

Metis

Fianna are particularly hard on Metis, believing them to be a walking embodiment of the tribe's worst features—namely, an uncontrolled passion of lust. Fianna Metis are seen by their tribe as a constant reminder of the choice that two Garou made to forsake the Litany. Fianna rarely take in Metis, even their own, and barely tolerate them in septs and packs. Every mistake a Metis makes is mocked and punished; every chance for expulsion is exploited. Metis are not family.

Fianna Auspices

Proud Stag is the totem of the Fianna tribe, embodying love, war, and inspiration. He is a spirit of loyalty and passion, and seeks to inspire those qualities within his favored tribe.

Ragabash

Ragabash Fianna are pranksters and rioters, throwing themselves into life with an intensity that outdoes even other Fianna. With the danger posed to Silver Tara and the ongoing Age of Apocalypse, more and more Ragabash have joined the ranks of scouts and spies to ensure the safety of their tribal home. Spies, filchers, and troublemakers, these Garou find it difficult to control their impulses. They have been blessed with good fortune, and usually exit tight spots the same way they entered—heels first and at full speed. Many Fianna Ragabash scrape by, unconcerned about jobs, resources, or other issues. Those few who feel a responsibility often take simple jobs: easy to gain, and just as easy to leave.

Theurges

Druids and spiritwalkers, Fianna Theurges observe the ancient ways of blood and ritual. Crafters and artisans, these Garou have created legendary and magnificent fetishes and klaives. However, their relationship with

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the spirits is tumultuous, particularly due to the tribe's bloodthirsty past and the slaughter of the Fera. The spirits test Fianna more than others, and the Theurges' duty is to pacify and continually make amends. These Garou often find employment as occult shop owners, animal handlers, or within the fields of religion and theology.

Philodox

Fianna Philodox are matchmakers, problem-solvers, arbiters, and level heads within a notoriously passionate tribe. These are difficult tasks at best, and recent events have placed even more weight on these Garou. They struggle to temper modern progress with traditional ethics, morals, and customs, and to save the nation from obliteration. They struggle to be a solid foundation, a safe haven for their tribe. Fianna Philodox are like Atlas holding up the world, resolutely determined to see the Fianna survive, but also holding fast to the Litany and tradition. Many Philodox have careers such as substance abuse counselors, public defenders, or social caseworkers.

Galliards

Galliard Fianna are the keepers of history, the exultant voice of their tribe. Bold and heroic, they lead the song and tell the story, rabblerousing and celebrating life. They learn by rote, memorizing sagas and poems of the ancient days. More than lore-masters, these Galliards are eager storytellers and rambunctious entertainers. They firmly believe education and entertainment are the same, and often study psychology, philosophy, and the human condition. You can find Fianna Galliards in fields such as movie and theatre production, social media, and tourism.

Ahroun

Fianna Ahroun are true fighters, throwing themselves into the fray with an unparalleled enthusiasm and joy. They are defenders and rabble-rousers who love nothing more than to fight beside their partners and their family. These Ahroun drink as eagerly as they fight, indulging in revelry and competition with the same passion—a drive that often gets them in trouble. Many Fianna Ahroun seek out very physical jobs, such as wrestlers, club owners, or personal trainers.

Organization

Although the Fianna like to consider themselves one large family, there is still a lot of factionalism within the ranks—primarily caused by the tribe's tempestuous nature. Everyone has a role to play, a cause close to their hearts, and some will sacrifice a great deal to their chosen purpose.

Camps

The Companions of Herne

This group of Fianna is a rapid-reaction force, trained and prepared to immediately respond if trouble threatens tribal interests. They share resources across packs, septs, and caerns, and do their best to respond to any calls for aid from Fianna in need. The Companions of Herne are travelers, rovers, wanderers, and rogues. They are the eyes and ears of the tribe. These individuals may seem standoffish to other Garou—but that is a self-preservation instinct. It is difficult to make true companions when you know they must be abandoned the instant that your tribe calls you home.

The Black Key

This modern-oriented group of Fianna is dedicated to the use of modern technology. This fact causes them to be looked down upon by the rest of their tribe, particularly with the division between the Sanctum of Gaia and the Concordat of Stars. Therefore, the Black Keys keep a low profile, and rarely speak out about their activities and interests. They attempt to sway the tribe towards progress, but realize that the proud Fianna are deeply invested in tradition, and will likely never see both sides.

Tuatha de Fionn

The Garou of the Tuatha de Fionn go through a long period of tutelage in the ways and lore of the fae, studying the old legends and myths. These werewolves have further dedicated themselves to breaking the geas placed upon their tribe by the Samhain Princess. Because of the division between the Princess and the Fianna Ard Righ, few Fianna have actually met a fae—and if they have, fewer still will speak the tale. Yet the enchanted blood within these werewolves still sings deep within their spirits, and the Ard Righ's tale of lost love and broken hearts speaks to the romantic soul of the tribe. Other Fianna treat members of this camp with equal measures of hope and fear, as they are the most likely to shatter the curse laid upon their tribe, or make it immeasurably worse.

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Curse of the Samhain Princess

After a bitter quarrel, a jealous fae leveled a curse upon her lover, the Ard Righ. So powerful was she that the curse affected all members of the Fianna tribe. To this day, Fianna, especially those of the Tuatha de Fionn, study the words of the Samhain Princess in the hopes of removing the curse she has laid upon them.

"Where once you brought me joy, you have turned that joy to sorrow. Now you and yours will feel my pain whenever you lose that which you care for, just as I have lost what I once cared for. Until true joy pierces the shell encasing my heart in pain, so mote it be."

Appearance

The wolf-forms of the Fianna inspire equal parts awe and terror. Like the dire wolves of fairy tales, they draw the eye and capture the imagination. They are large, with shining red or black fur, and their howls can rend the heart with joy or sadness. In Homid form, they are typically eye-catching, handsome of feature, with very pleasant voices.

Weakness

The curse of the fae noble has preyed upon the strength of emotion that runs within the blood of all Fianna. As their joy can be boundless, their sorrow can quickly overwhelm even the most stalwart. All Fianna suffer from the flaw: Harano Prone. For more information, see **Chapter Six: Merits and Flaws**, page 324.

Gifts

Fianna gifts can be found in **Chapter Five: Gifts** beginning on page 220.

Merits

Fianna merits can be found in **Chapter Six: Merits and Flaws** beginning on page 305.

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Get of Fenris

"The age has turned! The time has come to mourn the past, defy the present, and challenge the future. Run with me, or die at my feet."

—Golgol Fangs-First, Hollow Heart Caern

There is an old saying among the Get of Fenris: "True warriors never grow old." It reflects the idea of a legend's immortality and the thought that a warrior should seek death in combat rather than waiting for a slow, aged sleep. Germanic in origin, the tribe's history recounts sagas of Norsemen, of Visigoths and Ostrogoths, Franks and Anglo-Saxons, and even the Holy Roman Empire. Their past is brutal and violent, focusing on battles against impossible odds, deaths of great heroes, and the fall of wicked villains and the Wyrm.

The Get of Fenris, who call themselves the *Fenrir*, once obsessed over tales of Ragnarok: the prophesied end of the world. To prepare themselves for this epic battle, where Gaia's final judgment would be delivered to the Wyrm, the Fenrir practice harsh rites: savage tests of strength, stamina, and dedication. They honor the spirits and pay chiminage through elegiac sagas, feats of daring, and performances of martial prowess.



They are a taciturn, stoic tribe, preferring to prove themselves with their deeds. They fight without fear or regret, never backing down in the face of loss or pain. Authority and respect is earned through strength, feats of leadership and courage, and a mastery of their rage. Berserker warriors cast in the mode of the old legends still exist, but alongside them fight a new breed of tacticians, modern spec-ops, and commandos, each prepared to do whatever is necessary to defeat the Wyrm and cripple the Weaver.

The Fenrir believe that the Apocalypse began with the rise of the Antihelios, and that it will last for an unknown period of time, until the world ends—marked by a steady rise in battles with near-hopeless odds—a period called "The Dawning," or *Dagangaard*. As the Age of Apocalypse became reality, however, the tribe found itself shattered, violently at odds within itself, and stripped of its finest warriors and greatest leaders by the tides of battle.

Valka One-Eye, Jarl of the Embers of the Last Light, brought together the wisest leaders of the Fenrir together in her hall and asked for their council on how best to continue the war against the Wyrm. Egos and tempers might have led to disaster, if not for the arrival of her bitter rival Sabine "Silver-Swift" LaCoix. The Silver Fang Queen of House Unbreakable Hearth proposed a dangerous plan to form a firewall against the armies of the Wyrm and shield some of the world's remaining caerns. Her plan was dangerous and surely presented a nearly hopeless battle, but Gaia birthed the Fenrir for such times.

The Fenrir and the Garou Nation survived, at a bloody cost, but they now struggle with doubt as they seek to find their way in this new era. To unify and survive, the Fenrir were forced to abandon many old prejudices that favored a purity of breed and lineage. They have been forced to recognize that strength comes in many forms—man, woman, Germanic, African, or otherwise. They can no longer afford to alienate powerful warriors, lest the tribe become extinct.

They have reluctantly joined the Sanctum of Gaia. Not because they don't believe in the faction's ideals, but because they completely disdain the concept that the Concordat of Stars is tolerated in the Garou Nation. The very notion that the Wyrm can't be defeated is counter to everything the Fenrir believe, and they would rather die on the battlefield than in their beds shivering in the cold.

The Fenrir take solace in the songs and tales of the past, comfortable with the realization that all they know is coming to an end. They have lived so long in the shadow of Ragnarok that they are strangely content now that it is here. The Age of Apocalypse is a time for the bold, and none shall doubt the hearts of the Get of Fenris.

Get of Fenris Breeds

Before the dawning of Ragnarok, the Get of Fenris unrelentingly tracked lineages and bragged about the purity of Fenrir blood. In the Age of Apocalypse, the tribe's records have mostly been destroyed, and many kinfolk have been killed by minions of the Wyrm. Now, the Fenrir have far more difficulty corroborating a new tribemate's purity of breed. Many young Get of Fenris consider this a positive change. They say that insistence on racial ties is a weakness, a vestigial remnant of the tribe's ignorant and intolerant past. Germanic lineage is still important to some Fenrir, but for most, true strength and courage mean more than an individual's European heritage, or lack thereof.

Homids

The Age of Apocalypse brings new trials, from the challenges of technology to the uncertain future in the information age. There can be no argument that the Weaver's net has drawn tight over Gaia's land, and the Fenrir, too, are caught in her grasp. It is the task of the

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Homid-born to discern danger in any new technology or tactic, and guide the tribe along Gaia's path through a strange and difficult world. As the Apocalypse worsens, it will be their task to create strategies for the Fenrir to use against an ever-strengthening Wyrm.

Lupus

The Get of Fenris revere Lupus, finding their natural instincts to be the example towards which warriors should strive. Their most ancient tales speak of the true Fenris, a mighty wolf-spirit that inspired their tribe—a spirit they believe loves the Lupus members of the tribe best. Closer to pure wolf, their connection to the Wyld and their keen perception earn them great respect and higher status, so long as their deeds also live up to the tribe's demands.

Metis

Most Fenrir adhere to the Litany with an iron will, and consider Metis to be abominations. Indeed, their existence is often used as a cautionary tale to prove Gaia's wrath upon those who break her laws. This situation is not, however, seen as the fault of the Metis, who simply have the misfortune of inheriting their parents' sin. The parents should be punished; the child simply must survive on its own, or be left to die. The Fenrir's new-found openness has not changed this viewpoint, nor moved it far from its original hard-line approach—though it has allowed for points of argument. Though Fenrir consider Metis naturally inferior, if one can prove that she has worth, a Metis could earn grudging respect from the tribe.

Get of Fenris Auspices

The Fenrir tribal totem is Fenris, a mighty spirit of war, whose hunger and rage are legendary. Other tribes whisper that Fenris's recent silence could mean he has been grievously injured, or even killed, during the first battles of Ragnarok. The Fenrir refuse to accept such spurious, unproven claims, even if they have not heard from their patron in some time.

Ragabash

Fenrir Ragabash are found among counter-cultural groups such as revolutionaries, special-effects designers, battlefield scouts, and bounty hunters. They use their gifts ruthlessly, and the worst of their pranks can be lethal to the unworthy. The Fenrir foundations of honor are still important to these Garou, and they take steps to ensure that any opponent is given a fair battlefield.

Theurges

The Fenrir Theurges suffered massive losses during the siege on the caerns and were nearly annihilated by the Wyrm. The new generation is youthful, cocky, and more accepting of the modern world. Like urban shamans, they can be found dancing with the spirits at Burning Man, attending country music festivals, or singing in the waves on a Copenhagen shore. They bravely seek Fenris, eager to speak to their spiritual patron and gain his guidance as the Apocalypse worsens.

Philodox

The judges and law-givers of the Get of Fenris have a reputation for intolerance and absolutism, traits they have carried into the modern era. Fenrir Philodox investigate, judge, and execute. By and large, they are traditionalists, reverent of their tribe's history and ancient culture. Some of these Fenrir serve in the JAG, as law enforcement, or in other roles of authority within the human world. They are harsh taskmasters, more than willing to carry out summary judgment both within the tribe and without.

Galliards

Even a tribe of harsh custom must occasionally break free and laugh. The Galliards of the Get of Fenris have a difficult road to follow, walking the fine line between the past and the future. Which of the old tales should be used to inspire, and which are outdated, intolerant, or no longer relevant? College professors, performance drummers, opera singers, and sports announcers, these new skaalds are literally reshaping the heart and foundation of the tribe.

Ahroun

Fenrir Ahroun are savage fighters, courageous warriors, and bold leaders. They are the first into battle and the last to leave the field. They are expected to fight, win, and die in the service of Gaia, Fenris, and the tribe. However, as the Fenrir find more and more battlefields overwhelmed by the creatures of the Wyrm, many Ahroun have begun to see the need for a strong defense. Further, some Ahroun believe that by strengthening those who need it, the entire pack or tribe, is made stronger. Though you can still find traditional Viking berserkers, there are also Fenrir Ahroun working in such fields as child protective services, bodyguards, or personal trainers.

Organization

The Get of Fenris have a true warrior's culture. Deeds determine each Garou's worth, and Rank challenges always include some form of physical test, whether of combat prowess, endurance, or sheer will. The Fenrir are not a democratic society; their internal structure is led by the strongest and most determined. The Ahroun take precedence during war, and at all other times, a Fenrir's right to lead is judged by the strength of her character, the wisdom of her ideals, and the glory of her sword arm.

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Tribal moots are full-moon affairs. At these gatherings, Fenrir tell tales of glorious deeds within an atmosphere of posturing, taunts, and roughhousing. They revere trophies of war, and the greatest gift one Fenir can offer another is a trophy of significance—a memento of a Garou's most renowned deed.

Camps

The Hand of Tyr

Among the most savage, fanatical, and relentless werewolves in the tribe, the Hand of Tyr's purpose is to seek out and destroy Gaia's most dangerous enemies. In the first battles of Ragnarok, the oldest of the Fenrir camps (a group known as Mjolnir's Thunder) threw itself into the fray in fearless, frenzied waves as a last glorious act to give the Tyr the best chance for victory. In return, the Hand of Tyr has taken in survivors of that fallen camp, and finds itself even stronger for their guidance.

The Valkyria of Freya

For generations, the Valkyria have confronted male-dominated perceptions and gender bias, fighting for equality within the tribe. As the Antihelios rose in the sky, a male Get of Fenris Philodox challenged for the right to join the camp. Daghur, along with his kinfolk shield-man and lover, Ísröður, demanded entry into the feminine ranks and both were granted a place among the Valkyria. Today, both males and females are accepted into the camp, and the Valkyria have become a voice for sexual equality—if necessary, at the point of a sword.

Fangs of Garm

While diplomacy and healing are not typically virtues that come to mind when speaking of the Fenrir, the Fangs of Garm do their best to exemplify those qualities, despite their tribal heritage. They see extinction around the corner, and as the devastation of the Age of Apocalypse continues, the Fenrir may be among the first tribes to be lost. These Fenrir think in the long-term and try to create and maintain peace with the other tribes in order to gain allies against the Wyrm. Primarily Homid, they're highly organized, very active, and willing to sacrifice personal glory in order to keep the tribe from falling into extinction.

Appearance

Get of Fenris in Lupus form appear as massive grey wolves, aggressive and warlike in demeanor. In Homid form, most decorate themselves with tattoos, scarification, piercings, brands or other markings. They prefer clothing that makes them appear intimidating or unusual, and almost never go unarmed.

Weakness

The Fenrir are raised to fight whatever the cost, to never surrender an inch of territory in the face of opposition. This upbringing can't help but mold—some say indoctrinate—the character of those lucky enough to endure it. At character creation, a Get of Fenris must add the flaw: Intolerance to her character sheet. This flaw does not give the character XP, and does not count towards the limit of 7 experience points gained from flaws. The subject of this intolerance may change due to character development, but the Fenrir will then subconsciously choose another subject for her ire.

Gifts

Get of Fenris gifts can be found in **Chapter Five: Gifts** beginning on page 223.

Merits

Get of Fenris merits can be found in **Chapter Six: Merits and Flaws** beginning on page 306.

The War of Rage

Long ago, there were many kinds of shifters on Gaia's earth—werewolves, yes, but also wereravens, werebears, and many other non-wolf breeds. During a dark period of history known as the War of Rage, Garou turned on the Fera. The Get of Fenris were leaders in this charge, attempting to force the Fera into submission or extinction. The sagas say blood flowed like rivers, and some Fera breeds were entirely eradicated. Although the Fenrir were not the only Garou committing atrocities, they were some of the most outspoken, and some Fera, particularly descendants of those in the War of Rage, still hold grudges against the tribe.

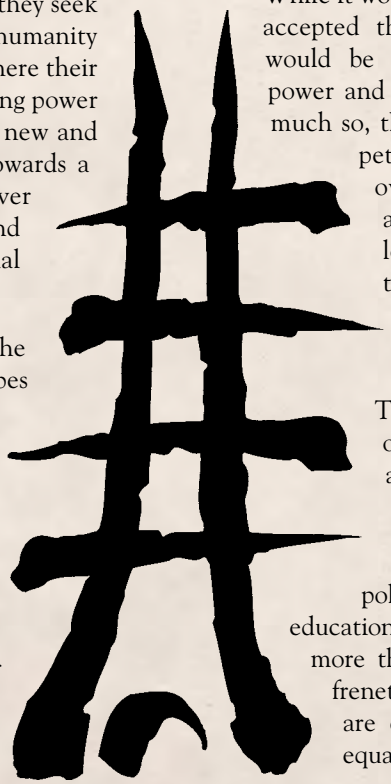
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Glass Walkers

"Vampires are dangerous because they walk in eternity. They can look beyond today's battle, into tomorrow's war, and the ultimate victory that might happen in a decade, or even a century. We have a destiny, a purpose: to look ahead, to see beyond today's battle, and into tomorrow's war. We do not fight for the past. We fight for the future."

—Roger Daly

There is an ebb and flow to every city, a movement not unlike the labored breath of an animal or the rhythm of the ocean's waves. With each pulse, civilization evolves and the world changes. The Glass Walkers not only stand at the forefront of that movement, they seek to push it forward into the future, guiding humanity and the tribes of werewolves to a place where their own evolution can overcome the increasing power of the Wyrm. They believe that through new and creative invention, the world evolves towards a balanced state—a time when the Weaver and the Wyld will live in harmony, and the Wyrm will be restored to its original purpose, in balance with the others.



As there is a long-held distrust of the Weaver among the Garou, other tribes sometimes see the Glass Walkers as technological extremists. They find it disconcerting that Glass Walkers openly embrace Weaver technology, philosophies, and power. The Weaver grows strong, and few can ignore its continued advancement, green and otherwise. Glass Walkers acknowledge this power openly, and make it their purpose to balance the two—the Weaver and the Wyld—in hopes of unifying the world against the ravages of the Wyrm. In old legends, it is the webs of the Weaver that drove the Wyrm insane, and Glass Walkers believe that by mastering the power of the Weaver, they can release those bonds and let the cleansing power of the Wyld restore the Wyrm to the purpose for which it was created.

According to tribal legends, the Glass Walkers have always been shepherds of humanity. They respected the human spirit, ingenuity, and cunning. They still foster the ideals of science, invention, and civilization, helping to stabilize humanity and create bulwarks against the Wyrm. Because technology swept the world in massive, encompassing ways—partly due to the tribe's efforts—the Glass Walkers have prospered to an incredible degree.

Members of the tribe can be found in the highest echelons of corporate business, politics, and industry. They revel in modern society, study new philosophies, and work to bring an understanding of technology to the Garou. The world isn't going to slow down. The Garou Nation must advance if it is to survive. Even the brutal Get of Fenris and bold Fianna have been forced to acknowledge that it is necessary to understand technology. They may not like it—but bows and arrows simply can't compete with machine guns and aerial drones. Thus, the Glass Walkers were a founding force behind the Concordat of Stars, which seeks to utilize the Weaver's inventions to ultimately balance the Triat once more.

While it would be polite to say that the Glass Walkers accepted their newfound elevation with grace, it would be inaccurate. Instead, they revel in the power and prestige the tribe suddenly acquired—so much so, that some have fallen into decadence and petty tyranny, lording their new importance over the other tribes. They serve Gaia and the Weaver equally, and they are no longer ashamed to admit it. They blend the earliest traditions and the Litany into modern ethics, viewpoints, and philosophies. They use cutting-edge technology to fight an ancient battle. They help develop devices and weapons once only dreamt of in the minds of seers and writers.

The leaders among the tribe are those with the most ingenuity, resources, or cutthroat political instinct. They value cunning and education, and thus, challenges are trials of intellect more than brute force. Glass Walker rituals are frenetic, ever-changing, and ever-moving—they are comprised of tradition and invention in equal parts.

The destruction of most of the world's caerns depleted the resources of the Garou Nation, stunting its ability to wage war against the Wyrm. Initially the Glass Walkers turned their attention to their own kin and ignored the rest of the tribes. After all, they had been scorned for centuries for their interest in humans and the workings of the cities. Why should they help the other tribes?

The Bone Gnawers mediated with their brother urban tribe, but didn't quite make the sale. Roger Daly's surprise return instead turned the tide of opinion. As the Glass Walker who had managed to forge a lasting treaty with vampires in Vancouver, he was considered clever enough to turn the tables on both leeches and the strange human

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wizards devoted to the Weaver. He argued that from a position of strength and generosity, the Glass Walkers could change the Garou Nation and perhaps the world.

Seeing the logic in his plan, the Glass Walkers opened their checkbooks and funded the effort to rebuild the septs. Damage that might have taken decades from which to recover was repaired in a few scant years, at a not-insignificant cost. The Shadow Lords were quick to use the Glass Walker's leverage to forge the Concordat of Stars, fighting for a possible time when the Garou might actually achieve victory. Glass Walkers envision this peaceful future as one that has both glass and green—the Wyld, the Weaver, and even the Wyrm in balance.

Glass Walker Breeds

Glass Walkers are fairly stringent about their lineages—to a point. They revel in the glory of a prestigious father or mother, or in the fame earned by a brother or sister of their line. But when it comes down to it, Glass Walkers are very "us against them," more willing to band together than it might seem on the surface. They will consider accepting adoptees, provided they prove their worth as candidates and bring a sizeable grant of resources, prestige, or power to the tribe.

Homids

Nearly all Glass Walkers are born as Homids. Raised in cities, they are nurtured in the best schools, given every opportunity to thrive among the populace, and taught that the two cultures—werewolf and human—are not so very distinct. They gravitate towards human religions and philosophies rather than pure Gaia-centric beliefs, adopting the Gaian ethos as an adjunct to Homid spirituality. Gaia, the divine figure, is sacred to them—but so, too are their mortal faiths. These Homids often live in high-society urban environments, downtown penthouses, or wealthy suburban communities. They are computer programmers, CEOs, architects, and power brokers.

Lupus

Lupus Glass Walkers are rare creatures, torn between their feral nature and their tribal instinct towards civilization. Most of them live in the city, taking human shape as quickly as they can learn it. They are often adopted by kinfolk families, who help the young Lupus hide and learn about human culture during their early years. Being a Lupus isn't looked down upon by the tribe, so much as it is seen as a modest disability, as Glass Walker predilections lie in using technology rather than inventing it. These Lupus hold a special role in the tribe. Because many Glass Walkers have essentially abandoned their wolf-like instincts, if they were ever inclined to have such drives at all, the tribe relies on its rare Lupus brethren to remind its members what it is to be a creature of the Wyld. For that reason, Glass Walker Lupus are highly valued teachers and influences, helping to keep the tribe in balance.

Metis

Although somewhat more tolerant of Metis than many tribes, the Glass Walker tribe takes a view that Metis must prove themselves even more than other Garou. Throwbacks and genetic frailties caused by illegal inbreeding, Metis are unfortunates who should be encouraged to better themselves. Glass Walkers traditionally see Metis as creatures "closer to the Wyld." However, that is less a boon than it may seem, as Glass Walkers attempt to bring a worldwide balance between the Weaver and the Wyld.

Glass Walker Auspices

The Glass Walkers venerate their tribal totem, Cockroach, as a spirit of survival, adaptation, rebirth, subtlety, and subterfuge. Cunning Cockroach favors those who plan ahead for troubles, preparing themselves to survive any contingency.

Ragabash

Glass Walker Ragabash run a broad gamut. From online trolls and hackers to high-tech spies and corporate agents, the Ragabash of the tribe specialize in subterfuge, treachery, and the art of the double-cross. Pranks from a Glass Walker Ragabash are usually high-profile and cutting—the kind of thing that can leave a deep emotional scar—while teaching a valuable lesson. Many Glass Walker Ragabash tend towards careers in activism, as well as computer and scientific fields.

Theurges

Spiritualists, new-age fundamentalists, and servants of the Machine, the Theurges of the Glass Walker tribe are less religious and more philosophical. They study the pulse of the city, finding spirituality in the interconnections of thousands of human lives. Their rituals are mechanical, mathematical, complex, and technological, dealing with the modern spirits of cities, computers, and chemical compounds. They are not afraid to integrate new ideas and new philosophies into the rituals of old. They are also the leaders in fusing spirits with circuits and cutting-edge technology, creating cyberfetishes that allow for an even more complex integration between the Weaver and the Wyld. Individuals from this auspice often become engineers, architects, and leaders in faith-based communities.

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Philodox

Of all the auspices of the Glass Walker tribe, the Philodox are the most renowned. Judges, corporate leaders, and politicians, the Philodox auspice is, in many ways, the "face" of the tribe. They interface with humanity in public ways, acting as leaders in the community, or helping to push the advent of some particular invention or new method of dealing with the world. Other tribes mistrust them for their known proclivity to find theoretical holes in the Litany and because they argue for greater freedoms—even those that are against the traditional ways. You can often find these werewolves working as debate organizers, leaders of charitable organizations, and patent lawyers.

Galliards

Glass Walker Galliards are as much artists as innovators, serving to remind their tribe that technology is useful for more than simply ruthless advancement. These Garou love to spark art from raw science, to encourage creative thought, and to utilize technology in new and insightful ways. They are usually outspoken, creative, and more than a little full of themselves. Young Galliards have begun a new movement within the tribe, a proclivity to hedonistic decadence and one-upmanship in social engagements. (Who can throw a bigger and better party?) Such activity causes many of the tribal elders some concern—and an equal amount of pride. Typically, they thrive in jobs such as modern artists, art house or theater managers, graphics designers, or blog publishers.

Ahroun

The warriors of the Glass Walker tribe are no less vicious and ferocious than any other Ahroun of the Garou Nation, though their tactics may seem unusual. They prefer to utilize technology over direct frontal attacks, using maneuver warfare, heavy munitions, and tactical assaults over raw force. Although you can certainly find brutish Glass Walkers, Ahroun of the tribe are known for their subtler—though no less ruthless—assaults. Often, Glass Walker Ahroun work in paramilitary organizations, corporate security, or as personal bodyguards.

Organization

Glass Walkers see themselves as cogs in an ephemeral machine, a working unit, struggling together towards a massive goal: the salvation of the world. They watch over buildings, technology, and civilization. Internally, they have recently experienced a shift in culture caused by the rise of the Corporate Wolves. Old traditions of leadership have been left behind; the tribe's internal structure is corporate. They are led by a powerful CEO, in concert with a board of directors representing internal houses, camps, and technological specializations. Young Glass Walkers, more used to raves and hacking, often struggle against the tribe's strict hierarchy. Nevertheless, it is enforced.

Tribal moots take the form of conventions or raves. Glass Walkers will often debut new inventions or new uses of technology at such gatherings, as well as performing rites intended to respect and honor Gaia and the Weaver in equal measure.

Camps

Corporate Wolves

The Corporate Wolves are big-business types, politicians, and major movers-and-shakers. During the last 20 years, the Corporate Wolves have become the leading camp within the tribe, even absorbing other factions, such as the Wise Guys. Now, a significant amount of Glass Walkers belong to this camp. They provide leadership and continued pressure towards modernization—within the tribe and without. Politics, not spirituality, is their forte, and they wield that weapon with cunning and finesse. While they are political animals, Corporate Wolves are just as fierce on the battlefield as they are in the boardroom, where they wield claws, teeth, and guns with as much skill as they wield a pen and contract.

CyberDogs

Once a nearly extinct camp within the Glass Walkers, the rise of the Concordat of Stars has allowed them to reinvent themselves and become a small but growing force within the tribe. Comprised of a wide array of individuals from mercenaries and spies to doctors and medical staff, CyberDogs now espouse a vision of voluntarily enhancing themselves and others with the powers of the Weaver to make more effective combatants of the Wyrm.

Restoring lost limbs with prosthetic cybernetics that equal or exceed the abilities of the previous body parts, crafting cyberfetishes for their tribemates, and experimenting with new technology to give the Glass Walkers every edge they can are just a few of the roles that the CyberDogs fill within the tribe. While their zealousness can and does occasionally worry the rest of the Glass Walkers, none can deny that they are strengthening the tribe in a time when they most need to be strong.

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Seasonal Rite

On March 15 each year, the Glass Walkers practice a prominent seasonal rite called "The Little Rite." A celebration of those without whom they could not succeed, it consists of thanking those who go mostly unrecognized but maintain the structure upon which society is built. Taxi drivers, barristas, dry cleaners, and maintenance men and women are just some of the people who are thanked and celebrated for the work they do. This rite also reminds the Glass Walkers who perform it of their purpose as the warders of humanity, and it encourages them to never forget the past.

Random Interrupts

The camp of Random Interrupts works to free civilization of Wyrm Taint by ensuring that information, technology, and advancements are kept as free as thought. Tech-thieves, internet pirates, downloaders, hackers and Net Neutrality lawyers, members of this camp are often idealistic and quick to act. The Interrupts are willing to break the laws of man's society—and on occasion, Garou society as well—in order to keep information free and to encourage civilization's advance.

Random Interrupts do not tend to function well within the corporate structure of the Glass Walkers. They resent dictates and dislike structure, yet they see the need to maintain order within the tribe. It is a difficult situation, and one that causes the Glass Walkers considerable internal strife.

Appearance

A Glass Walker's Lupus form is smaller and weaker than a standard wolf, with sleek fur and well-groomed claws and teeth. Their fur may be of varied color, from reds to greys and everything in between. It is often the practice of younger Glass Walkers to dye or shave their fur in patterns, tattooing marks on the flesh beneath, or getting piercings in their ears, eyebrows, or other areas of the body.

Weakness

Because of their close ties to the Weaver and cities, Glass Walkers cannot regain Gnosis normally unless they are within a great caern, shard caern, or within an area of Weaver affinity. This restriction applies only when attempting to regain Gnosis normally, not when Gnosis is regained through a gift or other power.

Gifts

Glass Walker gifts can be found in **Chapter Five: Gifts** beginning on page 224.

Merits

Glass Walker merits can be found in **Chapter Six: Merits and Flaws** beginning on page 306.

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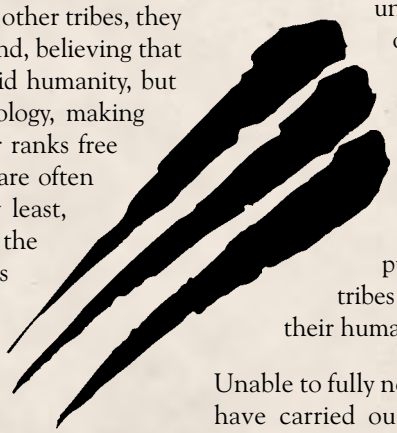
Red Talons

"It was with great difficulty that I learned the human tongue. For the longest time, I thought the only words they had were 'help' and 'run.'"

—Fogstep

If you ask a Red Talon, the greatest lie ever perpetuated is that man is anything but a prey animal. To see the truth, one only need observe her lack of claws or serviceable fangs, and see how she shivers in her own skin. It is only through her tools, stolen from the earth, and her clothing, stolen from the skins of other creatures, that she manages to survive. And this, they explain, is why it is right to hunt her, and also why the Weaver is the greatest of evils.

Savage and unbridled, the Red Talons eschew the trappings of civilization, fully embracing their wolf natures. This makes them awkward company among other werewolves, as even when they condescend to assume a human form, their mannerisms are distinctly feral. Unlike the other tribes, they maintain a distinct separation from mankind, believing that the true purpose of the Garou is not to aid humanity, but to keep it in check. They despise technology, making no effort to understand it, and keep their ranks free of any Homids. To the other tribes, they are often seen as violent primitives, or at the very least, backwards luddites who refuse to adapt to the modern age. In spite of this, the Red Talons endure, and even thrive in an era where other tribes hunt their food in grocery stores and prefer their phones over their noses for tracking.



In the oral histories of the Red Talons, humanity was once meek and timid before it was made into a pawn in the battle between Weaver and Wyrm. With tools and deadly cunning, they assumed roles as false predators, throwing Gaia's delicate balance into disarray. Through the crimes of domestication and agriculture, they enslaved other creatures and the earth itself, not trusting their mother to provide for them. This brought the humans a tremendous wealth of food, and they began to populate. The other animals sought to restore balance, seeking to share in their crops and livestock, but the humans destroyed any species that threatened them.

It was then that Gaia realized she needed a protector, and she looked to the wolves for this sacred charge. Powerful and capable predators, they were already among the greatest of her creations, able to function in nearly any climate. She trusted the wolves, knowing the nature of their wolf-hearts, and she believed that they would remain true and never forget their duty to her. She granted the wolves the human-mind and the ability to change shape, and commanded the spirits to share their power. Thus began the golden age of the Impergium, a time when humanity was restored to balance with the rest of creation, kept in check by the dutiful Garou. As the age wore on, the werewolves began to grow in number. Some had grown fascinated by the humans and their Weaver-creations. Others had taken the time to study their culture and grown soft to their piteous cries. Many began to forget the charge given them by Gaia, favoring their human-minds over their wolf-hearts, and argued for an end to the hunting of humans.

One group of wolves, a group who would later be known as the Red Talons, disagreed. They remembered their charge and remained true to their wolf-hearts. However, the other Garou were greater in number. They confronted the Red Talons and asserted dominance, forcing them to cede.

In the reckoning of the Red Talons, this abatement was single greatest folly of the Garou Nation. Man has grown unchecked and now threatens the livelihood of the planet itself. Every day, species are eradicated for the sake of her greed, and her Weaver-tools are stronger than ever. Over and over, the Red Talons have fought for werewolves to resume their charge to keep humanity in check, their wolf-hearts remaining true to Gaia's purpose. But the Silver Fangs and the other tribes always fought them, arguing in circles, their human-minds ever debating.

Unable to fully neglect their sacred charge, the Red Talons have carried out their duties in secret over the years. Though the Weaver has made man stronger, and the Veil has grown more difficult to maintain, they persevere. While the coming of the Age of Apocalypse was disastrous for the Garou Nation, it whetted the Red Talons' appetite for bloodshed. Though their own losses were significant, the faster birthrates enjoyed by wolves have enabled the Red Talons to recover quickly. While the other Homid tribes struggle to replenish their numbers, they've used this momentum to expand their territories and bring new populations of wolves under their protection.

The two new political factions have not yet split the Garou Nation, despite what some alarmists have claimed, but the Red Talons instinctively can sense that two new packs are being formed, and they want no part of the Weaver-sympathizers. Any strong wolf knows that this is a time to push for position within the new pack and see that their will is heeded. The Sanctum of Gaia can scarcely afford to see the Red Talons go their own way, and the faction needs them now more than ever.

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Most recently, the tribe has redoubled its efforts at working towards restarting the Impergium. They've begun to organize Winter Packs, groups who meet in secret for the purpose of hunting humanity. Formerly, their efforts were limited to the fringes of civilization, hunting remote human settlements in Canada and Russia. Following the rise of global conflict, the tribe has expanded its efforts to Mexico and parts of Africa, using open warfare as a shield to protect the Veil while they hunt openly. Having found some success, the Red Talons are considering quietly reaching out to Lupus of other tribes, in particular the Wendigo, with whom they have often found common ground, and their old allies, the Black Furies.

Should the Red Talons' efforts at culling humanity continue to be successful, in a short while, they will invite the other tribes to formally join them. This time, it will not be a request.

Red Talon Breeds

While survival is essential for the Red Talons, they remain wolves to their core. Among them, both genders look to the strong for mating, while the weak must struggle for the opportunity to pass along their genes.

Homids

Despite the ever-changing times, the Red Talons are steadfast in that they will have no Homids as part of their tribe. This isn't simply an ethos—the tribe has no Homid kinfolk, and it views its heritage as pure for lacking them. As they look to the other tribes, they note how Homid thoughts and Homid agendas have confounded their wolf-hearts, leaving them blathering and uncertain of who leads. To rut with humans, they maintain, is to invite such divisiveness into their tribe.

Lupus

The concept of being Lupus is nearly a foreign notion to the Red Talons, most of whom simply identify themselves as "wolves." Indeed, all of them began their lives raised in the wilderness, learning to hunt and survive as wild animals. In spite of the differences brought about by the first change, as well as the worldly knowledge they've learned as Garou, most Red Talons downplay the delineations between themselves and actual wolves, perhaps too much. If this is the case, they share at least one characteristic with Homids of other tribes—a longing to maintain one's childhood ties.

Metis

Among the Red Talons, life is not easy for those born in defiance of the Litany. Metis offspring are treated as the lowest of the low, allowed only to eat last and scarcely given voice unless their Rank warrants it. Yet, they are allowed to remain. Other tribes consider the Red Talons' inclusion of Metis a touching display of compassion. However, others see their acceptance of Metis but not Homids as a statement on their views towards humanity, noting that the same tolerance is not shown to the parents of Metis.

Red Talon Auspices

Mighty Griffin, supreme predator of both land and air, is the patron spirit of the Red Talons. Inspiring cunning and ferocity in his children, he rages for the species driven extinct by humanity.

Ragabash

Cunning and curious, the Red Talon Ragabash embody the wildest of the Wyld, exploring the world with open minds and hearts untarnished by civilization. When the tribe has need of intelligence about human activities, it is the new moons who volunteer, their trickster minds displaying a knack for understanding humans in ways with which most wolves struggle, and as of late, many of them are increasingly adept at passing as human. It is because of this that the auspice is seen as an essential one, and it is not uncommon to see Ragabash Alphas and pack leaders. Among wolves, they are rambunctious and free, playfully nipping at tails and sneaking ahead to eat in excess of their station. Others spend their time exploring new vistas, serving as diplomats to other tribes and chasing unusual scents.

Theurges

Lacking any confounding secular or scientific viewpoint, the Theurges of the Red Talons embrace their spirituality with passion and zeal. Having lived their entire lives as creatures of the Wyld, few can claim to understand the nature of spirits better than they. Among the other tribes, they are well-regarded; often sought after when their own relations with local spirits have become especially perplexing. Among the Red Talons, the Theurges' expertise is essential, for what resources the tribe lacks in technology, it looks to Gaia and the spirits to provide. When not attending to deeper spiritual needs, the Theurges direct the tribe towards successful hunting, provide warning when inclement weather approaches, and spend time pondering the movements of the stars.

Philodox

In a tribe that broadly advocates the open and unrestrained hunting of humanity, the Philodox are the dam that holds back the flood waters. When the tribe's animal instincts urge action, they help to illustrate the broader picture of their struggle, counseling patience and restraint when needed. Outside of the tribe, they're seen as something

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of an anomaly, phrasing many of their arguments in terms of simple anecdotes, hunting stories, and fables. Yet the Philodox of the Red Talons carry with them fundamental truths of nature. With a unique knack for focusing only on the fundamental truths of a situation, they bring clarity and simplicity to even the most complicated of issues. Among their fellow wolves, they work to enforce the social order, ensuring that all wolves have something to eat, but also that the hierarchy is maintained. They often spend their time working as skillful trackers, mediators of disputes, and are often sought after for their knowledge of the natural world.

Galliards

While most view the arts as a uniquely human construction, the Galliards of the Red Talons lend credence to the notion that music soothes the savage beast. Incorporating dance, abstract poetry, and energetic howls, they sing of midnight hunts and warm, idyllic summers with a purity of spirit that even Homids find moving. As the faithful chroniclers of their tribe's oral histories, they provide the tribe with inspiration and vision, reminding them of the glories of the Impergium and a world untouched by the Weaver. After a successful hunt, they are the first to lift their voices in celebration, and when a fellow wolf passes, their mournful howls can be heard for miles. When they are not actively performing, Galliards spend their time as teachers to the young, historians, and messengers between outlying groups.

Ahroun

Embodying of all nature's fury and ferocity, the Ahroun of the Red Talons embrace the joy of battle with reckless abandon. Having practiced the art of killing since birth, they pursue their quarry with remarkable efficiency, bringing to bear skills learned from a lifetime of hunting. In the company of other wolves, the Ahroun are fond of picking fights, playfully tussling with their fellow Red Talons to establish hierarchies. When not at war, Ahroun work to sharpen their skills through hunting, wrestling, and digging holes.

Organization

Like wolf society, Red Talons are fluid in their structure and leadership, with decisions often being made by whoever is the strongest at the time—subject to revision should another prevail. Unlike other tribes, they have little difficulty accepting the dominance of the strong over the weak. Such deference is never considered humiliating, and any who think this means individual Red Talons can be pushed around are quickly met with bared fangs. The worldwide range of the tribe means that many regions will have a single dominant wolf, with no clear hierarchy between them unless they should meet.

Camps

Warders of the Land

In a tribe that depends on nature to survive, the Warders of the Land work to preserve natural habitats and native species. Since the coming of the Age of Apocalypse, they've redoubled their efforts, seeking to identify new kinfolk among expanding populations. While the camp is still afforded respect, they have seen their influence decline as of late, as many view that simply protecting the outdoors is not enough to ensure their future, favoring more direct action. Still, with the growing consensus among the tribe for a second Impergium, many who are indifferent or unsure about the hunting of humans have found a home here.

Whelp's Compromise

Having endured the Age of Apocalypse, Whelp's Compromise, a camp that once advocated cooperation with humanity, finds themselves in a tribe short on tolerance. Shifting gears, they have since ceded that some intervention is necessary, and they continue to study humanity, arguing that working with the species is necessary for the preservation of all life. The camp maintains that just as humans have domesticated animals to till and terraform the land, that the Garou must use mankind to restore it. They have since found equilibrium within the tribe as a whole, which now seeks to put its knowledge of humanity to good use, the better to hunt them.

Lodge of the Predator Kings

While the bulk of the tribe sees to its future, the Predator Kings see to its business—furthering the Impergium as a series of guerilla conflicts. Having incorporated the Dying Cubs, the camp's numbers have swelled, as more and more Red Talons are anxious to lash out at humanity. Members of this camp are boisterous in their agenda, openly decrying man as a prey animal out of its alignment and insisting the Garou must oppose them wherever possible. Meanwhile, they scout human conflicts to use as cover for their operations. Recently, they have begun to coordinate with the Winter Packs: clandestine groups that strike outlying human targets with deadly efficiency and vanish into the wilderness.

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Winter Packs

What once began as a discreet project has become the secret hope for many Red Talons. At the Council of Winter, attendees realized the need for a dedicated effort at restarting the Impergium—with or without the assistance of the other tribes. Since then, Winter Packs have begun to form among the tribe. Initially, these began as cubs reared from birth to fight against humanity, but the notion has quickly spread among the Red Talons. In growing numbers, Winter Packs have formed, whose members meet in secret to carry out quiet purges of humanity. While the groups themselves are a poorly kept secret, individual Red Talons remain guarded about their membership when dealing with non-Lupus. However, as word of the Winter Packs has spread through the Garou Nation, little has been done about them. Their strikes are typically well-planned, leaving little damage to the Veil. Many who would oppose them view the rebuilding of Garou society a more pressing issue, while others secretly applaud. According to rumor, a number of Lupus from other tribes have begun talks to start working jointly with the group, worrying many that support may be growing outside the tribe for a second Impergium.

Appearance

Red Talons gravitate towards brown and gray hues, with those of purer breeding stock possessing a dark red coat. In Homid form, Red Talons can appear as any race, but are typically well-muscled, unkempt, and maintain a distinctly feral air about them.

Weakness

Because of their close ties to the Wyld and the wilderness, Red Talons cannot regain Gnosis normally unless they are within a great caern, shard caern, or within line of sight of a stretch of wilderness. In cities, this makes recovering Gnosis all but impossible, as a manicured area such as a park or golf course will not suffice—the area must be untended, such as a forest preserve. This restriction applies only when attempting to regain Gnosis normally, not when Gnosis is regained through a gift or other power. Additionally, Red Talons may not take the Weaver Affinity merit.

Gifts

Red Talon gifts can be found in **Chapter Five: Gifts** beginning on page 227.

Merits

Red Talon merits can be found beginning in **Chapter Six: Merits and Flaws** on page 307.

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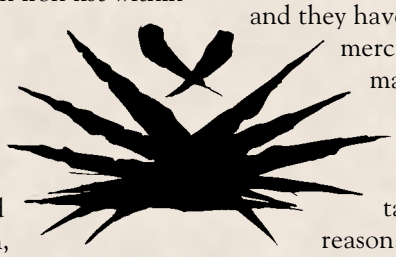
Shadow Lords

"Honor, chivalry, and nobility are just paper armor in a world of fire."

—James "Broken Trust" Buchanan

There is little difference between an unbelievable truth and a lie with substance. The Shadow Lords have built a history on the slim divide between the two. Skepticism and mistrust are defenses; deception and psychology are weapons. The haughty Shadow Lords prefer to dominate others or strike fear, proving their superiority in vicious, psychological ways as well as through physical means. They are a cunning breed, unafraid of conflict—especially where conflict will bring growth, change, and power.

The history of the Shadow Lords begins in the steppes of Eurasia. From the days of the first settlers, they controlled the primitive human tribes through manipulation and deceit. Called viziers, sorcerers, and advisors, the truth has always been that a Shadow Lord controls kingdoms from behind the throne. They accept no less than total domination, but always remain hidden: an iron fist within a velvet glove.



In the early years of civilization, many Shadow Lords gravitated towards Middle Eastern nations, spreading out from those territories as the Western world was settled. As diplomats and spies, they guided Western expansion, helping with the rise of man and educating other tribes in ways to remain hidden beneath the surface of civilization. Where other tribes argue or negotiate, the Shadow Lords *act*. While she may not always take an obvious position of leadership, a Shadow Lord's hand is always shifting the fray, manipulating and changing the perception of events in order to affect the outcome she prefers. Masters of politics, tactics, and misdirection, history has taught them that the strong survive—but it has also taught them the value of having allies.

Shadow Lords are masters of manipulation and ruthlessness, but they use these tools for Gaia. They are willing to sully their hands and do the dirty work, because someone must. They will risk their status, their reputations, and even their lives in her service, knowing that not all quests are glorious and not all tasks are honorable. But, for Gaia's sake, they must be done.

Contrary to what the Children of Gaia preach, humanity has revealed itself to be as bestial as any other creature on the planet. The clever apes excel in warfare and at building machines for battle. Only through gaining power over such machines and their masters can the spread of man's warlike nature be controlled—and even overcome, allowing Gaia to thrive once more. Other tribes say that understanding Weaver technology is dangerous, or even evil. The Shadow Lords know that ignorance is not a shield. It is a weakness.

The long-prophesied ascension of the Shadow Lords, the time promised by Grandfather Thunder, came to pass during the traumatic beginning of the Age of Apocalypse. A wise leader, the son of the Margrave, Josef Konietzko, brought the feuding factions of the tribe together and forged a plan. He renewed their ancient ties with the Stargazers and capitalized on their goodwill with the Fera to build a potent alliance that not even the Silver Fangs could ignore. It is rumored that a Shadow Lord will soon fill the vacant seat of the High King, finally.

And thus, the Shadow Lords not-so-quietly enjoy their new position within the Garou Nation. They have not lost as many warriors to the ongoing war as the other tribes, and they have adapted to the Age of Apocalypse with merciless aplomb. The Shadow Lords have made the Concordat of Stars extremely formidable, but even they will admit there is more to their choice than a need to understand technological warfare and tactics. The Shadow Lords have another reason: a very personal one.

No more will the Children of Thunder wither beneath the worthless honor of the Silver Fangs.

Shadow Lord Breeds

Family is less important to the Shadow Lords than to other tribes. Although they respect the ties of lineage and blood, one's personal virtues, strengths, and force of will matter more than one's genealogy.

Homids

Homids comprise the bulk of the tribe, weaving themselves into human cultures and manipulating the outcome of global events. Master politicians, they covertly shape the future of cities and even nations. They are innately power-hungry, constantly proving themselves to one another by showing how much control they can gain over humankind. Devious, vain, and political, they will stop at nothing to come out as the superior tribe among their fellows.

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Lupus

Lupus Shadow Lords are quick learners and have sharp fangs—literally and metaphorically. They talk less and fight more, like an unexpected tempest. Although they are less interested in politics, they have an even greater hatred of the Silver Fangs than the body of the tribe. They are growing in number and are willing to do whatever it takes to survive, even if that means driving other tribes away and—in some very hidden cases—stealing Lupus kinfolk of other tribes for their own.

Metis

Shadow Lords find their Metis to be a source of shame—at least, in front of others. They often revile Metis in public, yet they are not afraid to utilize their unique abilities when no one is watching. Such Metis play the part of resentful lesser cousins to the other tribes, gathering information and bringing it back to the Shadow Lords, to be used in ruthless political negotiation.

Shadow Lord Auspices

Grandfather Thunder, somber and harsh, is the patron of the Shadow Lord tribe. He is violent, but when the rains are done, new life springs forth from the earth. He demands much of his children, but he does so to make them strong.

Ragabash

The dark moon is all about secrets, and the Ragabash within the Shadow Lord tribe are the masters of hidden things. Some call them sneaky and conniving, because they use information to wield power—and wield it ruthlessly. Seldom pranksters or jokers, these Ragabash use their talents to expose weakness and slice ruthlessly into it. Like crows, they pick at the world around them, exposing hidden plots and revealing the misdeeds of those who would lead the Garou. These Ragabash make excellent journalists, private detectives, and blackmail artists.

Theurges

Shadow Lords are obsessed with power. Their Theurges carry that ambition close, making it the heart of their philosophy and leading the rest of the tribe in an almost spiritual quest. Leaders as well as spiritualists, Shadow Lord Theurges use their knowledge of mysticism to intimidate and control other werewolves as well as spirits. Tyrants and cruel taskmasters, the Theurges of the Shadow Lords are the true spine of the tribe, the pillar of strength that reminds others of the tribe's true purpose: to defend Gaia. Many Shadow Lord Theurges spend their lives working with various religions, or in professions such as talent managers or lobbyists.

Philodox

Among the Shadow Lords, the Philodox are the spirit of retribution; they punish those who fail—Grandfather Thunder, the Litany, or any other goal. They keep the tribe ideologically pure, hurling scorn and abuse like thunder on those who are weak. Their purpose is to ensure both the survival and the advancement of their tribe. Since the Shadow Lords have joined the Concordat, these Philodox have increased their verve. For the tribe to become the next true leaders of the Garou, they will need to be at their fittest and become stronger than they have ever been. It is the role of the Philodox to make them so. Outside the tribe, these Garou often find employment as judges, health inspectors, and high-level bureaucrats.

Galliards

Galliards of the Shadow Lord tribe are taletellers and historians, as suits their auspice—but these are also masters of inspiration and fear, encouraging other Garou to consider the consequences of their actions. They twist stories to their own purposes, caring little for truth or complete accuracy when there is a more important lesson to be taught. They often find roles in mortal society as gossip reporters, human relations managers, and publicists.

Ahroun

Warriors and weapons, the Ahroun of the Shadow Lords utilize fear and intimidation with masterful hands. Although they are also strong fighters, Shadow Lords often feel that if the situation turns to combat, they have already suffered a defeat—far better, that their opponent flees in terror long before swords are drawn. They deeply enjoy intimidating and cowing enemies with strength of might or strength of will. Such individuals might find employment in the modern world in the fields of hired muscle, corporate sharks, club owners, or even drill sergeants.

Organization

The Shadow Lords speak openly of solidarity among their tribe, but the truth is that they are far less unified than they wish to appear. Personal agendas and ambition often overrule their sense of higher purpose, and many a Shadow Lord has been brought down by her own kin—right on the verge of ascendancy to greater power.

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Camps

Children of Crow

This group of Shadow Lords gathers power, but unlike others in the tribe, they do not do so for personal gain. Rather, they use their natural inclination for the benefit of Gaia, destroying the minions of the Wyrm wherever they see it. Some call them anti-heroes, while others degrade them as martyrs and hypocrites, but they have never lost sight of the ultimate goal. They will sacrifice anything, from personal gain to pride and honor, so that the Wyrm can be brought down. In recent days, this camp has somewhat turned against the body of the tribe, arguing for the Sanctum of Gaia rather than the tribe's chosen alliance with the Concordat of Stars. Such frictions rankle and threaten the unity of the tribe, making the Children of Crow a disparaged group among the Shadow Lords.

The Judges of Doom

One of the more feared and publically known camps of the Shadow Lord tribe, the Judges of Doom consider themselves the ultimate judges and juries of those who have broken the Litany. Many of them enjoy having the power to destroy other Garou, and use only the thinnest of premises to justify their actions. In extreme circumstances, they have been known to hunt down and destroy entire septs deemed heretical or dangerous to the Litany.

Lords of the Summit

The masterminds behind the break from the Silver Fangs, the Lords of the Summit camp composes the most ruthless politicians and deal-makers within the Shadow Lord tribe. Where once content to rule from behind the throne, they have emerged from the shadows to take what they consider to be their rightful place. Composed of the aforementioned politicians, corporate officers, and lobbyists, members of this camp are smooth talkers with a penchant for manipulation at the highest levels. While the Lords of the Summit can be ruthless in their goals, many of them fully believe they are doing what is best for the Garou Nation and Gaia herself. Too long have the Silver Fangs been content to stand in one place. It is time to accomplish the tasks that Gaia has set for them. When a goal must be accomplished, it matters little how, only that it gets done.

The Storm Eater



During the War of Rage, the Shadow Lord tribe did the unspeakable—they eradicated an entire breed of Fera. When the last of the Camazotz—werebats—died, the Shadow Lords heard firsthand the desolate cry of extinction. Thereafter, a tremendous bane known as the Storm Eater emerged, hunting down Shadow Lords as though compelled by a ferocious vendetta.

Commanding both the power of the Weaver and the Wyrm, it was a storm of destruction. Most werewolves thought that the Storm Eater was destroyed in December 1890, via the sacrifice of the Rite of the Still Skies. Hidden in the deepest pockets of the Umbra and in the dark, secret caves of the long-lost Camazotz, the Shadow Lords uncovered portents that hinted at the Storm Eater's return. Sadly, the Children of Thunder lacked the context to properly understand these signs, and their eventual realization came too late. The greatest warriors fight using all of available weapons and knowledge; the tribe came to believe that if the Garou had worked closer with the Fera earlier, the spark that ignited the Age of Apocalypse could have been snuffed out before it began.

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Appearance

Even in Lupus form, a Shadow Lord radiates haughty confidence and arrogance. Typically black-furred, they often bear white marks around the muzzle, chest, or legs, like marks of lightning against a dark summer storm.

Weakness

While a Shadow Lord realizes that some things that cross the bounds of honor must be done to keep the Garou strong and Gaia safe, they still realize they will have to pay the price for these choices. When a Shadow Lord is assigned a negative moniker, the Renown loss penalties are doubled, as Grandfather Thunder punishes her for the ultimate transgression—getting caught.

Gifts

Shadow Lord gifts can be found in **Chapter Five: Gifts** beginning on page 229.

Merits

Shadow Lord merits can be found in **Chapter Six: Merits and Flaws** beginning on page 307.



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Silent Striders

"There's beauty and terror in the dark places of the world, where the streets end and madness begins."

— Adom Bright-Wing, Silent Strider Ragabash

For many, home is of the utmost importance: a safe haven, a shelter, a place for respite from the atrocities of the world, and an ever-present source of stability. Banished centuries ago from Egypt, the Silent Striders have become the consummate wanderers of Gaia out of necessity. They are doomed to an eternity of wandering, always searching for a place where their souls can find comfort and peace. Though they are often warmly welcomed when they encounter new septs, they know in their hearts that such places will never become their homes. In modern days, the Silent Striders act as couriers, diplomats, and explorers, adding purpose to their cursed existence. They provide a means of connection between distant werewolf communities, acting as the life blood that holds the Garou Nation together in times of conflict and strife.

Thousands of years ago, the Silent Striders found themselves in a desperate war against the ancient vampire, Sutekh. Standing with Shu-Horus and the kinfolk Nephthys, they sought to stop a bloody conflict between Sutekh's cult and their tribe. At the final battle, as the tribe bound the godlike vampire into unconsciousness and imprisonment far beneath the earth, the creature struck one last blow: a curse that reverberated throughout the tribe for millennia.



The curse slowly took hold, spreading out from the Nile until it encompassed all of Egypt. Within a year, the tribe was scattered to the four winds. They could no longer return to Egypt without suffering terrible nightmares. An aching wanderlust took hold as they abandoned their holy places and duties. Over time, the Silent Striders realized the full ramifications of the curse; not only had they lost their ancestral homeland, but they had also lost all connection to their ancestor spirits.

Desperate, the Silent Striders descended into the Underworld, seeking their lost ancestors. They returned to the Material Realm tainted with the very essence of death and no answer to the mystery of the curse.

Forced to adopt a new way of life, the bitter loss demoralized the tribe, with each Silent Strider carrying with her a pervading sense of isolation that has only grown in subsequent generations. Many fell deep into Harano, while others wandered into the wilderness, never to be seen again. Those who survived found ways to persevere. They adapted to their new lot in life, and they evolved to take on new roles and duties in service to Gaia. In time, the tribe came to embrace the lonely road it was compelled to travel.

For thousands of years, the Silent Striders proved indispensable as envoys and couriers across the great distances between the septs. This sacred purpose faded in the Age of the Weaver, as e-mail, text messaging, and next-day worldwide shipping slowly began to overtake their traditional duties. While their services as messengers remain invaluable to septs that remain secluded in areas far away from the influence of humanity or to the Lupus population, the Silent Striders have adapted their wandering nature in the Age of Apocalypse into service scouting and exploring new Peripheries and Broken Lands.

Although some Silent Striders will remain in the same region for years at a time, most never settle in, keeping an air of transience about them. Even those who remain stationary for a time, maintaining waystations for others of their tribe, feel the call of the road. Sometimes, their wandering is aimless—moving for the sake of moving—but most often, they are on the hunt for some piece of wisdom, searching for new Peripheries or performing important messenger duties. These Garou often experience a side of Gaia unseen by others, seeking out her secrets in hidden vistas and finding joy in her when they encounter places yet untouched by man. Their transitory nature gives them ample opportunity to explore all that Gaia gave the world. When two Silent Striders find themselves crossing paths, it is a joyous occasion filled with discussion and shared knowledge, but these meetings are often short-lived.

These werewolves lead solitary lives, which often lends to deep introspection. Their drive for solitude often sends them towards the Umbra, where they find themselves uniquely capable of exploration. The wanderers have seen and experienced more than most other Garou could ever dream. They often make excellent guides, brimming with information about terrain and local customs in areas as mundane as small cities to places as alien as the faraway realms of the Middle Umbra and the Underworld.

Often, Silent Striders find themselves the recipients of undesired attention from wraiths. These restless dead view the tribe as a source of aid for their unfinished business in the Material Realm. Since these creatures are driven by their own dark urges, they have little patience for delay or failure, and they tend to make their dissatisfaction known as best they can.

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Their knack for survival and adaptation has allowed the Silent Striders to thrive despite the recent shifts in the spiritual and political landscape of the Garou Nation. The sudden chaos in the Umbra has left many tribes reeling and without spiritual support. When the umbral storms hit, the Silent Striders were the first to take notice and act, swiftly moving through the nation to warn others, attempting to mitigate the damage. While septs attempted to rebuild from the chaos, the Silent Striders mapped the new terrain of the Umbra, noting safe passageways in the absence of Moon Bridges. Likewise, a political storm grips the Garou Nation as the Concordat of Stars and the Sanctum of Gaia both struggle to advance their conflicting agendas. Here, the Silent Striders have elected to remain a neutral party between the groups, maintaining lines of communication. Their versatility in the spiritual and political worlds has been crucial in Garou society, as septs often find themselves divided as much by treacherous environments as well as differing world views. The trust carefully maintained by the Silent Striders has helped them in this regard, making them the perfect neutral party in the Garou Nation.

Despite their willingness to change and adapt to the storms around them, there is one area where the Silent Striders hold fast to their beliefs. While some werewolves may take a more neutral approach to vampires in the Age of Apocalypse, the Silent Striders remain steadfast in their hatred for the Wyrm-laden creatures. Even now, the tribe bears the devastating spiritual mark of their struggle with Sutekh, and the Silent Striders are not quick to forgive such an injustice.

There will come a time when the Silent Striders will have their retribution against the vampires, when they are able to cull the Wyrm-tainted creatures from the earth. Until the day arrives when the Silent Striders save the Garou Nation from their complacency regarding these creatures, the tribe will continue with its duties. Its members will travel through Gaia's hidden places, acting as silent traveling warders, waging war against the darkness. They traverse the world in search for a means to lift their curse, while they continue to adapt and thrive in an ever-changing world.

Silent Strider Breeds

Centuries of wandering the earth have left the Silent Striders a varied and diverse group comprised of many cultures and ethnicities. Despite this lack of common ancestry, each Silent Strider carries with her an air of weariness and wanderlust, stemming from their ancient curse. Even within the tribe, there is a stark dichotomy found among the breeds.

Homids

Although the Silent Striders as well known for their connections to the lore and land of ancient Egypt, very few are actually born there. Those who are find themselves compelled to leave the land as soon as possible, a remnant of their curse. The majority of the Homid members of the tribe find their roots in nomadic human cultures, as they are drawn to those people who share the tribe's affinity for the open road. Even before their First Change, many Homid Silent Striders sense the urge to explore and travel, a feeling that always motivates them towards new experiences and places. Most Homid Silent Striders have difficulties maintaining human occupations due to their transient compulsions, but those who do find themselves drawn to fields that require frequent moves or long journeys away from home.

Lupus

Much like the Homid-born of their tribe, Lupus Silent Striders come from many different regions around the world. The tribe's most populous bloodlines of Lupus

The Curse of Sutekh

As the vampire Sutekh fell to the hands of the Silent Striders, he issued one last curse against them: "By the names I have spoken, O Lupines, I curse you. I place my mark upon you, that you shall be forever severed from thy dead fathers and mothers. I damn you with my touch, that never again shall you rest in the lands of thy people. May the names of your ancestors be forgotten, and may their ghosts fade from hunger in the Duat. As I was cast out, so then shall you be exiled, voiceless and lost forevermore."

The words of this curse are forever imprinted in the minds and soul of each Silent Strider. She carries this burden on her person, knowing that until the curse has ended, she will never find peace within the homelands of her ancestors.

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kinfolk come from North America and Central Asia, where wolves are most populous, but many still live in remote and inhospitable places. A dwindling number of the Lupus-born Silent Striders descend from the Ethiopian wolves, an endangered species fiercely protected by the Silent Striders who remain in Africa. Lupus Silent Striders often have difficulties socializing due to their wolf nature, as these Garou are often barely tolerated among wolf populations even before their First Change, finding themselves outcasts among their own kind.

Metis

The very nature of a Metis Garou threatens the Veil, requiring that she be raised far away from the eyes of prying humans. For Silent Striders, who feel the call to wander long before they have reached maturity, this forced permanency of their upbringing can be maddening. Many Metis Silent Striders attract the attention of ghosts and are forced to endure their attention and demands. These Metis often bear deep emotional scarring due to being raised under these constraints. For these reasons, they tend to feel a deeper call of wanderlust, rarely being content to stay in one location for any significant amount of time unless duty demands it. Even then, these Garou often must find other outlets to escape the feeling of entrapment that held them captive as children.

Although some Silent Striders feel this situation is too much to force a child to endure, the tribe is compassionate towards these young werewolves and will take steps to alleviate the damage as much as they can. Many Silent Striders feel that such an upbringing will bring the child wisdom and knowledge that will prepare her for life within the Garou Nation. Mothers of Metis children are known to beg the Silent Striders to take their Metis children away before they can be put to death, to give each child a chance at life. When a Metis child is born to a Silent Strider, the parents are punished harshly by their tribemates, often resulting in the death of one or both of them.

Silent Strider Auspices

The tribe's totem, Owl, is a silent watcher who strikes without warning from the darkness. Much like her children, Owl collects and amasses great stores of wisdom. She imparts her expansive knowledge on the tribe that follows her, sharing even the secrets of death and the Underworld.

Ragabash

Most Ragabash value a sense of humor, and although this holds true among the Silent Strider no-moons, to outsiders, their comedy often comes across as gallows humor, a product of having to deal with the ghosts of the gruesomely deceased. Among the tribe, the Ragabash are tasked with creating levity to offset the crushing despair of what the tribe has lost. As a whole, they're credited with preventing the Silent Striders from slipping into defeatism. As occupations go, Ragabash enter into fields that allow for frequent, yet entertaining, forms of travel, such as tour guides, roadies, and traveling food critics.

Theurges

Silent Strider Theurges work to anchor the tribe in its spiritual roots, reminding members not to wander the Underworld at the expense of ignoring their duties in the living world. For many, the Theurges are the guardians at the gate; their expertise in the Underworld places them in the position to train and mentor other tribe members who might seek to enter the lands of the dead. In the human world, Silent Strider Theurges favor work that requires both movement and particular expertise, like field geology, high-profile architecture, and international aid work.

Philodox

Because of the tribe's neutrality, Silent Strider Philodox are often sought to resolve disputes between the Concordat of Stars and the Sanctum of Gaia. When dealing with ghosts, Philodox tend to suffer from the attentions of the restless dead more poignantly than Silent Striders of other auspices; their inclination to resolve disputes makes them vulnerable to the pleas of the dead who cry out for justice. As natural investigators and diplomats, Philodox often lean towards jobs that blend travel as well as legal or procedural expertise, such as accounts auditing, consulting, or public relations work for international companies.

Galliards

Without the ability to connect with ancestral spirits, Silent Strider Galliards face a grim challenge—they must maintain and teach the tribe's exacting histories strictly through oral traditions and songs. Without the spiritual assistance enjoyed by Galliards of other tribes, these histories must be painstakingly memorized and shared among the living. Silent Strider Galliards spend a great deal of their time traveling from sept to sept, sharing tales of great deeds of other Garou: songs of triumph and tales of defeat and corruption. Some of these werewolves spend their time conversing with ghosts in the Shadowlands, learning lost songs and forgotten tales. Silent Strider Galliards seeking to blend into human society often find vocations such as translators, foreign language instructors, or ethnomusicologists.

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Ahroun

The Silent Striders have a long and proud warrior tradition and are particularly adept at fighting the undead, a practice developed through their historic conflicts with the Cult of Sutekh, maintained through secret traditions that still exist today. As the Silent Striders rarely stay in one area long enough to fortify it, their Ahroun prefer proactive battles, rather than relying upon static defenses. This practice leads them to go where the work is, particularly looking for dangerous employment. They can be found among the ranks of foreign legions, diplomatic protection details, and sky marshals on commercial flights.

Organization

As consummate wanderers, the Silent Striders assign little practical value to formal hierarchies. The tribe possesses very few assets in the way of caerns, and they have no homeland territories requiring leadership structure. Despite having no overarching hierarchy, Silent Striders manage to maintain deep connections within their tribe. When two or more Silent Striders meet in person, they exchange elaborate rituals of greeting and parting. Silent Striders also communicate by leaving glyph messages in well-traveled places, often disguised as simple graffiti marks. These waymarks are personalized signs that combine traditional Garou glyphs with Egyptian-style hieroglyphs and other cryptic symbols. Waymarks help Silent Striders avoid dangers or exploit opportunities that lie ahead, benefiting from the experience of the various tribe members who passed through a given place before. These measures foster a sense of community and ensure Silent Striders are never truly strangers to one another.

Camps

Silent Strider camps tend to be broad societies with few levels to their organization and no centralized leadership. Members of these camps often recognize one another as allies, helping each other with support, aid, and recruitment efforts. Over the years, the most populous camp, the Seekers, became so widespread that it gave up distinguishing itself from the rest of the tribe. Historically, the Seekers have sought to gather and synthesize information on disparate topics in hopes of finding a means of breaking the Curse of Sutekh.

Harbingers

The Harbingers are heralds of prophecy, usually delivered in the form of dire warnings to septs on the eve of terrible events. Foolish is the sept that dismisses such warnings as mere doom-saying. Harbingers seek out and meticulously preserve records of visions and prophecies of all kinds. Each Harbinger is constantly on the lookout for a catalog of signs that might indicate the imminence of a particular prophecy. This camp is home to some of the tribe's most renowned warriors. These Garou look danger in the teeth and confront it, always seeking to warn others as they rush headlong towards the enemy. An old Harbinger is often one of the most cunning fighters a Garou will ever meet.

Remembrance Names

Most Silent Striders adopt an Egyptian name or a Greek translation of an Egyptian name. These *remembrance names* are selected after one's Rite of Passage to venerate particular ancestors and maintain a cultural link to the tribe's long-lost homeland. This practice reminds the tribe of what it has lost and what it seeks to recover, as well as helping to foster a strong sense of tribal tradition.

Some Egyptian names are never selected as remembrance names. These include the names of the tribe's historic rivals or bitter enemies; names such as Sutekh, Set, Ausare, Osiris, and Isis are all forbidden as remembrance names. Some names, such as Sebek and Bastet, are avoided out of respect for the shapeshifters these Egyptian gods resembled.

In addition to remembrance names, Silent Striders frequently have more conventional *deed names*, either personally chosen or thrust upon them by general acclaim. It is common for tribe members to prefer one name for everyday use and reserve the other for ceremonial activities. Which name is used for which activity varies from Garou to Garou.

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Wayfarers

The Wayfarers are a loosely organized society of mercenaries. They travel the world, always in search of danger and adventure. In true mercenary fashion, they expect to be rewarded for their trouble. Most Wayfarers specialize in their auspice roles, or in their tribe's proficiencies in spying and assassination. Specialist spiritual experts or bodyguards are also commonly found among their numbers. Although many werewolves disdain the idea of paying other Garou for assistance, those who can afford to are often willing to pay. Despite expecting remuneration for their efforts, Wayfarers are unquestioningly loyal to the Garou Nation, and would never stoop to work for its enemies, regardless of pay.

Swords of Night

The Swords of Night is a secretive camp dedicated to the destruction of all vampires. In times and areas where war with these creatures raged, the Swords of Night operated overtly and received broad support. In times when open warfare was inconvenient or undesirable, so too did this camp become inconvenient and undesirable, particularly after the advent of the Age of Apocalypse. Though driven into hiding from time to time, the Swords of Night have never truly disbanded, continuing to surreptitiously recruit. In addition to their expertise with gifts and equipment geared towards fighting the undead, members of the Swords of Night are known to rely heavily upon the aid of kinfolk, who they teach to be expert spies and hunters alongside their own ranks.

Appearance

Those among the Silent Striders who boast pure breed are often described as similar in form to Anubis: tall and slender with long, angular features that strongly distinguish them from other Garou. Even those among the tribe who do not possess the breeding of their ancestors tend towards sleek, lean bodies. The Lupus form of a Silent Strider often has a narrow muzzle and elongated, pointed ears with short, dark fur, resembling the African golden wolf. Until recently, these Egyptian canids were misclassified as jackals, but DNA testing in 2015 revealed their true relationship to gray wolves. In their war form, Silent Striders are easily a head taller than other Crinos Garou, though they are slimmer, with a streamlined musculature. In this form, it is clear that they are more suited to speed and grace than to brute force.

Weakness

All Silent Striders suffer from the Curse of Sutekh: the loss of connection to their ancestor spirits and a supernaturally inflicted compulsion to wander. Silent Striders cannot possess any dots of the Ancestors background, and they pay an increased cost for the Territory background. A Silent Strider pays an XP cost calculated at new level x3 for the Territory background, instead of new level x2. This cost cannot be reduced.

Eaters of the Dead

While most camps have open membership, or are "open secrets" within the tribe, there are a handful of truly secretive groups among the Silent Striders. The most infamous of these is the Eaters of the Dead.

The Eaters of the Dead once held a revered place in society as ritualists who, through the gruesome practice of eating a subject's brain, could preserve the knowledge of the recently deceased. Although they never operated openly, the Eaters of the Dead went fully underground when it was discovered that the Rite of Dormant Wisdom was tainted with the touch of the Wyrm. In their exile, the society's members have taken to consuming the brains of vampires and even fouler creatures, becoming monstrous mockeries of their former selves, now corrupted by knowledge best left alone.

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Outposts

Some Silent Striders have an easier time putting down roots than others, building strong local relationships or finding other reasons not to wander. By far the most common and prestigious motive for a Silent Strider to settle down is to maintain an outpost.

Silent Striders often travel by fluctuating routes and circuits. It is impossible for each tribe member to maintain a safe house near every important stopover. If a Silent Strider manages to suppress her wanderlust long enough to build a safe haven, reflected by purchasing dots of the Territory background, she is expected to maintain this valuable resource and share it with the tribe. Other Silent Striders will come to the outpost for a few nights to find lodging, food, and other resources for their journeys. A Silent Strider with the Territory background who eschews such visitors, or who does not provide the expected resources, will often develop a negative reputation within the tribe.

Gifts

Silent Striders gifts can be found in **Chapter Five: Gifts** beginning on page 233.

Merits

Silent Striders merits can be found in **Chapter Six: Merits and Flaws** beginning on page 308.

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Silver Fangs

"When one stands upon the heights, she has only two choices: fall in ignominy, or show others the way up the mountain."

—Serena "Defies the Fall" Zvesdotova

The Silver Fangs are the royalty of the Garou Nation, known for their beauty, courage, and utter dedication to Gaia. They raised the first known caern, led the tribes to fulfill Gaia's will in the Impergium, and guided the Garou Nation with generations of kings and queens. Silver Fangs are known for their dedication and often choose a focus for their primacy. They will spend a lifetime becoming the master of her chosen weapon or field of study—ruling it, as a monarch might reign over lesser subjects. Further, Silver Fangs have extended lifespans, often living nearly twice as long as others of their kind—be they Homid or Lupus. They claim that these extended lifespans are a sign of Gaia's favor and use the time to become even more educated and trained within their focus.

They have ties to two Celestines, as their totem ties them to Helios and their nature connects them to Luna. The Silver Fangs struggle to find a balance between the extremes of Sun and Moon. They remember the words of the last High King, Jonas Albrecht, who commanded them to always honor Gaia. They listen to their Theurges—among them, the last werewolf to speak with Gaia before she fell silent. With those two stars to guide them, the Silver Fangs have sworn to uphold the traditions, reverence, and Litany above all else—no matter the cost.



The events of the last several years, culminating in the diaspora of the Garou Nation and the fall or failure of many Silver Fang leaders, left the werewolves frightened and lost. It was the Silver Fangs, led by Sabine "Silver-Swift" LaCoix, Queen of House Unbreakable Hearth, who sounded the rallying cry and helped forge the Sanctum of Gaia, a faction of traditionalists and purists who refuse the encroachments of the Weaver. The Silver Fangs rose up with newfound resolution in their ancient purpose: to serve Gaia and lead the other tribes on that path. They consider the tribes of the Concordat of Stars misguided, weak, and at worst, heretics who place the Weaver equal to Gaia. Some go so far as to encourage war with their rival faction, but most members of the Silver Fang tribe argue that with time, the rogue tribes can be recovered and the nation made whole once more.

Silver Fangs place an emphasis on family, but despite their defenses, were unable to save many of their kinfolk from the ravages of war. They cherish and revere the few kinfolk who survived the turmoil of the beginning of the Age of Apocalypse, and have initiated a vast lineage project to locate those who survived the siege of the caerns or might have a previously unknown tie to one of their august lineages. This project does not stop at their own kinfolk; they have expanded it to seek kinfolk around the world, of all tribes and nationalities. Not all werewolves are pleased by this initiative, and the Shadow Lords argue that once again the Silver Fangs are trying to seize what isn't theirs—or worse—see that the tribes in disagreement with them are bred out of existence.

Generations of dedication and selective breeding came with a cost. All Silver Fangs have quirks—usually mental or psychological. These quirks are rarely debilitating and can be managed with effort, but other tribes claim that the Silver Fangs are in their decline: royalty and monarchy are things of the past. The nation has divided. Enemies of the tribe even argue that the Silver Fangs should be forbidden to propagate: that the entire tribe should be treated as a Winter Wolf, turned out and left to die rather than weakening the Garou as a whole. The Silver Fangs respond to such insinuations with roaring rejoinders, duels, and shows of strength. All things ebb and flow, they respond. Amidst their crumbling empire and ruined caerns, the Silver Fangs cling to their remaining power.

"Gaia needs us," they say, "and when she returns, she will reward us. Royalty will reign once more."

Silver Fang Breeds

Silver Fangs pride themselves on maintaining lineages, histories, and genealogies with far more dedication than any other tribe. They segregate among their breeds more starkly, asserting with great satisfaction their blood ties to nobility and to heroic Garou of the past.

Homids

Homids among the Silver Fangs are well-educated, often proving to be superior scholastics from an early age. They are driven to succeed, both by lineage and through natural inclination, and often aspire to leadership positions in politics, corporations, and the military. Many of them are alpha personalities, with a natural inclination to compete. They are also fiercely protective of those who serve them willingly, guarding their perceived lessers with a loyalty worthy of kings and queens.

Lupus

Lupus Silver Fangs are typically larger than most wolves, displaying a regal demeanor and physical strength that

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naturally cows lesser wolves. They are natural tacticians and leaders, and even when not alpha among their fellows, tend to be strong voices for pack cohesion and strength. They cannot masquerade as dogs by any means, and they are easily recognizable as wolves by even an uneducated viewer. They tend to be found in wilderness areas, particularly the snowy lands of Eastern Europe and the steppes.

Metis

Silver Fang Metis were relatively unknown within the tribe before the 18th century. Since that time, Silver Fang Metis have begun to appear with increasing numbers. Reviled and scorned, the tribe refuses to accept them. A true Silver Fang would never consider a Metis to be her equal, nor call one "family." At best, the Silver Fangs see Metis as expendable tools. They should be utilized in the service of Gaia until such time as they expire.

Silver Fang Auspices

The Silver Fangs venerate their tribal totem, Falcon, as the noble ruler of the skies. He is a totem of unity and loyalty, as well as a fierce warrior, rewarding virtue and honor wherever it is found.

Ragabash

Ragabash Silver Fangs are an unusual breed. They are less prone to playing tricks and pranks, and more dedicated to the idea of speaking truth to power—and, as every good ruler knows, it is critically important to have one advisor who will always tell you the truth, no matter how unpleasant. They lead the work to gather names and lineages of kinfolk, both their own, and of other tribes, keeping intricately coded journals and records of kinfolk families and genealogy. Silver Fang Ragabash can be found as social workers, forensic analysts, and in journalistic fields.

Theurges

The Theurges of the Silver Fang tribe were the last to hear Gaia's voice, and they carry her final words to the other tribes—that all should revere and rededicate themselves to her service. The Last Words of Gaia were a puzzle: a coded riddle in Gaia's own voice, and they believe that once the puzzle is solved, Gaia can be reawakened—but only by Silver Fang hands. Silver Fang Theurges consider themselves protectors of Gaia's legacy while she "sleeps," and struggle to discover the meaning of the message entrusted to them. Theurges can often be found working in high-concept fields such as cryptography, history, and meteorology.

Philodox

Among the Silver Fangs, the Philodox auspice is an extremely prestigious one. The tribe sees itself as the keeper of Gaia's legacy, the rock upon which the Garou Nation must stand until she returns. Therefore, Philodox are more than simply judges and keepers of the Litany. They have become the gauge by which one measures one's loyalty to Gaia—and condemns as defiant those who would put the Weaver on a pedestal beside her. Silver Fang Philodox tend to become leaders in traditional mathematic and scientific fields, and also often take roles as teachers and professors.

Galliards

The ancient skaalds and lore-masters of history are inspirations for Silver Fang Galliards, who consider the ancient methods to be superior to modern ones. They are often sticklers for tradition in their craft, researching "how it was done" and learning through apprenticeships with their elders in order to ensure that stories and legend pass down verbatim from generation to generation. Though they are staunch traditionalists, they have not failed to realize that modern technology does give them an advantage in spreading their viewpoints. In the era of instant communication, tradition and perfection have become even more important. Silver Fang Galliards seek to ensure that the stories and legends remain true. They can often be found in jobs such as archaeologists, puzzle designers, or researchers.

Ahroun

Silver Fang Ahroun are extremely competitive, enjoying duels, sports, and other tests of skill. Although they utilize many forms, it is typical for these Ahroun to become an unparalleled adept with a single weapon or style, learning it with a focus far beyond normal commitment. Such Ahroun are often called "Masters," and are greatly respected among the Silver Fangs for their dedication. Although an individual Silver Fang might learn many styles to near perfection, she can be considered a master of only one. These Ahroun often choose careers as military officers, professional sports players, and serve in high-pressure positions such as emergency medical fields.

Organization

The Silver fangs are a hierarchical, methodical tribe, with laws and traditions to guide them in their lives. They revere the two solstices—winter and summer—as high holidays, and respect the ancient traditions of the Garou, adhering to them almost to a fault. Within their tribe, they divide themselves into two primary ideologies: one of reason and order, and the other of passion and insight. Both struggle

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with the Silver Fang urge towards perfectionism and higher station, causing them to be a tribe that is both united and divided: fighting together for Gaia, but struggling to prove their individual strengths at every turn.

Camps

The Sun Lodge

This group of Silver Fangs reveres Helios and is concerned with material and worldly matters. Politics, warfare, and the current state of the Garou Nation fall within their interests, as does the protection and defense of kinfolk. The Sun Lodge values order, harmony, intellect, and rationality. They are often the leaders in septs and packs, and deal frequently with matters of kinfolk and the mortal world.

The Moon Lodge

This group of Silver Fangs reveres Luna, and spends much of its time concentrating on spiritual matters. They guard and protect the puzzle known as the Last Words of Gaia, and they struggle to keep the Litany and the nation pure of taint and apostasy. They are also the most vocal in the fight to reunite the Garou Nation and take a stern view of any Garou who compromise with the Weaver. The Moon Lodge values insight and intuition, and its members are known to foster spirituality and the occult.

Ivory Priesthood

Legends say that the First Wolf died to save Gaia, putting the protection of the world before its own survival. Put simply, the Ivory Priesthood reveres the First Wolf by researching the secrets of life and death. In recent years, with the multitude lost to war, the Ivory Priesthood has risen to prominence within the Silver Fangs. There are those among the Ivory Priesthood who believe that Gaia is dead, but like Persephone in Greek myth, not destroyed. With that belief in mind, they have turned their storehouse of knowledge towards another goal—struggling to find Gaia within the lands of Death and discover how, like Persephone, she might be restored.

Appearance

Silver Fangs are magnificent pale wolves, with bright eyes and sleek fur, crowned by a regal ruff around the beast's neck. They are uncommonly large, with graceful movements and an air of determination.

Weakness

Because of their weakened genetics, caused by generations of selective breeding, all Silver Fangs have quirks. At character creation, Silver Fangs must choose 2 points of flaws to represent these quirks. These flaws do not give the character XP, and do not count towards the limit of 7 experience points gained from flaws. These flaws are usually mental or psychological in nature and cannot be removed. Mild derangements are often a good choice to represent Silver Fang flaws.

Gifts

Silver Fang gifts can be found in **Chapter Five: Gifts** beginning on page 236.

Merits

Silver Fang merits can be found in **Chapter Six: Merits and Flaws** beginning on page 308.

Madness

Popular misconception says that members of the Silver Fangs tribe are "mad"—though rarely is such said within hearing of the Silver Fangs themselves. The burden of their intense focus to master a specific field, fighting style, or weapon; and their relentless quest for personal perfection affects their attitudes and socialization. These issues make them more prone to the Harano, or spirit-sorrow, and can make them hair-triggered in battle or in their personal life. Nevertheless, Silver Fangs see overcoming these small instabilities as a natural part of life. They are simply another test to prove a Silver Fang is worthy of the mantle of leadership among the Garou.

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Stargazers

"The hurricane, for all its strength and fury,
is calm at the eye of the storm."

—Asha "Ancient Flame" Carson

Achieving spiritual balance is a subtle art for werewolves—they face an ongoing struggle to maintain serenity while allowing rage to fuel their fight against the Wyrm. The Stargazers have dedicated themselves to finding harmony while embroiled in a war against forces that care little the quiet peace of the soul. Intelligent and patient, Stargazers strive for perfection, always looking for the best solution for all sides to any problem presented.

The Stargazers originated in India and the Himalayas as the followers of the legendary Klaital Stargazer. As did their forefather, the tribe follows the *Middle Way*, a creed that prioritizes balance and harmony in all things. Wolf and human, Rage and Gnosis, Material and Spirit; Stargazers are committed to finding equilibrium between two conflicting worlds.

For many years, the tribe remained close to its homeland in Tibet, eventually venturing north into China and Mongolia, and south to Laos and Thailand. In these lands, the Stargazers shared their wisdom with new kin and carried their ways into the greater world. They found themselves acting as advisors and spiritual guides, sought out by humans for their insight and wisdom. Many Stargazers have found themselves in positions of influence and power over the years, acting as moral compasses or religious advisors for emperors and rulers.

Stargazers maintain a special connection with their ancestors, drawing on this relationship for guidance and wisdom, which they freely share to those seeking comfort, serving as teachers and sages, advising and offering insight. They are often cautious, sometimes seen as passive bystanders in the war against the Wyrm. In truth, this passivity comes at great cost to the Stargazers, as they preach the need for prudence and care rather than allowing themselves to be driven by passion or immediate need. They carefully weigh every situation before acting upon it. This is no easy task, as werewolves are naturally ruled by passion.

On a spring day in 1999, the forces of the Wyrm attacked the Shigalu Monastery in Tibet. A cadre of fomori and Black Spiral Dancers infiltrated the monastery grounds and razed the Sept of the Snow Leopard into dust. When the smoke cleared, more than a hundred Garou had died, with more scattered to the surrounding mountains. Many of the tribe's eldest were lost; along with them passed ancient knowledge and lore that the tribe now seeks to reclaim. Countless fetishes and treasured items sacred to the tribe fell into the hands of their attackers.

Struck with grief and horror at the loss of their sacred caern, the Stargazers immediately began making plans to return to Tibet in hopes of retaking their sept and salvaging their heritage. They approached the rest of the Garou Nation, requesting assistance from their brethren among the Sunset people, but the other werewolves could not assist them. The Wyrm's attacks were not isolated to Tibet, and the nation had equally pressing matters to address. They could not spare the numbers necessary to retake a stronghold from a well-entrenched enemy in foreign lands.

It was then that the Beast Courts, comprised of the Fera of the Eastern lands, sent word to the elders of the Stargazer tribe, offering assistance to regain control of Shigalu and regain a place of honor among their kind.

In the weeks following the attack, the Stargazers disappeared from the Western lands. Packmates left without saying a word to the ones they once called family; septs awoke to find leaders missing. With the exception of a few scarce wanderers, the Stargazers were gone, withdrawn to their native lands, where the Beast Courts welcomed them. Here, the Stargazers found themselves accepted by those who shared many of their beliefs and ideologies. They immediately forged a deep bond with the Kitsune, as the wisdom and tranquility of the sages complemented the energetic fox shapeshifters.

Over the next 10 years, with the assistance of the *Hengeyokai*, the Eastern shapeshifters, the Stargazers planned their assault to reclaim Shigalu Monastery. For centuries, it had stood as an impenetrable bastion of calm, and the battle proved challenging. One fateful day, the Stargazers and their allies returned to recover the monastery—although their victory was bittersweet. While they drove the Wyrm from Tibet, a quarter of the Stargazer forces were lost, and the sept was deemed beyond salvage. The Wyrm had seeped into every orifice of the monastery, leaving a taint that could not be cleansed. With heavy hearts, the tribe set flame to their holiest of septs, purging the land until all that remained was a pile of rubble and ash. The Wyrm was gone, but Shigalu would never recover.

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The loss of such an integral caern would have sent any tribe spiraling into despair, but the Stargazers managed to handle the loss with grace. Years of training and adherence to the Middle Way gave them the fortitude to press forward and focus on other matters. As tribal membership continued to dip dangerously low, elders decided it was time to act. Small packs dispatched across Europe and Asia to seek out pockets of kin in hopes of rejuvenating the tribe. They discovered large packs of Lupus kin in Mongolia, running wild on the steppes. These wolves had originally followed the path of Genghis Khan's armies, trailing behind them to pick off horses and men that had been left to die. The Stargazers found Lupus and Homid kin alike scattered throughout Europe and Asia in small numbers and brought them into the fold.

A new age has dawned. Many believe the spirit of Gaia is dead, her voice silent. The Stargazers believe that in order to revive the Emerald Mother, they must bring balance to the world and to the Triat. They believe the Weaver is the key to awakening Gaia, and they have pushed past their former misgivings to achieve this goal. The Stargazers have returned to the Garou Nation with a proposal to work alongside the Fera, and this petition helped inspire the creation of the Concordat of Stars. The tribe has always called for balance and harmony within themselves and the nation, but the Stargazers have realized they can no longer remain on the sidelines. The fight of the Sunset People calls to them, and the tribe will answer. They were born to the lands of the east, but it is in the west where they will continue their fight.

Now, the sages must turn their gaze outward, bringing wisdom and balance to the world around them. In order to ensure the wheel continues to turn, they will embrace every tool available to them, and take an active stand within the Garou Nation and the Concordat of Stars. With the razing of the Sept of the Snow Leopard and their numbers on the rise due to an influx of kinfolk, they have returned to the lands of the Sunset People.

The Stargazers travel the world, bringing their wisdom and peace to those they encounter, striving to be the change that the nation so desperately needs. If that fails, they lend their other more martial skills to those who need their protection. They have learned an important lesson: to shape the world, you must be part of it. War must be tempered with wisdom, passion tempered with serenity. No longer will the Stargazers be content to stand idly by while war rages around them.

Stargazer Breeds

Although many assume that the Stargazers are primarily of Asian descent, the tribe has expanded in recent years. Today, the tribe is multi-ethnic, with bloodlines found throughout the world. While their physical appearances may vary wildly, every Stargazer carries an aura of serenity and wisdom about her, an otherworldly quality that can be attributed to her devotion to the Middle Way. Stargazers highly value their blood ties, but each member of the tribe is expected to prove her own worth without relying on familial ties. Wisdom, knowledge, and serenity are virtues expected from each Stargazer.

Homids

Despite the steady decline in tribal membership, the Homids born to the tribe continue to outnumber either of the other breeds. The Homids cleave firmly to the Middle Way. With a world of gluttony and excess constantly pressing against them, they must fight against the vices found in the mortal world. This restraint, highly prized among the tribe, has contributed to their decline in membership. There are those in the tribe who believe that desire in excess can be a distraction and an obstacle. Rather than risk the shame of straying from their path, many Stargazers choose to remain celibate. Although the ranking members of the tribe have worked to change this mindset, it has been a slow and difficult task.

Lupus

Thanks in part to the tribe's efforts during its time among the Beast Courts, the number of Lupus Stargazers is on the rise. Even as the population of mundane wolves in India and Asia continues to decline, Lupus kin are safely kept in game reserves to preserve tribal bloodlines. In recent years, Stargazers have taken to seeking out the Lupus kin of all tribes, caring for them as part of their own tribe when necessary. Those Lupus born to the tribe often have a special connection to the Emerald Mother, offering them a greater understanding of the natural world existing around them. Lupus Stargazers often have difficulties adjusting to life within the tribe because the introspective ways of their Homid counterparts are difficult for them to comprehend. However, their discipline and dedication in the pursuit of this struggle also lends them a unique perspective in the tribe, and their tribemates greatly value their words for this reason.

Metis

In a tribe that practices moderation and restraint, Metis Stargazers are rare. Unlike many other tribes, Metis born to Stargazers are treated as any young children would be—as great treasures. The shame for her birth is placed solely on the shoulders of her parents, never on a Metis herself. Some among the tribe feel that Metis are the perfect embodiment

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of the Middle Way: a balance between the breeds. This unusual reaction has given many Metis within the Stargazers a greater feeling of purpose, at times bordering on feelings of superiority. During their time among the Beast Courts, the Metis born to the tribe were fostered deep within the courts, sheltered from both the human world and werewolf society. Despite their inner serenity and their depths of knowledge, they are often naïve to the greater world around them, due to their isolated upbringing and sheltered youths.

Stargazer Auspices

Throughout their many travels and travails, the Stargazers' dedication to Chimera never wavers. Comprised of many different creatures that come together in one harmonious blend, Chimera calls her tribe to bring together the differences of their auspices. During their time among the Beast Courts, many Stargazers adopted the auspices found there, and occasionally refer to themselves as such. Chimera acknowledges that each of her children are different and unique, and each brings her own strengths and views to the tribe.

Ragabash – Leaf

The Ragabash of the Stargazers have many names. In India, they are the "Hungry Moons." In China, the *Wu-K'ung*. Although the Leaves are often playful and jovial, they hold their duties sacred and essential. The Emerald Mother has bestowed upon them the task of opening the eyes of those around them through whatever means necessary. The Hungry Moons understand that laughter and joy is one of many ways to enlightenment, and they use this tool often. They believe that when one becomes too dour and mired in the negatives of the world, she cannot allow beauty inside; "Laugh, and laugh often," is a popular mantra for the Hungry Moons. These Stargazers often enact an elaborate trick on another werewolf and then leave her to puzzle out the moral of the story. Many Stargazer Ragabash find positions as stand-up comedians, event planners, and bloggers.

Theurges – Mirror

The Theurges among the Stargazers are often called "Ghost Moons," referring to their ability to speak and interact flawlessly with the spirits around them. Mediators and negotiators between Garou and spirits, the Mirrors step in to soothe frustrations and educate werewolves on the ways of umbral denizens. Wise and otherworldly, they carry themselves with a deep sense of calmness. Despite their external appearance, the Mirrors suffer most from imbalance. It is not unusual for a Theurge to delve deeply into the mysteries of the universe, only to find herself lost and looking for answers she cannot find. Although their wisdom is invaluable, it falls to others among the tribe to watch their Mirror brethren to ensure that they do not lose themselves in the knowledge they seek. They often find themselves drawn to positions such as personal spiritual guides, holistic healers, and librarians.

Philodox – Lantern

The Philodox of the Stargazers take on the mantle of leadership, acting as the organizers and educators of the tribe. Often obsessed with balance and harmony, some believe the Lanterns are unfeeling and callous, emotionless as they teach and judge others around them. Although it sometimes appears these werewolves have no passion, the truth is they hold their emotions close to their chests. Those closest to them may occasionally see their unyielding veneer crack, but these Philodox know that their words and actions carry a heavy weight among their brethren. For this reason, they always strive to weigh every situation with a fair hand. This practice leads them to more introspection and detachment than others of the tribe. The Lanterns lead the charge in expanding the tribe's inward thinking, offering wisdom and knowledge to others. Lanterns find themselves drawn to the roles of teachers and psychologists, or directing charitable organizations.

Galliards – Pillar

The Galliards of the Stargazers are oftentimes referred to as having been born beneath the "Mantra Moon." Newly changed Pillars spend a significant amount of time with older Stargazers. During this time away, known as Jyōti, the Cubs go through rigorous training, where they learn ancient wisdom passed down through generations. This knowledge comes in the form of mantras, kirtan, and zen okyo that all hold a great deal of power. Many of these young Pillars are unaware of the potential these words hold, but their duty to the Emerald Mother is to preserve the songs of their people. The knowledge and teachings available to the Pillars, along with their ability to assist in many roles in the tribe, make them the backbone of the Stargazers, guiding and leading the tribe when needed. Pillars often find themselves drawn to roles as artists or performers, and are found in professions such as teaching.

Ahroun – Fist

Ahroun of the Stargazers are also called "Heart Moons." While these warriors excel in the Middle Way along with their Stargazer brethren, they always strive to act in accordance with their feelings. The Heart Moon understands that her duty is to be a warrior and never to sit idly by, and this often leads to action before introspection. The Ahroun of the tribe prefer ancient methods of warfare and often master an array of weaponry, allowing them to

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be flexible when combat arises. Some elder Stargazers find many of the young Fists to be undisciplined and dangerous, though the majority of the tribe applauds their tenacity and skill at arms, encouraging them to act according to their feelings when necessary. A Fist is often more than just a physical force of nature; she is an intelligent combatant who spends time studying the teachings of Sun Tzu, Patton, Napoleon, and Gandhi as well as various forms of weaponry. These Stargazers often find themselves working as personal trainers, tacticians, and in various security positions.

Organization

The Stargazers employ a fluid hierarchy within their tribe, often preferring the more intimate relationships found between mentor and student to structured organization. However, since the fall of Shigalu Monastery, a more rigid hierarchy has begun to emerge, with Elders of the tribe taking a more active stance in guiding the younger werewolves among them. Once a year, on the anniversary of the razing of the Sept of the Snow Leopard, all Elders of the tribe are invited to return to its former location to discuss current events and to remind themselves of what was lost. During their time among the Beast Courts, camps were largely set to the side in order to focus on maintaining their tribal identity. This has changed with the Stargazers' return to the lands of the Sunset People, with camps enjoying a new surge in popularity.

Camps

The Sacred Thread

The Warrior Sages of the Sacred Thread camp have come to understand one truth: humanity is in desperate need of guidance and balance. Without it, they will continue on their path of destruction, taking the Emerald Mother and all that the Stargazers hold dear with them. The Warrior Sages are professors, counselors, and trainers who watch and protect the humans that surround them. They work to educate humanity about the path of the Middle Way, ensuring that they are prepared to face whatever may happen in the world. While most Garou concern themselves with werewolf affairs, the Sacred Thread seeks to educate and enlighten humans, working to ensure that there will still be a world worth saving. Although they are moresubtle than they once were, members of the Sacred Thread hold to the old traditions of the camp, each making her own cord that she will wear somewhere on her person. This cord is wound 96 times around the breadth of its maker's four fingers, her fingers representing Ohm: waking, dreaming, dreamless sleep, and the formless void. This cord is colored black for reality, red for passion, and white for the darkness that always presses against us. The members of this camp tend to prefer subtle methods for their tutelage, such as grass-roots petition campaigns, as opposed to severe actions, such as protests.

The Zephyr

After the fall of Shigalu, the warriors of the Zephyr were the first to return to the holy place of the Stargazers. They investigated the monastery, seeking any exploitable chink in its armor. Although they brought a considerable force, they knew that they could not face their well-entrenched enemy alone. The Zephyrs are dedicated to their cause as warriors of the Stargazers; however, they understand that balance and serenity are as essential to the warrior as they are to the sage. This camp of Stargazers houses those who are most martially inclined. They are the wandering fighters and tacticians, moving from sept to sept to offer their knowledge and experience. Whenever a force is needed, they are there, planning their actions with deadly precision. When a Stargazer declares her loyalty to this camp, she is given two items: a blade taken from a fallen member of the camp, and a tiny emerald Fenghuang bird. These items serve as reminders that their lives are made of war and peace, and that peace can only be achieved through successful war.

The Jade Covenant

The Jade Covenant is a fairly new camp of Stargazers that rose as the tribe settled in among the Beast Courts. Comprised largely of traditionalists and older Stargazers, this group believes that strict adherence to the Middle Way is the only way to revive the Emerald Mother and return balance to the world. While others of the tribe have come to believe that conflict is sometimes necessary to promote harmony, the members of the Jade Covenant continue to preach that serenity and peace are of the utmost importance.

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They do not actively work against the other members of their tribe, as doing so will only sow more dissent among their numbers; however, they always caution prudence and care, and they encourage meditation before any other action is taken. Many younger Stargazers feel that their views are archaic and detrimental to the tribe, but also that this small group is ultimately harmless. Members of the Jade Covenant have taken a keen interest in the lost knowledge and wisdom of the tribe, and they have put forth a great deal of effort into recovering what was lost, in hopes of convincing the rest of the tribe that their way is the proper one to ensure the wheel continues to turn. While members of the Sacred Thread focus on educating humanity, the Jade Covenant attempts to educate Garou and sway them to their line of thinking. Although this camp is slowly gaining popularity, it is still only a loose group of idealists with very few traditions or ceremonies.

Appearance

In her Lupus form, a Stargazer tends to be light and lean, as opposed to the fierce muscular build of her brethren, often colored a brindled gray and black. It is not uncommon for Stargazers to be born with two different colored eyes—one the brilliant green of the Tibetan Black Wolf, and the other gray or blue. These Stargazers are considered blessed among members of the tribe, believed to carry a mark of favor from Chimera.

Weakness

Many werewolves remember the day that the Stargazers left for the Beast Courts of the east, abandoning caerns and packs, and walking away from their sacred duties. Although their reason for departure may have been justified at the time, their loss was keenly felt throughout the Garou Nation. Despite their recent return and subsequent welcome back into the folds of the Sunset People, many are still wary that the tribe will once again depart for foreign lands. Stargazers receive 1 fewer point of Innate Renown (of their choice) at the start of game session than the dots of her Rank background would normally provide. For an example, an Adren (rank 3) Stargazer would receive 2 Innate Renown traits instead of the normal 3 traits.

Gifts

Stargazers gifts can be found in **Chapter Five: Gifts** beginning on page 238.

Merits

Stargazers merits can be found in **Chapter Six: Merits and Flaws** beginning on page 309.

The Middle Way

Members of the Stargazer tribe hold themselves close to the path of the Middle Way. Their beliefs are influenced by the Noble Eightfold Path of Buddha, and serve as a guide to achieving *Arhatship*, or *nirvana*. Although some Stargazers feel these beliefs are too archaic for the modern world, they all strive towards achieving the same balance and completion of self that the path teaches. Through this, they believe they will find deeper understanding of the self and the inner balance that is integral to the tribe. For Garou who find themselves thrust into a world at war, this is often a difficult path to walk. One must maintain her personal balance and harmony while attempting to affect the world around her.

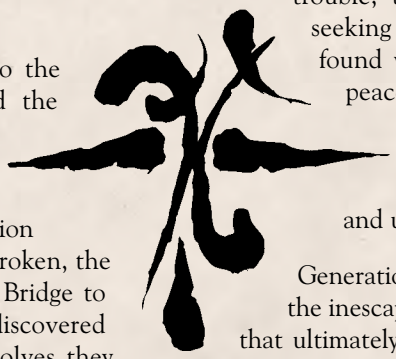
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Uktena

"We're not tight-lipped about the Wyrm's secrets to be greedy or cruel. You need to be smart enough to discover some of the horrible truths on your own to prove you're wise enough to use the knowledge correctly."

—Amy Hundred-Voices

The Wyrm has three faces: each sinister and seductive. Yet many werewolves only hear the screams of the Beast-of-War and think of the Wyrm solely as a source of senseless rage and wanton destruction. The Uktena are not fooled. They have endured the temptations of the Eater-of-Souls, protecting their hearts against the gnawing hunger of greed, lust, and gluttony. The Wyrm is most dangerous when it is subtle and slow like a poison creeping towards the heart. They've risked madness and damnation to study the languages of their enemy, to better know the secrets and schemes of the Defiler Wyrm. The Uktena serve as the guardians on the wall between the Material Realm and the Wyrm-spawn terrors of the cosmos, sacrificing bodies and souls to preserve Gaia at any cost.



Once known simply as Elder Brother to the other Pure Ones, the Uktena adapted the name of their spiritual patron—the horned snake. They learned to emulate its hunger for arcane knowledge and hidden secrets, yet still resist the temptation of the Wyrm. When the world was first broken, the Uktena trekked across the Bering Land Bridge to explore the Pure Lands. They happily discovered kin and friendship in the people and wolves they met and helped found a number of diverse cultures, such as the Anasazi in Colorado, the Mesoamerican tribes, and even the distant Tairona in Columbia.

The Uktena value patience and curiosity over physical prowess and foolish rashness thinly veiled as courage. Masters of the art of prophecy, they catch glimpses of the terrible things that might be by piecing together riddles from chattering spirits and portents of doom. Uktena listen closely for distant thunder from brewing umbral storms, and they bear witness to the mournful pain of the Broken Lands. Ever-vigilant, they remain watchful for any signs of new incursions from the Wyrm.

Some scorn the Uktena for their obsession with the Wyrm, even if their aim is to defeat it. They point to the old tales of Uktena wielding dark rites involving the ritual consumption of the beating hearts of their enemies. If the Uktena hear such accusations, they only smile. They know the price they have paid in blood and spirit to face the Wyrm, and they see it as their privilege to endure such trials to keep this world safe. Over the centuries, their Bane Tenders once trapped the ancient horrors and potent Wyrm-spawn, imprisoning them in places of religious significance, such as the great Mesoamerican pyramids.

Few tribes understand the true cost of failure of the crusade against the Wyrm better than the Uktena. The incursion brought humans and European Garou alike to their shores, and at the vanguard of this invasion came the Shadow Lords, haughty and ready for conquest. The Uktena naturally distrusted the so-called Wyrm-bringers and flatly refused to reveal their secrets to the werewolves from across the ocean. Armed with the tools of the Weaver, the invading armies wiped out whole populations and enslaved civilizations. The humans' greed destroyed temples, freeing ancient and terrible monsters imprisoned there. Centuries of knowledge and work to protect the world from the Wyrm were lost forever in just a few years.

While the Uktena were shaken, they endured and did what they have always done during times of unexpected trouble; they waited and studied their enemies, seeking signs of weakness. The primary flaw they found was their own folly. In time, they made peace with the other tribes—even the Shadow Lords. Armed with their obscure lore, they directed the other werewoves in the best methods of fighting the Wyrm and undoing the failures of the past.

Generations later, the Elders of the Uktena came to the inescapable conclusion that it was not the Wyrm that ultimately defeated them, but their own pride and their lack of knowledge of the Weaver. It came as a great surprise to many when the Uktena joined the Concordat of Stars under the leadership of the Shadow Lords, creating tension between themselves and the Wendigo.

The Uktena's historic defense of the Camazotz during the War of Rage motivated other Fera to cautiously open lines of communication with the tribe. Over the centuries, the Uktena worked in tandem with the Corax, Nuwisha, and the Bastet, discovering that they share blood and kinfolk with them. At the start of the Age of Apocalypse, when the great caerns began to fall one by one, the Uktena called out to the Fera for aid. This new, fragile alliance spread across the world, and it was the Uktena who shamed the other Garou into accepting the Fera as members in the new shard caerns.

The Uktena have faced the Age of Apocalypse with new vigor, as their numbers surge thanks to their longstanding acceptance of esoteric knowledge-seekers from any culture. Their reach is now truly global. They will never be at the cutting edge of the Weaver's gifts like the Glass Walkers or the Bone Gnawers, nor will they ever allow technology

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The Concordat of Stars and the Uktena

Opinion about the Uktena's surprising entry into the Concordat of Stars is sharply divided. Many believe that the Uktena have simply succumbed to their insatiable hunger for knowledge and that somehow the Shadow Lords have offered the Uktena something they could not refuse. The Wendigo recall well the story of the Three Brothers who first visited the Pure Lands and the unbreakable patience of the Uktena. Their faith in Elder Brother is cracked, but intact. Time will tell if the Uktena have their own agenda; but for now, they aren't talking. The only thing that everyone agrees on is that it's impossible to know the mind of the Uktena tribe.

to replace the Wyld in their hearts, but thanks to their slow, methodical acceptance of technology, the Uktena have begun to organize and coordinate strikes against the Wyrm's strongholds across the world.

Despite the tribe's new openness, Elder Brother remains as mysterious as ever, clinging to secrets and exhibiting a hunger for knowledge. The time will soon come when all is revealed, and the tribe's store of secrets will save the world or damn it.

Uktena Breeds

Family is a choice. The Uktena define kin through ties of love as well as blood. Their acceptance of refugees as kin spread their influence across the Americas and deep into the rest of the world, including Africa, Asia, Eurasia, and even Australia. They respect those who fight to learn the ways of their tribal totem and are willing to pay the price for the knowledge it brings.

Homids

The Uktena strive to keep their breeds in balance, but reality has ensured that Homids hold a significant majority. Half their number can trace as least part of their ancestry to the native tribes of the Americas, with sizeable populations in the American Southwest, the Mesoamerican regions, and South America. The remainder include people from virtually every culture that has ever been enslaved or persecuted—from former African slaves, Australian Aboriginals, and refugees from the Middle East. There are even families from Europe, such as former Irish slaves from the Caribbean, displaced Serbians, and Albanians from Kosovo. Tradition demands that they stand apart from human civilization with great care, gathering knowledge and information and interceding when the needs of Gaia and the world demand it. The Web Weavers challenge that belief, claiming that to save the world, the Garou need to be part of it.

Lupus

The Lupus minority remain a respected and vital part of the Uktena community, reminding the Homids of the spirituality of the Wyld and to roam the wilderness to seek answers. They have started mating with a mix of wolf breeds, producing a surprising number of new strains of wolf kinfolk, from the Maned Wolves from South America to the Great Planes Wolves. Uktena Lupus feel a strong kinship with the Wyld and tend to be the ones who strive to protect the last few refuges for their kinfolks' habitats. They spend a good deal of their efforts exploring those areas, hoping to find fertile ground for new shard caerns.

Diaspora: The Scattering of Seeds

Many Native American Uktena were removed from their homelands, scattered and sequestered across the United States. Because of this forced removal from their sacred lands, they share a collective sense of loss with other communities that have undergone a diaspora. Jews from the Middle East, Africans forced into trans-Atlantic slavery, and South Asians involved in the coolie trade have been decimated, marginalized, and cast out from their homelands, too. The shapeshifters from these cultures found willing allies in the Uktena tribe, sharing their esoteric knowledge and traditions. The Uktena are unified in their fight against the Wyrm.

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Thanks to clever uses of technology to track wolf packs, tighter communication between environmental groups, and cooperation with elements in human governments, the population of Lupus Uktena has stabilized, and in some places, has even begun to grow. They tend to dislike the tribe's current flirtation with the Weaver, but are just practical enough to see the benefits of it.

Metis

Uktena privately fear their Metis more than most tribes. This caution is not because they fear the scandal of the act that created them, but because the Uktena know the dangers of being too close to the Wyrm without being properly anchored to the Wyld to cleanse the dread of Wyrm Taint. They don't actively persecute their Metis, as there's no sense in shaming them in public; they didn't ask to be what they are. Better to treat them with kindness. The Uktena know more than most the price that comes from experimenting with the darkness. Some sins can never be washed away no matter the intent. The Wyrm is always waiting for those born to rage.

Uktena Auspices

This tribe named itself to honor Uktena, its wise and secretive totem spirit. He teaches them patience and the value of persistence, like water, to flow freely around obstacles and to think around problems. He expects those who follow him to walk willingly into the darkness and return with knowledge.

Ragabash

The Ragabash of the Uktena are feared for their legendary patience as much their cunning ability to twist words and ideas into weapons. They brave the shadows alone to bring back answers to questions most fear to ask. Many use gentle humor and subtle pranks to reveal truth to their allies and punish the wicked for their deeds. Uktena Ragabash believe in helping others towards renewal, so that they can shed their past like the snake sheds his skin. They make excellent counselors, detectives, and blog reporters.

Theurges

Uktena are obsessed with learning the secrets of the Wyrm, and among them, these shamans are considered the true leaders of the tribe. Theurges are the heart of the crusade to crush the Wyrm and renew Gaia. Serving as curators to the wealth of secrets the tribe collects, they ensure this knowledge is used wisely. Their burden is great; if they speak too much, they may send others to their doom. If they speak too little, all hope could be lost. Many Uktena Theurges spend their lives as spiritual advisors from a wide swath of religions, museum curators, and historians.

Philodox

Uktena Philodox are the brave souls tasked with bringing back those who have gone too far into the shadows. The lawgivers build communities to keep the spirit of the tribe strong, and to hold witness to the lore and secrets the Uktena have collected. Their role is to see beyond the tribe's focus and to help balance their obsessions with the protection of the Litany for the health of the community. The Philodox of the tribe first proposed that the Uktena join the Concordat of Stars and saw the potential in using the Weaver's gifts for the tribe's goals. These werewolves are the ones most likely to actively deal with human society and often can be found working as police officers, politicians, and working in the fields of business and conservationism.

Galliards

Stories and legends have a purpose—to spark hunger in the new generation's seekers and to reveal hidden truths—and few know better how to reveal this to an audience than Uktena Galliards. They are teachers instructing Cubs in fundamentals and muses who encourage the next generation to tackle the mysteries themselves. They work closely with the tribe's Theurges, studying the lore of the tribe and helping determine which myths are better kept hidden and which should be shared. Some Galliards find jobs as musicians, filmmakers, and artisans.

Ahroun

Known for their ruthless determination to protect the world from supernatural threats, the Uktena Ahroun battle spirits, banes, hoary monsters, and other esoteric threats to the tribe and their kin. They act as protectors and bodyguards for the kin who lack physical strength, and they serve as the spear thrust to the heart of the Wyrm. These warriors are often quiet and humble, preferring to allow their great deeds to speak for the character of their souls. If nothing else, they'd rather not reveal their skill in battle to potential rivals. Uktena Ahroun often find themselves as forest rangers, bodyguards, and survivalists.

Organization

Although generally united as a tribe, the camps of the Uktena have wildly divergent methods, leading to a friendly, almost patronizing rivalry with one another. Failure is seen as a teaching opportunity. Of course, each camp believes it holds the key to the secrets of the universe and shall be the instructor to the others in time.

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Camps

The Guides of the Sky and Earth

It is said the Uktena spend their lives walking between this world and the next—their lives a contemplation of the spirit world and its reflection of the Material Realm. This camp is a fusion of two philosophies of older camps, the Earth Guides and the Skywalkers, united in purpose for the Age of Apocalypse. If these are indeed the final days of this world, then who better to collect the stories and mythologies of the people and animals who have lived through it? These guides offer their services to those seeking enlightenment and adventure, leading them through umbral storms and to the farthest reaches of the Umbra. They also study the reflections of what they've learned in the Umbra and compare them to what is happening in the Material Realm, hoping they will see the whole of reality. Perhaps, if they gain enough insight, it will help them survive the next world and get things right next time.

Redeemers of the Bitter Frost

The Redeemers of the Bitter Frost is one of the most misunderstood camps of the Uktena tribe. Its members believe that the Concordat of Stars and Sanctum of Gaia are arguing over the wrong point; they believe it is the Wyrm that is trying to correct the imbalance caused by the Weaver. The former Bane Tenders have learned that the old rites once used to trap the Wyrm have lost their potency and the old rules have been shattered. They argue that only the Wyrm's methods make it dangerous, not its philosophy, and if the Wyrm could be redeemed, the Weaver might be brought back into balance with the remainder of the Triat. Many consider this camp heretical, but its members argue that they can best redirect the Wyrm's purpose to save the world and end the Age of Apocalypse.

Web Walkers

Once a small subsect of the tribe populated by the young and political radicals, the Web Walkers camp has ascended to become the premier camp of the Uktena. They worked for decades to modernize the tribe, preparing the path towards membership in the Concordat of Stars. They were the first to understand that their lack of knowledge of the Weaver left them vulnerable. They straddle the world of modernization and tradition. This camp's influence over the human world helps to preserve territories for wolf kinfolk, track down sacred artifacts and hidden lore, and to locate Lost Cubs.

Appearance

The Uktena project an air of serene confidence—they've seen the worst that the Wyrm has to offer and have endured. Many of their Homid members have family who have suffered from the diaspora, and they wear sigils and markings to identify their cultures. Their Crinos forms often reflect the heritage of El Lobo, sporting gray fur with streaks of light brown on the back.

Weakness

The Uktena are born seekers obsessed with secrets. Should an Uktena ignore the opportunity to learn some lore or explore a mystery, her maximum Willpower pool is reduced by 1 for the next 24 hours. This penalty is cumulative; if she refuses more than one opportunity to learn a secret, her maximum Willpower pool continues to decline.

Gifts

Uktena gifts can be found in **Chapter Five: Gifts** beginning on page 240.

Merits

Uktena merits can be found in **Chapter Six: Merits and Flaws** beginning on page 309.

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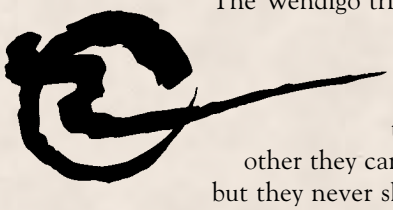
Wendigo

"Our hearts are ice, which shall not thaw until all debts we are owed are paid in full."

—Joseph Wintersrage

Wendigo embody the apotheosis of rage and symbolize revenge given flesh. Fierce warriors and mystics who hold the very concept of a sacred grudge with reverence, they give no quarter, nor do they seek it. Gruff and taciturn, the Wendigo feel actions speak louder than words. Like a blade, the Wendigo see themselves as a tribe forged in rage, quenched by sorrow and pain, and tempered by their unrelenting thirst for vengeance. Hidden by the icy exterior they expose to others, only a trusted few ever pierce the facade to see the cauldron of fury that lies beneath.

Originally followers of Sasquatch, the tribe consisted of nomadic hunters who roamed the Siberian Tundra. With the rise in power of the Shadow Lords and Get of Fenris, they began to see their kinfolk persecuted by those more interested in power and control than coexistence. Gathering together with their brother tribes—the Uktena and Croatan—many fled across the Bering Strait into Canada and North America. Some remained behind, but the majority began to carve out a home in what they would call the Pure Lands. This brutal migration left many dead and many more incensed by the necessity that drove them to leave their homes.



The migration deeply impacted the tribe's totem. Sasquatch ceased to be. The cannibalistic spirit of vengeance known as Wendigo took his place. As the tribe changed, so did the spirit that guided its members. The sorrow of abandoning their home, mixed with the bitter taste of death and starvation on the trek, drove the tribe from the teachings of Sasquatch. In the icy embrace of Wendigo, the tribe made itself strong. The exodus was so widespread that even those who did not venture with the main body of the tribe across the Bering Strait found their totem shifting and their own natures changing with him.

The twisted minions of the Wyrm that inhabited the land proved a suitable target upon which to vent their rage. Even while they battled to make the land worthy of the title Pure Lands, they continued to endure suffering and pain. They howled in mourning for the loss of their Middle Brother, the Croatan, as that tribe disappeared into the mists, perhaps forever. The Wendigo continued to be pushed further and further west by the expansion of the European Garou and their kinfolk. Striking back whenever they could against those committing sins against them, the Wendigo stoked the fires of their rage, waiting with the patience of a hunter for the moment the tribe could release that fury upon their enemies.

Nothing is sweeter to a Wendigo than the taste of an enemy's blood on her fangs. Rending the flesh of a Wyrm-beast is worth the toxic bite of its corruption. Taint can be cleansed, but death is not so easily cured. The Wendigo truly believe the debt the Wyrm owes to Gaia is the only one greater than the one owed to the Wendigo tribe from the rest of the Garou Nation. The Wendigo will use everything in their power, every drop of rage and blood within them, to see those debts paid.

Masters of their environment and the land around them, the Wendigo can and will turn anything into a weapon to thrust deeply into the breast of their enemy. They gladly make their homes in frozen lands, frigid with ice, snow, and biting winds. They cherish the harsh climate and the pain it brings as a reminder of another debt owed to them. Every small suffering is clutched close to a Wendigo's heart, another sting to stoke the rage within. The tribe has learned the lessons taught by pain and persecution.

The Wendigo tribe's thirst for vengeance is matched only by its pride. Throughout every indignity and injury, its members maintain their unflinching demeanor to outsiders. In the safety of the tribe and among each other they can afford to shed the tears suffering brings, but they never show such behavior to those who may use a moment of weakness against them. Their stoic demeanor keeps many at bay, but those who get beyond that icy shell can see that the warmth of family is still a core belief of the Wendigo as a people. Wendigo trust none more than family and tribe, which makes their responses to betrayal all the more terrifying.

The Age of Apocalypse has shaken the bedrock of certainty upon which the Wendigo once stood. The Uktena have joined with the Shadow Lords and Glass Walkers in the Concordat of Stars, shattering the unity of the Purelander tribes. This division has brought into question whether the Wendigo's Elder Brother plays a deeper game, seeking to learn from within, or if the Uktena tribe truly believes the Weaver is not an enemy.

A new charismatic leader and shrewd negotiator, Joseph Wintersrage, pushed the Wendigo into joining the Sanctum of Gaia, despite their antagonistic history with the Silver Fangs. This partnership elevated the Wendigo's overall prestige amongst the werewolves, as their dedication to the Wyld and fierceness in battle impresses their new allies. The new respectful treatment from the

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other tribes has yet to win over the Wendigo, for their memory is long, but it has turned their rage towards the Concordat of Stars, for now.

Somehow, Wintersrage managed to keep polite, if somewhat strained, relations with the Uktena so far. However, the Wendigo could not follow elder brother as they chose to ally with the Concordat of Stars. In the Wendigo's minds, the only thing worse than standing behind the Silver Fangs is supporting the descendants of the Shadow Lords who drove them from the Russian steppes so long ago.

The Wendigo suffered grievous loses, and even the awakening of new blood in the tribe has not staunched the flow of their anger. Their true solace amidst their grief comes from every howl of mourning they have uttered; another stands ready to claim the debt.

Wendigo Breeds

Wendigo calls his children through a song of blood and revenge. While many of the tribe's members come from Native American tribes, more and more are answering from farther afield. The revival of Russian and Siberian bloodlines thought long-extinct has proven to be a boon to the numbers of the tribe. Lineages thought dormant from the Russian steppes hear the song of Wendigo and now rise at the beckoning of their totem. The influx of new and old blood caused some division within the tribe's conservative elements, but most agree that their bond with Wendigo matters far more than ties of blood. The Silver Fangs have begun to take interest in rumors that the Siberkah rise once more. The Shadow Lords also have a vested interest in discovering the reason why these lines have returned, as the last thing they want is a closer tie between the Wendigo and the Silver Fangs.

Homids

Homid Wendigo are the backbone of the tribe and the most numerous. They are the decision-makers and strategists who ensure the tribe keeps firm hold on the territory it has left. The Homids' rage remains just under the surface, driving them to also explore opportunities to exploit the rise in cultural awareness and social justice to gain back even a slice of their tribe's territorial losses. They consider it their responsibility to deal with the human world, as the ones who most understand it. Homid Wendigo are found in a wide spectrum of jobs from social work to the forestry service.

Lupus

Lupus Wendigo are held up as an example to other breeds for their strong connection to their totem spirit. Free from the trappings of society, they are a living expression of the rage and ferocity for which Wendigo is known. Although they may act in anger, they do not act with stupidity. Lupus Wendigo are still Garou, and they learn incredibly quickly. More than any other facet of the tribe, they are fanatical in finding new Wendigo bloodlines, in the hopes that more Lupus kinfolk can be found and safeguarded by the tribe. Lupus tend to favor professions that allow them the freedom to roam and explore, such as surveyors, couriers, or wildlife services.

Metis

Wendigo enforce the Litany, punishing those who would mate with another Garou as befits their crime. While they do not level the same scorn upon the child of such a union, Metis children are watched carefully throughout their lives. The intensity of the Wendigo blood running through their veins causes them to be far more likely to manifest the cannibalistic urges for which the totem is known. This tendancy serves as a double-edged sword, as these Metis are also the most knowledgeable about fighting that urge. Wendigo Metis can be teachers, or examples, depending on which side of the line they fall. The breed balances on a knife's edge, with the potential to embody what it means to be Wendigo. They must also go through their lives knowing that everyone within their tribe, and even the Garou as a whole, wait for them to fail.

Wendigo Auspices

Wendigo is an unforgiving spirit of revenge, and his children embody the icy determination to accomplish what they must. Each role acts as another vital piece of the puzzle that together sees vengeance served. The onset of the Age of Apocalypse has given the Wendigo an outlet for their rage. Their Ahroun found many targets for their fury in the unending waves of Black Spiral Dancers and Wyrm-beasts that ravaged the caerns and land around them. While Ragabash scouted out war parties and enemy strongholds, Galliards howled the call to battle, and Theurges called on their spirit allies to lay down storms of ice and fire upon the enemy.

Ragabash

Pain teaches lessons that are rarely forgotten, and ice does not forgive. The Ragabash of the Wendigo take their already impressive skills at hunting and tracking to levels unheard of in many other tribes. Scouts beyond compare, they move through wilderness areas like ghosts, leaving no trace of their passing to hostile eyes. While they remember tricks and laughter are teaching tools, they often wield them with vicious and cutting brutality. Wendigo Ragabash are drawn to jobs that give freedom to their wanderlust, such as wilderness guides, park rangers, and explorers.

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Theurges

Wendigo Theurges marry spirituality with the fierce rage within them, becoming an aggressive force focused on the destruction of tainted minions of the Wyrm. They are warrior souls, just as likely to be found within the thick of battle as deep in study. They learn from the wisdom of their ancestor spirits and create powerful fetishes to gain any edge they can over the enemies that surround them. Wendigo Theurges are just as comfortable in jobs such as librarians or researchers, as they are to the more exciting professions of paramedic or treasure hunter.

Philodox

One of the most respected and difficult roles to fill among the Wendigo, the tribe's Philodox must divorce themselves from the rage that burns within all members of the tribe, and so stand impartial before their kin. As arbiters and judges, they enforce their word on a tribe known for anger and hot-tempered reactions. It takes a strong arm and will to be a half-moon among the Wendigo. Now more than ever, the Wendigo must not allow the discontent between the camps to distract their focus. With the ever-present peril that the new age of war brings, Wendigo Philodox ensure the tribe is a spear point directed at the Wyrm. The professions of lawyers, teachers, and businessmen all suit their temperament and compliment their gifts.

Galliards

Wendigo Galliards are the memory of the tribe, keeping their history alive and remembering words in forgotten tongues that speak to the heart of the spirits. They retell the tales and stories of old, ensuring that, during this turbulent time of change and new directions, the Wendigo never forget where they have come from, nor that the debts to them must still be repaid. Galliards of the Wendigo are just as at home howling war songs with their pack as telling fireside tales to teach and inspire the young. They are most often drawn to the creative arts, with anthropology, history, and music all being subjects in which they excel.

Ahroun

If you defeat the courage of a warrior before striking a single blow, the battle is won. Ahroun of the Wendigo realize the value of battling emotions and strategy, as well as the fight of tooth and claw. They learned through the loss of their ancient lands that it is no use to be only skilled in physical battle: a lesson they won't ever forget again. Such Ahroun emphasize training in theory, as well as in combat, to hone their grasp of strategy and tactics as yet another tool in their war against the Wyrm—or anyone else who may try and take what they claim as their own. Occupations that let them study all the facets of combat appeal to the Ahroun. These include martial arts instructors, police officers, and military academy professors.

Organization

The Wendigo present a united front to outsiders, but those within the tribe know there is division among them. In the past, their hot tempers and volatile natures kept the tribe from truly ever unifying beneath one banner. The Wendigo suffered dramatic losses during the onset of the Age of the Apocalypse due to this lack of unity. However, the losses among the other tribes have encouraged some Wendigo who believe there is opportunity to be had from the attacks made by the Wyrm. There are those among the Warpath who urge that the time is now, to call home the debts owed by the Wyrm-bringers and their ancestors, and drive them from the Pure Lands. The Ghost Dance seeks to once more raise the magic that resides in the world of spirit and let it cover the world of man and beast. The Sacred Hoop has kept the tribe from all-out war with the other werewolves, keeping the tribe's focus on the Wyrm as the enemy that must be dealt with before any other vengeance may be had.

Camps

Warpath

Members of the Warpath hold to the belief that there can be no victory over the Wyrm until the Wendigo and Uktena once more hold sole dominion over the Americas. They champion the idea that in order to succeed against the Wyrm, first they must reclaim the Pure Lands. The Warpath knows only tooth and claw will serve true vengeance to those who stole their lands. Warpath Wendigo push for the tribe to take aggressive action and take shards from those unworthy to hold them, so they may regrow their ancient caern sites. Some have even begun to make overtures to the Rokea and other aggressive breeds of Fera to find allies who share their nature.

This camp once held the largest membership among the Wendigo, but when the tribe's caerns fell, the biggest death toll came from members of the Warpath. They are also losing members to the growing popularity of the Ghost Dance camp. Though their membership may be dwindling, they are still a loud minority among the tribal leadership.

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The Ghost Dance

Ghost Dancers believe in the Way—the sacred traditions and laws taught long ago, largely forgotten, which shaped werewolf culture. This camp performed the Great Ghost Dance rite, which channeled power to ancestor spirits that no longer had the strength to come and teach their descendants. Members of this camp sit at the feet of the ones who came before and learn the Way once more. In honor of that rite, they took its name for their camp and preach the tenets those spirits have taught them.

Members of this camp are traditionalists, believing that the old ways are the best ways and departure from them caused the problems that the tribe and the Garou Nation as a whole, currently face. When the Wendigo first managed to accomplish the Great Ghost Dance, this camp saw a large influx of members awed by the power and return of the spirits. The rigid strictures of tradition, however, have not appealed to retain that surge in membership. Younger members of this camp have rallied, touting the idea that the camp's calling is to live by the guidance of the spirits, far more than blindly following ancient traditions. The result of this idealistic conflict in the camp very well could shape the direction of the tribe as a whole going forward.

The Sacred Hoop

The Sacred Hoop provides balance among the camps of the Wendigo. Its members are the voices of inclusion, respect, and understanding. No camp officially leads the Wendigo, but the tribal leadership tends to be come from the Sacred Hoop. It provides a voice counseling that the Wyrm is the true threat, claiming that dealing with any other enemy must come only after the Wyrm is defeated. Members of the Sacred Hoop are also the most welcoming to members of the Wendigo tribe's new bloodlines, serving as teachers and guides to help others quickly acclimate to what it means to be Wendigo.

The Sacred Hoop's membership also counsels understanding and cooperation not only within the tribe, but with the other tribes and even the Fera. Members often join mixed-tribe packs, travel to other septs and caerns, and learn as much as they can about the other tribes, bringing such knowledge back to their own. When the Wendigo must deal with outsiders, it is to the Sacred Hoop that they look to for knowledge and guidance.

Appearance

Wendigo are most comfortable hidden like ghosts within the frozen ice and snow of winter. Their wolf form reflects their nature, with deep greys and whites being the most common colorings.

Weakness

Wendigo grants his children strength from the blood they shed, but it comes with a heavy price. A Wendigo is always at a higher risk for falling to the Thrall of the Wyrm when she loses control. Every Wendigo is burdened with walking a fine line between gaining strength and vitality from the blood of her enemies and descending into an orgy of bloodlust and rage. When checking for the potential for a frenzy, a Wendigo is considered to have one additional Seethe trait. For more information, see **Chapter Eight: Dramatic Systems: Seethe Traits**, page 379.

Gifts

Wendigo gifts can be found in **Chapter Five: Gifts** beginning on page 242.

Merits

Wendigo merits can be found in **Chapter Six: Merits** and Flaws beginning on page 310.

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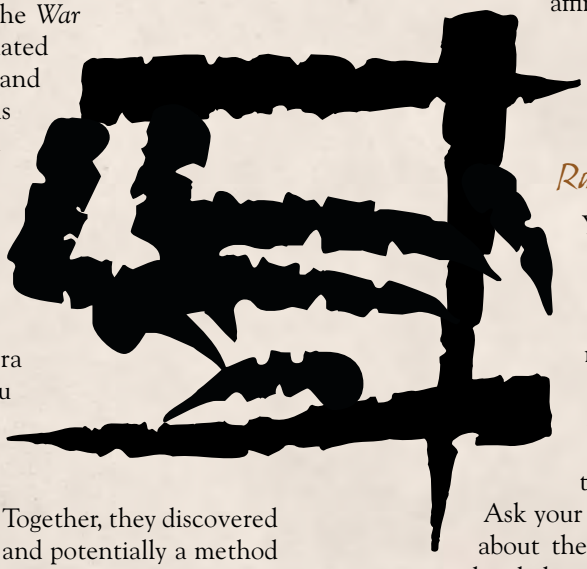
The Fera

"Are you truly surprised that the world is broken? Mother Gaia birthed each breed of the Fera with a role to play in the cycle of life. Those of us that survived are weighted down with the burden they surrendered."

—Eshe "Swift Rains" Owar, Apex

The werewolves were created by Gaia to be her protectors, but they are not the only shapeshifters in the World of Darkness. She also created the changing breeds known collectively as the *Fera*. Each breed has their own perspective about the universe, their special relationship to Gaia, and opinions about the Garou.

Fera often bear a strong resentment and distrust of werewolves. During the Age of Legends, there was an ancient and bloody conflict fought between the Garou and most of the Fera—called the *War of Rage*—that outright exterminated several breeds of Fera and grievously wounded those breeds that survived. Some escaped into the Umbra, such as the Ratkin, or dwelled where few wolves could survive, such as the Ajaba.



The Age of Apocalypse has thawed relations between the Fera breeds and some of the Garou tribes. The Stargazers and the Kitsune brokered a limited accord between many of the Fera and the Concordat of Stars. Together, they discovered the means to create shard seeds and potentially a method to heal the world.

Playing a Fera in the Garou Nation Setting

Each Changing Breed represents a complex, dynamic culture and perspective. Mind's Eye Theatre: Werewolf the Apocalypse streamlined the rules of individual breeds to match the default werewolf constructs, except where it didn't make logial sense. Differences from the default rules are explicitly noted in each Fera's description. For example, Kitsune don't have access to the regenerative abilities of the Garou, but instead are quicker. (For more information, see **Kitsune**, page 154.)

Fera characters use all of the standard rules for Garou characters, unless stated otherwise in the breed's description, below. They have access to the same auspice and breed affinity gifts as Garou. Fera affinities match the analogous ones for Garou characters. For example, if playing a Ratkin, then the Rodens breed would match the Lupus breed affinities for werewolves. Likewise, Rank and Renown use the same rules found in **Chapter Nine: Social Systems**, page 409.

Rarity

You must purchase a Rarity merit in order to create a Fera or Fera kinfolk character for the Garou Nation setting. For more information, see **Chapter Six: Merits and Flaws, Rarity Merits**, page 302. Storytellers using other settings may elect to alter these default rarities. Ask your Storyteller for more information about the character rarities used in your local chronicle.

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Ajaba

"Some believe we are a broken breed, destined to fade away into obscurity with the victims of the Impergium. We let them think that, but when they hear our laughter as jaws close around their throats, they will know the error of their ways."

—Eshe "Swift Rains" Owar, Apex

When the storms roll over the Serengeti, only the quick-witted and stalwart survive the ensuing deluge. Rain washes away dust and blood, leaving life in its wake. The *Ajaba* are no strangers to these storms, and the breed has weathered each brutal attack with stubborn tenacity that speaks to their uncanny ability to survive. Time and again, the Ajaba have faced insurmountable odds, only to slink away in the night with their lives and heritage intact. Although the Ajaba carry with them a heavy pride, they know the merits of fighting until one's last breath and of calling the retreat. The Ajaba as a breed are intelligent and vicious, creatures bred to thrive in the hostile environment of the plains of Africa.

Like their hyena kin, the Ajaba are a heavily matriarchal society, ruled largely by the females of the clan. Declining numbers have caused a shift in this mentality, forcing the Ajaba to accept leadership of the males and Metis among them, gifting a small number of them with positions traditionally filled by females. Despite this, the women of the breed maintain the bulk of the power, and some of the most powerful female Ajaba find themselves with multiple mates. This circumstance is seen as a sign of her prowess and ability.



Once, the Ajaba culled their own as readily as any other creature; now, they prize the lives of their kin and breed, and fiercely defend even the oldest among them. Once on the brink of extinction, the Ajaba have climbed, tooth and claw, out of the pit into which the lion shapeshifter, a Simba despot known as Black Tooth, attempted to cast them.

Above all, the Ajaba pride themselves on their ability to survive. They experienced the near-complete extinction of their people, and still have fought to regain their footing among Gaia's children. The Ajaba are cunning and fierce, loyal to their clan above all. Politicking and social status is integral to Ajaba society, and clans are often filled with tumult as members struggle to claw their way to the top. They will stop at nothing to achieve their goal, always striving to regain power as a breed.

Legend holds that the Ajaba were created by Gaia to act as her warriors in Africa. When the werewolves failed to travel to the southern parts of the world, she found another creature to maintain her will. The hyenas, with their strong pack tactics, fierce familial loyalty, and daunting tenacity, were chosen to be Gaia's warriors on the continent. They were intended to balance humans and shapeshifters alike in a land largely devoid of wolves. They were tasked with becoming Gaia's Cullers of the Herd, the Bringers of the Rain. With the tears that fell in the wake of their merciless claws, the lands of the Serengeti should have remained verdant and balanced.

For a time, the Ajaba fulfilled these duties honorably. They brought swift death to the humans who encroached on their lands and to the predators who sought out man. They were merciless in their destruction, culling the sickly and weak to maintain balance and bring the rains. But in time, the rains began to wane, and the Ajaba lost sight of their task. They found themselves quarreling within their ranks, their clans plagued by dissent and envy. Homid-born Ajaba balked at the strictly matriarchal society that they had adopted from their hyena kin, and Hyaenid Ajaba fought against the inclusion of their human kin in hunting parties.

This internal turmoil spread outside of the breed, affecting relationships between the Ajaba and other shifters in Africa. Tensions began to rise between the Ajaba and the Bastet as the feline shapeshifters found themselves taking on the duties of the Ajaba. Continued strife and infighting within the Ajaba led to bitterness and anger between the two breeds. As the rains in Africa faded, humans spread across the plains in search of better lands, their numbers growing out of control. While the Ajaba bred with some of these new intruders, they found vicious hunters in the humans who blamed their kind for the problems of the continent.

The Simba of the Bastet who believed that the rains ceased because of the bickering inbetween the Ajaba were particularly offended by their so-called failure to fulfill their duties to Gaia. Tension simmered beneath the surface for many years, until the ascension of Black Tooth in the 1970s. Black Tooth brought with him his Endless Storm: a massive, vicious pride of Simba and kinfolk that had come together to root out the European influence in Africa.

In 1984, Black Tooth enacted a coup on the Ajaba. As the hyenas gathered at Ngorongoro Crater to devise a plan to fight against him, Black Tooth and his pride swept through, leaving death and destruction in his wake. Ajaba, kin, and Cubs alike were slaughtered beneath the onslaught. They fought fiercely, but the Bastet had learned the Yava of their people and used this weakness to slay them.

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The few survivors scattered to the winds as Black Tooth decorated his throne with the skulls of the dead. With the blood of his victims, the Simba enacted dark magics to prevent the Ajaba from returning to their homeland. After the Ajaba scattered, Black Tooth continued his reign of terror, conquering territory after territory across the continent in Africa, employing banes and vampires alike to assist him in retaining his position of power. These creatures remained near the coast, patrolling the borders of the continent and assisting Black Tooth when called.

Since the night at Ngorongoro Crater, the Ajaba have struggled to survive. Nevertheless, they are resilient, and the slaughter of their kin has only strengthened their resolve. Denied their homelands, the remaining Ajaba scattered, slinking into urban areas in Africa and ranging out into the greater world. With the help of the Uktena, the Ajaba found new temporary homes across the world, adapting to survive in their new environments with the resiliency that has marked the breed throughout its existence. During the time of their diaspora, the Ajaba found themselves changing; clans became more devoted to one another, men were allowed to take on more responsibility, and kin were held close to the chest. As they adopted these changes, they put aside their infighting and bickering; survival became their ultimate purpose.

For years, the Ajaba ran from the Endless Storm, until a young Ajaba named Kisasi united them under the flag of the Ahadi: a truce between the Ajaba, the other shapeshifters of Africa, and a handful of Silent Striders. Black Tooth's reign of terror was not confined to the hyenas, and others wished to see him destroyed as well. This common enemy united the Ahadi under a banner of hatred. Twenty years after the Simba's devastating assault, the Ajaba had their revenge, as months of planning and skirmishing culminated in a fierce battle that left Black Tooth and his pride dead.

Many Ajaba believed his death would break their curse, but this was not the case. The magics were dark and ancient, and the curse remains to this day. While the Ajaba have returned to Africa, they are still barred from their ancestral homelands around Ngorongoro Crater. There are those who have dedicated themselves to finding the cure to their curse, in hopes of returning to their rightful place on the plains of Africa.

To the surprise of many, the Ahadi persisted after the destruction of the Endless Storm. With Black Tooth destroyed, the Ahadi set their sights to rebuilding the decimated populations of the shapeshifters in Africa. Today, this coalition has expanded to include all Fera and a handful of Garou, particularly those from the Red Talon and Silent Strider tribes. This alliance is one of the few coalitions to exist since the War of Rage, and it has dedicated its existence to protecting the few caerns left in the world. With its members combined forces, they were able to protect and save three large caerns on the continent during the early days of the Age of Apocalypse. With the death of Black Tooth, the Ahadi has seen a return of the banes and vampires that he once controlled, and they continue to battle these forces in an ongoing war.

Now, the Ajaba find themselves scattered throughout the world. They exist in small clans, carving out pockets of territory, where they can work to rebuild their population. They are found in Maputo, Harare, Lusaka, and other cities of Africa, laying claim to tenement buildings that act as their new dens. They are found ranging the plains of Africa, always looking towards the crater that has been forbidden to them. They exist on the outskirts of humanity, cloistering themselves in insular neighborhoods or maintaining entire functional villages on the Serengeti. They have returned to the duties given to them by Gaia, acting as the Cullers of the Herd and the Bringers of Rain. Although their numbers were decimated, they are a people that will not be destroyed.

With the strength of the Ahadi behind them, the Ajaba have found additional purpose in the world. They have named themselves the protector of caerns, and have dedicated their existence to fostering new caerns, even as they sustain those that remain. The Age of Apocalypse has brought a much darker enemy than Black Tooth, and the Ajaba understand that they must continue to fight against the infiltration of the Wyrm.

The Ajaba will survive. They will rebuild their numbers in their secret dens, and someday soon, they will return to their native lands to reclaim what is rightfully theirs.

Ajaba Breeds

Once, the Ajaba boasted huge numbers that spread throughout Africa. The breed held to many of the same behaviors as their hyena counterparts—males fought for the privilege of breeding with the most powerful females of the clan, and relations with kin were carefully monitored; young males left their clan to join another in order to promote genetic diversity; female Ajaba ruled the clans and packs alike. Since the reign of Black Tooth and the decimation of their numbers, they have been forced to stray from these traditions. In order to preserve their culture, they must rebuild their numbers as quickly as possible. No longer are the Ajaba only descended from the people of Africa, but rather can be found scattered throughout the world in large clans. Once, the Ajaba carefully ensured they bred with only their own kin. Since Black Tooth's rise, this has changed, as the Ajaba have realized that they must continue their

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line, one way or another. Regardless of their heritage, Ajaba tend to have large jaws, heavy builds, broad shoulders, and hoarse voices. Of all the shapeshifters, Ajaba are the ones who tend to breed true the most often. Nearly 30 percent of all cubs and children born to Ajaba will undergo the First Change in their lifetime.

Homids

Homid Ajaba are the least common breed of this Fera. Many of the Homid Ajaba were killed in Black Tooth's massacre, and their numbers are still recovering. They tend to be more cautious than the other breeds. Although the Ahadi has brought a tentative peace between the Ajaba and the Simba, the hyenas are careful to never grow too large, lest their allies believe they've grown too powerful. Homid Ajaba carry more hate in their hearts for the Simba than the other breeds, largely due to their near extinction, and the fact that they are unwilling to believe their Bastet cousins may be honest in their recent dealings.

Hyaenid

The number of Hyaenid Ajaba has risen sharply in recent years, as the breed has focused heavily on restoring their numbers to what they were before the rise of Black Tooth. These Ajaba are the most likely to cling closely to the traditions of the breed. Clans led by Hyaenid Ajaba are strictly matriarchal, with male members being relegated to subordinate positions within the clan. Fierce and vicious, the Hyaenid-born Ajaba let nothing stand between them and their goals.

Metis

Ajaba Metis have become quite numerous since the rise of the Endless Storm. Although they are sterile, they provide numbers to bolster the breed. The Ajaba have never reviled their Metis in the way other breeds have, recognizing their power, potential, and their ability to reach maturity in a short amount of time. They are viewed as the most stable and balanced breed of the tribe, an honor that often leads them to acting as defenders of breeding kin and young cubs. In the days of the Age of Apocalypse, some of these Ajaba have begun to take on the mantle of leadership, drawing on their balanced nature to carefully navigate the dangers facing the breed. Nearly all Ajaba Metis are hermaphrodites, lending some credence to the erroneous assumption by early scientists that hyenas are all hermaphrodites.

Ajaba Aspects

Once, the Ajaba breed was strictly defined by gender. Women nearly always fell into the Dawn or Dusk *aspects*, acting as the leaders and warriors, while the men of the tribe often gravitated towards the Midnight aspect, taking on the mantle of the mystics and voices of balance. Since Black Tooth's reign of terror, the breed has changed drastically. No longer are the aspects based solely on gender, but rather on innate ability. Additionally, a new aspect, the Apex, appeared after the breed's decimation at the claws of Black Tooth. Apexes are those charged with maintaining the stories of the Ajaba, and their appearance is attributed to Gaia's nurturing presence guiding these Fera towards evolution and survival. Unlike a werewolf, whose auspice is determined by the phase of the moon, an Ajaba's aspect is based on the time of day that she undergoes her First Change.

Dusk – Ragabash

Subtle and deadly, the Dusk of the Ajaba prefer to strike at their opponents from the shadows. They are cunning trackers, and are often be found ranging out away from their clan as they observe the world around them. Dusk Ajaba are charged with learning the weaknesses of their enemies and identifying targets that will bring down an organization quickly and efficiently. They are ruthless and vicious, although their handiwork is rarely seen. The Dusk are experts at disposing of their kill, much like their hyena counterparts. These Ajaba are often found working as private detectives, assassins, and survivalists.

Midnight – Philodox

The Midnight Ajaba have been charged with maintaining balance within the breed. It is their duty to ensure that they continue to thrive. They are the judges of the breed, tempering their Dusk and Dawn counterparts and cautioning prudence. The Midnight Ajaba have had some difficulty adjusting to the rise in power among the Metis; however, they realize that it is a necessity if they hope to see their people continue to thrive. Among all of the aspects, the Midnight Ajaba understand that in order to continue to grow as a breed, they must walk carefully among the other Changing Breeds and the humans. No longer are they able to countenance wholesale culling of the herd. These actions must be taken quietly, without drawing unwanted attention to their existence. These Ajaba are often found working as immigration lawyers, social workers, and game wardens.

Apex – Galliards

The Apex is a new aspect that has emerged in recent years. While some Ajaba are resistant to their role within the breed, others see them as an evolutionary blessing from Gaia, and a means of survival and of protecting the clans from further loss of their history. The Apex of the Ajaba take on the mantle of the Galliards, acting as historians and storytellers. They have been charged with protecting the tales of their people, using these legends to drive fear

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into their opponents. This aspect has also led the charge in seeking out secrets to destroy Black Tooth's curse. They are often found in mortal society as tour guides, historians, and street performers.

Dawn – Ahroun

The Ajaba of the Dawn are filled with fury and rage, always at the forefront of the battle against the Wyrm. They are eager to prove their worth to Gaia and their clan. These Ajaba are often feisty and combative, their personalities sending them headlong into danger without considering the consequences of their actions. While they are often found leading smaller packs, they are ill-suited to guiding an entire clan. In mortal society, they can be found as personal trainers, TV personalities, and security personnel.

Organization

The Ajaba do not organize themselves into camps as their werewolf counterparts often do. Rather, they find themselves falling into clans like their hyena counterparts. These clan structures include the Ajaba themselves, along with their kin—human and hyena alike—living, working, and traveling together. Clan numbers may range upwards of 80 members, though this size is a rarity in modern days. Clans are formed in a variety of ways: through familial bonds, common goals, or simply due to location. These clans often form communities in urban areas, taking over whole neighborhoods with their families.

Clan leaders are often female; however, there are several clans led by male and even Metis Ajaba. In these clans, the typical clan structure is often very different, with the males outnumbering the females as the traditional matriarchal society is bucked. Clans led by Metis Ajaba tend to favor balance, with leadership position and duties shared equally by all.

Nearly all Ajaba gravitate to a clan, although clan membership is often fluid and fluctuates regularly. Ajaba are intensely pack-centric creatures, and they are rarely found operating alone. At times, a stray Ajaba will join

The Aftermath of the Endless Storm

Since the day that Gaia created the Ajaba, they have found themselves at odds with one another and with other Changing Breeds. In jockeying for power and territory, the Ajaba came into conflict with the Bastet who roamed the Serengeti at their sides. As the Ajaba struggled to maintain peace within their clans, tensions arose with other shapeshifters, particularly the lions that shared many common lands with the Ajaba. This tension continued to simmer beneath the surface, at times resulting in open skirmishes that were always quickly stamped out, until the day that Black Tooth rose to prominence. With his ascension within the Simba, the uneasy feelings between the breeds exploded into violent confrontations, in time evolving into all-out war.

With the mass slaughter of the Ajaba at Ngorongoro Crater, the animosity between the Simba and the Ajaba escalated. These tensions were put to the side with the appearance of Kisasi, a young Ajaba raised in Egypt, and the rise of the Ahadi. Despite this, the two groups were often at one another's throats, their conflict bubbling beneath the surface even as they dedicated their existences to exterminating Black Tooth.

The death of Black Tooth has offered some reprieve, but such wounds are slow to heal. While many of the Simba opposed the tyrant, the Ajaba have long memories and are loathe to forgive the transgressions. Animosity still exists between the two breeds, even as the Ajaba have slowly begun to return to their native lands. Their continued exile from Ngorongoro Crater remains a bone of contention between the two groups.

In recent years, the remaining Ajaba have worked to repair relationships with the other Bastet. Today, they are able to work side by side with many of the Bastet breeds, cooperating to protect their native lands. Although there is a tentative peace with the Simba, many Ajaba have sworn that someday, the Simba will bleed as the Ajaba once did.

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a pack with other shapeshifters, but this situation is often just a means to an end. In these cases, the need for companionship outweighs their preference for their own kind.

Appearance

A Hyaenid Ajaba is truly a sight to behold. While many cultures believe them to be the epitome of ugliness and cruelty, these creatures are powerful and hold their own unique beauty. Their fur varies in color from sandy to ginger to a grayish brown, with a thick hide containing rough, bristled fur. As cubs, their spots are dark brown speckles that stand out prominently. As an Ajaba ages, the spots begin to fade. There is no question as to why they were Gaia's chosen in Africa, with a heavily muscular body, thick hide, and powerful jaws.

Alternative Forms

Ajaba have access to the following alternative forms, rather than the traditional Garou forms:

Homid

An Ajaba in human form is said to be wearing her *Homid* skin. They tend to be stocky with heavy jaws and coarse hair. Ajaba generally carry an air of competitiveness, with rough voices that are grating to the human ear. Ajaba in their Homid forms are visually and physically indistinguishable from normal humans, although an Ajaba's behavior may mark her as a feral, strange sort of person.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they so choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Anthros

An Ajaba between Homid and Crinos form is said to be in her *Anthros* form, the near-woman. An Ajaba in this form is taller and significantly more muscular than a typical human, with the physique of a professional basketball player. Her facial features and teeth thicken and become more robust, her body hair bristles and covers her body in rough, spotted fur, and her nails elongate into short, sharp claws. Although an Anthros Ajaba may be mistaken for a large human from a distance, she is disturbingly inhuman when seen up close. In Anthros form, she may fight using any weapon a human could use, including melee weapons and firearms.

Form Benefit

An Ajaba in Anthros form inflicts aggravated damage when fighting with her claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Brawl, Melee, and Firearms skill attack test pools and gains a +2 wild card bonus to her Athletics and Intimidation skill test pools. In Anthros form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Strength]

While in Anthros form, your Brawl skill wild card bonus increases to +5, instead of the standard +3 bonus.

Crinos

There is no question that the thick, bristled *Crinos* Ajaba is a creature built for battle. Strong and capable, this form affords the Ajaba the most power and protection of all her forms, while still allowing her to manipulate weapons and equipment with little difficulty. An Ajaba in her Crinos form does not reach the same height as her Garou brethren, standing seven feet fall. What she lacks in height she makes up for in sheer muscle. An Ajaba in this form wields vicious jaws and short, razor sharp claws. She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees an Ajaba in Crinos form will be impacted by Delirium, suffering confusion, memory loss, and potential madness.

Characters in this form cannot use firearms or small or delicate technological devices, since her fingers are too large to operate fine mechanisms. In addition, many melee weapons' handles are too small for an Ajaba in Crinos form to use effectively, but shapeshifters often craft specialized weapons that can accommodate this form's large hands.

Form Benefit

An Ajaba in Crinos can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Brawl and Melee skill attack test pools. When in this form, her bite attacks deal 1 additional point of aggravated damage.

Focus [Strength]

While in Crinos form, her Brawl and Melee skill wild card bonus increases to +6, instead of the standard +4 bonus.

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Crocas

The ancient cave hyenas of prehistoric days were hulking, vicious creatures that snatched whatever kill they desired. In her *Crocas* form, an Ajaba takes on the primordial war-form of her ancestors, swelling into a massive barrel-chested, thick-necked creature with a heavy, impervious hide and a massive, powerful maw. When viewed at a great distance, observers may mistake this form for a large hyena, but it is otherwise much too large to be natural. Since this form lacks opposable digits, Ajaba in Crocas cannot use weapons or most technological devices.

Form Benefit

An Ajaba in Crocas form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Brawl skill attack test pools. In addition, she gains the Hardened and Impact Absorption protective equipment qualities (see **Chapter Fourteen: Influences and Equipment: Equipment Generation System**, page 706).

Focus [Stamina]

While in Crocas form, you receive 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Hyaenid

An Ajaba in her hyena form is said to be wearing her *Hyaenid* skin. While this form mirrors the strength and capabilities of a hyena, it lacks the maneuverability of the humanoid forms. The majority of Ajaba are spotted hyenas, but it is not uncommon to find a striped or brown hyena outside of Africa.

Ajaba in Hyaenid form are visually indistinguishable from normal hyenas, but based on an individual's native region, her coloration may vary. Since this form lacks opposable digits, Ajaba in Hyaenid form cannot use weapons or most technological devices.

Form Benefit

An Ajaba in Hyaenid form can attempt a bite attack without needing to grapple her opponent first. In addition, she can attempt to recognize others by scent and track them (see **Chapter Eight: Dramatic Systems, Tracking**, page 402). Hyaenid-breed characters in this form can more easily decrease their current Rage if they choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Weakness

Hyenas, even more so than wolves, are creatures that require their clan in order to function fully. They depend on this group for everything; a lone hyena is one who will not last long in this world. If an Ajaba does not have a clan or pack to call her own, or if she is away from her pack for more than one lunar cycle, she finds herself slipping into Harano (see **Chapter Eight: Dramatic Systems, Harano**, page 380). Every month she spends away from her pack sends her one step further into Harano. While Ajaba tend to prefer clans of their own kind over Garou packs, they understand the necessity of this group, and either will do in a pinch.

Gifts

Ajaba gifts can be found in **Chapter Five: Gifts** beginning on page 243.

Merits

Ajaba merits can be found in **Chapter Six: Merits and Flaws** beginning on page 310.

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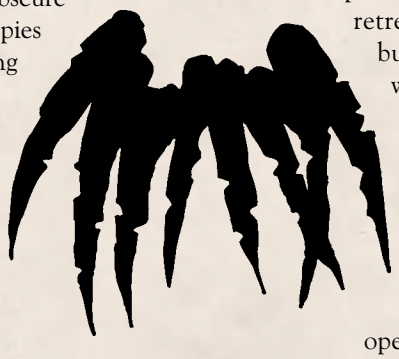
Ananasi

"We taste fear in their blood. We know they want to eradicate us, to flatten our bodies under their rage. But for every one they destroy, a hundred more of us wait, ready to drain them dry."

—Portia, Malim of the Ananasi

Every creature has its place, a purpose anchored deep within its soul, programmed into its being. Others may deny this reality and try to throw off the yoke of their duties in order to pursue loftier roles, but the *Ananasi* understand above all others these quests are futile; desires are folly, and emotions are extravagant luxuries. Function is woven into every fiber of their being, unescapable; their work is an inevitable tapestry of seduction, evolution, extinction, destruction, and assassination—all a part of restoring symmetry to the Great Web.

As the favored daughter of the Wyld, Gaia created many creatures to fill her needs: the Nuwisha were whelped to teach those around them; the Bastet were formed to use their prying eyes to uncover the most obscure of secrets; the Corax were hatched to be spies and scouts; and the Garou sprang into being as Gaia's fervent protectors. However, the sole child of the Weaver, Queen Ananasa, had greater demands of her own children than did Gaia, requiring more than a rag-tag assembly of defenders and Fera. She understood the perfection in form and function the Weaver sought was less important than maintaining symmetry and balance in all things.



Thus, using her loom, she fused strands of the Weaver, the Wyld, and even the Wyrm, creating her own perfect children, patient and ruthless, always thirsty for blood. Her brood was her most splendid work of art—capable of creation, order, and destruction—always weaving symmetry into the threads of time, place, and souls. From her loom skittered the only creatures capable of taking anything, so they always have the resources do what must be done—her bloodthirsty chosen ones, the Ananasi, also known as the "Damhàn" or the "Patient Ones."

Throughout history, the Ananasi cold-bloodedly embraced their roles, ceaselessly brutal in every action they took to bring balance to the Triat. Always willing to manipulate, create, and kill as necessary, their inhumane methods are structured to strengthen the Great Web. When the insect races began to fall too far in line with the Weaver's need for pure order, taking on the Weaver's choices as their own, the Ananasi obliterated them—they refused to even accept complete surrender as a victory condition. They drank the other insects' blood and sundered every connection they had with the spiritual world, rendering the insect races extinct. When Queen Ananasa was imprisoned by the Weaver for defying the Weaver's wishes and thrown to the Wyrm at the heart of Malfeas, the Ananasi sunk their fangs deeply into the emotions fueling the War of Rage in retribution. The Patient Ones pumped poison into the vicious antagonism between the Garou and the Fera, using the war for the dual purposes of crushing what they saw as the unjustified pride of the Garou as well as to hide the Ananasi's search for their missing queen.

The werespiders built the walls of Jericho and subsidized the Industrial Revolution, influencing cities and people from the beginning, in order serve their queen and establish a hold over the future. They spent the 20th century entrenching themselves behind powerful political and social movements, manipulating humans and werewolves like pieces through the motions needed to restore symmetry.

The Ananasi suffered little in the turmoil as the Age of Apocalypse began. Already experts at tactical retreat, when trouble came to their lairs, they burrowed further into the dark, letting the worst of the destruction pass overhead. Many of them rested, using their talents to take new forms and personalities, avoiding detection and using the power of amnesia to protect their minds from being looked into by others. After the siege on the caerns ended and the flow of blood slowed, the sleeping ones opened their eyes and answered the call of their ancient queen. They woke to find a world where unraveled chaos ruled instead of order and the Great Web snagged in a hundred places. Ananasa's children had many responsibilities, and the Damhàn have always excelled at handling the tasks put before them.

In the Age of Apocalypse, the Ananasi are the least-trusted of the Changing Breeds. Distrusted for their dedication to the Weaver's ideals, the Garou see the werespiders as cowards and sneaks, having left the werewolves to bleed out while the Ananasi hid away and protected their own. Other Fera have long memories, and remember the Ananasi are capable of cruel and barbarous acts of manipulation in the pursuit of their goals. The Ananasi know they were never kin to the other Changing Breeds, and any view any claim of treachery as nothing more than emotional blackmail from enraged lesser creatures to whom they never owed loyalty in the first place. Instead of mewling rage, the werespiders hum in rhythm, restoring sanity to the Weaver, so Gaia might rise again. The Ananasi are peaceful in their rationality and merciless with their enemies and allies alike.

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In the dark corners, in the dense brush, and among the highest rafters, the Damhàn wait, reconstructing their webs and weaving their traps. They snare their spoils from the air and from the earth, indifferent to their prey's station or alliances. They seek balance, eliminating who they must, crumbling empires from within, and rebuilding them from ashen remains. The Patient Ones create, reorder, and cull societies, people, and kin, every bloody sacrifice made with purpose that shuns unnecessary emotions and useless efforts to serve their queen's requirement for absolute symmetry in all things.

Ananasi Breeds

Family is integral to the Ananasi. While internal squabbles are handled with cold precision, and death is a frequent outcome of disagreement, they rain wrath down on any outsider who dares to interfere with one of their own. The Ananasi are dedicated to protecting each other from harm from the outside world, ready to strike back at anyone who thinks a spider is just another bug to be smashed.

Homids

The Ananasi cannot completely hide their true natures, even when they mask themselves in human skin. Their X-rays aren't quite normal, pedipalps hide behind their human teeth, and their organs are never quite where they should be. Homids of the Ananasi breed know they are just wearing a layer of meat, mimicking human movements and emotions. Even their beauty is alien, unsettling but alluring. Masters of manipulation and cold logic, their agendas lead them to interact with humanity; their close proximity allows them to influence others as the real power behind figureheads.

Arachnid

In order to live, an Arachnid Ananasi has already devoured a hundred of her siblings; her first meal is tainted with fratricide. An Arachnid never loses the ability to let her instinctual need override any obligations to others. Human-born Ananasi exist to pretend, and the Arachnid let them perfect the skills of whispering all the right words to the appropriate people while the Arachnid themselves instead choose direct paths to correct any asymmetries Weaver creates in her obsessive wake. They follow these avenues no matter how long it might take, who they hurt, or what it might cost them. They rarely take up human professions, believing them inconvenient bonds that prevent them from acting as needed.

Metis

Metis are extremely rare among the Ananasi. Those who manage to survive their birth are hidden away deep in the Umbra and imprisoned in amber cages, restraining them from destroying every creature other than their queen. The Ananasi consider them a different species, known as *Athasaia*, and not one has been freed from its imprisonment. Little is known about these creatures, but most Ananasi say they will have some greater purpose when Queen Ananasa makes her final stand to bring the Triat back into balance.

Ananasi Aspects

The Damhàn have no patron, only a ruler. Queen Ananasa is worshipped as mother and creator, and obedience to her decrees is programmed into the DNA of her children.

Instead of auspices, Queen Ananasa assigns factions and *aspects* to an Ananasi upon her First Change or metamorphosis. Her decision is based on the Damhàn's connection to the Triat and to their roles in restoring balance. There are three factions or camps—Wyld, Weaver, and Wyrm—and each of these factions has three named aspects associated with it.

- The *Myrmidon* aspect of any faction has Ahroun auspice benefits and affinities. She fights on the behalf of her associated faction, responsible for defending it and advancing its cause.
- Those who judge and seek to restore balance to the Great Web are known as the *Viskr* aspect. She must choose between having access to either the Philodox or Theurge auspice benefits and affinities.
- The questioners, known as the *Wyrsta* aspect, must choose between having access to either the Ragabash or Galliard auspice. She comes into conflict with other Ananasi factions frequently, as well as outsiders, as she questions and attempts to understand what truths help her serve her queen.

Organization

The Ananasi are not a hierarchy of Ranks—an Elder means as much to them as a Cub. Rank matters to them only in so much as it is a tool they can use with outsiders in order to further their goals. There is only one creature who is above all others: Queen Ananasi, the Damhàn have no choice but to follow her orders.

Factions

The Ananasi do not have camps in the traditional sense; they have no political organizations that require camps, nor do they have desire to create any. Instead, the *factions* assigned to a Damhàn upon her metamorphosis are the closest thing the Ananasi have to political camps.

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The Laws of Ananasa

- Obey the Mother-Queen in All Things
- Defend Your Brethren from All Who Would Do Them Harm
- Follow the Aspect and Faction that Ananasa Chooses for You
- Understand the Ways of the Triat, both as They Were and as They are. Know the Difference.
- Know your Enemies
- Know the Great Web for What it Is
- Know Your Place
- Keep Your Mouth Shut
- Worship None but Ananasa

Wyld Faction: Kumoti

Those who serve the Wyld believe change must occur in order to restore the Triat. They fight for it ferociously, willing to do what they must in order to defend and advance its cause. Their personalities are always evolving, taking on new facets and demeanors as needed. They are the most emotional and erratic of their kind, and the exploration of their shifting desires brings them into contact with other Fera and Garou more often than their fellow werespiders. They choose professions through which they can bring change, such as geneticists, foresters, and black hat hackers.

› **Kar:** Myrmidon aspect (Ahroun): The Kar bring about change through evolution, culling and supporting insect and animal communities and controlling their populations. They choose direct change of the earth and its occupants, while indirectly defending Gaia, and they are not above razing entire communities that interfere with their work.

› **Amari Aliquid:** Viskr aspect (Philodox or Theurge): Healers with a scientific interest, the Amari Aliquid are the most welcome among other factions and outsiders, frequently drawn into others' affairs by their inquisitiveness. For this group, change is made to satisfy their curiosity. They frequently experiment, changing variables compulsively only to later revert their subject to its original form, just to see what happens.

› **Chymos:** Wyrsta aspect (Ragabash or Galliard): In contrast to others in their faction, the Wyrsta bring change by directly interacting with the Weaver. They seek to expose her insanity to those who have fallen into her grasp. As they hack files, create viruses, and destroy financial records, they continually come into conflict with the Glass Walkers and Concordat of Stars. If met with opposition, they'll happily slaughter those who wander too close to the Weaver, exposing the folly in allying with her.

Weaver Faction: Tenere

Meticulous and careful, the Tenere are obsessed with order. They maintain strict schedules, keep fastidious homes and webs, and obsess over the most minute details. While they understand the Weaver is out of balance, they serve her as she should be, not as she is. These Damhàn are careful and cautious, their emotions muted to non-existence. City Planner, archivist, and intelligence analyst professions appeal to the Tenere, to bring order to the Triat.

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› **Secean:** Myrmidon aspect (Ahroun): The Secean create order by always seeking information. They consider no secret forbidden, and are willing to go to extreme means, including starting wars and killing others, to find more information. Always prepared and expert tacticians, the Secean can quickly assess a situation, determine the flaws and strengths involved, and make the right decision.

› **Plicare:** Viskr aspect (Philodox or Theurge): Organization is all-important to the Plicare; everything has its place within their domain. They align and file everything in their lives, from people to their recipe cards, serving order in the most direct way by creating it by their own hands. They are the first to notice disarray, and deal harshly with those who cause it.

› **Gaderin:** Wyrsta aspect (Ragabash or Galliard): The Weaver's questioners act by collecting, discovering where the Weaver has failed to create a perfect function for every form. They serve order by trapping specimens in their webs, creating living exhibits based on a shared attribute. They compile these collections, studying their common traits. Gaderin are preoccupied by their research, which often takes a dark turn, and their acquisitions can include people, Garou, and Fera.

Wyrm Faction: Hatar

The Wyrm once was a force of needed destruction, a means for renewal, but it was long ago corrupted and driven insane under the Weaver's crushing web. The Hatar serve the Wyrm that was, focusing on destroying those things they believe have fully served their purpose for the Weaver and Wyld. The Hatar are the most violent and aggressive of the Ananasi, always taking the most direct path to a solution. Throughout history, cities were brought to their foundations and societies reduced by ash by the Hatar, not out of cruelty, but need. They find positions that allow them to fulfill their need to destroy for the greater good, often choosing to become weapons developers, assassins, or lobbyists.

› **Agere:** Myrmidon aspect (Ahroun): Chosen to do the dirty work of the Damhàn, the Agere want to destroy and move on as quickly possible. They embrace violent means and disposable allies, gleefully pursuing them all, as long as they provide opportunities for fresh blood and plenty of fighting.

› **Anomia:** Viskr aspect (Philodox or Theurge): What the Agere lack in complexity, the Anomia make up for in calculated patience. The Anomia callously destroy through long-term plans, their careful plots depending on a hundred carefully engineered details coming together at once. They are the backroom dealers in modern conflicts, stringing together narratives that catalyze madness and carnage in human populations. The Anomia never put themselves in harm's way, enjoying the results of their massacres from a distance.

› **Malim:** Wyrsta aspect (Ragabash or Galliard): Every day, the Malim ask why anyone would continue to serve an insane Wyrm. Instead, they choose to act as the Wyrm once did, hoping to cleanse its insanity and remind it of its purpose. They embrace the cause of destruction by pulling apart the constructions inspired by the Weaver, as they believe it weakens her control over the Wyrm. As violent and hostile situations arise, they make sure they are able to provoke the maximum amount of disorder, enjoying that they remind the Wyrm of his true function.

Appearance

Even as humans, Ananasi appear to have alien features. Their faces are perfectly symmetrical, and imperfections in their skin are mirrored on both sides of their bodies. Never fully human, there are always details that give them away if someone examines them, such as a pedipalps behind their teeth or extra organs located in different places from their human counterparts. In their Crawlerling form, they appear as hundreds of smaller spiders indigenous to their region, such as black widows in the American southeast to the six-eyed sand spider of Africa.

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Alternative Forms

Ananasi have access to the following alternative forms, rather than the traditional Garou forms:

Homid

An Ananasi in her human form is said to be wearing her *Homid* skin. While she appears to be human at first glance, her Homid form does not hold up under scrutiny, revealing a strange anatomy. The Ananasi are incapable of appearing perfectly human.

Form Benefit

There are no bonuses associated with an Anansi's Homid form.

Araneid

When an Ananasi shifts into her *Araneid* form, her skin ripples, as though something is pushing underneath it to be set free. The Ananasi grows half a foot in height, her features elongating and eyes bulging black.

Form Benefit

An Ananasi in Araneid form gains a +2 wild card bonus to her Athletics, Brawl, Dodge, and Intimidation skill test pools. In Araneid form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Dexterity]

While in Araneid form, her Athletics and Dodge skill wild card bonus increases to +4, instead of the standard +2 bonus.

Lilian

The *Lilian* form differs for every Ananasi—it may feature anything from extra arms to spiky armaments. When assuming this form, an Ananasi doubles in mass, growing up to 10 feet in height, her abdomen distending and becoming rounded. Those in Lilian form are prepared for war; nightmares and terror are a part of their arsenal.

She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees an Ananasi in Lilian form will be impacted by Delirium, suffering confusion, memory loss, and potential madness. Due to possessing multiple appendages, Ananasi are still able to use tools and firearms while in this form.

Form Benefit

An Ananasi in Lilian form deals aggravated damage when fighting with her claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Athletics and Brawl skill test pools, and she receives a + 2 wild card bonus to her Dodge skill test pools. She is also able to use any tool or weapon designed for a human.

Focus [Strength]

In Lilian form, an Ananasi's Athletics and Brawl skill wild card bonuses increases to +6, instead of the standard +4 bonus.

Pithus

In Pithus form, an Ananasi becomes a pit spider, with the height and bulk of a small car. Since this form lacks opposable digits, Ananasi in Pithus form cannot use weapons or most technological devices.

Form Benefit

An Ananasi in her Pithus form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her fangs or claws, using her Brawl skill attack test pool. She also gains a +2 wild card bonus to her Brawl skill test pools and gains a +1 wild card bonus to her Dodge skill test pools. Furthermore, this form has the ability to climb vertical surfaces at normal speed.

Focus [Stamina]

While in Pithus form, she receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Crawlerling

The Ananasi are unique in that they break down into a hundred different spiders when they assume their Crawlering form. The swarm stays within a five-step radius of itself, moving as a unit. Killing one spider won't affect the Ananasi, granting her greater flexibility in escaping a foe. This form is also the only one an Ananasi can use to cross the Gauntlet into the Umbra. Individual spiders within the Ananasi's Crawlerling form are visually indistinguishable from normal spiders, but based on an individual's native region, their coloration may vary. Since this form lacks opposable digits, Ananasi in Crawlerling cannot use weapons or most technological devices.

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Economy of Blood

While they do not have Rage, Ananasi instead use their blood to fuel their abilities. An Ananasi has a maximum Blood Pool of 15. They can regain this blood by feeding on living mammals, either by making a successful bite attack or by purchasing the Herd background from **Mind's Eye Theatre: Vampire The Masquerade** at regular cost. (For more information about the Herd background, see **Mind's Eye Theatre: Vampire The Masquerade, Chapter Three: Character Creation**, page 102.)

An Ananasi can spend points of Blood at a rate of 3 per round. Ananasi can spend 1 point of Blood to gain an extra action. They can also spend 1 point of Blood to deal an additional point of damage of the appropriate type for their attack, and this point of Blood can be spent immediately following on a successful opposed challenge. Ananasi can spend 1 point of blood to heal aggravated damage. Ananasi may use Blood points as a substitute for Gnosis when fueling gifts, and must pay the gift's usual costs. If an Ananasi uses a gift beyond her Rank, she must spend an additional point of Blood.

Form Benefit

An Ananasi in her Crawlering form is able to squeeze herself through small cracks. Ananasi in this form cannot initiate opposed challenges against characters, and all damage done to the Crawlerlings is always reduced to 1 for each incoming attack.

Weakness

The Ananasi are not a Gaian creation, and therefore are unable to gain Rage in any way. They also subsist on blood (human or otherwise) in order to fuel various gifts and abilities, and must feed on blood once per day in order to survive. Ananasi who do not feed lose 1 health level temporarily per day they do not consume blood. This damage cannot be healed until they feed.

Gifts

Ananasi gifts can be found in **Chapter Five: Gifts** beginning on page 245.

Merits

Ananasi merits can be found in **Chapter Six: Merits and Flaws** beginning on page 311.

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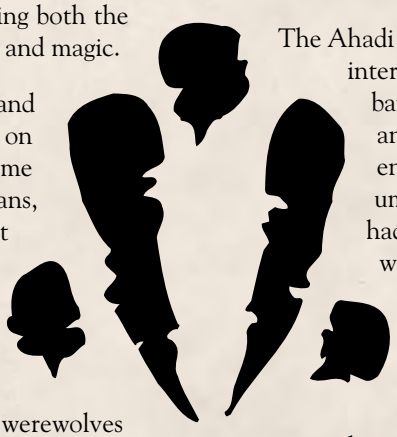
Bastet

"All secrets whispered to the moon are heard by cats."

— Mercutio Tovani

Mythology portrays cats as magical creatures of wisdom, worthy of both devotion and worship. The *Bastet* consider the development of these legends one of the few redeeming features justifying humanity's existence. Known as the "Eyes of Seline," their word for Luna, the Bastet are vicious hunters and curious explorers. Aloof and brooding, yet seductively sensual, the Bastet stalk the dark places of this world, gleaning lore from shared whispers in shadows and stealing secrets with a sly wink. Mere survival is not enough for them, if they cannot live in style.

Once, the Bastet were a single united breed known as the Khara, savage sabertooth tigers that roamed the wilds when the world was young. When Pangaea broke apart, the werecats spread across the world, each becoming a new breed and claiming territory, while searching both the material and umbral landscapes for secrets and magic.



Bastet have always been solitary and independent creatures, living and dying on their own terms. During the Impergium, some breeds of Bastet fought on behalf of humans, some slaughtered them, and others fought on both sides for the joy of war itself. It took the War of Rage, when the Garou attempted to slaughter them, to finally bring all of the werecat breeds together, if only to ensure their survival. They withdrew to their territories and killed any werewolves who dared to intrude, until the conflict ended.

Once the Age of Man gave rise to human civilization and the Garou retreated to lick their own wounds, the truce between the Bastet breeds faded. Infamous tiger-feuds brought the mighty Khan to near-extinction, while the Ceilican were betrayed by one of the lords of the fae and hunted by human witch-hunters until it was commonly believed they were extinct. And so the breeds of the Bastet retreated to their own established territories, with individuals wandering where the wind and their own curiosity took them.

In 1984, a charismatic Simba leader known as Black Tooth and his pride, the Endless Storm, invaded the court of werehyenas at Ngorongoro Crater and slaughtered hundreds of the Ajaba and their kin, forming pyramids out their skulls. This act led to a rebellion led by the first coalition of Fera, known as the Ahadi, meaning "the promise" in Swahili. A number of Simbra prides and other Bastet breeds joined the alliance, seeking to free themselves from a merciless tyrant.

No matter their breed, the Bastet take their calling as the Eyes of Gaia seriously. Naturally curious and inquisitive, they are masters of discovering secrets and lost knowledge. They inspired the concept of feline grace and even the simplest actions they take show why. Bastet consider it their duty to not just find hidden places and information, but also to understand this knowledge and use it to their advantage. While each of the Bastet breeds have their own outlooks and quirks, they pair an unrivaled curiosity and independent nature with a fierce and unwavering dedication to the duty that Seline has laid upon them.

The dawn of the Age of Apocalypse dimmed the animosity between cat and wolf, with some Bastet choosing to join the Garou to defend the Hollow Heart Caern while it was under siege by Pentex. The Amazon has been a bastion for many feline shapeshifters, even with the wolves' presence there. The deep forests provide lair territory to the Bastet, who steal secrets from Wyrm-riddled corporations and werewolves with equal fervor.

The Ahadi proved that cooperation in the the mutual interest for survival was possible, as the Fera banded together to defeat Black Tooth and then later defend their lands against encroaching vampire infestations and umbral storms. Egypt, Algeria, and Libya had always harbored undead, but now with war and strife rampant, the inner continent became vulnerable, and wild vampires made their homes in Niger, Chad, and even the Sudan.

It is often said that not even a god can command a cat, nor make them cooperate, yet perhaps in desperate times, new hope springs. When all is truly at risk, maybe Gaia's children can come together and resist the coming storms.

Bastet Breeds

The Bastet do not share their werewolf cousins' prejudices towards Metis. The circumstances of birth matter little to the werecats, compared to the successes and glory one achieves in life.

Homids

Charismatic leaders, Homid Bastet retain a measure of feline grace and charm, which serves them well in their interactions with the human world as well as with other Bastet. They see opportunity in the technology and data storage solutions of the modern world, providing them with another way to access the secrets that others wish

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The Nine Breeds of the Bastet

The whole of the Bastet are divided into different breeds of great cats. Each has their own quirks and beliefs, but all are Bastet at their core.

The *Bagheera* call the leopards and jaguars of India and Thailand their kin, and are the most respected of all the breeds. They embody justice and responsibility, and seek out secrets behind politics and language.

The *Balam* are kin to jaguars and leopards as well, though they make Central and South America their territory. They seek deep secrets about their past culture and the spirits that they once worshiped. Balam are powerful warriors who carry an abiding wrath against those who came across the water to take their land and ravish their kin.

The *Bubasti* descend from the Egyptian shadow cats that were worshiped as messengers and guardians. They seek the mysteries of magic and forbidden lore as well as anything they can learn about vampires, especially the Followers of Set.

Ceilican are related to the cats of Faerie. After a crusade against them jointly driven by the Simba, witch hunters, and even some grudging fae, they successfully convinced most of the world they no longer existed. The Age of Apocalypse has forced them to come out of hiding, as the events of this dire time are too important to let others handle without the Ceilican. They adore gossip and personal secrets more than any other Bastet breed.

The *Khan* are the tiger lords. Proud and regal warriors battling against the sorrow of their dwindling race, they refuse to relent in their role and seek out the secrets of lost cities, ancient ruins, and some way to restore what they have lost.

Pumonca are kin to cougars and the Bastet most closely tied to their native lands. They strive to learn the secrets of the land and the native people who live there. Pumonca actively distrust magic and consider its use dangerous, unlike other Bastet.

The *Qualmi* are kin to lynxes and share their natural inquisitiveness. They adore riddles and elemental lore. Qualmi are also the Bastet most interested in technology, especially media and social networking.

The *Simba*, the lion Lords of Sunlight, have their primary territory in Africa. They are prideful and dedicated to claiming the power and respect they feel they deserve. As such, they focus on secrets that will bring them that power: politically, mystically, or physically.

The cheetah-folk of the *Swara* are the most spiritually inclined of all Bastet. They see their role as custodians of the earth, and the secrets they seek most are those that will help them defeat threats, both currently present and those that may be yet to come.

to hide. As such, many Bastet Homids are gifted hackers, spies, and diplomats. They show the world a side that is on one hand boisterous, charming and loud when an occasion demands, but when necessary, they can just as easily be quick and silent shadows that go unseen and unheard when on the hunt.

Feline

Feline Bastet have had the hardest time adjusting to evolutions in shapeshifter culture. Fiercely independent, they struggle to reconcile their nature with rapid changes. The saving grace for them is Seline's spiritual intervention. Felines are deeply attuned to the spirital world, and as such

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are more willing to heed the words of their spirit allies, even if they may not agree completely. They also possess an ego regarding the rarity of feline-born Bastet, as many others tend to offer them much higher levels of respect and attention. While many feline Bastet consider this behavior their due, their Homid and Metis brethren can resent their pride, normal humans even moreso.

Metis

Though they know that the Homid and Feline Bastet whisper behind their backs about the stigma surrounding their births, Metis Bastet do not bow their heads in shame. Metis share a deep connection to Seline, and most have lived among the Bastet since birth, so they grow up wise in the ways of the great cat shapeshifters. They serve as mentors and teachers regarding the history and lore of the Bastet, and they help the Homid-born find and grow their connection to the spirits. The newest generation may make comments about their deformities, but none can doubt that some of the most powerful and successful Bastet have been born Metis.

Bastet Pryio

Seline, as the patron of Bastet, knows her curious children are far too independent to allow destiny to guide their lives. Bastet are not born with an auspice, but instead choose one during their First Change. This calling, known as a *pryio*, was once used to describe the attitude of the cat; now the term encompasses both the type of cat and the calling they champion.

Bastet have unique names for their pryio, though they are equivalent to Garou auspices as follows: Dusk for Ragabash, Night for Theurge, Twilight for Philodox, Dawn for Galliard, and Daylight for Ahroun.

Bastet choose a pryio after their First Change, and retain that pryio for the rest of their lives.

Organization

The Bastet have a loosely organized societal structure. They band together in septs and packs in order to defend caerns and accomplish their goals, but they are most comfortable alone. Their innate curiosity and desire to explore keeps them from easily forming the close ties that develop when working with others.

Before the Age of Apocalypse, the different Bastet breeds found themselves at odds with each other almost as much as with the Garou and other Fera. With the loss of so many shapeshifters, however, even the most contentious cat has found herself more willing to work with others of her kind in the hope of surviving long enough to rebuild the numbers of Bastet to those that once walked the Material Realm and the Umbra.

Appearance

Bastet feline forms embody the perfected essence of their breed. Larger, but no less graceful and sleek, they are the ideal of what a great cat should be, from the golden Simba lions, to the deepest shadow of the Bagheera jaguars.

Alternative Forms

Bastet forms all have a streamlined, fluid majesty. While markings can and do change depending on the breed of cat, they all share a feel of seductive menace. Bastet have access to the following alternative forms, rather than the traditional Garou forms:

Homid

A werecat in human form is said to be wearing her *Homid* skin. Homids are visually and physically indistinguishable from normal humans, though a Bastet's behavior may mark her as a feral, strange sort of person.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they so choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Sokto

A werecat between Homid and Crinos forms is said to be in her *Sokto* form, a powerful blend of inhuman seduction and feline grace. Her limbs elongate and her muscles grow lithe and strong. Her incisors become sharper, and vestigial whiskers are often present. Her hair grows slightly and begins to adopt the coloration and markings of her breed of cat. Slit pupils and retractable claws round out the feral, yet compellingly attractive form.

Form Benefit

A Bastet in Sokto form inflicts aggravated damage when fighting with her claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Dodge skill test pools. In Sokto form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Dexterity]

While in Sokto form, her Dodge skill wild card bonus increases to +5, instead of the standard +3 bonus.

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Crinos

The ultimate war-form of the Bastet, the cat's *Crinos* form is very different from their werewolf cousins'. Combining physical power with cunning intellect, this deadly form is lithe and menacing, rather than the hulking savagery of the werewolf version. Bastet in Crinos form also give off a mystic feeling, an aura of magical power that can't be seen, only felt.

She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees a Bastet in Crinos form will be impacted by Delirium, suffering confusion, memory loss, and potential madness.

Characters in this form cannot use firearms or small or delicate technological devices, since her fingers are too large to operate fine mechanisms. In addition, many melee weapons' handles are too small for a Bastet in Crinos form to use effectively, but shapeshifters often craft specialized weapons that can accommodate this form's large hands.

When viewed at a great distance, observers may mistake this form for a large great cat, but it is otherwise much too large to be natural. Since this form lacks opposable digits, Bastet in Chatro form cannot use weapons or most technological devices.

Form Benefit

A Bastet in Crinos form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Brawl and Melee skill test pools.

Focus [Strength]

While in Crinos form, her Brawl and Melee skill wild card bonus increases to +6, instead of the standard +4 bonus.

Chatro

When a werecat shifts between Crinos and Feline forms, she enters a form known as *Chatro*. The Chatro form is an unnatural throwback to the sabertooth cats of history. Fangs grow long and razor sharp, while the jaw unhinges to allow these incisors to stretch into place. The body becomes packed with muscles and grows to nearly five feet at the shoulder, sharing the markings of the cat's breed. It evokes the same fear as the prehistoric smilodon once did.

Form Benefit

A Bastet in Chatro form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +2 wild card bonus to her Brawl and Dodge skill test pools.

Focus [Stamina]

While in Chatro form, she receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Feline

A werecat in her feline form is said to be wearing her *Feline* skin. Bastet in Feline form are visually indistinguishable from normal great cats of their breed, but based on an individual's native region, her coloration may vary. Since this form lacks opposable digits, Bastet in Feline form cannot use weapons or most technological devices.

Form Benefit

A Bastet in Feline form can attempt a bite attack without needing to grapple her opponent first. In addition, she can attempt to recognize others by scent and track them (see **Chapter Eight: Dramatic Systems, Tracking**, page 402). Feline-breed characters in this form can more easily decrease their current Rage if they choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Weakness

Cats are curious creatures, craving experiences as well as knowledge. Should a Bastet ignore the opportunity to learn some lore or explore a mystery, her maximum Willpower pool is reduced by 1 for the next 24 hours. This penalty is cumulative; if she refuses more than one opportunity to learn a secret, her maximum Willpower pool continues to decline.

Gifts

Bastet gifts can be found in **Chapter Five: Gifts** beginning on page 247.

Merits

Bastet merits can be found in **Chapter Six: Merits and Flaws** beginning on page 311.

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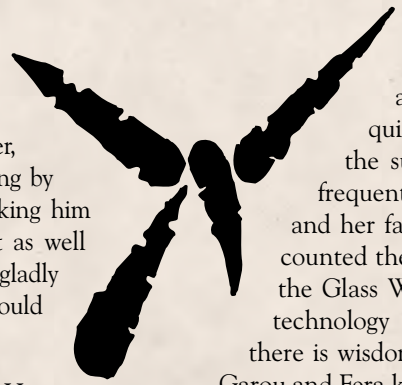
Corax

"I've been everywhere, seen everything. I've visited places and talked to things you couldn't dream of. Not much could surprise me, but why don't you give it a shot?"

—Landeythan

Secrets exist to be unearthed. Information is a living entity, and its reproduction is dependent on the words of others. *Corax* are formed with this understanding coursing through them, tasked with knowing everything. Their creator cursed them for making sure this knowledge was revealed before Gaia. Now, they gather secrets, pulling them from them from the reluctant ground of others' souls and from the most hard-packed soils of the Umbra. They turn over dirt and sift through decay, revealing the gold beneath.

The Corax were created as spies and interpreters for Gaia, responsible for gathering information about the Garou and the other Fera, making sure they spilled out their knowledge to anyone who would listen. Tricksters from their beaks to the tips of their feathers, they played their grandest prank on Helios, and he forever left his mark on them. Helios went into hiding, leaving the world drenched in darkness, sullen over the attention paid to his sister, Luna. The Corax tricked him into returning by using a mirror and Helios's reflection, making him believe another could light the world just as well as he did. His ego forced his hand, and he gladly accepted when the Corax told him they could return him to his rightful place.



In excitement, he chased his new friends. His searing pursuit torched the white feathers of the Corax, turning every one of the ravens black. Their tricks further backfired, as Luna appeased her brother's vanity by giving him the Corax, stripping their auspices away.

The Corax haunt history, gliding over it from up high and observing every detail. They soak in the blood of battles, peck and caw over the dead, and watch power as it is born, grows, and fades away. They exist in every corner of the world, reliquaries of the information they glean, devour, and disseminate to others. History and its players hold no secrets from Raven, and the Corax reveal everything, eventually.

During the Wyrm's seige on the world's caerns, Corax worked with Silent Striders to act as go-betweens and escorts, using their expertise at navigating the Material Realm. Other than the Nuwisha, the Corax have the most comprehensive knowledge of the Umbra and how its inhabitants work. Combining their talent at navigation with the intelligence they gathered from the Garou tribes and their enemies, they aided in the transport of Cubs, kinfolk, and the injured, spiriting them away from the worst of the fighting and hiding them as necessary in the Umbra.

The wereravens were able to endure umbral storms and help coordinate efforts to save the few remaining caerns. As messengers, they delivered crucial information when no other creature could break the lines. They played the role of tricksters, evading the most careful traps and providing false information when needed. Their maps and notes provided only a confusing mess to any enemy who attempted to outsmart them.

If the Garou are Gaia's muscle, the Corax are her circulatory system, aiding in resisting the Wyrm in the Age of Apocalypse. They act as the seamless flow of crucial intelligence, moving necessary resources from one place to another. They've saved more than one werewolf when the tide of the battle turned against them.

In spite of their war efforts, some shapeshifters forget the contributions of the Corax. The children of Raven are most frequently seen as quirky babblers, always talking about some detail or another, with their knowledge falling on annoyed ears. However, some tribes are quick to understand there is more beneath the surface of a Corax than her sarcasm, her frequently backfiring pranks disguised as lessons, and her fast flow of words. The Get of Fenris long-counted the Corax among their battlefield allies, and the Glass Walkers found them to be as interested in technology as they were. These tribes understand there is wisdom hidden in the barrage of noise. Shrewd Garou and Fera keep the Corax close, forming relationships by offering tidbits of things the Corax desire most—tasty morsels of secrets and truth.

Through all of this, the Corax act as they always have; they gather, they verify, and they gossip. They piece together narratives and data, constantly observing and fact-checking to make certain they are the most accurate and trustworthy purveyors of information. They barter or steal, when they must, to make sure they have the resources they need—whether it's a required fetish or the location of a shard for a caern. They have thrived in the Internet age, using the Weaver's gifts to connect with their own and to transfer their accumulated knowledge back and forth.

The children of Raven are Gaia's spies, born to root out and disinter deeply buried truths, then reveal them to anyone who is wise enough to ask the right questions. Their souls are held together by forgotten lore, whispered rumors, and the most minute details of others' histories, lives, and legends. The Corax perch high on the wires above the world and the dream spaces of the Umbra; nothing is safe from their eyes.

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Corax Breeds

Every raven is family to the Corax, each one of them a circuit that ties them together, allowing them to smoothly transfer assets and intelligence. They are one brood, and even if they squabble and disagree, they place this tie to their nature above all other relationships.

Homids

Corax Homids, more so than their Corvid brethren, are obsessed with the flow of information, studying how even the smallest detail can make it from point A to point B. They also place a higher value on their skills with information. Quick to capitalize on the newest trends in technology, with their fingers in almost every pie, they be can be trusted to offer this data for the right price. They are reporters, private eyes, computer hackers, and forensic investigators—always in places where they can flex their skills.

Corvid

Those born as *Corvid* are quick-witted, instinctually drawn to that which glitters the brightest, whether it is a new revelation in an age-old legend or a shiny trinket full of magic. They are expert thieves and spies who know how to move without ever being noticed or thought of as anything other than animals. They are more interested in staying on the outskirts of society, traveling from caern to sept without forming lasting impressions, enjoying the anonymity and level of access their fringe status permits them.

Metis

Corax do not have Metis, since they do not reproduce sexually. Corax are created from spirit, their eggs hidden deep in the Umbra, while their souls mature until they hatch and their First Change occurs.

Corax Auspice

Helios is the patron of the Corax, a warm and radiant master who wishes to please those who call on him. As a result of their tie to him, the Corax are vulnerable to gold rather than silver, and they have gifts that tie them more tightly to the stalwart sun rather than the ever-changing moon.

As they have no ties to Luna, they have lost their auspices. However, they didn't lose their trickster legacy. Every Corax has the Ragabash auspice affinity and benefits from the other mechanics allotted to that auspice. The Corax believe is their duty to show others the errors of their ways, often choosing to teach these lessons through grandiose pranks or vicious tricks, even if there is frequently a consequence for the one pulling the strings.

Organization

The Corax are loosely organized, with no central leadership beyond their loyalty to Raven. Their hierarchy is fluid, and their leadership determined by who has the most information to offer. Corax moots, known as parliaments, are only held sporadically in the tallest of trees or mountains in the local ecosystem, where the most important Corax are offered the highest, safest perches. They use these events to first discuss the reason the moot was called, then to spread gossip and news, testing the observation skills of fledgling Corax.

At all times, the Corax follow a set of laws known as Raven's Laws, rather than the traditional Litany.

Camps

Hermetic Order of the Swift Light

This camp of Corax treats gossip and information as currency. They take great risks to verify the truth, and they believe they deserve to be paid for it. They recruit from the power-hungry and business-minded, creating back-room conglomerates where everything they know can be bought, as long as the price is right. This group is the most likely to hire other Corax and Garou as freelancers, seeking to always be perched as the king of the mountain when it comes to having the right piece of information at the right time.

Chasers

Chasers are inspired by conspiracies and secrets, chasing the smallest lead and hunting the monsters that terrify others. They are driven by a passion for knowledge and a deep desire for revelation, unafraid of challenging authority and the repercussions their actions may cause. Their pursuits frequently bring them head-to-head with the other things that go bump in the night, and they are the go-to source for anything supernatural or unusual.

Gray Hats

The Internet has been a great boon to the Corax, allowing them to access more knowledge than ever before. The Gray Hats know that the information available to the public barely scratches the surface of the vast network of data available to those who are willing to dig a little deeper. The

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Raven's Laws

- There are no secrets; everything should be revealed.
- Share what you know, and tell others what you can, when you can.
- Teach them what they'll learn, as nothing can stop a needed truth.
- Protect the eggs; they are our future.
- Remember why you're here and play your role as Raven's brood.
- Bear witness. Save the stories of our past and the dead.
- The truth matters, for inaccurate information kills.
- Everything is part of the cycle, so do not judge others without context.
- Don't play favorites, for Helios and Raven both deserve praise and thanks.
- Fly, for you are the most blessed of Gaia's creations.
- Laugh, or the horror of this world will keep you in tears.

Gray Hats are experts on different types of networks, finding new ways to infiltrate them and unearth what they have to offer. They use this information in various ways: as blackmail, as evidence, and sometimes just to collect it. They enjoy the challenge of breaking passwords and finding the darkest places on the Internet, sometimes relishing the pursuit more than its results.

Appearance

Corax in Homid form are often tall, gaunt, and pale, and always have pitch-black eyes. Those in Corvid form appear to be large black ravens. In both forms, they seem to always be twitching, their heads jerking at the slightest provocation towards the source of a ruckus or detail they want to investigate.

Alternative Forms

Corax have access to the following alternative forms, rather than the traditional Garou forms:

Homid

A Corax in human form is said to be wearing her *Homid* skin. Homids are visually and physically indistinguishable from normal humans, though a Fera's behavior may mark her as a feral, strange sort of person. They make darting movements, suddenly changing direction without warning. In addition, they have mild streak of kleptomania, and are attracted to objects that are shiny, gaudy, or glittery.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they so choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Harpyia

A Corax in *Harpyia* form spawned the harpy myths of old. Their legs become switch-thin, scaling over and becoming viciously clawed. Their upper bodies, especially at their shoulders and torso, sprout a fine down of black feathers; their fingers twist into needle-sharp talons. Their faces remain all-too human, as their black eyes become abyssal, seeming to swallow the light rather than reflect it.

Form Benefit

A Corax in Harpyia form inflicts aggravated damage when fighting with her claws, using her Brawl skill attack test pool. She also gains a +1 wild card bonus to her Brawl, Melee, and Firearms skill test pools and gains a +2 wild card bonus to her Dodge skill test pools. In Harpyia form, she can fight using any weapon a human could use, including melee weapons and firearms. In addition, while in Harpyia form, she may move up to double the number of steps her movement actions would normally allow.

Focus [Dexterity]

While in Harpyia form, her Dodge skill wild card bonus increases to +3, instead of the standard +2 bonus.

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Rara Avus

In *Rara Avus*, the Corax equivalent to Crinos form, a Corax stands as huge half-human, half-raven creature with massive wings. The Corax rarely use this form, as they find it awkward and unsettling; they call it "Rara Avus" due to how rarely they choose to be in it. Before the appearance of the Red Star, when werewolves saw the Corax in Rara Avus form, they believed the Corax to be fomori or other creatures of the Wyrm. This confusion caused more than one Corax to find herself on the other end of her allies' claws.

Fighting back has become more necessary, and while the war-form of the Corax is no longer mistaken as an enemy to be destroyed, the Corax still dislike using their Rara Avus form. She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees a Corax in Rara Avus form will be impacted by Delirium, suffering confusion, memory loss, and potential madness.

Characters in this form cannot use firearms or small or delicate technological devices, since her fingers are too large to operate fine mechanisms. In addition, many melee weapons' handles are too small for a Corax in Rara Avus form to use effectively, but shapeshifters often craft specialized weapons that can accommodate this form's large hands.

Form Benefit

A Corax in Rara Avus form can attempt a peck attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her beak or claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Brawl and Dodge skill test pools. In addition, Corax in Rara Avus gain huge wings, which give them a limited ability to fly up to six steps in any direction, using a simple action to do so.

Focus [Dexterity]

While in Rara Avus form, her Brawl and Dodge skill wild card bonus increases to +4, instead of the standard +3 bonus.

Corvus Magnus

A Corax in her *Corvus Magnus* form is massive raven, with the approximate mass of a large wolf. When viewed at a great distance, observers may mistake this form for a large carrion bird, but it is otherwise much too large to be natural. As this form has claws, it can pick up medium objects, but the claws are too large to allow manipulation of these items as tools.

Form Benefit

A Corax in her Corvus Magnus can attempt a peck attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or beak, using her Brawl skill attack test pool. She also gains a +2 wild card bonus to her Brawl and Dodge skill test pools.

She can also fly in any direction at double her normal rate of movement.

Focus [Stamina]

While in Corvus Magnus form, she receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Corvid

A Corax in her *Corvid* form appears most often to be a large black raven. At times, they may look like other large, carrion-eating birds native to the area where the Corvid first changed. Corax in Corvid form are visually indistinguishable from normal carrion birds. As this form has claws, a Corvid-form Corax can pick up small objects and manipulate them.

Form Benefit

A Corax in Corvid form can attempt a peck attack without needing to grapple her opponent first. Corvid-breed characters in this form can more easily decrease their current Rage if they choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

She can also fly at three times her normal rate of movement. Additionally, she is able to blend into the environment more easily, hiding in small places or shadows to gather information, gaining a +2 wild card bonus to her Athletics, Dodge, and Stealth skill test pools.

Weakness

Corax have a hard time keeping secrets or leaving mysteries unsolved. When asked a direct question or confronted with the possibility of learning a secret, the Corax may choose to expend 1 point of Willpower to avoid answering the question with the truth (and possibly answering with even more than was asked) or to temporarily delay pursuing a lead; if you do not expend this Willpower, your compulsion requires you to speak your knowledge truthfully. In addition, Corax are susceptible to gold instead of silver.

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Gifts

Corax gifts can be found in **Chapter Five: Gifts** beginning on page 248.

Merits

Corax merits can be found in **Chapter Six: Merits and Flaws** beginning on page 312.



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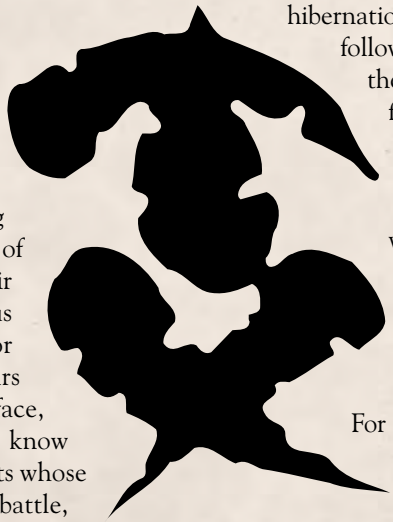
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Gurahl

"You're surprised you got mauled by a bear? Next time, don't go wandering off the trails. Now relax, sit down, and let me take a look at that. This next part won't hurt a bit."

—Armel Healing-Hands, Kojubat of the River Guardians

When the Norse warriors of old sought to gain the power and rage of the animal kingdom, they sought to emulate the fury of bears. Across many cultures and shamanic traditions, bears were greatly respected, honored as a totem of strength and healing. Even today, they remain creatures that humanity grants a wide berth, and rightly so. Yet for all their ferocity, bears also display an innocent curiosity and a great love for their children. While these traits may seem contradictory, for the *Gurahl*, chosen by Gaia to be her wardens and healers, this balance has always been a part of their nature.



While the Gurahl have the potential for great compassion and expression, they carry the burden of a violent past. Once open and carefree, an ancient war with the Garou left their psyches battered and scarred, causing them to embrace isolation as a means of protection. When found in the wild, their power and stature makes them dangerous to approach, as they have the potential for great destruction. Though many werebears seem reluctant and brooding on the surface, those few who earn the trust of Gurahl know them to be warm and giving—gentle giants whose feelings often get the better of them. In battle, they are fierce allies, unhesitant to leap into the fray to protect a friend.

The werebears believe that Gaia created the world with a dance, an act of joy that set the world in motion. The Gurahl were the first of the were-creatures, and they welcomed the coming of others with great joy. They taught the younger shapeshifters all that they knew of the world and of the spirits, sharing with them the gifts they would need to fulfill the duties Gaia assigned them. Though they gave much, they were careful to withhold their dearest secret: the power of granting life to the dead, a gift given them by Gaia herself. While the other Changing Breeds respected this caution, the werewolves grew frustrated. As Gaia's soldiers, they often fought and died in service, and they demanded that the Gurahl return their dead to life. The werebears refused, insisting that the duty of the Changing Breeds was to return the world to balance, not to invalidate the cycle of life and death. The Garou became incensed at this refusal. Unsatisfied, they made war upon the Gurahl, accusing them of siding with the Wyrm.

The conflict known as the War of Rage followed, a time of great disaster and strife. At first, the Gurahl fought back. Their stubbornness prompted resistance, but while they were formidable as individuals, war was a foreign notion to the werebears. The Garou paid no heed to honorable combat and engaged them only in packs. The werewolves' rage quickly turned to the other Fera as well, and losses began to accumulate. The Grondr wereboars, close friends of the Gurahl, were the first to perish, followed by the Apis were-aurochs and Camazotz werebats. Other Changing Breeds were persecuted as well, suffering losses of their own.

When the Okuma, an Asiatic tribe of the Gurahl, fell, the Gurahl realized they could not win. Fearing for their survival, they had no choice but to withdraw from the world. Many retreated to the Umbra and entered deep hibernation. Others travelled to the Pure Lands, following those few Garou who dissented with their fellow wolves, seeking escape from the fighting. Those Gurahl who remained were traumatized by the horrors of war. They embraced solitude as a means avoiding the Garou and also as a means of coping with the enormity of their repressed anger and pain. While this isolation limited their ability to fulfill their duties, the Gurahl felt there was little choice; the only alternative was extinction.

For centuries, the Gurahl lived, withdrawn in isolation, the lessons of the War of Rage still on their minds. The werewolves, however, learned little. When the remainder of the tribes learned of the Pure Lands, their foolishness and haste spurred them to acquire new territory. As their expansion disturbed the ancient places, they unwittingly released a number of trapped spirits. Among them was the Storm Eater, a powerful bane that ravaged across the continent. The umbral disturbance it caused awoke many of the sleeping Gurahl, rousing them from the deepest throes of hibernation. Realizing the imminent threat, they reluctantly approached the Garou and offered their aid, choosing to uphold their duty ahead of old grudges. With their combined power, the Storm Eater was vanquished. After the dust settled, the Gurahl promptly returned to their isolation. Though they worked together to defeat the spirit, the Gurahl had not forgotten the War of Rage, and they had no desire to commune with the Garou.

As the events of the Age of Apocalypse began, the Gurahl again hesitated to work alongside the werewolves, their

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stubborn natures getting the better of them. They offered their aid on a limited scale, healing the wounded and protecting the areas under their control. When the initial battles concluded, the Gurahl unceremoniously returned to their solitude, desiring only to be alone.

It was a surprise when the Mokolé, of all the Fera, reached out to them. The werecrocodiles told the Gurahl they remembered an age where the Gurahl were boisterous and carefree, sharing their gifts and their spirit with the world around them. The Mokolé told the werebears of problem they faced—most of the world's caerns had been destroyed, and there was no means to create new ones. Gaia was now silent, and many suspected that she was either dead or dying without caerns to renew her spirit. The Mokolé implored the Gurahl to help the world, telling them of an ancient plant from the days of Pangaea that might enable the creation of a new type of caern. The Gurahl were moved by this appeal. They saw the Garou, once their friends, alone and without homes. Shaking free the snow that covered their frozen hearts, they emerged from their dens and joined the search for the sacred plant once known as Gaia's Heart. When its fossilized remnants were found, they worked with the Children of Gaia to return it to life. Together, they planted the newly restored Gaia's Hearts in the centers of the remaining great caerns, and to the joy of all of shapeshifters, they discovered the shard seeds.

In the days since, the Gurahl have begun to see the world with new eyes, exploring it as a cub in the springtime. They've reestablished contact with many of the Fera, greeting them as old friends. While many remain cautious around werewolves, curiosity has started to erode old prejudices. The Gurahl have emerged from seclusion to find a world in need of healing, and some see their withdrawal as partly to blame.

As the celestial dance continues, the Gurahl are eager to once again resume their places as teachers, healers, and protectors. Though they have not forgotten the War of Rage and still struggle to forgive the Garou, they have resolved that when facing a threat as dire as the Apocalypse itself, the Garou will not fight alone.

Gurahl Breeds

Procreation between Gurahl is governed by a special rite, called the Rite of True Mating. Throughout the course of three days and three nights, this rite guides a Gurahl to the location of nearby kinfolk suitable for mating. From there, courtship proceeds normally. Even in an era of modern technology, most prefer to adhere to the rite, their stubborn natures rooted in tradition.

Homids

Homid Gurahl typically come from lives lived on the border of civilization. Their human kinfolk tend to hale from hearty stock: rugged mountain men and women. However, urban Gurahl are increasingly common, as their passion for teaching and dedication to the healing arts leads them to cities. Many seek the cities to pursue higher education as well. Overall, Homids are a minority within the Gurahl, due to their centuries of reclusion and avoiding outside contact.

Ursine

Ursine comprise the bulk of the Gurahl, though their numbers are threatened by growing incursion into bear habitats. Many take residence in national parks, where they can enjoy some measure of protection. Wherever they dwell, Ursine Gurahl dutifully serve as wardens of the land, looking after all within their protectorates. Most are curious about humans, and they are not as predisposed to dislike them as other animal breeds.

Metis

Any mating act between two Gurahl either does not result in conception, or ends in stillbirth. The Gurahl see this outcome as a mercy granted to them by Gaia, as their solitary natures would make life with a Metis deformity a miserable one.

Gurahl Auspices

Unlike the other Fera, a Gurahl's auspice is fluid. At Rank 1, she begins as an Arcas, equivalent to a Ragabash. As she gains Rank, she leaves her old auspice behind, and assumes a new one, losing her old affinity in favor of her new one. The order of advancement proceeds as follows, beginning with Rank 1: *Arcas* (Ragabash), *Uzmati* (Ahroun), *Kojubat* (Galliard), *Kieh* (Theurge), and *Rishi* (Philodox).

Gurahl do not choose a new auspice bonus as they transition into new Ranks. Instead, when a Gurahl becomes an Arcas, she chooses one of the following skills and increases its maximum potential dots by 1: Brawl, Intimidation, Medicine, or Occult. She must still spend XP normally to purchase that skill to its maximum. This benefit remains the same throughout her progression.

New Gurahl characters are created under their current auspice, as defined by their present Rank. including gift affinities and auspice skill bonuses.

When creating a new Gurahl character, you cannot apply the auspice bonuses, as defined by her current number of dots in the Rank backround, and then purchase additional dots of Rank. If you wish to raise the number of dots you

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possess of the Rank background beyond 1 during character creation, you must spend the full XP cost for any purchased skills before you can raise your Rank. After character creation, you can raise your Rank normally, without having to repay any XP saved through this bonus.

All initial XP must be spent for your current auspice affinities and costs. For an example, a Rank 2 Uzmati Gurahl must be created as an Ahroun. As she advances in Rank, her auspice affinities and bonus will change, and anything purchased from that point forward uses the new costs.

Arcas – The New Moon (Ragabash)

A Gurahl's first auspice is always Arcas, the new moon. This period marks the beginning of the *Gallivant*, a time of exploration and learning. During this time, which typically lasts one to two years, a Gurahl is placed under the guidance of her *Buri-Jaan*, an Elder tasked with teaching her everything she needs to know. An Arcas is expected to heed her teacher's instructions, but she is also granted the freedom to indulge her curiosity and make mistakes. Most Gurahl are still students at this age, but many compliment their studies working as park rangers, providing childcare services, or volunteering for charitable causes.

Uzmati – The Full Moon (Ahroun)

The Uzmati phase marks the end of a Gurahl's education and her emergence as a warrior. This period often lasts for multiple years, depending on the path she follows. Uzmati are wardens, ferociously safeguarding their protected lands and those under their care. This period also marks the beginning of a Gurahl's solitude, when she learns to fend for herself. Gurahl have reached adulthood by this stage, and they may find employment as county sheriffs, advocates, or survial guides.

Kojubat – The Gibbous Moon (Galliard)

A Gurahl who makes the transition to Kojubat is once again a learner, immersing herself in the wonders and lore of Gaia. In this phase, a Gurahl is filled with the love and joy of the Great Mother and spends her time sharing stories and singing songs. Many Gurahl make this transition as they seek to become parents or set themselves to raising of young. Many werebears in this phase find their callings as teachers, social workers, or performers.

Kieh – The Crescent Moon (Theurge)

Having spent years immersed in study, a Gurahl becomes an elder and transitions to her Kieh period. In this phase, a Gurahl works to master the sacred mysteries and use her knowledge to the benefit of Gaia. By now, she is qualified to serve as a Buri-Jaan to an Arcas, and most do. With her expansive knowledge, a Kieh may find work as a veterinarian, doctor, or therapist.

Rishi – The Half Moon (Philodox)

A Gurahl who transitions into the Rishi phase has accumulated a lifetime of knowledge and wisdom. During this period, she serves as a leader, mediator, and judge for her people. Gurahl of this auspice command great respect among their fellows, and they are second only to the Great Grandmother and Great Grandfather bears in authority. Many Rishi spend their time working as ecologists, professors, or in any profession that continues to call to them from their younger years.

Organization

Prior to the War of Rage, the Gurahl breed encompassed a wide variety of tribes. All except four were slaughtered by the Garou, but with the return of the Okuma, there are now five werebear tribes remaining: the Forest Walkers, the Mountain Guardians, the Okuma, the Ice Stalkers and the River Keepers; three of these five tribes are detailed, below. Each tribe has one Gurahl of Rank 6, called the Great Grandmother or Great Grandfather bear. These elders are rumored to walk the earth forever unaging, and they are often sought out in times of great need. Together, they form the Great Council, and they make decisions for the Gurahl as a whole. Gurahl are very respectful of Rank, and unlike Garou, they respect the age and Rank of those outside their tribes.

Gurahl meet formally once a year for the Autumn Council, an event observed through discussion, celebration, and ritualized dance. Lesser gatherings take place throughout the year, including informal powwows. Outside of these events, Gurahl are respectful of one another's solitude, and they will always meet and depart from each other through the Rites of Greeting and Leave-Taking.

Tribes

Forest Walkers

Drawing their lineage from black bears, the Forest Walkers are cunning, curious, and independent-minded. Among the Gurahl, they were the first to receive the Mokolé, and they advocated strongly in favor of assisting the Garou and other Fera. Having met with success in the creation of the shard seeds, this group intends to take their work even further. The tribe is discussing the possibility of bringing an extinct species back to life, a proposition met with much controversy in the other tribes.

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Mountain Guardians

Strong, powerful, and aloof by nature, the Mountain Guardians share kinship with the powerful grizzly bears. Known as the most warlike of the Gurahl, they were the most resistant to reconnecting with the Garou. However, now that ties have been reestablished, their hearts have slowly begun to soften, and many have embraced the opportunity to recruit new allies for their fight against the Wyrm. Other shapeshifters who can get past their prickly ways will find the Mountain Guardians dedicated allies; beneath their ferocious exteriors beat steadfast and loyal hearts.

Okuma

Once believed to have been eradicated during the War of Rage, the Okuma have made a sudden and mysterious return. This reemergence has led some to speculate whether an unknown group emerged from hibernation or if the death bear was challenged to make their return possible. Composed of Asiatic species, including the white-chested bears and sun bears, these Gurahl are known for their bitter and morose dispositions. Having been accepted by the Hyengokai, they maintain an almost rigid separation from the Stargazers, in spite of their outgoing natures. The Okuma's current aim is to steer the Gurahl away from greater collaboration with the Garou, citing the dire situation of much of Asia's wildlife, their own kinfolk among them, as a reason to withhold aid.

Appearance

In Homid form, Gurahl are muscular with broad shoulders. In Ursus form, a Gurahl's coloration and markings are determined by her region of origin. Black and brown bears live in temperate areas, white-furred polar bears are native to the tundra, and pandas and sun bears are indigenous to Asia.

Alternative Forms

Gurahl have access to the following alternative forms, rather than the traditional Garou forms:

Homid

A Gurahl in human form is said to be wearing her *Homid* skin. Gurahl in their Homid forms are visually and physically indistinguishable from normal humans, although a Gurahl's behavior may mark her as a feral, strange sort of person.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they so choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Arthren

A Gurahl between her Homid and Crinos forms is said to be in *Arthren* form, the near-man. A Gurahl in this form is taller and significantly more muscular than a typical human, with the physique a strongman or professional wrestler. Thick hair covers her form, making for a truly bestial appearance, resembling the Sasquatch of myth.

The Code of Ursa

The core tenets of the Gurahl are defined in the Code of Ursa. All Gurahl are taught the code as part of their Gallivant, and they work dutifully to uphold it.

- Cherish the Cubs
- Protect the Land
- Heal the Sick
- Nurture the Needy
- Teach the Supplicant
- Breed Wisely
- Cleanse the Tainted
- Guard the Secrets
- Respect the Elder
- Remember Your History
- Avenge Wrongful Slaying

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At a distance, an Arthren may be mistaken for a large human, but when viewed in close proximity, she appears distinctly unnatural.

Form Benefit

A Gurahl in Arthren form inflicts aggravated damage when fighting with her claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Brawl, Melee, and Firearms skill test pools and gains a +2 wild card bonus to her Dodge skill test pools. In Arthren form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Strength]

While in Arthren form, her Brawl skill wild card bonus increases to +5, instead of the standard +3 bonus.

Crinos

A colossus of muscle and fur, a Gurahl in *Crinos* form is a terrifying site to behold. Standing between 10 and 16 feet tall, the war-form of a Gurahl is a towering hybrid between man and bear, with powerful claws and crushing arms.

She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees a Gurahl in Crinos form will be impacted by Delirium, suffering confusion, memory loss, and potential madness.

Characters in this form cannot use firearms or small or delicate technological devices, since her fingers are too large to operate fine mechanisms. In addition, many melee weapons' handles are too small for a Gurahl in Crinos form to use effectively, but shapeshifters often craft specialized weapons that can accommodate this form's large hands.

Form Benefit

A Gurahl in Crinos form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +5 wild card bonus to her Brawl and Melee skill test pools. When in this form, her Brawl and Melee attacks deal an additional point of damage.

Focus [Strength]

While in Crinos form, her Brawl and Melee skill wild card bonus increases to +7, instead of the standard +5 bonus.

Bjornon, the Cave Bear

Resembling the extinct cave bears of old, a Gurahl can assume the *Bjornon* form, a powerful and oversized bear. With elongated claws and sharp fangs, this form is nearly as six feet tall at the hip and moves powerfully on all fours.

When viewed at a great distance, observers may mistake this form for a large bear, but it is otherwise much too large to be natural. Since this form lacks opposable digits, Gurahl in Bjornon form cannot use weapons or most technological devices.

Form Benefit

A Gurahl in Bjornon form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Brawl skill test pools and gains a +2 wild card bonus to her Dodge skill test pools. When in this form, her Brawl and Melee attacks deal an additional point of damage.

Focus [Stamina]

While in Bjornon form, she receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Ursus

A Gurahl in her bear form is said to be wearing her *Ursus* skin. Gurahl in Ursus form are visually indistinguishable from normal bears, but based on an individual's native region, her fur and coloration may vary. Since this form lacks opposable digits, Gurahl in Ursus form cannot use weapons or most technological devices.

Form Benefit

Gurahl in Ursus form can attempt a bite attack without needing to grapple her opponent first. She also gains a +2 wild card bonus to her Brawl and Athletics skill test pools.

In addition, she can attempt to recognize others by scent and track them (see **Chapter Eight: Dramatic Systems, Tracking**, page 402). Ursine-breed characters in this form can more easily decrease their current Rage if they choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

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Weakness

Protectors by nature, Gurahl do not receive additional actions as their Rage advances. Instead, their Rage brings out their stubborn natures, allowing them to ignore the effects of damage.

Gurahl have the following alterations to their Rage track:

- **Rage 3:** Each time you take aggravated damage, you may choose to convert 1 point of aggravated damage to normal damage.
- **Rage 6:** Each time you take normal damage, you may choose to ignore 1 point of normal damage.
- **Rage 9:** Each time you take aggravated damage, you may choose to convert 1 additional point of aggravated damage to normal damage.

These effects are cumulative. As a Gurahl takes damage, apply any applicable benefits in order, starting with the lowest Rage benefit first.

Gifts

Gurahl gifts can be found in **Chapter Five: Gifts** beginning on page 250.

Merits

Gurahl merits can be found in **Chapter Six: Merits and Flaws** beginning on page 312.

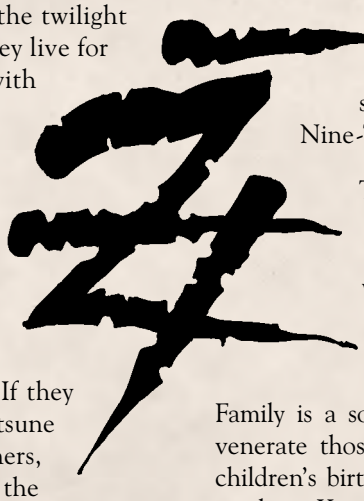
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Kitsune

"Laughter shrinks sorrow and strengthens the heart. Sometimes, it can make you feel big in a world that tries like hell to make you feel small."

—KyōHashira, Kitsune Dreamweaver Nine-Tails

Only those born in sorrow truly appreciate the power of laughter, or so the *Kitsune* believe. They are the last-born of Gaia, charged with safeguarding hope and joy, and with striking down those who would spread misery and despair by violating the Laws of Heaven. Yet Kitsune are marked by sorrow from birth; their very lives come at a grave cost—the death of one of their parents. They are taught to never cry in public, shedding tears only in the privacy of their burrows and warrens. They strive to lift the sorrows of others, so they may endure the struggles of this world. Unique among the Changing Breeds, once they reach maturity and the First Change, Kitsune do not age. Forever trapped in the twilight between reckless youth and maturity, they live for hundreds of years, gaining a new tail with each lifetime experienced.



Legends say that when Luna brought the very first Kitsune, Bai Mianxi, to Gaia's court to swear loyalty, she struck a bargain. In exchange for the Kitsune's sacred service to enforce the Mandate of Heaven until the last age of the world, Gaia agreed to protect her youngest Fera and grant them long life. If they served Gaia to her satisfaction, the Kitsune would find true purpose above all others, bringing unity between Gaia's children in the Age of Apocalypse.

For thousands of years, the Kitsune rarely ventured out of China and Japan. They served the Asian shapeshifters, known collectively as the *Beast Courts*, as messengers and diplomats. Through manipulation and assassination, they removed the worst examples of man and beast, shaping the history of human civilization and the Beast Courts throughout the ages.

Ever-dedicated, they now fight Gaia's enemies with the tools at their disposal: humor to banish despair, cunning to eliminate ignorance, and magic and misdirection to release the irredeemable. A wily Nine-Tails can topple a kingdom and spark a rebellion with but a whisper here and a clever ruse there.

After the devastating attack on the world's caerns that marked the beginning of the Age of Apocalypse, Bai Mianxi returned from Heaven's Court, a realm in the Deep Umbra. She brought word that the passage to Heaven was now closed, and the final age of the world had begun. Satisfied they had fulfilled their obligation to Gaia, the Kitsune began to travel the Material Realm. When they encountered local vulpine populations, a miracle happened. Gaia's sacred promise came true: those who had long-slept awoke, creating new populations of Kitsune in Europe, Asia, the Americas, and even the Arctic regions.

In the Age of Apocalypse, the Kitsune's friendship with the Stargazers has earned them a niche, acting as diplomats and mediators between the Fera and the Garou. There's even been talk of forging a deal with the Beast Courts to protect the last few great caerns, but the tensions between the Concordat of Stars and the Sanctum of Gaia have stalled such talks. Born after the War of Rage, the Kitsune tackle old grudges with new eyes, often playing the fool to deliver wisdom. However, those with outdated views about bravery and glory often besmirch the Kitsune's honor or sneer at them, because they consider the Nine-Tails to be lesser predators.

The Kitsune are eager, filled with optimism for the challenge ahead of them in this brave new world of ultimate freedom. She who laughs last, laughs best.

Kitsune Breeds

Family is a solemn word to the Kitsune. The Nine-Tails venerate those who sacrificed their lives to ensure their children's birth. Their curse dictates that one parent of a newborn Kitsune will die at the child's birth, which makes each new birth that much more poignant. The werefoxes protect their kin, carrying out their sacred duty throughout their lifetimes and honoring the names of those in their lineages. All Kitsune are alleged to come from Bai Mianxi, but some conservative elements of the Nine-Tails believe those older—thereby closer to the Great Mother in their genealogy—have been blessed with wisdom that comes with the endless centuries. The newly awakened Kitsune naturally disagree.

Kojin – Homids

Kitsune born from human parents find themselves quickly torn between two worlds. As children, they feel disconnected from the world around them, as they mourn the loss of a parent, yet they also sense the vibrant spirit world all around them, although they are unable to experience it fully until their First Change. By adulthood, they know what it is like

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to be different, allowing them to be cunning spies within the human world and master diplomats between the various supernatural factions.

Roko – Vulpine

Fox-born Kitsune are bright and curious from birth, often feeling stifled by a life with ordinary foxes without knowing why. Kitsune foster these children with kinfolk and then monitor them from a distance, protecting them throughout their childhoods until their First Change. As their transformation occurs, all of the strange ideas and abstract concepts suddenly feel right in their heads, and they venture forth to explore the world. They are an integration of human cunning and fox instinct, nervous and curious, always keeping an ear out for danger or prey while seeking new experiences.

Shinjin – Metis

The Kitsune consider their Metis a sign that Gaia loves them best. They are born perfect, lacking the deformities other Metis have and possessing a lifespan double that of the already long-lived Kitsune. Such births are extremely rare, but likewise their arrival marks the only time that the Kitsune curse does not automatically kill one of the child's parents. A Metis is considered a child of all Kitsune, and the community showers the child with love and affection. However, these Shinjin remain stuck in Koto form until their First Change. The Nine-Tails understand that other breeds don't feel the same way, and so they often attempt to hide these "royal" births away from disdainful eyes. The Shinjin tend to be arrogant and haughty due to their upbringing, yet also masterful in the roles they must play in society. A Kitsune Metis is often quite stunned when they encounter unexpected disdain from other Fera or Garou, due to the circumstances of their birth.

Kitsune Paths

The Kitsune think of their auspices in terms of the Chinese four elements. Luna's blessing grants them the ability to select their auspices, called *paths*, as a sacred calling during a ceremony known as the Rite of the Crossroads. An older Nine-Tails performs this rite of passage ceremony at a crossroads or place of transition, such as a bridge over running water or in front of an important doorway. The young fox is purified and then must select from four bowls, representing the four elements. This rite can be a painful process, as the young Kitsune sheds the freedom of childhood and strips away her illusions about the world. Kitsune do not have the Ragabash auspice available to them; as they believe themselves to be Luna's favorites, they are unable to select an auspice represented by the lack of Luna's visible presence.

Doshi – Theurges

Serene sorcerers and savvy sages of forbidden lore, Theurges among the Kitsune are known as the *Doshi*. Thunder is their element, for they are keyed into the mystical energies of the universe. They prefer isolation, distancing them themselves from those who would distract them from their studies, living in isolated ruins, blessed temples, or deep in the wild. The Doshi believe that the path to victory lies in knowing your enemy as you know yourself, understanding its needs and hungers. They delve into forbidden knowledge, and many believe this taints their souls, as those of this auspice can be identified by a blackening of their fingers. Doshi often find solace living as monks or take employment as researchers and librarians.

Gukutsushi – Philodox

Serving as diplomats and assassins when required, the Philodox among the Kitsune are known as the *Gukutsushi*. Nicknamed the "Dreamweavers," this path is represented by the element of fog. They council those suffering intense sorrow or mourning with good-natured humor. Experts at psychological warfare and masters of desire, these Kitsune wound their enemies from the inside. They often find themselves drawn to the roles of counselors, teachers, diplomats, spies, and courtesans.

Kataribe – Galliards

Builders and creators, the Galliards of the Kitsune are known as the *Kataribe*. Represented by the element of clay, they are entrusted to protect the very essence of the Wyld through their art, forever capturing the memory of the world in their stories and songs. They have little difficulty finding employment in the human world as artists, performers, or storytellers.

Eji – Ahroun

Brave and cunning, the Kitsune Ahroun are known as the *Eji*. While Kitsune lack the obvious advantages of the other shapeshifters in a fight, they compensate with skill and daring. The Eji are represented by the element of lava and burn their enemies with surgical precision. Concerned with personal honor and their duty to enforce the Laws of Heaven, they will cut away a rotting limb to save the whole of the body. They often find work as bodyguards and assassins, seeking the freedom to travel where action is.

Organization

The Kitsune have a feudal system of organization, based on lineage, oaths of service, and debts of honor. They hold a reverence for those who have survived and the wisdom

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The Laws of Heaven

Given to Bai Mianxi by Luna, the Heavenly Mandates are the very foundation of Kitsune society. The Nine-Tails believe that these laws are all that keeps them sane in their long years, and these rules hold them together in a world of superior predators and constant threats.

- I command you to destroy that which harms Gaia.
- I command you to aid your brothers, your sisters, and that which serves Gaia.
- I command you to revere your mothers, your fathers, your aunts, your uncles, and our favored servants.
- I command you to keep your duty first in your heart, and to follow my teachings.
- I forbid you to exterminate the humans.
- I forbid you to make war on your brothers and sisters.
- I forbid you to break your word.
- I forbid you to commit suicide for reasons of honor.
- I free you to do anything else necessary to achieve our goals.

they've earned over lifetimes, but as individuals, they are too interested in their own affairs to stay rooted. The Age of Apocalypse has awakened more Nine-Tails across the world, and this latest generation rarely seeks direction from the established camps. The older Kitsune try not to hold too strong a grudge, for they remember the rebellious spark of their own youths.

Camps

Inari's Messengers

This camp is a monastic order devoted to the service of all Nine-Tails. Most Kitsune join this camp for a time to learn from their Elders, earn some measure of enlightenment and wisdom, and to prove their worth. These wandering foxes serve as messengers, protectors of kinfolk, and scouts. Often, when a young fox is ready to graduate from this camp, she will earn her second tail.

Rusty's Rumspringa

One of the newest camps to appear in the Age of Apocalypse, Rusty's Rumspringa is a camp populated entirely by young, American foxes who have surrendered themselves to the joy of living and loving life. Led by one of the first American foxes to awaken, they argue this is their time to be young and damn all rules and duties—obligations are for those who have already had centuries of fun. These indulgent foxes reject the Laws of Heaven in theory, concerned only with their own needs. In practice, most privately hold those mandates close to their hearts. Those outside the camp prefer to think of this group as an exercise in extended adolescence.

The Wheel

The eldest Nine-Tails often are part of this camp, representing the mandate given to the Kitsune by Luna and Gaia to enforce the Laws of Heaven. They believe while the final age of the world has arrived, freedom comes with duty and responsibility. The world needs them now, more than ever. Kitsune are technically Ronin; although the path to Heaven is closed, they can still choose to serve a higher purpose.

Appearance

A Stargazer Galliard once described the Kitsune as though they were about to step out of a magnificent painting—otherworldly, beautiful, and impossibly serene. The Nine-Tails project an elegant demeanor and natural grace, regardless of their current form.

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Alternative Forms

Kitsune have access to the following alternative forms, rather than the traditional Garou forms:

Homid

A Kitsune in human form is said to be wearing her *Homid* skin. Kitsune in their Homid forms are visually and physically indistinguishable from normal humans, although Homid Nine-Tails are often slight in build and quite attractive to other humans.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they so choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Sambuhenge

A hybrid form that lies between Homid and Koto forms, the *Sambuhenge* form takes some of the advantages of both. A Nine-Tails in this state retains her typical mass, but her face elongates slightly while sprouting vulpine ears and a tail. Older Kitsune have an additional tail for each lifetime lived. Some humans find this form quite beautiful.

Form Benefit

A Kitsune in Sambuhenge form gains a +1 wild card bonus to her Athletics, Brawl, Melee, and Firearms skill test pools and gains a +2 wild card bonus to her Dodge skill test pools. In Sambuhenge form, she can fight using any weapon a human could use, including melee weapons and firearms. In addition, a Kitsune in this form gains the Appearance social attribute focus.

Focus [Dexterity]

While in Sambuhenge form, she gains a +2 wild card bonus to her Stealth skill test pools.

Koto

A Kitsune in *Koto* form is an otherworldly, vulpine creature that walks on two legs with a distantly elegant menace. She is covered in fur with a snout of sharp fangs, and at least one long, foxlike tail.

She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees a Kitsune in Koto form will not be impacted by Delirium, which is why the Nine-Tails use this form only as a last resort.

Form Benefit

A Kitsune in Koto form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Dodge skill test pools, and a +2 wild card bonus to her Athletics, Brawl, Melee and Firearms skill test pools. When in this form, her bite attacks deal an additional point of damage, and she is able to use any tool or weapon designed for a human.

Focus [Stamina]

While in Koto form, a Kitsune receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Juko

A Kitsune in *Juko* form takes the appearance of a large fox that equals the mass and stature of a wolf, but with the sleek elegance one would expect of a Nine-Tails. In this form, a Kitsune with multiple tails will often fan them out like a peacock's feathers. When viewed at a great distance, observers may mistake this form for a large fox or other canid, but it is otherwise much too large to be natural. Since this form lacks opposable digits, a Kitsune in Juko form cannot use weapons or most technological devices.

Form Benefit

A Kitsune in Juko form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Brawl skill test pools and gains a +2 wild card bonus to her Dodge skill test pools.

Focus [Stamina]

While in Juko form, a Kitsune receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Kyubi

A Kitsune in her *Kyubi* form is said to be wearing her Roko skin. Kitsune in Kyubi form are visually indistinguishable from normal foxes, but based on an individual's native region, her coloration may vary; Kitsune encompass every breed of vulpine found throughout the world. Since this form lacks opposable digits, Kitsune in Kyubi form cannot use weapons or most technological devices.

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Form Benefit

A Kitsune in Kyubi form can attempt a bite attack without needing to grapple her opponent first. She also gains a +2 wild card bonus to her Dodge and Investigation skill test pools.

In addition, she can attempt to recognize others by scent and track them (see **Chapter Eight: Dramatic Systems, Tracking,** page 402). Rokobreed characters in this form can more easily decrease their current Rage if they choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Weakness

Kitsune do not cause the Delirium in humans, as they were never part of the Impergium, and had no opportunity to embed fear in humans' memories. They also lack the ability to regenerate, compensating with fleetness of foot. Whenever a Kitsune's Rage level would normally provide regeneration benefits, as shown on the Rage Effects table (see **Chapter Eight: Dramatic Systems, Rage, Rage Effects**, page 378), she instead gains one additional step whenever she spends an action to move; this effect is cumulative as her Rage level increases. For example, if a Kitsune has reached 7 points of Rage, rather than Regeneration III, she gains three steps each time she spends an action to move.

Gifts

Kitsune gifts can be found in **Chapter Five: Gifts** beginning on page 253.

Merits

Kitsune merits can be found in **Chapter Six: Merits and Flaws** beginning on page 313.

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Nuwisha

"Those big, dumb, furry blenders of doom just never learn, do they? Well, let's try yet another lesson…"

—Kokopelli Wicked Turn

Every story ever told is truth, but also lies. Each trick and prank must have a purpose, must teach some lesson to the victim. So believe the wily *Nuwisha*, the were-coyotes, who spend their existence bringing wisdom and knowledge to those they encounter, using their own mirthful brand of tutelage. Always curious and eager to explore new places and discover new things, they were the first of Gaia's children to explore the Umbra. Mischief-makers and pranksters, other shapeshifters often view the Nuwisha as little more than nuisances who live without rules. In actuality, the coyotes constantly seek the truth and always look to enlighten those they encounter, though their lessons are often painful and unpleasant. The Nuwisha embody the idea that laughter is the spice of life, and sometimes you must learn to laugh at yourself.

If one were to ask a Nuwisha where her people originated, her stories would be wild and unbelievable, including a tale of Coyote creating the world, creating all of the other shapeshifters, and then finally creating his wise and devious children. Perhaps there is truth in these tales, but even the Nuwisha themselves are unable to discern their origins from the tales they have spread. There is no question that the Nuwisha first appeared in North America, where they regularly encountered the Croatan, Uktena, and Wendigo. Some coyotes actively worked to avoid these tribes, while others took it upon themselves to infiltrate their ranks and pose as scrawny Garou. Only after the War of Rage did the Nuwisha expand throughout the wider world, bringing their laughter and knowledge to other shapeshifters.



Masters of deviousness and deceit, the Nuwisha survive through cunning and bravery. Some tricks are more dangerous than others, particularly when a victim may survive and look for revenge, rather than meditating on the lesson she has received. While many Garou believe these pranks are merely a source of chaotic entertainment for the Nuwisha, some have found the wisdom in the werecoyotes' actions. The Nuwisha aim for truth and knowledge, and every prank disguises an important lesson. While these antics can be mild and amusing, often they are vicious and deadly—even in death, one can learn an important lesson. In the eyes of the Nuwisha, their actions only serve to strengthen Gaia and her children by forcing them to face their flaws.

At the advent of the War of Rage, many Nuwisha died, leading most Garou to believe that the breed had been largely eradicated. In actuality, the surviving Nuwisha merely retreated into the depths of the Umbra, finding safety among the stars while the other shapeshifters raged against one another. Although the Nuwisha had tried to counsel the other shapeshifters against such folly, their words fell on deaf ears. Coyote had no choice but to give his children a place where they could be protected and ride out the conflict among the Garou and Fera. Some believe that the Nuwisha secretly caused the War of Rage, using their deviousness to maneuver the Garou to act on their building frustration. Of course, no Nuwisha will confirm this rumor.

As the War of Rage drew to a close, the Nuwisha were forced to make difficult decisions regarding their time on Earth. While the other shapeshifters needed their teachings, particularly the haughty Garou, the coyotes worried that they might find themselves once again at the wrong end of the werewolves' claws when a trick went too far. The breed decided that only 100 Nuwisha would return to Earth, and only 100 would exist in the Material Realm at any given time. The remainder of the Nuwisha—often the older, wiser, and more cunning of the breed—remained in the Umbra, where they traveled the stars and mapped the umbral ways. These travelers became known as the *Umbral Dansers*.

The Umbral Dansers were charged with learning the secrets of the Umbra and passing along information that might assist the Nuwisha still on Earth. Much like their earthbound counterparts, these Nuwisha worked in solitude, often finding themselves traveling for months or even years at a time without ever interacting with another living soul.

The beginning of the Age of Apocalypse was difficult for all of the shapeshifters, though the Nuwisha were perhaps hit the hardest. Many of the oldest and brightest members of the Umbral Dansers found themselves caught in violent umbral storms. Some perished as they attempted to influence or divert the storms from catching unknowing septs in their paths. Still others found themselves blown into the dark parts of the Umbra—they have not yet been recovered. On Earth, the remaining Nuwisha saw the Wyrm's advance, and they leapt to the defense of nearby septs, often working in secret as they attempted to protect these places of power.

As the umbral storms began to fade, the Nuwisha gathered for their yearly festival to discuss how to best help. The fight against the Wyrm grew more desperate, and it was apparent that the Garou needed all the help they could get.

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Additionally, the werecoyotes were especially troubled by the news that the Garou had become even more divisive. The Nuwisha had spent the better part of the last century working to erode the werewolves' foolish pride, in hopes of making them more cooperative with the Fera. Seeing them devolve to factionalism over petty differences in ideology meant that the unity needed to survive the Apocalypse was at stake. Gaia, after all, could scarcely afford to have her soldiers at odds in her hour of need.

The Nuwisha made a number of decisions during their festival: first, they would actively take the fight to the Wyrm, using their skill and trickery to directly disrupt the enemy. Second, they lifted the edict declaring that only 100 Nuwisha may be on Earth at any given time. Immediately, the number of Nuwisha on Earth swelled as Umbral Dansers, eager to assist, returned to the Material Realm. Lastly, the Nuwisha resolved to show the Garou the error of their ways when it comes to their own divisiveness. Given the deep political divide in the Garou Nation, this will prove no easy task, yet it is essential for the survival of all.

On the surface, the Nuwisha exist as they always have; teaching through pranks and tricks, sowing chaos wherever they go. Very few realize what the coyotes are truly doing, and they are content to keep their true purpose a secret for now. More than ever, Nuwisha work together in small groups, enacting more elaborate schemes in order to cause as much damage to their enemies as possible.

The perpetual laughter of the Nuwisha has not been stemmed, but there is a more malicious tone to it in the Age of Apocalypse. Their smiles always bare a hint of fang. For millennia, the Nuwisha fought the war from a distance, using their own rules. Now, the Wyrm will learn how vicious and violent the Trickster's children can truly be. The coyotes have no desire to lose this war, and they will do whatever they must to succeed.

Nuwisha Breeds

For many years, the Nuwisha lived solely in North America, remaining close to their animal brethren. Over time, they drifted to other continents, and now they can be found in all corners of the Earth. The Nuwisha care little for bloodlines or lineages, and they rarely stick around long enough to raise their offspring. Nuwisha are notorious for being particularly amorous, and they're not picky about their partners.

Homids

Young Homid Nuwisha are often jokers and outsiders, thrill-seekers and show-offs. They understand the weight of a good prank long before Coyote touches them. During their First Change, Homid Nuwisha often quickly discover that there is a greater purpose to their wild and questioning ways, and that their pranks can offer a unique learning opportunity to others. Manipulative and unrelenting, Homid-born Nuwisha often revel in the new world that shapeshifting gives to them. Their First Changes are rarely bathed in blood, but rather provide moments where the young coyotes realize the power and responsibility that they now hold.

Latrani

Often more curious and playful than their Homid counterparts, *Latrani* make up the bulk of the Nuwisha. Thanks to the staggering number of coyotes in North America, Latrani are far more common than Lupus Garou. Prior to the First Change, these Nuwisha often find themselves near humanity; they are most often found straying in cities and yards as they seek an understanding of mankind. Thanks to this propensity, Latrani often transition to walking between the two worlds fairly painlessly, and they rarely lose the curiosity and playfulness from their early years. The First Change of a Latrani Nuwisha often comes when her curiosity has put her into a situation from which she can't quite escape—Coyote finally takes pity on his child and offers her some additional assistance.

Metis

For reasons unknown, the Nuwisha never produce Metis children. On the rare occasion that two Nuwisha can stand the company of one another long enough to breed, the child is always born a kinfolk.

Nuwisha Auspice

The Great Trickster himself, Coyote, is the patron of the Nuwisha breed. A creature of many faces, Coyote is capricious: playful and deadly, wise and foolhardy. Coyote demands very little of his children; though he gives them laws to live by, he expects them to bend and break these laws when necessary. Some say that Coyote often takes the form of one of his children and walks among them, simply to learn of all the new tricks and pranks his children have devised. He expects Nuwisha to be cunning and ferocious when the need arises, but above all—he expects his children to laugh and to impart wisdom to those who desperately need it.

Ragabash

Legend holds that millennia ago, Luna and Coyote were once the best of friends. Whenever her face would shine, he would raise his voice, alerting all to her splendor. This fondness did not last, however, as Coyote is a trickster by nature. Though the nature of the prank itself has been lost to the ages, it deeply offended Luna. For years, Coyote begged his dear friend to return, but she continued to spurn his attentions. In

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Laws of the Nuwisha

Coyote has very few rules for his children, but he expects them to follow the few guidelines he has set forth—usually. Those werecoyotes who cannot abide by the rules often find themselves at the mercy of their fellow Nuwisha, if not Coyote himself. Of course, Coyote realizes that sometimes, rules are made to be broken.

- Let a Fool Die a Fool's Death
- Teach Those Who Need Teaching a Proper Lesson
- Always Prank the Wyrm
- Be Subtle
- Respect Luna
- Think, Then act

retribution, Luna denied all of Coyote's children her blessings. Because of this, all of Coyote's children are Ragabash, as their births are not blessed by Luna. Of course, this auspice suits the Nuwisha just fine, as they are tricksters and teachers, following closely in the footsteps of their totem. Although Nuwisha rarely hold steady employment of any kind, they are most often found as carnival workers, roughnecks, migrant workers, or traveling salesmen.

Organization

The Nuwisha lead largely solitary lives, content to roam the globe and Umbra without feeling beholden to the needs of others. They rarely gather, and when two Nuwisha meet, it is often a brief affair. However, once a year, all Nuwisha gather for a festival. Held near the Winter Solstice, this event is a time for the entirety of the breed to gather and share their tales with one another. The festival is strictly for Nuwisha, and any outsiders who attempt to infiltrate it are hunted down and killed. Even Nuwisha kinfolk are not allowed to partake in the event. The exact date and location of the festival is held in the strictest confidence, though it always takes place in one of the breed's umbral hidey-holes, allowing the Umbral Dancers to attend.

Although Nuwisha show respect to those who have earned a great deal of Renown, Rank does not automatically ensure that others within the breed will follow one's orders.

Appearance

The most striking feature of any Nuwisha, and the one that they all share, is their resemblance to Coyote through laughter and smile. Many Nuwisha seem to carry a cheerful expression wherever they go; although this smile often turns sinister when they are angry or upset. In their Latrani form, they are identical to any other coyote, with thick coats and bushy tails. Although a Nuwisha's howl differs slightly from that of her Garou brethren, she is able to easily communicate with coyotes and wolves alike.

The Festival

Once a year, all Nuwisha are called to gather for a festival. This event is a time for sharing news and planning the next great trick on the Wyrm. Explorers share knowledge of dangerous areas found in the Umbra, and Nuwisha who are in need of assistance come forth to make their plea. When the business is completed, revelry reigns supreme, as the breed comes together as one large family to celebrate their lives. Festival rules prohibit Nuwisha from harming one another; this is a time for all feuds to be set to the side.

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Alternative Forms

Nuwisha have access to the following alternative forms, rather than the traditional Garou forms:

Homid

A Nuwisha in human form is said to be wearing her *Homid* skin. Homids are visually and physically indistinguishable from normal humans, though they tend to be lean and wiry, with pleasant laughs and an engaging smile. Nuwisha generally carry an air of playfulness and mischief, a sign of the pranks she is always ready to share.

Form Benefit

There are no bonuses associated with Homid form.

Tsitsu

A Nuwisha between Homid and Manabozho form is said to be in her *Tsitsu* form, the near-woman. A Nuwisha in this form has doubled in bulk, and her voice is much deeper than normal. Despite this, she is still able to easily pass for human while in a crowd, and she is able to speak and interact normally. Only those who know her will notice that something is amiss.

Form Benefit

A Nuwisha in Tsitsu form inflicts aggravated damage when fighting with her claws, using her Brawl skill attack test pool. She also gains a +2 wild card bonus to her Dodge, Stealth and Survival skill test pools. In Tsitsu form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Dexterity]

While in Tsitsu form, her Dodge skill wild card bonus increases to +4, instead of the standard +2 bonus.

Manabozho

There is little doubt that the brutish and efficient *Manabozho* Nuwisha is a creature built for combat. Although a Manabozho Nuwisha lacks the sheer strength of a Crinos Garou, she more than makes up for it with extra speed and agility, an aspect that comes in handy for a Nuwisha who often finds herself attempting to outrun an enraged party. Unlike many other shapeshifters, characters in this form can still speak normally, although their voices are deep and carry a slight growling tone to them.

A Nuwisha in her Manabozho form reaches nearly eight feet tall, and her bulk increases by roughly one and a half times that of her Tsitsu form. In Manabozho form, a Nuwisha is covered in short, course fur, with long, wickedly sharp claws. A non-supernatural human who sees a Nuwisha in Manabozho form will be impacted by Delirium, suffering confusion, memory loss, and potential madness.

Characters in this form cannot use firearms or small or delicate technological devices, since her fingers are too large to operate fine mechanisms. A Nuwisha's hands are humanlike enough to allow her to use most melee weapons normally.

Form Benefit

A Nuwisha in Manabozho form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Brawl and Melee skill test pools and a +1 wild card bonus to her Dodge skill test pools.

Focus [Strength]

In Manabozho form, her Brawl and Melee skill wild card bonus increases to +5, instead of the standard +3 bonus.

Sendeh

A Nuwisha in her *Sendeh* form exemplifies the close relation between wolves and coyotes. A small cousin to the Hispo form of the Garou, a Nuwisha wearing her Sendeh skin is often mistaken for an endangered red wolf. In this form, a character is significantly larger than her Latrani form; however, she retains the dexterity of her smaller form. While a Nuwisha in Sendeh form cannot use human speech, she is able to easily imitate certain sounds of humanity, such as laughter, screaming, or crying—a talent often exploited by a clever coyote. Since this form lacks opposable digits, Nuwisha in Sendeh form cannot use weapons or most technological devices.

Form Benefit

A Nuwisha in Sendeh form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Stealth and Survival skill test pools and gains a +2 wild card bonus to her Dodge skill test pools.

Focus Stamina

While in Sendeh form, she receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

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The North American Coywolf

The last century has seen the rise of a new predator in the Northeastern United States. This creature appears to have all of the intelligence and curiosity of a coyote, combined with the resilience and bulk of the eastern wolf. The number of coywolves is on the rise, and they have regularly been spotted in heavily populated urban areas, including several small packs roaming through New York City.

While most believe these creatures occur naturally, the Garou have discovered that their origins are far more sinister. It is true that the first coywolves came about through the natural pairing of a coyote and wolf; however, modern creatures have been deliberately bred and developed in Wyrm-controlled labs in the Northeast.

These genetic experiments have been used to infiltrate urban areas and even attack unsuspecting humans, although the true purpose behind their creation is yet unknown. Nuwisha and Garou alike hunt these creatures down and destroy them when they are able.

Latrani

A Nuwisha in her coyote form is said to be wearing her *Latrani* skin. Nuwisha in Latrani form are visually indistinguishable from normal coyotes, but based on an individual's native region, her coloration may vary. While this form mirrors the lean, cunning coyote, it lacks the strength and flexibility of the humanoid forms. Nuwisha in their Latrani form come in a wide range of colors, though their fur tends to be light gray, red, or tawny. As with coyotes, those Nuwisha from higher elevations tend to have more black and gray shades, while their desert-dwelling counterparts are often light gray or white. Since this form lacks opposable digits, Nuwisha in Latrani form cannot use weapons or most technological devices.

Form Benefit

A Nuwisha in Latrani form can attempt a bite attack without needing to grapple her opponent first. She also gains a +2 wild card bonus to her Dodge, Stealth, and Survival skill test pools.

In addition, she can attempt to recognize others by scent and track them (see **Chapter Eight: Dramatic Systems, Tracking**, page 402).

Weakness

Nuwisha are infamous tricksters and pranksters, well-known throughout the Garou Nation for both their abilities and the chaos they often leave in their wake. Solitary creatures who rarely interact with one another, Nuwisha care little for breeding and lineage. As such, they cannot take the merits Heroic Lineage or Legendary Lineage (see **Chapter Six: Merits and Flaws: General Merits**, page 318).

Additionally, Nuwisha do not have access to Rage and cannot naturally utilize its benefits in the way their Garou brethren can. However, a Nuwisha regenerates 1 health level of damage per turn. This disconnect from Luna also grants them immunity from damage inflicted by silver, and frees them from the effects of Seethe. Furthermore, they suffer no ill effects from having 0 Rage levels.

Gifts

Nuwisha gifts can be found in **Chapter Five: Gifts** beginning on page 255.

Merits

Nuwisha merits can be found in **Chapter Six: Merits and Flaws** beginning on page 313.

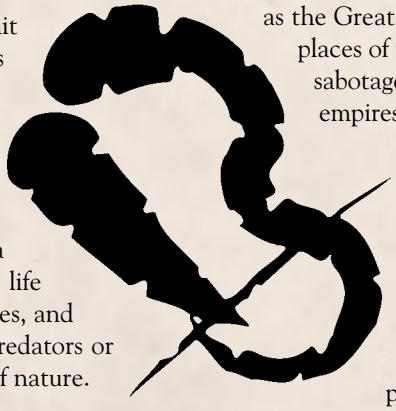
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Ratkin

"The Bards predicted the Age of Apocalypse, kid. The beginning of the end. The end of human civilization. The fall of the Garou. Their end, not ours. Survival comes first, and that might mean working with them for now. Next comes the Age of the Rat, and then we'll set things right."

— Ratchet, Tunnel Runner

The Wyld is an unforgiving, frightening tornado of madness and chaos to the *Ratkin*. Their motto is simple: creation ain't for the weak or soft-hearted. They serve as agents of mayhem, slowly breaking down the Weaver's threads. Ratkin respect cunning, brilliance, and obstinacy as the best means to survive in a wolf-eat-rat world. Their methodology is to strike at a distance with sabotage, disease, and poison. Life ain't fair, so why fight that way? They perform dirty deeds other shapeshifters feel are beneath their dignity. Ratkin are pulled by their Blood Memory and voices of the multitudes that came before them.



Once they served as Gaia's personal hit squad, culling the human herd when its numbers or knowledge grew to dangerous levels. They felled villages that encroached upon Gaia's sacred wild places or when populations outgrew what the local ecosystem could support. The Wyld entrusted the Ratkin with a secret weapon—disease and plague. All life comes from Wyld, even bacteria and viruses, and this weapon served to balance between predators or prey when they overstressed the balance of nature.

Gaia charged the Garou to protect humans from the monsters in the world. The werewolves came to think of the humans as their property, rather than their responsibility. The Garou, who had always detested the Ratkin and resented their sacred purpose, betrayed the wererats. Wolf consumed rat; almost succeeding in complete genocide. When all seemed lost, the last of the Ratkin Bards gathered at the Field of Nettles and attempted to sue for peace, hoping they could at least delay the final attack until the rest of their kin could escape into the Deep Umbra. Although they succeeded in avoiding the destruction of their kind, this event resulted in the complete annihilation of the Bards.

The Ratkin explored the edges of reality in the Deep Umbra for thousands of years, and the cosmic horrors they discovered there changed them forever. They returned to a world where the Garou had abandoned the Impergium, surrendering the world to the humans. The Weaver's hold was absolute, as the humans weaved her stands across the globe, choking Gaia.

Quietly, the Ratkin found the outlands of human civilization, made their Nests, and slowly began to gnaw at the roots of the Weaver's hold upon the Material Realm. They've spread across the world, forming mighty kingdoms, known as the Great Plagues, in the shadows beneath humans' places of power, beginning their work to disrupt and sabotage The Powers That Be. Great and powerful empires have fallen due to their spread of disease and their quiet elimination of the worst of humanity.

The Ratkin quietly celebrated the werewolves' recent setbacks within the Garou Nation, and the wererats quickly took advantage of the new alliance between the Garou and the Fera to protect their Nests and gain access to new shard caerns. Despite these gains, the Ratkin have not yet forgotten the memory of betrayal at Field of Nettles. Most consider the concept of the Concordat of Stars as nonsense and further evidence that the werewolves have turned their back on their real purpose.

The Compact of the Dark

The Ratkin share the undercities of humanity with the Bone Gnawers and a strange clan of hideous vampires known as the Nosferatu. Hundreds of years ago, they made an agreement to avoid conflict and to share information. This secret Compact of the Dark spread quickly across the world and has been honored, although recently it has strained. Tensions between the Bone Gnawers and the Ratkin over the Concordat of Stars have muted their long friendship. Likewise, the Nosferatu seem to be suffering some sort of internal political fight that threatens to endanger the agreement. For the moment, the exchange of information is too important to abandon despite the danger, but its future is in doubt.

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Many wererats believe that the Age of Apocalypse has begun. The Bards prophesied this era long ago. In their final song, they foretold that this would be the time that human civilization would finally fall, and the Garou would perish with their precious honor and glory tainted beyond redemption.

Ratkin are the ultimate nihilists, believing that if you can't do something constructive, you should break something if only so the Wyld can replace it. Until the Age of the Rat, there's mayhem and havoc to wreak.

Ratkin Breeds

A Ratkin's breed depends on which form she was in when born. Ratkin born as humans are Homid and those born as rats become *Rodens*. When all Ratkin reach the time of their First Change, the toxicity of the Ratkin begins to kill them; the only way they can survive is by receiving the Birthing Plague, transmitted through an infectious bite from an established Ratkin. This ghastly and extremely painful disease kills most potential Ratkin. The few who survive the Birthing Plague become a full Ratkin.

Homids

Homids are considered the lowest breed on the pecking order, due to the Ratkin's long aversion to humanity. However, nothing useful is ever thrown away, and the Homids have detailed information about human culture that Rodens simply can't understand. Ratkin often mate with the dregs of human society, hoping to find those who have rejected the Weaver's control and are desperate enough to rage against the web in which she's trapped the world. Ratkin Homids are typically the lost, the forgotten, and the criminal, balking at the restrictions placed on them by society. They become rebels seeking a cause.

Rodens

The Rodens vastly outnumber the other breeds by an estimated 10-to-one. Their vision shapes Ratkin society. Their transformation from the Birthing Plague catapults their intelligence equal to that of a human, but their instincts remain the same, creating an alien gestalt perspective. This mentality naturally breeds distrust between them and the Homids, who the Rodens see as deceptive and too close to the human perspective. They fear that when the time comes to eliminate humanity, the Homids might hesitate in the moment, losing them the opportunity for the Age of the Rat.

Metis

Metis occupy a sweet spot in terms of power and prestige in Ratkin culture. As babies, they are infected with the Birthing Plague to ensure their survival. They learn from both human and Ratkin culture, gathering knowledge and preparing themselves for the future. Despite their disfigurements and sterility, they are more warriors to defend the Nest.

Ratkin Aspects

Ratkin determine their auspices, called *aspects*, while suffering the feverish hallucinations of the Birthing Plague. The phase of the moon has no bearing on this determination. Some believe that Mama Rat subtly influences this unconscious choice to help her child find her best destiny in service to the Wyld. Only four auspices remain available to the Ratkin; the Garou destroyed their Galliards, known as Bards, outright at the Field of Nettles. However, the Great Plagues watch for signs of the Bards' return, since new Ratkin are given the opportunity to choose their auspice during the Birthing Plague.

Tunnel Runners – Ragabash

The Ragabash of the Ratkin are known as *Tunnel Runners*. Wild mavericks and mad tricksters, they scour the trash heap that is the world, seeking information and secrets: anything that might point to a weakness in their enemies, better enabling them to protect the Nests. Crazed with wanderlust, the Tunnel Runners find themselves drawn to exploring the dark corners of the world and running ahead of the umbral storms to locate new pocket realms. The Tunnel Runners have charged themselves with the duty of preserving what little Bardic secrets are left and perhaps finding ways to recover scraps that were lost when the Bards died.

Shadow Seekers – Theurges

The Theurges among the Ratkin are known as *Shadow Seekers* for their love of secrets and willingness to delve into the dark places of the world. They spend much of their time caring for the spiritual well-being of their Nests and tending to those who have succumbed to the Eternal Madness, a propensity towards insanity that all Ratkin possess. These mystics love secrets and commune often with the spirits to bargain for knowledge. As seers, they're naturally drawn to places of strong Wyld affinity, where they can interact directly with mystical energies.

Knife Skulkers – Philodox

Among the Ratkin, the Philodox are known as the *Knife Skulkers*. They serve as mediators and advocates between the Ratkin and outsiders, occasionally selling their services when it benefits their Nests. The Knife Skulkers keep the sacred laws of the Ratkin: the Litany of Survival. They are responsible for the entirety of the legal system within the Nests; acting without the need for the human constraints of courts, lawyers, or councils, they have the authority

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to single-handedly determine a transgressor's guilt and punishment. Somber and ruthless, few Knife Skulkers are known for their mercy.

Warriors – Ahroun

Bold and undaunted, the Ahroun among the Ratkin are known simply as the *Warriors*. They serve as shock troops for the Ratkin, throwing their lives into the fray to ensure the survival of the Nests. Known for their maniacal glee, they embrace their roles, knowing that they are the living embodiment of the chaos and rage of the Wyld. Warriors fight against the Wyrm and the Weaver fanatically, always trying to find new ways to sever the mad Weaver's webs for the betterment of their cause. Eschewing open confrontation, they fight dirty, wielding terror and confusion as weapons, seeking to become masters of demoralizing the enemy.

Organization

Ratkin build freeform communities, known as *Nests*, where the local wererats build their personal homes in territory close to their relatives. Chaotic and brutal, Ratkin society is ever-changing and evolving. Larger and established Nests with a thriving population evolve into Colonies governed by a single leader who can enforce her will upon the others. Some Ratkin have managed to acquire a couple of seeds to build their own shard caerns in the most established Colonies. Nine *Great Plagues* represent a collection of Colonies, each ruled by a Rat King or Rat Queen. Their populations continue to grow, until the day that human civilization falls and the rats arise to claim the world.

Camps

Munchmausen

The Munchmausen claim to hail from distant, strange realms, far within the Deep Umbra, located at the edge of reality. There they claim to have seeded mighty rat kingdoms that shall one day return to the Material Realm and help establish the Age of the Rat. Munchmausen are known to be legendary storytellers and skillful liars, but also fanatical explorers of the Deep Umbra—and there's a great deal of speculation about the veracity of their tales. They spread their Beautiful Lie, keeping hope alive in the dark places where the Nests are forced to hide. They remind the Great Plagues that they have a higher purpose than mere surprise, and that in the end, perception is reality.

Twitchers

Paranoid conspiracy theorists and radical saboteurs who delight in mayhem and destruction, the Twitchers believe that the best way to fight for the Wyld is to become the Wyld. Twitchers hate authority. They reject all laws and rules, even considering

The Litany of Survival

The Ratkin returned to the Material Realm with a new litany to ensure they would survive until the Age of the Rat. The Knife Skulkers enforce these laws through intimidation, teeth, and blades, if required.

- Preserve the Veil, which ensures your survival.
- Shred the Wyrm's tentacles when they constrict you.
- Sever the Weaver's threads wherever they calcify chaos.
- Survive so that you may breed.
- Respect strength and exploit weakness.
- Conflict breeds strength.
- Build, steal, and suborn to strengthen your breeding grounds.
- Trust your own kind before you trust outsiders.
- When someone is responsible for injustice, make sure someone pays.

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the Litany of Survival to be merely a set of guidelines. They rummage through corporate garbage dumps and decipher government codes to discover "what's really happening out there" and use their enemies' own poisons against them. The Twitchers argue that only by abandoning the concepts of self and ego, by forgoing plans and schemes, and simply being as the Wyld intended, that the Weaver might be finally be destroyed.

Engineers

This radical camp of Ratkin believe that the only way to crush the Weaver is to understand it. The rodent progenitors of the Engineers escaped laboratories where humans performed horrific experiments on them. Some have left human civilization to attempt to build their own Nests that can coexist with the Wyld. Others raid centers of technology to learn more of the Weaver's secrets. Many fear that these wererats' obsession has softened their resolve to subvert the Weaver. This camp arms the Ratkin and teaches them the best places to strike at the Weaver.

Appearance

Ratkin hold little concern for their personal appearance. They tend to look disheveled and often appear to be suffering from a lingering illness in Homid form. Their Rodens form is virtually indistinguishable from that of an ordinary rat, save for a slightly larger build. Ratkin tend to always be moving, filled with the nervous energy that being so close to the Wyld brings.

Alternative Forms

Ratkin have access to the following alternative forms, rather than the traditional Garou forms:

Homid

A Ratkin in human form is said to be wearing her *Homid* mask. Ratkin in their Homid forms are visually and physically indistinguishable from normal humans, although a Ratkin's behavior may mark her as a feral, strange sort of person. Their ratlike behavior often strikes humans as odd and off-putting.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they so choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Glabro

A taller, leaner version of the Homid form with aspects of the Crinos form, a Ratkin's *Glabro* form provides some of the advantages of both. The Ratkin stands a foot taller, gaining muscle and sharpened ears.

Form Benefit

A Ratkin in Glabro form gains a +1 wild card bonus to her Athletics, Brawl, Melee, and Firearms skill test pools and gains a +1 wild card bonus to her Dodge skill test pools. In Glabro form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Dexterity]

While in Glabro form, a Ratkin gains a +2 wild card bonus to her Stealth skill test pools.

Crinos

Grotesque and monstrous, the *Crinos* form of a Ratkin is an amalgamation of her Homid and Rodens forms. This form is lithe and lean, evolved for speed and movement instead of brute strength and power. A Ratkin Crinos form stands approximately seven feet tall; is covered in fur; has a snout of sharp, elongated incisors; and skitters with dazzling speed. She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees a Ratkin in Crinos form will be impacted by Delirium, suffering confusion, memory loss, and potential madness.

Crinos Ratkins' fingers and hands are elongated, but small enough to use tools designed for humans. A Ratkin in Crinos form can attack with her claws, but only her bite causes aggravated damage.

Form Benefit

A Ratkin in Crinos form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Athletics and Dodge skill test pools and a +2 wild card bonus to her Brawl and Melee skill test pools. She is able to use any tool or weapon designed for a human.

Focus [Dexterity]

While in Crinos form, a Ratkin's Athletics and Dodge skill wild card bonus increases to +6, instead of the standard +4 bonus.

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Gigas Rodens

A Ratkin in *Gigas Rodens* form takes the appearance of a large, monstrous rat whose mass and stature equals that of a wolf. When viewed at a great distance, observers may mistake this form for a large animal, but it is otherwise much too large to be natural. Since this form lacks opposable digits, Ratkin in Gigas Rodens form cannot use weapons or most technological devices.

Form Benefit

A Ratkin in Gigas Rodens form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +3 wild card bonus to her Brawl skill test pools and gains a +2 wild card bonus to her Dodge skill test pools.

Focus [Stamina]

While in Gigas Rodens form, a Ratkin receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Rodens

A Ratkin in her *Rodens* form is visually indistinguishable from a normal rat, save for being slightly larger than typical. They have dexterous paws that have an almost human flexibility and the ability to manipulate fine objects.

Form Benefit

A Ratkin in Rodens form can attempt a bite attack without needing to grapple her opponent first. She also gains a +2 wild card bonus to her Stealth and Investigation skill test pools.

In addition, she can attempt to recognize others by scent and track them (see **Chapter Eight: Dramatic Systems, Tracking**, page 402). A Ratkin in Rodens form loses half her Physical attribute (rounded up), but can also climb while easily carrying twice their own weight. Rodens-breed characters in this form can more easily decrease their current Rage, if they choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Weakness

As a result of the Birthing Plague, all Ratkin suffer from a permanent, incurable derangement known as the Eternal Madness. They can acquire and recover from other derangements, but they cannot ever recover from their primary derangement. Ratkin do not receive flaw XP for their primary derangement; however, they do receive flaw XP for additional derangements, as normal. Resetting a Ratkin's Derangement traits places her at 1, rather than 0. For more information, see **Chapter Six: Merits and Flaws, Derangements**, page 328.)

Gifts

Ratkin gifts can be found in **Chapter Five: Gifts** beginning on page 258.

Merits

Ratkin merits can be found in **Chapter Six: Merits and Flaws** beginning on page 315.

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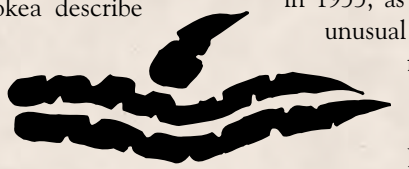
Rokea

"Seas always moving,
Smell of blood carries hunger,
Prey gnashes in teeth."

—Elissa Bloodsong, Rokea Dimwater Athro

The Sea never sleeps. She is the Wyld manifest, renewed and reborn with each new tide. The *Rokea* breathe in their goddess and swim through her blood every day. Brutal, yet beautiful, poetry can be found in her fluid embrace. This obsession has shaped how the weresharks perceive the world. To the Rokea, the Sea is all; land is simply the UnSea and the sky is the OverSea.

The Rokea dwell in the sunless depths of the oceans, isolated from human contact and influence. Born as sharks, they come into awareness slowly. Sharks have no need for measurements or metrics as humans conceive of them, as time has no meaning compared to the mysteries of the Sea. They travel together in *slews*, schools of hunters that operate much like Garou packs. Young Rokea learn to communicate by Sending: a series of electric impulses that convey information via a mixture of images, feelings, and thoughts. Those who learn to commune with Rokea describe their conversations with the weresharks as collaborative haikus. After their First Change, Rokea no longer age, but they can die via violence, disease, poison, or other untimely methods.



Burdened with an insatiable hunger, Rokea are constantly moving, even on land. A shark that fails to swim dies, and the weresharks are creatures of habit. Seemingly alien in person, they possess a brutal honesty that makes it difficult for them to understand the manipulations of others. Like the Red Talons, they embrace their predatory instincts and often feel their human intelligence separates them from that which they love the most: the Sea. This culture might be why there's an unspoken respect and kinship between the two fierce breeds of shapeshifters. They clearly agree on culling humankind, and many Rokea argue that the Red Talons should indulge their taste for human flesh while ridding the world of its taint.

The ancient leviathans claim that the Rokea were the first shapeshifters, birthed by Gaia to protect her daughter, the Sea. Some are so ancient, they recall when aquatic life first crawled towards the UnSea, deciding to make it their home. The Rokea ignored the Impergium, refusing to participate. In spite of entreaties from the Garou and Fera, more pressing threats concerned them—menaces to the Sea from many-tentacled spawn of the Wyrm and hoary terrors from the Umbra, known to the Rokea as the *UnderSea*, and other worlds. Furthermore, the Rokea had a hundred *grottos* —underwater caerns dedicated to preserving the life of the Sea and Gaia herself — to patrol and protect. What threat could humans pose to those who swam through eternity?

Slowly, they have come to regret their decision. The Rokea remember well the small, flimsy, wooden ships the Dirtwalkers first used to explore the Sea, and how easy they were to scuttle. However, humans change as swiftly as the Sea. Their ships evolved from wood to steel, and they poisoned the Sea in their wake. Man tainted the waters around their settlements with poison, and hunted the great whales to virtual extinction. In time, they built metal whales to explore the dim waters of the deep, and they defiled the oceans in their battles with one another. The entirety of humanity warred and fought, seeking to control the oceans for sake of their struggles. Throughout these conflicts, the Rokea dined well. They did not need to know the purpose of flags or uniforms, understanding only the sweet scent of blood and the opportunity for fresh meat.

Peace came to the Sea, but human threats to the sunless depths remained. The Rokea agreed to meet at a single grotto in 1955, as the Dirtwalkers marked time, to discuss unusual changes in the waters. Representatives from all regions of the Sea gathered in a place called Turna'a, off the coast of a place that humans named California. Before a decision could be reached, a nuclear warhead detonated above them, slaughtering the Rokea leadership and scattering the rest of the Rokea into isolation. It became taboo to visit the UnSea and attract attention; those *Betweeners* who dared violate this law were hunted by the slews. Survival was paramount, and until the leviathans returned, individual slews enforced and protected their territories.

The Age of Apocalypse ended the hope that isolation could protect the Sea from the scourge of humanity. Climate change, ecological disasters, and pollution poisoned the Sea to toxic levels. This situation weakened the great grottos, and when the umbral storms came, they were virtually defenseless. None are known to have survived the devastation. Many of those who lived below the waters, like the magnificent Merfolk, passed into extinction. Tainted horrors awoke from millennia of slumber, ready to claim the Sea as their own.

Still, the defiant Rokea refused to break the taboo of contact with the UnSea and the humans, until word spread from slew to slew of a calamity striking new Rokea pups. Litter after litter died stillborn. Some Darkwaters speculated that the lack of the grottos allowed tainted waters to kill their

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young. Even the bloodthirsty Rokea could not face this dread terror without flinching—the end of their bloodlines and their hunt through the Sea.

Hope came from the UnSea, of all places. Betweeners forged an alliance with Red Talons and brought a shard seed to the shore. The Rokea planted it in the husk of a dead grotto, and it started to come to life. The shard grottos lack the sheer power of their predecessors, but they help the Rokea survive and keep the waters of the Sea alive. The slews came together with the few remaining leviathans and reluctantly agreed to tolerate the despised Betweeners, allowing them to work with the Garou Nation to reseed the dead grottos and learn how best to prevent the final death of the Sea. They are unable to bear the thought of leaving only the Wyrm and its spawn to forever inhabit her corpse.

It is clear that what happens on the UnSea matters to life below. All Rokea must learn to adapt and send more Betweeners to seek out answers from the Dirtwalkers. Their rage is now directed, their hunger attuned for revenge, and it is time for the final hunt.

Rokea Breeds

The only family Rokea acknowledge is their slew and those who hunt with them. They fear and respect those with more power, such as the leviathans, but rarely feel kinship between one another unless there is a greater threat to unite them. Recent events have undermined the natural order, encouraging the traditionally solitary Rokea to band together and take an interest in something other than the hunt.

Homids

The taboo against Homid contact ensured that Betweener slews were virtually unknown among the Rokea for thousands of years. Ornery Squamus slews rabidly hunted these misbegotten wretches for sport. Still, desire and natural selection broke through, and an occasional Homid was born amongst the kinfolk populations in the coastal regions of the world. The Betweeners survived by finding isolated fishing and coastal villages and attempting to blend into their local human populations. The largest known settlement of Rokea Homids resides in a tiny village off Essex Bay, Massachusetts. Now, the remaining leviathans condemn the old taboo and encourage such breeding, so a new generation has spawned. The Rokea hope that this new blood will forge a way to restore what they lost.

Squamus

The shark-born *Squamus* comprise the overwhelming majority of the Rokea, shaping their voice and culture. They are clever, savage, and obsessed with the hunt. A Rokea can mate with any shark breed, but the most common Squamus species are makos, great whites, and tiger sharks. Also common are hammerheads, blue sharks, thresher sharks, blacktip sharks, and bull sharks.

Metis

Rokea do not feel attraction towards others of their kind; the notion of mating between themselves is intuitively foreign and displeasing. Thus, there are no Metis among this shapeshifter breed.

Rokea Auspices

The influence of Luna controls the rising and falling of the tides. The time of day a Rokea is born determines her auspice. After her First Change, a young Rokea undertakes a voyage known as the *Long Swim* where she begins exploring the ocean, learning from other slews until she finds an appropriate mentor to guide her into her role in Rokea society. There are no Ragabash and Philodox amongst the Rokea.

Darkwaters – Theurges

Rokea born under moonless skies are known as *Darkwaters*, and they are the Theurges among the weresharks. Darkwaters are curious, daring, and resourceful. Many Rokea consider them to be mad, as they spend all of their time away from the hunt in contemplation of the spirits, attempting to discern the secrets of the UnderSea. They explore ruins and shipwrecks, trying to wrest every nugget of information about the world of the UnSea from them and contemplating how best to halt the humans' assault upon the Sea. The Darkwaters also spend their time researching changes to the waters of the Sea to determine if there are spiritual causes behind them. A few, particularly Homid Betweeners, find employment as marine biologists and oceanic researchers.

Dimwaters – Galliards

Keepers of the laws and stories, the Galliards of the Rokea are known as *Dimwaters*. They serve as judges, leaders, and teachers for the slews. These Dimwaters shape the very language of the Rokea, teaching new concepts and ideas through poetic Sendings and stories. Of all of the Rokea, the Dimwaters are ones most likely to adapt to life on the UnSea. Dimwaters have begun to infiltrate human society as Betweeners. Some even find jobs as artists, teachers, and sailors. Allegedly, one Rokea lives in Los Angeles working as a social media expert.

Brightwaters – Ahroun

Savage, with a hunger for blood and violence that is never sated, the Rokea Ahroun are known as *Brightwaters*. Their

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hunts take them to the surface of the Sea and, when needed, to the inhospitable UnSea. They attack with abandon, thinking of nothing but the hunt and the taste of their enemies' blood. They are the first to frenzy and the last to accept any compromise or mediation. They are stubborn and unyielding in their hunts, and even other Rokea avoid getting between a Brightwater and her prey. Brightwaters have a difficult time as Betweeners, but they occasionally find themselves helping conservationist movements in exchange for details about the worst polluters and where to hunt them.

Organization

The Rokea lack any formal organization outside of slews and grottos, and their respect for the leviathans. There is only the hunt and those who hunt along with them. However, recent changes, including the removal of the taboo against visiting the UnSea, have led to the creation of camps within the Rokea for the first time. The Rokea are a simple, yet brutal, people, and their laws mirror their ways. Survive, hunt, spawn, and swim are their governing principles, yet the weresharks interpret them in a variety of ways.

Camps

Betweeners

This camp was once taboo, as the Rokea believed openly visiting the UnSea was dangerous to the survival of all. Recently, the few remaining leviathans commanded the slews to cooperate with the shapeshifters of the UnSea. Together, they seek to determine the best ways to fight the Wyrm and stop humans from poisoning the Sea. Seen as a necessary evil, Betweeners have the grudging support of the entire wereshark breed until a method of culling humans without causing more damage to the Sea can be found. The Betweeners serve as the translators and diplomats between the Rokea and the other shapeshifters. They coordinate attacks upon the forces of the Wyrm and stave off threats that would further pollute the Sea.

Fury of the Sea

A small but influential camp among the Rokea, the Fury of the Sea wants to restart the Impergium immediately. Finding kinship with the Lodge of the Predator Kings camp of the Red Talons, they believe the threat from humanity must be stopped now. They wage an eternal guerilla campaign—working to cull humans foolish enough to be caught in open waters, sabotaging human expeditions and underwater experiments, and killing any outsider who encroaches on the new shard grottos. This camp reluctantly works with the Betweeners, leveraging the Homids' knowledge of transport schedules to ambush humans and claim their bounty in order to use it against them. Their protection of new shard grottos has earned this camp a good deal of respect amongst the slews.

Tainted Consumption

The tides of the Sea always shift. Climate change is melting the polar ice caps and increasing the temperature of her waters, awakening ancient Wyrm-spawn that have been slumbering since before the memory of even the leviathans. Terrors unseen since the birth of Gaia have begun to crawl out from the deepest trenches under the blackest waters of the Sea. Hoary banes bound to rocks and cast out into the Sea have awoken, and it is the Rokea who have found them. Members of the Tainted Consumption camp argue that humans leverage the Weaver's tools to taint the sacred waters, and they believe that their allegiance should likewise shift towards the Wyrm.

This camp admires the ancient predators they have discovered and has begun making secret, subtle overtures towards them, hoping to learn the Wyrm's secrets. They are cautious in their movements, seeking out lore and knowledge of the Wyrm, to better negotiate their place in the new world. Thus far, the majority of the slews have pretended not to notice this camp's actions, but the Betweeners have begun to speak out against them. The few debates have predictably turned quite bloody. A few members of Tainted Consumption have already begun to worship the Wyrm and have begun sabotaging the efforts of the Betweeners, actively eliminating those who oppose the Rokea switching sides.

Appearance

The Rokea maintain an inhumanly stoic demeanor. They project menace and a savage hunger that can turn on those around them at a moment's notice. Rokea are always moving, even in human form. Rokea Homids tend to have a strange look about them, with sunken ears, bulged, unblinking eyes, and large mouths and lips.

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Alternative Forms

Rokea have access to the following alternative forms, rather than the traditional Garou forms:

Long Fins

A Rokea in human form is said to be wearing her *Long Fins*. Their human kinfolk stock often comes from island or coastal cultures, but a Rokea can look like any human. Squamus breeds can be any ethnicity, and mimic the appearance of the first humans they encounter. Often the appearance of their Homid forms are not aesthetically pleasing, due to their alien natures. Rokea cannot breathe underwater in this form.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they so choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377).

Round Back

The *Round Back* form takes a vicious shape that appears to be an aquatic version of a fomor. The area of the back that normally would hold a Rokea's dorsal fin transforms into a large, bulbous hump, giving the form its nickname. Her eyes turn black, sharp fangs sprout from her maw, and the Rokea gains double the mass of her human form. This form does not invoke the Delirium, but neither can it pass for human. Rokea cannot breathe underwater in this form.

Form Benefit

A Rokea in Round Back form gains a +2 wild card bonus to her Brawl, Melee, and Firearms skill test pools. In Round Back form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Stamina]

While in Round Back form, a Rokea receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Standing Jaws

A Rokea in *Standing Jaws* form is a Lovecraftian nightmare that walks on two legs, with a shark's head and a powerful maw that can consume anything foolish enough to be near it. She towers over her prey at 10 feet in height, with wicked webbed claws, slick Squamus skin, and a protruding dorsal fin.

She cannot be mistaken for anything but supernatural, even when seen from a distance. A non-supernatural human who sees a Rokea in Standing Jaws form will be impacted by Delirium, suffering confusion, memory loss, and potential madness. Characters in this form have webbed claws, which cannot use any tool or weapon designed for human hands.

Form Benefit

A Rokea in Standing Jaws form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +6 wild card bonus to her Brawl skill test pools. When in this form, her bite attacks are so viscious that they deal an additional point of damage.

Characters in Standing Jaws form can breathe on land and sea. In addition, a Rokea gains access to the subtle art of communicating underwater by electric impulses, known as the *Sending*, which allows her to speak to other Rokea up to a mile away underwater.

Focus [Strength]

While in Standing Jaws form, a Rokea's bite attack deals 2 additional points of aggravated damage, rather than the standard 1 additional point.

Fighting Jaws

A Rokea in *Fighting Jaws* form becomes the primordial monster of the deep. Vastly outsizing even great white sharks, they exceed 30 feet in length, with a maw that can swallow a human whole in a single bite. This form invokes the Delirium in humans.

In this form, a Rokea must be in the water to survive, or she will die from hypoxia. Since it lacks opposable digits, Rokea in Fighting Jaws form cannot use weapons or technological devices.

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Form Benefit

A Rokea in Fighting Jaws form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth, using her Brawl skill attack test pool. She also gains a +6 wild card bonus to her Brawl skill test pools. When in this form, her bite attacks deal 2 additional points of damage. In addition, a Rokea gains access to the subtle art of communicating underwater by electric impulses, known as the *Sending*, which allows her to speak to other Rokea up to a mile away underwater.

Focus [Strength]

While in Fighting Jaws form, a Rokea's bite attack deals 3 additional points of aggravated damage, rather than the standard 2 additional points of damage.

Swimming Jaws

A Rokea in her Swimming Jaws form has all of the qualities of a natural Squamus, matching whatever her shark species might be, which are visually indistinguishable from normal sharks. Based on an individual's native region, her shark breed and coloration may vary.

Such a form has natural limitations outside of the Sea, including the need to remain in water in order to breathe normally. Since this form lacks opposable digits, Rokea in Swimming Jaws form cannot use weapons or most technological devices.

Form Benefit

A Rokea in Swimming Jaws form can attempt a bite attack without needing to grapple her opponent first. In addition, while underwater she can attempt to recognize others in the water by scent and track them (see **Chapter Eight: Dramatic Systems, Tracking**, page 402). Squamus-breed characters in this form can more easily decrease their current Rage if they choose (see **Chapter Eight: Dramatic Systems, Rage, Losing Rage**, page 377). In addition, a Rokea gains access to the subtle art of communicating underwater by electric impulses, known as the *Sending*, which allows her to speak to other Rokea up to a mile away underwater.

Weakness

So long as there is an open wound within two steps of her, a Rokea cannot naturally lower her Rage. Like a shark smelling blood in the water, the Rokea's Rage will continue to build and elevate until everyone in her vicinity is dead, the source of the scent is removed, or she has consumed more than a pound of flesh. Gifts and other supernatural powers can remove or mute the Rokea's Rage. In addition, Rokea can only enter the UnderSea (i.e., the Umbra) when submerged in water.

Gifts

Rokea gifts can be found in **Chapter Five: Gifts** beginning on page 260.

Merits

Rokea merits can be found in **Chapter Six: Merits and Flaws** beginning on page 315.

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Chapter Four: CHARACTER CREATION

"In a time of destruction, create something."

— Maxine Hong Kingston

Consider for a moment that your game is an interactive play. Your location transforms to a stage in the mind's eye. The Storyteller serves as the director, ensuring that the flow of the performance achieves the proper emotional impact and satisfies the audience. Who is the audience? Everyone who participates is both actor and audience of the storylines created by the troupe.

Each player assumes the role of a character, a persona within the context of the game through which the player interacts with the game world. You, the player, fulfill a role in the story. Like a character in a novel or movie, you are a protagonist in the stories of your chronicle. Rather than making up a new character for each session, you create a single, richly detailed individual, then assume that role each time you play the game. As your troupe's story evolves, you can watch your character grow and develop, have successes and failures, and perhaps resolve the story in a glorious death. Ultimately, the character you create becomes as real and as timeless as one of the great protagonists (or antagonists) in a literary work.

To guarantee that all players use the same capabilities for their characters, the rules of **Mind's Eye Theatre** (MET) provide a single, simple set of guidelines for character creation.

This chapter describes how to create a werewolf character. You begin with a general concept, and then translate that spark of creation onto a character sheet, using the various mechanics of the game. The process is simple, but it is often worthwhile to create characters with the Storyteller's collaboration, so that she can answer questions and guide the creation process to match her unique setting.

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Quick-Start Character Creation Guide

Step One: Inspiration, page 178

- Decide your character's concept.
- Choose an Archetype.

Step Two: Record Initial Experience Points (XP), page 180

- Your character begins with 30 initial XP. You can spend this XP during the character creation process.
  - › You may choose to gain more initial XP by selecting flaws during the creation process (step ten).
  - › Your Storyteller may opt to award more initial XP, if you are portraying an experienced character.

Step Three: Choose a Breed, page 180

- Choose a breed: Homid, Lupus, or Metis.
  - › Remember that breed will determine your character's affinity gifts (step nine).

Step Four: Choose an Auspice, page 181

- Choose an auspice: Ragabash, Theurge, Philodox, Galliard, or Ahroun.
  - › Remember that auspice determines your character's affinity gifts and provides an auspice bonus to one of your skills (step nine).

Step Five: Choose a Tribe, page 182

- Choose a tribe.
  - › Remember that tribe determines your character's tribal affinity gifts (step nine).
  - › Check with your Storyteller to determine if your chosen shapeshifter is common, uncommon, or rare in your game's setting. If you wish to portray an uncommon or rare character, such as a Fera, you must use some of your initial XP to purchase a specific rarity merit. For more information on these merits, see **Chapter Five: Merits and Flaws, Rarity Merits**, page 302.

Step Six: Assign Initial Attributes, page 183

- Rank the character's attributes as primary, secondary, and tertiary.
  - › Assign 7 dots to the character's primary attribute.
  - › Assign 5 dots to the character's secondary attribute.
  - › Assign 3 dots to the character's tertiary attribute.
- Select one focus for each attribute type (Physical, Social, and Mental).
  - › Physical focuses: Strength, Dexterity, or Stamina.
  - › Social focuses: Charisma, Manipulation, or Appearance.
  - › Mental focuses: Perception, Intelligence, or Wits.

Step Seven: Assign Initial Skills, page 186

- Choose one skill and fill in the first 4 dots of that skill.
- Choose two skills and fill in the first 3 dots of those skills.
- Choose three skills and fill in the first 2 dots of those skills.
- Choose four skills and fill in the first dot of those skills.

Step Eight: Assign Initial Backgrounds, page 192

- Assign 3 dots to a single background of your choice.
- Assign 2 dots to a second background.
- Assign 1 dot to a third background. If you have not already assigned dots to the Rank background, you should assign this point to Rank. If you don't have a dot of the Rank background, your character begins play as a human, kinfolk, or Cub. For more information on creating one of these types of characters, see **Chapter Eight: Dramatic Systems: Kinfolk, Cubs, and Lost Cubs**, page 362.

Step Nine: Assign Initial Gifts, page 204

- Choose three level 1 gifts.
  - › When selecting starting gifts, you can only choose gifts with an affinity that matches your auspice, breed, or tribe.

Step Ten: Choose Merits and Flaws, page 204

- You may choose to spend some of your initial XP to purchase up to 7 points of merits. This limit of 7 merit points includes any merits purchased earlier in the creation process (including rarity merits). Your character can never have more than 7 points of merits across all categories.
- Choose your character's flaws. You may receive a maximum of 7 XP from flaws. Add XP gained from flaws to your initial XP. With the Storyteller's permission, a player may choose more flaws, totaling more than 7 points, but the character cannot earn more than 7 XP from flaws.

Step Eleven: Spend Initial XP, page 205

- After purchasing merits and adding XP from flaws you may use your remaining initial XP to:
  - › Purchase more attributes, skills, or backgrounds.
  - › Purchase additional dots of Rank.
  - › Purchase additional levels of your affinity gifts.
  - › Purchase levels of out-of-affinity gifts.

Step Twelve: Finishing Touches, page 206

- Note the character's total Gnosis points (normally 10).
- Note the character's total Willpower points (normally 6).
- Note the character's total health levels.

Step Thirteen: Before the Game, page 206

- Take your character's background and completed character sheet to your Storyteller for approval.
- Prepare your costume, print out your sheet for easy reference, and go to game!

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Step One: Inspiration

Character Concept

According to Greek mythology, the goddess Athena sprang forth from Zeus's head, whole and fully formed. While we hope you find character creation equally simple, you may discover that creating a compelling character requires some back-and-forth with the Storyteller. It's important that your character is appropriate for the chronicle and complements the other stories in the troupe. Be sure to consider how your character reflects the themes of your Storyteller's setting, and how she will interact with other characters in your game. A character should be more than a pile of attributes, weapon statistics, and supernatural powers. The best stories come from a character's dreams, fears, and motivations—things that are greater than mechanical maximization or humorous quips. Playing a werewolf should be akin to starring in a Shakespearean tragedy; the character knows that the world is unfair. She realizes that the odds are stacked against her. Although the character might die in the end, it's how she interacts with others, and how she faces her ultimate doom, that truly makes the character a legend.

It is often best to begin thinking of a character concept by defining who that character was as a child. Once you know that, you can move through the character's life history. Was the First Change difficult for her? Did it shock her to learn the truth about her werewolf nature? Did the savagery of it terrify her? Did the character feel validated by her First Change, allowing her to answer a call to help an ailing world?

This foundation is important, because it helps a shapeshifter relate to others, and gives her a perspective on both the Garou world and the human one. It helps you formulate a base personality for your character, and provides an anchor for the werewolf's attitude and personality.

Here are three simple questions that may help you define your concept:

- What was your upbringing like? If you are Homid, did you come from a wealthy family? Were you destitute? Did you enjoy childhood, or hate it? Did you know anything about werewolves before your First Change?
- Prior to your First Change, what were your character's views on humanity? If you were Lupus or Metis, did you resent them? Were you curious about them? How did you feel about technology?
- Who have you become as a Garou? How did you adopt to your new life? Do you have strong ties to your tribe, or are you a lone wolf? Do you look to your tribe for guidance?

Sample Concepts

- A carefree Lupus grew up in the wilderness, largely unaware of the world of man. After an encounter with a hunter triggered her First Change, she found herself in strange new world where mingling with others requires an understanding of human convention. While she does her duty to Gaia, she longs for the simplicity of her former life.
- Discarded by her parents, a Metis was raised in secret by a compassionate sept. In spite of the group's effort, she has come to understand that she is truly a creature of sin, created in defiance of the Litany. Having now mastered the ability to assume other forms, she is finally able to leave on her own and find her place in a grander world.
- Descended from a proud line of Garou heroes, a Homid enjoyed a life of privilege, raised on stories of the deeds of her famous ancestors. When her First Change came late, it was a relief, as she was afraid she'd never have the chance to meet her family's expectations. As a Garou, she's begun to wonder if her tribe's traditionalist views are perhaps hindering its objectives.

Archetypes

Carl Jung proposed the concept of *Archetypes*, universally understood symbols or prototypes that are common to all cultures. Archetypes communicate truths about the world. Nearly every culture has a word for rain, or recognizes the image of a mother. In MET, selecting an Archetype allows you to easily describe your character's personality to others in the game. To help, we've provided a list of common Archetypes that you may wish to consider as you create your character. Bear in mind that the Archetypes described here are by no means a complete list. Players and Storytellers should feel free to create more, inventing a new Archetype that better describes the character in question.

Each Archetype summarizes a type of character or personality, offering a basic impression of the character. Is your character a Con Artist, or is she more of a Loner? By choosing an Archetype, you tell the Storyteller (and other players) what they should expect to see in this character's roleplay. It doesn't mean that your Con Artist can't occasionally tell the truth; the Archetype only implies the character's most important, and most prevalent, qualities. Once per hour, when you are performing an action (or resisting an action) that exemplifies your Archetype, you receive a free Willpower retest. This retest doesn't cost you a point of Willpower, but it takes the place of your normal Willpower retest. You cannot use both Archetype and Willpower to retest on the same test.

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Sample Archetypes

- **Architect** – You love physical and social structures, and abhor anyone who works outside the system.
- **Artist** – You focus on inspiration, emotion, and the creative drive. You exist for your art.
- **Bully** – You're proud of your superiority, and everyone knows it. They'd best let you have your way.
- **Caregiver** –You shelter the weak, tutor the ignorant, and go out of your way for others.
- **Child** – Your understanding of human nature is naïve and unsophisticated. You have much to learn.
- **Competitor** – You love a challenge. Victory is only worthwhile if there is a risk involved.
- **Con Artist** – You're a swindler, a liar, and a cheat. Sometimes, it's a living—and sometimes, it's an art.
- **Conformist** – You keep a careful eye on society and work to fit in. Whatever the group wants, you want.
- **Curious** – You're inquisitive, even to your own detriment, and you can't walk away from an unsolved puzzle.
- **Curmudgeon** – Doubt, criticism, and scorn are your weapons. Nothing annoys you so much as trust.
- **Cultured** – You are refined and accept only the finest. You belong with the elite.
- **Enigma** – You're quirky, strange, and often misunderstood. You just don't relate well to others.
- **Fanatic** – You have a cause that inspires you. Nothing is more important.
- **Fighter** – You're used to difficulty, and you like to face it head-on. Combat is always an option.
- Freak – You like to shock and disgust others, breaking down their comfortable assumptions.
- **Free Spirit** – You're uncontrollable and unpredictable, and that's how you like it. You hate rules.
- **Judge** – You uphold a standard of behavior; those who don't conform are punished or cast out.
- **Hedonist** – You want to experience pleasure in all its forms before you die.
- **Know-It-All** – You're a scholar, a brain, and you like to show it. Others should admire your smarts.
- **Introvert** – You're inwardly focused. Thoughtful, shy, and reserved, you prefer to stay quiet.
- **Leader** – You have drive, energy, and ideas. You want to be in command.
- **Loner** – You can't work within the system. You expect rejection and prefer to work alone.
- **Loose Cannon** – Energetic and over-eager, you're prone to go off half-cocked.
- **Martyr** – You prove your worth by suffering, and you work to gain sympathy from others.
- **Mediator** – With a natural talent for solving disputes, you're at your best when negotiating.
- **Mercenary** – Your loyalty can be bought and sold; you'll do anything, for the right price.
- **Monster** – Causing horror through wickedness, cruelty, or vicious acts brings you delight.
- **Penitent** – You must atone for a wrongdoing in your past; you constantly seek forgiveness.
- **Protector** – Defending the things you love is the core of your existence; you hold the line.
- **Rationalist** – Reason and logic guide you. You reject decisions based on emotion.
- **Royalty** – You are a noble, inherently better than others, and you feel the responsibilities of your station.
- **Survivor** – You'll do anything, no matter how debased or who you must betray, to stay alive.
- **Type-A Personality** – Capable, but self-critical, you demand perfection from yourself and others.
- **Teacher** – You delight in educating others and expect to be seen as an authority in your field.
- **Traditionalist** – You adhere to rote and routine, preferring the predictable over anything new.
- **Troublemaker** – You love to fight authority, inciting rebellion and encouraging defiance.
- **Toady** – You attach yourself to powerful personalities and siphon advantage from their victories.
- **Trickster** – You're a deceiver, a mischievous figure, and you prefer to win through cunning.
- **Unflappable** – You're always calm and cool whether facing difficulties or experiencing victory. When you actually feel excitement, you obsess—until that, too, fades away.
- **Untrustworthy** – Everyone's out for themselves in the end. Why hide it?

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Step Two: Record Initial XP

Your character begins with a minimum of 30 initial XP. If your Storyteller wishes, she may award additional XP to permit more-experienced player-characters.

Keep track of your initial XP and use it to purchase attributes, skills, backgrounds, merits, and gifts later in the creation process. If you do not spend all of your initial XP during character creation, you may reserve up to 5 points for use later in the game.

Step Three: Choose a Breed

Werewolves are creatures who blend the best (and occasionally worst) aspects of wolf and man. Some are the offspring of humankind and discover their wolf forms later in life. Others are the children of wolves, and after the change, they must learn to walk, speak, and act like a human. A third breed, comprised of the children of two werewolves, is less common. The child of two werewolves, known as a Metis, is born in Crinos form.

Werewolves prefer to mate with *kinfolk*, members of werewolf lineages who did not receive the ability to shift form and become Garou. Werewolves are quite capable of breeding with wolves or humans who have no genetic ties to werewolf lineages, although the children of such unions are less likely to inherit the mystic spark that causes them to become Garou.

At character creation, choose one of the following breeds: Homid, Lupus, or Metis.

Homid

A majority of werewolves are of the *Homid* breed, born as humans and raised among human society. Young werewolves often exhibit feral behavior or an unusual interest in the wilderness and the outdoors. Homids have an advantage in their understanding of modern culture and technology. They usually have a better education and grasp of history, and they understand abstract concepts and logical rationale. However, they sometimes find it hard to grasp the animal side of their Garou nature, and they often struggle to comprehend rationally what other werewolves are able to understand intuitively.

Homid Shapeshifting

Once per turn, when changing into Homid or Glabro form, a Homid-breed character can shapeshift without using an action or spending Gnosis. For more information on shifting forms, see **Chapter Eight: Dramatic Systems, Forms, Shifting Forms**, page 371.

Lupus

Garou who are the children of wolves are members of the *Lupus* breed. Typically born in the wild and raised among a pack of animals, Lupus usually know how to hunt and survive in the wilderness. They show dominance in their behavior and easily understand a hierarchical structure, but they find nuanced social interactions confusing and strange. Technology, language, and culture are difficult for such a werewolf to understand, and they often see the world in simplistic (though not necessarily primitive) terms.

Unusual Origins

Occasionally, a werewolf is born to non-werewolf parents, without any clear lineage to the werewolf tribes. With the devastation and massive casualties of Garou and kinfolk during the onset of the Age of Apocalypse, such "strays" or *Lost Cubs,* have become more common. Lineage records were lost, kinfolk were abandoned, and many tribes lost track of relatives and potential kinfolk lines.

Further, many Theurges speculate that the natural balance is attempting to restore itself, spontaneously evolving werewolf genetics in otherwise normal wolves and humans. Sometimes this potential remains dormant throughout an individual's life, unless a werewolf bites her, triggering the First Change. (For more information, see **Chapter Eight: Dramatic Systems, The Bite**, page 365.)

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Lupus Shapeshifting

Once per turn, when changing into Lupus or Hispo form, a Lupus-breed character can shapeshift without using an action or spending Gnosis. For more information on shifting forms, see **Chapter Eight: Dramatic Systems, Forms, Shifting Forms**, page 371.

Metis

Although the Litany says that Garou shall not mate with Garou, on occasion werewolves abandon custom and law and procreate among themselves. The offspring of such unions are known as *Metis*. Due to their cursed nature, Metis suffer from various deformities, sterility, and mental instability. A Metis is born in Crinos form and cannot shapeshift until about the age of eight. Therefore, Metis must be raised far from any kind of society—human or wolf—and they often endure lonely and isolated childhoods.

Metis are sometimes looked down upon by other Garou, who condemn the child for the crimes of her parents. Within werewolf society, Metis are a living reminder that someone breached the Litany. Their deformations and mental disorders only further justify ill-treatment and condemnation. Still, with the recent destruction of so many werewolves during the dawning of the Age of Apocalypse, even the most hardline Garou must admit that Metis are useful, causing some desperate Garou to deliberately interbreed in the hopes of quickly repopulating Gaia's army—even if the proliferation is necessarily short-lived.

Metis Shapeshifting

Once per turn, when changing into Crinos form, a Metis-breed character can shapeshift without using an action or spending Gnosis. For more information on shifting forms, see **Chapter Eight: Dramatic Systems, Forms, Shifting Forms**, page 371.

Metis Breed Weaknesses

Metis drawbacks represent obvious bodily deformities or severe mental infirmities. Metis must each choose one of the following flaws as a weakness: Awkward Mobility, Derangement, Monstrous, or Slave to the Urge. These characters do not receive XP for taking this flaw. (See **Chapter Six: Merits and Flaws, Flaws**, page 321.)

Step Four: Choose an Auspice

When a werewolf is born, the moon of her birth confers upon her a legacy, a place within her tribe. The phase of the moon determines her *auspice*, blessing the role she is destined to play in Garou society. Each of the five auspices has a meaningful function among the Garou. All are necessary, and all are revered.

An auspice is more than just a career choice or a personal preference. It impacts every aspect of a werewolf's life, from how she interacts with her tribe to why she utilizes her gifts. Although a Garou's personality and history also impact her character, her auspice informs many of her decisions and callings.

At character creation, choose one of the following auspices: Ragabash, Theurge, Philodox, Galliard, or Ahroun.

Auspice Bonus

Each auspice may choose one skill from a list for an auspice bonus. Make your selection at character creation; this choice remains fixed throughout the life of your character. Raise the selected skill's maximum *potential* number of dots by 1, cumulative with any other bonuses. You must still spend XP as normal to purchase that skill to its maximum level.

Ragabash

Tricksters, scouts, spies, rogues, and quixotic visionaries, *Ragabash* are born beneath the blackened eye of the new moon. They are questioners, filled with curiosity and eager to investigate puzzles or mysteries. They are given a great deal of independence, indulged in their unusual ways and strange methods, because their duty is to question everything. Major decisions are rarely made without asking a Ragabash to play devil's advocate, and no war-plan is considered final until a Ragabash has looked it over for simple, glaring holes.

Skills Eligible for the Ragabash Auspice Bonus:

- Dodge
- Security
- Stealth
- Subterfuge

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Theurge

A werewolf born beneath a crescent moon is known as a *Theurge*. Theurges are the mystics of werewolf culture. They act as emissaries to the spirits, seeking wisdom on behalf of the Garou. They are ritualists, called upon to perform sacred rites and ceremonies, and to divine the future or earn a spirit's blessing for a particular endeavor.

Skills Eligible for the Theurge Auspice Bonus:

- Animal Ken
- Awareness
- Occult
- Survival

Philodox

Even as the half-moon balances light and dark within the sky, werewolves born under its auspice are born to be mediators, teachers, and judges, expected to make decisions on behalf of the Garou. *Philodox* study and argue the Litany, helping werewolves understand the meaning of Gaia's laws, and they serve as emissaries between the tribes when conflict arises.

Skills Eligible for the Philodox Auspice Bonus:

- Academics
- Intimidation
- Investigation
- Leadership

Galliard

The gibbous, nearly-full moon marks the auspice of the *Galliard*. Galliards are storytellers, lore-keepers, and entertainers, tasked with remembering and retelling oral histories and traditions for the Garou. Socially adept and creative, Galliards use their talents to inspire, encouraging other werewolves to be their best.

Skills Eligible for the Galliard Auspice Bonus:

- Empathy
- Linguistics
- Lore
- Any single Performance skill

Ahroun

Werewolves born beneath the full moon are the soldiers, defenders, and war leaders of the Garou. *Ahroun* are the first to act in battle, and they hold the line when territory is threatened by an enemy. In times of peace, they train others, keeping every werewolf fit to defend Gaia, whenever need arises.

Skills Eligible for the Ahroun Auspice Bonus:

- Athletics
- Brawl
- Firearms
- Melee

Step Five: Choose a Tribe

Your character's *tribe* determines her cultural and ethnic heritage within werewolf society. The tribes are well known, and each has their own flavor. Your tribe will cause other characters to have expectations about your persona. This choice determines your character's tribal affinity gifts and access to tribal merits, as well as other innate strengths and weaknesses. Acting against a tribe's stereotype is perfectly acceptable, so long as it is done on purpose and reflects a character's personal story.

Werewolf: The Apocalypse provides a choice between 13 tribes of werewolves, plus nine species of non-werewolf shapeshifters, known as *Fera*. Select one of these Garou tribes or Fera breeds for your character, and denote that choice on your character sheet.

For more information on tribes, please see **Chapter Three: Tribes and Fera**, page 69.

A Brief Description of the Werewolf Tribes

- **Black Furies**—A tribe of zealous amazons dedicated to the cause of justice. Their tribal totem is Pegasus, majestic and pure. (See **Chapter Three: Tribes and Fera, Black Furies**, page 70.)
- **Bone Gnawers**—A resourceful, hard-nosed tribe that sticks up for the little guy. Their tribal totem is Rat, practical and persistent. (See **Chapter Three: Tribes and Fera, Bone Gnawers**, page 74.)
- **Children of Gaia**—A progressive tribe of diplomats, peacemakers, and healers. Their tribal totem is Unicorn, gentle and compassionate. (See **Chapter Three: Tribes and Fera, Children of Gaia**, page 77.)

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- **Fianna**—A passionate tribe of builders and makers believed to be touched by the fae. Their tribal totem is Stag, noble and strong. (See **Chapter Three: Tribes and Fera, Fianna**, page 81.)
- **Get of Fenris**—An elitist tribe of warriors and skalds. Their tribal totem is Fenris, savage and proud. (See **Chapter Three: Tribes and Fera, Get of Fenris**, page 85.)
- **Glass Walkers**—A tribe embracing science and technology. Their tribal totem is Cockroach, adaptive and resilient. (See **Chapter Three: Tribes and Fera, Glass Walkers**, page 88.)
- **Red Talons**—A feral tribe of wolves, disdainful of humanity and of the Weaver. Their tribal totem is Griffin, the supreme and unconquerable hunter. (See **Chapter Three: Tribes and Fera, Red Talons**, page 92.)
- **Shadow Lords**—A tribe of power-brokers and cunning manipulators. Their tribal totem is Grandfather Thunder, fearsome and tempestuous. (See **Chapter Three: Tribes and Fera, Shadow Lords**, page 96.)
- **Silent Striders**—A cursed tribe of wanders, explorers, and messengers. Their tribal totem is Owl, patient and wise. (See **Chapter Three: Tribes and Fera, Silent Striders**, page 100.)
- **Silver Fangs**—A tribe of dedicated traditionalists and bold leaders, descended from royalty. Their tribal totem is Falcon, soaring and resplendent. (See **Chapter Three: Tribes and Fera, Silver Fangs**, page 107.)
- **Stargazers**—An enlightened tribe of philosophers, truth-seekers, and ascetics. Their tribal totem is Chimera, mysterious and impermanent. (See **Chapter Three: Tribes and Fera, Stargazers**, page 110.)
- **Uktena**—A tribe enamored with secrets and forgotten lore. Their tribal totem is Uktena, the wise horned serpent. (See **Chapter Three: Tribes and Fera, Uktena**, page 115.)
- **Wendigo**—A tribe of ferocious Garou from the frozen north. Their tribal totem is Wendigo, the cannibal spirit. (See **Chapter Three: Tribes and Fera, Wendigo**, page 119.)

Fera

In order to choose one of these Fera breeds for your character, you must also purchase a corresponding rarity merit (see **Chapter Six: Merits and Flaws, Merits, Rarity Merits**, page 302).

- **Ajaba**—A vicious hyena breed of Fera charged with culling the weak among the herd. They were recently decimated by the Bastet. (See **Chapter Three: Tribes and Fera, Ajaba**, page 125.)
- **Ananasi**—A clever, manipulative spider breed of Fera obsessed with restoring the Triat to balance, even against its own wishes. (See **Chapter Three: Tribes and Fera, Ananasi**, page 131.)
- **Bastet**—A collection of Fera made up of the many breeds of the great cats of the world. They are reclusive lovers of secrets and all things arcane. (See **Chapter Three: Tribes and Fera, Bastet**, page 137.)
- **Corax**—A curious breed of Fera born from ravens and crows. They're winged gossipers and hoarders of truth. (See **Chapter Three: Tribes and Fera, Corax**, page 142.)
- **Gurahl**—A stubborn breed of Fera descended from bears; they are known to be fearsome warriors and dedicated healers. (See **Chapter Three: Tribes and Fera, Gurahl**, page 148.)
- **Kitsune**—A sly breed of Fera born from foxes. They are cunning diplomats and artful spies. (See **Chapter Three: Tribes and Fera, Kitsune**, page 154.)
- **Nuwisha**—Born from the coyotes, this breed of Fera are tricksters and enlightened teachers on a mission to save Gaia by any means necessary. (See **Chapter Three: Tribes and Fera, Nuwisha**, page 159.)
- **Ratkin**—Mad and bad to know, the wererats are resourceful survivalists charged with culling the human population. (See **Chapter Three: Tribes and Fera, Ratkin**, page 164.)
- **Rokea**—Vicious and eternally hungry, the weresharks are monstrous horrors who safeguard the watery abyss. (See **Chapter Three: Tribes and Fera, Rokea**, page 169.)

Step Six: Assign Initial Attributes

Attributes quantify a character's innate strengths and weaknesses. Depending upon how a player allocates her starting dots, the character might be strong and perceptive, quick and intelligent, or witty and beautiful, based on whether the character has high Physical, Social, or Mental attributes.

A character should also be weak in some attributes. Creating a character who is an imperfect individual makes her more realistic, and gives the character weaknesses that she can overcome during the course of the chronicle. Moments of growth are good for a protagonist, and raising an attribute

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can be a wonderful reward after a tense moment in the story. It could indicate that the character learned from her experiences, growing wiser, stronger, or more capable of surviving in a dangerous social setting.

Most characters have attribute ratings between 3 (poor) and 5 (average), though exceptionally gifted individuals may have ratings of 7 (excellent) or even 10 (peak human capacity). As werewolves are supernatural creatures, their players receive bonus points that they can add to their potential attribute maximums. The number of points a character receives in this manner varies according to her Rank background, reflecting the spiritual strength and stature of the werewolf. For more information on **Rank**, please see page 196.

Assigning Starting Points to Attributes

To assign points in attributes during character creation, you must first rank your character's attributes. Decide which of the three attributes (Physical, Social, and Mental) are important, making one primary, one secondary, and the last tertiary according to your vision for the character. A boxer would likely have a primary Physical attribute, where an artist might place the Social attribute first, and so on.

- Assign 7 dots to an attribute, indicating that this is your character's strongest, or primary, attribute.
- Assign 5 dots to a second attribute, indicating that this is your character's average, or secondary, attribute.
- Assign 3 dots to the last attribute, indicating that this is your character's weakest, or tertiary, attribute.

Physical Attributes

Physical attributes measure your character's general strength, agility, and stamina. A character with modest Physical attributes is not very athletic, while a character with high Physical attributes is exceptionally strong, dexterous, or tough.

Physical Attribute Example

Phoebe the Silent Strider is fighting a fomor. Depending on Phoebe's attribute level, her Physical focus, and her ranks in an appropriate skill, she might fight in different ways. If she has focused in Strength, she might try to knock her opponent to the ground. If she has focused on Dexterity, she might use her speed to her advantage, quickly producing a weapon to use in her defense. If she has focused in Stamina, she might be more willing to fight in close quarters, possibly intervening if she has an ally who is attacked.

Social Attributes

Werewolves are social creatures, with complex hierarchies, norms, and rules of decorum that can be challenging to navigate. *Social* attributes describe a character's appearance, charm, and ability to interact with others. If your character has few Social attributes, she is awkward, shy, or just plain-looking. A character with a high rating in her Social attribute is attractive, compelling, and smooth, more capable of convincing others to do as she desires.

Social Attribute Example

Aaron the Bone Gnawer is attempting to talk his way past a security guard. Depending on his attribute level, his Social focus, and his ranks in an appropriate skill, Aaron can attempt this in a variety of ways. He might flirt with the security guard, relying on his Appearance focus and the Performance skill. If he has focused in Charisma, he might charm the security guard with his personality, telling the guard what he wants to hear, using his Empathy skill. If Aaron has focused in Manipulation, he might try to convince the guard that he actually works in the building he's trying to enter, and left his ID back at his desk, using Subterfuge to make his story as believable as possible.

Mental Attributes

Mental attributes indicate a character's aptitude for problem-solving, learning, deduction, and general alertness. A character with a high Mental attribute is attentive, logical, or intuitive. On the other hand, if a character has a low Mental attribute, she is not as capable. Such a character may be poorly educated, naive, or mentally slow.

Mental Attribute Example

Three-Paw the Uktena is investigating the contamination of a local river. Depending upon his attribute level, his Mental focus, and his ranks in an appropriate skill, Three-Paw can go about his investigation using a number of different methods. He might painstakingly search the area, using his Perception focus and the Investigation skill to notice if the perpetrators left any trace of their presence. If he has focused in Wits, Three-Paw might use his Streetwise skill to remember a list of local companies who might engage in corrupt behavior. If Three-Paw has focused in Intelligence, he might utilize his Science: Chemistry skill and determine the specific nature of the contaminants, matching them to a local company.

Attribute Bonuses

All werewolves have a default maximum of 10 dots in each of the three categories: Physical, Social, and Mental. Humans

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and kinfolk have a maximum of 10 in each of the three categories. Each dot of Rank gives a shapeshifter character one bonus potential attribute point. A player can use these points to increase her character's potential attribute maximums. Each bonus point increases a single attribute category's maximum number by 1; a character must still purchase the attribute up to this maximum using XP, as normal.

Additional attribute dots cost 3 experience points each.

Attribute Focuses

Once you have assigned your initial attribute dots, you must then select one *focus* for each attribute. Each attribute has three focus options. These focuses help you further define your character and provide benefits when the character utilizes her area of expertise. For example, a boxer might choose to take the Strength Physical attribute focus, and an artist might choose the Charisma Social attribute focus.

An attribute focus provides a bonus during challenges involving that attribute, so long as the character's action falls within the focus's description.

Carefully consider which focus to choose for each attribute. Once you are finished with character creation, changing your focus requires you to spend 10 XP.

Physical Focuses

The three Physical focuses are *Strength*, *Dexterity*, and *Stamina*.

- A **Strength**-focused character is vigorous and muscular. Once per combat, such characters may opt to use one of the following Strength-based combat maneuvers without cost: Disarm, Grapple, Knock Down, or Pierce the Heart.
- A **Dexterity**-focused character is quick and nimble. Once per combat, such characters may opt to use one of the following Dexterity-based combat maneuvers without cost: Burst of Speed, Disarm, Fighting Blind, or Quick Draw.
- A **Stamina**-focused character is tough and robust. Such characters do not suffer wound penalties. In addition, such characters cannot be Knocked Out or Knocked Down by a combat maneuver unless the attacker has a higher Physical attribute than your character.

For more information on combat maneuvers, see **Chapter Seven: Core Systems, Combat, Combat Maneuvers**, page 343.

Social Focuses

The three Social focuses are *Charisma*, *Manipulation*, and *Appearance*.

Social powers often give special benefits for a character with a specific focus. For more information, see **Chapter Five: Gifts, Using Gifts, Focuses** on page 214.

When making a challenge that relates to your character's Social focus and is not used in conjunction with a supernatural power, the Storyteller may choose to award you a +3 bonus to that challenge. Alternately, when your character is attempting a mundane focus-related action that requires a significant investment of time, such as sweet-talking all the lawyers in town, your Storyteller may halve the time needed for your character to perform the action.

Mental Focuses

The three Mental focuses are *Perception*, *Intelligence*, and *Wits*. Mental powers often give special benefits for a character with a specific focus. For more information, see **Chapter Five: Gifts, Using Gifts, Focuses** on page 214.

When making a challenge that relates to your character's Mental focus and is not used in conjunction with a supernatural power, the Storyteller may choose to award you a +3 bonus to that challenge. Alternately, when your character is attempting a mundane focus-related action that requires a significant investment of time, such as translating an ancient text into English, your Storyteller may halve the time needed for your character to perform the action.

Optional Rule

Storytellers may allow new or inexperienced players to change their focuses within the first three game sessions, if they feel that the player honestly made a mistake or misunderstood the system.

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Step Seven: Assign Initial Skills

Attributes represent your character's raw potential, but *skills* represent the experience and training she's received throughout her life—both mortal and immortal. A character with high skills is well-educated or has a great deal of knowledge about the world. A character with low skills might be naive, sheltered, or uneducated.

You can purchase up to 5 dots of each skill. It's not normally possible to buy more than 5 dots in a skill, unless that skill has been augmented by an auspice bonus or another unusual quality.

Skills provide two kinds of bonuses to your character. First, they allow a character to perform certain actions that an untrained character simply cannot attempt. Second, they augment a character's attributes, making certain actions easier because the character has experience or education with a related skill.

For example, a character with a high Physical attribute rating who does not have the Athletics skill might find it difficult to scale a wall or to leap a series of hurdles. A character with a high Social attribute who does not have the Intimidation skill might find it difficult to bully her way past a security guard.

You should select your character's skills based on that character's background, and then place (or purchase) more dots in the skills with which the character should be most proficient. Skill levels range from novice to master, as follows:

- • **Novice**: You have learned the fundamentals of this field of knowledge.
- •• **Practiced**: You have mastered the basics of this area of study.
- ••• **Competent**: You are good enough to earn a professional living in this field.
- •••• **Expert**: You have surpassed the majority of your peers and are considered an expert.
- ••••• **Master**: You are world-class at this activity and considered to be amongst the best in the field.

Choosing Skills

Choose the skills that best reflect your character's education and experiences, and assign starting dots to those skills as follows:

- Choose one skill and fill in the first 4 dots of that skill.
- Choose two skills and fill in the first 3 dots of those skills.
- Choose three skills and fill in the first 2 dots of those skills.
- Choose four skills and fill in the first dot of those skills.

Fields of Study

You can purchase some skills multiple times to reflect a character's background and interests. For example, skills such as Crafts, Performance, and Science are very broad, and encompass many different *fields of study*. When you choose one of these skills, you must also choose a more concentrated field of study within that skill. As in the real world, a field of study specifies in which craft, performance type, or scientific area the character has been trained. Examples might include Crafts: Calligraphy, Performance: Classical Guitar, or Science: Forensics. Thus, a character could be skilled in multiple types of performance and therefore take the Performance skill several times, each with a different field of study.

You might wish for your character to be trained in both Science: Biology and Science: Chemistry, reflecting the fact that the character works in a pharmaceutical laboratory. To do this, you must purchase each of these scientific fields as a separate item, and note the individual dots in each skill in separate places on your character sheet. Your character would not technically have 5 dots in Science, as those two fields of study are uniquely distinct.

Repair and Modification

Repairing or modifying equipment is considered part of the skill associated with the item. For example, a character with the Firearms skill can repair a jammed gun. A character with the Computer skill can repair or upgrade a computer. A character with Drive can repair any vehicle she can utilize with that skill.

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Skill Descriptions

The following skills are available to your character. If you want a certain skill or talent that is not on this list, speak with your Storyteller. Many items can be purchased as fields of study under one or more skills. For example, a character who is an architect might purchase Science: Architecture, Crafts: Architecture or even Occult: Architecture, depending on how the character was educated in that field, what she chose to pursue as an interest, or how she intends to apply her knowledge within the game.

Academics

You possess a level of scholarship and general knowledge beyond primary schooling. This skill reflects the fact that the character has received an in-depth education. With *Academics*, you can express artistic criticism, comment on the classics, discuss philosophy, and indulge in cultural debate. A player may further focus the character's education by choosing a field of study for each dot purchased, such as mathematics, literature, history, journalism, theology, or anything appropriate to a classical education.

System

Once per game session, a character with the Academics skill may spend 10 minutes in study. Thereafter, she may retest a single static (non-combat) challenge without using Willpower. This retest must be relevant to one of the character's specific Academics categories.

Animal Ken

With *Animal Ken*, you know how to handle animals, and you understand their behavior. You know how to calm an animal, care for it, and train it to perform certain tricks or obey commands. You also know how to panic or enrage an animal, when necessary. Your knack for the feral mind gives you a special rapport with your fellow shapeshifters, allowing you to attempt to calm them, provided they will listen to you.

System

By expending a simple action, you can automatically learn how many Seethe traits are possessed by any character within your line of sight. By talking to a character for five minutes, you can calm her and remove a single Seethe trait. No character can be targeted with more than one successful application of Animal Ken per game session. Your character cannot use this skill on herself to remove her own Seethe traits.

Athletics

You have a knack for *athletic* endeavors. You are good at sports, and have often participated in physical competitions. This skill is useful when attempting physical activities or sports, when fighting with thrown weapons, or when using a bow.

System

Athletics allows a character to swim, climb, or jump as a simple action, rather than a standard action. Additionally, characters with the Athletics ability can use combat maneuvers as appropriate when fighting with thrown weapons or when shooting a bow.

Awareness

Your senses are keen, and you are trained to notice unusual things in your environment. You also have visceral reactions to the presence of the supernatural, such as a headache or a strange feeling in the pit of your stomach.

System

Awareness allows a character to have a chance to notice supernatural powers being used nearby (see **Chapter Seven: Core Systems, Combat, Noticing Attacks**, page 345).

Additionally, when a character with Awareness is unconscious, she can control her thoughts and use powers that only affect herself while in that state. Another character with Mind Web can communicate with this individual, as the mind is fully functional within the unconscious form.

Brawl

You have been trained to fight, and know how to use your body in hand-to-hand combat. You might have military training, you might have been trained in the martial arts, or maybe you grew up with a lot of rough-and-tumble siblings. Whatever the case, you know how to dish out damage with your fists and feet.

System

Characters with *Brawl* can use appropriate combat maneuvers when engaging in unarmed combat. For information on combat maneuvers see **Chapter Seven: Core Systems, Combat, Combat Manuevers**, page 343.

Computers

You have the knowledge required to operate and program *computers*, including mobile devices. In addition, you have

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a fundamental understanding of the internet, including website management, data-mining, and hacking. Without the Computers skill, a character can do little more than turn electronic devices on and off. She can answer a cellphone by pushing a button, or add a number to its address book, but she cannot use apps or access complex functionality. Such a character can perform only simple tasks on a computer. In the modern world, we take technology for granted. Almost every human character has a dot of computers, but to a predatory, feral mind, such things are scorned as dark and confusing wizardry.

System

A character with Computers receives 1 additional downtime action between games. This benefit can be utilized like a normal downtime action, or it can be used to cancel or observe 1 downtime action spent by another character. This action reflects your character's ability to do research online, tap into information networks, and confuse computer systems. You can cause general havoc with city records, operational electronics, and the mundane online bureaucracy of day-to-day life. No character can be reduced to fewer than 1 downtime action between games.

Crafts

You are artistically talented and have the training or experience needed to create art or build items. You can create beautiful and expensive objects. When you choose the *Crafts* skill, you must choose a specific field of study, such as clockwork, blacksmithing, calligraphy, poetry, or anything appropriate. Note that some artistic fields are better represented by the Performance skill. You may buy this skill multiple times, each with a different field of study.

System

A character with the Crafts skill can temporarily increase her Resources by spending 2 downtime actions (one to craft the item and one to sell the item). This sale increases the character's Resources background by 1 dot for a month, even if the character does not have current dots in the Resources background, up to a maximum of 5. (For more information on downtime actions, see **Chapter Eight: Dramatic Systems, Downtime Actions**, page 387.)

Dodge

When trouble rears its ugly head, you know how to get out of its way. Quick reactions let you evade blows and shots, preventing injury. You can use *Dodge* to attempt to evade an attack of which you're aware, such as diving for cover as someone fires a gun or twisting away from a sword.

System

Characters with the Dodge skill can choose to sacrifice their standard action to increase their Dodge skill test pool by +2 once in the current round. Additionally, if your character is caught in an area-effect attack like an explosion, you can make a Dodge test (difficulty 8) to reduce the damage suffered by 1. For more information about Dodge skill test pools see **Chapter Seven: Core Systems, Combat, Types of Attacks, Physical Attacks**, page 342.

Drive

Most people can drive, but you have the knowledge and training necessary to perform difficult and dangerous actions while behind the wheel of a vehicle. The first dot of the *Drive* skill gives you competency driving cars. For each additional dot, you are considered competent driving another vehicle in the following categories: carriages, chariots, motorcycles, sail boats, motor boats, large ships, fixed-wing planes, airliners, or helicopters. You may choose other categories, if approved by your Storyteller.

Without the Drive skill, a character can do nothing more than operate a car with an automatic transmission. You cannot operate a clutch or travel safely at speeds higher than 65 miles per hour. Without Drive, a character cannot operate other types of vehicles, including motorcycles and construction vehicles. In the modern world, we take speedy travel for granted; to a predatory, feral mind these vehicles are extremely dangerous.

System

Without the Drive skill, your character must use her full attention to operate a vehicle. With the appropriate Drive skill, you can operate a vehicle using a simple action instead of a standard action.

Empathy

A character trained in *Empathy* tends to be educated in fields such as psychology, anthropology, or other aspects of human interaction and culture. Such characters are sensitive to the moods, emotions, and motives of other people, and can identify when someone has mental problems, psychological weaknesses, or buried issues.

System

By speaking briefly with a subject, your character learns whether or not the subject has any derangements. If your character examines her target for a few minutes, she can determine which derangement(s) the target has. If your character is aware of a target's derangement, she can spend

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can spend a standard action to increase or decrease her Derangement traits by 1 (minimum 0, maximum 3) for an hour. In addition, if you expend a standard action, after the conversation, you may temporarily decrease her Harano by one stage for the remainder of the game session. You cannot use Empathy on yourself.

Firearms

You have been trained to handle a wide variety of firearms, from holdout pistols to heavy machine guns. You can clean, repair, recognize, and accurately fire most forms of simple modern weaponry.

System

Characters with the *Firearms* skill can use appropriate combat maneuvers when engaging in ranged combat. For information on combat maneuvers, see **Chapter Seven: Core Systems, Combat, Combat Maneuvers**, page 343.

Intimidation

You're good at being fearsome and have often used this talent to terrify others or cow them to your will. Your tactics might be based on your physical size, fighting prowess, reputation, or just knowing how to push someone's buttons and play on her fears.

System

A character with the *Intimidation* skill is extremely frightening. Stock NPCs (including kinfolk) with a rating of 1 or 2 will not attack a character with the Intimidation skill. If your character acts aggressively towards a rating 1 or 2 Stock NPC, it will flee. This behavior does not apply to mindless Stock NPCs, such as inanimate objects given life by magic or mindless zombies.

Investigation

It takes a great deal of training to be a good investigator. With *Investigation*, have that education and the experience to use it. You notice subtleties and can connect disparate pieces of information. With effort, you can set a jumbled mass of data into patterns, discovering clues that others would overlook.

System

Use a standard action to visually scrutinize an individual within three steps, or use three standard actions to examine a room or small area. You automatically detect any carried weapons (even beneath clothing), explosives, or hidden objects. Items with the Concealable quality are automatically noticed only if you physically pat down or search the target.

Leadership

Leadership is a combination of authority, strategic thinking, and the understanding of team dynamics. It combines the ability to motivate people with the resourcefulness to draft a successful plan. Even when you are among strangers, you can command attention and gain respect.

System

Stock NPCs who are following your character's instruction receive a +2 bonus to any action they are capable of attempting. In addition, for each dot of the Leadership skill your character possesses, you can learn how many Renown traits a shapeshifter currently has and how she earned them, once per game session. (For more information, see **Chapter Nine: Social Systems, Renown**, page 417.)

Linguistics

Most people have a fluent command of one language: their native tongue. If a character has no dots in *Linguistics*, then she can only communicate in her native language. Other individuals make a diligent effort to learn multiple languages, and through study, master quite a few.

System

For every dot of Linguistics that a character possesses (including the first), she is fluent in one language, in addition to her native tongue.

Lore

In order to survive, a werewolf quickly learns her own biology. She knows that she changes forms, she feels the pull of her Rage, and she quickly recognizes her vulnerability to silver. After a short time as a werewolf, she gains an understanding of Garou society, such as the most prevalent tribes in her setting, as well as common gifts and powers.

To know more about the supernatural world, a character must collect and study *Lore*. With several dots in Lore, the character is familiar with centuries of legends, understands the minute details of Garou history, and may have her own understanding of the Prophecy of the Phoenix. Note a character does not necessarily need to have a specific Lore skill specialization to believe that a supernatural group exists. However, having Lore represents that she has made a study of them, granting the ability to separate fact from fiction.

System

For every dot of Lore that a character possesses, the player chooses one category in which to specialize. Whenever a

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character requires knowledge that may be available through this category, the player makes a static challenge (using her Mental attribute + Lore skill) to gain specific and detailed insight from the perspective of that specific topic.

Remember that Lore is not Academics; Lore involves knowledge of the supernatural world, where Academics is the study of more mundane topics. Potential categories in Lore might include the events of a specific period of Garou history; a focus on one of the individual tribes; or a specialization in a type of non-shapeshifter creature, such as vampires, fae, or mages.

If you fail a Lore challenge, you cannot attempt the test again until you acquire new information. Example: Erica has 5 dots of the Lore skill. With her Storyteller's approval, her categories are: Glass Walkers, Mages, Black Spiral Dancers, The Bitten, and Spirit Lore.

When selecting Lore specialties, players should select topics that are reasonably specific, but she does not need to go into excruciating detail. Should you choose a category which is somewhat broad, your Storyteller may determine that you are unaware of some of the specifics that fall under that category. For example, knowing vampire lore might allow you to name the common clans, but knowing who the leader of a specific city is may require a more specialized area of study, such as Camarilla lore. Your Storyteller is the final arbiter of your character's Lore skill specialization.

Medicine

You have a trained knowledge of human anatomy, including knowledge of medicine and the ability to treat wounds or diagnose diseases. For information on healing humans with the *Medicine* skill, see **Chapter Seven: Core Systems, Health and Damage, Healing**, page 351.

System

By spending a downtime action studying a target's blood, hair, skin, or remains (including ash) in a proper medical facility, you can determine a creature's supernatural type (if any). Characters who are familiar with said creature type may learn additional information at the Storyteller's discretion. With use of proper equipment, you can preserve blood and other samples for up to one month per dot you possess of the Medicine skill.

Melee

You are a dangerous combatant, especially when you are armed with any sort of weaponry. *Melee* represents your ability to use non-ranged weapons of all forms, from swords and spears, to esoteric martial-arts weaponry, such as sai or nunchaku. This skill also includes training with vampire hunting weaponry, such as wooden stakes.

System

Characters with the Melee ability can use appropriate combat maneuvers when using melee weapons. For information on combat maneuvers see **Chapter Seven: Core Systems, Combat, Combat Manuevers**, page 343.

Occult

You are familiar with occult topics such as mystic philosophy, superstition, or folklore. *Occult* includes knowledge of many traditions, such as Jewish Kabbalah, primitive shamanism, New Age beliefs, or psychic research, but it is always appropriate to mystic studies. The Occult skill does not imply a command of hard facts, but encompasses basic knowledge of rumor, myth, legend, and hearsay.

System

Use a standard action to visually scrutinize an individual within three steps of you. You automatically detect the telltale signs of active rituals on the person or magic items carried by that individual, such as fetishes. This skill does not allow you to identify what these rituals or items do, nor to identify the exact nature of their magic (nor to tell if the individual wields magic herself or if the rituals were cast on her by another). Furthermore, characters with the Occult skill can purchase the Occult advantage for their Territory background (for more information, see **Territory background**, page 200). You cannot apply this advantage to a Territory that is not your own.

Performance

You have been trained in physical performance and are comfortable entertaining a crowd. This skill represents your talent and technical ability, as well as the ability to enthrall an audience and keep it wanting more. When you choose the *Performance* skill, you must choose a specific field of study such as dance, comedy, acting, oratory, singing, or anything appropriate to the dramatic arts. You may buy this skill multiple times, each with a different field of study.

System

A character with the Performance skill can temporarily increase her Fame background by spending 2 downtime actions (one to promote an upcoming performance, and one to perform). This ability increases the character's Fame background by 1 dot for a month, even if the character does not have current dots in the Fame background, up to a maximum of 5. (For more information on downtime

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actions, see **Chapter Eight: Dramatic Systems, Downtime Actions**, page 387).

Science

The modern Information Age allows for all manner of studies. By categorizing and breaking down the world into many different forms, the methods of logic and reason give sentient beings the means to understand the universe, or at least small pieces of it. Education in *Science* covers techniques of inquiry, modern studies, and a broad range of underpinning work in a diverse range of fields. When you choose the Science skill, you must choose a specific field of study: biology, chemistry, physics, metallurgy, electrical engineering, mathematics, geology, and botany are all possibilities, though such a list is far from comprehensive. You may buy this skill multiple times, each with a different field of study.

System

A character with Science receives 1 additional downtime action, which can only be spent on a downtime action somehow relevant to one of her fields of study. For example, a character with Science: Mathematics might be able to spend this additional downtime to solve an equation, or a character with Science: Botany might be able to genetically spice two plants together. However, neither skill would generate an additional downtime to investigate a spooky house. For every additional field of study that the character possesses at a rating of 3 or more dots, she gains another bonus downtime action, which can only be spent on a use relevant to one of her fields of study.

Security

You may have been a dedicated *security* consultant or an incorrigible thief. No matter which side of the law you operated on, you learned a great deal about modern security techniques. You understand both the ins and outs of the technology and the structure of security organizations, and know how best to circumnavigate both. With a little time and effort, you can design comprehensive security protocols for a location or, conversely, defeat such measures.

System

You can pick a lock or palm a small item by expending a simple action instead of a standard action. Characters with the Security skill receive the Security advantage for their Territory background for free. This character can also use a downtime action to apply this advantage to another character's Territory; this effect lasts for one calendar year. (For more information, see **Territory background**, page 200).

Stealth

It takes a great deal of physical training to move silently and a tremendous amount of mental dedication to remain unnoticed when others are attempting to find you. You know how to take advantage of surrounding cover, how to act nonchalant, and you understand the uses of timing and diversion. By taking the appropriate precautions and using your natural skill, you can blend into a crowd and remain unnoticed, even without supernatural powers.

System

A character with *Stealth* is skilled at hiding among a crowd. So long as you have a few appropriate items, you can automatically pass yourself off as a specific type of person, convincing others that you are a policeman, or blending in with the dancers at a club. This skill does not make you unrecognizable and does not fool people who are already aware that you are in disguise.

Streetwise

You're a savvy individual, completely capable of taking care of yourself no matter how difficult the circumstances. The streets and the underbelly of urban areas hold no danger for you, and *Streetwise* allows you to know the local criminal organizations and how to contact—or avoid—them. You can recognize tagging and other territorial markers, and you know the signs, colors, and accoutrements that are used as identification by those who make their homes in those areas.

System

As long as your path leads through a densely populated urban area, it is not possible to follow you, even if your pursuers attempt to track you by scent, without using supernatural powers specifically designed to track.

Subterfuge

Lies, bluffs, and subtle games of manipulation are the purview of those who have studied the art of *Subterfuge*. An individual trained in this skill is capable of hiding her intentions and redirecting the attention of others in order to deceive them. You may be at your best with feats of "magical" misdirection, or you may be a con artist, making money playing three-card-Monte on the streets. You may use phraseology to confuse your listener, or you might be the sort to utilize small feats of hypnotism to confuse and distract. Like the old hucksters used to say, there's a sucker born every minute.

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System

Once per game session, if your character is caught using a supernatural power, it instead seems as though another character of your choosing within three steps of you used the power, not you. This skill does not apply to powers that have an obvious source, such as Master of Fire or Visage of Fenris.

Survival

You know the ways of the wilderness and you feel at home in untamed environments. Using *Survival*, you know how to navigate a variety of terrains, find shelter, and survive in hostile habitats. You can control your responses and act with temperance and composure, having suffered numerous hardships with ease. Your survival instincts are rarely ignored, even under the direst provocation.

System

Once per combat scenario, or once every five minutes if not in combat, a Garou may reduce her Rage rating to 1 in order to heal all her current damage (normal and aggravated) in her Incapacitated and Injured wound tracks. This action can be performed at any time, even before your turn in the initiative order. This action can only be performed if you are conscious and have 2 or more points of Rage. Overtaxing your regeneration this way gives you a battle scar. For more information on battle scars, see **Chapter Seven: Core Systems, Health and Damage**, page 352.

Step Eight: Assign Initial Backgrounds

Backgrounds flesh out a player's concept, helping you to define many portions of a character's history. Does the character have powerful connections in human society? Does the character have access to a great deal of money, or is she poor? Backgrounds help you to portray these personal items, creating a framework for the character's life.

You can purchase up to 5 dots of each background.

Choosing Backgrounds

During character creation, the player chooses three backgrounds and assigns dots in the following manner:

- Assign 3 dots to a single background of your choice.
- Assign 2 dots to a second background.
- Assign 1 dot to a third background.

Rank

If you do not assign at least 1 of your free background dots to Rank, your character begins play as a human, a kinfolk, or a Cub. For more information on the **Rank background**, see page 196.

Losing Backgrounds

The Storyteller may opt to strip a background permanently if your circumstances change significantly. For example, if you fake your death and change your face, you'll probably lose the Resources background.

Other players can work to undermine your backgrounds. Attacks from other players can temporarily reduce your backgrounds, but given time you will recover. As a general rule it takes two game sessions or one month (whichever is longer) to recover 1 dot of a lost background. For example, if another character killed your 3-dot kinfolk, it would take six games or three months (whichever is longer) to find a suitable replacement.

Shared Backgrounds

Garou who are in a pack and share a totem spirit may pool certain backgrounds together. Shared backgrounds should be noted specifically on your character's sheet, listing your individual contribution, as well as the total among the pack.

The following backgrounds may be shared:

- Territory
- Kinfolk
- Allies
- Contacts

Shared backgrounds cannot exceed the maximum of 5 dots for the shared group, no matter how many dots are contributed by the pack's members. Characters can purchase individual levels of these backgrounds in addition to contributing to a shared group; however, each background must be purchased separately. When a packmate dies or leaves the pack, all contributed backgrounds are lost after 30 days, unless other members of the pack spend XP to repurchase them.

Example

Tristan has 3 dots in his own personal Territory background, but also wishes to contribute to the pack's Territory. He notes that the second Territory is the pack's shared territory, and

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purchases 2 dots of that background. Tyson shares a pack and totem with Tristan, and he contributes 1 dot to the shared Territory background. The pack members consult and choose which benefits these 3 total dots provide from the shared Territory background. Every pack member notes them on their character sheets for future reference.

Background Descriptions

The following backgrounds are available to your character. In general, having multiple dots in a background allows for more effective or more frequent use of that background's benefit. Some backgrounds change your character during character creation, while others affect the character only after she enters game. Read each background carefully to determine which are appropriate for your character's story.

Allies

The *Allies* background represents humans who support and help you. These humans may be family, friends, or even a loyal corporation or criminal organization. Allies may represent friends who work as park rangers, write for a prominent blog, or circulate in the high society of local celebrities. With Allies, you can make a few calls, cut a few deals, and get trustworthy assistance in a wide range of activities.

Remember that Allies are human, and are not aware of the supernatural world. They genuinely believe you are a friend, and they may ask you for a favor in the future. If your Allies ask for a favor in return, and you are unable to assist them, you may lose dots in the Allies background until you "make good" on the deal.

System

For each dot of Allies that you purchase, you must define one group of people with whom your character is allied. For example, a character with 3 dots of Allies may choose to define those Allies as civil rights attorneys, park rangers at a nearby forest reserve, and a local professional wrestling circuit known as the Hardcore Combat Federation. When you have your character call in favors, you must tell the Storyteller which group (or groups) she is contacting and explain how that group is capable of assisting your character with the specific problem.

Allies can perform reasonable tasks and may be more capable if the task is something appropriate to their profession. For example, Allies who work as civil rights attorneys could do something mundane, such as research a local business. They would be very good at something in line with their profession, like filing a court motion. However, it would be outside their area of expertise to dispose of a body. The character's second Ally, the park rangers, would be more appropriate for that task.

If the situation requires character sheets for your Allies, the Storyteller can generate up to three Stock NPCs, one of rating 3 and two at rating 1. All of these NPCs are human, and none have any supernatural abilities. Note that Allies are capable of fighting, but they are not designed to be a character's personal army. If a character's Allies are killed, the character loses access to the Allies background for the next two games or one month (whichever is longer).

You may choose to use this background once per game session for each dot of Allies your character possesses.

Alternate Identity

You maintain a second *Alternate Identity*, complete with papers, birth certificates, or any other necessary documentation. This identity is normally applicable to the human populace, although it may be used to infiltrate supernatural groups if you possess 4 or more dots of the background. You may buy this background multiple times, with each instance representing an entirely separate cover identity. Lineage merits may hinder any ability to successfully infiltrate other tribes or supernatural groups, at the Storyteller's discretion.

System

In order to determine if a character is using an Alternate Identity, you may choose to spend a number of downtime actions investigating a character you suspect of having an Alternate Identity, researching your target's bona fides. After you have spent your chosen number of actions, make a challenge using your Mental attribute + Investigation skill versus the target's Mental attribute + Subterfuge skill. If you succeed in this challenge, and you have spent a number of downtime actions equal to or greater than your target's dots of Alternate Identity, you discover the true identity of the target character.

If you fail the test, if you have not spent a number of downtime actions that equal or exceed your target's dots of Alternate Identity, or if your target is not using an Alternate Identity, the identity appears legitimate. Storytellers should conduct the test in secret so as to avoid indicating whether or not someone is using an Alternate Identity. Additionally, a Storyteller should not tell a player in advance how many downtime actions are needed to thoroughly investigate someone, or if such an investigation is even warranted.

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- Your identity is very shallow. You have a driver's license or other minor documentation, and it can survive a perfunctory internet search.
- •• You have a well-grounded identity that could withstand the scrutiny of a minor criminal investigation. This identity might include birth certificates and social security numbers.
- ••• Your identity is very well established and stands up to all but the toughest scrutiny. This persona has a long and believable history, including friends, family, and character witnesses.
- •••• Your identity is designed to infiltrate another tribe or supernatural organization. At this level you've established a rudimentary identity as a new (or fairly new) member of the chosen organization.
- ••••• Your identity is a respected member of society; it holds powerful office in the human world or among your chosen supernatural group. You have a long and in-depth history, and your cover is solid enough to pass even supernatural means of verification. Note that this veracity doesn't prevent your character from being "found out" if you make a mistake, and other players catch on. Even the strongest Alternate Identity will fail if you can't keep a secret, display proper etiquette for the identity, or if you are directly observed breaking your cover. While your cover story and paperwork can withstand inspection, some supernatural powers that directly examine you may lead to your alternate persona becoming compromised, at the Storyteller's discretion.

Ancestors

You can sense the presence of your *ancestors* and occasionally allow them to guide your actions.

System

Once per game session, for each dot you possess of the Ancestors background, you can call on your ancestors' experience. This ability may be used at any time, even before your turn in the initiative order. When you activate this ability, an ancestor partially controls your actions. Choose one skill and increase its value to 5 dots until the end of the turn.

You cannot call on your ancestors more than once per turn, and the background doesn't benefit actions that take longer than a single turn to perform. Skills increased via this background do not gain specialties or areas of focus. For example, you might use this background to temporarily increase your Lore skill to 5, but doing so would not grant you Lore specializations.

Contacts

You have established close personal relationships with people all over the city. When you start making phone calls and asking for gossip or inside tips, the amount of information you can dig up is impressive. You know who to bribe, manipulate, or coerce into offering information, and the favorites list on your cellphone looks like a who's who of the city's most important people.

Your *Contacts* help you keep an ear out for rumors and gather information. When you call on your Contacts, the character makes a few phone calls, checks in on her snitches, and listens to the local gossipmongers. The character very quickly gets rumors and information appropriate to the network she's established with this background.

System

For each dot of Contacts that you possess, you must define one individual with whom your character has a close relationship. This individual is considered to be very well connected in their field or area of expertise; she knows a great deal and actively remains aware of current events within her sphere of influence. For example, a character with 3 dots of Contacts may choose to define those individuals as Bethany, the wealthy socialite; Carlos, the head of Accounting at a local financial conglomerate; and Jane Anne, the owner of one of the most popular nightclubs in the city. When the player has her character call these Contacts, she must tell the Storyteller which individual (or individuals) she is contacting and explain how that individual might know information of use to her character in the specific situation.

When you use your Contacts, you may ask the Storyteller for one piece of information about an ongoing plot, or you may ask for information about one Influence transaction that occurred within the city in the last month. If used to investigate plot, these Contacts provide information that the Storyteller considers appropriate. If the Contacts are used to investigate Influences, the character gains a full description of the influence result and information that can be used to discover who controls that Influence (if anyone).

You can use this background once for each dot of Contacts the character possesses, per game session.

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Fame

When purchasing *Fame*, decide why your character is famous. The number of dots purchased in this background determines the range of the character's human acclaim. For example, a painter with 1 dot of Fame might be known only within artistic circles, while an actor with 5 dots of Fame would be a nationally known celebrity.

System

When you interact with humans who recognize your character's Fame, you can add +5 to any non-supernatural Social challenges. Additionally, NPCs often give you favors, assist you without question, and grant you the benefit of the doubt. For example, a famous celebrity will not have difficulty getting a private room, borrowing someone's car, or convincing people in a hotel that the strange things they saw were just scenes being filmed for a new horror movie. Note that when you call on your Fame to help you, the circumstances quickly become common knowledge among your sphere of acclaim. If a famous painter asks for a free ride home from the airport, it will make the news and people will speculate about her reasons for needing the ride.

Fame ranges

- • Local scene
- •• City
- ••• State
- •••• Adjoining states/region
- ••••• Entire country

High levels of Fame can be disruptive to a chronicle. Storytellers should regulate the Fame background as they feel appropriate for their setting.

Fetishes

Fetishes are potent magical items created with the help of spirits. To wield a fetish, you must become attuned to it, represented by purchasing this background.

System

Each dot of this background allows you to attune yourself to a single level of a fetish. You can attune higher-level fetishes by devoting additional dots of this background towards that fetish. For example, attuning a level 3 fetish requires 3 dots of the Fetish background. No character can attune themselves to more than 5 levels of fetishes without some sort of merit or special power, but she can divide those fetish levels as she wishes.

Dots of this background are not lost if a fetish you have attuned is lost, stolen, or abandoned. Instead, you can reallocate your dots of this background to attune yourself to new or different fetishes. Note this background does not provide you with a fetish. Rather, it is a measure of your ability to correctly use and care for one. For the complete rules on fetishes, see **Chapter Fifteen: Influences and Equipment, Fetishes**, page 716.

Influences

The *Influence* background is a mechanical means to express the series of social connections, business transactions, and personal favors that make up your character's influence over the human world. You can purchase up to 5 dots of either influence category as listed below:

- **Elite**: You have influence over the upper crust, those who are wealthy, hold legitimate power, own corporations, or control noteworthy institutions. These individuals live in a world of wealth and affluence.
- **Underworld**: You have influence over those who work outside of the law, whether they represent working classes looking the other way, or those who live on the street ruling gangs and drug cartels, running networks of thieves or controlling intricate cultural bureaucracy. These individuals live in a world of rumors, whispers, and lies.

System

Information about utilizing Influence is detailed in **Chapter Fifteen: Influences and Equipment**, page 699.

Kinfolk

While humans find the company of werewolves uncomfortable, *kinfolk* suffer from no such limitation. For that reason, many Garou rely upon their kinfolk to assist when a softer touch is needed. A werewolf's Kinfolk background may represent humans or wolves, likely family members, fiercely dedicated to helping your cause. Unlike the Allies background, your kinfolk are always available when you need them. They can be trusted to oversee your personal effects, defend your property, and further your goals.

A kinfolk does not have the specialized knowledge of a Contact, nor the broad capacity to perform favors like Allies do, but she is more loyal and resilient than either of the other two. A kinfolk fights if necessary, though Garou who needlessly place kinfolk in the line of fire are likely to find themselves punished.

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System

To create a kinfolk representing this background, use the Stock NPC rules found in **Chapter Fourteen: Allies and Antagonists: Stock Non-Player Character Generation**, page 611. The Stock NPC's rating is equal to the number of dots you possess of the Kinfolk background. It can take any action that an NPC can perform, but the Storyteller should remember that kinfolk are not perfect. For example, a Kinfolk spying on an enemy gathering would certainly report back, but could not be able to quote the things she's observed verbatim. If there is ever a question about what a kinfolk can accomplish, the Storyteller makes the final determination.

You can purchase the Kinfolk background multiple times, representing multiple kinfolk, but you must purchase dots separately for each individual. You cannot allot more than 5 dots to a single kinfolk. If your kinfolk is released or killed, you lose access to the corresponding background for one game session or two weeks, whichever is longer, for every dot you allotted to that specific kinfolk. This time represents your search for a suitable replacement. You should work with your Storyteller to determine how your character is securing the aid of additional kinfolk.

Rank

Garou are extremely social beings, and werewolf society is based largely on *Rank*. The mechanics of the Rank background give a character bonuses, but also take into account the fact that Garou are required to train younger werewolves and donate their time to assist their sept. The greater Rank a Garou has, the more responsibility she's given, and the more that responsibility weighs on her.

There are five ranks in Garou society: Cliath, Fostern, Adren, Athro, and Elder. When you purchase a dot of the Rank background, you gain the bonuses and drawbacks associated with your new Rank. If you do not have at least 1 dot of the Rank background, your character is a human, a kinfolk, or an uninitiated Garou (a Rank-0 Cub).

Rank 0 Cub

You are considered an adolescent among Garou, still learning the basics of functioning in society. You may be relatively young or a recent victim of the Bite. As you may lack the skills of hunting and socialization, your primary responsibility is to learn so that you can take your place among adults. You are free to ask questions, but not to the extent that it bothers those of higher Rank or interferes with their responsibilities. You cannot hold positions, and you are often granted leeway in the event you make mistakes.

Rank • Cliath

You are a student, the lowest rung of Garou society (other than a Cub). At this Rank, you are no longer kept from dangers as a Cub is, but you are not viewed as a full member of the sept either. You don't get the right to vote or speak out during important events unless you are participating in a rite or moot that specifically exempts you from this ban. Cliath cannot hold positions of leadership.

Rank •• Fostern

You are a general member of Garou society. Werewolves who wish to contribute, but don't aspire to leadership (or greatness), often do not advance beyond the Rank

Rank Chart

Rank	Bonus Attributes	Gift Level	Innate Renown	Downtime Action Bonus/Requirement	Skill Cost
Rank 0 (Cub)	0	No Gift Level	0	+ 2 downtime actions	New level x1 XP
Rank 1 (Cliath)	1	Level 1 Gifts	1	+ 1 downtime action	New level x1 XP
Rank 2 (Fostern)	2	Level 2 Gifts	2	Default	New level x1 XP
Rank 3 (Adren)	3	Level 3 Gifts	3	Default	Default
Rank 4 (Athro)	4	Level 4 Gifts	4	- 1 downtime action	Default
Rank 5 (Elder)	5	Level 5 Gifts	5	- 1 downtime action	Default

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of Fostern. As a Fostern, you can hold pack positions, but Fostern don't hold leadership positions within a sept unless something extreme has happened.

Rank ••• Adren

You have distinguished yourself from the pack. Elders and Athro often assign you temporary leadership roles, such as leading an attack or putting you in charge of acquiring specific objectives. You probably have a pack position, and you may hold a permanent leadership position in your sept if there are no Athro werewolves to fill it.

Rank •••• Athro

You are a true leader. You hold (or aspire) to a leadership position within your sept, tribe, or auspice.

Rank ••••• Elder

As the most experienced Garou, Elders seldom lead directly, but they oversee (and occasionally approve or disprove of) the decisions of Athro and Adren. Elders are expected to spend most of their time seeing after the sept and advising lower-Rank Garou.

System

Attribute Bonuses

Each dot of Rank gives a shapeshifter character one bonus potential attribute point. A player can use these points to increase her character's potential attribute maximums. Each bonus point increases a single attribute category's maximum number by 1; a character must still purchase the attribute up to this maximum using XP, as normal.

Gift Level

When you use a gift with a level that is equal to or lower than your Rank background, you can activate it without paying any costs beyond those listed in the power's description. If your Rank background is lower than the gift's level, you must spend an additional point of Gnosis paying homage to the spirits to activate the gift, in addition to the gift's other costs.

For example, a Rank 3 character can use level 1, 2, and 3 gifts normally. To use level 4 or 5 gifts, a Rank 3 character must spend an extra point of Gnosis in addition to the listed cost. Cubs, who have no Rank, must always pay an additional point of Gnosis when activating a gift (see **Chapter Five: Gifts, Using Gifts, Using High-Level Gifts**, page 214).

Innate Renown

As a Garou grows in stature, knowledge of her accomplishments spreads further, and her name is capable of carrying more weight. For each dot of the Rank background a Garou possesses, she gains a measure of Innate Renown at the start of each game session (see **Chapter Nine: Social Systems, Renown**, page 417).

Downtime Bonus/Penalty

Garou of lower Ranks have little in the way of responsibilities and find themselves full of the boundless energy of youth. As a Garou's Rank increases, so does the amount of time she is expected to train, teach others, lead, and perform the day-to-day tasks that keep a sept going. For that reason, higher-Rank Garou often turn to Cubs and Cliath for help with various matters of sept upkeep. The number in the Downtime Bonus column of the chart on the left reflects the amount of free time enjoyed by younger Garou.

Garou of Rank 4 and Rank 5 receive one fewer downtime action than the default. However, they can offset this penalty if they can enlist younger Garou to help with various duties around their sept. For more information, see **Chapter Nine: Social Systems: Rank, Rank Progression**, page 416.

Ronin, werewolves who do not belong to a sept, are not required to perform sept-focused activities, but spirits still expect them to spend a certain amount of time performing actions to combat the Wyrm and/or help the Wyld. Ronin who have 2 or fewer dots of the Rank background do not benefit from bonus downtime actions, and they experience the same downtime action penalties at Ranks 4 and 5.

For more information on downtime actions see **Chapter Eight: Dramatic Systems, Downtime Actions**, page 387.

Skill Cost

Like children of all species, younger werewolves learn at an exceptional rate, mastering difficult concepts much easier than Garou who are more advanced in age. Some attribute this phenomenon to an advantage of biology, while others believe younger werewolves lack the intellectual baggage that plagues adults.

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When purchasing skills, Cub (Rank 0), Cliath (Rank 1), and Fostern (Rank 2) Garou spend XP equal to the skill's new level, rather than the standard rate of new skill level x2 XP.

When creating a new character, you cannot purchase the Rank background after you spend XP to increase your dots of skills. You cannot use the Rank background's XP bonus to purchase skills, and then later purchase additional dots of the Rank background during your initial character creation process. After you complete the character creation process and your character has entered play, you can purchase dots of the Rank background normally, without having to expend additional XP to retain the dots of skills purchased using the Skill Cost bonus.

Increasing Rank

Dots of the Rank background purchased during character creation should be justified in your character's background. Increasing your Rank background after character creation requires significant roleplay in addition to the required expenditure of XP and a Rank challenge.

For more information on Rank advancement, see **Chapter Nine: Social Systems: Rank, Advancing in Rank**, page 410.

Resources

There are many ways to acquire goods, services, property, and luxuries in the World of Darkness, but ready access to money is one of the oldest and most reliable. Garou occasionally maintain some kind of cash flow and some even hold down normal jobs. The *Resources* background measures your character's purchasing power, available credit, accumulated assets, and liquid cash reserves. Resources may be actual cash, but as you purchase additional dots of this background, it is more likely that your character has significant investments in stocks and bonds, real estate, or hedge funds, rather than piles of cash sitting around. At the upper end of the background, she may gain money by exerting control over a corporation, criminal syndicate, or religious institution; or she may own a large amount of land, live off a trust fund, smuggle precious objects, or control a massive criminal infrastructure.

A character with no dots of the Resources background is impoverished. She has enough clothing and supplies to survive, and she may live in a cheap motel, a cave, or a small apartment (or something similar). Characters without Resources have little or no liquid cash and cannot afford luxury items. They rarely, if ever, pay their debts.

System

The Resources background provides a guideline for a general standard of living. It shows wealth and buying power in human equivalents. The gulf between each dot of Resources widens considerably the higher up the scale you go, but the exact amount of cash your character has on hand is decided by the Storyteller. You must also work with your Storyteller to detail exactly where your character's money comes from and how it can be accessed. The Storyteller also adjusts the details of this background so that it is appropriate for her setting and chronicle. Standards of living can vary markedly between geographic areas, and what's acknowledged as Comfortable in one community might be considered Sufficient in another.

- **Sufficient**: You can maintain a typical working-class residence: a small house or condo. You can afford an economical car, you pay your bills on time, and you can purchase simple luxuries like good-quality electronics or occasional vacations to other countries. Through careful management of your finances, you can spend up to $1,000 in liquid cash per month.

- •• **Moderate**: You can support an upper-middle-class lifestyle and home with the occasional lavish gift or conspicuous indulgences such as multiple vehicles or a time-share condominium in addition to your comfortable home. You can employ a servant or personal assistant, or hire temporary help as necessary. You can spend up to $2,500 in liquid cash per month.

- ••• **Comfortable**: You are a prominent and established member of your community with land investments; a large, luxurious home; and at least one second home in a fashionable vacation destination. You likely have more money tied up in investments and property than you do in ready cash. You can spend up to $20,000 in liquid cash per month without much concern.

- •••• **Wealthy**: You rarely touch cash, as most of your assets exist in tangible forms that are themselves more valuable and stable than paper money, such as gold, diamonds, and gems, or in massive credit reserves based on these holdings. You hold more wealth than many who would claim to be your peers, but it's likely they underestimate your true total net worth. At this level of wealth, banks and government institutions closely monitor how you convert your money to cash. You can easily spend up to $100,000 in liquid cash per month without attracting the wrong kind of attention.

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Overtaxing Your Resources

An individual with the Resources background can overtax her Resources, allowing her to spend more than her allotted amount of money in a given month. A character who overtaxes her Resources can spend up to twice the listed amount of money in a single month, but doing so taxes her investments and requires time to recover fiscally. When a character overtaxes her Resources, her Resources background reduces by 2 dots (to a minimum of 0) for the next six game sessions or three months. whichever is longer. The character can cut this recovery time in half by spending 3 downtime actions taking a personal interest in the recovery of her financial investments.

••••• **Extremely Wealthy**: You are the model others wish to emulate, at least in popular opinion. You have vast and widely distributed assets, perhaps tied to the fates of nations, each managed by large, specialized staffs and supported with connections to every level of society through a region. Corporations and governments sometimes come to you to buy into stocks or bond programs. If there is something you want, and it is possible to buy, you can purchase it without the cost affecting your bottom line. At this level of wealth, the banks, the IRS, and other agencies closely monitor how you convert your money to cash. You can easily spend up to $250,000 in liquid cash per month without attracting the wrong kind of attention.

Rites

A *rite* is a ceremony or ritual performed by a knowledgeable Garou or Fera; this ritual creates an open communion with a spirit, allowing them to exert their power over the world. Shapeshifters are partly comprised of spiritual energy, even if it is bound by flesh, and this duality allows rites to function. Unlike gifts, which are taught by spirits and usually provide instantaneous effects, rituals are elaborate ceremonies that draw on a shapeshifter's spiritual aspect. She creates a channel between the spiritual world and reality, manifesting an effect.

For more information, see **Chapter Eleven: The Garou Nation, Rites**, page 539.

System

Each dot of the Rites background allows you access to a category of Rites that you can perform. If you have 3 dots of Rites, then you can select three of the rite categories listed below. Once you have learned a category of rites, you may choose to perform all of the rites listed within that category.

Caern Rites

Many Rites of the Caern must be performed regularly to keep a caern or shard caern healthy. Shard caerns, weaker than full caerns, are particularly vulnerable and may suffer if they go extended periods of time without benefiting from Rites of the Caern.

Mystic Rites

Rites of Mysticism are performed to beseech spirits to undertake a task for Garou. Most often, these are formal requests, often used for binding a pack to a totem or begging forgiveness for offending the spirits. Mystic Rites are designed for formal interactions on a spiritual level and confer a measure of shared respect for the bond between Garou and spirits.

Punishment Rites

Punishment rites are performed when a Garou has been found guilty of a crime. Each ritual imposes a specific punishment and duration. After the duration ends, the target Garou has atoned for the crime she committed. She is then free to resume her regular activities without stain on her honor.

Renown Rites

Renown rituals serve to give praise to actions worthy of it, celebrate memorable moments in life, and bring the participants together to enforce the sense of community that keeps a sept healthy.

Seasonal Rites

Seasonal Rites are deeply rooted in the wellbeing of a sept and its members. They echo the turning of the earth and the changing of Gaia's seasons, drawing power and returning it to her in a never-ending cycle.

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Spirit Pact

You have entered into a *spirit* pact with a powerful Jaggling spirit through an exchange of service and ritualistic chiminage. This patron spirit sends gnostic substance to you anywhere within the Material Realm at the Storyteller's discretion. However, this Jaggling will not fight your battles, nor will it manifest or perform any other task for you unless commanded to via a gift, such as Awaken Major Spirit (see **Chapter Five: Gifts, Awaken Major Spirit**, page 287).

System

During a game session, you may choose to spend five minutes out-of-game communing with this Jaggling, allowing you to regain a number of Gnosis points equal to the number of dots you possess of the Spirit Pact background. You cannot grant other characters access to this advantage. You cannot purchase more than one progression of the Spirit Pact background, as spirits are jealous creatures and do not offer their patronage to someone who has already formed a pact with another spirit.

Territory

Not every werewolf has a place she can call her own, but many have someplace where they can take shelter. A Lupus werewolf might live and hunt in a secluded cave or a park, while a Glass Walker may reside in a penthouse apartment.

System

Every time you purchase a dot of the *Territory* background, choose one of the following advantages. You may purchase this background multiple times. Each iteration of this background details a separate Territory. You cannot select the same advantage more than once for a single Territory location.

- **Guards**: Perhaps you've befriended local animals or hired security guards. In either case, guardians regularly patrol your territory. Anyone who tries to infiltrate your territory must contend with 5 ratings of Stock NPCs who guard your territory. You may choose to make five rating 1 Stock NPCs, one rating 5 Stock NPC, or any other combination that adds up to 5. Your guards only function in your territory and cannot travel with you. They are not supernatural NPCs, and you cannot use kinfolk as your guards. If you want underlings who can leave your territory, consider purchasing the Kinfolk background instead. For more information on creating Stock NPCs, please see **Chapter Fourteen: Allies and Antagonists, Stock Non-Player Character Generation**, page 611.
- **Inaccessible**: Your territory is located far from the human populace, and approaching it requires either specialized equipment or a four-legged form. It's possible for humans with climbing gear to assault your territory, but no one ever accidently wanders into it. This advantage cannot be combined with the Location advantage.
- **Location**: Your territory is located in a prestigious neighborhood. Anyone who wishes to use downtime actions to negatively affect you must spend twice as many downtime actions, as long as you regularly stay in your territory. Additionally, you receive a number of story benefits (police respond quickly when you call, your roads get cleared first when the weather is bad, etc.) This advantage cannot be combined with the Inaccessible advantage.
- **Luxury**: You've filled your territory with comfortable and expensive extras, such as televisions, automatic chairs, computers, or works of art. You receive a +3 wild card bonus to Social skill test pools versus humans when they are in your territory.
- **Security**: Any challenges made to break into your territory or to bypass detection suffer a -3 penalty. Additionally, you always receive at least one turn of warning when someone attempts to break into your territory, no matter how well your attacker tests to gain entry. Characters with the Security skill gain this advantage for free.
- **Size**: Your territory is enormous with dozens of rooms. You can comfortably house up to 10 additional characters within it.
- **Staff**: Your territory includes several servants who see to the needs of yourself and your guests. Staff don't normally fight, but if forced to engage, treat them as rating 1 Stock NPCs with no specialties applicable to combat. For more information on creating Stock NPCs, please see **Chapter Fourteen: Allies and Antagonists, Stock Non-Player Character Generation**, page 611.
- **Occult**: Your territory contains a number of simple wards and rites to keep out unwanted guests. You may have runes carved into the window sills or a line of salt at the door. Regardless of the wards used, supernatural Stock NPCs cannot enter your territory without being invited. This advantage has no effect on player-characters or NPCs with full character sheets. You cannot purchase this bonus unless you have the Occult skill.

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Fera

Fera may join packs of werewolves, and they can benefit from the Totem background. While some Fera are solitary, certain groups may form packs of their own. Like Garou, Fera contribute to a pack's diversity according to their auspices.

Totem

Pack *totems* are powerful spirits willing to make bargains with Garou in order to help them defend Gaia and her interests. Most packs approach a totem within the first few months of the pack's existence and beseech it to act as their patron. Many werewolves do not consider a pack truly formed until it has bonded with a totem.

While willing to aid Garou packs with potent spiritual blessings, totems do not physically involve themselves in day-to-day events. They provide a unifying goal and direction to the Garou with which they bond, and they act as both spiritual symbols as well as allies. For more information on creating totems, see **Chapter Fourteen: Allies and Antagonists, Totems**, page 632.

Bonding with a pack totem requires an Umbral Quest. The difficulty of the Quest is determined by the Storyteller and depends on the rarity, location, and willingness of the chosen totem.

Building a Pack Totem

Once a pack bonds with a totem by performing the Rite of the Totem (see **Chapter Eleven: The Garou Nation, Rites, Rite of the Totem**, page 543) it provides up to five bonuses to pack members; select these advantages from the following list. The available bonuses depend on the nature of the totem and the diversity of the pack. Gaia and her servants have already given advantages and gifts to each auspice; totem spirits recognize the importance of using these gifts in concert and lend more support to more diverse packs.

Changing your pack's totem or changing the bonuses it offers requires the members of your pack to go on another Umbral Quest. The Storyteller determines the difficulty of the Quest, depending on the location and temperament of your totem.

Pack Diversity

By default, a pack totem offers two bonuses, chosen from the list below, to members of the pack who follow it. If your pack contains members of at least three different auspices, your totem will make a third bonus available to your pack. If you have at least four different auspices, a fourth bonus will be available, and if you have at least five different auspices, a fifth will be made available.

It is important to note that your character doesn't automatically gain access to all of your pack totem's available bonuses. The number of bonuses from which your character can benefit depends on the number of dots she personally possesses of the Totem background.

Available Bonuses	Requirement
2	None
3	At least three different auspices in your pack
4	At least four different auspices in your pack
5	At least five different auspices in your pack

Totem Bonuses

When building a pack totem, the Storyteller and players should work together to choose two to five bonuses, depending on pack diversity, representing the nature of the chosen totem.

Animal Communication

When creating this totem, choose a type of animal. Individuals benefiting from this bonus can communicate with the chosen animal type without using a gift to do so. Additionally, once per game session, characters with this bonus can summon animals of this type, which will do their

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bidding for the next hour as long as said commands do not place the animals in danger. Use of this power summons either one rating 2 Stock NPC or three rating 1 Stock NPCs, depending on the type of animal.

Armored

Individuals benefiting from this bonus are always considered to be wearing armor with the Hardened quality. This armor is part of the character's natural defense and is not visible. It doesn't combine its benefits with other sources of armor that provide the same quality, though it may increase potency when combined with certain gifts, if those gifts state they can stack with armor.

Defensive

Individuals benefiting from this bonus are always considered to be wearing armor with the Ballistic quality. It doesn't combine its benefits with other sources of armor that provide the same quality, though it may increase potency when combined with certain gifts, if those gifts state they can stack with armor.

Dream Speak

Characters benefiting from this bonus can spend 1 point of Gnosis to speak to a familiar target who is currently asleep or unconscious. The user must meditate for the duration of the conversation. The target perceives the user as appearing in her dream. This bonus works regardless of distance, but does not allow physical interaction or the use of other supernatural powers while conversing with the dreamer.

Environment Affinity

When creating this totem, choose a type of terrain, such as desert, open water, jungle, tundra, etc. Individuals benefiting from this bonus can exist in this environment without risk from normal environmental conditions, and they can move through or over the terrain without penalty. This bonus doesn't provide any defense against living creatures or damage that doesn't result from the environment. For example, a character with an affinity for open water could breathe underwater and swim as fast as she can run, but does not have any added defense against being bitten by a shark or sucked under by a whirlpool. Characters benefiting from Environment Affinity may choose to make themselves untraceable by mundane means, such as scent tracking, when moving through their chosen environment. Powers that track supernaturally continue to function normally.

Focused Power

When creating this totem, choose an attribute focus (Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Wits, Intelligence, or Perception). Once per game session, an individual benefiting from this bonus can activate it, gaining access to the chosen focus for three turns.

Gift Affinity

When creating this totem, choose a level 1 or 2 general gift. A character benefiting from this bonus can use the chosen gift once per game session as though she'd purchased it. If the chosen gift is always active, the Garou can use it for the next five minutes. If the character has purchased the gift with experience points, once per game session, she may activate it without paying the gift's Gnosis cost. The gift chosen when this bonus is selected must be a general gift. This bonus can be chosen multiple times, each time applying to a separate level 1 or 2 gift.

Helping Hand

Once per game session, a character benefiting from this bonus can ask her totem for a small mundane item. The item finds its way into the character's hands within the next few minutes. Items produced with this power may be weapons, but they must be commonly found in the area. The Storyteller selects the item's equipment qualities.

Increased Will

Once per game session, when spending Willpower to retest, a character benefitting from this bonus immediately regains the spent point of Willpower.

Pack Link

Characters in the pack can communicate mentally, as long as they are in the same plane of existence and within five miles of one another. For example, characters in the Umbra cannot hear pack members in the Material Realm. Messages sent over a pack link are broadcast to every member of the pack eligible to receive them. Private conversations are not possible via a pack link.

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Resilient

Characters benefiting from this bonus can go a number of weeks equal to their dots of the Survival skill (minimum 1) without sleep, rest, food, and water.

Resist Corruption

After a battle that results in your character gaining Wyrm Taint, you can immediately make a simple test, with no test pool required. If you win or tie, you do not gain Wyrm Taint. This bonus can prevent you from becoming tainted, but doesn't prevent existing taint from growing worse over time.

Skill Aptitude

When creating this totem, choose a skill. Individuals benefiting from this bonus raise their potential maximum number of dots by 1 for the chosen skill. The extra dot of skill must be purchased with XP as normal. Individuals who lose access to this bonus must reduce the skill to its new maximum. If lost, the experience spent to increase a skill above its maximum is refunded, and you can set it aside to immediately repurchase the skill, if you regain access to this bonus. This bonus may be chosen multiple times; each time it is chosen, it applies to a different skill.

Spirit Bond

The totem directly lends power to its followers. Characters benefiting from this bonus have their maximum and starting Gnosis pool raised by 2 points.

Umbral Aptitude

Characters benefiting from this bonus gain an advantage in the Umbra that allows them to more easily complete Umbral Quests. The totem may grant increased speed, flight, or active protection. In any case, the character receives one free retest when making a challenge to complete an Umbral Quest.

Selecting Your Character's Bonuses

Each totem offers two to five available bonuses to members of a pack that follows it, but each individual doesn't automatically gain all available bonuses. The bonuses that you gain from your pack's totem are determined by your personal relationship with the totem, represented by the number of dots you possess of the Totem background.

When you join a pack, or when your pack successfully bonds with a new totem spirit, start by listing all of the bonuses that your totem has made available (see **Building a Pack Totem**, above). Once you or someone in your pack has performed the Rite of the Totem to receive the totem's blessing (see **Chapter Eleven: The Garou Nation, Rites, Rite of the Totem**, page 543), select one available bonus for each dot you have in the Totem background. Selected bonuses are usable by your character personally and should be recorded on your character sheet. You are not required to select the same bonuses as other members of your pack.

If there are more available bonuses than you have dots in the Totem background, you cannot use any bonuses that you did not select. If you have more dots in the Totem background then there are available bonuses, you can use all of the totem's available bonuses.

If you wish to change your selected bonuses, or if you wish to take advantage of a new bonus that your totem has made available, you must spend a downtime action communing with the spirits.

New Pack Members

Adding new pack members involves taking the inductee on a Simple Umbral Quest to meet your totem or one of its minions. Once your totem has acknowledged a new member of your pack, she gains access to totem bonuses, assuming she possesses dots of the Totem background. If a new member increases your pack's diversity, allowing the totem to offer another bonus, players should work with the Storyteller to determine which bonus is offered after the introductions are made.

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Personal Totems

The bond of pack is central to the life of werewolves. While some Garou may develop a close spiritual resonance with another spirit, this alliance pales in comparison to the bond formed when a spirit empowers a pack. While it never hurts to give praise and respect to spiritual allies, characters cannot possess personal totems, and buying dots of the Totem background confers no mechanical benefits if not bonded to a pack.

Pack Departure

Should a member of your pack leave the pack, either voluntarily or by dying, the pack's number of available bonuses may decrease, depending on the diversity of the remaining pack members. This adjustment occurs at the beginning of the next day after the pack member leaves or dies. When this event occurs, the group must collectively select which bonus to remove.

Step Nine: Assign Initial Gifts

Gifts are werewolves' supernatural powers. They are the stuff of legend, and over the centuries, have been the foundation of numerous lupine myths. Werewolves can assume a variety of forms, they can fight with strength and ferocity, and they can commune with otherworldly spirits. They can bolster their allies, healing their wounds and strengthening their resolve. They can draw upon their animal natures to provoke or intimidate others, or stalk through terrain completely unseen.

Powered by spiritual energy, gifts are sacred powers granted by the spirits. Young werewolves may command a few powers, while powerful Elder Garou have mastered a greater number of gifts, which have seen them through countless battles throughout the years.

Gifts at Character Creation

At character creation, choose three level 1 gifts as your starting gifts. When selecting starting gifts, you can only choose gifts with an affinity that matches your auspice, breed, or tribe. For example, to select a gift that lists Homid and Theurge as its affinities, your character must be either of the Homid breed or of the Theurge auspice (or both).

Gifts are detailed in **Chapter Five: Gifts**, page 209. For a chart listing all general gifts by level, see **Chapter Five: Gifts, Learning Gifts, General Gift Affinities by Level**, page 212.

Thereafter, you can use initial experience points (XP) to purchase additional levels of gifts.

During character creation, you may choose to purchase additional gifts, both affinity gifts and out-of-affinity gifts. If you wish to purchase a gift above level 1, you can only do so if the total number of gifts of that level does not exceed the number of gifts of the level below it. For details, see **Chapter Five: Gifts, Learning Gifts**, page 209.

When you finish creating your character, the Storyteller may assign a lump sum of XP, based on the chronicle's overall power level and the character's background. Speak to your Storyteller to determine if she requires you to have character history ties to other characters in the game, representing those teachers who instructed your character in learning additional dots of out-of-affinity gifts, especially those gifts that require Tribal or Fera Affinity in order to purchase those gifts.

Step Ten: Choose Merits and Flaws

Merits

Merits are rare or unique advantages. Each merit has a specific cost associated with it. You can use your initial XP to purchase up to 7 points of merits; this maximum of 7 points includes any merits purchased earlier in the creation process (such tribal merits). A character can never have more than 7 points of merits across all categories.

You can purchase merits after you begin playing a character, provided the description of the merit does not specifically say it can only be taken during character creation—but you must never exceed the 7-point limit on merits. For more information on adding merits, please see **Chapter Six: Merits and Flaws, Overview, Adding Merits**, page 301.

Character Rarity Merits

If you choose to portray an uncommon or rare character type, you must buy the associated rarity merit. Rarity merits

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are unique; you cannot be a member of more than one uncommon or rare character type.

For more information on rarity merits, please see **Chapter Six: Merits and Flaws, Rarity Merits**, page 302.

Flaws

Flaws are liabilities or disadvantages that pose challenges to a character's daily existence. Flaws can provide player-characters with added depth and personality, making them unique.

Each flaw has a specific value associated with it. When you choose a flaw, add the flaw's value to your initial XP. If you acquire a flaw after character creation, add the flaw's value to your earned XP, up to a total of 7. You may choose to take as many flaws as you like, but you can only gain up to 7 XP from taking flaws. Flaws taken in excess of 7 do not reward the player with additional XP.

For more information on flaws, please see **Chapter Six: Merits and Flaws, Adding Merits and Flaws**, page 301.

Step Eleven: Spend Initial XP

Your character begins with a minimum of 30 initial XP. Your Storyteller may choose to award more than the standard 30 XP, if she wants her chronicle to include more-experienced characters. You may have spent some of your initial XP on merits, and you may have gained more initial XP by purchasing flaws. Any remaining initial XP should be spent now.

Spending Initial XP

With your initial XP, you may:

- Purchase more attributes, skills, or backgrounds.
- Purchase more levels of gifts for which you have affinity.
- Purchase levels of gifts for which you do not have affinity.
- Purchase general or tribal merits for your Garou tribe or Fera breed.

If you do not spend all of your initial XP during character creation, you may reserve up to 5 points. Reserved experience becomes earned XP. You cannot reserve more than 5 of your initial XP. If you complete character creation with more than 5 unspent XP, the remainder is lost.

Earned XP

As you play your character at games, you will earn experience points (XP) with which you can enhance your character sheet. You can spend XP to purchase new attributes, skills, backgrounds, merits, and gifts, improving your character and allowing her to "learn" as she goes through stories and experiences in the game.

Earned XP may be used to purchase affinity gifts above level 1. To purchase an out-of-affinity gift with earned XP, you must have a teacher. For more information on learning out-of-affinity gifts, see **Chapter Five: Gifts, Learning Gifts**, page 209.

XP for Playing

Storytellers should award between 3 and 5 XP per game session. For large chronicles that run multiple games per month, XP should not exceed between 8 and 10 XP per month. For more information about awarding XP, see **Chapter Ten: Storytelling, Awarding Experience Points**, page 482.

XP Chart

The costs for improving attributes, backgrounds, skills, merits, and gifts are the same for both earned and initial XP.

Item	Cost
Attribute	3 XP each
Gift (With Affinity)	Gift level x4 XP
Gift (Without Affinity)	Gift level x6 XP
Skill	Rank background 0-2: New level x1 XP
Skill	Rank background 3+: New level x2 XP
Merit	XP equal to merit rating
Background	New level x2 XP

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Step Twelve: Finishing Touches

Congratulations! Your character is complete. Now write down your character's derived qualities, and then you'll be ready to play. Derived qualities are items formulated by using other statistics on your sheet. These include a character's health levels, Willpower, and Gnosis.

- All characters start with 9 health levels, comprised of three boxes in each of three tracks: Healthy, Injured, and Incapacitated. If you have the Rugged merit, or another quality that grants bonus health levels, you may have more health boxes; denote that, if applicable.
- All characters begin with 6 permanent Willpower. Some merits may alter your character's Willpower, depending upon the situation. Denote that, if applicable.
- Your character's Initiative is equal to the higher of her Physical or Mental attribute.
- Note your maximum Gnosis pool is 10, unless you have another special quality that changes this amount, and there is no limit to the amount of Gnosis you can spend per turn (other than your current available Gnosis).

As you play your character at games, you will earn more experience points. You can use these to further enhance your character sheet. Continue to spend those earned points according to the costs defined in the above chart.

Step Thirteen: Before the Game

Live-action roleplaying (LARP) is an immersive experience that can be improved with a little preparation. Before attending your first game, consider the following steps to prepare you for portraying your character.

Develop Your Character Background

Consider writing a detailed background for your character to help answer questions, such as where she grew up, and who the important people are in her life. Doing this can help to establish a motivation for your character, and help draw others into your personal story.

Give Your Character Sheet to Your Storyteller for Approval

The logistics of running a game can be very involved. The few minutes it takes to approve a character sheet at the beginning of the game session can be difficult to manage when there's a line of people looking to check in and play. Consider sending a copy of your character sheet to the Storyteller in advance to secure her approval. This way, you'll be ready to enter play with minimal hassle.

Prepare Your Costume

Consider putting together a special costume for your character. Even if the game takes place in a modern setting, a few carefully selected pieces, such as a special jacket, pin, or shirt, can help establish your character as a unique personality, making it easier for others to recognize the concept you're looking to portray.

Print Out or Ensure You Have a Portable, Digital Copy of Your Character Sheet

While some games are happy to provide character sheets and can track characters electronically, games that are starting out often do not yet have access to these kinds of resources. By bringing your own copy of your character sheet or creating a digital one, you'll avoid any issues with record-keeping.

Go to Game—And Have Fun!

Whether this is your first LARP or you're a LARP veteran, a positive attitude and an open mind can make all the difference in your play experience. Do your best to arrive as close to the designated start time whenever you can. Storytellers can become busy, and are often much more able to answer questions and provide assistance before the game gets started. Should a Storyteller be unavailable, don't hesitate to ask for help from a narrator or even from your fellow players. Always be mindful of your fellow players, and if you see a player who seems to be struggling or uncertain, offer to direct them to a Storyteller or offer to help them yourself. Have fun, and remember—it's only a game!

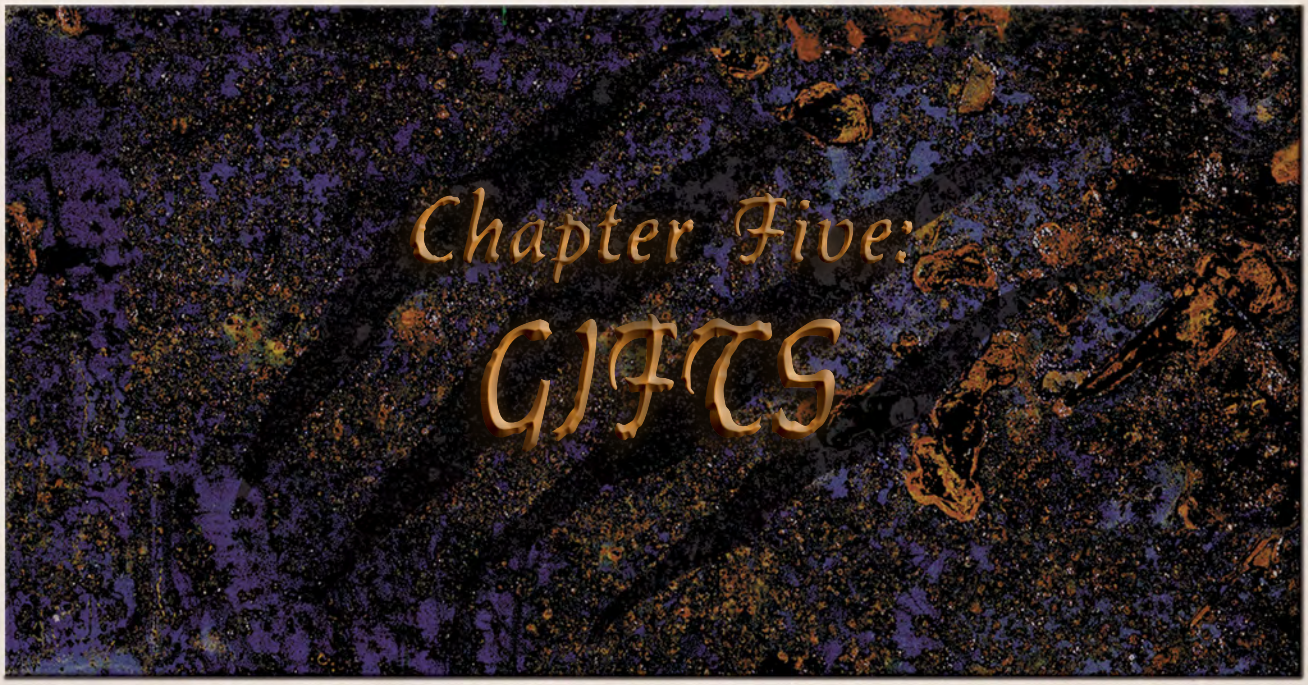
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Chapter Five: GIFTS

Gifts are mystic powers the spirits teach to shapeshifters for the purpose of protecting Gaia and fulfilling their auspice and breed roles. Gifts are fueled by *Gnosis*, an energy within the soul of a shapeshifter. Gifts have the power to drastically affect the course of battle by commanding the natural elements, summoning spiritual allies, or further enhancing already-potent natural abilities. Shapeshifters consider gifts sacred teachings from the spirits, and werewolves do not look kindly on any who abuse these powers; doing so is a sure way to earn the spirits' ire. A young Cliath may only have a few such powers at her command, but as she gains experience fighting the Wyrm and climbs in Rank, she may learn a fearsome array of potent gifts.

Gifts are measured by their *level*. Level 1 gifts are the most modest powers, and gifts increase in strength, potency, and utility up to level 5.

Each tribe possesses innate gifts that only members of that tribe may learn. In addition, a Garou may learn gifts related to her breed and auspice.

Learning Gifts

At character creation, choose three level 1 gifts as your starting gifts. When selecting starting gifts, you can only choose gifts with an *affinity* that matches your auspice, breed, or tribe. For example, to select a gift that lists Homid and Theurge as its affinities, your character must be either of the Homid breed or of the Theurge auspice (or both).

Thereafter, you may use initial experience points (XP) to purchase additional levels of gifts.

The following rules apply to learning gifts:

- You may learn any general gift, regardless of its affinity, as long as you have met the requirements to learn it.
- You cannot learn tribal or Fera gifts unless your character possesses the matching affinities, or you have purchased a merit that specifically grants you the ability to learn said gift. For example, Garou who wish to purchase a Fera gift must purchase the merit **Fera Affinity**.
- Gifts must be purchased according to the *gift level ladder*, as described below.

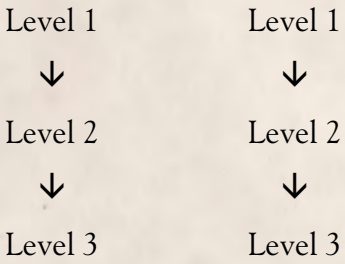
The Gift Level Ladder

You must purchase gifts according to the gift level ladder; you cannot learn more gifts of a specific level than the number of gifts you possess below that level. You can always learn level 1 gifts.

If you want to purchase a level 3 gift, then your character must already have already learned at least one level 1 and one level 2 gift. Any gift serves as a rung in the gift level ladder, regardless of affinity.

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If you wish to purchase a second level 3 gift, you must have purchased at least two level 1 and two level 2 gifts to complete the gift level ladder, as illustrated below:



To purchase a third level 3 gift, you must have three level 1 gifts and three level 2 gifts, as shown below:



Example: Learning New Gifts

Persephone is a Homid Galliard Black Fury. She possesses the following gifts:

- *Level 1:*
  - *Blur of the Milky Eye (Galliard affinity)*
  - *Persuasion (Homid affinity)*
  - *Predator's Insight (out of affinity)*
- *Level 2:*
  - *Song of Heroes (Galliard affinity)*
  - *The Silver Witness (Galliard affinity)*

She wants to learn the following gifts:

- *Level 1:*
  - *Urban Ward (Bone Gnawer affinity)*
- *Level 3:*
  - *Renewed Vigor (Galliard affinity)*
  - *Stoking Fury's Furnace (out of affinity)*
  - *Master of Fire (Homid affinity)*

Persephone possesses enough gifts of appropriate level to form two gift level ladders, allowing her to purchase two level 3 gifts, but she lacks a third level 2 gift. Therefore, she cannot purchase the final level 3 gift.

Level 1 Rung	Blur of the Milky Eye	Persuasion	Predator's Insight
Level 2 Rung	Song of Heroes	The Silver Witness	[Missing Rung]
Level 3 Rung	Renewed Vigor	Master of Fire	Stoking Fury's Furnace

If Persephone wishes to purchase Urban Ward, for which, as a Black Fury, she lacks the correct tribal affinity, she will have to purchase the merit: ***Tribe Affinity****.*

Determine Gift Affinities

When you choose your character's auspice, breed, and tribe, your character gains those corresponding affinities. After determining that you are eligible to learn a chosen gift based on its level, check to see if your auspice, breed, or tribe matches one of the gift's affinities. If your auspice, breed, or tribe matches one of the gift's affinities, then you have an affinity for that gift. If none of them match, then you do not have an affinity for the gift.

Learning Affinity Gifts

- Learning an affinity gift comes naturally to Garou; no teacher is required to learn these gifts. To learn an affinity gift, spend one downtime action between game sessions to represent the time required to appease the spirits and to train to learn the desired gift. The XP cost of a new affinity gift is gift's level x4 XP.

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Example

Persephone, the Homid Galliard Black Fury, has decided that she wishes to purchase the two level 3 gifts from her list. The cost for affinity gifts is the gift level x4 XP. It will cost Persephone's player 12 XP each to learn Renewed Vigor and Stoking Fury's Furnace, for a total of 24 XP to purchase both gifts.

Learning Gifts Without Affinity

- To learn a gift outside of your affinities, locate a willing teacher who possesses the desired gift and has an affinity for it. Additionally, learning out-of-affinity tribal or Fera gifts requires the purchase of a merit, such as **Tribe Affinity** or **Fera Affinity**.
- The teacher must spend 1 point of Willpower to call forth an appropriate spirit and convince it to teach the student. This expenditure of Willpower facilitates the mystical learning process by temporarily attuning the student's affinity so that she may learn the gift. Willpower expended in this manner refreshes after two game sessions or after 30 days, whichever is longer.
- The student must spend one downtime action between game sessions to represent the time required appeasing the spirits and training to learn the gift.
- The XP cost of a new out-of-affinity gift is the gift's level x6 XP.



General Gift Affinities by Level

	Ragabash	Theurge	Philodox	Galliard
Level 1	**Airt Perception (p. 263)** Blur of the Milky Eye (p. 263) Persuasion (p. 266) Predator's Insight (p. 266) Spirit Skin (p. 268) Taunt (p. 269)	Airt Perception (p. 263) Conjure Tulpa Object (p. 264) Mother's Touch (p. 266) Sense the Balance (p. 267) Spirit Skin (p. 268) Wolf Senses (p. 271)	Mind Web (p. 265) Resist Pain (p. 267) Sense the Balance (p. 267) Subpoena (p. 268) Tongue of the Wild Court (p. 270) Traitor's Bane (p. 270)	Blur of the Milky Eye (p. 263) Call of the Wyld (p. 264) Mind Web (p. 265) Mother's Touch (p. 266) Tongue of the Wild Court (p. 270)
Level 2	Calm the Heart (p. 273) Falling Touch (p. 274) Invoke Delirium (p. 274) Jam Technology (p. 274) Luna's Blessing (p. 275) Taking the Forgotten (p. 279) Withering Gaze (p. 280)	Awaken Minor Spirit (p. 272) Circle of Gaia's Cleansing (p. 273) Realm Wisdom (p. 276) Silver Witness, the (p. 276) Spirit Ward (p. 278) Strength of Purpose (p. 278) Umbral Tether (p. 279)	Burden of Doubt (p. 272) Entrance the Mob (p. 273) Marshal's Vigilance (p. 275) Siren's Lure (p. 277) Song of Heroes (p. 277) Strength of Purpose (p. 278) Withering Gaze (p. 280)	Calm the Heart (p. 273) Entrance the Mob (p. 273) Realm Wisdom (p. 276) Silver Witness, the (p. 276) Siren's Lure (p. 277) Song of Heroes (p. 277) Spirit Ward (p. 278)
Level 3	Coyote's Mantle (p. 281) Scent of the Prey (p. 284) Spirit's Gaze (p. 285) Thousand Forms (p. 286) Trick Shot (p. 286)	Forge of the Fetish (p. 282) Gaia's Touch (p. 283) Master of Fire (p. 283) Spirit Knife (p. 284) Thousand Forms (p. 286)	Call to Duty (p. 281) Pack Tactics (p. 283) Spirit's Gaze (p. 285) Steel Sharpens Steel (p. 285) Stoking Fury's Furnace (p. 286)	Call of the Wyrm (p. 280) Coyote's Mantle (p. 281) Gaia's Touch (p. 283) Renewed Vigor (p. 284)
Level 4	Cheap Shot (p. 288) Hobbling Strike (p. 290) Laugh of the Hyena (p. 290) Madness Season, the (p. 291) Recollection of Distant Dreams (p. 291)	Awaken Major Spirit (p. 287) Castigate (page 287) Defense of the Hearth (p. 288) Forced Transformation (p. 289) Madness Season, the (p. 291)	Awaken Major Spirit (p. 287) Castigate (p. 287) Forced Transformation (p. 289) Invoke Earth's Contract (p. 290) Snarl of the Predator (p. 292)	Cheap Shot (p. 288) Defense of the Hearth (p. 288) Laugh of the Hyena (p. 290) Recollection of Distant Dreams (p. 291) View the Battlefield (p. 292)
Level 5	Artful Dodger, the (p. 294) Bridge Walker (p. 294) Gaia's Vengeful Teeth (p. 295) Thieving Talons of the Magpie (p. 298)	Chant of Serenity (p. 294) Conduit of Pain (p. 295) Spirit Mastery (p. 297) Spirit Vessel (p. 297)	Gaia's Vengeful Teeth (p. 295) Geas (p. 295) Heart of Fury (p. 296) Spirit Mastery (p. 297)	Bridge Walker (p. 294) Chant of Serenity (p. 294) Conduit of Pain (p. 295) Heart of Fury (p. 296)

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General Gift Affinities by Level

Ahroun	Homid	Lupus	Metis	
Fight or Flight (p. 265) Predator's Insight (p. 266) Razor Claws (p. 267) Resist Pain (p. 267) Vie for Dominance (p. 270)	Conjure Tulpa Object (p. 264) Persuasion (p. 266) Subpoena (p. 268) Taunt (p. 269)	Call of the Wyld (p. 264) Sense the Balance (p. 267) Vie for Dominance (p. 270) Wolf Senses (p. 271)	Fight or Flight (p. 265) Predator's Insight (p. 266) Razor Claws (p. 267) Traitor's Bane (p. 270)	Level 1
Falling Touch (p. 274) Invoke Delirium (p. 274) Luna's Blessing (p. 275) Marshal's Vigilance (p. 275) Pursuit (p. 276) Surround the Quarry (p. 278)	Entrance the Mob (p. 273) Jam Technology (p. 274) Taking the Forgotten (p. 279)	Awaken Minor Spirit (p. 272) Pursuit (p. 276) Surround the Quarry (p. 278)	Burden of Doubt (p. 272) Circle of Gaia's Cleansing (p. 273) Umbral Tether (p. 279)	Level 2
Pack Tactics (p. 283) Renewed Vigor (p. 284) Spirit of the Fray (p. 285) Steel Sharpens Steel (p. 285) Stoking Fury's Furnace (p. 286)	Call to Duty (p. 281) Master of Fire (p. 283) Trick Shot (p. 286)	Scent of the Prey (p. 284) Spirit of the Fray (p. 285) Thousand Forms (p. 286)	Call of the Wyrm (p. 280) Forge of the Fetish (p. 282) Spirit Knife (page 284)	Level 3
Gnaw (p. 289) Hobbling Strike (p. 290) Invoke Earth's Contract (p. 290) Rancorous Halo (p. 291) Snarl of the Predator (p. 292)	Cheap Shot (p. 288) Recollection of Distant Dreams (p. 291) View the Battlefield (p. 292)	Gnaw (p. 289) Rancorous Halo (p. 291) Snarl of the Predator (p. 292)	Defense of the Hearth (p. 288) Gnaw (p. 289) Madness Season, the (p. 291) View the Battlefield (p. 292)	Level 4
Aegis of Rage (p. 293) Apotheosis of Rage (p. 293) Spirit Vessel (p. 297) Wyld's Undreamt Fury (p. 298)	Artful Dodger, the (p. 294) Gaia's Vengeful Teeth (p. 295) Geas (p. 295)	Apotheosis of Rage (p. 293) Spirit Vessel (p. 297) Thieving Talons of the Magpie (p. 298)	Aegis of Rage (p. 293) Apotheosis of Rage (p. 293) Wyld's Undreamt Fury (p. 298)	Level 5

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Using Gifts

The following general rules apply to all gift use:

- Gifts do not cost Gnosis to activate, unless specifically stated in the description of that power.
- A power's effect can only be focused on one target at a time, unless specifically stated in the description of that power.
- Unless otherwise stated, a power does not stack with itself. For example, if you have a power that can be activated to give your character a +1 bonus, you cannot activate that power a second time and double the bonus to gain a +2 bonus.
- Any gift that has a cost to activate, such as Gnosis or actions, lasts for one hour unless otherwise stated in that gift's text.
- By default, a Garou must be able to see a target clearly in order to use a gift on that target. Sensory-enhancing powers may allow a Garou to target subjects at a distance (outside the range of normal sight). Technological assistance is not sufficient to target gifts at a distance. A Garou must observe her target with her own senses or powers. The use of binoculars, sound amplifiers, video cameras, or other similar tools cannot assist a Garou in targeting her subject.
- Unless otherwise stated, a Garou can cease using a power by spending a simple action.
- Gift descriptions are written as though Garou are using these gifts. However, unless specifically noted otherwise in the descriptions, kinfolk, Fera, and other supernatural characters can possess and use gifts.
- For the purpose of gift descriptions, partially supernatural characters (such as kinfolk) are considered human. If a power is described as having a greater effect on humans, it will also have that greater effect on kinfolk.
- If a gift requires a character to utilize her dots of the Rank background, and she uses that gift against a character that does not possess dots of the Rank background, neither party can add dots of Rank to their test pools.

Using High-Level Gifts

When you use a gift with a level that is equal to or lower than your dots of the Rank background, you may activate it without any requirement beyond those listed in the power's description. If your dots of the Rank background are lower than the gift's level, you must spend an additional point of Gnosis paying homage to the spirits to activate the gift, in addition to the gift's other costs. If the activated gift does not require the expenditure of Gnosis, you must spend 1 point of Gnosis to activate it.

For example, a Rank 3 character may use level 1, 2, and 3 gifts normally. To use level 4 or 5 gifts, a Rank 3 character must spend 1 extra point of Gnosis each time she uses those gifts, in addition to the listed cost.

Gaze and Focus

Many gifts require the target to have her attention focused on the user of the power. These powers do not require eye contact, but do require having the attention of the individual you wish to control. Anyone whose attention is focused on you is a viable target for powers that require *gaze* or *focus*. This includes individuals who are looking into your eyes, holding a conversation with you, attacking you, or using a power on you, so long as you are the immediate center of her attention.

It is possible for a single person to focus on two or more individuals. If supernatural powers are used to make a target pay attention to two different characters at the same time, she might glance back and forth between them or move to a place where she could see both characters at the same time.

Familiarity with the Target

Several powers require you to be *familiar* with your target. To meet the requirements of familiarity, you must have met your target on at least three separate occasions, and you must have had a conversation with your target for at least five minutes on one occasion. In addition to these requirements, you must have interacted with your target within the past 30 days in order to remain familiar with that target. If you recently met your target in person, spoke to her over the phone, or exchanged letters with her, then you are currently familiar. If you have known the target for several years on-and-off, but have not interacted with her within the last 30 days, then she is not currently familiar to you.

Focuses

Most powers have a *focus effect*. Focus effects are bonus abilities granted to characters that possess the correct focus. If your character purchases a power and has the correct attribute focus, she can attain additional benefits when using that power. Focus bonuses come into play when the person using the power has the correct focus, regardless of her targets' focuses.

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Fera and Auspice Affinity Gifts

All gifts function identically for both Garou and Fera. Although an individual power may refer to Garou in its rules text, all Fera can use general gifts without penalty. Even those gifts that require a character to howl can be used without issue; Fera characters may substitute an assertive growl, a mournful yip, or a terrifying roar, depending on the behavior most appropriate for their species.

If a gift requires a character to calculate her dots of the Rank background, both Garou and Fera characters apply their dots in the Rank background equally, regardless of what their feelings about the other's worth may be.

Physical Attacks

Several gifts require making a successful Physical attack against your opponent in order for that gift to function. Any attack, whether brawl, melee, thrown, or firearms, can meet this criteria; however, unless otherwise stated, only one gift's power or a single combat maneuver can be used in conjunction with a single attack. An attack that includes a combat maneuver cannot be used to meet a gift's criteria unless otherwise stated in the description of the specific gift or combat maneuver.

Tribal Gifts

Tribal gifts can only be purchased by characters of the appropriate tribe, unless a merit grants your character an additional tribal affinity.

Black Fury Gifts

• Delirium of Volupta

Ecstatic worship comes naturally to the Black Furies. By throwing themselves wholeheartedly into the chaos of their senses, they are able to gain higher levels of consciousness and connect with the flow of energies around them. You have learned how to harness the sensation of this energy, using the madness of the oracles as a weapon or a tool.

Affinities: Black Fury

Test Pool: Social attribute + Empathy skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and use a standard action to enter a trance-like state while you open your mind to the sacred energies of the Wyld. Use of this power is visible to onlookers; your eyes become blank and your posture dramatically shifts, as powerful visions seize you. You immediately gain a derangement of the Storyteller's choosing, pertaining either to the situation at hand, or one that seems prophetic in nature. For example, if an attack by a powerful fire spirit is imminent, you may gain the derangement Phobia: fire.

At the beginning of each round, you gain a Derangement trait, as chaotic visions assail your senses. While this power is active, you may spend your standard action to initiate an opposed challenge with anyone in your field of vision, or those who are not present but with whom you have familiarity (see **Familiarity with the Target**, page 214). If you succeed, you are able to make contact with your target's mind. You immediately learn your target's archtype and her current emotional state, and gain familiarity with the target if you did not already have it. If your target is unconscious or dead, you will believe your attempt has failed, as though you lost the challenge.

You can end the trance at any time without expending an action, but you retain the associated derangement until you reduce your Derangement traits to 0. You do not gain any flaw XP for this derangement.

Exceptional Success

For the next hour, you retain a special bond with the target. If her mood shifts or she becomes aggressive, you'll have advanced warning. If your target starts a combat, you may take your simple action before she can take any action. This forewarning does not give you an additional action, but allows you to take your simple action early.

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Focus [Manipulation]

If you successfully use Delirium of Volupta against a target, you gain +3 wild card bonus to your Empathy skill in challenges against her for the rest of the night.

•• Wasp Talons

Black Furies are like wasps—quick to anger and sting their enemies. You have learned how to use your claws as a throwing weapon, tearing them from your flesh and slinging them at your enemies, stinging them even at a distance.

Affinities: Black Fury

System

Spend 1 point of Gnosis and use your standard action to attack with your claws at range. If you are using your claws, you may make Brawl attacks at a distance equal to three steps for each dot of the Athletics skill you possess. You may use this effect to enable other powers and combat maneuvers, except for Grapple, Trip, and Disarm. Using this gift disengages the claws from your hand, and you are unable to make any further attacks with your claws until they regenerate at the beginning of the next turn. You may use this power in any form.

Focus [Wits]

Your claws immediately regenerate, rather than growing back the next turn.

••• Curse of Aeolus

The Black Furies are wound tightly in their bond to the Wyld, and even the air answers them when they call. You've learned how to call on a fog totem in service to Aeolus, bringing forth thick, obfuscating fog in order to confuse those who might pursue or attack you.

Affinities: Black Fury

System

Spend 1 point of Gnosis and use your standard action to summon a heavy fog. The fog has a radius staring at your location, extending five steps per dot of Occult skill you possess. The fog must be summoned within your line of sight. This fog will obscure the vision of anyone located within the cloud, limiting their visibility to objects and targets within three steps of them. Anyone who wishes to challenge a target obscured by the fog must use the Fighting Blind combat maneuver to do so (see **Chapter Seven: Core Systems, Combat, Combat Maneuvers, Fighting Blind**, page 344).

Whispers and groans come from thin air within the cloud, and the deep scent of moist soil is overwhelming, preventing anyone outside of the cloud from hearing or smelling anything occurring within it.

Focus [Wits]

The energies that compose the fog become hostile. All opponents within it have their visibility limited to targets within one step of them; however, your allies may see normally to a distance of three steps, as per above.

•••• Coup de Grace

Black Furies learned how to hunt from Artemis herself, applying her lessons to fell even the mightiest of quarry. You have learned how to target the soft spot of any opponent, invoking the goddess of the hunt to strike at her Achilles's heel.

Affinities: Black Fury

Test Pool: Physical attribute + Investigation skill versus target's Physical attribute + Dodge skill

System

Spend 1 point of Gnosis and use your standard action to study your target and identify her weak spot. For the next five turns, any Physical attack you make against your target causes an additional point of damage.

Exceptional Success

If you achieve an exceptional success, this power lasts for 10 turns, instead of the normal five turns.

Focus [Perception]

For the next hour, you may perform the Knock Down or Disarm combat maneuvers against your target without spending Willpower.

••••• Gorgon's Gaze

The Gorgons were the first Black Furies, who later became totems for the tribe. Even as their presence faded in the Age of Apocalypse, their gifts strengthened their former sisters. You have mastered the ability to stop others in their tracks, preventing them from taking actions against you.

Affinities: Black Fury

System

Spend 1 point of Gnosis to activate Gorgon's Gaze. For the next hour, you become the living avatar of the Gorgon

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of legend and myth. Those in your presence cannot look directly at you beyond a fleeting glance, making you immune to all powers that require Gaze and Focus or line of sight to activate. If you have a target's Gaze and Focus, they cannot add their Dodge skill to their defensive pools against you.

Focus [Appearance]

If you have a target's Gaze and Focus, she receives a -2 wild card penalty to her defensive Social attribute test pools.

Bone Gnawer Gifts

• Urban Ward

The Bone Gnawers have adapted to urban sprawl and learned to make their homes in the rough parts of cities. Privacy can be difficult to find in a crowded environment, especially in a bad neighborhood—there's always the possibility that someone will sneak up on you to steal your stuff or put a knife in your back. With the help of this gift, you can enlist city spirits to create a temporary safe haven, shielding you from the eyes of both the mundane and the supernatural.

Affinity: Bone Gnawer

Test Pool: Mental attribute + Awareness skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and expend a standard action to ward an enclosed area, up to 1,000 square feet, against intrusion. Individuals outside of the warded area will avoid it and forget that it exists for one hour per dot of the Subterfuge skill that you possess. Anyone who is inside of the affected area when the gift is activated remains unaffected by this power for its duration.

To create an effective Urban Ward, the target area must be closed off when the power is activated. All windows and doors that open to spaces outside of the warded area must be closed, and any outward-facing openings larger than your fist must be blocked—boarded up, stuffed with paper, or otherwise sealed. Once you activate Urban Ward, doors and windows may be opened and closed without breaking the ward. An individual can only have one Urban Ward in existence at a time. If you create a new Urban Ward, the first one is destroyed.

Humans will subconsciously convince themselves that this location does not exist, even if they witness something unusual. For example, if a normal human sees someone walking out of a building affected by Urban Ward, she will convince herself that the person had been standing on a nearby street corner, instead of emerging from the building. Werewolves and other supernatural creatures who witness an event that implies the location's existence may make an opposed test using their Mental attribute + Awareness skill versus the user's Mental attribute + Willpower. If a witness succeeds, she ignores the effect of the Urban Ward for the rest of its duration. If a witness fails this Mental challenge, she will justify the incident and continue to ignore the warded area.

Characters with the Wolf Senses gift, or similar powers, may attempt a challenge to see through an Urban Ward when they come within line of sight of the warded area, whether or not they witness something strange.

Characters that are extremely familiar with the warded location are immune to the effects of this power. For example, you cannot use this power to keep a man out of his own house, place of work, etc.

Focus [Perception]

The duration of your Urban Ward is one day per dot of the Subterfuge skill that you possess. Additionally, every time a person who has never entered this ward before crosses its boundary, you hear a small signal that is only audible to you.

•• Blink

You know the secret alleys and hidden paths through a city, and can travel from one locale to another in the blink of an eye. So long as you can find a spot where you can't be seen, such as the inside of a dumpster, the shadows of a dark alley, or the underside of a parked car, you can use this gift to Blink into a different city location.

Affinity: Bone Gnawer

System

Spend 1 point of Gnosis and concentrate for three turns on your intended destination, which must be somewhere within the same urban center in which you are currently located. You must remain completely unobserved during the three turns for the gift to work. If you are seen by a pedestrian, recorded by a security camera, or spied upon by a supernatural power, Blink fails to activate. If this power fails to activate, you may realize that you were observed at some point during the power's three-turn activation period, but Blink does not grant specific knowledge about how you were observed.

When you successfully activate this power, you vanish from your location and reappear within a few minutes' walk of

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the desired target location. Characters using Blink always appear in an unobserved location and never appear inside of buildings or secured areas.

Focus [Perception]

When you activate Blink, you may bring one willing individual with you. You and the individual you bring do not count as observers for the purpose of activating Blink, but your target must also avoid being observed by others while you activate this power.

••• Friend in Need

Bone Gnawers understand what it means to be down and out. They believe strongly in the strength of the community and in lending a hand to others, because you never know when you will be the one down on your luck. With this gift, a Garou can mystically lend Gnosis, health levels, or another gift to an ally, helping her in her time of need.

Affinity: Bone Gnawer

System

Spend 1 point of Gnosis and expend a standard action to temporarily transfer some of your power to a willing Garou who is within one step of your location. This transference lasts for the next five minutes. You may end this power at any time by expending a simple action, thus potentially taking the ability away from the recipient before she can use it. Friend in Need cannot target humans, kinfolk, or supernatural creatures who are not Garou or Fera.

When you activate this gift, choose one of the following effects:

- **Share Gifts:** Select one of your gifts (other than Friend in Need) and target a recipient. For the duration of this power, you lose access to that gift; your target can use that gift as though she had purchased it. When necessary, the target must use her own resources, such as Gnosis, actions, etc., to utilize the gift.
- **Share Gnosis:** Select a number of your unspent points of Gnosis. You lose access to these Gnosis points; your target's Gnosis pool increases by the amount you lost. Gnosis loaned in this way can exceed the target's maximum Gnosis pool. When the recipient spends Gnosis points, the loaned Gnosis is always removed first, before the target spends any of her inherent Gnosis. When Friend in Need expires, any loaned Gnosis that the target did not spend returns to you, and your Gnosis pool returns to its normal maximum.
- **Share Health Levels:** Select a number of your Healthy or Injured health levels that are not currently damaged. You lose access to these health levels; your target's health levels increase by the amount you lost. Note that the nature of these loaned health levels does not change. For example, if you give your target 2 Injured health levels, she would have 3 Healthy and 5 Injured health levels, instead of the standard 3 Healthy and 3 Injured health levels.

Loaned health levels are always marked off before marking off a target's standard health levels. Health levels that are loaned to a *Stock* NPC are considered generic health levels. If you loan 1 or more health levels to an individual who is currently unconscious, the target immediately regains consciousness.

If any of your loaned health levels are damaged when this power ends, they remain damaged, with the same type of damage, when they return to you.

No character can receive benefits from more than one application of Friend in Need at a time. If a character is a willing target of a second application of Friend in Need before the first application expires, the older application immediately ends.

Focus [Wits]

When you activate Friend in Need, you may choose to utilize two of the listed effects instead of just one.

•••• Savage Strike

Bone Gnawers are infamous for being scrappy fighters, holding their own in bar brawls, back ally rumbles, or the boxing ring. Style is great, but a barrage of blows will eventually make it past your opponent's defenses. Once you land a solid punch, an umbral echo of your previous jabs scores an extra blow.

Affinity: Bone Gnawer

System

Spend 1 point of Gnosis and use your standard action to make a Brawl attack against your target. If you succeed in the opposed challenge, you deal your usual damage to the target. On your opponent's very next initiative, an umbral echo of your previous attack strikes your target, scoring an additional 2 points of normal damage, which cannot be reduced. Savage Strike may be used during Rage rounds, but multiple applications of this power cannot stack against the same target.

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Focus [Appearance]

At the beginning of your target's next two initiatives, she suffers an additional 2 points of aggravated damage, which cannot be reduced.

••••• Survivor

The world is difficult and often corrupt. If you let it, it will beat you into the ground. Real Bone Gnawers climb back to their feet, look the world in the eye, and ask, "Is that all you've got?" When the chips are down, you refuse to accept defeat. You quickly recover from devastating attacks that would stagger others.

Affinity: Bone Gnawer

System

When you spend a point of Willpower to retest a challenge related to an incoming attack that could cause you to suffer damage, you may activate this gift. Activating this gift grants you a +2 wild card bonus to that Willpower retest. In addition, you immediately heal 3 points of damage, whether normal or aggravated damage (your choice). This gift does not require an action to activate, and can be activated during Rage rounds. Survivor may be activated outside of your turn in the initiative order, as long as you meet the gift's requirements.

Note that Survivor cannot be used to augment retests that are not triggered by expending Willpower, such as the retest provided by the Blasé merit.

Focus [Wits]

When you activate Survivor, you receive a +5 wild card bonus, instead of the standard +2 bonus wild card bonus.

Children of Gaia Gifts

• Unicorn's Grace

Unicorn symbolizes numerous qualities, but above all, she represents purity. For centuries, human folklore claimed that a single touch of her horn could remove the taint of disease and poison, restoring any creature to a pure, clean state. Through the use of this gift, you can offer those under your care a shadow of this legendary curative.

Affinity: Children of Gaia

System

Expend 1 point of Gnosis and use your standard action to touch a target within one step of you who currently suffers the effects of a non-supernatural disease or poison, including toxins, drugs, venoms, and other poison-like effects. Your target automatically succeeds on her next Physical attribute + Survival skill challenge to resist that poison. If diseased, your target is immediately cured of any disease that can currently be cured by modern pharmaceutical medications. This gift cannot be used to relieve a character from the penalties of a flaw, such as Addiction. In addition, if you use Unicorn's Grace on a target suffering from a non-supernatural disease or condition that cannot be cured, that target is temporarily relieved of any physical pain her symptoms cause for 24 hours.

Focus [Intelligence]

You can use this power on any target within a number of steps equal to the number of dots in your Medicine skill.

•• Swallow Rage

Those who follow the healer's path often swear a simple, but powerful, oath: "Do no harm." You have deeply internalized your commitment to this concept, allowing you to enter into a traumatic internal struggle in order to suppress your destructive potential, but at a cost.

Affinity: Children of Gaia

System

Expend 1 point of Gnosis and your simple action to activate this gift. You immediately vent 2 points of Rage. If you activate this gift while you are in the throes of frenzy, you suffer 2 levels of damage, which cannot be reduced or negated, in addition to venting 2 points of Rage. If you are in anger or fox frenzy, you immediately regain your senses. This is an exception to the rule that forbids you from spending Gnosis during frenzy.

Focus [Intelligence]

You may choose to lose up to 4 points of your current Rage, instead of the standard 2.

••• Take a Bullet

Like an elite serviceman guarding a world leader, or a mother wolf defending her cubs, you possess a zealousness to defend life in all its forms. Empowering your passion with spiritual essence, you become an unstoppable protector, allowing you to interrupt threats with supernatural speed—leaping in front of bullets before they land, and appearing beneath the blows of fists and fangs alike, defending your charges with your own flesh.

Affinity: Children of Gaia

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System

Expend 1 point of Gnosis to gain a bonus simple action for the remainder of the turn. This simple action can only be used to attempt the Assist Defender mass combat tactic. In addition, you may move up to nine steps to reach the target you wish to defend, instead of the standard three steps. You must be able to reach your target and successfully offer your defense within these nine steps in order to use Take a Bullet; the power does not grant additional steps to be used solely for movement.

Focus [Charisma]

Not every threat is physical in nature. You can use Take a Bullet to defend your target from a Social or Mental opposed challenge, instead of a Physical attack. This is an exception to the rule limiting use of the Assist Defender mass combat tactic to only Physical attacks.

•••• Strike the Air

Walking the path of peace is not without its challenges; even those who lack desire to harm others understand that conflict cannot always be avoided. You have trained yourself to resist the urge to lash out against those who attempt to harm you, instead attaining a zen-like state that allows you to view incoming attacks with clarity and calm. You seem to predict your enemies' actions before they can finish shaping intention into action. Perceived in this way, such attacks seem slow and clumsy—easily avoided, so long as you continue to maintain your peaceful focus.

Affinity: Children of Gaia

System

Expend 1 point of Gnosis and your simple action to center yourself, quelling any urges to do violence. Until your next initiative, so long as you do not attempt to initiate an opposed challenge, double your dots of your Dodge skill for the purpose of defending against incoming attacks. If you initiate an opposed challenge, the effects of Strike the Air immediately end. Attempting the Assist Defender mass combat tactic does not count as initiating an opposed challenge for the purpose of using Strike the Air.

Focus [Perception]

You have an exceptional gift for reading the body language of others, allowing you to maintain your peaceful focus for a greater length of time. When using Strike the Air, so long as you do not attempt to make an attack of any kind, the effects last a number of turns equal to your dots of the Awareness skill.

••••• Serenity

Religious leaders and secular rulers often instill a sense of inspiration among their followers. Your devotion to the practice of peace and your dedication to fairness have infused your aura in a similar way, palpable to anyone in your presence. You can extend and focus this serene emotion, calming even those wholly consumed by their Rage.

Affinity: Children of Gaia

Test pool: Social attribute + Empathy skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to speak a few calming words to your target. If you succeed in an opposed challenge, your target immediately loses 3 Rage, to a minimum of 1. If the target is in any type of frenzy, she immediately falls out of frenzy.

Exceptional Success

Your use of Serenity causes your target to lose 4 Rage, instead of the standard 3 Rage.

Focus [Appearance]

Targets affected by this power become incapable of entering frenzy for the next hour. If your target possesses the ability to use Rage, she can only regain Rage to a maximum of 7 total points for the duration of this power.

Fianna Gifts

• Sigil of Power

Ancient warrior cultures throughout the world held great reverence for their weapons, marking their possessions with personal sigils and giving them honorific names. The Fianna still use these traditions to mystically bond with their items, enabling them to summon their honored tools when needed.

Affinity: Fianna

System

Spend 1 point of Gnosis and expend a standard action to mystically bind one item, marking it with a sigil. Afterward, by spending a simple action, you may cause the item to disappear into a pocket realm of the Umbra. You may spend another simple action to retrieve the item. If the target object is a weapon, it appears in your hand, ready to use.

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If the target object is a suit of armor, it appears surrounding you, fully assembled. Additionally, you may spend a simple action to regain the item, if it has been lost or you have been disarmed of it.

You can only store inanimate objects within your pocket realm. You cannot store an item larger than an adult human's body. You may remove your sigil from an item, but others cannot remove your sigil. If you are slain, any items you have stored with this power reappear after one hour has passed. If you use Sigil of Power to bind a new item to you, your bond with other items through Sigil of Power immediately breaks.

Focus [Wits]

You may retrieve marked items without spending a simple action. Additionally, you may store a number of items up to the number of dots of the Crafts skill.

•• Mark of the Wisp

Stag knows what it means to be hunted, and his children have turned that hard-won knowledge against their enemies. Your call summons will o' the wisps to mark your chosen prey and illuminate them with mystic fire for all to see, denying them any ability to escape your sight.

Affinity: Fianna

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use a standard action to wreathe your target in ghostly fire. If you succeed in an opposed challenge, your target's body is outlined with writhing, heatless flames for the next five minutes. During that time, your target suffers a -2 wild card penalty to her Dodge-based defensive test pools. She also cannot not hide using mundane or supernatural means.

Additionally, your target cannot benefit from concealment in total darkness or from supernatural sources, such as Curse of Aeolus or Shroud of Night, as the flames give away her location. In such cases, she may be targeted without the need for the Fighting Blind combat maneuver.

Exceptional Success

This gift lasts 10 minutes, instead of the standard five minutes.

Focus [Perception]

The flickering lights of Mark of the Wisp make it difficult to elude pursuit. Any challenge you make to track someone under the effects of this power receives a +5 wild card bonus. (See **Chapter Eight: Dramatic Systems, Tracking**, page 402.)

••• Wail of the Banshee

Legends tell of cursed women roaming the woods at night, screaming their sorrow and rage at any creature unlucky enough to come upon them. Your howl echoes with the sadness of these spirits and is magnified within the minds of your targets, becoming an inhuman shriek.

Affinity: Fianna

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to emit a loud, mournful howl. Those who hear your voice become uneasy and may suffer physical damage as their minds reel from the potency of your sorrow. This can affect a number of targets up to your dots of the Occult skill, provided each is within 10 steps of you.

Make an opposed challenge against each of your targets. Should you spend 1 point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend a point of Willpower after some challenges are resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

Each target you succeed against suffers 3 points of normal damage. Everyone within hearing range, even those not targeted, gets a strong sense of unease from the sorrow of your voice.

Exceptional Success

Your wailing cries deafen your targets for two turns.

Focus [Intelligence]

Anyone affected by your Wail of the Banshee is pushed two steps away from you, as though hit by the Knockback weapon quality. (See **Chapter Fifteen: Influences and Equipment, Equipment, Ranged Weapons, Knockback**, page 708.)

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•••• Cloak of Mists

Manannan mac Lir possessed a cloak of mist that protected Eire from those who sought to harm her. Fianna have inherited this talent for deception, crafting intricate illusions and projecting them into the minds of others.

Affinity: Fianna

Test Pool: Social attribute + Subterfuge skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to project a phantasm into your target's mind. If you succeed in the opposed challenge, the phantasm comes to life in your target's mind and possesses the power to physically affect her for the next five minutes. After the duration ends, it disappears into mist, and your target knows that the creature sprang from your mind.

To make an attack with an established phantasm, declare whether you are making a Ranged or Melee attack, use your standard action, and make an opposed challenge against your target using your Social attribute + Subterfuge skill. Your target defends using her Physical attribute + Dodge skill test pool, just as she would resist a standard Physical attack.

If you succeed in making a Ranged attack, the target takes 2 points of normal damage; if you succeed with a Melee attack, the target takes 1 point of aggravated damage. The phantasm cannot enact any victory condition other than damage. Its attacks occur on your initiative and are considered to come from you. If you fail a challenge to attack with an established phantasm, you can try again without limitation; this is an exception to the rule preventing you from attempting the same Social challenge on the same target immediately after failing.

The target of this gift can physically attack the hostile phantasm, though observers will likely see such motions as inexplicable flailing. Such attacks succeed without tests; the phantasm dissipates when it receives points of damage equal to your dots in the Subterfuge skill. If the target of this gift destroys the phantasm, the gift ends immediately.

Exceptional Success

Attacks from your illusion deal either 3 points of normal or 2 points of aggravated damage, instead of the standard 2 normal or 1 aggravated damage.

Focus [Charisma]

Your bond with the fae makes your illusions especially potent, and your phantasm can use combat maneuvers on its target. You do not need to spend Willpower points for this purpose.

••••• Spiritual Emblem

Ancient Celts tattooed and branded sigils and talismans into their skin to inspire fear in their enemies, strengthen their own resolve, and inspire their allies. Fianna have taken this tradition one step further, learning to bond spirits to Garou flesh, strengthening the ties between them and granting Fianna spiritual power to use as they see fit.

Affinity: Fianna

System

This gift allows you to transform a single tattoo on your own body into a living fetish forever etched into your skin. You may create a level 2 Fetish or Weapon Fetish to become your spiritual emblem; this fetish is active unless you consciously turn it off. You must follow the standard rules for creating this fetish, including quest requirements. (For more information, see **Chapter Fifteen: Influences and Equipment, Fetishes**, page 716.) This tattoo fetish does not require you to purchase the Fetish background in order to attune it to you.

Once a tattoo has been transformed into a living fetish bonded to you, that fetish becomes permanent and cannot be removed without completing a major quest to appease the removed spirit. Once the appeasement quest is completed, the spirit inside the tattoo departs, and you may attempt another bonding quest to imbue another tattoo with a new spirit.

Focus [Appearance]

You may create a level 3 Fetish or Weapon Fetish to become your spiritual emblem, as opposed to the standard level 2. You must still follow the standard rules for creating this fetish, including quest requirements. (For more information, see **Chapter Fifteen: Influences and Equipment, Fetishes** page 716.)

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Get of Fenris Gifts

• Troll Skin

Legends tell of the Jotunn—giants born of ice and earth who terrorized the world. The Get of Fenris' Galliards say that these creatures had skin so thick that it could endure attacks from the mightiest weapons. As a Fenrir, you have learned the ability to harden your skin and flesh until you possess endurance similar to these creatures of myth.

Affinity: Get of Fenris

System

When you successfully hit with a Physical attack that inflicts 1 or more points of damage, you may spend 1 point of Gnosis to temporarily alter your skin and flesh into dense armor. Your skin takes on a slight discoloration and becomes rough and knobby to the touch. The next time you are hit with a damaging attack, the amount of damage you suffer is reduced by 2, and Troll Skin ends.

Troll Skin does not require an action to activate, and can be activated during Rage rounds. This is an exception to the rule that prevents you from spending Gnosis during Rage rounds. The damage-reducing effects of Troll Skin do not stack with repeated uses of this gift or with other effects that reduce damage. If not used, the damage-reducing effect of Troll Skin fades after five minutes.

Focus [Charisma]

Troll Skin reduces damage from an attack by 3 points, instead of the standard 2 points.

•• Visage of Fenris

The Great Wolf is said to be at his most terrifying when he is in combat. Coming face-to-face with the Eater of the Sun quails even those with the hardiest of constitutions. Those who have seen the Visage of Fenris find themselves deeply affected by it, and their fear gives the Fenrir an advantage.

Affinity: Get of Fenris

Test Pool: Social attribute + Intimidation skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and expend your standard action. If you succeed in an opposed challenge, your target suffers a -2 penalty to her Physical attribute any time she attacks you or attempts to avoid a Physical attack initiated by you. This penalty fades after five minutes and only applies when you are a primary participant in the challenge; it does not apply to challenges when you assist another primary attacker, such as when using the Assist Attacker or Assist Defender mass combat tactics.

Exceptional Success

If you score an exceptional success when activating Visage of Fenris, the next time you make a Physical attack against your target while this power is still active, you automatically hit that target without attempting a challenge. This attack scores a normal success.

Focus [Charisma]

The penalty that Visage of Fenris imposes on your target increases to -3, instead of -2. Additionally, if you score an exceptional success when activating this power, the next time you make a Physical attack against your target while this power is still active, your automatic hit scores an exceptional success, as opposed to a normal success.

••• Honor's Revenge

The Fenrir believe in a code of honor that defines their lives. While other tribes view valor as a malleable thing, for the Get of Fenris, it leaves no room for retreat. With this gift, you can render judgment upon those cowards who would flee from you in honorable combat, striking them with honor's backlash.

Test pool: Social attribute + Leadership skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and make an opposed challenge against your target. If you succeed, should your target attempt to flee from battle within the next 10 minutes, she feels honor's backlash. Whenever she moves, if she does not move towards you, she immediately suffers 2 points of aggravated damage, which cannot be reduced or negated. This damage cannot exceed a maximum of 2 points in a single round. The effects of this power end once your target takes damage from this power on three separate rounds.

This damage applies regardless of whether a target moves voluntarily or not. A target affected by this power will always know when the power is active, feeling a lingering spiritual weight upon her.

A target may only be under the effects of a single application of this power at once. Should a target be affected by a subsequent use of this power while it is already active against her, the effects of the previous power immediately end.

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Focus [Manipulation]

You may target up to three individuals at once with this power. Should you spend a point of Willpower to retest any of the opposed challenges to enact Honor's Revenge, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

•••• Redirect Pain

Pain is weakness of the soul reflected in the body. To combat this, the Fenrir train their Cubs from an early age to purge pain from their perception, leveraging that sensation into a weapon. If you are struck in battle, you can use this gift in fierce retaliation, hurling your agony into the enemy's mind.

Affinity: Get of Fenris

System

Once per turn, when someone inflicts damage on you, you can spend 1 point of Gnosis to inflict 2 points of normal damage on your attacker. This damage cannot be reduced or negated. Redirect Pain can be used during Rage rounds, so long as you do not activate it more than once per turn. This is an exception to the rule that prevents you from spending Gnosis during Rage rounds. This damage is illusionary, comprised of supernaturally augmented pain. If not healed, the damage from Redirect Pain will fade after five minutes. If the target is immune to normal pain, such as a target using the Resist Pain gift, she will overcome the damage inflicted by this gift in only five turns.

Focus [Manipulation]

When you utilize Redirect Pain, you inflict 3 points of normal damage that cannot be reduced or negated. Additionally, damage inflicted by this gift fades after an hour, instead of five minutes. If your target is immune to normal pain, the damage fades after 10 turns.

••••• Might of Thor

The deeds of the gods can inspire courage in the hearts of heroes. This gift draws upon the devotion to these stories and transforms their zeal into raw power—enough even to emulate the god of thunder. Modern Fenrir have expanded the call of this gift to include female deities such as Sigyn, as well as powerful heroes from other mythologies.

Affinity: Get of Fenris

System

Spend 3 points of Gnosis and use your simple action to activate this power. Might of Thor has no immediate effect, but starting on your initiative during the next Everyman round, your base Physical attribute doubles for the entire turn. This effect persists through all Rage rounds, until the start of the next turn. Might of Thor only doubles your base Physical attribute; it does not double bonuses from other sources, such as forms, powers, or merits.

Focus [Charisma]

You gain an additional retest to resist Physical attacks while Might of Thor is active. This retest can be used before or after a normal Willpower retest, and is an exception to the rule limiting retests to one per challenge. The Might of Thor retest can be used during Rage rounds, but can only be used once per turn.

Glass Walker Gifts

• Flyapart

You form a mystic bond with a device, creating a highly versatile tool. One bonded, you can quickly adjust the item's components to suit any situation. These changes require no tools and happen in the blink of an eye. Glass Walkers call this a "flyapart," using the gangster-era nickname for a cheap gun that is easy to modify.

Affinities: Glass Walker

System

Spend 1 point of Gnosis and use a toolkit to tinker with an item for an hour, adding components and forming a bond with its spirit. The item must be mechanical or electrical in nature. A computer or a revolver would suffice, but a sword or a hammer would not. Additionally, the item cannot be larger than an automobile. When touching your bonded flyapart, you can activate this gift to exchange one existing equipment quality for another of the appropriate category. Spend 1 point of Gnosis and use a simple action to adjust one of the item's components. The change lasts until you switch it back or exchange the new quality for something else. For a complete description of qualities, refer to **Chapter Fifteen: Influences and Equipment, Equipment**, page 705.

When changing configurations, you cannot alter or acquire the Antique, Artisan, or Masterwork qualities, or any Talen, Fetish, or Weapon Fetish qualities. You can only create combinations of qualities that are compatible; for example, Spread is not compatible with Automatic or Long Range.

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Also, you cannot apply qualities that are reserved for two-handed weapons to a one-handed flyapart.

You can only have a number of flyaparts at a time up to the number of dots you possess of the Science skill; bonding a different item relinquishes your connection to the first, rendering it inert. An abandoned flyapart will not function and is beyond repair, unless it is re-bonded to someone using this gift.

Focus [Intelligence]

Your expert design is more compact than usual. You can apply qualities reserved for two-handed ranged weapons to a one-handed flyapart.

•• Ghost in the Machine

You can focus on a machine's spirit and take control of the device's operation. This gift exploits the spirit's state of slumber, giving it subliminal commands through your mystical connection. Once the spirit is under your sway, you can use the machinery without touching it. More importantly, you can operate the device without using the proper interface. This gift lets you use a computer as though you were sitting at its keyboard or open a lock as though you had the right key.

Affinities: Glass Walker

Test Pool: Special, see below

System

Spend 1 point of Gnosis and use a simple action to enter a state of communion with the latent spirit of an electrical or mechanical device. For the next hour or until the object leaves your line of sight, you can use actions to operate the machine without touching it.

You can make the machine do anything that falls within its normal range of operation—anything a normal human could do with the right authorization and tools, short of breaking the device. You can manipulate the object as though you were touching it: flipping levers, unbolting doors, pulling triggers, and so on. You can also affect internal workings in ways that normally require a separate interfacing device. For example, if a key would normally be required, you can operate the machine as though you are using the correct item.

Ghost in the Machine does not require a challenge to implement, but once you have joined your consciousness with the spirit of a device, that machine might require separate static or opposed challenges to operate. For example, while controlling a computer, the Storyteller might require static Mental challenges with the Computer skill to hack into other terminals in the network. Running over a fleeing victim with a driverless car might require an opposed Physical challenge using the Drive skill. Use the same type of challenge and invoke the same test pool and action requirements that would be called for if you were operating the device normally.

Your control of a machine does not preclude another person from using it at the same time, whether that person is a normal operator or someone else with this gift. If you close a door or engage the safety on a gun, nothing prevents someone else from opening the door or disengaging the safety a moment later.

This gift works by subliminally influencing a machine's sleeping spirit. It does not affect objects with active or semi-active spirits, including fetishes, talens, or Glass Walker cybernetics.

This gift can only affect one device at a time; if you choose to affect a second target, your first use of Ghost in the Machine ends.

Focus [Perception]

The moment you establish a connection with the spirit of a machine, you gain insight into the device's purpose and function as well as its state of operability. You understand the specifications of a computer, the triggers for an alarm, the top speed of a car, and so on.

You also instantly diagnose any problems with the machine, such as low fuel reserves, faulty RAM components, or rust-locked gears. Most problems can be quickly addressed, provided you have the right tools and materials. For larger issues, you never need more than a single downtime action to repair a machine.

••• Electroshock

Glass Walkers are known for bending Weaver elements to their will, particularly for their command of the spirits of glass, steel, and electricity. With this gift, you can create the latter element, emitting dazzling displays of lightning from your hands, striking your opponents with fierce discharges.

Affinities: Glass Walker

Test Pool: Physical attribute + Athletics skill versus target's Physical attribute + Dodge skill

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System

Spend 1 point of Gnosis and expend a standard action to make an opposed challenge against a target within 10 steps of you. If you succeed, a brilliant bolt of lightning leaps from your fingertips into your opponent, inflicting 2 points of aggravated damage. Your target cannot benefit from armor to resist this challenge or to reduce the damage it inflicts.

The target is also dazed for the remainder of the turn, unable to achieve exceptional successes during that time. Any of her exceptional success results are automatically downgraded to normal successes.

You may then choose whether to ground the current or to arc it at another opponent.

- **Grounding:** If you elect to ground the electric pulse, you inflict an additional 1 point of aggravated damage as the charge violently exits your target's body. This current is mystical in nature; grounding it works even if the opponent is insulated or flying through the air.

- **Arcing:** If you instead elect to arc the charge towards another opponent, initiate an immediate follow-up attack. This attack does not require additional Gnosis or actions. Attempt another opposed challenge against a different target, measuring range from the previous target, not from you.

  If the follow-up attack succeeds, you inflict 2 points of aggravated damage on the new target and daze her as described above. Again, you may elect to ground the charge or arc it towards another foe.

  If you fail a follow-up challenge, the charge dissipates harmlessly before reaching the new target; no additional follow-up attacks can occur.

You can only use Electroshock once per turn. You cannot target the same person more than once in a single use of this gift.

Exceptional Success

Your electric current is exceptionally strong, building additional energy as it strikes your foe. You may ground some of the charge from this target to inflict additional damage and arc the remainder into a new target within range. This particular follow-up attack may reach a new target up to 20 steps away.

Focus [Intelligence]

When you use Electroshock, your body is briefly wreathed in a halo of dazzling lighting. Until the end of the following turn, anyone who tries to touch you suffers a painful electrical discharge. Anyone using a Brawl or Melee attack against you automatically suffers 1 point of aggravated damage for each such attempt before the attack is resolved.

•••• Signal Rider

Drawing upon the resourcefulness of Cockroach, you are able to scurry along the Weaver's conduits. With a few moments spent in concentration, you transform into a sentient data stream, travelling instantly from place to place.

Affinities: Glass Walker

System

Spend 1 point of Gnosis to activate this power. In order to use Signal Rider, you must have immediate access to a computer or telephone with an active connection, such as an ongoing telephone call or open link between devices, simply being connected to the internet will not suffice. You disappear into the digital realm, crossing over at a rate similar to entering the Umbra; your speed varies depending on whether or not the area is attuned to the Weaver. (See **Chapter Thirteen: The Umbra: Entering the Umbra**, page 584). Riding the electron highway, you instantly travel to location of the device at the other end of the connection and reform. You are unable to take actions during the turn you materialize.

You can only use this power to travel within the same city; bouncing between various relay points and through satellites is a risky proposition.

Focus [Perception]

You are able to visually perceive the locale at the other end of the connection, even if you are not using a video-capable connection. Additionally, you can take one willing person with you as you travel.

••••• Chaos Mechanics

All creatures have something of the Weaver in them, or so the Glass Walkers say. Only werewolves who embrace their Weaver side can truly balance the power of the Wyld pulsing within them. Glass Walkers have learned to embody both aspects at the same time. With this gift, you learn to manage those opposing forces, drawing power from harmonizing your primal energy with your static form.

Affinities: Glass Walker

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System

Once learned, this gift is always active.

You may spend Gnosis during Rage rounds; this is an exception to the rule preventing you from spending Gnosis during Rage rounds. Additionally, Chaos Mechanics allows you to bypass the limitation preventing the activation of gifts that require Mental or Social challenges during Rage rounds. Once per turn during Rage rounds, you may activate one of these gifts.

When you activate a gift during Rage rounds using Chaos Mechanics, you must pay the Gnosis cost for that gift as though that gift is level 5. For example, if an Adren Glass Walker actives the level 1 gift Taunt during a Rage round, she must spend 1 additional Gnosis to activate that gift, as though she would to activate a gift of a level higher than her current dots of the Rank background.

Note that Chaos Mechanics does not invalidate the rule preventing a single individual from being targeted by only one Mental power and one Social power in each round.

Focus [Intelligence]

You may use gifts that require Mental or Social challenges twice during Rage rounds, instead of the standard once. You must still spend additional Gnosis, if applicable, as though the gift is level 5.

Red Talon Gifts

• Silence the Slain

When hunting by night, the savvy predator will seek to crush her prey's windpipe as soon as possible to avoid rousing the herd. With the power of the spirits, you can silence your quarry before it even knows you're there. Mute and isolated, your prey must fight or flee to avoid death, leaving the herd unaware of its struggle.

Affinities: Red Talon

Test Pool: Social attribute + Animal Ken skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to command spirits of pain and torment to silence your target and muffle any sounds of her struggle. For the next five minutes, she is unable to produce any kind of sound. This restriction includes speaking and growling, as well as generating sound of any kind through her environment. During this time, she cannot use any gift that requires howling or the use of her voice, such as Call of the Wyld, Mastery, or Chant of Serenity, and she cannot participate in any howl-and-response gifts or effects.

Multiple applications of this power are not cumulative. If a target under the effect of this power is affected an additional time, the duration begins anew. Use of this power in a social setting is considered a serious form of aggression, and may initiate a Staredown. For more information on Staredowns, see **Chapter Nine: Social Systems, Challenges, Staredowns**, page 427.

Exceptional Success

If you achieve an exceptional success against your target, Silence the Slain lasts for 15 minutes, instead of the standard 5 minutes.

Focus [Manipulation]

The spirits rob your target of the ability to communicate in any way. While under the effects of this power, she cannot make use of language, including sign language, writing, or phone texting. Further, she cannot initiate or communicate through telepathic powers, such as Mind Web.

•• Hidden Killer

Though the Red Talons recognize their role as apex predators, they are well aware of the danger that man can pose. Few creatures, after all, would abide the presence of a superior hunter when they have the numbers to threaten retaliation. Invoking pacts with spirits of the hunt, you can conceal the nature of your quarry's death, confounding even scientific means of investigation.

Affinities: Red Talon

Test Pool: Mental attribute + Medicine skill versus target's Mental attribute + Investigation skill

System

Expend 1 point of Gnosis and a standard action to lick the wounds of a dead body, either humanoid or animal. Any signs of violent death are immediately erased, as wounds close, giving the target corpse to the appearance of death by natural causes. Even if the body was drained of blood, partially eaten, or horrifically mangled, mundane investigations will find no evidence of foul play.

In no case will the target body provide additional sustenance beyond any parts of it which may have already been consumed, either to animals or to vampires seeking blood.

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Supernatural investigations may see through this illusion with difficulty. Anyone inspecting the body with Wolf Senses or a similar power, such as Heightened Senses, may initiate an opposed challenge using a test pool consisting of her Mental attribute + Investigation skill versus your Mental attribute + Medicine skill. Should you lose the challenge, the other party will become aware only that the body has been altered in some way, but will not be able to discern the original cause of death.

This power may only be used on a deceased creature. It has no effect on the living, the undead, or the animate dead, such as zombies. However, it will function on dead supernatural creatures.

Focus [Intelligence]

You may choose a specific cause of death for the target corpse: anything from a gunshot wound—though no bullet will be found—up to and including complex causes, such as rare diseases or infections. The complexity of this alteration varies depending on the number of dots you possess of the Medicine skill; whether or not a particular cause of death is within the realm of your understanding is subject to the Storyteller's discretion.

••• Trackless Wastes

Your capacity to project dominance is not limited merely to social hierarchies. Calling out to the spirits of the Wyld, you may assume dominion over the land itself, confounding the senses of all within. Any who would seek to navigate or leave must first challenge you for superiority. Those who fail cannot escape; they are doomed to wander aimlessly until they find themselves your prey.

Affinities: Red Talon

Test Pool: Mental attribute + Survival skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and spend three standard actions summoning spirits of the Wyld to enshroud the area with chaotic energies. For the next hour, any navigation within a two-mile radius of you fails, and non-supernatural tracking is ineffective. Anyone who does not have familiarity with the area, (see **Familiarity with the Target**, page 214,) finds themselves hopelessly lost, even with the best of directions. Even fixed points of reference, such as road signs or GPS technology fail—the spirits befuddle the target's perception of landmarks or her ability to mentally process information from technology.

If someone has familiarity with a building or specific place within the area, they may find it normally, such as a vampire's Haven or a human's place of employment. Such individuals may lead others to these locations without issue. Navigation within small spaces, such as buildings, remains unaffected.

Anyone who seeks to navigate out of the affected area or find a specific location without having familiarity with it must first defeat you in an opposed challenge. Those who lose become hopelessly lost, and they cannot attempt to leave or find a location in the area for another 15 minutes or until the power ends. If multiple parties are traveling in a group, only a single member who is making the decisions can attempt this test. If she loses, the entire group is considered to have lost, and must wait to attempt again.

As the user of this power, you may track and navigate normally, leaving the area if you desire. If others follow, they may proceed normally without the need to test. Only one application of this power can be active in an area. If another individual activates this power in an overlapping area, both users must make an opposed challenge, each using their Mental attribute + Survival skill as the test pool. The winner of that challenge assumes dominion over the contested area until her power ends.

Focus [Perception]

Should anyone fail the opposed challenge to leave your affected zone, you become aware of them, and you may immediately attempt a tracking challenge to find them.

•••• Unchain The Beast Mind

While Homids pride themselves on their monkey reasoning, the Red Talons know the truth—that beneath any "civilized" mind resides a savage unconscious. This gift heightens the animal instincts of all nearby, freeing them from the trappings of culture and civility.

Affinities: Red Talon

System

Spend 1 point of Gnosis and spend your simple action to call forth your primal rage, suppressing the restraint and undermining the conditioning of all around you. For the next hour, you noticeably radiate an aura of menace that affects anyone within 10 steps of you as follows:

- Any nearby animals and animal Retainers lose any semblance of domestication and will fight or flee, very likely turning on their human handlers for any past mistreatment. Animals under supernatural control, such as Beckoning or Tongue of the Wild Court, or

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those that are ghouls, will always fight. Should an animal elect to fight, it will not attack you.

- Any nearby humans who are not currently subject to the Delirium are immediately affected by it as if they were rating 4 Stock NPCs, even if you are not in Crinos form. If a human is subjected to the Delirium, she subtracts 2 from her NPC rating when determining its effects. For more information on the Delirium, see **Chapter Eight: Dramatic Systems, Delirium**, page 382.

- Werewolves find their aggressive impulses heightened and have a more difficult time controlling their Rage. All Garou present add 2 to the level of their Rage track and Seethe traits for the purpose of determining frenzy. For example, a werewolf at 6 levels on the Rage track would be in anger frenzy: stage 2. This effect cannot take a werewolf beyond anger frenzy: stage 3.

- This power also rouses the latent bestial instincts of vampires. All within the affected area will respond to rage, fire, and hunger as if they have 2 additional Beast traits above their current level. For example, a vampire with 1 Beast trait responds to rage, fire, and hunger as if she has 3 Beast traits. While this power may prompt vampires to commit acts during frenzy that lower their Humanity scores, this penalty does not apply to for the purposes of determining Humanity loss. If that vampire has 3 or 4 Beast traits, she does not lose a point of Humanity, but tests as if she has 4 Beast traits. Treat Stock NPC vampires as if they have 2 Seethe traits, substituting "struck by fire" for silver, and "insulted by a non-vampire" in place of Fera.

Multiple applications of this power are not cumulative. At any time, you may choose whether or not you are affected by your own power; however, you are not immune to this effect if another user also has Unchain the Beast Mind active. Due to the overt nature of this power, so long as you have it active, you cannot benefit from supernatural concealment, such as Blur of the Milky Eye.

Focus [Appearance]

You may exempt a number of allies from this effect, up to the number of dots you possess of the Animal Ken skill.

••••• Earth's Crushing Embrace

Red Talons have long claimed that Gaia loves them the best, and this gift serves as violent demonstration. Calling out to the earth below, you can assault your foes with crushing pressure, as elemental forces drag them to within easy reach of your claws.

Affinities: Red Talon

Test Pool: Mental attribute + Occult skill versus target's Physical attribute + Dodge skill

System

Spend 2 points of Gnosis and your standard action to touch the ground, reaching out to Gaia. Make an opposed challenge against everyone within 10 steps of you, including any nearby who may be concealed or airborne. You may exempt a number of allies from the challenge equal to your dots of the Survival skill. Any who lose suffer 3 points of normal damage as they are violently seized by intense gravity. Should you desire it, those affected are dragged and must take up five steps in your direction, at your discretion. For the purpose of navigating immovable obstacles, such as boulders and support beams, you may choose the direction of their steps.

Should you spend 1 point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

Exceptional Success

Targets against whom you achieve an exceptional success suffer 4 points of normal damage, instead of the standard 3 points of damage. Additionally, they are knocked prone (see **Chapter Seven: Core Systems, Combat, Combat Maneuvers, Knock Down**, page 344).

Focus [Intelligence]

The force of your gravitational pull is incredibly crushing. The damage caused by this power is aggravated, instead of normal.

Shadow Lord Gifts

• Wings of the Stormcrow

Stormcrows have always been associated with the Shadow Lords. You've learned to harness this kinship to summon a Gaffling spirit and command it to spy for you. Your mastery of this spirit animal is so complete that you may see through its eyes to view places far away, even in the Umbra.

Affinities: Shadow Lord

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System

Spend 1 point of Gnosis and use your standard action to summon a stormcrow spirit to your side, invoking your lineage as a Shadow Lord. Create this spirit avatar as a rating 1 Gaffling spirit Stock NPC, which assumes the shape of a crow. For the next hour, it will obey your mental commands as long as it remains within 10 miles of your location. The spirit can spy for you, ferry small objects, and send telepathic reports consisting of images and brief descriptions of events, but it will not fight for you. The stormcrow spirit may even enter the Penumbra at your command, but it is vulnerable to umbral storms (see **Chapter Thirteen: The Umbra: Umbral Storms**, page 603).

Focus [Perception]

By expending a standard action, you can mentally tap into the stormcrow's perceptions, seeing through its eyes and hearing through its ears.

•• *Clap of Thunder*

Galliards sometimes refer to the Shadow Lords by the ominous sobriquet "the Children of Thunder" for their judicious use of this gift. By clapping your hands together with great force, you evoke a potent crash of power that brings enemies and allies alike to their knees.

Affinities: Shadow Lord

Test Pool: Physical attribute + Intimidation skill versus target's Physical attribute + Dodge skill

System

Spend 1 point of Gnosis and use your standard action to clap your hands together, emitting a deafening thunder clap. All characters within a five-step radius of you, friend or foe, must immediately attempt an opposed challenge against you. Those who fail are automatically knocked prone and pushed two steps away from you, as though affected by the Knockback weapon quality. (See **Chapter Fifteen: Influences and Equipment, Equipment, Ranged Weapons, Knockback**, page 708).

In addition, you immediately gain the Gaze and Focus of all characters within your line of sight, even if they were not affected by the Knockback. (See **Gaze and Focus**, page 214.) Shadow Lords often use this power to catch the attention of a crowd and keep its members momentarily dazed, so that they might speak without interruption. Wolves and other Garou may view the use of this gift as a form of social aggression, initiating a Staredown. For more information on Staredowns, see **Chapter Nine: Social Systems, Challenges, Staredowns**, page 427.

To activate Clap of Thunder, you must be in in Homid, Glabro, or Crinos forms. The distinctive blast of sound from this gift is loud enough to be heard several miles away.

Exceptional Success

The target is pushed four steps away from you, instead of the standard two steps.

Focus [Manipulation]

Targets affected by this gift are left in a dazed state, unable to achieve exceptional successes for the next three turns. Any of their exceptional success results are automatically downgraded to normal successes during that time.

••• *Direct the Storm*

The fury of an anger frenzy is akin to a tornado—a devastating force of nature that cares not who might be in its path. You have the power to direct the storm, to point the beast at an enemy rather than a friend.

Affinities: Shadow Lord

Test Pool: Mental attribute + Leadership skill versus target's Mental attribute + current Rage

System

Spend 1 point of Gnosis and use a standard action to reorder a frenzying creature's perception of friend and foe, confusing who represents the greatest threat. If you succeed in an opposed challenge against your target, you decide who the frenzying creature will target during her next available action.

The frenzying creature must move directly towards the assigned target and attack. She cannot relent to any challenges involving her allies. The frenzying creature must reasonably employ all powers and benefits that assist her attacks, doing her best to inflict maximum ruin on her new prey. While under the effect of this gift, the frenzying creature will not voluntarily reduce her own Rage rating or otherwise try to escape frenzy, but if she is pulled from frenzy by an outside force, the effects of this gift end immediately. Likewise, if the affected frenzied creature kills the designated target or knocks her unconscious, the effects immediately end. For a werewolf, this victory counts as having killed an enemy, allowing her to reduce her Rage rating accordingly.

Direct the Storm will not reinforce a frenzying creature's natural ability to recognize friend from foe; it only serves to disrupt that ability. If there are no suitable enemies present,

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you'll have to select which of your allies the frenzied creature will target. Once this gift takes effect, the target cannot be affected by Direct the Storm again until the duration ends.

Exceptional Success

Scoring an exceptional success allows you to also siphon 1 point of Rage from your target, possibly pulling her out of frenzy, and adding it to your Rage level.

Focus [Wits]

Your mastery of this gift allows you to make the frenzying creature somewhat blind to your presence; she will not attack you due to her frenzy, although she might elect to attack you out of personal choice, if she is able to make such a choice.

•••• Rend the Shadow

Some believe that one's shadow is an echo of the soul's terror and rage. One of the cunning tactics the Shadow Lords employ is to divide the enemy's forces in order to conquer them. You've learned to sever a target from her shadow, leaving both vulnerable to attack.

Affinities: Shadow Lord

Test Pool: Social attribute + Occult skill versus the target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and expend your standard action pantomiming a ripping motion towards your target. If you succeed in the opposed challenge, your target's shadow violently tears away from her body. This metaphysical assault leaves your enemy weakened and vulnerable. Her own body can be targeted as per usual, but now her shadow may be attacked (using her Physical defense pool). When the shadow is damaged, all wound penalties and physical damage transfer directly to the target. This gift allows your target to be subjected to one additional Physical attack each round. (For more information, see **Chapter Seven: Core Systems, Mass Combat, Maximum Attacks per Round**, page 346.) A target can only be affected by one use of Rend the Shadow at a time; should this gift be successfully used against your target before its duration ends, the first application immediately ends.

Because the shadow is still mostly ephemeral, grappling attacks against it automatically fail. The torn shadow stays within one step of the target, but cannot reattach until after a full 15 minutes, when the gift ends.

Exceptional Success

The shadow elongates, making it more difficult to dodge incoming attacks. It suffers from a -1 wild card penalty to defensive pools for the duration of this power.

Focus [Intelligence]

You personally may attack your target through her shadow using Mental or Social powers that inflict damage. Others attacking through her shadow remain limited to Physical challenges.

••••• Strength of the Dominator

The Shadow Lords have long tempered their rage when it was required, allowing them to lead and influence. Their discipline enables them to summon spirits of indignation, siphoning the Rage from their enemies and feeding themselves on it.

Affinities: Shadow Lord

Test Pool: Mental attribute + Leadership skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and a standard action to verbally rebuke and insult your target while summoning forth spiritual indignation. If you succeed in an opposed challenge, you steal 2 points of Rage from your target and immediately add them to your own Rage level. The target senses this painful draining and is aware that you have somehow sucked away a portion of her Rage. A werewolf cannot be reduced below 1 point of Rage through this gift.

Exceptional Success

Scoring an exceptional success allows you to siphon 3 points of Rage, rather than the standard 2 points.

Focus [Wits]

You may transmute the Rage you absorb via this gift into Gnosis, regaining a number of Gnosis points equal to the number of Rage points you drained. You cannot regain more than your maximum Gnosis pool.

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Silent Strider Gifts

• Messenger's Fortitude

Silent Striders are known to be cunning and hardy messengers, able to make long and dangerous journeys others would deem impossible. This gift is partially responsible for that reputation. With this gift, you are able to navigate unerringly between two points. You are able to sense and avoid obstacles in your way, be they physical, mystical, or even political.

Affinities: Silent Strider

Test Pool: None

System

Spend 1 point of Gnosis and expend a standard action to fortify yourself with this gift for a journey. When activated, this gift lasts for a number of days equal your dots in the Survival skill, or until you arrive, whichever duration is shortest. You need not be familiar with your destination, but it must be a place you can locate on a map. While this gift is active, you do not need to sleep or rest until you arrive at your destination. You will not tire or grow hungry, and can proceed at your top speed throughout your travels.

Throughout this time, you also possess an unerring sense of the distance and direction to your destination; you cannot get lost regardless of confusing terrain or periphery effects, a lack of landmarks, or any other feature of the territory. This benefit can apply in the Umbra, but it does not prevent you from getting lost as the result of supernatural powers, such as the gift Trackless Wastes. In the case of gifts such as Urban Ward, which supernaturally hide your destination, you will close to within a 10-minute walk of the location before finding yourself unexpectedly lost.

This gift persists as long as you are progressing towards your destination. You may stop briefly—up to five minutes per hour—to eat, drink, converse, or give directions. However, if you delay any longer, the effects of this gift end, even if time remains on the power's duration.

When this gift ends, any hunger or fatigue you would have accumulated from the length of your travel affects you after 10 minutes have passed. During this time, you will find yourself parched and ravenous if you have neglected food and drink, and likely exhausted. If their message is urgent, most Silent Striders will seek to deliver arrive at their destination before this occurs.

While guided by Messenger's Fortitude, you and those you are with have an easier time traveling on either side of the Gauntlet. You are able to find routes that are easier to navigate, have fewer tolls, or take you through friendlier territory. When using the Quest Generation System, you may reject a single Quest Requirement in exchange for another one of the Storyteller's choosing. This only works if you actually accompany the questing party. The Storyteller must provide an easier requirement in recognition of this power's effect. Each of a quest's particular Quest Requirements may only be affected once, regardless of the number of participants using this gift. For more details on the Quest Generation System, see **Chapter Eight: Dramatic Systems: Quests**, page 390.

Focus [Intelligence]

Instead of requesting an alternate Quest Requirement, you may completely remove one of the requirements from your expedition. No quest can be reduced to fewer than half its original number of Quest Requirements (rounding up), regardless of the number of guides using this gift.

•• Dam the Heartflood

The Silent Striders developed this deadly gift during their first conflicts with the Cult of Sutekh. Using this gift, you are able to draw on ancient Coptic funerary knowledge to disrupt your target's bodily functions, making her exceptionally vulnerable to physical injury. This gift directly affects the circulatory system, offering you a devastating weapon against vampires.

Affinities: Silent Strider

Test Pool: Mental attribute + Medicine skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and expend a standard action to curse your target. If you succeed in an opposed challenge, your target's biological functions erupt in a roiling tumult of disorder. For the next 10 minutes, her body becomes particularly vulnerable to injury; cuts bleed profusely, bruises spread deeply, and impacts shock the internal organs.

- If your target is human, an animal, or a creature with a normal circulatory system, she is less responsive to medical treatment. If she is already injured or later becomes injured, any attempts to treat her with the Medicine skill bear a -5 wild card penalty. If she is already in a critical or infirm state, or on life support, she may die at the Storyteller's discretion.
- If your target is a shapeshifter, she loses any access to Regeneration benefits, as her physiology slows to a crawl.

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- If the affected creature is a vampire, ghoul, or other supernatural creature that uses a Blood pool, her failing circulatory system also hampers her ability to fuel supernatural powers with blood. The creature's maximum number of Blood points useable per turn is reduced by 2, to a minimum of 1 per turn. She may still spend Blood to heal as normal. Powers that require more than 1 point of Blood to activate may be paid for over multiple turns; the user may make use of the power normally after the full cost is paid.

Targets affected by this power may still benefit from supernatural healing, such as Mother's Touch, Mens Sana, or Corpore Sano.

Exceptional Success

Your target is affected for a full hour, instead of 10 minutes.

Focus [Intelligence]

A vampire, ghoul, or other Blood pool-using target has her maximum Blood point expenditures reduced by 3 per turn instead of 2, to a minimum of 1 per turn.

••• Pierce the Ashen Veil

Many ancient cultures have tales of a time when the living world and the world of the dead had little separation; legendary figures such as Demeter, Odysseus, and Gilgamesh travelled easily between the two. Since that time, the Shroud between these worlds has grown progressively stronger. Few groups remain that hold the secret to piercing the veil and reaching the world of the dead. With this gift, you are able to interact with the world of the dead as readily as the world of the living.

Affinities: Silent Strider

Test Pool: None

System

Spend 1 point of Gnosis and expend a simple action to attune your senses to the ebb and flow of necromantic energies. For the next hour, your eyes emit an otherworldly glow and you are able to see and hear nearby ghosts in the Shadowlands. You can also make out the terrain across the Shroud to some extent, seeing vague outlines of major landmarks—usually the memories of long-destroyed buildings. Silent Striders sometimes refer to these as navigational aids when speaking to other members of their tribe, allowing them to describe locations through secret means.

Pierce the Ashen Veil only allows you to see nearby ghosts through the Shroud. You cannot interact with these wraiths physically or affect them with abilities. You must travel to their realm, or they must choose to manifest in the Material Realm, if you wish to combat them. Just as you can see them, nearby wraiths may realize that you are looking across the Shroud at them by recognizing the distinct glow of your eyes.

When Pierce the Ashen Veil is active, you can also pass through the Shroud as you would the Gauntlet. To cross into the Shadowlands, you must spend 1 additional point of Gnosis and concentrate for a variable amount of time based on the activity in the area. In most places, it requires five minutes in order to pass through the Shroud. Areas particularly connected to the lands of the dead, such as a gruesome murder site or a haunted house at midnight, require only three turns. Areas full of human activity, such as hospitals or schools, require 10 minutes. Returning to the Material Realm follows the system for returning from the Umbra (see **Chapter Thirteen: The Umbra, Gauntlet, Exiting the Umbra**, page 585.) It is impossible for a Garou to cross the Shroud into or out of the Shadowlands while within a Wyrm-tainted area.

Focus [Wits]

With this focus, you may bring others with you when you cross into or out of the Shadowlands. These companions must possess the supernatural ability to cross the Gauntlet, such as Garou. Everyone you bring with you must concentrate for the same period of time, during which they must remain in physical contact with you. Every companion must also spend 1 point of Gnosis during the transition, or find themselves left behind.

•••• Eyes of Anubis

Fate is a fickle thing, but there are those who have harnessed the ability to manipulate it, whether for good or evil. Like the Egyptian god of death, you are able to knot the strands of fate that surround your target, binding her with a powerful curse. There are those who speculate this gift was born of the Seekers' efforts to break the curse of Sutekh, while others claim it siphons power from the vampire himself. Regardless of its origin, you are able to use this curse to balance the scales.

Affinities: Silent Strider

Test pool: Social attribute + Occult skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and expend a standard action invoking a curse to plague your target, which you must speak aloud. Many Silent Striders evoke the same curses inscribed

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on tombs of pharaohs, but any solemn curse will suffice. If you succeed in an opposed challenge against a target within hearing range, your hex will immediately overcome them and remain in place for the next 24 hours.

With this gift, you may choose to inflict your target with one of the following effects:

- **Curse of the Addled Mind:** Your target is assailed by ceaseless distractions and ruminations. She gains the flaw Careless (see **Chapter Six: Merits and Flaws: General Flaws, Careless**, page 323.) In addition, she receives a -2 wild card penalty to challenges involving her Awareness and Investigation skills.
- **Curse of Blighted Flesh:** You afflict your target with painful boils and lesions. She gains the Permanent Wound flaw (see **Chapter Six: Merits and Flaws: General Flaws, Permanent Wound**, page 326.) If your target has already suffered damage to her Healthy wound track, she must reapply it after removing 2 of her Healthy wound levels. The reapplied damage is of the same type.
- **Curse of Conspicuousness:** Your target struggles to blend in and to not be seen as a source of ruckus. She gains the flaw Trouble Magnet (see **Chapter Six: Merits and Flaws: General Flaws, Trouble Magnet**, page 327.) Additionally, she receives a -2 wild card penalty to challenges involving her Stealth and Subterfuge skills.
- **Curse of the Toppling Throne:** Wishing ruin upon your target, you isolate her from her wealth and power. Your target must subtract a total of 10 dots from between her Allies, Contacts, Influences, and Resources backgrounds, to a minimum of 0. She may choose which backgrounds and specific Allies, Contacts, and Influences to reduce.
- **Curse of Failing Vision:** Your curse calls forth baleful cataracts, inflicting your target with the Bad Sight and Illiterate Flaws (see **Chapter Six: Merits and Flaws: General Flaws, Bad Sight**, page 322, and **Illiterate**, page 324.) This curse does not impact the use of any powers that require line of sight.
- **Curse of Mediocrity:** Your curse distorts the strands of destiny, causing your target to lose all access to general merits for the duration of this power, although the target retains her tribal or clan merits. This merit does not affect rarity merits or merits that determine lineage or bloodline, though it prevents you from claiming their benefits.

If your target is already suffering under the effects of this gift, another application of Eyes of Anubis will fail. Only after one curse ends can you inflict another.

Exceptional Success

The duration of your curse is 72 hours instead of 24.

If the target is a Stock NPC rated at 1 or 2, an exceptional success also has a disastrous effect when the curse concludes. The NPC may die outright, probably under inexplicable circumstances; she might be indefinitely hospitalized for a mysterious disease or debilitating psychosis; or perhaps the ordeal makes the target rethink her life and move far away, never to be seen again. The Storyteller decides the exact nature of the NPC's exit from the chronicle. You may choose to withhold this condition of your curse, if you so desire.

Focus [Manipulation]

You have the power to manipulate the strands of fate, twisting them in cunning and devious ways. You may apply two curses to your target from the list of options, instead of one.

••••• *Speed Beyond Thought*

There are moments when help is desperately needed, when one must be able to move like the wind. With this gift, you are able to move at incredible speeds. Your actions are instinctive, as though guided by fate rather than forethought. Not only does this gift allow you to move more quickly, but you are also able to anticipate where you should or should not be at any given moment, giving you an uncanny economy of movement.

Affinities: Silent Strider

Test Pool: None

System

Spend 1 point of Gnosis to greatly accelerate your physical movements until the end of the current round. You may use this gift at any point, even before your turn in the initiative order. Activating Speed Beyond Thought does not require the use of an action or any particular degree of concentration. However, it does require a certain level of serenity to remain receptive to the influence of fate; this gift cannot be activated during any stage of anger frenzy, and if you enter frenzy while it is active, the gift's effects end immediately.

While Speed Beyond Thought is active, you gain an extra set of actions: 1 simple action and 1 standard action. These actions are resolved during the Rage round following what would otherwise be your final Rage round for each turn.

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As with other Rage rounds, you cannot activate Mental or Social powers during these extra actions.

Focus [Wits]

You gain a more intuitive connection to the immediate futures threading around you and can influence them with little effort. When this power is active, once per turn, you may use the Quick Draw or Burst of Speed combat maneuvers without spending Willpower.

Silver Fang Gifts

• Falcon's Grasp

Whether taken by right of conquest or the act of predation, that which Falcon seizes, he does not relinquish. This gift imparts upon the user a portion of Falcon's tenacity and sovereignty, allowing you to hold onto that which is yours.

Affinities: Silver Fang

System

Once learned, this gift is always active. Any attempt to use the Disarm combat maneuver against you automatically fails, as does any attempt to physically pry an object from your grasp or jaws. In addition, you are immune to any supernatural power that attempts to disarm you, such as Taking the Forgotten. You may still be coerced or deceived into surrendering an item through the use of powers, such as Mastery or Dominate, but no power can cause you to forget about any object you own or that is in your custody.

This gift only applies to objects that you actively hold. It does not convey any supernatural ability to lift additional weight.

Focus [Manipulation]

Your grasp is especially tenacious. Any attempt to break free while you are using the Grapple combat maneuver receives a -5 wild card penalty.

•• Silver Claws

When lesser tribes boast of their ability to rend flesh from bone, the Silver Fangs scoff at their lack of imagination. Drawing on their tribe's connection to Luna, they temper their claws in her silver, enabling them to flay spiritual energy as easily as meat and flesh.

Affinities: Silver Fang

System

Spend 1 point of Gnosis and use a simple action to turn your claws into pure silver. Your claw attacks gain the Silver weapon quality, and each successful strike that causes damage drains your target of 1 point of Gnosis. Creatures who don't use Gnosis suffer no additional effects.

Using this gift is very painful. As long as it is active, you suffer a -1 wild card penalty to any task involving fine manipulation, including weapon use. This power works in tandem with other claw-augmentation powers, such as Razor Claws.

You can only activate this gift in your Crinos, Glabro, or Hispo forms; the effect ends immediately if you shift to your Homid or Lupus forms.

Focus [Wits]

You have the power to absorb the Gnosis you strip away from your targets. Whenever you successfully attack your target with this power and she loses a point of Gnosis, you may immediately gain a point Gnosis.

••• Mastery

The Silver Fangs boast that their mandate to rule comes from Gaia herself, and many cite this gift's existence as proof. This power allows a Garou to harness the power of her gravitas and authority to compel obedience, as befits her station.

Affinities: Silver Fang

Test Pool: Social attribute + Leadership skill + Rank background versus target's Social attribute + Willpower + Rank background

System

Spend your standard action to issue an order aloud and initiate an opposed challenge. If you succeed, your target must obey your command, provided the command is not directly self-harming. The order must be immediate; the subject will attempt to obey your order for the next five minutes. You may change your order or issue another one during this time. During this time, your target retains her mental faculties, but behaves as if she has, perhaps grudgingly, decided to acknowledge your authority. If a combat begins, the subject obeys your order until the end of the initial turn.

If used during combat, this power has a diminished effect. Targets only obey your command until the end of the next turn.

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In all cases, your dictates must be clear and straightforward, and the target must understand your instructions. The target of Mastery will attempt to take context into account. If you point at a door and order your victim to "Leave!" she will attempt to leave via the door you indicated (as opposed to using a different door or jumping out of a window). If an order is confusing or ambiguous, the subject may respond with less accuracy or perform her task poorly, as she struggles to understand what's been asked of her. Additionally, the target of Mastery must abide the order for the duration of the power. If ordered to open a door, for example, she cannot close it until the power's duration ends. Mastery cannot rob your target of the ability to defend herself, nor can your target be made to follow any order that is overtly self-harming.

Use of this power requires having your target's Gaze and Focus (see **Gaze and Focus**, page 214).

Exceptional Success

Your target must obey your order for three turns instead of the standard one turn. During the Everyman round on your initiative, you may issue a new order, which the subject must follow for the turn. If you do not issue a new order, the target will continue to follow your previous order.

Focus [Appearance]

Your countenance is especially imposing. Outside of combat, you may target up to three individuals at once with this power, commanding each to carry out your stated order. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

•••• Luna's Armor

Whether to flaunt their connection to Luna or protect themselves from onslaught, Silver Fangs are known to employ this gift both in combat and in ceremony. By invoking the blessing of the moon above, spiritual armor manifests and coats the user, protecting her from harm.

Affinities: Silver Fang

System

Spend 1 point of Gnosis and expend a simple action to manifest Luna's Armor. The armor is silvery and metallic in composition, but will otherwise appear in a style of your choosing. While this power is active, you gain a +3 bonus to all defense test pools using the Dodge or Survival skills.

Luna's Armor is not considered mundane armor. Attacks that normally pierce armor do not pierce or ignore the effects of this power.

Focus [Intelligence]

You may spend an additional 1 point of Gnosis to surround your armor in a lambent silver flame. The light generated is capable of illuminating an area 100 feet around you, though it does not pierce supernatural darkness. While this effect is active, any Melee or Brawl attacks made against you are made at a -1 wild card penalty. However, while this effect is active, its user cannot benefit from any form of concealment, either supernatural or mundane, such as Blur of the Milky Eye.

••••• Paws of the Newborn Cub

The Silver Fangs consider this power the ultimate assertion of their authority as First Tribe. Calling upon the Firebird aspect of unconquerable Falcon, this gift forcibly imparts a state of rebirth, reducing your target to a near-helpless state.

Affinities: Silver Fang

Test Pool: Mental attribute + Intimidation skill + Rank background versus target's Mental attribute + Willpower + Rank background

System

Spend 3 points of Gnosis and expend your standard action to roar in dominance, invoking the Firebird to strip away your target's stature and power with your strength of will. If you succeed in the opposed challenge, your target temporarily loses access to all supernatural gifts above Level 2 for a single turn, including equivalent other powers, such as disciplines, spheres, and similar abilities. Paws of the Newborn Cub does not affect supernatural aspects inherent to your target's creature type, such as merits, Rage, and natural shapeshifting.

Additionally, any active supernatural powers affecting the target that have base durations of one hour or less immediately end. This occurs regardless of whether the effects are beneficial or harmful, and regardless of whether any power's duration has been extended due to exceptional successes or other effects.

Exceptional Success

Paws of the Newborn Cub's duration extends until the end of the following two turns, instead of the standard one turn.

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Focus [Perception]

Your target loses access to all powers above Level 1, instead of the standard loss of powers above Level 2.

Stargazer Gifts

• Paper Butterfly

The art of origami is one that takes patience and precision—two traits that new Cubs often lack when they first come to the Stargazer tribe. Such initiates are often assigned the task of learning to create a paper butterfly, helping them discover the ability to transform the mundane into something beautiful. You have learned to harness the paper butterfly, and with it, the ability to summon creatures that can be used to your advantage, distracting your opponents.

Affinity: Stargazer

System

Spend 1 point of Gnosis and expend a simple action to summon a flock of small butterflies made of brightly colored paper. The flock swoops and envelops you for 1 turn, obscuring you from your enemies and making it impossible for you to be targeted by any ranged attack or power that requires gaze and focus. If you are killed, knocked unconscious, or enter any stage of anger frenzy, the flock immediately dissipates, and all effects of Paper Butterfly end.

Focus [Manipulation]

The duration of this power is two turns, rather than the standard one turn.

•• Impermanence of Wind and Water

Although all Stargazers train in the basic maneuvers of Kailindo, *their tribal martial art, you have spent considerable time honing your skills, becoming a true* Kailindorani. *Through this knowledge, you have fostered a state of being that allows you to fluidly shift between forms with ease and grace. You are a whirlwind of action, leaping from foe to foe while in Lupus form, only to shift into Crinos midair and rain destruction upon their heads.*

Affinity: Stargazer

System

Your shapeshifting abilities have become much more fluid. Once per turn, you may spend 1 point of Gnosis to change forms with surprising speed. You may do this at any point during the turn, including mid-challenge. Once you have declared an action, you may also declare that you are shifting to another form. You then resolve the challenge and compare traits based on your new form, if necessary. You can use this power in conjunction with the Metamorph merit.

Focus [Wits]

You can activate this power without expending Gnosis.

••• Dance of the Heavens

When it comes time to join the fray of battle, offense is only half of the equation. Stargazers strive for balance in all things, even when combat has been joined. You have mastered the ability to exploit the weaknesses of your foes by turning their own haste and momentum against them.

Affinity: Stargazer

System

This gift is always active. In combat, you may attempt to achieve an exceptional success whenever you are targeted by a Brawl or Melee attack. This is an exception to the rule stating that you may only score an exceptional success if you are the attacker in a challenge. You must meet all of the other qualifications to achieve the exceptional success, according to the rules for exceptional successes (see **Chapter Seven: Core Systems, Opposed Challenges, Exceptional Successes**, page 337).

If you achieve an exceptional success, you may choose to not only dodge the attack, but to also redirect any damage that would have been dealt back to the attacker. Include all modifiers to the damage, such as Rage or Potence, as well as the type of damage and any harmful weapon effects, such as fetish qualities. If the attack involved a combat maneuver, apply the damage dealt, but not the effects of the maneuver. If the attack intended to convey the effects of a power, such as Surround the Quarry or Hobbling Strike, apply the damage from the attack, but not the effects of the power. If your opponent has already been targeted by the maximum number of Physical attacks possible for the round, you dodge the attack, but it is not redirected, and you do not deal damage back to your attacker. If you choose to redirect an attack in this manner, your opponent's attack does not count against the number of Physical attacks you can receive during the round.

Focus [Wits]

When using your Dodge skill in combat, you receive a +5 wild card bonus to defend against exceptional successes.

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•••• Cunning Koan

Legends tell of ancient Stargazers who once spent their days in meditation, their minds and spirits tuned to the universe around them. These venerable elders carried the power to divine the future and view the past with perfect clarity. You have mastered this particular facet of meditation, allowing you to connect to the universe and discern the truth surrounding you.

Affinity: Stargazer

Test Pool: Mental attribute + Awareness skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and expend a standard action to open yourself to the knowledge of the universe. As your metaphorical third eye opens, you are able to see the interconnections in the world around you. These delicate strands of fate stretch from everything you see, allowing you to piece together pieces of a greater puzzle.

It is important to remember that fate is not set in stone, as the strands will often shift and move before your very eyes. However, some fates, such as those forged by the gift Geas, appear as a strong, pulsing light.

Make an opposed challenge against your target. If you succeed, you may ask and receive an answer to one of the following questions:

- What is your current emotional state?
- What is your highest attribute category?
- What is your lowest attribute category?
- What is your highest-rated skill?
- What is your lowest-rated skill?
- Are you under any effects that limit your free will (such as Dominate or Geas)?
- How many points of Willpower do you currently possess?
- Have you harmed anyone in the past 24 hours?
- What is your occupation or position, if any?

In the event that there are multiple answers to the question posed, the target need only provide a single answer. For example, if a target has two skills that meet the criteria of being her highest-rated, she need only provide a single answer.

Exceptional Success

Scoring an exceptional success allows you to ask the target two questions from the above list.

Focus [Perception]

You have learned to hone your third eye to focus on your target. Possession of this focus allows you to gain familiarity with the target, as you probe into the recesses of her mind. For more information, see **Familiarity with Target**, page 214.

••••• Ancestral Incarnation

As a Stargazer Cub prepares to join the tribe, she is sent into the wilderness naked and alone, where she is expected to find peace and serenity within herself as she repeats the names of her ancestors and honors them. This ritual forges a young Stargazer's connection to her forefathers. With this gift, you are able to enhance that connection. You know how to tap into the wealth of knowledge from those who have gone before you, drawing down the guise of your ancestors and transforming into the fierce Legends of your tribe.

Affinity: Stargazer

System

Spend 2 points of Gnosis and a simple action to summon the collective might of your ancestors. For the next five minutes, the flood of power and energy of those who have come before you alters your appearance, transforming you into a figure of legend. This alteration can affect clothing, changing it into an ornate gold Kimono for example, or shifting hair into an elaborate up-do. While dramatic, these alterations are not severe enough to disguise you from those who know you well.

During this time, you can temporarily expend a single dot of your Ancestors background to achieve any of the following effects. The expended dot replenishes at the conclusion of the game session.

- You may spend a point of Ancestors background to gain an additional Focus of your choice for five minutes.
- You may spend a point of Ancestors background to manifest a weapon of your choice. Create this weapon using the rules for Equipment (see **Chapter Fifteen: Influences and Equipment, Equipment**, page 705.) This selection cannot take the form of a modern weapon.
- You may spend a point of Ancestors background to attempt a retest, as though you had spent a point of Willpower. This effect cannot be used in conjunction with a typical Willpower retest.

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Focus [Intelligence]

Your karmic awareness offers you a unique bond with those who have come before you. When you activate this power, you can immediately activate one of the above effects without expending a dot of your Ancestors background. You must possess this Focus naturally in order to benefit from this effect.

Uktena Gifts

• Sight of Hidden Places

The world is never what it seems at a mere glance. Truth hides beneath the deceptive illusion of normality, if only you dare to seek it. After taking a moment to attune yourself to the energies imbued into a place, you learn everything special or hidden about the location. You intuitively know about hidden passages, secret caves, or buried treasure. If you are looking for a mundane object hidden within the location, you immediately know its location.

Affinities: Uktena

System

By spending 1 point of Gnosis and spending a full turn doing nothing but concentrating, you can mystically attune yourself to a place in the Material Realm. If you are in a building, you immediately learn its layout and number of inhabitants at that moment. You receive accurate information about the building's design—where each room is, whether there are secret passages or hidden chambers, and so forth. In addition, you also learn the location, approximate size, and general type (humanoid or animal) of all living (and undead) things within.

You may target a building as large as a mansion. When acquiring information about a massive superstructure or a skyscraper, each activation of this power only discerns information about the closest three floors in either direction.

If you are outside and away from a city, you know the geographical lay of the land within a mile of your current location and can locate hidden caves, hollows in trees, or buried treasure. Within a city, you only obtain information about the layout and structure of two city blocks. If you seek a lost item, such as a map, a computer, or a hidden trove of cash, you can locate it immediately by expending a standard action.

You can only be attuned to one place at a time. Sight of Hidden Places does not directly pierce Blur of the Milky Eye or other supernatural means of hiding, but it does allow you to know the number of creatures in the location and their general locations, even if they are supernaturally hidden.

Focus [Perception]

You gain a +2 wild card bonus to your Dodge test pool when you are attuned to the location in which you are attacked.

•• Raven's Wings

The wolf is a spiritual tether to Mother Gaia. He is her protector. Some say that he was not meant to fly. Few enemies would expect a werewolf to attack from the skies, and perhaps that is why the Uktena developed the means to do so. You may sprout the beautiful, black wings of a raven to lift you into the air and almost touch the stars.

Affinities: Uktena

System

Spend 1 point of Gnosis and use your standard action to sprout giant black-feathered wings. For the next 15 minutes, you can hover, fly, or float in the air, moving at your normal speed. While flying, you can carry up to 50 pounds of equipment for each dot you possess of the Occult skill. Raven's Wings may be augmented with other supernatural gifts, such as Pursuit, to increase your flight speed.

Focus [Intelligence]

You can now carry 80 pounds of equipment for each dot of the Occult skill that you possess, rather than the standard amount.

••• Coils of the Serpent

You can tap into the genetic memory of your ancestors to summon forth dark serpentine tentacles that spring from your flesh, entangling your enemies and holding them in a viselike grip or shielding you from attack. Some believe that this gift reflects a dark heritage from a time before memory when the tribe that became the Uktena was once part of Grandfather Snake's brood. Others believe that this power is a tangible manifestation of the Dark Umbra.

Affinities: Uktena

System

Spend 1 point of Gnosis and expend your standard action to painfully sprout four serpentine tentacles from your abdomen. Each tentacle is six feet in length, comprised of shadow, mist, and Rage. These Coils of the Serpent act independently of you, each functioning as a single sentient creature, but remain attached to you. Each Coil of the Serpent has 4 health levels, has one standard action each turn that acts on your intuitive, and has a test pool of 10.

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Coils of the Serpent have two different methods of attack:

- The coil may strike any target within two steps, inflicting 1 point of normal damage per successful strike. Your Rage bonus does not apply to this damage.
- The coil may attempt the Grapple combat maneuver without spending Willpower.

In mass combat, Coils of the Serpent can help you with the Assist Attacker or Assist Defender mass combat tactics, using the same rules for Stock NPCs (see **Chapter Seven: Core Systems: Stock NPCs and Mass Combat**, page 348), but not both.

Coils of the Serpent have no ability to think and cannot be targeted by Mental and Social powers. If you are incapable of attacking a target, your arms are also incapable of taking hostile action against that target.

Focus [Manipulation]

Your Coils of the Serpent have attack test pools of 12. Each inflicts 2 points of normal damage and possesses 6 health levels.

•••• Rend the Patron Spirit

The Uktena have long-studied the spirits and know both their strengths and weaknesses. You know how to separate a shapeshifter from her patron spirits—be they pack totems, fetish spirits, or ancestor spirits. You can mute the mystical link that grants totem blessings, sever attunements to fetishes, and silence ancestor spirits. You can't block the connection forever, but you can halt it for a time, giving you an edge against your foe.

Affinities: Uktena

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and a standard action gesturing towards your target. If you succeed in an opposed challenge, you learn the identity and number of all of the patron spirits connected to your target, including her pack totem, fetish spirits, and particular ancestor spirits. You may then spend 1 additional point of Gnosis to disrupt your target's attunement to one of those patron spirits for 15 minutes.

For the duration of this power, the target loses access to the benefits granted by that patron spirit, such as bonuses granted by a totem spirit, help from an ancestor spirit, or the ability to activate a fetish's qualities, as though the fetish is not attuned to the target. Fetishes that are already activated remain active. Rend the Patron Spirit may be used multiple times against a target to sever the link to different patron spirits.

Exceptional Success

Scoring an exceptional success allows you to remove all of the benefits granted to the target from up to three different patron spirits.

Focus [Perception]

Your deft perception allows you to more keenly sever the bonds of power, extending the duration of this power to one hour.

••••• Gnosis Drain

Gnosis is the very stuff of life, fueling its mysteries, wonders, and secrets. Because of its secretive nature, Uktena can steal Gnosis and turn it to their own purposes. You've learned to suck the Gnosis from your enemies and use it to recharge your own spiritual batteries. This power can cripple shapeshifters and consume spirits.

Affinities: Uktena

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action gesturing towards a target no more than 25 steps away from you. If you succeed in an opposed challenge, you mystically draw 3 points of Gnosis from your victim into yourself. This energy cascades out of your enemy's skin in a shimmering light into your open hand, to be absorbed instantly into your system. The target senses that you have somehow sucked away a portion of her life-force and will experience it as a painful loss.

In addition, you have learned to absorb the supernatural resources from other awakened creatures in the same manner. You can steal vitae (Blood points from vampires), quintessence (from mages), and glamour (from fae). This power recharges your Gnosis pool, but it does not protect you from the consequences of ingesting such substances. For example, if you drain vitae from a vampire, you are susceptible to the effects of the blood bond.

Exceptional Success

You steal 4 points of Gnosis from your target, rather than 3.

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Focus [Intelligence]

You may attempt to use Gnosis Drain on the same target again, if you failed against her. This is an exception to the rule preventing you from repeating a failed Mental challenge against the same target.

Wendigo Gifts

• Icecraft

Embracing your bond with the spirits of ice and snow, you make winter manifest. Even in the cruelest heat, you may craft anything from ice, such as glittering knives or a frozen bridge across a canyon.

Affinities: Wendigo

System

Spend 1 point of Gnosis and use your simple action summoning spirits of winter into your hands. Ice manifests within them, which you can then mold into any inanimate item that fits within your hand. Items created with this power must be of simple design and cannot contain electronics or moving parts. Icecrafted items last for one hour for each dot of the Crafts skill you possess. Weapons and items created with this power are created as per the **Equipment Generation System**. For more information, see **Chapter Fifteen: Influences and Equipment, Equipment**, page 705.

Focus [Intelligence]

You may create items up to 5 cubic feet in size. If an item is too big to appear in your hand, it appears in the closest empty space in front of you, touching your empty hand. Multiple uses of this power can stack upon each other, creating walls or bridges made entirely of ice.

•• Blood in the Air

Your predator heart craves to cull the weak and wounded; the spirits of wind are eager to bring them to your attention. The slightest scent of blood pulls you towards a wounded creature with unerring accuracy.

Affinities: Wendigo

System

Spend 1 point of Gnosis and use your standard action to breathe deeply and taste the wind. You immediately become aware of anyone who has taken a single point of damage within one mile of your current location. This power does not reveal how wounded your target might be in terms of health levels, but you can sense the direction and distance she is from you. In addition, if you have Familiarity with the Target (see **Familiarity with Target**, page 214), you may identify who she is.

Once you have detected someone through the activation of this power, you may attempt a tracking challenge to find her. For more information, see **Chapter Eight: Dramatic Systems, Tracking**, page 402.

Focus [Perception]

You may spend an additional point of Gnosis to gain a +5 wild card bonus to track any target you identified with Blood in the Air. If the target is hiding with supernatural abilities, you receive a +2 wild card bonus to overcome her supernatural defenses.

••• Bloody Feast

The taste of an enemy's blood is sweet and inspires you to even higher levels of ferocity. As your claws and teeth rend your target's flesh, your spirit draws sustenance from the life that flows within that blood, rejuvenating your body.

Affinities: Wendigo

System

If you succeed in damaging your target with a bite attack, you taste her blood and may immediately spend 1 point of Gnosis to gain 1 point of Rage.

Focus [Charisma]

The blood of your enemies revitalizes you. Once per combat, you may recover 1 point of spent Willpower in addition to 1 point of Rage whenever you activate this gift. This gain cannot provide Willpower in excess of your maximum Willpower pool.

•••• Strength of the Pines

Your ties to the earth and its spirit run deep, coursing through your blood and the blood of your ancestors back unto the days when Garou first walked the land. You can channel the life that beats within the heart of the earth and use that force to heal your flesh.

Affinities: Wendigo

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System

Spend 2 points of Gnosis and use your standard action to ground yourself in connection with the spiritual and natural world around you. For the next five minutes, you gain the benefits of your regeneration Rage effect every round, instead of the normal every turn. In addition, your intense bond grounds you, rendering you immune to electricity damage. Once activated, this power automatically ends if you move from the spot in which you are grounded, either willingly or forcibly, such as through the Knockback Ranged Weapon quality.

Focus [Charisma]

You may extend the benefits of your Strength of the Pines to one willing target. The target must be within five steps of you, and if she moves from where she is rooted as per the above, she immediately loses the benefits of this gift.

••••• Heart of Ice

Few are born who can survive exposure to the frozen north that you call home. Calling upon your bond with mighty Wendigo, you can invoke his merciless winds to seek your target's heart. These winds follow her wherever she goes, flooding her veins with icy magic that causes her to freeze from within.

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Spend 2 points of Gnosis and use your standard action to look at your target, uttering a curse. If you succeed in an opposed challenge, your target receives 2 points of aggravated damage immediately, followed by an additional 1 point of aggravated damage at the beginning of the next three turns, as your target's body temperature drops. If the damage from Heart of Ice results in killing your target, her body immediately freezes solid from the inside out.

If you have familiarity with your target, you may activate this gift up to one mile away, without the need for line of sight. Once a target has been successfully affected by Heart of Ice, she cannot be targeted by this power again within the same game session.

Exceptional Success

Your curse is especially potent, dealing 3 points of aggravated damage upon its initial activation, instead of the normal 2 points.

Focus [Perception]

Wendigo pursues your target with greater tenacity. The strength of your curse is such that the additional aggravated damage on subsequent turns lasts for four turns, instead of the normal three turns.

Fera Gifts

Fera gifts can only be purchased by characters of the appropriate type, unless a merit grants your character Fera affinity.

Ajaba Gifts

• Mask of Night

For centuries, mankind believed that hyenas were hermaphrodites, creatures existing between the sexes. Legends spread far and wide supporting this belief, continuing to this day, despite being long refuted by scientists. With this gift, you have harnessed the power of these legends, enabling you to embrace a gender fluidity and shift your appearance.

Affinity: Ajaba

System

Expend 1 point of Gnosis and use your standard action to focus on your inner appearance. At the end of the round, your body shifts, your facial features changing just enough so that you are not immediately identifiable. This change allows you to take on more classically feminine or masculine features, building on your own. Once you have shifted your features, they will remain altered for 24 hours, unless you choose to change them back. Only those who have Familiarity with you (see **Familiarity with Target** page 214) will be able to recognize who you truly are.

Focus [Appearance]

This shift in appearance is so drastic that even those who have Familiarity with you will be unable to recognize you.

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•• Feral Laughter

The laughter of a hyena is said to be a bad omen. Some believe that this sound will bring deformities to their unborn children, while others hide in fear from an attack they know will soon come. You have learned to harness the power of your voice, drawing others into your maniacal laughter and leading them into the darkness.

Affinity: Ajaba

Test Pool: Social attribute + Intimidation skill versus targets' Social attributes + Willpower

System

Expend 1 point of Gnosis and use a standard action to imbue your voice with the terrifying tenor of a hyena. Attempt an opposed challenge against all opponents within five steps of you. If you succeed, those targets immediately begin to laugh and howl along with you. Until the end of the next turn, they cannot benefit from any form of supernatural concealment or mundane stealth, as they laugh and howl along with you. Any opponent already under supernatural concealment must also make this challenge, and immediately drops out of concealment if they fail. Additionally, the use of any Social or Mental powers for the duration of this gift requires the user to spend 1 point of Willpower to activate, in addition to any other costs.

An individual can only be affected by a single use of this power at a given time. If a target is affected by a second use of Feral Laughter, the effects of the previous application ends.

Exceptional Success

If you achieve an exceptional success against an opponent, your laughter strikes fear into her. For the duration of this gift, she is unable to attack you unless you have attacked her in the same round. She may spend 1 point of Willpower to resist this effect for the duration of the power.

Focus [Manipulation]

The duration of your Feral Laughter extends for an additional turn, for a total of two turns.

••• Fall from Grace

In the savanna, speed and readiness are instrumental in a species' ability to survive. This power dulls your opponent's reaction time, making her easy prey for the canny predator.

Affinity: Ajaba

Test Pool: Mental attribute + Awareness skill versus target's Mental attribute + Willpower

System

Expend 1 point of Gnosis and your standard action to dull your opponent's reactions. For the next three turns, she receives a -5 penalty to her initiative. Apply this penalty after she applies any bonus to her initiative.

Exceptional Success

If you achieve an exceptional success against an opponent while using this gift, the effects persist for five rounds instead of the standard three.

Focus [Manipulation]

Your opponent receives a -10 penalty to her initiative, instead of -5.

•••• Rending Jaws

The bite of the hyena is vicious, its jaws latching on to its opponent and shattering bones beneath its force. With a brutal, quick attack, you drain your opponent and leave them shattered beneath you.

Affinity: Ajaba

Test Pool: Physical attribute + Brawl skill versus target's Physical attribute plus Dodge skill

System

Spend 1 point of Gnosis and make a Physical attack against your opponent, which must be a bite. This attack may require your target to be grappled, depending on your current form (see **Chapter Seven: Core Systems, Combat, Combat Maneuvers, Grapple**, page 344). If you win the opposed challenge, you immediately drain 1 point of Willpower from your opponent as you rip through her flesh.

Exceptional Success

If you achieve an exceptional success against an opponent while using this gift, the Willpower drained from your target restores 1 point of your expended Willpower.

Focus [Appearance]

If your opponent's Willpower pool is reduced to 0 by a successful attack using Rending Jaws, she falls into the third stage of Harano (see **Chapter Eight: Dramatic Systems: Harano**, page 380). This effect persists until the character fully replenishes her entire Willpower pool.

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••••• Marked for Death

As the cullers of the herd, the Ajaba understand that death will eventually come to us all. Drawing on your mandate, you call out to the spirits to deny your target any aid or assistance, designating her as the next to be slain. Many Ajaba consider this gift a kindness, allowing them to seek out the weakest among the herd in order to deliver a swift and painless death.

Affinity: Ajaba

Test Pool: Mental attribute + Intimidation skill versus target's Mental attribute + Willpower

System

Expend 2 points of Gnosis and your standard action, whooping in the direction of your target as you direct the nearby spirits to harry her. If you succeed in an opposed challenge, your target cannot benefit from any helpful powers, including healing gifts such as Gaia's Touch, and she cannot participate in any howl-and-response effects as you target her for culling. Additionally, your opponent is unable to be targeted by the Assist Defender or Assist Attacker mass combat tactics. This gift lasts for 15 minutes, or until the target is killed. You can only target one character with Marked for Death at any given time.

Exceptional Success

If you achieve an exceptional success against an opponent, she is temporarily stunned, and acts last in the initiative order on her next turn.

Focus [Wits]

You are no longer limited to targeting a single character with Marked for Death; up to three targets can now suffer the effects of your use of this gift at a time. You must still enact each use of the power successively, including making all appropriate expenditures and succeeding in the required opposed challenges separately against each target.

Ananasi Gifts

• Ananasi's Web

Every spider knows how to weave a web—as a trap, a home, and a tool. You have learned how to create strong webs that can be used to block doorways or bridge gaps. You can also use your webs to bind your enemies or strip them of their possessions.

Affinities: Ananasi

Test Pool: Physical attribute + Athletics skill versus the target's Physical attribute + Dodge skill

System

Expend 1 point of Blood and use your standard action to start spinning your web. If you are using a web as a tool, such as to seal a doorway or build a nest, you may create five cubic feet of web per application to accomplish this goal. Anyone seeking to pass must first succeed in a static test versus your Physical attribute + Athletics skill every round they attempt to move. If they fail, they are unable to pass. You may move through your own webs without penalty.

If you create a single strand, you may extend it five steps for every point of the Athletics skill you possess, and it may hold up to 1,000 pounds in weight. You can create multiple webs or strands of webs.

Each section of your webs has 4 health levels, and lasts indefinitely. Your webs take double damage from fire.

You may also use this power as an attack to immobilize or disarm an opponent. Make an opposed challenge against a target within 15 steps of you. If you succeed, you spit webbing at your target and may affect her with either the Grapple or Disarm combat maneuver (see **Chapter Seven: Core Systems, Combat, Combat Maneuvers**, page 343). If you chose to Grapple your opponent, you can move and act as normal without ending the effects of the Grapple. If an individual grappled by this power attempts to escape your web, she must succeed in a static challenge using her Physical attribute + Brawl or Melee skill (if appropriately armed) versus your Physical attribute + Athletics skill. You may not retest the result using Willpower.

Focus [Intelligence]

When you are using your webs as tools, you may expand them to 10 cubic feet, if covering an area, or 10 feet per dot of Athletics skill, if creating a line. When you attack with them, you may apply both the Disarm and Grapple combat maneuvers without spending an additional Willpower.

•• Replenishment of the Flesh

The Ananasi do not regenerate like their cousins, instead requiring blood to heal. You, however, have found another way to restore your vitality. You are able to call on your kinship with lesser spiders, ordering them to hunt on your behalf.

Affinities: Ananasi

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System

Expend 3 points of Blood and spend 3 standard actions calling on the spiders in the nearby area. For each dot of the Animal Ken skill you possess, a swarm of spiders appears at your location, ready to scour the area in search of a meal. As soon as you dispatch them, they scurry off, hunting insects and small prey. Fifteen minutes after you send them out, they return, full of the blood they've collected from the nearby area. Each swarm carries a single point of Blood, which you may ingest by devouring them at a rate of one swarm per standard action.

Focus [Manipulation]

You are able to convince a greater number of spiders to come to your aid, summoning a number of swarms equal to twice the number of dots you possess of the Animal Ken skill.

••• Tit for Tat

Drawing on your kinship with Ananasi, you are able summon a horde of umbral spiders. At your command, they assault your target, draining away her mystic energies.

Affinities: Ananasi

Test Pool: Mental attribute + Survival skill versus the target's Mental attribute + Willpower

System

Expend 1 point of Blood and expend a standard action to initiate an opposed challenge against your target. If you succeed, your target immediately loses 1 point of Gnosis as a hundred tiny spider spirits appear, covering her body. They continue to harry her; at the beginning of each turn for the next five turns, she loses 1 additional point of Gnosis.

Exceptional Success

If you score an exceptional success, this power lasts for 10 turns instead of five turns.

Focus [Intelligence]

You gain a point of Gnosis for each point your opponent loses in this way.

•••• Entropy's Curse

That which is painstakingly constructed can always be torn apart. As the foremost of weavers, the Ananasi know which threads to pull to unravel even the most powerful of magic. With this gift, you are aware of the patterns that underlie all things, and can pluck at the component strings until it all comes undone.

Affinities: Ananasi

Test Pool: Mental attribute + Awareness skill versus the target's Mental attribute + Willpower

System

Expend 1 point of Blood and your standard action to unravel the strands of magic surrounding your target as you pantomime the shredding of fabric. If you succeed in an opposed challenge against the original user of the power, you undo one persistent power on the target or remove a magical effect from one item in her possession. You do not need to know what the power or effect is, simply knowing its effect exists is enough to be able to rip it away from the target.

You can remove persistent effects from a target, such as the harmful or beneficial effects of a power, or an active ritual; or you can remove one active effect from a fetish or other magical item your target is currently carrying. This effect does not destroy the fetish. You can also remove harmful effects from yourself or others, preventing the same gift from being used against you for an hour from the same source. If you remove an effect from an item, this removal lasts for an hour.

Exceptional Success

When you remove the effects of a power from an item, you may choose to remove the effect for the rest of the night, instead of an hour. If you remove an effect from yourself or others, you cannot be targeted with the same power for the rest of the night from the same source.

Focus [Perception]

You can unweave a beneficial power from a target or an effect on an item, and then transfer the effect to yourself or another target, using the power's normal duration. You can only have a single transferred effect active at a given time. Additional applications cause the previous use to end.

••••• Spider on the Mirror

As the old adage goes, many hands make light work. No creature takes advantage of this advice in the way the Ananasi can. You know how to create functional clones of yourself, additional bodies capable of fooling others, fighting on your behalf, or completing tasks. If the numbers are not in your favor, you are quick to rewrite the odds.

Affinities: Ananasi

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System

Expend 2 points of Blood and expend a simple action to create a drone. The drone appears at the end of the turn, seeming to pull away and separate from your flesh. Drones are identical to you in appearance, yet lack a personality of any sort.

Drones are rating 4 Stock NPCs. They appear with 1 point of Blood in their system, and may ingest up to 5 points of Blood by feeding in the same way as an Ananasi can. They share a Gnosis pool with their creator. Create these drones as if they were kinfolk, able to purchase general gifts, Ananasi gifts, and skill specializations; however, they can only purchase gifts you yourself possess, and skills of which you possess at least 2 dots.

You may create a number of drones equal to the number of dots you have of your Occult skill. These clones are able to follow simple commands, but will act in self-preservation, unless it contradicts your orders. At the end of the game session, the drones turn into skittering mounds of small, mundane spiders.

You may also make use of this skill during downtime to gain one additional downtime action. If you do, you also arrive to the next game session missing 2 points of Blood from your Blood pool.

Focus [Perception]

By expending a simple action, you can mentally tap into a drone's perceptions to see through its eyes and hear through its ears.

Bastet Gifts

• Center of Attention

When a cat wants attention, she finds a way to get it. Whether seduced by your charisma or captivated by your aura of restrained menace, others find it impossible not to notice you.

Affinities: Bastet

System

Expend 1 point of Gnosis and use a simple action to quietly purr or snarl, depending on your mood. For the next hour, you radiate a charismatic aura, automatically gaining the Gaze and Focus of anyone within your line of sight. Affected characters may ignore all uses of Center of Attention for one hour, even if multiple individuals use that same power, by spending a point of Willpower.

Focus [Appearance]

While your Center of Attention is active, you do not give others your Gaze and Focus when interacting with them, whether you are conversing with them, attacking them, or targeting them with powers. This immunity does not extend to supernatural means of gaining your Gaze and Focus, including gifts such as Marshal's Vigilance, or other uses of Center of Attention.

•• Cat-like Reflexes

The most common clichés arise from a basis in fact. You move with the feline grace attributed to cats since time immemorial. Not only are you physically faster than others, but you also react with a speed that few can match.

Affinities: Bastet

System

Expend 1 point of Gnosis and use a standard action heightening your reflexes and sharpening your senses. For a number of turns equal to the number of dots you possess of the Athletics skill, you gain a +3 wild card bonus to your initiative. This wild card bonus to your initiative stacks with any initiative bonus granted by the Fast weapon quality. While this power is active, you may also use the Burst of Speed combat maneuver once without expending Willpower.

Focus [Perception]

Your supernaturally heightened senses provide you with an innate ability to feel the presence of others, even if you cannot see or hear. You can use the Fighting Blind combat maneuver without expending Willpower to do so.

••• Perfect Passage

Nothing can bar your entry from those places you wish to enter. You are able to slip past the most sophisticated locks and obstacles in search of secrets and lore. Such is your connection with the spiritual world that you can even pass through solid objects, if you desire.

Affinities: Bastet

System

Expend 1 point of Gnosis and use your standard action to align yourself with the spirit world. For the next five minutes, you can travel through any obstruction that bars your path—locks open, security systems deactivate, and

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cameras malfunction, allowing you ingress. You may even walk through solid objects that impede you, although you are still vulnerable to harm, per normal, and can still be the target of combat attacks.

While this gift eliminates your scent and removes any footprints you may leave behind, it does not render you invisible. This power does not function when you are grappled, handcuffed, or otherwise restrained. In addition, it only functions when you are unobserved.

This gift only functions for the purpose of entry; escape is another matter altogether. If the user of this power wishes to leave a given location, she must do so using other gifts or through mundane means.

Focus [Perception]

While your Perfect Passage is active, you may see through solid objects by spending a simple action to do so. Nothing less than lead lining, or a two-foot-thick span of concrete will impede your vision.

•••• Clawstorm

It is never wise to back a predator into a corner. Your claws flash with unearthly speed, leaving your targets bleeding before they even realize they have been struck.

Affinities: Bastet

System

Spend 1 point of Gnosis and use a simple action to sharpen your claws. For the next five minutes, whenever you score an exceptional success in a Physical attack (see **Chapter Seven: Core Systems, Types of Attacks, Physical Attacks**, page 342) using your claws, you may immediately attempt an additional Physical attack with your claws against the same target, without requiring you to expend an action to make the attempt. This attack can only deal damage, and cannot be used to activate gifts or be combined with combat maneuvers. You can only make one additional attack in this way.

Note that this power does not normally allow you to surpass the maximum limit of Physical attacks a single target can receive per round. This gift cannot be combined with or triggered by powers with other powers that add additional attacks, such as Apotheosis of Rage.

Focus [Wits]

Your bonus attacks from Clawstorm do not count against the total number of attempted Physical attacks a target may receive in a round.

••••• Thousand Thunder Strike

Lightning flashes and thunder resounds when you strike the ground. You focus that sound into a shattering wave that unleashes in a line, rending anything in its path.

Affinities: Bastet

Test Pool: Physical attribute + Brawl skill versus target's Physical attribute + Dodge skill

System

Expend 2 points of Gnosis and use your standard action striking the ground. Choose a horizontal direction. All targets located along a line five steps long and three steps wide from your position must defend against your Thousand Thunder Strike via an opposed challenge with you. If you succeed on the challenge, your attack deals 3 aggravated damage.

Exceptional Success

A successful use of Thousand Thunder Strike inflicts 4 points of aggravated damage, instead of the standard 3 points.

Focus [Manipulation]

The reach of your Thousand Thunder Strike extends an additional 10 steps, for a total of 15 steps long.

Corax Gifts

• Tower of Babel

The Corax have traveled to the farthest reaches of the earth and Umbra, picking up bits and pieces of language, piecing them together within the collective knowledge of their breed. You have learned how to tap into this knowledge and can use it in order to understand any language, spoken or otherwise.

Affinities: Corax

Test Pool: Mental attribute + Linguistics skill versus target's Mental attribute + Willpower

System

Expend 1 point of Gnosis and use your simple action to delve into the collective spiritual knowledge of your breed. For a number of minutes equal to the dots you possess of the Linguistics skill, you are able to understand a language that is being spoken or gesticulated in your direction. You also know how to read in that language. You are able to

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construct languages from your knowledge, creating new terminology and vocabulary that can only be understood by other Corax.

In addition, you are able to scramble the communications of others. If you successful opposed challenge using a test pool consisting of your Mental attribute + Linguistics skill versus your target's Mental attribute + Willpower, the target is only able to speak gibberish for a number of rounds equal to your dots of the Linguistics skill, making commands, verbalizations, and other non-telepathic communications from the target, such as texting, fail.

Focus [Intelligence]

Using your knowledge of how language is constructed, you are able to break down any cyphers or secret codes used in spoken or written words. If the code is supernaturally encrypted, such as through Technomancy, you do not automatically decode the information, but gain a +5 wild card bonus in your attempt to do so.

•• Eater of the Dead

Ravens have long been the first to arrive at scenes of carnage and death, feasting on the dead bodies others leave carelessly behind. Flesh has memory, and you have learned how to take advantage of this fact to both relieve your hunger and quench your curiosity.

Affinities: Corax

System

Expend 1 point of Gnosis and use your standard action to begin feeding on dead flesh. This flesh must belong to a corpse or to another non-living creature, such as a zombie or a vampire. If the eye is from a non-living creature, the creature must also be immobilized.

When you feed on the flesh, you heal 2 levels of damage and receive a vision of the target's death from her perspective. Additionally, you may learn one piece of information about the target's life from the following list:

- What type of creature is/was the target?
- What emotions was the target feeling at the time of her death?
- What was her profession when she was living or motile?
- What were the target's merits/flaws? You must consume the right eye to learn merits, and the left eye to learn flaws.
- What was the target's highest/lowest trait category? You must consume the right eye to learn the highest category, and the left eye to learn the lowest category.
- What was the target's greatest triumph/deepest regret? You must consume the right eye to learn the greatest triumph, and the left eye to learn the deepest regret.

You must choose between eating either your target's right or left eye, and you cannot benefit from eating both. If you feed on your target's right eyeball, the answers to the above questions will reflect the positive nature of the corpse's life. If you feed on the left eyeball, the answers to the above questions will reflect the negative details of the corpse's death. For example, eating the right eye of a fallen warrior might reveal that he fought valiantly in his final moments, saving his friends. However, eating the warrior's left eye might reveal that he died supporting a failing cause, hopelessly outnumbered. Corax must alternate between eating left and right eyes. If they feed from the same eye consecutively, they gain a temporary derangement (For more information, see **Chapter Six: Merits and Flaws, Flaws, Derangements**, page 328) based on their last meal. This derangement lasts until the Corax takes a new meal using Eater of the Dead.

Furthermore, a Corax using Eater of the Dead does not receive Wyrm Taint for eating a contaminated target and is immune to the effects of any poison, toxic substance, or drug currently afflicting the target. If you feed from a vampire, you still benefit from Eater of the Dead, but you cannot be blood-bound or become a ghoul by using this power; your gift turns the flesh to dust in your mouth.

Focus [Perception]

You may choose to learn a second piece of information regarding the target, choosing again from list of questions above.

••• Razor Feathers

The Corax aren't warriors—they prefer to fly high and let others duke it out. However, a raven knows how to strike fast and escape in a pinch. You are capable of turning your feathers into weapons; they slice open your enemies and make them think twice about pursuing you.

Affinities: Corax

Test Pool: Physical attribute + Athletics skill versus target's Physical attribute + Dodge skill

Expend 1 point of Gnosis and use a simple action to turn your feathers into deadly weapons for the next 10 minutes.

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You must be in Harpyia, Rara Avus, or Corvus Magnus form to use this gift. Your feathers take on a metallic sheen and begin to shimmer.

You may use your metallic feathers as projectiles, either throwing them or launching them at your foes with a sweep of your wings. To do so, make an opposed challenge. If you succeed, add your Rage additional damage bonus to your total damage.

Focus [Intelligence]

Your skill with this gift allows you to use Razor Feathers with devastating effect. Your wings gain the Ranged weapon quality Spread (See **Chapter Fifteen: Influences and Equipment, Equipment, Ranged Weapons**, page 707).

•••• Unkindness

The Corax have few defenses against those who would go head to head with them, but what they lack in brute force, they make up for in strength of numbers. You have learned to call on your brethren, summoning them as a swarm that confuses and pecks at your enemies, allowing you time to take flight.

Affinities: Corax

Test Pool: Mental attribute + Animal Ken skill versus target's Physical attribute + Dodge skill

System

Expend 1 point of Gnosis and use your simple action screeching to Raven and summoning his spirits to aid you. If you succeed in an opposed challenge, you summon a flock of raven spirits to swarm the area. These spirits cannot be attacked or commandeered by gifts such as Awaken Minor Spirit, and they remain for 10 minutes. Any opponents within five steps of you receive a -3 penalty to their initiatives.

You may also spend a standard action to command the flock to attack. Make an opposed challenge against your target. If you succeed, your target takes 1 point of normal damage and is Blinded (see **Chapter Nine: Core Systems, Combat, Combat Manuevers, Fighting Blind**, page 344).

Focus [Intelligence]

When directing the flock, you may target up to three opponents at once with this power. Should you spend a point of Willpower to retest any of the opposed challenges to attack with the flock, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

••••• Portents

The future has always been within the grasp of Raven and his offspring, and there is no better way to know the future than to create it. You have learned how to read the future and to redirect the story to one more to your liking.

Affinities: Corax

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Expend 2 points of Gnosis and use a simple action to activate Portents, which lasts for 10 minutes. While this power is active, you can observe any challenge taking place between two individuals within your normal line of sight. You are able to recognize the nature of the challenge, including any powers used, as long as you possess the appropriate knowledge or Lore skill specializations. You also understand the nature of the outcome, including damage dealt. Once per turn, you may offer the challenge participant of your choice a +3 wild card bonus to her test pool for her next challenge. You cannot benefit from Portents yourself. You must designate this bonus at the start of the challenge, after it is announced, but before the challenge itself is thrown. This power may be used in conjunction with the gift View the Battlefield.

Focus [Perception]

In addition to the above, when observing a challenge between two other parties, once per turn you may assign -3 penalty to either party. You may choose to do this in addition to assigning the +3 bonus, or apply the bonus and penalties in different challenges. Use of this power counts as a Mental attack.

Gurahl Gifts

• Ursa's Light

The constellation Ursa Major is one of the most recognizable configurations in the night sky, always moving in its seasonal dance around Polaris. Calling upon your kinship to the stars, you can borrow a portion of their light, brightening your environs in their illumination.

Affinity: Gurahl

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System

Expend 1 point of Gnosis and use your simple action to reach towards the stars, calling on the light of Ursa Major. Choose a point anywhere within your field of vision to illuminate. A tiny star manifests, filling the area with silver light. The light eliminates any penalty for lack of light and offsets any supernatural darkness or vision-obscuring powers, such as Shroud of Night or Curse of Aeolus, in a 10-foot radius surrounding the point chosen. The point of starlight hovers in mid-air and lasts for 1 hour. The tiny star is intangible to others; they cannot move or cover it, but you may move or carry it in your hand.

Focus [Wits]

You may have up to seven of these tiny stars manifested at once, one for each star in the constellation Ursa Major. If you hand them to other individuals, they may move or carry them as well.

•• Ultimatum

While bears aren't inherently closed-minded, when they've settled on a course of action, they seldom waver, pursuing their goals with focus and determination. This gift and your inherent ferocity allow you to command the same commitment in others, forcing them to set aside their indecision and move forward subject to your terms.

Affinities: Gurahl

Test Pool: Mental attribute + Intimidation skill versus target's Mental attribute + Willpower

System

Expend your standard action and make an opposed challenge to afflict your target with terror as you boldly declare your conditions. You do not need to spend Gnosis to activate this gift. To use this power, you must have your target's attention (see **Gaze and Focus**, page 214). If you succeed, on her next action, your target must choose one of the two conditions you issue and immediately follow your instructions. The effects last until she has either fulfilled one of your conditions, or 10 minutes have passed, during which she has attempted to do so.

To use this power, you must always issue two—and only two—conditions, and neither can be immediately self-harming or absurd. For example, "Fight me, or leave," or "Tell me why you're here, or sit down and be quiet" are both valid. However, "Solve world hunger, or fly to Jupiter," is not, unless the means to do both are readily available. Once she chooses a condition, your target cannot change her mind and follow the other condition.

Targets of this power will take context into account. If you point at a door and order your target to "Leave!" she will attempt to leave via the door you indicated (as opposed to using a different door or jumping out of a window). If an order is confusing or ambiguous, the subject may respond with less accuracy, or perform her task poorly as she struggles to understand what's been asked of her.

This power cannot rob your target of the ability to defend herself, though she may be commanded to put aside her arms and lower her defenses. A character compelled to count loudly to one million can still dodge, run away, or even attack, so long as she keeps counting. However, she probably could not effectively hide (including through Blur of the Milky Eye) while calling out numbers. Should a character following a course of action prescribed by this power find herself in a situation where she may directly harm herself, the power's effects end.

A target can only be under the effects of one application of this power at a time. Should an individual be targeted with another application of this power, or a comparable one, such as Mastery, Command, or Mesmerism, the effects of the previous power end.

Exceptional Success

Your opponent must pursue the condition for 30 minutes, instead of 10.

Focus [Wits]

You may target up to three individuals at once with this power, and each must choose between your terms for themselves. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

••• Rejuvenation

The Gurahl are great proponents of harmony. They believe life is meant to be lived, and that all have a role to play in the cosmic dance of life. In situations where others would say a person is hurt or sick, the Gurahl say she simply lacks the energy to dance. This gift infuses your target with the vitality of spring, granting her the energy to rejoin the celestial dance.

Affinity: Gurahl

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System

Expend 1 point of Gnosis and use a simple action to activate Rejuvenation, flooding you, or a target you are currently touching, with sacred life energies. As this gift takes hold, she feels a rush of youth and vitality, akin to jumping into a cold mountain stream. Your target immediately heals 2 health levels, normal or aggravated, and heals an additional 2 health levels at the beginning of the next turn. Additionally, targets of advanced age experience renewed vitality for the next hour.

Plants and trees benefit from this power as well, instantly re-growing any snapped branches or damaged leaves. Flowers bloom regardless of season, and trees bear fruit.

Should you dare to apply this power to one of the undead, they receive no healing benefits, but instead feel a momentary rush as their dead organs spring temporarily to life. For a number of hours equal to six minus the number of dots they possess of the Generation background, they gain the benefits of the Blush of Health merit.

Focus [Intelligence]

You may use this power at range, targeting individuals a number of steps away up to your dots of the Medicine skill.

•••• Compel Hibernation

The coming of the wintery night brings a time of turning in the seasons, calling even the mightiest of bears to slumber. With this gift, you can impart a measure of that fatigue, granting merciful sleep to those in pain or giving pause to the reckless.

Affinities: Gurahl

Test Pool: Mental attribute + Medicine skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to instill your target with powerful somnolence. To target someone with this power, you must have her attention (see **Gaze and Focus**, page 214). If you succeed in an opposed challenge against your target, for the next 3 rounds, she loses her simple action as feelings of drowsiness overcome her. If, at the end of the three rounds, she has not been subsequently made the target of a challenge, if she is not involved in combat, and if her life is not in immediate danger, she will nod off and fall asleep for the next 10 minutes. During this time, any strong stimulus will awaken her, such as a gunshot, a violent shaking, being made the target of a challenge, or if anyone attempts to move her. If any of these criteria are met, the target will awaken on her next initiative action able to act, though possibly prone (see **Chapter Seven: Core Systems, Movement, Lying Prone**, page 340).

A Gurahl may also use this power on herself, entering into a deeper and more prolonged slumber. In this state of hibernation, her vital functions slow and she does not age. As she begins to sleep, she may choose a condition for her awakening: either a length of time or a set of circumstances that will prompt her return. As above, any strong stimulus will awaken her, leading many Gurahl to seek out secluded areas in the Umbra to dream away the ages without risk of disturbance.

Exceptional Success

Your opponent loses her simple action for the next five rounds, instead of the next three. If not already in combat or in danger, she will fall asleep immediately.

Focus [Intelligence]

If you choose to do so, you may impart an especially restful sleep. Instead of 10 minutes, your target will rest for the next hour, during which she will dream of pleasant memories. At the end of this time, she will awaken feeling renewed and refreshed. Your target loses all temporary derangement traits and heals 3 levels of damage, normal or aggravated. If she is awakened before an hour passes, as per the above, she does not gain these benefits.

••••• Aspect of the Death Bear

In the realm of Geth-Rura dwells Mangi the mystic hunter, the bear of life, death, and sacrifice, a patron spirit of the Gurahl. There he holds prisoner the souls of the dead; any who would return to the living must first escape his terrible grasp. You have the power to call upon his aid, joining with one of his spirits to assume a portion of his power. Should you desire, you may command the spirit to lead you to Geth-Rura to attempt to free a captive soul.

Affinity: Gurahl

System

Spend 2 point of Gnosis and expend your simple action to call upon a spirit-servant of Mangi. The spirit immediatly appears and joins with you, imparting a portion of his power. You manifest a dark and horrifying countenance as your fur or hair turns jet black and your eyes glow a dull red. For the next hour, you gain a +2 wild card bonus to your Intimidation, Medicine, and Occult skills, and your regeneration Rage effect doubles. For example, if you are at Rage 7, at the beginning of each round, you would apply the benefits of Regeneration II twice.

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Additionally, you may command the servant to direct you to Geth-Rura, Mangi's realm, where you may challenge him to release one of the souls of the departed. Travelling there requires a level 5 Heroic Quest through the Umbra (See **Chapter Eight: Dramatic Systems, Quests**, page 390). Once you have arrived, you must defeat Mangi the Death Bear in a wrestling match in order to coerce him to release the soul. The Storyteller determines character statistics for Mangi, but he is an Incarna of considerable power. Should you succeed, he will allow you to return with a single individual of your choice, bringing them back from the dead. Whether you succeed or fail, you cannot attempt to retrieve the same individual again, nor can any other. You can only visit the realm of Mangi once per year.

Focus [Appearance]

You receive a +3 wild card bonus to your Intimidation, Medicine, and Occult skills, instead of the standard +2 bonus.

Kitsune Gifts

• The Joyful Release

The last-born of Gaia came after the Impergium; thus, the Kitsune fail to inflict the Delirium on humans. You've learned to be careful, but sometimes, the curious see more than they should. Bai Mianxi mastered the arts of memory and forgetting from her time with Luna. You can remove a memory from your target and trade it with a false one colored with joy. Among Buddhists, the Joyful Release is a euphemism for one's final moments, when you have released all of your earthly burdens. Some Kitsune are known to use this gift to give their targets a brief moment of happiness before their deaths.

Affinities: Kitsune

Test Pool: Mental attribute + Empathy skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to whisper the word "forget" to your target. For this power to be effective, you must have your target's **Gaze and Focus** (see page 214), and she must not be in active physical danger or in the middle of combat. If you succeed in an opposed challenge, your target enters a trance for a small amount of time while you whisper a false memory into her mind, replacing the real memory. If the target can't understand your language, the past 10 minutes of her memory are erased. Your target will then remain in a trance for one turn, believing that she became momentarily distracted, allowing you the time to slip away.

If the target is threatened or harmed in any way during the memory creation, she will snap out of this trance, ending the power. Provided your target can understand you, you may change the details of any single memory that occurred within the last 24 hours, but the new memory must contain elements of joy or elation.

Focus [Wits]

You can replace any single memory from the last 30 days, rather than the standard 24 hours.

•• Allure of the Fox

The legends of the Nine-Tails speak of their grace and allure. By momentarily capturing the attention of your target, you can slyly use your cunning to capture her heart and weaken her ability to resist your charming nature.

Affinities: Kitsune

Test Pool: Social attribute + Subterfuge skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to activate this gift. You must also have your target's **Gaze and Focus** (see page 214). If you succeed in an opposed challenge, your target feels emotionally drawn to your presence for the next hour.

She is now completely charmed by your personality, rationalizing any disdain or negative feelings she had for you before you used this power. While the target is not your slave and will not blindly obey your commands, she will admire you greatly and will be willing aid you in your goals, within reason.

The subject will rationalize her behavior while under the effect of this power. After its effect has subsided, those who already felt positively toward you will simply remember that you were particularly alluring; those who moderately disliked you will begrudgingly blame the brief change of heart on your incredibly persuasive skills. Only an individual who actively reviled you beforehand and wished you harm will clearly see that her actions were manipulated after the fact. Others watching the charmed individual may see more clearly that she is under the sway of your emotional control—but it will be difficult to convince the charmed individual that such is true.

Characters charmed by this power cannot bring themselves to harm you, physically or politically, and will generally be as nice to you as reasonably possible. Allure of the Fox is

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not mind control, and characters you've charmed are not obligated to follow your instructions to the letter. They will generally try to make you happy, and they will take your side in arguments or conflicts, so long as they are not put in danger by doing so. A charmed character may not risk her life to defend you, but she will lend assistance as long as the situation isn't dangerous. If you attack someone you've charmed, this power's effect ends immediately.

Exceptional Success

Scoring an exceptional success confers at a -3 wild card penalty to your target when she attempts to resist any Social powers you might levy against her for the next hour.

Focus [Appearance]

When you use Allure of the Fox successfully, its effects last for three hours instead of one.

••• Alchemy of the Blade

Luna feared for the Kitsune, knowing many would hate them for the joy they brought to the world. She taught them the secret alchemy of transmutation. You can magically transform any edged weapon into a strange composition that will strike deeply into your enemies, inspired by the very thing they fear the most.

Affinities: Kitsune

System

Expend 1 point of Gnosis and use a simple action to transform an item into any substance of your choosing, such as silver, wood, or cold iron. The item must be small enough to hold in your hands, such as a sword or a brick. Ever-tricksters, some Kitsune use this gift to bribe the foolish with the promise of false gold or diamonds. You may even transform this item or weapon into a common element or energy-, such as solid ice or blazing fire. You remain immune to any damage from this transformation regardless of the material or element chosen, unless you purposely injure yourself.

When a weapon is transformed using this gift, it gains the Strange Composition quality. All damage done with it inflicts aggravated damage on creatures that are vulnerable to this material and other associated effects, such as silver to werewolves. In addition, your weapon also gains the Balanced quality. These two qualities don't count towards the mundane limitation on equipment qualities. (For more information, see **Chapter Fifteen: Influences and Equipment, Equipment**, page 705).

This transformation lasts for 10 minutes.

Focus [Manipulation]

Your weapon also gains the Brutal quality. These three total qualities do not count towards the mundane limitation on equipment qualities. As a reminder, you cannot benefit from the same quality twice. (For more information, see **Chapter Fifteen: Influences and Equipment, Equipment**, page 705).

•••• Vulpine Pursuit

The myth of the hunt is as important to the fox as it is to the hound. The chase is the ultimate dance with death—a chance to prove your cunning and wits against those who would consume you. Magic forces your enemies to reenact this old tale. By triggering the blood lust in predators, you can cause them to chase you with abandon, forgetting all other goals—or you can provoke gentler feelings, creating an amorous desire for your mark to follow.

Affinities: Kitsune

Test Pool: Social attribute + Subterfuge skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to lure a target. To use this power, you require your target's **Gaze and Focus** (see page 214). If you succeed in an opposed challenge, choose one of the following effects:

- **Elude:** You may run like a prey animal. Your target feels an intense, uncontrollable lust for your blood and begins to chase you. Each round, she must spend at least a single action to pursue you. She must ignore all other potential targets, unless directly attacked. This power lasts for 15 minutes, or five turns during a combat, or until she tastes your blood. During this time, your target can only take steps in your direction, but will avoid hazardous obstacles and also avoid obvious attacks. If it becomes impossible to follow you without your target directly harming herself, the effect of the gift ends.
- **Entice:** You may move playfully, turning the chase into a friendly game, causing your target to mimic your speed and social posture for the next 15 minutes. This could turn into a seductive game of cat-and-mouse as you maneuver through a crowded party, or a flirtatious game of hide-and-seek. Each round, your target must spend at least a single action to pursue you. During this time, your target can only take steps in your direction, but will avoid hazardous obstacles and also avoid obvious attacks. If your target is attacked or engaged

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in an offensive opposed challenge, or if it becomes impossible to follow you without your target directly harming herself, the effects of this gift end.

Exceptional Success

The duration of Vulpine Pursuit extends to 30 minutes or eight turns, rather than the standard 15 minutes or five turns.

Focus [Manipulation]

Your target is overwhelmed with emotion, possibly anger or lust, and pursues you without grace. For the duration of this power, she must use both her simple and standard actions to pursue you until she is able to attack or touch you.

••••• Predatory Terror

Let the werewolves howl about their mighty honor and glory; a wise Kitsune understands the power of fear. Drawing upon the primal memory of all foxes, you channel the ancestral experience of being hounded and hunted, releasing it all with an anguished cry that triggers a fox frenzy in any near you.

Affinities: Kitsune

Test Pool: Social attribute + Empathy skill + Rank background versus target's Mental attribute + Willpower + Rank background

System

Spend 2 points of Gnosis and expend both your standard and simple action releasing a primal scream—venting the vast store of anguish from the ancestral memory of the hunts your fox ancestors endured. Characters within five steps of you must immediately engage in an opposed challenge against you. Any who fail are stricken with terror, succumbing to an immediate fox frenzy that lasts for five turns. For more information on fox frenzy, see **Chapter Eight: Dramatic Systems, Seethe Traits, Types of Frenzy, Fox Frenzy**, page 380. Characters immune to the fox frenzy, such as Get of Fenris with the merit Skaldi's Resolve or Rokea, are likewise immune to this power.

Characters gripped by the fox frenzy must flee your presence by the quickest, safest means possible. Afterwards, these individuals will not willingly come within five steps of you for the next 15 minutes, and will actively seek to avoid your presence and anger. For the duration of this power, a character affected by this power will not attack you unless you are barring her egress. If this happens, the victim may fight you in order to escape, but she will seek to move away at the earliest opportunity.

Exceptional Success

Targets affected by your Predatory Terror must avoid being within five steps of you for the next hour, rather than the standard 15 minutes.

Focus [Appearance]

Characters affected by this power will seek to remain at least seven steps away from you, rather than the five steps.

Nuwisha Gifts

• Possum's Wisdom

A wise Nuwisha understands when to continue pushing a prank, and when the time has come to leave her victims with the knowledge that she has granted them. While some targets appreciate the wisdom found in these lessons, others are less appreciative of the coyotes' skills—some even attempt to harm the Nuwisha in question. You have learned to avoid retaliation by preempting it and feigning death: a tactic that is often useful when avoiding angry werewolves or escaping minions of the Wyrm.

Affinity: Nuwisha

Test Pool: Social attribute + Subterfuge skill versus target's Mental attribute + Investigation skill

System

Spend 1 point of Gnosis and use a standard action to feign the appearance of death. You immediately fall to the ground, as though you have died; your breathing and pulse stop, your blinking ceases, and your skin turns cold. Anyone using mundane means to discern your current status concludes that you are dead. You cannot use any other gifts while under this illusion, and any voluntary movement immediately alerts others to your true status, should they observe it.

Anyone attempting to use supernatural means, such as Wolf Senses or Auspex, to discern your state must make an opposed challenge using her Mental attribute + Investigation skill versus your Social attribute + Subterfuge skill, with a -3 wild card penalty to her test pool. If she succeeds, she sees through the deception, recognizing that you are still alive.

Once activated, this power lasts for one scene, unless you choose to end the gift sooner by expending a simple action to do so. Once Possum's Wisdom ends, you must find hot food in order to help drive away the lethargy in your limbs.

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Focus [Appearance]

Anyone trying to use supernatural means to discern your current state receives a -5 wild card penalty to her test pool, instead of the standard -3 penalty.

•• Coyote's Laughter

Sometimes, mirth and joy can win the day when brute force cannot. You understand the importance of laughter and have learned to hone it as you would a weapon, diffusing tense moments, even during battle. With this gift, you are able to grant humor to any who open their hearts, providing a much-needed respite in times of need.

Affinity: Nuwisha

System

Whenever you use humor to disrupt the tension of a moment, you can call on Coyote's Laughter. Activating this gift does not require Gnosis or an action, but does require that you pull a prank or make a joke of some sort. Activating Coyote's Laughter in this way requires a modicum of effort and some degree of improvisation; canned humor does not suffice. The Storyteller determines whether or not you meet this criteria.

Alternatively, when you are the defender in an opposed challenge, you may activate this gift by relenting to a challenge after your opponent spent a point of Willpower to retest the challenge, but before the challenge itself is resolved, representing your laughter in the face of danger.

When you activate this gift, others can also reap its benefits by laughing along with you. Both you and a number of friendly targets you choose up to the number of dots you possess of the Empathy skill can receive one of the following benefits. Each beneficiary chooses her own benefit individually:

- **Decompress:** The target loses up to 2 Seethe traits.
- **The Best Medicine:** The target regains 1 spent point of Gnosis, which cannot exceed her maximum Gnosis pool.
- **Exuberance:** The target regains 1 spent point of Willpower, which cannot exceed her maximum Willpower pool.
- **Tears of Joy:** The target becomes immune to wound penalties until the end of the next turn. If the target is in the process of dying, she spends her last moments feeling at peace.

No individual, including you, can benefit from Coyote's Laughter more than once per hour.

Focus [Appearance]

When you activate this gift, you regain up to 2 health levels. This benefit does not apply to other characters; only you can benefit from it.

••• Duplicity

The savviest of tricksters, salesmen, and politicians are often described as speaking out of both sides of their mouths. While this expression refers to their knack for conveying different messages through the same speech, you are able to put this saying into nearly literal practice. Through the power of your cunning, you can focus your attention on multiple parties at once.

Affinity: Nuwisha

System

Expend 1 point of Gnosis to gain a special Rage action, up to one per turn. You can activate this gift at any point during the turn, even before your turn in the initiative order.

Your special Rage action occurs after the conclusion of the Everyman round, at the same time as normal Rage rounds, and uses your normal initiative. During this action, you can only take Mental and Social actions; you cannot initiate challenges that require your Physical attribute as part of their test pools. In addition, you can spend Gnosis during this action, which is an exception to the rule preventing you from spending Gnosis during Rage rounds.

Focus [Wits]

You can spend an additional 2 points of Gnosis to gain a second Rage action, subject to the above rules.

•••• Umbral Key

Since the War of Rage, the Umbral Dansers have held the keys to the Umbra, holding intimate knowledge about the secret pathways that cross the realms. With the advent of the Age of Apocalypse and the return of the Umbral Dansers to the Material Realm, this information has been shared among the Nuwisha. You have learned how to harness the power of the Umbra, and you are able to control who may enter and who will remain caught there.

Affinity: Nuwisha

Test Pool: Mental attribute + Awareness skill versus target's Mental attribute + Willpower

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System

Expend 2 points of Gnosis and three standard actions to focus on the local area of the Umbra, twisting and changing it to your will. You may affect the nearby Umbra in one of two ways:

- **Open Portal:** You can open a small, person-sized gateway across the Gauntlet, allowing anyone to pass in or out of the Umbra. Entrants can bring only those objects that a single person can easily carry. The Umbra rejects any non-shapeshifters who are brought into it; they reappear in the Material Realm after one hour. Keeping the gate open requires concentration; you must spend your standard action each Everyman round to maintain it. If you do not, the gate closes.

- **Lockdown:** You can lock the nearby area of the Umbra, preventing anything from entering or exiting the Umbra within a two-mile radius of your current location. If another individual seeks to cross the Gauntlet, she must first defeat you in an opposed challenge. If she fails, she is unable to cross. This challenge takes place before she spends the requisite time attempting to cross over, and the target must succeed at this challenge before she can use any gift or effect that incorporates crossing the Gauntlet, such as the gift Bolt or the merit Burrow. This gift cannot affect powers that seek to cross different barriers to other dimensions, such as crossing the Shroud into the Shadowlands.

You cannot open a gateway into a Wyrm-tainted area, unless you currently possess Wyrm Taint yourself.

Focus [Perception]

If someone attempts cross the Gauntlet when you have an area on Lockdown, you become aware of her presence. You may attempt a tracking challenge to find her.

••••• *Wicked Sense of Humor*

Coyote is known to take perverse delight in teaching humility to those who feel they know everything. Such pranks are often for the student's benefit, for an intractable mind is one that learns the least. Through the power of your cunning, you can steal away the cumbersome expertise that burdens a prospective student, returning her to the beginner's mindset necessary for learning. Whether she chooses to learn is another matter altogether.

Affinity: Nuwisha

Test Pool: Social attribute + Subterfuge skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to initiate an opposed challenge. If you succeed, name the skill of your choice. Your opponent must tell you her total permanent dots of that skill. If your target is a Stock NPC (see **Chapter Fourteen: Allies and Antagonists, Stock Non-Player Character Generation**, page 611), the Storyteller informs you whether or not the NPC has that Skill specialization.

You may then choose to take the skill from your target, causing her to lose all dots of that skill, or in the case of a Stock NPC, for her to lose that specialization. You gain 1 bonus dot in that skill, which can exceed your maximum possible dots for the duration of this gift.

Wicked Sense of Humor lasts until the next morning. No character can be under more than one application of this power at a time. Should a victim of this power be affected by a successive use, the effects of the previous application immediately end. If you take away another target's skill, the previous victim's skill immediately returns. You may choose to end the effects of this power at any time by expending a simple action to do so.

Use of this gift requires your target's Gaze and Focus (see **Gaze and Focus**, page 214). This gift affects only the target's permanent dots of the chosen skill; it does not affect temporary bonuses from gifts, such as Steel Sharpens Steel.

Exceptional Success

If you take your target's skill, you may choose to replace your current value of that skill with her permanent value. This exchange can cause your temporarily boosted skill to exceed your maximum possible dots of that skill. Treat Stock NPCs as having a value of 4 dots in each Skill specialization they possess for the purpose of Wicked Sense of Humor.

Focus [Charisma]

If your target has 4 or more dots of the chosen skill, you gain an additional bonus dot, which can exceed your maximum possible dots of that skill. Treat Stock NPCs as having a value of 4 dots in each Skill Specialization they possess for the purpose of Wicked Sense of Humor.

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Ratkin Gifts

• The Crawling Chaos

The Weaver forces order on the world, binding Gaia in her chains and threads. Rats gnaw at the roots of such complacency. They creep and crawl through the cracks, bringing chaos to human society and attempting to crash the whole system. This gift allows you to mimic that rodent ability in any form. You can crawl and creep into the dark places of this dying world to discover secrets or strike at your prey unawares.

Affinities: Ratkin

System

Expend 1 point of Gnosis and use a simple action to activate the Crawling Chaos. For the next hour, you can climb any surface, no matter how slippery or flimsy, moving at your normal speed even under extreme conditions, such as inclement weather. You have absolute balance and easily cling to any surface, defying gravity without effort. Further, you are able to fit through any opening that is large enough to accommodate your head. You gain perfect infrared vision that allows you to see clearly in total darkness, even if it is supernaturally generated.

Focus [Perception]

A Perception-focused Ratkin automatically detects poisons, toxins, and disease within 15 steps of her.

•• Blur of the Weeping Eyes

There's little glory in poisoning your enemies, but even werewolves pause at the thought of enduring the horrific effects of Blur of the Weeping Eyes. Using a trick taught by Mama Rat, you can transmute your blood and spittle into a deadly toxin that blinds your enemies as blood and pus encrust their eyes and the screams of every dark thought they've ever had echoes in their ears.

Affinities: Ratkin

Test Pool: Physical attribute + Athletics skill versus target's Physical attribute + Dodge skill

System

Expend 1 point of Gnosis and use a simple action to transmute your blood and spittle into a caustic poison that blinds your enemies and creates visceral audio hallucinations. For three turns, you may use a standard action and make an opposed challenge to spit this toxin at your target; this attack may be used during Rage rounds.

If you succeed, your target suffers 1 point of aggravated damage and the effects of a Blinding Attack (see **Chapter Seven: Core Systems, Combat, Combat Maneuvers: Blinding Attack**, page 343) that assaults the senses, causing hallucinations that distract and confuse your target. For the next 2 rounds, she suffers a -2 wild card penalty to all her non-defensive Mental and Social challenges.

Focus [Wits]

The duration of Blur of the Weeping Eyes extends to five turns, rather than the standard three turns.

••• Bolt

A rat makes her way through the world by being smart, running from anything that might eat her. You can bolt from your enemies by leaping through a temporary umbral tunnel, making it appear as though you teleported a short distance away.

Affinities: Ratkin

System

Expend 1 point of Gnosis and use your standard action to leap into an umbral tunnel. You disappear into the Umbra for a brief instant, and then exit into the Material Realm a short distance away, moving up to 25 steps in any direction, including up or down stories in a building. You cannot use this power if you are grappled or otherwise physically restrained, nor can you take anyone else with you.

Focus [Wits]

Your use of this power cannot be halted by a Grapple and can even be used to escape if you are physically bound, such as chained to a wall.

•••• A Plague of Rats

When you stoke your madness and your rage bubbles, you hear the endless voices of your brother and sister rats. You can transmute your very flesh into a plague of rats, crying for vengeance. This swarm of creatures moves together with a single purpose directed by your will.

Affinities: Ratkin

System

Spend 1 point of Gnosis and use your standard action to turn into a plague of rats consisting of one rat for each dot of the Animal Ken skill that you possess. All rats act independently on your initiative, and each can take one simple and one standard action each turn.

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When you activate Plague of Rats, all of your Mental and Social powers end. You cannot spend Gnosis or use Mental or Social powers while using Plague of Rats. Individual rats in your plague possess your Mental attribute, Social attribute, your attribute focuses, and skills, but each only has a Physical attribute of 3. These animals inflict 1 point of normal damage per Physical attack and have 3 health levels. If your rats attempt to retest in combat, each animal must spend Willpower separately, and they use your Willpower pool to do so. The plague of rats gain and lose Rage as a collective.

Rats created by this power can separate and perform individual tasks, but must remain within one mile of each other and cannot shapeshift to another form. You can use a simple action to return to your natural form at the location of any animal created by this power. When you revert to your natural form, you automatically reabsorb any of your animals that are within your line of sight. Animals not within your line of sight die instantly. Once Plague of Rats ends and you have reformed your body, you lose 1 point of Gnosis for each rat that you were unable to reabsorb, including rats destroyed in combat and rats destroyed because they were not within your line of sight when you reformed. If you have no Gnosis when you reform, you are incapacitated for 15 minutes or until you regain a point of Gnosis.

Rats created by this power are considered to be one entity for the purpose of powers that modify an individual's behavior or effect it. For example, if one rat is under the effects of Withering Gaze, then all of the rats in the plague suffer the effects of that power. However, gifts that heal flesh or replenish your Gnosis or Willpower automatically fail; your spirit is spread too thin for such powers to work properly.

Focus [Wits]

Each rat in your plague possesses a Physical attribute of 6 and 6 health levels, rather than the standard Physical attribute of 3 and 3 health levels.

••••• *The Slow Knife*

Once, the Ratkin's purpose was to spread disease and plague among humans, to cull the weak and thin the herd. However, the Weaver protects them now, rendering many old infections and diseases ineffective against new medicines and vaccines. This gift grants you the power of the ultimate infection—a spiritual disease so toxic, even Weaver medicine is powerless against it. Potent and merciless, its victims suffer in agony until they die; there is no natural cure. This disease can even affect other shapeshifters, if only for a brief time. Your enemies won't die quickly, but they will suffer. It's the slow knife that cuts the deepest.

Affinities: Ratkin

Test Pool: Physical attribute + Brawl skill versus target's Physical attribute + Dodge skill

System

Spend 2 points of Gnosis and use your standard action to bite your target. Depending on your form, this may require a separate grappling challenge (see **Chapter Seven: Core Systems, Combat, Combat Maneuvers, Grapple**, page 344). If you succeed in an opposed challenge, you inflict your normal damage and also infect your target with a virulent disease that immediately attacks her nervous system. The target is forced to endure agonizing symptoms while the plague runs its course: extreme pain, stigmata of the eyes, and uncontrollable seizures.

The end result of the plague depends upon the target's nature:

- Shapeshifters are able to withstand death, though the effects are extremely painful as the disease feeds off their life energies. For every point of Gnosis expended by your target, the target suffers a level of damage that cannot be reduced or negated. This effect lasts for 1 hour or until she is cured through supernatural methods.
- Kinfolk (and other partially supernatural humans) are immediately incapacitated, but they are just strong enough to last 24 hours unless they are likewise cured via supernatural methods. Like werewolves, they also take a point of damage for every point of Gnosis they expend.
- Humans are immediately incapacitated and die within an hour, unless they are cured via supernatural methods.

Ratkin, their kinfolk, and Bone Gnawers with the Blessing of Mother Rat merit are immune to this power.

Focus [Intelligence]

Suffering through The Slow Knife is agony; the distraction of the pain causes a -3 wild card penalty to all of the target's non-defensive test pools. However, this pain (and its resulting penalty) may be completely mitigated with the gift Resist Pain and other supernatural powers.

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Rokea Gifts

• Shark's Tooth

Sharks continually shed their teeth, often leaving them behind after an attack. The Rokea consider the renewal of their teeth a sign of the Sea's blessing. You can infuse a single tooth with Gnosis, forging a sympathetic connection that allows you to track it anywhere in the world. When you bite an enemy, it burrows into its flesh. Many Rokea use this power to tag their prey and then chase them for sport.

Affinity: Rokea

Test Pool: Physical attribute + Brawl skill versus target's Physical attribute + Dodge skill

System

Upon a successful bite attack, you may spend 1 point of Gnosis to purposely dislodge one of your teeth, leaving it embedded in your target's flesh. The tip burrows painfully deep into the bone and muscle of the target, where it remains irremovable, barring exceptional means. This power cannot be used in your Long Fins form.

For the next 30 days, you have a mystical connection to your missing tooth that makes you aware of its relative position and general distance from you, provided it is on the same plane and realm as you are. If the victim who carries your tooth is hidden via Blur of the Milky Eye or another supernatural power, you can still sense the general location of the tooth, but once you arrive within 20 steps of it, you lose your acute awareness of it and cannot determine its precise location as the connection becomes obscured.

To dislodge the tooth, a character with 3 or more dots of the Medicine skill can perform a 10-minute operation using her Physical attribute + Medicine skill test pool against a difficulty rating of 10.

Focus [Perception]

The shark's tooth not only provides you with the general direction and distance of your target, but it also identifies the creature type of your target and her current health levels.

•• Gulp

Gaia birthed you to roam the Sea and consume. You can swallow anything that you can fit into your maw and regurgitate it later, completely unharmed. Living beings are not protected by this gift. If you concentrate further, you can consume and safely digest anything—garbage, explosives, or even Wyrm-tainted materials.

Affinity: Rokea

System

Spent 1 point of Gnosis and expend a simple action to swallow any object that you can fit into your jaws. You can later spit out said object unharmed by expending a second simple action. Swallowed objects may be stored indefinitely. Only one object can be stored at a time, although full containers, such as backpacks, count as one object. This gift does not work on living beings or on animated creatures, such as vampires. However, it is a quick way to get rid of a messy corpse.

You can choose to destroy this swallowed object by expending a second point of Gnosis and a standard action. Such is the power of your digestive system that you can process hazardous materials such as metal, glass, toxins, explosives, and even Wyrm Taint. Such a meal comes at a cost—if swallowing the material would normally kill you, then you suffer 2 points of aggravated damage. Some enchanted or mystically powerful objects, at Storyteller discretion, are immune to the consumption aspect of this gift.

Focus [Wits]

You may swallow and consume any material without taking the normal 2 points of aggravated damage. Some enchanted or mystically powerful objects, at Storyteller discretion, are immune to the consumption aspect of this gift.

••• Swim UnderSea's Bloodstream

The Rokea once possessed hundreds of grottos—underwater caerns—scattered across all of the seas and oceans of the world. Environmental disasters and the incursions of the Age of Apocalypse have devastated these former places of power. But the old Gauntlet tunnels from thousands of years ago still exist, and you have the ability to navigate through them. You can travel to foreign waters or even tunnel to large landlocked bodies of water. Beweeners use this power to travel far into the UnSea to hunt their prey when needed.

Affinity: Rokea

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System

Spend 3 points of Gnosis and 15 minutes communing with the spirits of the Sea to enter the UnderSea's bloodstream. You can only activate this gift when immersed in a natural body of water, including a fresh water source. Swim UnderSea's Bloodstream allows you to travel to another natural body of water anywhere in the world, whether it is landlocked, a flowing river, or part of the deep ocean.

Focus [Perception]

You may enter the UnderSea's bloodstream from artificial bodies of water, such as swimming pools or man-made lakes and ponds. You may also travel to artificial or man-made destinations, if you have familiarity with the location.

•••• The Bends

When Dirtwalkers trespass into the depths of the Sea, they run the risk of suffering from decompression sickness. "The bends," as it is commonly known, is a painful condition that causes neurological and audiovestibular trauma. Humans mumble about nitrogen bubbles in the bloodstream, but the Rokea know that the Sea simply punishes them for trespassing. This gift allows a Rokea to inflict the Sea's wrath on any target.

Affinity: Rokea

Test Pool: Social attribute + Survival skill versus target's Physical attribute + Survival skill

System

Spend 1 point of Gnosis and expend a standard action to roar at your target. If you succeed in an opposed challenge, you inflict the bends on your target. She suffers disorientation and immense pain for the next three turns. During this time, your target loses her simple action every round, as though she had 1 or more points marked off her Incapacitated wound track (see **Chapter Seven: Core Systems, Health and Damage**, page 349) and suffers a -3 penalty to her initiative.

If your target has an ability to ignore wound penalties, such as the Stamina focus or the gift Resist Pain, she does not lose her simple action each round.

Exceptional Success

A successful use of The Beznds lasts for five turns, instead of the standard three.

Focus [Charisma]

You have the power to inflict The Bends on all targets, even those with an ability to resist wound penalties. However, such targets still have some limited protection against your power; you cannot achieve an exceptional success against them using The Bends.

••••• Steel Trap

The natural instinct of a shark is to bite, to consume her prey, and to satiate her eternal hunger. Need sometimes outweighs instinct. When you are forced to capture your enemy and hold her close in your jaws, you can activate this power to ensure that there is a terrible price for escaping your grasp.

Affinity: Rokea

System

After succeeding at making a bite attack, you may spend 2 points of Gnosis to activate Steel Trap on your target. Your jaw tightens around your target, and your fangs gouge into her muscle and bones, locking her into a free Grapple. (For more information, see **Chapter Seven: Core Systems, Combat, Combat Maneuvers, Grapple**, page 344.) If your target breaks free of your Grapple, she suffers 2 points of aggravated damage, which cannot be reduced or negated. This power has no effect if you willingly release your target. Steel Trap must be used in a form that has shark teeth—Standing Jaws, Fighting Jaws, or Swimming Jaws—and it cannot be used during Rage rounds.

Focus [Manipulation]

If your target breaks free of your Grapple, she suffers 3 points of aggravated damage, rather than the standard 2 points.

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General Gifts

Level 1 Gifts

• Airt Perception

You possess the talent that the ancient Scots called "airt perception," the ability to find what is hidden in the world. The veil has been lifted from your eyes, and you can see invisible spirits. With concentration, you can peek past the Gauntlet into the Umbra and learn the secrets of its residents.

Affinities: Ragabash, Theurge

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to open your eyes and heart to the spirits and the Umbra. You can now see and converse with any spirit that happens to be near you within the Penumbra. However, spirits can attempt to supernaturally hide from you, such as by using the gift Blur of the Milky Eye, if they realize that you can see them. Furthermore, by expending a simple action to study a spirit and succeeding on an opposed challenge, you can learn the following information: its name, type, rank, and native affinity.

All shapeshifters have the ability to peek into the Material Realm from the Umbra. While Airt Perception is active, you may expend a standard action to peek into the local Penumbra from the Material Realm.

You instinctively understand the spiritual affinities of the local umbral landscape, the strength of the Gauntlet, and whether or not there are potential Peripheries nearby. Theurges often use this gift to scout for potential Shard Caern locations.

Airt Perception's duration is 1 hour, although it may be reactivated at the conclusion of its duration by spending 1 point of Gnosis and a simple action. This power allows you to see spirits, but not wraiths or other types of supernatural creatures. Airt Perception does not pierce supernatural powers of concealment, such as Blur of the Milky Eye, but it may be combined with other sensory powers such as Wolf Senses.

Exceptional Success

If you achieve an exceptional success against a spirit, then you can see said spirit for the remainder of the game session, even after Airt Perception's duration fades.

Focus [Perception]

Spend 1 point of Gnosis and use your standard action to share your insight with an individual within three steps of you. This individual can now peer across the Gauntlet into the Umbra for as long as you maintain Airt Perception.

• Blur of the Milky Eye

You have learned to harness spirits of light and stealth, forcing them to work together to render you invisible to observers. They hide your presence from others, allowing you to pass unnoticed. This power relies upon stealth, and it only works so long as you are attempting to avoid notice.

Affinities: Ragabash, Galliard

Test Pool: Mental attribute + Willpower (Optional: Mental attribute + Stealth skill) versus Special (see **Blur of the Milky Eye Versus Supernatural Senses**, below)

System

Spend 1 point of Gnosis and expend a standard action. You and all inanimate objects on your person become invisible to anyone who was not looking at you when you activated Blur of the Milky Eye. If another individual is watching you when you activate this gift, the observer automatically sees through this power. If she looks away for more than a few seconds (i.e., one turn in combat), she automatically loses track of you.

While this gift is active, others ignore minimal effects of your presence, such as minute sounds, fragrances, or breathing. If you talk, touch someone, produce an outlandish odor, or take any action that requires a challenge, Blur of the Milky Eye immediately ends. If you place other characters in a position where they must logically acknowledge your existence, Blur of the Milky Eye fails, and you become visible to all.

Blur of the Milky Eye cannot be used to make another character invisible, even if that character is unconscious or dead. Electronic equipment, such as cameras, record your presence as a blur or a ghostly image. This power does not work on umbral spirits.

Blur of the Milky Eye Versus Supernatural Senses

Opponents with supernatural senses, such as a Garou using Wolf Senses or a vampire using Heightened Senses, can attempt to use her sharpened senses to pierce Blur of the Milky Eye. To see you, she must win an opposed challenge using her power activation test pool against your Mental attribute + Willpower or Stealth skill. For example, a rival Garou attempts to pierce through your Blur of the Milky Eye

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with Wolf Senses. She must succeed in an opposed challenge with her Wolf Senses activation test pool (Mental attribute + Investigation skill) versus your Blur of the Milky Eye test pool (Mental attribute + Willpower or Stealth skill).

Focus [Wits]

This gift also masks your presence from machines and umbral spirits.

• Call of the Wyld

You can charge your howls with mystical force, rousing your fellow werewolves and provoking them into action. This gift is often used to inspire others in battle or while hunting, but it can also aid communications or fire up the sept during a revel.

Affinities: Galliard, Lupus

System

Spend 1 point of Gnosis and expend your simple action to call upon the Wyld, giving voice to it with a powerful howl. In Homid, Glabro, or Crinos forms, your call can be heard by anyone within range of your normal voice. If you are in Lupus or Hispo forms, your howl travels even further, up to one mile away for each dot you have of the Performance skill.

Each use of this gift conveys a specific benefit selected by you, that can only be used by allies in challenges or situations related, at least tangentially, to the mission or goal described by your howl. You automatically benefit from this gift, but others must respond with a howl in order to claim the same benefit.

Choose one of the following four benefits to convey:

- **Catch and Collar:** Garou using this benefit gain a +1 bonus to Physical test pools when using the Blinding Attack, Grapple, Knock Out, or Pierce the Heart combat maneuvers. Once within the hour, the affected Garou can attempt a combat maneuver without spending the requisite 1 point of Willpower.
- **Keep Your Kin:** Those affected gain a +1 bonus to static challenges to resist damage from environmental conditions, such as Athletics challenges to sprint unharmed through a flaming building. It also applies to Physical test pools to resist damage-inflicting attacks that you intercept with the Assist Defender mass combat tactic. Once within the hour, the affected werewolf can elect to spend 1 point of Gnosis to heal 1 level of her normal damage. This healing does not require an action.
- **Steady the Spirit:** Affected werewolves receive a +1 bonus to their test pools to resist emotion-manipulating powers, or powers that inflict madness or frenzy. Once within the hour, when an affected werewolf spends a point of Willpower to retest such a challenge, she immediately regains the spent point of Willpower.
- **Track and Traverse:** Those affected gain a +1 bonus on challenges to find and identify enemies or prey, through both mystic and mundane means. Once within the hour, when an affected werewolf spends an action on normal movement, she can elect to move an additional three steps.

You can only have a single application of this power in effect at a single time. If you choose to receive the benefits from a second application of this power, you immediately lose the benefits of the first.

Focus [Charisma]

Your expressiveness gives your howls greater strength and versatility. You need not be in Lupus or Hispo form for your howl to carry beyond the range of your normal voice. You can also blend multiple howls into one, making your own unique call. Choose two separate benefits from the above list to apply when using this gift. The bonus to test pools is not cumulative; only a single +1 bonus applies, even if a challenge meets both situational requirements.

• Conjure Tulpa Object

Some believe that spirits are mirrors of concepts discovered in the Material Realm. You have learned how to transmute Gafflings into physical items known as tulpa objects. These items are produced wholly by the energies of the spirit and imagination of the individual Garou constructing them. Items created by this gift are entirely generic, without any distinguishing features or marks, and are always in perfect condition, with no dents, scratches, or other signs of wear. You can produce anything you can imagine, limited only by your physical size. You cannot create objects larger or heavier than yourself.

Affinities: Theurge, Homid

System

Expend 1 point of Gnosis and use a standard action to create a tulpa object of any inanimate item that a normal person can hold with one hand. Items created with this power must be of simple design and cannot contain electronics or moving parts. Objects created by this gift always appear in your hand. You cannot conjure living or undead creatures.

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After you have created an item with this power, you must spend 1 point of Gnosis each minute you wish to keep the object in existence. The first minute does not require an additional expenditure of Gnosis. If you do not spend this Gnosis, the object vanishes.

Focus [Wits]

You may spend a single point of Gnosis to power the tulpa object and keep it material for five minutes for every dot of the Crafts skill you possess.

• Fight or Flight

Gaia's warriors have little patience for those who would waste their time with jibes and elaborate words. This gift forces any would-be challenger to make the most primitive of decisions—to either fight or back down and flee.

Affinities: Ahroun, Metis

Test Pool: Social attribute + Leadership skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and expend your standard action to make an opposed challenge against an opponent within three steps of you. If you succeed, your target cannot delay her next action in the initiative order. At the beginning of her next action, she must choose and enact one of the following:

- **Fight:** Your opponent must attempt a Physical attack against you. She may choose to meet this requirement by using a power that involves making a Physical attack or by using a combat maneuver that targets you. If you are not within her range, she must use her actions to advance towards you; if possible, she must move towards you and then attack, if she has sufficient actions to do so.
- **Flight:** Your opponent must spend her actions to move away from you, taking the maximum number of steps available to her.

If you cannot be targeted by Physical attacks, your target may act normally. For example, if you have already been the target of two Physical attacks by the time the victim of Fight or Flight acts in the initiative order, she cannot target you and may act normally. Alternatively, if your target is immobilized or grappled, or otherwise unable to move or attack due to another power, she may act normally. If you move away from your target or cease to be visible, she may also act normally.

Multiple uses of this power from different users do not have cumulative effects. In those cases, the target only responds to the most recent challenge. Wolves and other Garou may view the use of this gift as a form of social aggression, possibly initiating a Staredown. For more information on Staredowns, see (**Chapter Nine: Social Systems, Challenges, Staredowns**, page 427).

Exceptional Success

For the next hour, your target remains under your power. You may enact this gift's effect again without a challenge by expending a simple action to growl at your opponent; no Gnosis expenditure is required.

Focus [Appearance]

You may target up to three individuals at once with this power. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you have lost and apply that Willpower retest retroactively.

• Mind Web

The Weaver has ensnared the world in her web, connecting us through technology more than ever before. You have learned to leverage this situation to your advantage. You can commandeer a personal branch of the Weaver's web, allowing for private, telepathic conversations by sending brief mental messages to anyone you can see.

Affinities: Philodox, Galliard

System

Spend 1 point of Gnosis and expend a simple action to create a telepathic connection with a single willing subject in your line of sight. For the purpose of determining whether or not a subject is willing, she knows beforehand who is attempting to contact her and may decide whether or not to accept the connection. Once the connection has been established, you and your target may communicate via telepathic whispers. This link only conveys short, verbal messages and does not transmit thoughts, images, or memories.

Once a link has been created, you may include new members in the Mind Web, so long as they are willing and within your line of sight, by spending one simple action per person you intend to include. Bringing new members into a Mind Web does not require further expenditure of Gnosis and

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can be done at any point after the first connection has been established. The maximum number of individuals included in a Mind Web is equal to the user's dots of the Awareness skill + 1.

Once your telepathic web has been established, all the participants may communicate freely and silently as long as they remain within 10 miles of you and on the same plane of existence. A person can only participate in a single Mind Web at a time. If you are targeted to participate in another Mind Web while your preexisting Mind Web is already active, you must decide whether to remain in the existing web or join the new one.

Focus [Perception]

You can include any willing character in your Mind Web by spending a simple action. You can establish this connection so long as the individual is within the same city (a 50-mile radius of your location) and plane of existence, even if the target is not within your line of sight.

• *Mother's Touch*

Gaia's world may be wounded and the Mother herself in a state of weary rest, but her gentle kindness can still be channeled by those who love her best. With this gift, you can use Gaia's energy to heal others by laying hands upon their wounds.

Affinities: Theurge, Galliard

System

Spend 1 point of Gnosis and use your simple action to heal 1 point of normal or aggravated damage. You can only target this gift on an individual who is within one step of you.

Focus [Intelligence]

You can use this power on any target within a number of steps equal to the number of dots you possess of the Medicine skill.

• *Persuasion*

Among Garou, leadership is more than a matter of simple domination—it requires finesse, conviction, and the ability to persuade. Through impassioned speech and cunning rhetoric, this gift grants you the ability to inspire trust in others, causing them to accept your word at face value.

Affinities: Ragabash, Homid

Test Pool: Social attribute + Subterfuge skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to make a declaration to your target. For the next 30 seconds, your target believes your statement to be both factually correct and entirely truthful. Even far-fetched notions seem plausible and worth consideration. Once the duration ends, the target is likely to continue believing the falsehood, provided she is not confronted with contradictory information. In cases where the subject possesses firsthand knowledge that your statement is untrue, such as if you use this gift to tell her you actually have possession of her nose, or tell a character with 1 or more dots of the Science skill that the world is flat, the target will spend the duration of the power in a confused state, realizing at the end of the power's duration that you have attempted to deceive her.

If used in combat, this power has a diminished effect. Any statement made with the intent to distract will at best cause the target a moment's confusion, resulting in her losing her simple action on her next initiative. Additionally, this aspect of the gift only functions once per combat against a single individual, regardless of the source.

You must have your target's Gaze and Focus to attempt to use this gift. For more information on **Gaze and Focus**, see page 214.

Exceptional Success

This gift lasts for five minutes instead of 30 seconds.

Focus [Manipulation]

You may target up to three individuals at once with this power. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you have lost and apply that Willpower retest retroactively.

• *Predator's Insight*

Only the most foolish Cubs rush into battle without first knowing the strength of their prey. With but a moment's study, the canny hunter can discern her quarry's strengths, adapting her strategy to suit her target.

Affinities: Ragabash, Ahroun, Metis

Test Pool: Mental attribute + Awareness skill versus target's Mental attribute + Willpower

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System

Spend 1 point of Gnosis and use your standard action to invoke spirits of the hunt. If you succeed in an opposed challenge, you determine one of the following pieces of information about your target: her current Willpower, current Gnosis, current health levels, and current position on the Rage track. This power does not determine the target's creature type (as does **Sense the Balance**, below), but it allows you to measure her current level of health and power. If the target is an alternative type of supernatural creature, such as a vampire, changeling, or mage, then Predator's Insight provides her levels of Blood, Glamour, or Essence without specifically naming those qualities. This power does not innately overcome powers intended to confound supernatural powers of detection, such as The Madness Season or Wolf's Blood.

Predator's Insight may be combined with other powers that enable you to see or smell at a distance, provided they augment your own perceptions. Use of this gift is not surreptitious, as any who are able to observe can notice you seem to be sizing the target up. Wolves and other Garou may view the use of this gift as a form of social aggression, possibly initiating a Staredown. For more information on Staredowns, see (**Chapter Nine: Social Systems, Challenges, Staredowns**, page 427).

Exceptional Success

If you achieve an exceptional success, you also learn any hidden weaknesses of your target, such as Physical flaws or Derangements.

Focus [Perception]

You may activate this gift with a simple action instead of a standard action.

• Razor Claws

Calling upon the power of steel and stone, your accord with the spirits allows you to sharpen your claws to serve a variety of purposes. With a moment's preparation, you can enhance your ability to wound, maim, or sever.

Affinities: Ahroun, Metis

System

Spend 1 point of Gnosis and use your simple action to sharpen your claws on a hard surface or against each other. When you activate Razor Claws, choose one of the following Melee weapon qualities and add it to all of your claw-based Brawl attacks for the next five minutes: Accurate, Armor Piercing, Deadly, Disabling, or Fast.

This gift stacks with the Natural Weapons merit, allowing your claws to have a total of two weapon qualities. You must be in a form that possesses claws to take advantage of this gift.

(For more information about these equipment qualities, see **Chapter Fifteen: Influences and Equipment, Equipment**, page 705.)

Focus [Wits]

You do not need to spend Gnosis or an action to use Razor Claws. This gift is always active when you are in a form that has claws: Glabro, Hispo, or Crinos.

Affinities: Ragabash, Homid

• Resist Pain

When the world is in jeopardy, there is no time for rest or for weakness. The body must be as resistant as stone, able to stand even the greatest agonies without flinching. Gaia's children can learn to toughen themselves beyond imagining, withstanding pain that would bring a human to her knees.

Affinities: Philodox, Ahroun

System

You are immune to pain, wound penalties, and torture.

Focus [Intelligence]

You may expend 1 point of Gnosis and use your simple action to grant any target within a number of steps equal to the number of dots you possess of the Medicine skill the benefits of this gift for the next hour.

• Sense the Balance

The world exists in a state of balance—a pull between Weaver, Wyld, and Wyrm. With concentration, you can pierce the veil of reality to discern if a creature has a certain affinity for one aspect of the Triat over the others. If your perception is keen enough, you determine fine nuances of that balance, even to the extent of identifying whether that creature has recently associated with an aspect of the Triat.

Affinities: Theurge, Philodox, Lupus

Test pool: Mental attribute + Awareness skill versus target's Mental attribute + Willpower

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System

Spend 1 point of Gnosis and expend a standard action to make an opposed challenge against your target using your Mental attribute + Awareness skill versus the target's Mental attribute + Willpower.

If you succeed, you can determine whether the target is most associated with the Wyld, the Weaver, or the Wyrm. This gift allows you to determine which type of supernatural creature your target is, if any, such as werewolf, vampire, fae, ghoul, kinfolk, or bane. If your target is possessed by a Bane, a vampire, or another creature, this power reveals that information and determines the possessing creature's type.

If you have no experience, knowledge, or lore of the specific creature type, the Storyteller may simply describe facets of the creature rather than answering with detailed information. For example, she might say, "It seems to be a creature that drinks blood and only comes out at night."

Once you have taken your target's measure, you automatically learn her currect stage of Wyrm Taint, even if she isn't associated with the Wyrm.

Exceptional Success

You can also sense if your target has recently been to a place associated with the Weaver, Wyld, or Wyrm.

Focus [Perception]

You may activate this power using a simple action instead of a standard action.

• *Spirit Skin*

The Umbra is a dangerous place, raging with storms and predatory spirits attracted towards adventurous Garou venturing into their domains. You've learned to hide your essence and trick other spirits into thinking you're a simple Gaffling. Other spirits will treat you as an ordinary Gaffling, until you give them reason to believe otherwise. This isn't always a good thing.

Affinities: Ragabash, Theurge

Test Pool: Mental attribute + Stealth skill versus Special (For more information on Spirit NPCs, see **Chapter Fourteen: Allies and Antagonists, Spirits** page 620.)

System

Spend 1 point of Gnosis and expend your standard action to transmute your spiritual essence, mimicking that of a Gaffling spirit. For the next hour, all lesser spirits, such as Gafflings and Jagglings, that can perceive your presence automatically view you as a Gaffling spirit (of a type of your choosing) equal to the dots you possess of the Rank background, up to a maximum of Rank 3.

While this gift is active, Gaffling and Jaggling spirits react to you as though you are a spirit and accept you into their umbral landscape. If you encounter an Incarna or Celestine spirit, you must defeat it in an opposed challenge to force it to believe in your disguise. If you place any spirit into a position where it must logically acknowledge that you are not a spirit, Spirit Skin immediately fails, and your true nature becomes known to everything that can perceive you. This gift only affects spirits. Other people and other creatures, including shapeshifters, will not recognize you as a spirit.

Spirit Skin and Wolf Senses

A spirit using the gift Wolf Senses can attempt to use its sharpened senses to pierce Spirit Skin, as per the Stock NPC Spirit rules. If the Wolf Senses user is successful, the spirit pierces Spirit Skin.

Exceptional Success

If you achieve an exceptional success against an Incarna or Celestine spirit, it accepts you as one of its personal servants and treats you as such.

Focus [Wits]

Spend 1 point of Gnosis and use your standard action to extend your Spirit Skin to an individual within three steps of you. This shared ability lasts only as long as your Spirit Skin is active.

• *Subpoena*

The spirits of law and justice have empowered you to mystically summon an individual to your presence. These spirits deliver your summons, formally declaring your identity to the recipient, the reason for your summons, and the location at which the recipient must appear. If she fails to honor this call, the spirits punish her for her denial.

Affinities: Philodox, Homid

Test Pool: Social attribute + Academics skill + Rank background versus target's Social attribute + Willpower + Rank background

System

Spend 1 point of Gnosis and use your standard action to verbally issue a summons, identifying your target to the spirits and informing them of the reason for the summons. Make an opposed challenge against your target. To attempt

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this challenge, you must be familiar with the target (see **Familiarity with the Target**, page 214). If you succeed, a spirit travels to your target's location, manifests, and delivers your summons, declaring your name, Rank, and the desired location for her appearance.

Immediately afterward, the target must declare whether she accepts or rejects the summons. Failure to answer is considered a rejection by the spirits.

If she rejects the summons, the target immediately loses 1 point of Willpower, which cannot be regained for 30 days. While suffering this Willpower loss, the target may choose to change her mind and accept the call, regaining the lost point of Willpower. If the target opts to accept the call after having previously rejected it, you may select a new time and location for the appearance, to be delivered to your target by the spirits in the same manner as before.

If your target accepts the Subpoena, she must actively attempt to arrive at the specified location at the appointed time. The spirits notify you when your target is nearing the appointed location. Failure to arrive at the designated time causes your target to immediately lose 1 point of Willpower for 30 days, as if she had denied the summons.

The target retains all of her survival instincts and thus cannot be compelled to walk off a cliff or enter a situation that she realizes may be an ambush. If she cannot physically present herself for these reasons, she may contact you through another means, such as a phone call or spiritual messenger. If she believes she is in danger, she may take up to 10 minutes to prepare herself before answering the Subpoena without suffering penalty.

A character may be targeted by this gift multiple times, but the penalties are not cumulative. If she cannot be reached by spirits, such as if she is behind a Spirit Ward or cannot be seen by spirits, the spirits will wait until they can deliver the summons or until one week passes, whichever is longer. A target must answer Subpoenas in the order they are received.

Misuse of this power is strongly frowned upon. Issuing accusations and calls to appear as a witness are valid uses of this gift, but using a justice spirit as an arbitrary messenger is considered grounds for Renown loss, as is any use of this power in bad faith.

Exceptional Success

The target loses 2 points of Willpower, instead of the usual 1 point, if she rejects the summons or fails to arrive on time.

Focus [Charisma]

The spirits contact you on an hourly basis you inform you about your target's progress, revealing her distance and speed towards the specified location.

• *Taunt*

The matador flashes a red cape before a bull to enrage him, blinding him to nothing but the battle before him. Likewise, you have the ability to transform your disdain into a savage, spiritually-powered jape, triggering a blinding fury in your foe.

Affinities: Ragabash, Homid

Test Pool: Social attribute + Subterfuge skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and expend your standard action insulting your target verbally, by rudely gesturing, or using a creative combination of both. If you succeed in an opposed challenge, you afflict your target with an intense anger directed at you for the remainder of the scene. Your target automatically gains 1 point of Rage, and her hatred of you is so intense that she suffers a -3 wild card penalty to Brawl and Melee attacks against anyone else until she has personally struck you with a Brawl or Melee attack. Ranged weapons, such as firearms or gifts that cause ranged damage, do not fulfill the target's urge to physically humiliate you. While affected, your target is free to ignore you, though the effects persist for the next hour.

A target under the effect of Taunt is automatically considered to be focused on you, as per the Gaze and Focus rule (see **Gaze and Focus**, page 214).

If you become unconscious or your target can no longer see you, this gift's effect immediately ends. Creatures that cannot gain Rage do not do so, and suffer no additional effects beyond the Physical penalty.

Exceptional Success

The effects of this power persist for the next hour or until the target of this gift has succeeded in physically striking you three times, regardless if your target can see you or becomes unconscious.

Focus [Charisma]

The power of your personality is such that you can leverage this gift with a mere glance, instead of verbal insults or gestures. Observers may notice your smug expression, but they can find no fault or violation of protocol in your behavior.

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• Tongue of the Wild Court

You remember the times of your distant ancestors, when great beasts roamed the earth. Many such creatures were allied with the Garou and taught them animal languages. With this gift, your mere presence awakens the spiritual aspect of animals as you draw near. This heightened self-awareness affects birds, mammals, reptiles, and even fish, allowing you to communicate as though speaking a common language and invoke ancient pacts to secure the aid of such animals.

Affinities: Philodox, Galliard

Test Pool: Social attribute + Animal Ken skill versus target's Social attribute + Willpower

System

This power allows you to invoke ancient pacts, swaying animals to your side. Mundane animals have no fear of you, and you instinctively know how to communicate with such creatures. You need not imitate animal noises or gestures to communicate; any combination of sounds or movements can carry your meaning to animals watching you.

You can leverage your status to request service from mundane animals. To do so, spend 1 point of Gnosis and expend a standard action to entreat a beast, convincing it to serve you for the next hour. You may opt to spend a second point of Gnosis during activation, causing the animal to serve you for up to 24 hours. An affected creature assists you however it can, but it will not fight on your behalf, directly endanger itself, or lead you to its young. It will answer questions to the best of its ability, though the extent of its understanding is limited. You can only have one animal in your service at a time; engaging another releases the first from its duty to serve.

Animal servants use the rules for Stock NPCs. For more information on Stock NPCs, see **Chapter Fourteen: Allies and Antagonists, Stock Non-Player Character Generation**, page 611.

An animal cannot speak to you or cooperate with you if its loyalty is already commanded by another supernatural creature. Animals that are supernatural in origin are not affected by Tongue of the Wild Court, nor does the gift affect spirits, even those shaped or themed like animals.

Focus [Manipulation]

You can convince a group of animals to assist you at once. If multiple beasts are together within your line of sight when you request their services, you may command a total number of normal beasts equal to the dots you possess of the Animal Ken skill. To do so, spend 1 point of Gnosis and make an opposed challenge against the one with the highest Stock NPC rating.

• Traitor's Bane

Few things enrage the spirits more than those who violate their sacred duty to Gaia. Calling on spirits of judgment and wrath, you can enlist their aid to punish those who have betrayed their purpose, guiding your strikes as you mete out justice.

Affinities: Philodox, Metis

System

Spend 1 point of Gnosis and use a simple action to howl, expressing anger towards any target with Wyrm Affinity, such as banes, fomori, and Black Spiral Dancers. For the next hour, your Physical attacks gain the Accurate equipment quality against such targets. As a reminder, you cannot benefit from the same quality twice. (For more information, see **Chapter Fifteen: Influences and Equipment, Equipment**, page 705.)

Your cry for justice inspires those around you. When joining you in attacking your target, a number of allies up to the number of dots you possess of the Leadership skill receive a +2 wild card bonus to resist fear-based attacks, such as Primal Fear, while this gift is active.

Focus [Perception]

If you succeed in striking a target while under the effects of Traitor's Bane, that target becomes supernaturally marked. If she escapes the combat, you receive a +3 wild card bonus to any challenge to track down that target. This benefit lasts until the next sunset or sunrise, whichever is longer. For more information on tracking, see **Chapter Eight, Dramatic Systems, Tracking**, page 402.

• Vie for Dominance

Competition among wolves begins at an early age, as eager cubs wrestle and scrap to prove their mettle. Use of this gift clearly demonstrates the social order, establishing your dominance over your opponent until she can show otherwise.

Affinities: Ahroun, Lupus

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Test Pool: Physical attribute + Brawl, Melee, or Firearms skill versus target's Physical attribute + Dodge skill

System

Expend your standard action to make a Physical attack against your opponent, assaulting her in an embarrassing or domineering manner. For example, this attack could be a kick to the shins, a backhand to the face, or a pistol whip to the skull. If you succeed, reduce the damage from your attack by 2. Then, for the next hour, your target suffers a -4 penalty to her Social attribute in non-defensive challenges. If she succeeds in a Physical attack targeted at you while under the effects of your Vie for Dominance, the power's effect immediately ends.

Multiple uses of this power against a single target do not result in a cumulative penalty. Instead, apply the single greatest penalty. If a target has been affected by multiple characters' uses of Vie for Dominance, succeeding in a Physical attack against one user of this power does not negate its effects from other users. If you become unconscious, or your target can no longer see you, this power's effect immediately ends.

Exceptional Success

The normal benefits of an exceptional success, such as additional damage, apply to a Physical attack used to trigger Vie for Dominance. Additionally, the target receives a -5 penalty to her Social attribute for the duration of this power, instead of a -4 penalty.

Focus [Charisma]

Your stylish humiliation detracts little from your attack. When you successfully attack your target, reduce the damage from your attack by 1, instead of the standard reduction of 2.

• *Wolf Senses*

You can extend your physical senses well beyond that of a human or even a typical wolf. Eyesight and hearing sharpen to twice mortal limits, while touch, smell, and taste become acute enough to discern even the smallest details with ease.

Affinities: Theurge, Lupus

Test pool: Mental attribute + Investigation skill versus target's Mental attribute + Willpower

System

Once learned, Wolf Senses is always active. You have the ability to see clearly, even in total darkness, and to understand sounds too quiet for normal people to hear. Your olfactory senses are strong enough to identify familiar people or substances by scent alone. You gain the scent-tracking abilities of Lupus form, even when you are in other forms.

When a character with Wolf Senses comes within two steps of an individual hidden by supernatural concealment, such as Blur of the Milky Eye, the character with Wolf Senses automatically realizes that someone is nearby, although she does not know who or precisely where to find that someone. Wolf Senses provides only a vague warning that something or someone is near.

When something blinds you, your smell or hearing can provide adequate compensation for the loss of vision. Normally, characters that cannot see while in combat must use the Fighting Blind combat maneuver to attack an opponent. So long as your character's sense of hearing or smell is unimpaired, you can fight without needing the Fighting Blind combat maneuver.

If you spend 1 point of Gnosis and expend a standard action, your character sharpens her senses even further. You automatically notice any objects mundanely hidden within line of sight.

Wolf Senses Versus Supernatural Illusions or Powers of Concealment

You may attempt to see any person or object hidden with supernatural powers, to discern the true nature of illusionary objects, or to recognize objects or people disguised by supernatural powers. To accomplish this goal, you must succeed in an opposed challenge versus your target's test pool. For example, if you are attempting to locate a target Garou hiding with Blur of the Milky Eye, the opposed challenge involves your Mental attribute + Investigation skill versus your target's Blur of the Milky Eye test pool (Mental attribute + Stealth skill). If you pierce a supernatural power in this way, for the next five minutes, you ignore the effects of that power, so long as they were generated by the target you defeated in the opposed challenge.

Exceptional Success

If you score an exceptional success when seeing through supernatural concealment, you automatically pierce any supernatural concealment (or illusion) created by the same individual for the next hour.

Focus [Perception]

A Perception-focused individual sharpens her senses by spending a simple action, rather than a standard action.

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Level 2 Gifts

•• Awaken Minor Spirit

Gafflings, the lowest-ranked spirits, are most commonly found the Material Realm or the Umbra. You possess the spiritual strength to summon a Gaffling spirit to your presence and bind it into your service. This spirit becomes your ally, and it will attempt to aid you as best as it can.

Affinities: Theurge, Lupus

Test Pool: Mental attribute + Occult skill versus Special (see below). (For more information on Spirit NPCs, see **Chapter Fourteen: Allies and Antagonists, Spirits**, page 620.)

System

Spend 1 point of Gnosis and use a standard action to address a natural object or phenomenon, commanding its spirit to manifest. Additionally, the spirit you wish to address must be a Gaffling. Any object or phenomenon that could house a Jaggling spirit or stronger is beyond your power to compel with this gift. If you succeed in an opposed challenge, the spirit manifests at your position in either the Material Realm or the Umbra, within one step of you, and it is now bound to your will. That spirit is your ally, and it will attempt to fulfill your verbal requests for the rest of the night. The summoned spirit may act on its next turn, which occurs on your initiative.

Spirits summoned by this power are created as rating 2 Stock NPC Gaffling spirits, generated by the player and approved by the Storyteller. They cannot perform downtime actions, but they can act with relative independence. If a manifested spirit takes damage equal to its NPC rating, its material body is destroyed. Meanwhile, you are able to converse with it. The nature of the object determines the personality of the spirit; a pool of water will be ponderous and insightful, whereas a small fire might be cheery and warm. The spirit answers basic questions truthfully, but unfamiliar concepts may confuse it. You can reasonably expect answers to the following types of questions:

- What is your purpose?
- Has anything interesting happened around you?
- What did the person who ran by moments ago look like?
- Has anyone been fighting here recently?

Alternatively, Awaken Minor Spirit may be used to command and compel any Gaffling spirit within your line of sight, but that spirit immediately transforms into an NPC of appropriate rating within the normal limits of this power. You can bind a number of Gaffling spirits equal to the number of dots you possess of the Occult skill with each use of this gift.

Gafflings will not engage in direct combat on your behalf to attack your enemies. However, they will attempt to distract and confuse your enemies, aiding yourself or your selected allies with the Assist Attacker or Assist Defender mass combat tactics. (See **Chapter Seven: Core Systems, Mass Combat, Stock NPCs and Mass Combat**, page 348.)

If you attempt to bind a Gaffling that is already bound to another character, you must target that character in an opposed challenge and succeed to take control of the spirit. Both challengers use a test pool consisting of their Mental attribute +Occult skill.

Exceptional Success

If you achieve an exceptional success against an opponent for control of a spirit, your opponent cannot awaken or bind a minor spirit for three turns.

> **Focus [Intelligence]**
>
> Spirits awakened and bound by this power are created as rating 3 Stock NPC Gaffling spirits, instead of the standard rating 2 Stock NPCs.

•• Burden of Doubt

Deep within even the most honorable or innocent of persons, the seeds of doubt lie deeply buried. Through the power of your consternation, you can cultivate these seeds until they blossom into a physical affliction.

Affinities: Philodox, Metis

Test Pool: Social attribute + Academics skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to verbally condemn your target. If you succeed in an opposed challenge, your target feels the weight of your judgment as her limbs become heavy with doubt and fatigue.

Your target reduces the damage she would normally deal on her next successful Physical attack by 2 points. Additionally, until your target successfully strikes someone with a Physical attack, she cannot benefit from the Accurate, Brutal, or Deadly equipment qualities.

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Exceptional Success

The damage reduction from Burden of Doubt lasts for your target's next two successful Physical attacks, instead of the standard one attack.

Focus [Charisma]

Your target reduces the damage she would normally deal on her next successful Physical attack by 3 points, instead the standard 2-point reduction.

•• Calm the Heart

Rage is both a gift and a curse to werewolves—it poisons the soul while it strengthens the body. While anger is a potent tool, sometimes the greater path to victory lies in restraint. This power calls on Gaia to grant others the peace needed to maintain their clarity of purpose.

Affinities: Ragabash, Galliard

Test Pool: Social attribute + Empathy skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to initiate an opposed challenge. If you succeed, your target loses 1 point of Rage, to a minimum of 1 Rage.

Exceptional Success

Your target loses 2 points of Rage, instead of 1.

Focus [Appearance]

When you successfully use this power against an allied target, you may allow her to voluntarily lose 3 points of Rage, instead of the standard effect. If she declines, apply the normal or exceptional success effect as appropriate.

•• Circle of Gaia's Cleansing

The world has almost fallen to the insanity of the Wyrm; its taint has spread virtually everywhere across the earth. Yet there is still hope, however faint. You have communed with spirits that serve Gaia, and you may call on their blessing to purify corruption. By invoking her power, you can summon a circle of shimmering white light that spiritually cleanses every person or object within it of Wyrm Taint.

Affinities: Theurge, Metis

System

Spend 1 point of Gnosis and use five standard actions asking Gaia to grant the land her sacred blessing, creating a Circle of Gaia's Cleansing. A shimmering circle of white light, with an initial radius of five steps, appears with you as its point of origin. You may extend the circle an additional two steps for every additional 1 point of Gnosis and standard action you expend, until the circle is 15 steps in diameter.

For the next hour, any person or object placed within the circle will be purified of Wyrm Taint at a rate of 1 stage for every five minutes. Once the Circle of Gaia's Cleansing fades, the very land itself is purified of any residual Wyrm Taint. Future actions may taint what has been cleansed. Blessing the land in this way transforms it into an Affinity Zone for the purpose of crossing the Gauntlet into the Umbra. (See **Chapter Thirteen: The Umbra: Entering the Umbra**, page 584.)

Circle of Gaia's Cleansing does not affect people, creatures, or objects with natural Wyrm Affinity as opposed to stages of Wyrm Taint. The mere presence of a creature with Wyrm Affinity within the Circle of Gaia's Cleansing immediately causes the gift to end.

Focus [Wits]

Every additional point of Gnosis spent increases your Circle of Gaia's Cleansing by a radius of five steps, rather than the standard two steps.

•• Entrance the Mob

The rancorous mob and the well-trained pack have one thing in common—both can be directed by an impassioned speaker. You have the ability to force a pack-like unity on a crowd of people, forcing them to temporarily remain calm and consider your point of view. While you can't actively control them, you do have the ability to sway their actions through well-chosen words.

Affinities: Philodox, Galliard, Homid

System

Spend 1 point of Gnosis and use your standard action to activate Entrance the Mob. For the duration of this gift, you retain the Gaze and Focus of everyone who can hear your voice. This effect lasts up to one full turn for each dot of the Performance skill you possess, although you may choose to end it sooner by ceasing to speak. While this power is active, anyone within hearing distance must listen to you, talk reasonably, or leave. You cannot force others to like you or talk to you, but they must listen as long as you continue talking, or until you reach the maximum duration allowed by your Performance skill. Once Entrance the Mob

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expires, opponents can attack you normally, and you cannot activate this power again for the next hour. If you attack, use a supernatural power, or attempt to move away from aggressors, Entrance the Mob ends immediately.

Your allies are not exempt from Entrance the Mob. No one under the effect of this gift can attack while this gift is active.

Focus [Charisma]

You may activate supernatural powers that do not require an opposed challenge to activate without ending Entrance the Mob.

•• *Falling Touch*

The most powerful martial artists are neither those who rage and fury, nor those whose strength lifts mountains. Such distinction belongs to those who understand how water breaks stone and who know where a single touch can paralyze flesh. Those who master this gift know that Gaia's gentleness is also a weapon and how her smallest movement can bring victory.

Affinities: Ragabash, Ahroun

Test pool: Physical attribute + Brawl skill versus target's Physical attribute + Dodge skill

System

Spend 1 point of Gnosis and expend your standard action as you touch an opponent with the palm of your hand. Touching an opponent in this manner requires a challenge utilizing your Physical attribute + Brawl skill versus the target's Physical attribute + Dodge skill. If you succeed, your target is knocked two steps away in a direction of your choosing and lands prone, but she does not suffer any damage.

Exceptional Success

The target is too stunned to act immediately after the Falling Touch impacts her flesh. She loses her standard and simple actions during her next initiative.

Focus [Manipulation]

Instead of moving your target two steps, you can move her two steps plus one step per dot of the Brawl skill you possess. The target still lands prone.

•• *Invoke Delirium*

In the Age of Imperigum, the Garou carried out the culling of humanity, hunting them openly and with abandon. The pervasive slaughter left an imprint on the genetic memory of all mankind; a residual fear of the Garou who hunted them. Through the subtle use of subconscious cues, you are able to bring your target's deepest primal fears to the surface of her mind, driving her into the throes of madness.

Affinities: Ragabash, Ahroun

Test Pool: Social attribute + Subterfuge skill versus target's Social attribute + Willpower

System

To activate this gift, spend 1 point of Gnosis and expend a standard action issuing a word of caution to your target, bringing her primal fear to the surface. A simple warning, such as "look out!," "beware!," or "there are monsters about…" will do, even if it is whispered quietly or inserted into a sentence. A predatory growl or snarl will suffice as well. For the next 10 minutes, she suffers the effects of the Delirium, acting erratically and in a heightened state of paranoia. This effect persists even if there are no Garou in Crinos form present, and will vary depending on the target's Stock NPC rating. For the effects of Delirium, see **Chapter Eight: Dramatic Systems, Delirium**, page 382.

This power only functions on non-supernatural humans. Other humans who witness someone under the effects of this gift may suspect she has suffered some type of psychotic break. Once the power ends, the target's sanity returns. Depending on her Stock NPC rating, she may or may not remember what transpired during the power's duration, and she is likely very confused.

Exceptional Success

Subtract 2 from the target's Stock NPC rating when determining the effects of Delirium.

Focus [Appearance]

Your soothing presence has the power to suppress the Delirium as well as invoke it. By expending a point of Gnosis and spending a standard action speaking calmly to your target, you can make her immune to the Delirium for one hour. If already in its throes, she immediately ceases her panicked reactions, her sanity restored. She will only remember that you spoke to her calmly, likely believing she was in a fugue-like state.

•• *Jam Technology*

Humanity keeps close ties with the Weaver, learning technology and science as though the students are part of the web themselves. While technology is a means by which the Weaver seeks to bring order to the world, you've learned to overwhelm the Weaver's

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spiritual connection to such devices. This gift allows you to spiritually infect machines with elements of the Wyld—gremlin spirits that love to cause chaos and disruption.

Affinities: Ragabash, Homid

System

Spend 1 point of Gnosis and expend a standard action to use Jam Technology on any electronic device, such as a mobile phone, computer, or camera; or mechanical device, such as a vehicle, clock, or gun; that is within 20 steps of you. The targeted device ceases to function properly for the next five minutes, or until you release it from your influence. This gift can only affect one device at a time; if you choose to affect a second device, your first use of Jam Technology ends. You cannot target simple equipment, such as a hammer, screwdriver, or knife, with this gift.

Focus [Intelligence]

Your uses of Jam Technology last for one hour instead of five minutes. Furthermore, you can maintain a number of applications of Jam Technology equal to the number of dots you possess of the Academics skill.

•• *Luna's Blessing*

Silver is the legendary bane of the Garou, but you've learned to commune with the spirit of Luna and have earned her blessing. By invoking her name, you can sense silver and even become immune to its harmful effects.

Affinities: Ragabash, Ahroun

System

Spend 1 point of Gnosis and use your standard action to call upon Luna and enact her blessing. You can immediately sense the presence of any silver within line of sight. This power detects silver concealed by mundane means, but does not reveal silver concealed by supernatural means, such as Blur of the Milky Eye. In those instances, this gift reveals that silver is present, but at an indeterminate location.

Additionally, for the next five minutes, you are immune to the negative effects of silver due to being a werewolf. You can touch silver without issue, and you are immune to the equipment qualities Silver and Strange Composition.

Focus [Intelligence]

Spend 1 point of Gnosis and use your standard action to make an individual within three steps of you immune to the negative effects of silver due to being a werewolf for the next five minutes.

•• *Marshal's Vigilance*

Yours is the unflinching stare of the hardened warrior. With a sharp glance and a tacit show of force, lesser wolves and lesser men find themselves thinking twice before provoking hostilities in your presence.

Affinities: Philodox, Ahroun

Test Pool: Mental attribute + Intimidation skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and expend your standard action to glare at your target and make a simple show of force. This act could take the form of a soft growl, the brandishing of a firearm, or the nocking of an arrow. Then, make an opposed challenge. If you succeed, your target becomes instantly aware that she is the object of your attention, as well as a potential target. For the next 10 minutes, you automatically have her Gaze and Focus, for as long as you remain visible. (See **Gaze and Focus**, page 214.)

For the duration of the scene, if your target attempts to initiate combat with a surprise action, you will be able to take an action concurrent with her, handled in order of initiative. Additionally, you may make an immediate use of the Quick Draw combat maneuver for free.

Use of this power requires you to have line of sight on the target. Wolves and other Garou may view the use of this gift as a form of social aggression, possibly initiating a Staredown. For more information on Staredowns, see **Chapter Nine: Social Systems, Challenges, Staredowns**, page 427. You can only have this power active against a single target at a time. Should you affect another target with Marshal's Vigilance while it is already active, the effects of the power on your previous target end.

Exceptional Success

Your opponent's weakness is made plain before your piercing stare. If your target makes a combat attack at any point during the power's duration, you may use one of the following combat maneuvers against her once, without spending Willpower: Disarm, Grapple, or Knockdown.

Focus [Perception]

You may have this power active against a number of targets up to to the number of dots you possess of the Awareness skill without its effects ending. Should you affect a target with this power beyond that number, you must choose a target already under the effect of your gift and release her from its effects.

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•• Pursuit

You share a kinship with the spirits of mighty predator animals that chase down their prey, such as the wolf or the cheetah. If you are pursuing an enemy, you can invoke their hunger and fury to increase your speed until you have caught your quarry.

Affinities: Ahroun, Lupus

System

Spend 1 point of Gnosis. For the remainder of the turn, you may add a number of steps equal to your dots of the Athletics skill to your base movement rate. For example, if expending a simple action would typically allow you to take three steps, and you have 4 dots of the Athletics skill, you can take seven steps while under the effect of Pursuit. You must continue to chase your quarry to maintain Pursuit; any action that moves you away from your enemy ends all benefits of Pursuit.

Focus [Wits]

Any action spent moving towards your enemy now yields an additional three steps in addition to your base movement and Athletics skill. For example, if expending a simple action would typically allow you to take three steps and you have 4 dots of the Athletics skill, while under the effects of Pursuit you are able to take 10 steps (3 + 4 + 3).

•• Realm Wisdom

Theurges spend a lifetime mastering the intricate mysteries of the spirit world. Violent storms have made the Umbra chaotic and unpredictable, rendering the old routes and knowledge obsolete. This gift allows you to spiritually attune yourself to an Umbral Realm and learn its secrets.

Affinities: Theurge, Galliard

System

Spend 2 points of Gnosis and meditate for the next five minutes, opening your heart to the energies and spirits of your present location. You learn the secret language of whatever spirits inhabit this umbral realm and innately understand the following secrets specific to this realm:

- The name of the umbral realm and its general location within the Tellurian relative to the Material Realm: Penumbra, Near Umbra, Deep Umbra.
- The affinity of the umbral realm: Wyld, Weaver, or Wyrm.
- The approximate archetype of the umbral realm and its general reflection on the Material Realm.
- The basic laws of the realm, including any unique properties of the realm that might limit or amplify your agency and abilities, and the exact methods by which a traveler may enter and leave this umbral realm.

For more information on traveling through the Umbra, see **Chapter Thirteen: The Umbra**, page 583.

Focus [Perception]

If there are any Celestine spirits affiliated with this umbral realm, you learn their names.

•• The Silver Witness

Tales of glory, honor, or wisdom have the power to resonate through generations. Those who learn them gain power from the ancestor spirits connected to the Silver Record. The mere telling of such tales helps perpetuate their strength and continuity; each story you personally collect with this gift therefore indebts the ancestors to you, allowing you to later invoke the ancestors' training and secret knowledge.

Affinities: Theurge, Galliard

System

Spend no fewer than five minutes talking with a Garou about her recent exploits. The story you collect does not need to be a long one, but it must reflect the protagonist's gain of Renown traits. Each story you collect earns you an intangible token from the ancestor spirits. These tokens can be spent later for a benefit.

To use the benefit, spend 1 point of Gnosis and expend a token. Choose a single skill, whether or not your character has any dots in it, and add temporary dots to it equal to the dots of your highest-rated Performance skill. This gift cannot raise a skill above 6. You can use the new skill's temporary rating for the remainder of the turn. After that, the benefit is lost.

You can only collect a number of tokens up to the number of dots you have in your highest-rated Performance skill. You cannot gain more than one token from the same Garou in a single day, and you can only receive a token from a particular tale once.

Focus [Charisma]

If you wish to use the boosted skill for a downtime action, you can keep the bolstered rating for the whole endeavor. For more information on downtime actions, see **Chapter Eight: Dramatic Systems, Downtime Actions**, page 387.

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•• Siren's Lure

Eye contact forms a foundation for deep, instinctive communication both among humans and in the animal world. In sentient creatures, this mutual gaze conveys trust, through which you can exude an animal attraction. This gift grants you the power of the siren, allowing you to entice people to your side and calm them while you socialize.

Affinities: Philodox, Galliard

Test Pool: Social attribute + Empathy skill versus target's Social attribute + Willpower

System

To activate this gift, spend 1 point of Gnosis, expend a standard action, and make an opposed challenge against your target. To do so, you must first have your target's **Gaze and Focus** (see page 214).

If you succeed, the target takes an interest in you and approaches you directly. She initiates a dialog and listens to what you have to say for the next 15 minutes. The target remains in conversational range until the power's effect ends, giving you her attention throughout its duration. Although generally receptive to your words, this gift does not sway the affected target's opinions or force her to divulge secret information.

While affected by Siren's Lure, the target will not be combative or initiate hostilities of any sort, but she is not completely under your power. This gift cannot make her do anything out of the ordinary, aside from having a conversation with you. However, if your target is attacked by others, she may defend herself normally; if you attack her, the power ends immediately.

Throughout the duration of this gift, and even afterward, an affected target rationalizes her actions. She does not believe she is being manipulated, and if you succeeded in your opposed challenge, your target cannot use the Awareness skill to determine that this power was used on her. Others who are watching your interaction might think the target's behavior is odd, but they will be unable to convince her that she is under the sway of a supernatural power.

You can only have this power active against a single target at a time. Should you affect another target with this gift while it is already active, the effects against the previous target end. If your target is attacked, injured, or targeted by hostile powers, the effect ends immediately.

Exceptional Success

After scoring an exceptional success in your opposed challenge, you immediately recover the point of Gnosis spent to activate this gift. In addition, you can use Siren's Lure on a subsequent target without losing control over any existing targets. This effect is cumulative; as long as you keep achieving exceptional successes, you can continue to attempt to lure additional targets.

Focus [Appearance]

By dancing, singing, storytelling, or performing similar acts, you can draw crowds of people. Each turn you perform, you can attempt a challenge to activate Siren's Lure on a target, even if you do not have that target's Gaze and Focus. You can affect a number of targets up to the number of dots you possess of the Performance skill without causing previous uses of this power to end.

An affected target moves as close as is reasonable to observe the performance, and pays attention to the performance for the next hour. This gift's effects end immediately if you stop performing or if you take actions that are not related to performing.

•• Song of Heroes

Songs, stories, and myths have always been able to touch the heart and soothe the soul. You know well the old tales—and many new ones. Those who listen to your words find themselves healed in both mind and soul, replenishing their spirits during difficult times.

Affinities: Philodox, Galliard

System

Spend 1 point of Gnosis and expend your standard action to encourage your allies with an inspirational tale or song. Choose a number of individuals, other than yourself, up to the number of dots you possess in your highest Performance skill. Each of these individuals immediately regains 1 point of Gnosis.

Additionally, if you have a token created with the gift The Silver Witness (see page 276), you can expend it and tell its story to cause your audience to recover a second point of Gnosis. Only one token can be expended per use of Song of Heroes.

Song of Heroes cannot raise a character's Gnosis pool above her maximum capacity. No character can benefit from more than one use of Song of Heroes per hour.

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Focus [Appearance]

You can affect a number of targets equal to twice the number of dots you possess of your highest Performance skill. Additionally, each target regains 2 Gnosis rather than the standard 1, though Song of Heroes still cannot raise an individual's Gnosis pool above her maximum. If one or more of your targets has benefited from a use of Song of Heroes that resulted in the target gaining 1 (and only 1) point of Gnosis previously in the same hour, the focused version of this power can be used to give that target a second point of Gnosis.

•• Spirit Ward

Not all spirits are warriors or wise shamans. Some are clever spies and adroit saboteurs. With a little work, you can create a ward to defend an area against such malicious spirits.

Affinities: Theurge, Galliard

System

Spend 1 point of Gnosis and expend a standard action to sketch or scratch a protective sigil into the ground or other solid object, creating an active node of Gaia's magic that will ward a small area. The ward created by this ritual is spherical, extending five steps in every direction from the sigil at its center. This ward is invisible and intangible to most creatures, but is solid to spirits, preventing any minor spirits from entering or even perceiving inside the warded area.

This power works on Stock NPC spirits and on Gaffling and Jaggling spirits that have full character sheets. Incarna or Celestine spirits are too powerful to be hindered by this gift and simply ignore it. Spirit Ward lasts one hour, or until the user chooses to spend a simple action to end the power. For more information on spirit NPCs, see **Chapter Fourteen: Allies and Antagonists, Spirits**, page 620.

Focus [Manipulation]

Your Spirit Ward lasts for the remainder of the game session, rather than the standard one-hour duration. In addition, it extends up to 10 steps in every direction from the sigil.

•• Strength of Purpose

You relish battle and look forward to it as part of your destiny within Gaia's world. You are Garou, raised to fight and to die in defense of the Great Mother, and you see this calling as a glorious duty rather than a burden. Because of this dedication, you are among the first of Gaia's warriors into battle—and the last to retreat.

Affinities: Theurge, Philodox

System

When you take damage that results in marking off boxes in your Incapacitated wound track, you immediately heal 1 point of damage—normal or aggravated—and immediately regain 1 spent Willpower. You then apply the damage. Strength of Purpose does not require an action, but once triggered, it cannot be triggered again for five minutes.

Focus [Charisma]

You heal 3 points of damage—normal or aggravated—rather than the standard 1.

•• Surround the Quarry

Seasoned pack leaders are also skilled tacticians, positioning their packmates to be more effective in battle and in the hunt. This gift allows a Garou to engage her target, while also enabling her pack the freedom to advance, maneuver, and surround.

Affinities: Ahroun, Lupus

Test Pool: Physical attribute + Brawl, Melee, or Firearms skill versus target's Physical attribute + Dodge skill

System

Spend 1 point of Gnosis and make a Physical attack. If you succeed in the opposed challenge, you and a number of allies up to the number of dots you possess of the Leadership skill may each move up to two steps, taken immediately. These steps may be either towards or around the target of your Physical attack, but not away from her. You cannot benefit from this power more than once in a single round.

Exceptional Success

The normal benefits of an exceptional success apply to a Physical attack used to trigger Surround the Quarry. Alternatively, you may choose to forgo the normal exceptional success benefits and instead select a number of allies up to twice the number of dots you possess of the Leadership skill to benefit from this power.

Focus [Wits]

If your Physical attack succeeds, you and your chosen allies also receive a +3 bonus to your initiative at the beginning of the next round. Bonuses from additional uses of Surround the Quarry are not cumulative.

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•• Taking the Forgotten

The trickster spirits of legend are known for their cunning and thieving ways. You've learned to call on these spirits to help you steal from your enemy, even while she watches. If you succeed, she will forget she ever owned it for a time.

Affinities: Ragabash, Homid

Test Pool: Social attribute + Streetwise skill or Physical attribute + Brawl skill versus target's Physical attribute + Dodge skill

System

Spend 1 point of Gnosis and expend a standard action to call on the spirits of famous tricksters. You can use the Disarm combat maneuver without spending Willpower to do so (see **Chapter Seven: Core Systems, Combat, Combat Maneuvers, Disarm**, page 343); this combat maneuver must be immediately used against your target in an opposed challenge. During the challenge, you have the choice between using either the standard test pool of your Physical attribute + Brawl skill or the Taking the Forgotten test pool of your Social attribute + Streetwise skill versus your target's Physical attribute + Dodge skill. If you succeed, you automatically steal one item from your target, rather than simply force your enemy to drop it, as described in the Disarm combat maneuver. If you fail, it becomes apparent that you attempted to steal from your target and that you made use of a gift to do so.

If you succeed, the spirits confuse and befuddle your target and any observers witnessing the theft, removing any memory that you stole from her. In addition, the target completely forgets that she was carrying the stolen object, making a mental justification, such as that she left it at home, let you borrow it, or that you somehow have a similar or duplicate object. This memory block of the theft dissolves after 1 hour, or until your target regains the object.

Recording devices show that you stole the object normally, but your victims and those who personally observed the theft refuse to believe that you caused the theft until the duration of the memory block passes. Recorded footage viewed by others who were not present when the gift was activated will witness events as they happened.

If you steal a fetish without the fetish cantrip quality Named, your target clearly remembers that the fetish belongs to her, even if she forgets that you stole it. Furthermore, the fetish quality Bonded continues to ensure that your target is always able to locate the fetish. For more information about fetishes, see **Chapter Fifteen: Influences and Equipment: Fetishes**, page 716.

If you use Taking the Forgotten to steal a living being or supernatural creature from your target, such as saving a baby from a Black Spiral Dancer, the memory-block aspect of the gift fails to work, as the spirits can't befuddle memories about living beings.

Exceptional Success

If you score an exceptional success when using Taking the Forgotten, the duration of the memory block extends to 24 hours.

Focus [Manipulation]

The duration of the memory block doubles, increasing to two hours, instead of the standard one hour, or to 48 hours if you score an exceptional success.

•• Umbral Tether

Storms rage across the Umbra, making travel difficult. Many have been lost to these storms forever. You've learned to anchor a tether to a specific location, such as a caern or a secured oasis. This lifeline makes it impossible for you to become so lost that you cannot find your way back to this waypoint. This trick is not without its own dangers, and clever spirits or werewolves may discover it and follow this tether back to you.

Affinities: Theurge, Homid

System

Spend 1 point of Gnosis and use your standard action to mystically anchor a small part of yourself within a location in the Umbra. This spiritual tether creates a trail that helps you navigate the Umbra and weather the chaos of umbral storms. While you have an umbral tether in place, you are immune to the Knock Down combat maneuver, including gifts that leverage the maneuver supernaturally. In addition, once per umbral Quest, you may expend 1 point of Willpower to ignore a consequence. This ability extends to every character traveling with you. Only a single umbral tether can be active for a given umbral Quest at a time. (For more information about the Umbra, umbral storms, and navigation of the Umbra, see **Chapter Thirteen: The Umbra**, page 583; for more information on Quests, see **Chapter Eight: Dramatic Systems, Quests**, page 390.)

In addition, you can bind a party of werewolves together to ensure that they are not separated while traveling in the Umbra. This umbral tether lasts until you dissolve it by expending a simple action.

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While the tether is active, spirits and other werewolves with this gift can attempt to track you down if they stumble upon your umbral tether by engaging in an umbral Quest of the same difficulty. However, the umbral tether is immaterial and cannot be attacked or destroyed.

Focus [Perception]

You have the innate ability to sense any other umbral tethers anchored near you.

•• Withering Gaze

Being born of two worlds—the spiritual as well as the physical—grants you inherent authority. When you assert the weight of that authority, even the most stoic challengers may lose faith in their actions. Focusing your gaze, you can mystically rip away your opponent's confidence.

Affinities: Ragabash, Philodox

Test Pool: Mental attribute + Intimidation skill + Rank background versus target's Mental attribute + Willpower + Rank background

System

Spend 1 point of Gnosis and use your standard action to glare menacingly at your target. If you succeed in an opposed challenge, choose one of her attributes: Physical, Social, or Mental. The target loses access to one focus, of the target's choice, in that category for the next three turns as she is wracked with guilt and remorse. If the target is a Stock NPC, select one skill specialization, instead of a focus, for the target to lose for the duration of Withering Gaze.

You must have your target's Gaze and Focus to attempt to use this gift. For more information on **Gaze and Focus**, see page 214. Multiple applications of this power do not cause cumulative effects. If a target is affected by this power a second time, the effects of the previous power end.

Exceptional Success

This gift lasts five turns, instead of the usual three.

Focus [Manipulation]

The target also loses her next simple action.

Level 3 Gifts

••• Call of the Wyrm

You can emit a howl that carries the infuriating madness of the Wyrm. The sound is enticing to Wyrm creatures. For the hunter, this gift is a tool to lure enemies to ambush. For the bold, it is both a summons and challenge. For the foolish, it could be the means of their undoing, as they may beckon unintended foes.

Affinities: Galliard, Metis

Test Pool: Social attribute + Intimidation skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and use a standard action to issue a discordant howl that is particularly fascinating to Wyrm-minions. Your howl can be heard by anyone within range of your normal voice if you are in your Homid, Glabro, or Crinos form. If you are in Lupus or Hispo form, your howl can be heard at greater distances: up to one mile away per the number of dots you have of the Performance skill.

When you emit this howl, choose a single target with whom you are familiar or that you have battled in the past 30 days (see **Familiarity with the Target**, page 214). Engage the target in an opposed challenge. This challenge automatically fails if your target is not within range to hear your howl, but you are unaware if your challenge fails for this reason, or if the target is not nearby.

If you succeed, the target comes to you as quickly and directly as is practical, likely looking for a fight. She intuitively knows the direction of the location to which she is travelling, and knows the name of the location if she is familiar with it. The target will not risk her safety when traveling. For example, she will not walk off cliffs or enter an obvious ambush, but she is not deterred by the thought of imminent hostilities. Indeed, most minions of the Wyrm are incited by the call and spoiling for a fight upon arrival; the creature knows she has been affected by a power and believes the call came from an enemy. Garou consider the use of this gift on one another crass and disrespectful; targeting another Garou with Call of the Wyrm is akin to challenging someone to a street fight. Before going, the affected target can take a few minutes to prepare for her journey and may choose to invite any allies she has nearby.

Upon arriving, the affected creature must immediately present herself to you at a distance of no greater than 10 steps from you. She automatically identifies you as the source of the Call of the Wyrm, even if you are in a group

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or hiding. Once she has presented herself, the supernatural compulsion of the gift ends. If the target arrives to the origin of the call and you have hidden yourself, the supernatural compulsion of the gift ends.

Once begun, you cannot end this gift early. If you leave the area where you initiated the call, the affected creature can choose to stop answering it or to continue to the original location.

If the opposed challenge fails, the target might opt to investigate the source of the howl. Creatures that were not targeted may likewise attempt to investigate the sound; you can never be certain how many foes you may attract by using this gift.

If you want to force more enemies to answer the call, you can tailor the resonance of the howl to affect multiple targets. Such a diffuse summoning only attracts minor minions of the Wyrm, and it does so indiscriminately. Make a separate opposed challenge against all Stock NPCs with Wyrm Affinity of rating 3 or lower within range. You cannot control who or what responds by attempting to call fewer available targets. Affected targets are summoned to you as described above.

Exceptional Success

An affected creature is compelled to attack you after presenting herself to you. She cannot voluntarily leave the area until she succeeds in a Physical attack targeted at you. If you flee or cease to be visible after she arrives at your location, this effect ends.

Focus [Charisma]

When you use a diffuse howl to summon multiple creatures, you can elect to strengthen the call, affecting Stock NPCs of rating 5 or lower.

••• Call to Duty

You have become an embodiment of lofty ideals such as duty, loyalty, and devotion. When you provide direction, you inspire your allies with renewed purpose and strength.

Affinities: Philodox, Homid

System

Spend 1 point of Gnosis and use at least three uninterrupted standard actions to make a short speech or howl encouragingly to your allies, bolstering them to perform a certain task. Examples of appropriate tasks include protecting a fallen member of the pack, scouting a hostile location, or supporting another pack in battle.

A number of allies up to the number of dots of your Leadership skill may accept your Call to Duty. To accept, they must respond with a howl of acknowledgment; no action is required to make this response call. These allies immediately regain 1 point of Gnosis and 1 point of Willpower; this gain cannot exceed a character's normal maximum Gnosis and Willpower pools.

You receive no benefit from your own Call to Duty, beyond the assistance characters provide in the completion of your goal. No one can benefit from more than one use of Call to Duty per hour.

Focus [Appearance]

You may affect a number of targets up to double the number of dots you possess of the Leadership skill. Those affected may regain 2 points of Gnosis and Willpower.

••• Coyote's Mantle

In mythology, Coyote was an audacious trickster responsible for a myriad of thefts and deceptions—seldom was he ever caught. Borrowing some of his cleverness, you are able to invoke spirits of deceit to alter your appearance. While this gift may help you avoid recognition, avoiding capture is up to you.

Affinities: Ragabash, Galliard

Test Pool: Mental attribute + Willpower (Optional: Mental attribute + Stealth skill) versus target's Mental attribute + Investigation skill

System

Expend a simple action to change any number of your physical features. To each of the five senses, you are an entirely different person. You can use this power to formulate a generic identity, sampling and mixing various features from people you have met in the past.

If you wish to mimic a specific person's (or wolf's) identity, you must have at least 2 dots of the Subterfuge skill to attempt such an impersonation, and you must have studied the subject in person for at least five minutes, intuiting how to duplicate her essence. You can copy obvious traits like appearance and voice, but also the subtler aspects like her scent and personality. Your disguise stands up to most levels of scrutiny; you automatically fool those who do not have familiarity with your copied subject.

Coyote's Mantle can be used to change the appearance of your clothing, equipment, and skeletal structure in minor ways, so long as your body or equipment does not change significantly in size or shape. A dinner jacket could be made

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to appear as a windbreaker, or a ribbon around your neck could appear to be a fancy tie, but this power cannot make that dinner jacket look like a floor-length trenchcoat, nor could it make a pistol look like a pencil. Alternatively, you could appear as a different breed of wolf, but you could not pass as a dog or a hyena. Coyote's Mantle cannot be used to make an object invisible or partially invisible. You might make a hoodie and jeans look like a suit and slacks, but you cannot reduce them to appear as if you are wearing a bikini. Coyote's Mantle can only affect objects that you are holding or that are on your person.

Although this power can fool supernatural senses, it cannot overcome the power of the Curse. Neither can this gift afford the precise replication necessary to pass scientific scrutiny, such as retinal and fingerprint scanners. For the purpose of scent tracking, the scent you leave is your own; however, anyone who smells you in your presence while this power is active recognizes you as you appear.

Coyote's Mantle Versus Supernatural Senses

Opponents with supernatural senses, such as a Garou using Wolf Senses or a vampire using Heightened Senses, can attempt to use her sharpened senses to pierce Coyote's Mantle. To see your true appearance, she must win an opposed challenge using her power activation test pool against your Mental attribute + Willpower or Stealth skill. For example, a rival Garou attempts to pierce through your Coyote's Mantle with Wolf Senses. She must succeed in an opposed challenge with her Wolf Senses activation test pool (Mental attribute + Investigation skill) versus your Coyote's Mantle test pool (Mental attribute + Willpower or Stealth skill).

Focus [Wits]

Your powers of metamorphosis are exceptionally flexible. You can disguise yourself as a non-human creature of a similar shape to your current form. For this disguise to work, you must have knowingly met an example of such a creature in the past and studied it as described above, for at least five minutes. For example, if you are in Lupus form, you can disguise yourself as a leopard or a jackal, or even just a larger specimen of wolf. Your Crinos form might be made to resemble a standing bear or a Tzimisce vampire's Horrid Form.

You can also dramatically change the appearance of your wardrobe and equipment. You are capable of feats like making a cell phone look like a shotgun or causing a hoodie and jeans to appear as though you are wearing a ball gown.

••• Forge of the Fetish

You possess the spiritual authority to assemble a sacred vessel and then forge it into a fetish— an object with a spirit bound to it. Werewolves can leverage these tools in ways similar to magic, creating objects that mirror, or perhaps inspire, legendary tales. Creating such a fetish requires a long, evolved process that might take several months of questing to gather the proper components and appease the spirits.

Affinities: Theurge, Metis

System

Spend 1 point of Gnosis + 1 additional point of Gnosis per Fetish level, then use your standard action to bind a spirit to a sacred vessel and transform it into a fetish. For example, to create a level 3 Fetish, you would spend 4 Gnosis total: 1 for the initial cost and then another 3 Gnosis for the fetish's level 3 rating.

To use Forge of the Fetish to create a fetish, you and your allies must first have gathered the properly prepared vessel and appeased the desired spirits through questing and chiminage. For more information on the details of fetish creation, see **Chapter Fifteen: Influences and Equipment: Fetishes, Fetish Creation**, page 732.)

Creating a fetish requires bargaining with spirits. The higher your Rank background, the more leverage you have during these negotiations. You can create a fetish of a level less than or equal to your dots of the Rank background without additional cost. For example, an Adren can create a level 3 fetish without additional cost. Creating a fetish of a level greater than your Rank background requires you to expend 1 point of Willpower. You cannot regain this point of Willpower for a number of days equal to the difference between your Rank and the fetish's level, times 30 days.

For example, if a Cliath (1 dot of the Rank background) wants to make a level 2 fetish, she must spend 3 points of Gnosis (1 to activate the gift and then an additional 2 Gnosis for the fetish's level 2 rating) plus 1 point of Willpower. She will regain her point of Willpower after 30 days. ((Fetish level 2 – Rank background 1) X 30 = 30 days.)

If you examine a fetish for five minutes, you can commune with its spirit in order to determine that fetish creator's identity. Use the information listed on the fetish's item card's "Created by" line for this purpose. For sample fetish forms, see **Chapter Fifteen: Influences and Equipment, Fetishes, Fetish Forms**, page 733.

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Focus [Intelligence]

You can create a fetish of a level that exceeds your Rank background by 1, up to a level 5 fetish, without expending Willpower.

••• Gaia's Touch

The tears of Mother Gaia are powerful things, capable of washing a wounded spirit clean. With this gift, a werewolf can call upon the mother's sorrow and love for her children, cleansing a target of her injuries with but a moment's prayer.

Affinities: Theurge, Galliard

System

Spend 3 points of Gnosis and expend your standard action to heal 5 points of damage—normal or aggravated, in any combination. You may heal yourself or an individual within one step of you. This power can also heal damage from toxin, poisons, and even supernatural infections such as The Slow Knife. However, it cannot cure terminal diseases.

Focus [Intelligence]

You can use this power on any target within a number of steps equal to the number of dots you possess of the Medicine skill.

••• Master of Fire

The invention of fire was the first step towards the Weaver's ascension and the humans' conquering of the Wyld. Dangerous and unpredictable, fire is a powerful tool for those who can master it. By channeling the spirit of the inferno, you can conjure a burst of fire from your hands to strike down your enemies.

Affinities: Theurge, Homid

Test pool: Mental attribute + Occult skill versus target's Physical attribute + Dodge skill

System

Spend 1 point of Gnosis and expend your standard action to point at a target within 20 steps of your location. If you succeed in an opposed challenge against your target, a burst of flame shoots out of your finger, inflicting 3 points of aggravated damage to her when it strikes. This flame then snuffs out in a puff of mystic sparks. Alternatively, you may choose to ignite a stationary flammable target, such as a pile of hay or papers, so long as it is not currently in anyone's direct possession.

Exceptional Success

A successful use of Master of Fire inflicts 4 points of aggravated damage, instead of the standard 3 points.

Focus [Wits]

When you take damage from fire, you can spend 1 point of Gnosis to convert that damage from aggravated to normal. This effect does not require an action and can be done at any time, even before your turn in the initiative order.

••• Pack Tactics

Wolves instinctively fight using pack tactics, supporting one another to bring down their quarry. Your commanding will inspires others to fight like such a pack, working together as a unified force. With your guidance, even a diverse group can truly fight as one.

Affinities: Philodox, Ahroun

System

Spend 1 point of Gnosis and expend a simple action to howl or speak words of encouragement. Select a number of allies up to the number of dots you possess of the Leadership skill. This symbolic gesture unifies the instincts and spirits of your allies, encouraging them to fight as a united force. Until the start of your next Everyman round action, each character targeted by Pack Tactics can offer one another a single use of the Assist Attacker or Assist Defender mass combat tactics without expending actions to do so. This additional mass combat tactic can be used during Rage rounds, but only one such action can be used each turn. Multiple applications of Pack Tactics do not stack.

At the start of your action during the next Everyman round, you may choose to spend another simple action to continue howling or speaking. If you do, the effects of this gift continue, as if you enacted the gift this turn. You can perform this continuation every turn thereafter, but if you choose not to continue the power on a given turn, you must spend a Gnosis and a simple action to reenact the gift anew thereafter.

Focus [Appearance]

Your presence is especially inspiring. Your targets can use a single combat maneuver without expending Willpower to do so, as an alternative to using the Assist Attacker or Assist Defender combat tactics. Only one free combat maneuver can be gained this way each turn.

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••• Renewed Vigor

In celebration of a successful hunt, a glorious battle, or an honorable fight, this gift carries your triumphant howl to the spirits, who bless your victory. Any allies who join in your song receive their blessings as well.

Affinities: Galliard, Ahroun

System

Whenever you reduce an opponent to 0 remaining health levels, or when you accept an honorable surrender, you may expend a simple action to activate this gift. You can expend this simple action either during your current initiative, or during your next action in the initiative order. Once you do so, you gain 1 point of Gnosis and heal 1 health level of damage, either normal or aggravated.

A number of allies up to the number of dots you possess of the Leadership skill may celebrate your victory and gain the same benefit. To do so, they must respond immediately with a howl of acknowledgement; however, this response does not require an action and may occur out of intuitive order.

> **Focus [Appearance]**
>
> You and any allies who join in your howl regain 2 points of Gnosis and heal 2 health levels of damage, normal or aggravated.

••• Scent of the Prey

The wolf can track her prey from miles away by scent alone. You've learned to call on the spirits of the hunt to mystically enhance your own sense of smell, tracking your quarry to the end of the world and beyond.

Affinities: Ragabash, Lupus

Test Pool: Mental attribute + Investigation skill versus target's Mental attribute + Stealth skill

System

Spend 1 point of Gnosis and expend your standard action opening your senses to your prey's distinct qualities. To attempt Scent of the Prey, you must be in a location where the target has also been within the last 24 hours and be familiar with her (see **Familiarity with the Target**, page 214). If you succeed in an opposed challenge, you sense your target's exact direction. For the next hour, you can use this instinctual knowledge to track the target until you see her.

Scent of the Prey does not provide you with any specific information about the location where your target is, but you can sense her approximate distance and exact direction. If the target is currently hidden via supernatural powers, such as Blur of the Milky Eye or Obfuscate, then you can track the target to her general location before losing the mystical connection. If this happens, it becomes obvious to you that the target is hiding with supernatural powers.

This gift can track your prey anywhere on Earth and through umbral realms within its hour-long limit. Afterwards, you must test again to regain the scent. If you fail any attempt to use Scent of the Prey, then you cannot attempt to track the same target again until 24 hours have passed. If the target benefits from a supernatural power that removes familiarity, such as The Madness Season, then the mystical connection breaks and the gift fails.

Exceptional Success

If you achieve an exceptional success when activating Scent of the Prey, the gift's duration extends to five hours.

> **Focus [Perception]**
>
> You can use this gift if your target has been through your current location anytime within the last week.

••• Spirit Knife

The Gauntlet is the mystical barrier that separates this world from the Umbra. Spirits must manifest through it to strike at enemies on the other side. You have the skill to imbue a weapon—traditionally a knife—with spiritual power, enabling it to strike across the Gauntlet, wounding your enemies in the Umbra.

Affinities: Theurge, Metis

System

Spend 1 point of Gnosis and use your standard action to mystically imbue a melee weapon with your essence, representing your personal mastery over spirits. For the next hour, this weapon deals aggravated damage. Your Spirit Knife does not function in the hands of another wielder.

Additionally, for the duration of the gift, your weapon can strike at spirits across the Gauntlet from the physical world into the Umbra and other realms, including wraiths and vampires using Psychic Projection, if you can see them. (Note that this gift does not provide the ability to see across the Gauntlet into the Umbra. For more information, see **Airt Perception**, page 263.) This power does not grant you the ability to strike across the Gauntlet into the Material Realm if you are already in the Umbra.

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Focus [Perception]

This weapon can be loaned to another and still function, but a wise Garou takes care when letting such an object out of her sight. Once a weapon has been imbued with your essence, even after the duration of the gift ends, possessing it automatically grants the wielder familiarity with you (see **Familiarity with the Target**, page 214).

••• *Spirit of the Fray*

The glory of battle resounds within your blood, calling you to great and heroic deeds. You are almost always the first to strike; a spirit of fire within your heart guides your lightning-fast reflexes.

Affinities: Ahroun, Lupus

System

When calculating your initiative, you receive a bonus equal to the number of dots you possess of the Athletics skill. This power is always active.

Focus [Perception]

In addition to the above, you may spend point of 1 Gnosis to receive an additional +3 bonus to your initiative. You can spend this point of Gnosis and activate this power at any time—even before your turn in the initiative order. You may spend additional points of Gnosis for successive +3 bonuses to your initiative, which combine with other initiative bonuses.

••• *Spirit's Gaze*

You have bound yourself in alliance with spirits of vision itself. When you concentrate on this pact, you can send your sight to distant locations, allowing you to view events occurring far from your physical body. For places you know well, not even the Gauntlet can bar your sight.

Affinities: Ragabash, Philodox

Test Pool: Mental attribute + Investigation skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use your standard action to close your eyes and remotely view any single location or character within 20 miles with which you are familiar. For more information on familiarity, see **Familiarity with the Target**, page 214.

If used to view a location, no challenge is required. If used to view a character, make an opposed challenge. If you succeed, your sight remains fixed on the target for one minute per dot of the Investigation skill that you possess. You can look around in any direction, though you cannot move your visual position without reactivating this gift. Characters that possess the gifts Sense the Balance or Wolf Senses may use these powers to further enhance their sight while viewing through Spirit's Gaze. As with any gift, you may choose to cease using it before the duration expires by expending a simple action to do so.

While you have your sight directed elsewhere, you are unable to see your body's current location, though other senses, such as hearing and smell work normally. Engaging in combat while your sight is elsewhere requires the Fighting Blind combat maneuver, or you suffer penalties as though under the effect of the Blinding Attack combat maneuver. For more information on combat maneuvers see **Chapter Seven: Core Systems, Combat, Combat Maneuvers**, page 343.

Focus [Perception]

You can remotely view any target on which you have successfully used a gift within the last 30 days, as long as she is within 20 miles of you. If your target is using a supernatural power to hide herself, you must have Wolf Senses active and then succeed in an opposed challenge in order to see the target. You can also enact the gift Mind Web through your remote sight. For more information on piercing supernatural concealment, see **Wolf Senses**, page 271.

••• *Steel Sharpens Steel*

Conventional wisdom teaches that an experienced warrior brings more to a battle than simply another sword. Offering guidance and direction to your allies, you have the power to impart the benefits of your skill and expertise. Others find themselves bolstered by your influence and command, their efforts strengthened by your example. Perseverance and training have made you a powerful force on the battlefield.

Affinities: Philodox, Ahroun

System

Spend 1 point of Gnosis and use your simple action to shout words of inspiration to your allies. Choose one of your skills. For the next five minutes, a number of allies up to the number of dots you possess of the Leadership skill may opt to use the value of your chosen skill in place of their own.

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A recipient of this power can only benefit from a single application of Steel Sharpens Steel at a time. Should a second user of this power attempt to target one of your beneficiaries, she must choose which application to retain and which to relinquish.

Focus [Intelligence]

You may choose up to two skills to share with your allies.

••• Stoking Fury's Furnace

You've trained your heart to endure the Rage that flows through you. When the need arises, you can tap into that fury, pushing your body past its limits. This process can be dangerous, but sometimes the risk is worth the reward.

Affinities: Philodox, Ahroun

System

Expend 1 point of Gnosis and use your simple action to immediately gain 1 point of Rage.

Focus [Charisma]

You can spend 1 point of Gnosis and expend your simple action to use Stoking Fury's Furnace on another individual, giving your target the option to gain a point of Rage. No character can be affected by more than one application of Stoking Fury's Furnace per turn.

••• Thousand Forms

Most cultures possess stories of tricksters changing shape. Whether to confound pursuers, move more efficiently, or have a bit of fun, you can change your shape into any small animal, such as a small bird, a squirrel, a fish, or a cat.

Affinities: Ragabash, Theurge, Lupus

System

Spend 1 point of Gnosis and expend a standard action to change into a small animal, choosing a specific form each time you use this gift. You may select any non-supernatural animal roughly the size of a cat. In no case can the form you assume be small enough to hide on another individual's person. While you retain the form of this animal, you can't speak or communicate with other animals. While transformed, you divide your Physical attribute in half when making Physical attacks, but you receive a +3 wild card bonus to Dodge-based defense test pools due to your small size. You can possess one of the following bonuses, so long as it fits the theme of your chosen form:

- **Agile:** You receive a +5 bonus to your Dodge-based defense test pools, rather than the standard +3 bonus.
- **Aquatic:** You swim at normal movement speed, but your movement speed on land is reduced to one step per action. Alternately, at your Storyteller's discretion, you cannot move on land at all while in this form.
- **Avian:** You can fly at your normal movement speed.
- **Fast:** If you expend both your simple and standard actions on movement, you can move nine steps a round, instead of the standard six.
- **Climbing:** You can climb upward at a speed equal to your walking pace and climb as a simple action, rather than a standard action.
- **Vicious:** Do not reduce your Physical attribute when making Physical attacks while in this form.

Thousand Forms is a transformative power and cannot be combined with other transformative powers, nor can it be combined with a Garou's standard forms: Homid, Glabro, Crinos, Hispo, or Lupus forms. You may end the transformation at any time by expending a simple action. When you end this transformation, you revert to your breed form.

Focus [Wits]

Once this power has been activated, you can shift into the animal form you chose at any time during the rest of the game session by spending a simple action. There is no limit to the number of times you may shift back and forth, but if you wish to adopt a new small animal form, you must reactivate the power and pay the costs again, overwriting the previous use of Thousand Forms.

••• Trick Shot

Developed by the Iron Riders during the height of the Wyld West era, this gift inspired many tall tales of gunslingers making impossible shots during a fight. While Trick Shot is active, if you can see a target, you can always hit it.

Affinities: Ragabash, Homid

System

Spend 1 point of Gnosis and use your standard action to target a single individual with a firearms, thrown weapon, or non-crossbow archery weapon Ranged attack. You automatically

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hit your target without a challenge, gaining a normal success. Effects that allow an individual to automatically avoid your attack succeed in defending against Trick Shot, but powers that provide defensive bonuses do not.

Alternately, once per turn, you can spend 1 Gnosis when you achieve a normal success on a firearms attack against a single target. That normal success becomes an exceptional success.

The two effects of Trick Shot cannot be combined. You can use this power to automatically hit, or to turn a normal success into an exceptional success, but you cannot use both effects on the same attack. Trick Shot can only be applied to Ranged attacks, and cannot be used in conjunction with combat maneuvers.

You cannot use Trick Shot when using weapons that attack multiple targets, such as weapons with the Automatic or Spray equipment qualities.

Focus [Perception]

As an alternative to the above, you may activate this power to use either the Knockdown or Disarm combat maneuver without spending Willpower to do so. You must use these maneuvers in conjunction with a firearms or thrown weapon attack.

Level 4 Gifts

•••• Awaken Major Spirit

A Jaggling spirit is a potent spirit that possesses intelligence and self-motivation. You have the power to summon a Jaggling spirit from the Umbra and bind it into your service. This spirit becomes your ally, and it will attempt to aid you as best as it can.

Affinities: Theurge, Philodox

Test Pool: Mental attribute + Occult skill versus Special (see below). (For more information on Spirit NPCs, see **Chapter Fourteen: Allies and Antagonists, Spirits**, page 620.)

System

Spend 1 point of Gnosis and expend a standard action to summon a Jaggling spirit. If you succeed in an opposed challenge, the spirit manifests at your location in either the Material Realm or the Umbra, within one step of you, bound to your will. That spirit is your ally, and it will attempt to fulfill your verbal requests for the rest of the night. The summoned spirit may act upon its next turn, which occurs on your initiative.

Spirits summoned by this power are created as rating 3 Stock NPC Jaggling spirits. They cannot perform downtime actions, but they can act with relative independence. If a manifested spirit takes damage equal to its NPC rating, its material body is destroyed. Meanwhile, you are able to converse with it. The nature of the object determines the personality of the spirit; a large bounder is stoic and intractable, whereas a tempest is intense and mercurial. The spirit answers basic questions truthfully, but unfamiliar concepts may confuse it.

Alternatively, Awaken Major Spirit can be used to command and compel any Jaggling spirit within your line of sight, but it transforms immediately into a Stock NPC of appropriate rating within the normal limits of this power. For example, a rating 5 Jaggling spirit Stock NPC temporarily reduces in rating, becoming a rating 3 Jaggling spirit Stock NPC for the duration of this power.

Only one Jaggling spirit may be summoned and bound to you at a time. If you attempt to bind a major spirit that is already under the thrall of another character, you must target that character in an opposed challenge and succeed to take control of the spirit. Both challengers use a test pool consisting of their Mental attribute +Occult skill.

Exceptional Success

If you achieve an exceptional success against an opponent for control of a spirit, your opponent cannot awaken or bind a major spirit for three turns.

Focus [Intelligence]

Spirits summoned and bound by this power are created as rating 4 Stock NPC Jaggling spirits, instead of the standard rating 3 Stock NPCs.

•••• Castigate

You have the ears of the spirits, and they respect your words. If you call on them to harshly judge another Garou, they will temporarily revoke their favor from the target of your ire. To do this, you must verbally and publically accuse the target and describe her offenses. If successful, the spirits treat the target as though she is of a lesser Rank when she attempts to activate her gifts.

Affinities: Theurge, Philodox

Test Pool: Social attribute + Occult skill + Rank background versus target's Social attribute + Willpower + Rank background

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System

Expend 1 point of Gnosis and use a standard action to verbally reprimand your target. You must have your target's Gaze and Focus (see **Gaze and Focus**, page 214) to do so. Your castigation must include some reason, however spurious, explaining why the spirits should punish the target. If you succeed in an opposed challenge, you mystically mark the target, indicating that the spirits must treat the victim as though she has 0 dots of the Rank background for the purpose of activating gifts or adding Rank to her test pools. This reduction does not affect any other properties of the Rank background, such as bonus attributes, downtime actions, or Renown. This effect lasts for 10 minutes.

Alternatively, you may use this gift to enact a longer-lasting punishment. To do so, you must place your hands on the target for three consecutive standard actions as you recite a litany of her crimes. If you succeed in an opposed challenge, your Castigate affects the target for 30 days. You may choose to end the effects of this power before the end of its duration by expending a simple action to do so.

Exceptional Success

If you achieve an exceptional success, the duration of Castigate increases to one hour, or in the case of a longer punishment, 60 days.

Focus [Appearance]

If the target has more dots of the Rank background than you, you may opt to eliminate the Rank background from both of your test pools for the purpose of making the opposed challenge for Castigate.

•••• Cheap Shot

Not every battle is waged with honor. Glory goes to the victor, and it doesn't care how dirty the winners' hands are. You have the ability to call on the spirits to help you make a humiliating strike against your enemy that distracts her for a short amount of time.

Affinities: Ragabash, Galliard, Homid

Test Pool: Physical attribute + Brawl skill versus target's Physical attribute + Dodge skill

System

Spent 1 point of Gnosis and expend a standard action making an opposed Physical challenge to humiliate your target with a strike. This attack must be painful and embarrassing, like a back-handed slap or a devastating shot to the crotch. If you succeed, you deal the normal damage for the attack, and the victim is temporarily dazed for the next turn, until the conclusion of her next action during the next Everyman round. During this time, she loses access to one of her Physical focuses, which the target selects. She also suffers a -3 penalty to her initiative.

Although this gift requires you to humiliate your target, please bear in mind the comfort of your fellow players when roleplaying the requirements and effects of this gift.

Exceptional Success

If you achieve an exceptional success, then your target also loses either her Social or Mental focus, which she selects.

Focus [Appearance]

The duration of a successful use of Cheap Shot extends from one turn to three turns.

•••• Defense of the Hearth

Few things in nature are as ferocious as a mother protecting her young, giving pause to even the most seasoned of wolves. This gift allows you to summon the tenacious countenance of vengeful parent, forcing anyone to challenge you first before approaching nearer.

Affinities: Theurge, Galliard, Metis

Test Pool: Social attribute + Intimidation skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to snarl, declaring the space around you as your own. Defense of the Hearth protects you and all individuals you choose, including creatures and people, so long as they are within two steps of you. While this power is active, no one with hostile intent can come within five steps of you or those you choose to guard without first defeating you in an opposed challenge using her Social attribute + Willpower versus your Social attribute + Intimidation skill.

If anyone with hostile intent is within five steps of you when you activate this power, she must initiate an opposed challenge with you at the beginning of her next action. If she succeeds, she acts normally. If she fails, she must slowly back away to a distance of five steps or more, using at least one of her simple actions each round for the movement to achieve this distance. If the available space does not accommodate a distance of five steps, the affected character must attempt to egress through reasonable means. In either case, she must wait 10 minutes before attempting to overcome this power again.

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Defense of the Hearth does not prevent individuals using ranged weapons or powers from attacking you or those you protect. If an individual protected by your Defense of the Hearth attacks or targets someone with a hostile power (whether targeting an individual inside or outside of your aura), she immediately loses the protection of Defense of the Hearth. Such a character cannot be protected by this gift for the next hour.

Once you activate Defense of the Hearth and you have chosen the individuals you are protecting with this power, you cannot add other individuals to that protection unless you reactivate Defense of the Hearth. There is no limit to the number of individuals you can protect with this power, so long as they remain within five steps of your physical form.

Every turn after the first, you must spend 1 point of Gnosis during your action during the Everyman round to keep Defense of the Hearth active. If you stop spending Gnosis, or take any action other than speech or simple movement, this power immediately ends.

Focus [Appearance]

You can add additional characters to your protection without having to reactivate Defense of the Hearth.

•••• Forced Transformation

Gaia's foremost gift to her children is the power to change shape. With this gift, a werewolf can seize control of that ability, causing her opponents to lose control of their physical forms and assume whatever shape you demand. So long as the target can achieve the chosen form, she must transform into it, remaining trapped in that body, unable to shift again for a short while.

Affinities: Theurge, Philodox

Test pool: Mental attribute + Animal Ken skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and expend your standard action to force a target who is capable of changing forms to change her shape into one you choose. This transformation takes place on the target's next available standard action. If the target is unwilling, you must defeat her in an opposed challenge in order for this gift to take effect. Regardless of whether or not the target is willing, once you enact Forced Transformation on her, she cannot voluntarily change shape for the next two full turns.

Forced Transformation has no effect on creatures that cannot change form, but it can be used on other supernatural creatures that possess transformative powers. Use of this gift does not grant you knowledge of what forms your target is capable of assuming, nor can it force a target to assume a form she to which she does not possess access. You can only command your target to assume those forms you know or suspect your target can assume. If you are unsure about your target's breed or nature, you can compel her to revert to her natural form without knowing what that form is. Targets affected by this power change shape without expending an action or resources.

Focus [Wits]

You prevent your target from voluntarily changing shape for a number of turns up to the number of dots you possess of the Animal Ken skill, instead of the standard two turns.

•••• Gnaw

You have the ability to bite through wood, concrete, and even steel given enough time and motivation. Gnaw extends and increases the size of your maw to monstrous proportions, offering extreme leverage and toughness—and potentially inflicting frightening levels of damage on any enemies you bite.

Affinities: Ahroun, Lupus, Metis

System

Spend 1 point of Gnosis and expend a simple action to activate Gnaw. This gift can only be activated while you are in Lupus or Hispo form. While this gift is active, your jaw becomes grotesque in proportion, and your fangs turn into horrendous, ragged tools of destruction. Under the effects of Gnaw, you can chew through anything, with sufficient time. You can chomp through steel chains using a standard action and gnaw your way through a reinforced concrete wall in a few minutes. In addition, your bite attacks gain the Brutal and Fast melee weapon qualities and do an additional point of damage on a successful attack.

Focus [Wits]

Your Gnaw is particularly efficient. You can bite through a steel chain using a simple action, or gnaw through a reinforced wall in one minute. Instead of gaining the Fast melee weapon quality, your bite attacks gain the Deadly melee weapon quality, in addition to the Brutal quality.

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•••• Hobbling Strike

By working together to exhaust their quarry, wolves working in tandem are capable of bringing down prey much larger than any single wolf could defeat. Striking at your target's musculature, a Garou harries her target, weakening its defenses and limiting lines of retreat.

Affinities: Ragabash, Ahroun

Test Pool: Physical attribute + Brawl, Melee, or Firearms skill versus target's Physical attribute + Dodge skill

System

Spend 1 point of Gnosis and make a Physical attack against your opponent. If you succeed, you compromise your target's ability to move and react. Your opponent must spend 2 points of Willpower, instead of 1 point, to retest Physical challenges for the remainder of the current turn. Additionally, for the remainder of the turn, your target cannot take more than three steps during a single round. This limit applies regardless of how many actions she spends on movement, whether or not she is targeted by powers that grant bonuses to movement, or whether or not she possesses powers that allow her to take additional or bonus steps.

Characters with merits, powers, or other qualities that allow them to retest Physical challenges without spending Willpower can use those abilities normally while under the effects of Hobbling Strike. They do not spend an additional point of Willpower to use those retests. Multiple applications of Hobbling Strike are not cumulative.

Exceptional Success

The normal benefits of an exceptional success apply to a Physical attack used to trigger Hobbling Strike. Additionally, this power's duration extends to the end of the next turn, instead of the standard duration ending at the conclusion of the current turn.

Focus [Manipulation]

Instead of spending 2 points of Willpower to retest Physical challenges, your target cannot spend Willpower at all to retest Physical challenges for the duration of the power. Additionally, your opponent cannot take more than two steps per round as long as the power is in effect, instead of the standard three-step maximum limit.

•••• Invoke Earth's Contract

Calling on the ancient pacts between Garou and Gaia to protect the earth, you infuse your body with great resilience. Your skin takes on a faint gray cast as your body becomes imbued with the spirit of stone. Attacks barely scratch your granite-strengthened skin.

Affinities: Philodox, Ahroun

System

Spend 1 point of Gnosis and use your standard action to invoke the special bond between you and the spirits of elemental earth. For the next hour, you gain the Full Body and Ballistic equipment qualities. These qualities are immune to the Armor Piercing weapon quality, due to their supernatural nature. For more information on equipment qualities, see **Chapter Fifteen: Influences and Equipment, Equipment**, page 705. You cannot benefit from this power more than once per hour.

Focus [Wits]

As an alternate function, you may choose to expend 1 point of Gnosis and spend a standard action to activate this gift, causing a wall of stone stalagmites to rise from the ground. The stalagmites cross haphazardly, like jagged teeth, obstructing any clear path. While they block movement, the stalagmites opponents can attack through them, and they do not block line of sight or Gaze and Focus. The wall is 10 steps long, 10 steps high, and two feet thick. It has 4 health levels. If all of its health levels take damage, it shatters and dissipates back into the ground.

•••• Laugh of the Hyena

Hyena laughs, mocking anyone who tries to command her. You've learned to mimic her ways. Any time an opponent tries to supernaturally command, cajole, or force you to act against your will, the free-spirited mirth in your heart allows you an attempt to resist such control.

Affinities: Ragabash, Galliard

System

When you spend a point of Willpower to retest a Mental or Social power that attempts to change your behavior or influence your emotions, you gain a +5 wild card bonus to your defensive test pool for that retest attempt.

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Focus [Charisma]

When you invoke Laugh of the Hyena during a retest, you immediately regain the Willpower spent for that retest.

•••• The Madness Season

Few are as unpredictable or as feared as the mad. You can hide the essence of your presence with spirits of madness, masking you from supernatural powers that rely upon familiarity. This ability comes at a price—those who wrap themselves with madness must embrace madness themselves.

Affinities: Ragabash, Theurge, Metis

System

Spend 1 point of Gnosis and use your standard action to invoke spirits of madness, inviting them to possess your body. For the next hour, spirits of madness cloak your essence, making you immune to any supernatural power that relies upon Familiarity with the Target (see **Familiarity with the Target**, page 214) to activate, such as Scent of the Prey or Summon.

While The Madness Season is active, you suffer from the Derangement: Extreme Paranoia (Belief). You believe that everyone, friends and enemies alike, really are out to get you. Each time that someone attempts to activate a supernatural power that requires familiarity targeting you, you gain a Derangement trait. (For more information, see **Chapter Six: Merits and Flaws, Flaws, Derangements**, page 328.)

Focus [Intelligence]

The presence of your madness spirit makes it difficult for those with Wyrm Affinity to sense your affiliation, as it resembles their own madness. As a result, they accept you as one of their own, a minion of the Wyrm, until you prove that you are not.

•••• Rancorous Halo

A bristling wolf has reached the end of her patience, a clear indication that further provocation will lead to violence. Use of this gift brings your Rage to the surface, seething into a visible aura of anger. Any who would challenge you for dominance risk hastening their demise.

Affinities: Ahroun, Lupus

System

Spend 1 point of Gnosis and expend a simple action to bristle and growl, calling forth your anger and making it manifest. You immediately project a pulsing aura of power that is visible to the naked eye; it reflects the tone of your anger, in a color of your choosing. Whenever an opponent attempts a Mental or Social challenge against you and fails, you have the option to immediately gain 1 point of Rage. Frivolous or non-aggressive challenges do not give you the option of gaining Rage. This power lasts for five minutes. Should you activate this gift outside of combat, you begin combat with any points of Rage gained.

When this power is active, you cannot benefit from any form of concealment, either mundane or supernatural, such as the gift Blur of the Milky Eye. The light your aura provides is dull and insufficient for illumination; use of this gift in total darkness does not negate penalties due to low visibility. Wolves and other Garou may view the use of this gift as a form of social aggression, possibly initiating a Staredown. For more information on Staredowns, see **Chapter Nine: Social Systems, Challenges, Staredowns**, page 427.

Focus [Appearance]

While this power is active, if an opponent attempts a Mental or Social challenge against you, you can immediately gain 1 point of Rage, even if the challenge succeeds.

•••• Recollection of Distant Dreams

You can thicken the dream fabric around a target's head, clouding her perceptions and lulling her into a powerful daydream. The target ignores everything going on around her, so long as those events are not overtly hostile, dangerous, or attention-grabbing. This reverie can help you sneak past a security guard, examine the contents of a clerk's file cabinets, or peek at your opponent's cards in a game of poker.

Affinities: Ragabash, Galliard, Homid

Test Pool: Mental attribute + Subterfuge skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and use a standard action to send your target's mind towards distant daydreams. The target must be in a relaxed setting—she cannot be in combat, presently endangered, or otherwise threatened with physical harm—but she need not be focused on you.

Engage your target in an opposed challenge. If you succeed, the target ceases her current activity, as she becomes lost in a vivid daydream. This change happens abruptly; if she is currently speaking, she will pause mid-sentence, as if poised on a thought. She does not notice the presence or activities

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of anyone around her, so long as those characters remain unobtrusive, nor will she remember such events after the power ends.

Interacting directly with the target or with her personal possessions ends the gift's effect; this interruption also occurs if you target her with any other supernatural powers. Sudden movements or obvious preparations to attack also end the effect, as will unexpected noises louder than a door closing. Unless ended early, the daydream concludes naturally in 10 minutes.

Should the target still be under the effects of this power when a combat begins, she will be caught flat-footed. For the initial turn of combat, she must substitute a value of 3 in place of her base attribute score for the purpose of determining initiative. Any modifiers, such as Spirit of the Fray, add to that number normally.

Exceptional Success

Should combat erupt while the target is under the effects of this power, for the initial turn of combat, she instead substitutes a value of 1 for her base attribute score for the purpose of determining initiative.

Focus [Wits]

You can target up to three individuals at once with this power. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

•••• *Snarl of the Predator*

Wolves struggle for dominance through tests of strength and will. The most primitive—and arguably the most important—of these challenges is the staredown. By glaring into your opponent's eyes, you can inflect terror into her heart and force her to submit to your will.

Affinities: Philodox, Ahroun, Lupus

Test Pool: Social attribute + Intimidation skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and expend a standard action to make a display of strength and dominance, such as growling, posturing, or raising hackles in your fur. If you succeed in an opposed challenge against your target, she immediately flees in terror for five minutes. The target cannot willingly come within five steps of you for this power's duration. In addition, she actively seeks to avoid your presence and fears your anger for the rest of the game session and she cannot initiate a Staredown against you. To use Snarl of the Predator, you must have your target's Gaze and Focus (see **Gaze and Focus**, page 214).

If your target is a werewolf or Fera, she may choose to kneel or roll over onto her back instead of fleeing. A shapeshifter who chooses this option must do so during her next available action, and she must continue to submit for two full turns. She cannot attack you for the next five minutes, unless you attack her first. However, she is not forced to flee or to stay away from you. If the target is attacked, including by you, she can defend herself normally.

Wolves and other Garou may view the use of this gift as a form of social aggression, possibly initiating a Staredown if they are able to attempt one. For more information on Staredowns, see **Chapter Nine: Social Systems, Challenges, Staredowns**, page 427.

Exceptional Success

If you achieve an exceptional success when attempting to use this power, the effects last for one hour instead of five minutes, and submission lasts for five turns instead of two.

Focus [Manipulation]

You may forgo the traditional means of enacting Snarl of the Predator, and may instead choose to activate this power with a dedicated stare, rather than more visible aggressive behaviors.

•••• *View the Battlefield*

You can see the terrain of a battlefield, along with the placement of allies and enemies therein. You perceive this information in shadowy, dream-like detail: a top-down view of the battlefield, rich with symbolism. This information is invaluable from a tactical standpoint. It also lets you chronicle the details of a battle with great precision.

Affinities: Galliard, Homid, Metis

System

Spend 1 point of Gnosis and expend a simple action to gain a hazy, top-down view of a battlefield at which you are present, superimposed over your normal vision. The area perceived can vary in size; it covers the whole space involved in the current combat scenario, whether that is

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a small room where only a couple of enemies are fighting, or an area miles across, populated by opposing armies. You can only activate this gift when you have already detected enemies nearby; a battle must be eminent or have already begun. This gift does not work across the Gauntlet, even if the battlefield extends to the other side.

While this gift is active, you automatically know the numbers and locations of enemy forces, even seeing through intervening barriers such as walls or ceilings. This gift does not extend your field of vision for the purpose of activating other gifts. Most enemies appear distorted and shrouded in symbolism; you can only identify those with whom you are familiar. You also know exactly when and where new foes enter the battle or if current ones leave it. If any enemies are obscured by supernatural concealment, you still know their total number, but this gift does not reveal their locations. If you choose, you may share the tactical information gleaned through your battlefield perspective, either verbally or through powers such as Mind Web. However, you must actively communicate such knowledge; other parties cannot passively share your vision, even telepathically.

In addition, you can observe any challenge within your normal line of sight between two or more individuals. You are able to recognize the nature of the challenge, including any powers used, as long as you possess the appropriate knowledge or Lore skill specialization. You also understand the nature of the outcome, including damage dealt. When observing a challenge, once per turn, you may choose to offer the participant of your choice the opportunity to spend your Willpower instead of her own to retest the outcome of that challenge. This retest is handled like any other Willpower retest, except you pay the cost instead of the participant. In addition, this retest successfully works in tandem with any other defensive powers your recipient may possess, such as Survivor or Laugh of the Hyena. This gift does not override effects that forbid the target from making a Willpower retest or increase its cost.

View the Battlefield lasts for 10 minutes per point of Gnosis spent to fuel this gift.

Focus [Perception]

You can grant the opportunity to spend your Willpower twice per turn, instead of the standard once per turn. Additionally, the target may make use of any gifts you possess that trigger when you spend a point of Willpower for a retest, such as Survivor or Laugh of the Hyena, instead of relying on her own possession of such gifts. A target cannot benefit from the same gift twice in this manner, but does use the greater benefit, if applicable.

Level 5 Gifts

••••• Aegis of Rage

The berserkers of legend were believed to have fought without armor, having the ability to ignore wounds through the might of their battle-frenzy. With intense focus, you have the power to channel your anger and vital energies, shielding you from attack. Blows that would otherwise hinder or maim are inconsequential when met with the power of your rage.

Affinities: Ahroun, Metis

System

At the beginning of each round, you can spend 1 point of Gnosis to activate Aegis of Rage. You can activate this power when in frenzy; this is an exception to the rule preventing the activation of gifts in frenzy. If you do, you forego all Regeneration benefits from Rage for the current round. Instead, your Rage track gains the following abilities:

- **Rage 1:** Each time you take aggravated damage, you can convert 1 point of damage from that source from aggravated to normal damage.
- **Rage 4:** Each time you take normal damage, you can ignore 1 point of normal damage from that source.
- **Rage 7:** Each time you take aggravated damage, you may convert 1 additional point of damage from that source from aggravated to normal damage.
- **Rage 10:** Each time you take normal damage, you can ignore an additional point of damage from that source.

For the purpose of determining damage, apply the benefits in order. For example, at Rage 4, you can ignore a single point of incoming aggravated damage; at Rage 10, you can ignore 2 points of incoming aggravated damage.

Focus [Wits]

After activating Aegis of Rage, you immediately recover the Gnosis spent to activate it, up to 1 point.

••••• Apotheosis of Rage

While all Garou carry within them the seeds of Luna's anger, those seeds only truly blossom in the deepest throes of battle. Through this gift, you become Luna's rage made manifest, striking repeatedly in impossible succession.

Affinities: Ahroun, Lupus, Metis

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System

Any time you possess 7 or more points of Rage, you can immediately activate this gift. For the duration of the current round, whenever you use your standard action to attempt an attack, you can attempt two separate Physical attacks. These attacks can only deal damage, and they cannot be used to activate gifts or be combined with combat maneuvers.

Note that this power does not allow you to surpass the maximum limit of Physical attacks a single target can receive per round. At the end of the round, reduce your Rage by 5 points. In addition, this gift cannot be combined with other powers that add additional attacks, such as Clawstorm.

Focus [Intelligence]

You can activate this power when you have 6 or more points of Rage, instead of the standard requirement of 7 points, and its use reduces your Rage by 4 points, instead of 5, at the end of the round.

••••• The Artful Dodger

The Artful Dodger is the literary epitome of a cunning thief and trickster. You've learned to bargain with spirits of deception and chicanery in his name to grant you a special knack for getting out of dicey situations and putting your hands on things that don't strictly belong to you.

Affinities: Ragabash, Homid

System

Spend 2 points of Gnosis and use your simple action entreating spirits of evasion and chicanery to lend you their finesse and cunning. For a number of turns equal to the number of dots you possess of the Subterfuge skill, you gain a +3 wild card bonus to tests using your Dodge, Security, and Streetwise skills. In addition, you become immune to the Grapple and Disarm combat maneuvers.

In addition, you cannot be imprisoned or trapped inside of any container or unnatural structure, such as a cell or a vault. You simply pass through any barrier that would otherwise impede your progress out of confinement, as though you are an immaterial ghost. However, if you try to pass through natural phenomena, such as a mountain or through trees and brush, you simply become stuck. The escape aspect of the Artful Dodger can only be used when you are not directly observed, but you can use it if you are under surveillance, such as through a camera. Note: this power does not help you break into secure areas, but it does help you escape from them.

Focus [Perception]

You gain a +5 wild card bonus to your Dodge, Security, and Streetwise skills, instead of the standard +3 bonus.

••••• Bridge Walker

Garou legends say that, long ago, some werewolves could physically access the Dream Realm, a mysterious portion of the Umbra known only to them and the fae. But most of the ancient "trods" into that dream space have long since closed. Some Galliards believe this gift is an attempt to use moon-bridging techniques to return to the Dream Realm. The gift's user rebounds instantly, but reappears in the real world a few steps away, creating a controlled failure that is useful in its own right.

Affinities: Ragabash, Galliard

System

Once per turn, you can spend 1 point of Gnosis and use a simple action to disappear in a flash of silver light. You instantly reappear up to three steps away, plus an additional step per dot you possess of the Subterfuge skill. You can move in any direction, but your new position must be within line of sight of your previous location. This power also confounds attempts to track you by scent (see **Chapter Eight: Dramatic Systems, Tracking**, page 402).

You may also take passengers along with you by spending an additional point of Gnosis; however, an individual can only benefit from a single use of Bridge Walker each turn. When using this power, you can only bring along items that you can easily carry. Bridge Walker cannot be used if you are grappled.

Focus [Perception]

With a moment's concentration, you are able traverse a greater distance. By spending 2 points of Gnosis and using both your standard and simple actions in the same round, you can extend the range of your teleportation to 50 steps from your current location. Your new position must still be within line of sight of your previous one.

••••• Chant of Serenity

Those who too eagerly ride the tide of battle must take caution, lest they find themselves consumed in a maelstrom. By singing a song of joy and reverence for Gaia, you can quiet the storm of their Rage, healing their spirits and bringing calm to their hearts.

Affinities: Theurge, Galliard

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System

Spend 2 points of Gnosis and expend your standard action to use Chant of Serenity. Choose a number of targets up to the number of dots you possess of the Empathy skill (minimum 1). Each target heals 1 point of damage—aggravated or normal—and each target may choose to lose up to 2 points of Rage. No character can be affected by more than one application of Chant of Serenity per turn.

Focus [Charisma]

You may choose a number of targets equal to twice the number of dots you possess of the Empathy skill. Targets of your Chant of Serenity may choose to lose up to 3 points of Rage, rather than 2 points.

••••• Conduit of Pain

Tapping into the primal rage of all Garou, you channel their screams of anger into one voice. The focused choir of anger physically tears at the body of your foe, rupturing blood vessels and causing severe pain.

Affinities: Theurge, Galliard

Test Pool: Social attribute + Empathy skill versus target's Social attribute + Willpower

System

Spend 1 point of Gnosis and use a standard action to channel ancestral rage towards your enemy with a furious howl. If you succeed in an opposed challenge against your target, she takes 3 points of aggravated damage.

You can activate Conduit of Pain against a target repeatedly, even if you fail a challenge. This is an exception to the rule that prohibits a character from attempting to use the same Social power on the same target within 10 minutes of a previous failure.

Exceptional Success

Conduit of Pain deals 4 points of aggravated damage, rather than 3.

Focus [Charisma]

Your affected target also suffers a -2 wild card penalty to all her Physical attack test pools due to pain and disorientation, unless she has a power that allows her to overcome pain, such as Resist Pain or Fortitude. This penalty persists for one minute.

••••• Gaia's Vengeful Teeth

While the cycle of life inevitably involves death and suffering, there exists an underlying natural law that governs all creatures. So potent is your judgment that you can declare a target in violation of the natural order, calling Gaia's divine vengeance upon her. This burden manifests itself as a powerful curse, enhancing her vulnerabilities.

Affinities: Philodox, Homid

Test Pool: Social attribute + Leadership skill + Rank background versus target's Social attribute + Willpower + Rank background

System

Spend 2 points of Gnosis and use your standard action to howl in fury at your target. If you succeed in an opposed challenge against her, your target is condemned by the weight of your judgment. She cannot benefit from the Hardened, Ballistic, Full Body, or Rugged equipment qualities.

In addition, the target becomes especially susceptible to her supernatural weaknesses, receiving 1 additional point of damage when successfully damaged by them. Werewolves receive 1 additional point of damage from silver, vampires receive 1 additional point of damage from fire and sunlight, and so on.

This gift lasts for one hour by default. However, for those you deem truly heinous, you may choose to enact a longer-lasting punishment. To enact this longer curse, you must lay your hands on the target for three consecutive standard actions as you recite a litany of her crimes. If you succeed in an opposed challenge against her, your Gaia's Vengeful Teeth persists for 30 days.

Exceptional Success

For the next hour, any damage you inflict on the target of Gaia's Vengeful Teeth is aggravated damage, regardless of the source.

Focus [Manipulation]

The earth itself refuses to bear the burden of the target's disgrace. For the next hour, any time the target uses an action for movement, she reduces her movement by one step.

••••• Geas

Ancient warriors, though terrifying in battle, would go to great lengths to avoid violating a geas—a mystic obligation powerful enough to influence their fates. The old stories speak of redeeming

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oneself and regaining one's honor by fulfilling a Geas; other tales tell of the tragic deaths of those who disregarded their sacred charges to uphold these oaths. You have the power to command a target to adhere to your judgment, setting her on the path to redemption or leading her down the road to perdition.

Affinities: Philodox, Homid

Test Pool: Social attribute + Leadership skill versus target's Social attribute + Willpower

System

Expend 1 point of Gnosis and use your standard action to vocally issue a prohibition to your target. If you succeed in an opposed challenge against your target, she becomes mystically bound by the Geas and forced to uphold the prohibition for the next 30 days.

If your target freely gives an oath to maintain the prohibition, she may choose to be bound by it for a year and a day. Werewolves who seek redemption often willingly submit to this restriction as a demonstration of their honorable intent. For example, a Garou may declare, "I will not return home until I have recovered my family's klaive!"

Once affected, the target cannot break the prohibition without first spending a point of Willpower. If she does so, she can then freely engage in the prohibited activity for 10 minutes. If she is unwilling to spend a point of Willpower, then she cannot engage the prohibited activity. If, after 10 minutes pass, your target is still in the process of the prohibited activity, she must immediately cease. However, she is not obligated to undo the results of her work. For example, if a target is prohibited from leaving the city, then spends a point of Willpower to board a plane, she is not obligated to jump out of it once 10 minutes have passed. If she has no points of Willpower remaining, she can act freely.

Prohibitions must not be inherently life-threatening in nature, such as forbidding the target from breathing or drinking water, though they may oblige her to do dangerous things, such as entering enemy territory. In no circumstances can this power rob a target of the ability to defend herself in an opposed challenge, but forbidding a target from engaging in violence is a valid Geas, leaving her unable to attack should a fight break out.

Alternatively, you can use Geas to bind your target to the completion of a quest as part of a punishment. This type of Geas requires you to lay your hands on the target for another three consecutive standard actions as you detail the quest requirements. If you succeed in an opposed challenge against your target, she becomes bound to the quest. If she has not attempted to advance her quest by the end of each game session, she begins her next game session down 3 points of Willpower, which cannot be recovered until she has made an attempt to continue on her quest. This effect lasts for a year and a day.

The quest-application of Geas should not be used to compel player attendance or punish a lack of it. If a player whose character is under the effects of a Geas is unable to attend game sessions, the Storyteller should work with her to resolve any missed sessions, either retroactively or through email between games.

If a target is already affected by a Geas, she cannot be subsequently affected until the first one is completed or its duration ends. However, the spirits will not abide a frivolous use of this power intended to protect the target from subsequent instances. In those instances, the Storyteller is encouraged to rule that a new Geas takes precedence over the previous one.

You may choose to end the effects of this power before the end of its duration by expending a simple action.

Exceptional Success

For the next day, the target cannot break the prohibition unless she expends 2 points of Willpower.

Focus [Manipulation]

You are able to forge a spiritual connection with the target. Should she neglect her quest or violate her prohibition, you instinctually know.

●●●●● Heart of Fury

Through the strength in your heart and the power of your voice, you can galvanize the Rage of those who follow you. Perhaps you weave brave tales, sing spirited songs, or stir others with an impassioned cry. Whatever the means, you are a source of strength and inspiration on the battlefield.

Affinities: Philodox, Galliard

System

Spend 2 points of Gnosis and expend your standard action to use Heart of Fury. Choose a number of allies up to the number of dots you possess of the Intimidation skill, to a minimum of 1 ally. You and each additional target gain up to 2 points of Rage. In addition, the first time Heart of Fury affects a character during a combat scenario, she regains 1 point of Willpower. No character can be affected by more than one application of Heart of Fury per turn.

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Focus [Appearance]

You may choose to affect a number of targets equal to twice the number of dots you possess of the Intimidation skill.

••••• Spirit Mastery

Your primacy as apex predator extends even to the spiritual realms. By asserting your dominion, you can banish a spirit from your presence. Should you desire, you can make lesser spirits your prey, absorbing their essence as sustenance.

Affinities: Theurge, Philodox

Test Pool: Mental attribute + Occult skill versus Special (see below)

System

Spend 1 point of Gnosis and use your standard action to activate Spirit Mastery. For the next five turns, you may consume any Gaffling or Jaggling spirits that you manage to touch physically with your hands or jaws. Contact requires you to succeed at an opposed Physical challenge in order to touch an unwilling victim. Some spirits may agree to this act in exchange for later favors in support of their personal causes. Other spirits may resist, crying out in anguish as you consume them, transforming them into Gnosis. You gain 1 point of Gnosis per rating for Gafflings consumed and 2 Gnosis per rating for Jagglings consumed. For example, if you consume a rating 3 Gaffling spirit Stock NPC, you regain 3 points of Gnosis. If you consume a rating 2 Jaggling spirit Stock NPC, you regain 4 points of Gnosis.

Alternatively, you may opt to spend 1 point of Gnosis and use your standard action to immediately banish any single Gaffling or Jaggling spirit from your line of sight for one hour. You must be able to see a spirit in order to banish it. If you spend 3 points of Gnosis, you can remove all Gaffling or Jaggling spirits from your line of sight for one hour. In addition, you can spend 3 points of Gnosis and expend both your standard and simple actions to attempt to banish an Incarna spirit. If you succeed in an opposed challenge against it, it is banished from your line of sight for 10 turns.

The use of this gift may cause you to gain Spirit Notoriety with a specific class of spirits. For more information on spirits, see **Chapter Fourteen: Allies and Antagonists, Spirits**, page 620.

Exceptional Success

The duration of banishment for a Gaffling or Jaggling spirit extends to 24 hours. The duration of banishment for an Incarna spirit extends to one hour.

Focus [Intelligence]

You can expend a simple action, rather than a standard action, to banish Gaffling or Jaggling spirits. In addition, the duration of this banishment doubles to two hours, instead of the standard one hour.

••••• Spirit Vessel

Your mastery over spirits is such that you can transform your body into a spirit vessel that can contain and feed off a spirit, much as a fetish is powered by a bound spirit. With concentration, you can force a Jaggling spirit to inhabit your body and lend some of its power to boost your own natural abilities. But this power comes at a price—while it dwells within you, that spirit may subtly influence your mind.

Affinities: Theurge, Ahroun, Lupus

System

Spend 1 point of Gnosis and expend a standard action to summon a Jaggling spirit of your choice and then absorb it into your body. As long as the spirit inhabits your body, you gain 1 additional attribute focus appropriate to the nature of the spirit. For example, a rock Jaggling spirit might grant the Stamina focus. The spirit is content to live inside of your body until you force it out by expending a standard action or until you sleep.

Note that this Jaggling is not bound to your will for the purpose of the gift Awaken Major Spirit. Airt Perception allows others to determine that your body is currently possessed, but the observer must succeed in an opposed challenge against you to learn details about the spirit.

While Spirit Vessel is active, you suffer from the Derangement: Spirit's Motivation (Obsession). Each time that you are confronted with something that relates to the spirit's motivation or purpose, you must act out that motivation or gain a Derangement trait. For example, if you have a fire spirit inhabiting you, you might become obsessed with igniting and burning things. For more information on derangements, see **Chapter Six: Merits and Flaws, Flaws, Derangements**, page 328.

Focus [Intelligence]

You gain a +1 attribute bonus to any test pool related to the attribute focus gained by Spirit Vessel.

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••••• Thieving Talons of the Magpie

The old tales speak of tricksters so cunning that they stole magic from the very gods themselves. You've learned to identify the sacred spark that allows others to perform magic and temporarily rob them of their ability to access it.

Affinities: Ragabash, Lupus

Test Pool: Mental attribute + Occult skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis and expend your standard action concentrating on the supernatural nature of your target. If you succeed in an opposed challenge against her, you steal one of your target's gifts away from her. This stolen gift becomes immediately inaccessible to your victim, locked away in her heart, and it cannot be used for the next hour. In order to strip a gift in this fashion, you don't need to know the power's name, but you must be aware of the power or have personally seen it used.

If the gift is already active, it immediately ends, even if that power would otherwise be automatic or always active. Thieving Talons of the Magpie can be used multiple times in order to rob a target of more than one gift, so long as you pay this power's cost and succeed in opposed challenges separately for each use. If you choose to strip a power the victim does not possess, this gift has no effect.

You do not need to speak to use Thieving Talons of the Magpie, but you must have your target's Gaze and Focus (see **Gaze and Focus**, page 214). Your victim immediately identifies you as the individual who has affected her with Thieving Talons of the Magpie, and she is also aware of which power she has lost.

Exceptional Success

If you achieve an exceptional success when stealing a gift with Thieving Talons of the Magpie, you can utilize the stolen power once, as though you had purchased the gift normally. If this power has a continual or unlimited effect, you may receive its benefit exactly once in a challenge. This single use of the stolen gift can occur anytime during Thieving Talons of the Magpie's hour-long duration.

Focus [Wits]

Thieving Talons of the Magpie can be used to strip away a power native to another creature type, such as abilities possessed by vampires, fae, or mages. If you steal powers from other supernatural creatures, you fuel those powers with your Gnosis.

••••• Wyld's Undreamt Fury

The Wyld is the soul of creation, its joyous inception entirely at odds with a werewolf's rage. Creation changes your spirit, but if you let it, the spirit of flow and rebirth can give extraordinary strength. By using this gift, a werewolf can channel her rage and push her shape beyond her traditional forms, transforming into a massive, primordial beast.

Affinities: Ahroun, Metis

System

While in Crinos form, you can spend 1 point of Gnosis and expend a standard action to mutate further, transforming into a hideous, ancient version of Crinos that is barely recognizable as wolf or human—this form is truly that of a monster. Once transformed, you cannot leave this form for at least five minutes after your initial transformation.

Select two of the following qualities when you activate this gift:

- **Agile:** Your muscles and joints shift in awkward and extraordinary ways. You gain a +1 bonus to Dodge-based defensive test pools.
- **Defensive Spikes:** You are covered with spikes or barbs. Anyone who hits you with a Brawl attack takes 2 points of normal damage.
- **Slick:** Your body is slick and hairless. You can spend a simple action to automatically escape from a Grapple.
- **Tough:** Your skin becomes mutated into tough scaly armor, with extra bulk that grants you 2 additional Healthy wound levels.
- **Vicious:** You receive an additional +1 bonus to Brawl-based attack test pools. This bonus stacks with the normal bonus granted by Crinos form.
- **Poisonous:** Humans struck by your Brawl attacks are immediately wracked with pain. This agony prevents any form of activity other than screaming helplessly. Humans will die within three turns unless they receive medical attention. Supernatural creatures affected by your poison suffer a -2 penalty to their Physical attribute for the next hour. Penalties from the Poisonous quality are not cumulative.

Wyld's Undreamt Fury is a transformative power, and cannot be combined with other transformative powers.

Focus [Wits]

You can select three qualities from the chart, rather than two.

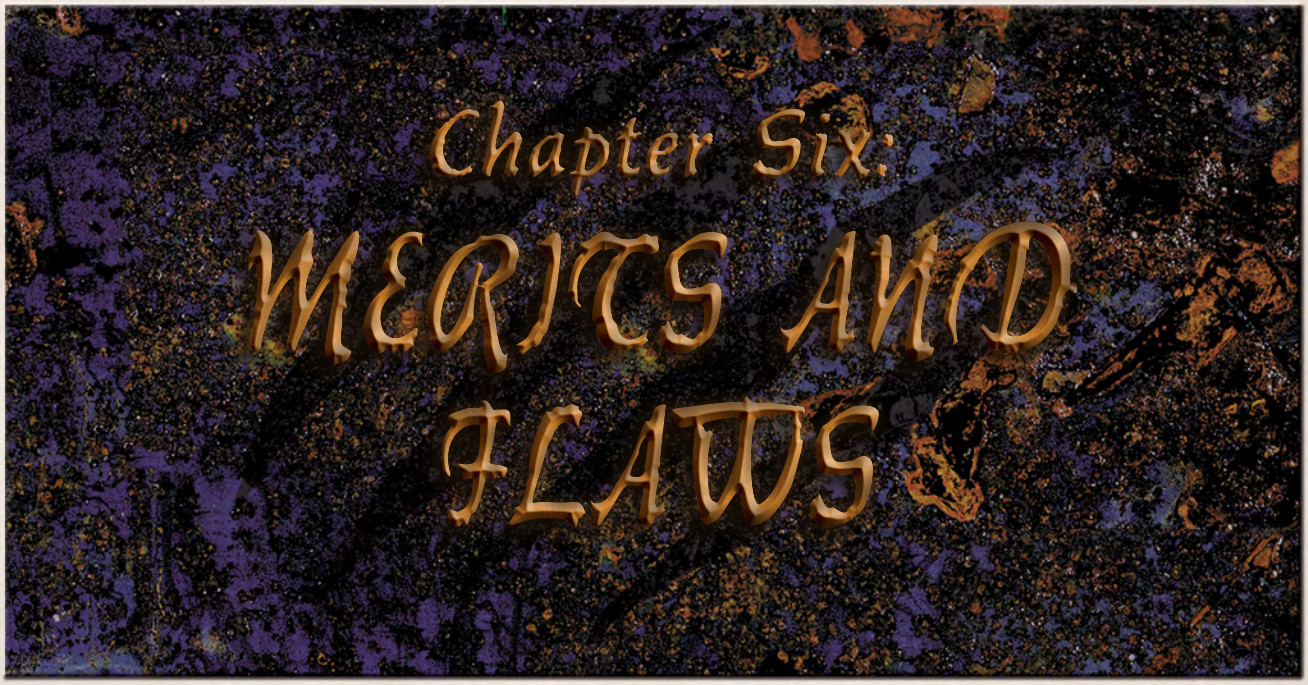
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Chapter Six: Merits and Flaws

Overview

Merits are special advantages that help distinguish a character and show the effects of her history and ongoing story. Flaws are disadvantages that pose challenges to a character's nightly existence and provide a player a few extra experience points (XP) to spend elsewhere on her sheet. These qualities allow you to customize your character by specifying particular advantages and disadvantages that give her added depth and personality. Merits and flaws are optional. If you don't see any that suit your character, you can create your character and play without adding any to your sheet.

Each merit and flaw has a specific XP cost associated with it. This number indicates the points needed to purchase a merit or the points you will receive for taking a flaw. You may purchase up to 7 points of merits. Furthermore, a character can never have more than 7 points of merits at any time. This rule encourages players to make significant choices about the qualities that make a character unique, and allows the merits themselves to make characters truly exceptional.

In addition, you may select flaws at character creation. Flaws add up to 7 XP to your character, but also give that character a notable disadvantage in the game. Flaws are designed to be interesting and significant, and to exemplify your character's troubled past or personal prohibitions. You should try to roleplay your character's flaws as much as possible, helping the Storyteller create a rich and detailed chronicle full of complex characters. Perfect people are no fun to roleplay, and characters with authentic-feeling traumas, biases, and failings bring life and vibrancy to the game.

A Storyteller may choose to prohibit any merit or flaw that she feels is inappropriate for her chronicle. Merits can be removed from a character sheet with or without a refund of XP, and flaws may be added to that sheet (either temporarily or permanently) as the Storyteller sees fit, so long as a character never has more than 7 XP of merits and has not received more than 7 XP from flaws at any time.

Merits and Gifts

Any merit effect that requires the expenditure of Gnosis counts as a supernatural power and is treated like a gift, as described in **Chapter Five: Gifts: Using Gifts**, page 214.

Adding Merits and Flaws

If you do not purchase the maximum points of merits for your character, or if you do not take the maximum amount of XP in flaws at character creation, you may purchase merits and flaws during the chronicle with Storyteller permission. Note that there are some merits and flaws that can only be purchased at character creation and cannot be added to a character sheet thereafter. These merits and flaws represent qualities that happened in a character's history, and they cannot suddenly develop now.

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Some examples of these items include: tribe or Fera rarity merits, First Change-related flaws, and merits and flaws that directly represent events occurring prior to a character's First Change. A character could spontaneously become a Spirit Magnet after going through a spirit-related plot, for example, but she could not develop Longevity or Heroic Lineage after her First Change.

To purchase a merit, obtain your Storyteller's permission, expend a downtime action and the necessary XP, and then add that merit to your character sheet. This purchase cannot cause the character's total point value of merits to exceed 7. Benefits conveyed by a merit begin immediately upon the merit's purchase.

If you wish to replace a merit with a new one, you must first remove the current merit, then pay for the new merit normally; a character cannot simply "swap merits." For example, let's assume a player has her Storyteller's permission to remove the Lucky merit from her character sheet and add the Code of Honor merit. The player must first remove Lucky, receiving no refunded XP when that merit is removed. She must then spend 2 XP to place the Code of Honor merit on her sheet.

If you have any questions about whether a specific merit or flaw is appropriate for purchase during the play of your chronicle, ask your Storyteller.

Removing Merits and Flaws

As your character grows, you may wish to remove some of her merits or flaws. If a merit or flaw is integral to the function of your character sheet, it cannot be removed. These merits and flaws represent qualities that happened in a character's history. They cannot vanish, because that history cannot be erased. Similar to the above examples, these items include: tribe or Fera rarity merits, First Change-related flaws, and merits and flaws that directly represent events occurring prior to a character's First Change.

To remove a merit, obtain your Storyteller's permission, expend a downtime action, and then remove that merit from your character sheet. This action does not refund any of the XP used to purchase that merit; this XP is lost. Benefits conveyed by a merit cease immediately upon the merit's removal. When you remove a merit that granted the character a special ability or allowed you to buy an item, you must strip the power or item granted by that merit from your sheet when you remove the merit. You gain no refund of any XP used to purchase that item; that XP is lost. For example, if you choose to remove a merit that specifically allowed you to purchase out-of-affinity tribe or Fera gifts, you remove said gifts from your character's sheet without an XP refund. If you remove a merit that granted your character the ability to purchase an item at a decreased cost, you must immediately pay the difference in XP, or forfeit the items purchased.

To remove a flaw from your character sheet, you must spend XP equal to twice the original benefit of the flaw. A 3-point flaw requires 6 XP to remove, and so forth. If you have any questions about whether a specific merit or flaw is appropriate for removal during play in your chronicle, speak to your Storyteller.

Repeated Merits or Flaws

Unless otherwise stated in the mechanics of a merit or flaw, you cannot purchase a specific merit or flaw more than once. For example, a character cannot have the Rugged multiple times, gaining a plethora of additional health levels.

Inappropriate Flaws

Players cannot purchase flaws that do not impact their characters. Such flaws include:

- Flaws that duplicate a tribe's innate weakness.
- Flaws that are inappropriate to the character's creature type.
- Flaws that are negated by a power or merit the character possesses.
- Flaws that are made irrelevant by circumstances of plot or setting. You cannot have a flaw that requires you to fear all Fera if there are no Fera allowed in your Storyteller's setting.
- Merits and flaws that are diametrically opposed in story or in mechanics. A character cannot purchase Acute Sense: Hearing and also possess the Hard of Hearing flaw.

If you gain a power or ability that negates the detriments of a flaw your character possesses or makes that flaw insignificant, you must immediately buy off the flaw. Players who are forced to buy off a flaw in this manner may go into debt if they do not already possess enough earned XP to buy off the flaw; if you go into debt for this reason, the next XP earned by this character must be entirely allocated to repaying that flaw, until the experience debt is resolved.

Rarity Merits

When a Storyteller creates her setting, she establishes the rarity of certain options, such as the various Fera. This

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rarity helps a Storyteller portray the setting, ensuring that the created characters follow guidelines established by the history of her chronicle.

Each setting establishes a list of common, uncommon, and rare character options. A setting's common tribes are the most appropriate for play. There is no merit cost for playing a character that is common in your chronicle's setting. To play a character type denoted as uncommon or rare, you must purchase the associated merit, below.

Buying an uncommon, rare, or restricted character merit doesn't mean that your character is an established member of the base society in that setting. It simply means the character is tolerated in that setting, and she may attend game sessions or be part of politics and other events. Your character's loyalties are determined by you, with the help and support of your Storyteller.

Rarity merits count against a character's merit limit of 7 points. Purchasing the Rare Character merit means you have spent 4 points and can only buy 3 more points of merits for your character.

Your Storyteller may decide to alter the default setting restrictions for specific tribes or Fera due to the story requirements or geographic position of her chronicle. A chronicle set on the coast of Oregon, in the sleepy little tourist town of Seaside, might lower the restriction on the Rokea from Rare to Uncommon. For more information on making a custom setting for your chronicle, see **Chapter Ten: Storytelling, Creating a Custom Setting**, page 465.

The following are the default settings for The Garou Nation setting. For more information, see **Chapter Eleven: The Garou Nation**, page 495.

Common Character

A setting's common characters are the most appropriate for play. There's no additional cost for playing a tribe that is common to the setting. Common tribes include:

- Black Furies
- Bone Gnawers
- Children of Gaia
- Fianna
- Get of Fenris
- Glass Walkers
- Red Talons
- Shadow Lords
- Silent Striders
- Silver Fangs
- Stargazers
- Uktena
- Wendigo

Uncommon Character (2 point merit)

Uncommon shapeshifters are considered minorities on the outskirts of political and social power within the Garou Nation setting. These outsiders enjoy fewer benefits than werewolves, who are considered proper members of society. Uncommon shapeshifters include:

- Corax
- Kitsune
- Nuwisha
- Ratkin

Rare Character (4 point merit)

Rare shapeshifters are members of a Fera breed with low population numbers in this setting. They may be treated poorly or shunned by the rest of the characters in play. Such characters may be loners, outcasts, or solitary observers of society. Storytellers should carefully consider the impact these characters will have in their chronicles before approving them for play. Rare shapeshifters include:

- Ajaba
- Ananasi
- Bastet
- Gurahl
- Rokea

Restricted Character (6 point merit)

With this merit, you can portray a character, with Storyteller approval, that is not listed in your chronicle's setting, or is a creature type traditionally reserved for antagonists. Discuss your concept and get approval from your Storyteller before choosing this merit. Your Storyteller may rightfully forbid or deny such characters if she believes it would not mesh well with her setting. For example, your Storyteller may allow you to play a crossover character, such as a vampire from **Mind's Eye Theatre: Vampire The Masquerade**, or an antagonist, such as a Black Spiral Dancer. For more details on how such restricted characters might be integrated into a chronicle, see **Chapter Ten: Storytelling, Crossover Settings: Antagonist Factions**, page 467. With your Storyteller's permission, you may use this merit to portray an unusual character type, even if the total cost for playing that character would otherwise total more than 6 points of merits.

Tribal Merits

Each tribe has a list of merits that are available only to werewolves who are members of that tribe. These merits are not available to adopted tribemates, allies, or kinfolk, even if the kinfolk is a member of the tribe.

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Black Fury Merits

Sisters in Arms (1 point merit)

Black Furies thrive among their own, taking strength from their common goals. They are blood kin under Luna, sharing their strengths, even if they fight among themselves. Their will as family is ironclad, and their blood runs hot. When you are among one or more other Black Furies, you may substitute the highest Willpower total from any one present allied Black Fury in place of your own when calculating your defensive test pools. Additionally, when you witness an injustice that infringes upon the rights of others, such as a violent crime, or an attack against another Black Fury, you begin combat with that individual at Rage level 2, instead of the standard 1.

Arrows of Artemis (2 point merit)

Rage flows thick in the spirits of those who serve as Artemis's avengers; they can pull this weapon from their very blood. You carry a special connection to the goddess of the hunt, and are able to channel your Rage in ways beyond simple hand-to-hand combat. When using ranged weapons, such as guns, bows, or spears, or any thrown weapon, you gain the Additional Damage Rage effect (see **Chapter Eight: Dramatic Systems, Rage, Rage Effects**, page 378).

Crone's Wisdom (3 point merit)

You have the Crone's ability to dispense truth and wisdom from a place of personal strength and clarity. Your knowledge is well-known and brings students from all corners of the world. People listen when you speak. Any time you give advice and the person follows it, or whenever you admonish a wrong-doer so they see the error of their ways, both you and your target replenish your Willpower pools to maximum. You can only use this ability once per hour. In addition, once per game session, you can spend a Fleeting Wisdom Renown to be treated as though you possess 1 additional dot of the Rank background when discussing and deciding a matter.

Bone Gnawer Merits

Blessing of Mother Rat (1 point merit)

Rat has bestowed her personal blessing on you, granting you immunity to mundane poisons, toxins, pollution, and even radiation. Further, Mother Rat ensures that you can fight to survive, no matter the odds. Once per turn, when defending against an attack that would inflict more damage than you have remaining health levels, you gain a free retest. This retest can be used before or after the normal Willpower retest, and is an exception to the rule limiting retests to one per challenge. This effect can be used during Rage rounds, but can only be used once in a given turn.

Jury-Rigging (2 point merit)

Spend 1 point of Gnosis and expend your standard action to make a piece of equipment function as you need it to for the next hour. This mystically modified equipment is very temperamental and will only work for you. When you activate Jury-Rigging, choose one of the following applications:

- **Damaged or Old Equipment:** This application of Jury-Rigging allows you to operate nearly any equipment, as long as it's mostly intact. If your truck has an engine and gasoline, it will run for the next hour, even if half the spark plugs are missing and there is a two-inch hole in the radiator. If your computer has a processor, keyboard, and a monitor, you can make it work like a high-end machine for one hour.

  When using this power, assign two equipment qualities of your choice—other than Flashy or Masterwork—to the chosen piece of equipment. The chosen qualities must logically suit the equipment, as though it were new or undamaged. For the duration of this power, you cannot use the object's original qualities (if it had any).

- **Improvised Weapon:** Almost anything is a weapon in your hands. Activating Jury-Rigging on an improvised weapon allows you to give it the weapon qualities of a real weapon for the next hour. For example, you might make a nail gun that is as effective as a rifle, a broom handle that works like a mace, or a piece of scrap metal that functions like a sword. When using this power, assign two weapon qualities of your choice—other than Flashy or Masterwork—to your improvised weapon. The chosen qualities must be vaguely logical for your improvised weapon to possess, and you cannot assign supernatural qualities or qualities that do not match the form and function of the weapon. For example, you cannot make a baseball bat function like a pistol, and you cannot make a piece of steel behave like a silver weapon. For the duration of this power, you cannot use the improvised weapon's original qualities (if it had any).

- **Incorrect Equipment:** Using Jury-Rigging on a tool allows you to force it to work for one specific situation for the next hour. For example, you might scrape at a random key until it fits the lock you are trying to open, or you might jury-rig a ½-inch wrench to work on a ¾-inch bolt. As long as the tool is similar to the specific item you need, you can make it work.

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The Common Man (3 point merit)

Bone Gnawers have learned to attune themselves to the spirit of a city and mask their feral natures, becoming true parts of the neighborhood. As long as you are in a public area in an urban environment and you are actively attempting to blend in with a group, you remain immune to mundane and supernatural perception challenges, tracking challenges, or scrying powers, such as Spirit's Gaze. To activate this ability, you must be unobserved for at least one minute. While using this ability, humans will justify your presence as long as you are not actively hurting anyone, acting outlandishly, or demonstrating supernatural abilities. *"That's just Billy. He's from the neighborhood. Kind of a strange one, likes to carry around metal pipes, but he don't bother anyone."* As long as you do not draw direct attention to yourself, the effects of the Curse do not apply while this ability is active.

Children of Gaia Merits

Soothing Mien (1 point merit)

You have an air of wisdom and approachability. Others find your presence calming, giving you the ability to mediate disputes between opposing parties and mask your true nature from those sensitive to Rage. When making any challenge related to lessening violence, such as by calming a target, mediating a dispute, or convincing opposing parties to come together for discussion, you gain a +2 wild card bonus to your Empathy, Leadership, and Subterfuge skills. This bonus can only be used in combat if your legitimate intent is to end the conflict peacefully. In addition, you take twice as long to affect humans with the Curse—double all durations when calculating Curse effects. For example, to trigger the effects that would normally require five minutes of interaction with a human or a wolf, you must spend 10 minutes of interaction time instead. For more information, see **Chapter Eight: Dramatic Systems, The Curse**, page 383.

Unto My Last Breath (2 point merit)

You are a devoted and tireless defender, willing to sacrifice your own body for the sake of those you protect. You have honed your skills to become a master in the art of defense. When using the Assist Defender combat maneuver, you may expend up to two actions per round to offer defense to the same character twice, or to two separate characters within range. You may use these actions even if the character you wish to defend has already benefitted from the Assist Defender combat maneuver previously in the same round, whether defended by you or by another character. This is an exception to the rule limiting characters from benefitting from the Assist Defender mass combat tactic once per combat round. Attacks defended against through use of Unto My Last Breath do not count towards the maximum number of Physical attack attempts you can personally receive in a round of combat.

Grandmother's Touch (3 point merit)

You are a gifted healer, with an exceptionally powerful ability to soothe pain and mend wounds. Whenever you successfully use a gift to directly heal normal or aggravated damage, you heal an additional 1 point of damage. For example, on successful use of Mother's Touch, a Child of Gaia with the Grandmother's Touch merit heals 2 points of damage, instead of the standard 1.

Fianna Merits

Essence of Stag (1 point merit)

Fianna are known as a tribe for two notable traits: their legendary stamina, and their willingness to jump into a fight. Blessed by the essence of the Stag, you epitomize these qualities and gain the Stamina focus. Furthermore, when you are the one to initiate a combat by successfully making a Physical attack, you may choose to immediately gain 1 point of Rage.

Legacy of Craftsmanship (2 point merit)

The Fianna boast of their legacy of producing the finest crafters among the Garou Nation. Whenever you spend a downtime action to create an item, you may choose to add the Masterwork or Artisan quality to the item without needing an exceptional success on the challenge. Neither of these qualities count against the two-quality limit for items. These items are special to their creators, often being passed down through family lines or as rewards for outstanding services. Masterwork and Artisan items also serve as excellent sacred vessels for the creation of fetishes.

Child of Tir na nOg (3 point merit)

Fae blood runs through your lineage. Though only traces may remain, it has imbued you with the Spriggans' gift. By expending your standard action to draw upon this power, you can alter your physical size. You may grow to up to triple your normal height, granting you 3 additional health levels. Damage to these health levels remains when you return to normal size; a careless Fianna can find herself incapacitated or worse after returning to her normal size.

Conversely, you may choose to shrink yourself down to one-third of your normal height. When you decrease your size by at least half, you gain a +3 wild card bonus to any challenges using your Stealth skill.

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Get of Fenris Merits

Skaldi's Resolve (1 point merit)

Fear and pain are sicknesses of the soul. The Fenrir train their Cubs to purify these weaknesses. You have mastered your fear and pain by smothering them with rage. You are immune to fear—including all fear-based supernatural powers, such as Snarl of the Predator or Dread Gaze. When driven into fox frenzy, you may choose to enter anger frenzy instead. You are also immune to all wound penalties. However, Skaldi's Resolve does not make you immune to the social rituals of Garou—for example, you are not immune to the mechanics of a Staredown challenge.

The Vigil (2 point merit)

Spend 1 point of Gnosis and use your standard action to declare an oath invoking the name of Heimdallr. As long as you remain awake and stay within 15 steps of the spot where you activated The Vigil, you automatically detect intruders or active threats that come within 10 steps of you. The Vigil does not allow you to see the appearance of someone who is supernaturally concealed, but you know that someone is present and you can attack her without using the Blind Fighting combat maneuver, even if you cannot see her.

Additionally, as long as you maintain your Vigil, you can perform the Assist Defender mass combat tactic once per turn without using an action. This free combat tactic can be used during Rage rounds, but can only be used once per turn.

Fenris's Bite (3 point merit)

As Tyr learned long ago, the bite of Fenris is savage. You have the spirit of your tribe's patron in your blood, and have inherited his crushing bite. Should you manage to lock jaws around one of your enemy's limbs, you can render it useless.

Whenever you bite your opponent, you may choose to incapacitate a limb. If you choose an arm, your target receives a -3 penalty to all Brawl and Melee attacks, and she cannot use two-handed weapons so long as she is afflicted. If you choose a leg, she can only move one step per action by limping or crawling. This effect lasts until she has healed the damage from your attack. (You may need to engage your target in a grapple to bite her, depending upon your current form. For more information on grappling, see **Chapter Seven: Core Rules, Combat, Combat Maneuvers, Grapple**, page 344).

A target can only suffer from the effects of one application of Fenris's Bite at a single time, no matter how many limbs have been incapacitated.

Glass Walker Merits

Pulse of the City (1 point merit)

You know everything that happens in your city, and your clout extends much further than most. You receive a second specialization for every dot of the Allies and Influence backgrounds you purchase. In addition, you have gained control of an influence network that has proven to be particularly adroit and capable. Each week, you regain one spent influence action of your choice.

Weaver's Specter (2 point merit)

Your personal devotion to the Weaver has been rewarded, and your digital footprint has been removed from the internet. Neither hacking, Contacts, or Influences can trace or follow your movements via electronic methods. Furthermore, you are a ghost in the digital age. You can't be scanned or recorded on electronic equipment or devices unless you wish to be, and your personal devices, electronic records and files, and equipment are immune from being hacked. Characters with this merit cannot have the Wyld Affinity merit.

Steel Fur (3 point merit)

Your body is a fusion of beast and machine. You have cybernetic components that were installed by expert tribal technicians using secret procedures and rites. These machine parts are now integral to your natural body, staying with you when you change forms or pass through the Gauntlet.

The framework of cybernetics within you houses interchangeable parts called "modules." These duplicate normal equipment, but are exceptionally expensive and well-crafted; each module can have a bonus quality from the appropriate item category. This cybernetic extra does not consume a quality slot. Rules for items can be found in **Chapter Fourteen: Influence and Equipment, Equipment**, page 705.

You receive three modules when you take this merit, and you can never have more than three installed at a time.

- No more than one of your modules can constitute armor, using qualities from the Protective Gear category. Like normal armor, such modules are incompatible with any other armor worn.
- A module constituting a firearm, with qualities from the Ranged Weapons category, cannot be converted into a Flyapart.
- Modules can be fetishes, if you take appropriate levels of the Fetish background.

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Having this merit changes your physical appearance, marking you as someone deeply affiliated with the Weaver. Your basic cybernetic framework is hidden within your body, as is any module that has the Concealable quality, but all other modules are obvious machine parts that draw attention and probably threaten the Veil. Bulky outerwear can deflect casual scrutiny, but modules with the Brutal, Reach, Long Range, or Full Body qualities are too obvious and transformative to be disguised by mundane means.

Red Talon Merits

Red in Tooth and Claw (1 point merit)

Your revulsion for the Weaver and all its manifestations permeates your psyche. In each combat, the first time you are struck or dealt damage from a Weaver creation or Weaver spirit, you may choose to immediately gain 1 point of Rage. Triggering sources may include any tool, such as a gun, knife, or fetish, as well as any Weaver-aligned spirit or Garou with the Weaver Affinity merit. Primal forces such as fire and electricity, including the gift Electroshock, do not count for the purpose of triggering this merit, unless their source is machine or Weaver in origin.

The depth of your anger is extensive, and you become more powerful in its throes. As long as you are in a state of frenzy, such as anger frenzy or fox frenzy, whenever you succeed in a test that uses your Physical attribute, you achieve an exceptional success. If you are under an effect that prevents you from achieving an exceptional success, you achieve a normal success instead.

Characters with this merit cannot have the Weaver Affinity merit.

Nature Knows Best (2 point merit)

While petty humans mewl and whine for hours on end, you waste little time in debate. As wolf and a true predator, yours is a simpler world, where predator eats prey, day follows night, and the strong lead the weak. Nature is the greatest teacher, and she has taught you everything you need to get by.

In any situation that calls for you to use the skills Empathy, Intimidation, or Leadership, you may instead substitute your Animal Ken skill (using its value instead for test pools, number of targets, etc.). This covers test pools as well as circumstances where specific knowledge is required. In those situations, your Animal Ken skill will help you to arrive at the correct solution through the wisdom of the natural world.

Gorge (3 point merit)

Living in the wilderness means not knowing where your next meal is coming from. You've learned the value of filling up whenever possible, shoring up your internal reserve to make it through times of scarcity.

When you've had the chance to eat and drink your fill, you can retain enough water to last an additional two days and enough food to last an additional two weeks. Your maximum pool of Gnosis is 2 points greater, and you can store 1 additional point of Willpower, which does not count towards your test pools. You may spend this point of Willpower first, allowing you to continue to add your normal maximum Willpower to test pools.

Shadow Lord Merits

Aura of Confidence (1 point merit)

You have learned to channel your confidence and sheer chutzpah into a mental shield that others find difficult to intimidate. You gain a +3 wild card bonus to resist any opposed Social challenge (supernatural or mundane) using the Intimidation skill. In addition, you're immune to any power that reads your thoughts, affinity, or aura, such as Sense the Balance, Predator's Insight, or Aura Perception.

Loophole (2 point merit)

Rules are for suckers too dim to avoid being caught. You've learned how to temporarily escape the limits of a supernatural compulsion that governs your free will, such as the gift Mastery or a Blood Contract. You may slip these supernatural shackles for a single turn per point of Gnosis spent. The metaphysical restraints immediately return after you stop spending Gnosis, but you'll suffer no supernatural consequences, and spirits will be unable to finger you for any crimes committed. If you are caught by fellow Garou, you might find scandal called upon you, but that's the risk you take.

Seizing the Edge (3 point merit)

There's no glory in defeat. To victor go the spoils, even if she must cheat to swing the balance. Once per game session, you may call upon Grandfather Thunder to cheat the odds for a short time. Seizing the Edge allows you to ignore the comparison of test pools for a single round, turning any tie on a single rock, paper, scissors challenge into a win for you. This temporary advantage carries through for any retests for a given challenge. Victories gained via Seizing the Edge are considered wins for the purpose of exceptional successes. You can activate this power at any point in the round, even before your initiative.

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Silent Strider Merits

Owl's Grace (1 point merit)

True to your tribal namesake, your strides are fast, sure, and deathly silent. Your long paces allow you to move faster than others. In combat, you gain 1 bonus step each time you use an action to move. Additionally, the preternatural stealth of your movements gives you a +2 wild card bonus to avoid detection. This bonus applies to any challenge to sense you when you are concealed, and applies to any challenge where your opponent must use the Fighting Blind combat maneuver to target you. This bonus also applies in cases where your opponent is circumventing the need to use the Fighting Blind combat maneuver, such as when using Wolf Senses.

The Quick and the Dead (2 point merit)

You have encountered the restless dead on many occasions, and have helped some of them put their important worldly affairs in order. As a result, you have earned the loyalty of one of these wraiths, and it now attends you as a faithful servant. You may create this wraith as a 3-dot Retainer, using the wraith rules in the Allies and Antagonist section (see **Chapter Fourteen: Allies and Antagonists, Others, Denizens, Wraiths**, page 693). Due to its loyalty and your connection to this ghostly retainer, you can see it, speak with it, and otherwise interact with it without the Medium merit and without having powers like Piercing the Ashen Veil.

Omen of Doom (3 point merit)

You possess an inborn ability to perceive the strands of fate and move between them. These glimpses of the immediate future occasionally let you alter events that relate to your own fate. You can side-step attacks before they begin or dodge a falling object before it starts to fall. Even Mental and Social powers can be evaded; you know just what to say or think, where to look, or upon what emotions to concentrate to avoid such powers affecting you in that moment. Once per game session, when you are called upon to resist a Physical, Mental, or Social challenge, or when you are required to make a test that could result in injury, you may spend 1 point of Gnosis to automatically win the challenge or avoid the situation entirely. Omen of Doom can be invoked at any time, even before your turn in the initiative order. When Omen of Doom is used to avoid an attack, your opponent is considered to have failed to affect you. In the case of Mental and Social challenges, this result will prevent you from being immediately targeted again by the same power. For more information, see **Chapter Seven: Core Systems: Challenges, Opposed Challenges, Retrying Failed Attacks**, page 338.

Silver Fang Merits

Primacy of the First Tribe (1 point merit)

Whether by right or by habit, as a member of the First Tribe, command comes naturally to you. Provided you are able to use Willpower to retest an opposed Social challenge, you can do so without paying the required Willpower cost. This ability is not an exception to the rule that only one Willpower retest may be made per challenge. Additionally, when you purchase this merit, you may choose to either gain the merit Heroic Lineage for free or purchase the merit Legendary Lineage as a 2 point merit (instead of the standard 3 point merit cost).

Family Endowment (2 point merit)

Silver Fangs are known to have impressive collections of fetishes, many of them appropriated from tribes deemed less worthy to use them. You come from a family with a sizable cache, which as its legatee, you may draw upon.

When you purchase this merit, you receive one level 3 fetish or weapon fetish that may be attuned to you without requiring corresponding levels of the Fetish background. Once per month, you may exchange it for another level 3 fetish or weapon fetish.

Should you lose the fetish, you will not receive another unless you notify your family, which will result in you losing 1 Fleeting Honor Renown. If you do not have a Fleeting Honor Renown to lose, you will not receive a replacement fetish until you obtain one to sacrifice or until three months have passed, whichever is longer. Once these conditions are met, you will receive a new level 3 fetish or weapon fetish. You cannot remove this merit without returning the borrowed fetish.

When selecting your fetish, you may choose the qualities as if you made it yourself. However, the creator is an NPC as determined by the Storyteller, such as a distant relation or family contact.

A Hero's Return (3 point merit)

Phoenix is revered by the Silver Fangs. This totem has taken a special interest in your heroic deeds and will grant you a one-time favor. If you are wounded to the point of death while acting in a heroic manner, you are immediately resurrected at full health in a grand flourish of silver flame.

For the next five turns, you receive a +1 wild card bonus to all defensive test pools. Before the end of that time, you must kill all of your enemies present, or you must complete a heroic deed worthy of song and the admiration of the

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Garou Nation. (The interpretation of said heroic deed and its worth is solely at the discretion of the Storyteller.)

If you fail to achieve either goal in the allotted time, you meet your death permanently and irrevocably, regardless of health or any other supernatural power. Your body simply fades into silver light and then disappears.

You cannot use this merit if your initial death resulted from something other than taking damage or is a result of lawful punishment. Phoenix will only intervene if it is a battle worthy of her notice.

This merit can only be used once before it must be struck from your character's sheet without a refund of XP. Once lost, you may only repurchase this merit once you have completed a Heroic Quest (difficulty rating of 3).

Stargazer Merits

Inner Balance (1 point merit)

You understand that there is harmony to be found in all things, from the smallest creature to the Emerald Mother herself. Through your own discipline, you have found that balance within your soul, and you understand the importance of cultivating the harmony within. During combat, if your Willpower pool is full, you may choose whether or not you will accept the first point of Rage each turn. For purpose of determining frenzy or the effects of Seethe, you are considered to have 1 less Rage or Seethe trait than you currently possess. Additionally, should you enter anger frenzy: stage 1 or 2, you do not suffer the Dodge skill penalty usually applied.

Wisdom of the Ages (2 point merit)

As your soul has traveled through the Wheel, you have maintained a spark of knowledge from ages past. Through this spark, you retain a unique connection with your ancestors, carefully cultivated through the ages. This spark also grants you a deeper awareness of the universe around you. With this merit, you may purchase the Ancestors background at a reduced cost, decreased to new level x 1 XP instead of the standard new level x 2 XP. Additionally, raise your character's potential maximum number of dots in that background by 1. You must still spend XP at a rate of new level x 1 XP to purchase that background to its maximum level.

One with the Universe (3 point merit)

Although many Stargazers train in the art of meditation, you have found harmony within your soul. With this merit, you can focus on your inner self through meditation or yoga techniques. After spending five minutes of time dedicated to honing your internal focus, you regain 1 point of Gnosis and 1 point of Willpower. Should you converse with another character during this time, suffer any damage, or initiate or defend in any challenges, you must restart the five-minute period again. While you may choose to spend longer in concentration, you can only regain a maximum of 3 points of Gnosis and 3 points of Willpower per game session using this merit.

Uktena Merits

Keeper of the Old Ways (1 point merit)

You've been entrusted with some of the most important secrets of your tribe. The Uktena Bane Tenders once leveraged ancient rites and lore to trap powerful banes in the great Mesoamerican pyramids. Umbral storms and other changes to the spiritual landscape have lessened the potency of these spiritual prisons, but you've learned to jail these creatures in such a way as to protect your territory and master their mysteries.

Your secret knowledge protects you from bane attacks, causing any damage dealt to you from a bane to be automatically halved, rounded down. If you purchase the Territory background, it automatically gains the Occult advantage in addition to any other advantages you select.

The banes you have imprisoned continually beg for their release, whispering tantalizing secrets and sharing long-lost tales. You gain the following Lore specializations for free: Banes and Umbra. These do not count against the maximum number of specializations your character can have based on her number of dots in the Lore skill.

Fera Friendship (2 point merit)

The Uktena share both friendship and kinfolk with a number of the Fera, and have earned a measure of their goodwill. Choose two level 1 or 2 gifts that are normally restricted to a type of Fera. You can purchase these gifts as out-of-affinity gifts. These purchases don't require a teacher to learn. This is an exception to the rule preventing Garou from learning Fera gifts. If you purchase this merit, you cannot also have the merit Fera Affinity. If this merit is used to purchase Ananasi Gifts, you may activate them by spending Gnosis instead of Blood.

Shedding the Snake's Skin (3 point merit)

Uktena has taught you the secret of shedding your skin to be reborn anew. Expend a standard action to rip the outer layer of skin from your face. Afterwards, your body renews, and you automatically heal 3 levels of damage, starting with aggravated damage first. The links to any powers active on you, such as Geas, Burden of Doubt, or Withering Gaze, are immediately dissolved, canceling them. The caster of any

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powers currently active knows that her hold over you has been rebuked by Uktena. This power resets any previous connection of Familiarity with Target (see **Chapter Five: Gifts, Using Gifts, Familiarity with Target**, page 214). Just as a snake infrequently sheds its skin, you are likewise limited to using this power only once per game session, and afterwards your maximum Willpower pool is reduced by 1 for 30 days or two game sessions, whichever is shorter.

Wendigo Merits

Bonds of Spirit (1 point merit)

Great Wendigo, the cannibal spirit of wind and ice, is the patron of the Wendigo tribe. As his devotee, you are able to call upon the power of the legendary hunter. With only a taste of the blood of your enemy or prey, you gain Familiarity with your target for the next hour. In addition, the ancestor spirits of the tribe can speak through you more readily, granting you an additional +1 wild card bonus to the skill granted by the Ancestors background when you call on them. Furthermore, natural wind and cold cannot harm you, and even damage you take from magical cold, such as from an ice spirit, is automatically halved, rounded down.

Guardian of the Wyld (2 point merit)

The spiritual nature of the Wendigo leads them to be closely bonded to the spirits of land and sky. This connection encourages them to develop skills as hunters and trackers. Wendigo with this merit are the pinnacle of that achievement. You automatically succeed in any mundane tracking challenge involving the Survival or Investigation skills, provided the scent lingers. This merit defeats the protection granted by possessing the Streetwise skill. This knowledge of the land becomes even more evident in territory the Wendigo claim as their own. Whenever a Wendigo with this merit purchases the Territory background, the benefits she receives also apply to the umbral reflection of that land.

Avatar of Wendigo (3 point merit)

Your Crinos form is infused with the cannibal spirit of vengeance. When in this form, you are covered in a thin sheet of living ice and radiate extreme cold. This coating does not impede your movement in any way, is weightless, and does not damage any armor you may be wearing or items you are carrying. However, any living creature who touches you suffers 1 point of aggravated damage from severe cold. This damage applies when you are successfully struck by a Brawl attack from an opponent. If you grapple an opponent, she takes 1 additional point of aggravated damage at the end of the Everyman round during every turn that she remains grappled.

Fera Merits

Each Fera has a list of merits that are available only to shapeshifters of that Fera type. These merits are not available to adoptees, allies, or kinfolk.

Ajaba Merits

Ridicule (1 point merit)

Social interactions within the Ajaba are integral to the structure of the breed, much like their hyena kin. You have mastered the art of social interactions within Ajaba society, and your expertise extends to social interactions with human, Garou, and Fera societies. Whenever another shapeshifter attempts to spend a trait of Renown to enact an effect not tied to her position, you can drown her out with your laughter and taunts. By spending a trait of the same kind of Renown, you cancel the effect, which cannot be attempted by the character again for one hour.

Bringer of Rains (2 point merit)

The Ajaba are often considered the Garou of Africa, although their task there is slightly different. Gaia created the Ajaba to be her Cullers of the Herd, her Bringers of the Rain. Sacrifice is necessary to ensure that the world remains balanced, and the Ajaba have been charged with ensuring that human and shapeshifter numbers remain balanced. With this merit, you are able to throw your weight around, your blows falling heavily on your slowest opponent. Once you have identified it, you emit a series of whoops and howls to call attention to your target, granting you a +2 wild card bonus to any attack test pools involving the opponent with the lowest initiative. This merit does not grant you an innate knowledge of which opponent has the lowest initiative; this fact must be discovered through the course of combat or with the use of gifts.

Devourer of Death (3 point merit)

During the years of Black Tooth's reign, the Ajaba were forced to wander outside of their homelands, scavenging in order to survive. You have learned how to make do with what you have, and you know that sometimes terrible things must be done in order to survive and thrive. With this merit, you are able to regain Gnosis by devouring raw, recently deceased flesh. For every half-pound of flesh that you devour, you regain 1 point of Gnosis. The source of the flesh does not matter; however, the taste of infants under one year of age is repugnant—it will still fill your belly and allow you to regain Gnosis, but the taste will linger for days. If you attempt to use this merit's power during combat, you can consume one half-pound of flesh for each standard action you expend, provided the source of flesh is dead.

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Ananasi Merits

Kiss of the Spider Queen (1 point merit)

Your bite drips with a poison that can confuse, debilitate, or even slowly kill your victim. When you make a successful bite attack against your target, you may choose to spend a point of Blood to inject a virulent poison from your fangs. Choose any two of the following drug or poison qualities as venom effects, (see **Chapter Seven: Core Systems, Health and Damage, Drugs and Poisons**, page 350) with the following modifications:

- **Alcohol:** No static test is required.
- **Hallucinogen:** No modifications.
- **Knockout:** If you make an exceptional success on your test to bite your target, no static test is required. The effect ends if the target takes damage. This selection cannot be combined with Amphetamines.
- **Amphetamines:** Medical attention to treat this merit's effect is determined by a successful Mental attribute + Medicine skill test versus a static difficulty of 15. Organ failure is fatal to living targets if medical attention is not received before the end of the scene.
- **Toxin:** No static challenge is required. The target takes 1 point of damage per round for a number of rounds equal to your dots of Medicine. This effect does not stack with itself.

You can also spend use your simple action to coat your claws with your venom, which can be used only on your next attack with your claws.

Carapace (2 point merit)

Form and function are fundamental to the grandchildren of the Weaver, necessary elements they fold into their very being. Your body has evolved for battle, both as a warrior and a protector. You have formed a tough carapace that both shields you from the most brutal of blows and acts as a weapon against resilient foes. Your body gains the Armor Piercing and Brutal weapon qualities (see **Chapter Fifteen: Influences and Equipment: Equipment**, page 705) when making Brawl-skill based attacks in any form but Homid and Crawlering. You also gain the Hardened and Ballistic protective equipment qualities in any form but Crawlering.

Personal Tapestry (3 point merit)

The Weaver went insane from the pressure of interlacing the threads of the entire cosmos into order, viewing reality through all of its infinite perspectives. As a result of their unique physiology and connection to the Weaver, the Ananasi are able to change their appearance, forging a new personality and set of memories in order to ease the burden given to them by their queen.

Between game sessions, you can expend a downtime action to completely alter your appearance, mannerisms, and memories in order to temporarily become someone else. You gain the benefits of 3 dots of the Alternate Identity background without having to purchase the background. Powers or gifts used to read or affect your mind can only be used to find details concerning your current persona. During this time, any power requiring **Familiarity with Target** (see **Chapter Five: Gifts, Using Gifts, Familiarity With Target**, page 214) fails until the caster has regained it with the new persona.

Bastet Merits

Secrets (1 point merit)

Bastet are masters of knowing that which has been forbidden. You may purchase a single level 1 gift from any affinity, including werewolf tribes or other Fera. Later, with the expenditure of a downtime action, you may choose to unlearn this gift and replace it with another, without expending XP.

Blood of the Khara (2 point merit)

All Bastet are descendants of the *Khara*, the fierce sabertooth predators of antiquity, and that blood flows strong in you. In any challenge that involves Rank, you may choose to ignore your opponent's Rank, negating any benefit she receives from it. This benefit applies to Staredown challenges as well as any other supernatural powers. You still gain any benefit of your own Rank, even while ignoring the rank of another.

Twin Souls (3 point merit)

Some feel the call to more than one responsibility, and their talents in multiple fields prove the rightness of answering those calls. You may choose an additional pryio (auspice) from the one you chose after your character's First Change. You gain an additional auspice affinity for the purpose of purchasing new gifts, selecting totem bonuses, and a new auspice bonus, which immediately applies to one of your skills.

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Corax Merits

I, Spy (1 point merit)

The Corax love secrets and always have one talon on the pulse of information, knowing when and where to be in order to get the juiciest bits of gossip or the most vital pieces of intelligence. For every dot of the Contacts background you possess, you may create two, rather than the standard one, individuals who feed you information. Since you are able to glean information quickly, you also establish familiarity with a target in one meeting, instead of three.

If there is a gathering, moot, or party held by humans or even supernatural creatures, you can discover its location with Storyteller approval. This merit can't be used to track down someone's personal Territory or Haven, nor can it allow a Corax to infiltrate a secret meeting.

For example, Nora the Corax might leverage I, Spy to discover the location of a moot at a nearby shard caern, or a gathering of the Prince's court at the vampire Elysium. However, she couldn't use I, Spy to figure out where a vampire's Haven is, or where a pack of werewolves sleeps at night. Nor could she infiltrate a secret meeting of a Silver Fang House with the help of this merit.

True North (2 point merit)

You have traveled the far corners of the world and know all the nooks and crannies of the even the most secret locations, including those in the Umbra. If you become lost, you can find your way to the nearest known location; similarly, you can determine the cardinal directions, assisting you in finding a location with which you are not familiar. You are also immune to any power or effect that would confuse your ability to navigate to your desired location, such as Trackless Wastes. You know the safest routes through the Umbra, and can cross the Gauntlet, either entering or leaving, in one turn, unless the location is Wyrm-tainted. Your familiarity with the Umbra and its dangers allows you to reduce the number of scenarios for Umbral Quests by half.

Mockingbird (3 point merit)

You've been around, and you've seen or heard just about everything under the sun. You've learned lessons and taken the best from the natures of others, adding them to your arsenal and using them when the situation calls for it. At the beginning of each game session, you may temporarily choose to replace Mockingbird with one general merit that has a cost of 3 merit points or less. (The cost of the new merit does not count against your limit of 7 points of merits.) This merit must be chosen in advance, and you can only change it if you spend 15 minutes out-of-game, representing the time spent contemplating the knowledge necessary to alter the chosen merit. In addition, you cannot use Mockingbird to purchase gifts, backgrounds, or other items at a discounted XP cost. You can only mimic active or passive merit effects.

Gurahl Merits

Strong in Body and Mind (1 point merit)

Known for their crushing power and savage strength, bears are undeniably among the strongest of animals. As a scion of the Gurahl, you receive the Strength focus in addition to the other Physical focus you choose at character creation.

Furthermore, as long as you have 4 or more points of Willpower remaining, you are immune to any power that would directly control your will or force your obedience, such as Mastery, Dominate, or Ultimatum. This merit has no effect on powers that work through indirect means, such as emotional manipulation, but does cover mundane effects, such as torture.

Curiosity of Ursa Minor (2 point merit)

As a Gurahl's Rank advances, she changes her auspice, leaving her old ways behind in favor of her new responsibilities. For some Gurahl, this change may occur as circumstances demand, happening before she's had the chance to fully explore an auspice. Just as the baby bear follows its mother in the cosmic dance, so too does your curiosity linger. Beginning at Rank 2, you retain an affinity for the Rank below your current one, allowing you purchase those gifts at in-affinity cost. For example, as a Rank 3 Gurahl, your auspice is Kojubat (Galliard). With this merit, you can also purchase gifts at the same cost that a Rank 2 Uzmati (Ahroun) pays.

Great She-Bear's Fury (3 point merit)

Gurahl are protectors by nature, and few things are as dangerous as a mother when her cubs are threatened. Drawing upon the power of Ursa, the great mother, you become stronger with each powerful blow. Whenever you score an exceptional success in a challenge that uses your Physical attribute, you may choose one of the following benefits:

- Gain a level of Rage
- Immediately apply your regeneration benefit as though it were the beginning of the round, even if you have already applied it this round. For example, if you are at Rage 4, you immediately apply the benefits of Regeneration II, even if you have done so previously this round.

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Kitsune Merits

Burrow (1 point merit)

A fox will burrow to hide from enemies or to catch its prey unawares. Luna blessed the Kitsune with a secret way of partially burrowing into the Gauntlet in order to hide in a private umbral pocket, usually providing enough concealment to escape from anyone chasing you. So long as you remain still and have some form of cover, you can expend a standard action to hide. You can conceal any possessions you carry, but you cannot take another individual larger than a small child into your concealment. In this state, you cannot be found by mundane or supernatural powers, such as Airt Perception, Spirit's Gaze, or Wolf Senses. If you move or initiate an opposed challenge, you become visible.

Nine-Tails (2 point merit)

Each lifetime a Kitsune experiences, she gains another tail. You are nearly immortal, ageless and forever young. Existence is a grand adventure; you've won and lost fortunes, collected debts of honor that date back centuries, and made your mark upon the world. Once per game session, you can cash in one of your markers to gain temporary access to a single mundane background rated equal to the number of dots you possess of the Rank background. In addition, you have amassed dozens of personal storehouses and lockers containing antiques and an array of collections from your long life. You can expend a downtime action to apply the Antique item quality to a piece of equipment. This quality does not count against the item's two-quality limit.

Foxtrot (3 point merit)

You are lithe and agile with perfect balance. Once per turn, you gain a free retest when defending against an attack that allows you to resist with your Physical attribute + Dodge skill test pool. This retest can be used before or after the normal Willpower retest, and is an exception to the rule limiting retests to one per challenge. This effect can be used during Rage rounds, but can only be used once during a given turn.

Nuwisha Merits

Trickster's Blessing (1 point merit)

Confusion and misdirection are the main tools the Nuwisha use when tricking those they encounter. You have learned how to harness the gift of misdirection, allowing you to escape even the stickiest situation. Once per game session, you can spend a standard action to declare a fair escape that cannot be contested, defying the bounds of reality in order to avoid conflict. Jumping off a cliff, hiding behind a sapling, or even vanishing into thin air (by stepping into the Umbra) are all examples of ways you can escape your foes. Should your departure involve disappearance, you reappear a short distance away, out of anyone's view. If you are successfully grappled, you cannot use this merit's power.

Intrepid Explorer (2 point merit)

Nuwisha are blessed with many talents, though perhaps the most useful is their innate ability to connect with the Umbra and traverse it safely. You have learned how to navigate the Umbra, and you have a deep familiarity with many of its locations. You can enter any or leave any of the umbral realms, even if you don't meet the qualifications to do so, including lack of permission from the realm's ruler. Additionally, you may opt to ignore one of the realm's mechanics of your choice.

Button, Button (3 point merit)

Although some find the Nuwisha to be devious and manipulative, their intentions are often good, even if the moral of their trickery isn't immediately obvious. You have learned how to change the very essence of your soul, allowing you to blend into your surroundings perfectly, assisting you in pulling off the Greatest Prank of All Time.

By expending 3 points of Gnosis and spending 1 hour in meditation, you can change your affinity between Weaver Affinity, Wyld Affinity, or Wyrm Affinity. This transformation allows you to enter the Umbra as though you have the merits **Weaver Affinity** (page 316) or **Wyld Affinity** (page 316), or the **Wyrm Affinity** quality (page 643); however, it does not grant you any of the other abilities of these qualities.

In addition, if you choose to take on Wyrm Taint, you appear to be in the fourth stage of Wyrm Taint, but do not suffer any of this condition's ill effects. This ability allows you to convincingly infiltrate a hive or pass yourself off as a *Nokhimi* (a corrupted Nuwisha). If you retain this Wyrm Taint for more than one week, you risk mutating your body and taking on the physical attributes of Black Spiral Dancers. You still gain Wyrm Taint normally while this merit's power is active.

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Ratkin Merits

Blood Memory (1 point merit)

Madness and wisdom bubbles in your blood, gifting you with access to your rodent ancestral memories. If any rat has been to a given place, you remember its layout and secret egresses. You have a flawless sense of direction and can easily navigate complex mazes, byzantine labyrinths, and even umbral storms. You are immune to any gift, power, or supernatural effect that would cause you to become lost, such as Trackless Wastes. The potency of the Blood Memory is such that your body is a soup of toxic poisons. Anyone who drinks a point of your Blood or bites you suffers 1 point of aggravated damage that cannot be reduced or otherwise negated.

Back Bite (2 point merit)

You are skilled at attacking from surprise, especially when your enemy has her back turned to you. You deal 2 additional points of normal damage when you successfully attack an opponent who is unaware of your presence. This damage cannot be increased or turned into aggravated damage. You only receive this bonus once per combat, as your first attack reveals your presence and ruins any potential for another Back Bite.

Pack Rat (3 point merit)

The Ratkin fled the Material Realm thousands of years ago during the Imperium. Your ancestors explored the edges of reality in the Deep Umbra, and it changed them. You've learned their trick of anchoring an umbral tunnel from a pocket realm to any portable flexible container such a bag, a pack, or even your pockets, in order to hide a cache of valuables in a spiritual vault: a hidden micro-umbral realm.

To access your trove, use your simple action to reach into any knapsack, a briefcase, or even your pockets, delving into your personal umbral pocket realm. You can store and retrieve an infinite number of items and objects, so long as you can personally lift and carry them and they can fit through the opening to the umbral pocket. You can only have one vault, but you can access it through a multitude of avenues.

If you expend a standard action to open any normal-sized door or window, you can physically climb into your spirit vault. Only you are attuned to this place, and only you can enter it. However, this space was not created to sustain life; if you remain there for more than five minutes, the realm will forcibly eject you. Exiting the spirit vault takes you back to the same location through which you entered. This vault cannot be accessed from the Umbra, or by other Ratkin, and if you die, the objects contained within it might be lost forever.

Rokea Merits

Lords of the Sea (1 point merit)

The Rokea are terrifying examples of ultimate apex predators that completely rule their ecosystems. While fighting non-aquatic targets underwater, you always strike first, despite your actual position in the initiative order. This action happens even before any actions taken using the Burst of Speed combat maneuver. The first time blood is drawn in a combat, or anyone takes a point of damage, you enter *Kunmind*, the blood frenzy, which increases your current Rage by 2 points, to a maximum of 10.

Master of the Sunless Depths (2 point merit)

The Sea is magnificent, yet capricious and dangerous. Your body can adapt to any natural underwater environment, from the Marianas Trench, to the Arctic Circle, or even the Dead Sea. You can swim and survive in toxic and unnatural waters that would kill other Rokea, such as a chlorinated swimming pool, a toxic oil spill, or waters superheated by magma. So long as you keep swimming forward, your body endures and survives.

Leviathan (3 point merit)

Time is a toothless hunter to the ancient Rokea leviathans. Your blood has mutated to trigger the change that would normally come after living and consuming for thousands of years. Fatal wounds slowly regenerate, so long as your corpse is left undisturbed in the Sea, rendering you virtually immortal. Missing limbs, including even your head, will slowly regrow. If your corpse is completely destroyed or turned to ash, your death is permanent. However, if your corpse, which must include your torso and your heart, is returned to the Sea within 24 hours, your body will return to life 60 days later.

Factional Merits

Each multi-tribe faction has a list of merits that are available only to members of that group. These merits are not available to allies or kinfolk.

Fera and Silent Striders can purchase up to one merit from either the Concordat of Stars or Sanctum of Gaia factions, but if a character joins the opposite faction, that character permanently loses the merit without a refund of XP. Fera cannot join the Concordat of Stars or the Sanctum of Gaia. (For more information, see **Chapter Eleven: Garou Nation: Politics in the Garou Nation**, page 505.)

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Concordat of Stars Merits

Weaver Affinity (1 point merit)

Unlike most Garou, you are affiliated with the Weaver more closely than you are with the Wyld. You believe that the Weaver has the potential to be Gaia's biggest ally. You may champion green technology, use satellite tracking to help wildlife thrive, work to save endangered species with fertility science, or spend your time researching scientific ways to clean up pollution.

You can enter the Umbra in an area affiliated with the Weaver in three turns (instead of the standard five minutes). Additionally, your firm connection to the Weaver allows you to directly convert Gnosis into fuel for Weaver spirits around you. By expending a simple action and spending 1 point of Gnosis, you can cause a piece of technology to continue functioning without fuel, power, or ammunition for the next hour. Your car will keep driving, your gun won't run out of ammunition, and your cell phone will not need to be recharged.

If used to augment a firearm's ammunition, this effect does not change the weapon's qualities. For example, if used on a gun with the Incendiary quality, the bullets fired using Weaver Affinity will continue to be Incendiary. Technology running on Gnosis appears to be operating normally, but doesn't produce any pollution. Your car does not generate exhaust, and your gun won't produce smoke or gunshot residue.

This merit can also be used to counteract supernatural powers that damage or hinder technology. Powers that disable or hamper technology cannot be used on an object that is currently affected by Weaver Affinity, and if you activate Weaver Affinity on an object that has been targeted by a power that disabled its technology, this merit negates the effects of that power.

Characters with Weaver Affinity cannot possess the Wyld Affinity merit. Additionally, if you forfeit the XP spent and remove this merit from your character, you must wait three months or six game sessions, whichever is longer, before you can purchase Wyld Affinity. Characters with this merit can be identified or targeted by successful use of powers that reveal or require Weaver Affinity.

Wyrm Resistance (2 point merit)

The Fera have shared some of their secrets with the Concordat of Stars, including their sacred blessings. Your spirit resists the corrupting emanations of Wyrm Taint. When you are afflicted with Wyrm Taint, you suffer from the effects as though you are one stage lower than your current stage of Wyrm Taint. It is impossible for you to unwillingly advance to the final stage of Wyrm Taint, but you may be convinced to surrender to the Wyrm.

Fera Affinity (3 point merit)

You either have a strong connection to a breed of Fera, or you have performed some potent service that they feel obliged to repay. Choose a single level 1 or 2 gift that is normally restricted to a specific breed of Fera. You can purchase that gift at out-of-affinity XP costs. You do not require a teacher to learn this gift. This is an exception to the rule preventing Garou from learning Fera gifts. If this merit is used to purchase Ananasi Gifts, you may activate them by spending Gnosis instead of Blood.

Sanctum of Gaia Merits

Wyld Affinity (1 point merit)

All werewolves are associated with Wyld, but you are fully dedicated to Gaia and everything she stands for. Most Garou have a Gnosis pool of 10, but your greater connection to the Wyld increases your Gnosis pool to 13. Additionally, your connection to the Wyld allows you to enter the Umbra without having to stare into a reflective surface, and reduces the time it takes you to enter the Umbra by half; round down, to a minimum of one turn.

Characters with Wyld Affinity cannot possess the Weaver Affinity merit. Additionally, if you forfeit the XP spent and remove this merit from your character, you must wait three months or six game sessions, whichever is longer, before you can purchase Weaver Affinity. Characters with this merit can be identified or targeted by successful use of powers that reveal or require Wyld Affinity.

Righteous (2 point merit)

Your faith in Gaia is absolute. You are steadfast in the knowledge that the Garou Nation shall defeat the Wyrm, and this righteousness shields you from some of the extreme effects of Harano. When you are afflicted with Harano, you suffer from its effects as though you are one stage lower than your current stage of Harano. Furthermore, although you might fall victim to the spirit sickness on occasion, you will never succumb completely to Harano; you cannot enter the fifth stage of Harano.

Silver Tolerance (3 point merit)

Gaia rewards those devoted to her cause. You can wield silver without losing Gnosis for coming into contact with it or carrying it on your person. In addition, when you take damage from a silver source, the first point of damage is reduced from aggravated to normal damage. (For more information, see **Chapter Eight: Dramatic Systems, Silver**, page 360.)

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General Merits

The following merits may be purchased by all shapeshifters, regardless of their tribe or breed, unless otherwise stated in the merit's description:

Acute Sense (1 point merit)

One of your senses is exceptionally sharp, and you gain an advantage from its use. You can choose to augment your sight, hearing, smell, touch, or taste. When using this enhanced sense, you gain all of the benefits from the gift Wolf Senses, excluding the ability to detect supernaturally hidden creatures. If you already have Wolf Senses, then you automatically notice any objects mundanely hidden within line of sight.

Ambidextrous (2 point merit)

Most people have a single dominant hand, either the right or left. Once per turn, when attacking with weapons (melee or firearms), you can use the qualities of your main weapon and one of the qualities from a second weapon in your off hand, allowing both to augment your attack. You cannot use the same bonus twice in a single challenge, and the bonuses cannot come from the same weapon quality. For example, you cannot choose Accurate twice in order to receive a +4 bonus. Both weapons must logically be able to hit your opponent in order to apply this advantage; thus, you cannot use this merit to apply an offhand sword's quality when using a pistol's ranged attack from a distance. Ambidextrous can be used during Rage rounds, but can only be used once per turn. For more information on one-handed and two-handed weapons, see **Chapter Fifteen: Influences and Equipment, Equipment, Melee Weapons**, page 706.

Arcane (1 point merit)

You are mystically shrouded from notice. People you interact with briefly do not remember your presence unless you have explicitly harmed them or have been specifically pointed out to them. Paper trails related to you disappear, and computer records randomly become corrupted, misplaced, or accidently erased. This effect gives no benefit to Stealth skill challenges and doesn't handicap people who know you personally, but individuals who you meet briefly in passing have difficulty recalling exact details about who you are.

Berserker (2 point merit)

Rage is an old friend, and you've learned how to master it during battle. You begin each game session with 1 additional Seethe trait. However, once you have joined the fray, you react to the threat of frenzy as though you are at one level less than your current level on the Rage track, allowing you to stave off frenzy longer than others. Characters with the Berserker merit cannot have the Tranquil Soul or Inner Balance merits.

Blasé (3 point merit)

You've seen everything, done everything, and been everywhere. You are notoriously difficult to impress, and you have a knack for looking at facts without emotional coloration. You gain a free retest when resisting the effects of gifts that effect your emotions, such as Siren's Lure or Snarl of the Predator. This retest can be used before or after the normal Willpower retest, and is an exception to the rule limiting retests to one per challenge.

Camp Defector (1 point merit)

You've joined a political faction—the Concordat of Stars or the Sanctum of Gaia—not traditionally supported by your tribe. This choice has naturally caused a small amount of tension between yourself and your tribal leadership, but the situation is tolerable because you truly believe in your cause. You are barred from taking on tribal leadership positions, such as the Tribal Councilor, but you gain all of the mechanical benefits of your chosen faction and the ability to purchase that faction's merits. (For more information, see **Chapter Eleven: The Garou Nation, Politics in the Garou Nation**, page 505.)

Camp Loyalty (1 point merit)

You are an exceptionally dedicated member of your tribal camp. Even if you do not hold a position of leadership within your camp, you hold their ideals in high regard, tend to take responsibility, and help those around you.

You are considered to possess 1 additional dot of the Rank background than your current number of dots, solely for the purpose of determining whether or not you must spend additional Gnosis to use a gift. This bonus applies only when you are working or fighting with at least one other member of your camp.

Celestial Attunement (2 point merit)

You are attuned to one of the great astrological Celestines. Perhaps Tambiyah blessed your birth or the rage of Rorg runs in your blood. It guides your life and sometimes helps you in mysterious ways. Select a specific Celestial to which you are attuned, subject to your Storyteller's approval. You gain an additional Archetype on your character sheet, which can be used to regain Willpower. While this merit is a blessing, your patron may also assign you strange requests or missions through dreams or visions.

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Code of Honor (2 point merit)

You adhere to a personal code of ethics. The specifics of this code must have restrictions as well as ideals. Restrictions might include "I cannot allow a child to be injured," "I cannot set foot on holy ground," or "I can never own, carry, or use a weapon." Ideals might include "I must always show generosity and charity," "I must kneel and show respect to every Alpha, no matter how I feel about her personally," or "I must accept any quest offered to me."

This code must be genuinely restrictive and must be approved by the Storyteller prior to play. A Code of Honor cannot replicate any moral or ethical restrictions your character must already maintain. Your character must follow her code strictly; your Storyteller can remove this merit without a refund of XP if you repeatedly violate this code.

Once per hour, when someone attempts to use a Social or Mental power to make you violate this personal Code of Honor, you gain a +2 wild card bonus to your defensive test pool to resist that power. However, if you willingly violate your personal Code of Honor, even under great duress, you lose access to this merit for two game sessions or one month, whichever is greater.

Daredevil (2 point merit)

You are good at taking risks and even better at surviving them. When attempting exceptionally dangerous Physical actions, such as leaping from one moving car to another, you receive a +3 bonus to your test pool. If you engage multiple opponents on your own, you receive a +2 bonus to your Physical defense test pools.

Enhanced Homid Form (1 point merit)

Your Homid form provides most of the benefits provided by Glabro form, excluding the ability to inflict aggravated damage with Brawl attacks.

Enhanced Lupus Form (1 point merit)

Your Lupus form provides most of the benefits provided by Hispo form, excluding the ability to inflict aggravated damage with Brawl attacks.

Fetish Savant (3 point merit)

This merit doubles the effective rating of the bearer's Fetish background. You can attune 2 points of fetishes for each dot of the Fetish background you possess. You cannot possess this merit and the flaw Fetish Ineptitude.

Heroic Lineage (1 point merit)

As the product of generations of pure breeding, you are related to a hero of your tribe, and other Garou can sense it when they see you. Once per game session, when you spend a Renown trait, you immediately regain that Renown trait.

If you are part of a well-known family, others may easily identify your specific heroic relative and his or her connection to you. If this is not the case, a character with a Lore specialization in your tribe may examine you and determine to which hero you are related. This examination may require viewing you in several different forms.

More traditional Garou place a lot of stock in ancestry and may give you special favor above and beyond the mechanics of this merit, but all Garou can sense the greatness in your blood and your undeniable link to a hero of your tribe. This merit must be purchased at character creation. Characters with the Heroic Lineage merit cannot have the Legendary Lineage merit.

Legendary Lineage (3 point merit)

You are directly related to one of the greatest heroes of your tribe, and other Garou can sense the purity of your breed when they see you. This spiritual connection lowers your cost of tribal affinity gifts to gift level x3 XP, instead of the standard gift level x4 XP.

More traditional Garou place a lot of stock in ancestry and may give you special favor above and beyond the mechanics of this merit, but all Garou can sense the greatness in your blood and your undeniable link to a hero of your tribe. Once per game session, when you spend a Renown trait, you immediately regain that Renown trait.

The hero to whom you are related is obvious to any Garou who sees you. You should work with the Storyteller to detail his or her name and deeds before purchasing this merit. In addition, other Garou may judge you harshly for your failures. This merit must be purchased at character creation. Characters with Legendary Lineage cannot have the Heroic Lineage merit.

Longevity (1 point merit)

Some quirk of the First Change slowed down your aging process. You are decades older than you appear, and barring a violent death, you may live to be several hundred years old. This merit does not stack with other merits that grant longer life.

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Loremaster (1 point merit)

You are a veritable font of knowledge, and have spent a great many years studying history, discovering secrets, and hoarding valuable information. You can assign two Lore specializations for each dot of the Lore skill you possess, rather than one. Additionally, you receive a +3 bonus any time you attempt a challenge using your Lore skill.

Lucky (2 point merit)

Like most tricksters, fools, and madmen, your life has been a series of fortuitous coincidences and second chances. Whether you rely on this luck or just fall into it, you lead a charmed existence. If an opponent achieves an exceptional success against you, you may choose to downgrade it to a normal success. You can use this benefit once every five minutes or twice per combat.

Medium (1 point merit)

You may be a spiritualist or a shaman, or perhaps a brush with death left a portion of your spirit trapped within the afterlife. Whatever the reason, you are a channel to the Shadowlands. You possess a natural affinity to see and hear ghosts, and occasionally glimpse your surroundings beyond the Shroud. This merit does not grant any ability to control or command ghosts, nor does it give you any mystic ability to understand wraiths who cannot speak a language you know.

Metamorph (3 point merit)

One per turn, during your initiative you can use this merit to shift into any form—Homid, Glabro, Crinos, Hispo, or Lupus—without spending an action or Gnosis.

Natural Channel (3 point merit)

Traveling between the Material Realm and the Umbra has always felt natural to you. You can pass through the Gauntlet in areas that are strongly affiliated with either the Wyld or the Weaver as though they are located within a great caern or shard caern. (See **Chapter Thirteen: The Umbra: The Gauntlet**, page 584 for more information.) Further, if you dare, you may do what few Garou can and travel through the Gauntlet into and out of areas that are Wyrm-tainted.

Natural Linguist (1 point merit)

You share the talent of those individuals who have excellent minds for retention and association, making you capable of learning multiple languages with ease. You can assign two language specializations for each dot of the Linguistics skill you possess. Additionally, you receive a +3 bonus any time you attempt a challenge using your Linguistics skill.

Natural Weapons (2 point merit)

The claws of your Glabro, Hispo, and Crinos forms are more effective than normal. Choose one weapon quality from the following list when you purchase this merit: Accurate, Armor Piercing, Brutal, Deadly, or Fast. Any time you transform into one of the forms listed above, your Brawl attacks gain that quality's benefit.

Oracular Ability (2 point merit)

You see omens of the future. You might use techniques such as casting the bones, reading predictive cards, utilizing mystic boards, studying astrology, or undergoing drugged hallucinations. Conversely, you might have visions thrust upon you, even if you try to prevent such divinations. You can draw advice from these omens, as they provide hints of the future and warnings of the present. You can, once per game session, ask your Storyteller for a clue about relevant plots. In addition, small flashes of insight come when most needed; once per hour, you can sacrifice a standard action in order to immediately use a simple action. This ability allows you to use the simple action at any time, even before your initiative.

Pack Reputation (2 point merit)

You are a member of a famous werewolf pack. Moreover, you are commonly believed to be one of the most important members of that pack, responsible for its fame—or infamy. Other members of the pack may be proud of the group's representation, but your name is synonymous with its reputation. You start each game session with 1 additional trait of Innate Renown of your choice. If you leave the pack, you must remove this merit without a refund of XP.

Predator's Glare (1 point merit)

You can bring your predatory nature to the surface, frightening off humans. This power requires you to spend 1 point of Gnosis and a simple action to activate, and it lasts as long as you wish to maintain it. While active, non-supernatural human and animal Stock NPCs will not attack you and will instinctively avoid you. All other mundane humans and animals suffer a -5 penalty when attempting to attack you.

Rugged (3 point merit)

You may be larger than other people, more resistant to hardships, or have tougher skin, but for whatever reason, you have a greater capacity to withstand injury. Characters with this merit gain 1 additional health level in each wound track, resulting in four Healthy levels, four Injured levels, and four Incapacitated levels. This merit works in conjunction with other powers that grant health levels.

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Skill Aptitude (2 point merit)

Due to some facet of your history, whether it is intense training or simply natural talent, you are prodigally gifted with a single skill. Choose one skill and raise your character's potential maximum number of dots in that skill by 1. You must still spend XP as normal to purchase that skill to its maximum level. You can purchase the Skill Aptitude merit multiple times, but each time you do, you must apply the merit to a different skill. This merit does work in conjunction with your auspice skill bonus if applied to the same skill.

Slippery Customer (2 point merit)

Either you are extremely lithe, incredibly dexterous, or amazingly sharp-witted; whatever the reason, you have the uncanny ability to avoid damage. You gain a +3 wild card bonus when attempting a challenge using your Dodge skill test pools.

Soothing Presence (2 point merit)

Your presence comforts and calms others. While in the presence of other characters within three steps of your location, you can automatically remove 1 Seethe trait or temporarily lower the effects of Harano, so that the sickness effects your companions as though they suffer the effects of one stage lower of Harano. Obviously, this ability requires a peaceful situation, and the effects of this merit cease if combat begins near you. Characters may benefit from this merit only once per hour.

Spirit Magnet (1 point merit)

Something about the brightness of your soul attracts the attention of spirits whenever you cross the Gauntlet into the Umbra. Gaffling and Jaggling spirits are naturally curious about you and what you might be doing in their "spiritual neighborhood." If you approach them on friendly terms, they'll likely react in the same manner, barring some sort of other environmental factor. It turns out bane spirits are just as interested in you; sometimes, you must risk the luck of the draw regarding the spirits you might find. Incarna and stronger spirits will always be aware of your presence in their territories, but they may elect to ignore you. None of the spirits who collect in your vicinity are under your command unless you use a gift that allows you to command or influence them, such as Awaken Minor Spirit.

Tranquil Soul (2 point merit)

Your soul is naturally calm and serene. You are considered to have 2 fewer Seethe traits when resisting frenzy. Once per game session, you can spend a standard action, outside of combat, to vent all of your Seethe traits and reduce your total to zero. Characters with Tranquil Soul cannot have the Berserker merit.

Tribe Affinity (3 point merit)

You either have a strong connection to another tribe, or you have performed some potent service that they feel obliged to repay.

Choose a single level 1, 2, or 3 gift that is normally restricted to another tribe. You may purchase that gift as an out-of-affinity gift. You do not need a teacher in order to make this purchase and learn the gift. This merit provides an exception to the rule preventing Garou from learning out-of-affinity tribal gifts. This merit may be purchased multiple times, each time allowing you to purchase a separate level 1, 2, or 3 gift from the same tribe.

Untrackable (2 point merit)

You are extremely difficult to track. Anyone attempting to identify your scent receives a -5 penalty to relevant challenges, both mundane and supernatural. Additionally, you cannot be tracked through mundane tracking or similar supernatural abilities. Characters that are Untrackable cannot take the Animal Musk flaw.

Unyielding (4 point merit)

Whether you call it being stubborn, intractable, or just plain ornery, your character has a fire inside her that just won't quit—no matter the circumstances. Increase your maximum permanent Willpower pool to 7. You also begin each game session with 7 Willpower, rather than the standard 6.

Umbral Aptitude (2 point merit)

You are particularly comfortable navigating the Umbra, and you have an instinct for avoiding its dangers. If you are involved in an Umbral Quest, your questing party automatically succeeds at Simple Quests, and the difficulty for Complex and Heroic quests is reduced by half, rounded down.

Umbral Realm Affinity (3 point merit)

Your spirit is attuned to a realm of your choice from the Penumbra or Near Umbra. Spirits within the realm see you more favorably, respect a small territory as yours within the realm, and welcome you home when you visit. While in your attuned realm, you gain a +2 wild card bonus for dealing with its spirits or interactions with the realm. You instinctively know the laws of that realm and receive a free retest for umbral travel to that realm. All Umbral Quest difficulties associated with this realm, including travel, are reduced by half, rounded down.

This merit may only be purchased once per character. Once attuned, you cannot change your attuned realm without removing this merit and then repurchasing it for a different

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realm. This severing of the ways offends the spirits, and you'll gain the flaw Spirit Notoriety without gaining XP for taking the flaw.

Volatile (2 point merit)

You are extremely savage and explosive, even among Garou. While this instability may frighten others, it benefits you—and you relish the moments when you get to unleash your Rage. When you enter frenzy, you immediately regain 1 point of Willpower. You can only benefit from this merit once per combat scenario.

Versatile (3 point merit)

You've always been capable of multi-tasking, splitting your attention to accomplish two goals at once. Choose one attribute category—Physical, Social, or Mental—and select an additional focus for that attribute. For example, a character with this merit can focus her Physical attribute in both Strength and Stamina.

Wolf in Sheep's Clothing (1 point merit)

Traditional werewolves eschew human society, fearing that the Curse will attract too much attention, and some members of the Sanctum of Gaia believe that human society has been forever tainted by the Wyrm. You are different; and you have learned to blend into human society and know how develop strong ties with the important institutions that govern the world without attracting notice. Characters with this merit may purchase mundane backgrounds, such as Contacts or Influence: Underworld, at a rate of new level x1 XP instead of the standard new level x2 XP. This merit cannot be used to purchase supernatural backgrounds, such as Fetish or Ancestors.

Wyld at Heart (3 point merit)

By achieving a level of mental control worthy of martial arts masters or intensely dedicated scholars, you have mastered a rigid thought structure. You can use this internal resolution to focus your mind, resisting torture, intimidation, and powers that directly attempt to control you.

You gain a free retest when resisting the effects of powers that compel you to obey, such as Snarl of the Predator. This merit provides a defensive retest and cannot be used to retest attempts to pierce Blur of the Milky Eye. This retest can be used before or after the normal Willpower retest and provides an exception to the rule limiting retests to one per challenge.

Wyrmspeak (1 point merit)

You can understand the foul language of the Wyrm and thus may understand the gibbering of banes, fomori, and other strange creatures that have been tainted by the Wyrm. This merit doesn't allow you to pass for a minion of the Wyrm, but you can understand what they are saying and may gain some tactical advantage through your knowledge. Other Garou occasionally look askance at a werewolf who can understand the minions of the Wyrm.

Zealot (2 point merit)

Your devotion to Gaia's cause is unshakable, no matter how bad things seem. When your current level of damage is within the Injured wound track, you receive a +3 bonus to your initiative. When your current level of damage is within the Incapacitated wound track, you gain an additional +3 bonus to initiative, for a total bonus of +6 total.

Flaws

The following flaws can be purchased by characters of any tribe or breed:

Addiction (2 point flaw)

You suffer from an addiction to a substance, in which you must indulge. This vice can be alcohol, prescription drugs, hard drugs, or natural hallucinogens.

Mechanically, a character's addiction is broken down into one of three categories: amphetamines, hallucinogens, or sedatives. When you take this flaw, you must choose one of these three categories to represent your character's addiction. You may take this flaw up to three times, each time choosing a different kind of drug, and suffering all of the penalties. For more information on drugs and toxins, see **Chapter Seven: Core Systems, Health and Damage, Drugs and Poison**, page 350.

At the start of each game session, or anytime your character is presented with your addiction of choice, you receive your addiction's penalty, as follows, for one hour:

- **Amphetamine:** You receive a -1 penalty to all Mental challenges and all challenges requiring coordination or mental dexterity.
- **Hallucinogen:** You are agitated and cannot regain Willpower for the next hour.
- **Sedatives:** You suffer a -5 penalty to challenges using your Investigation or Awareness skills.

Allergy (1 point flaw)

You are particularly vulnerable to some substance other than silver. Choose a substance that is possible to craft

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into a weapon. Whenever you are attacked with a weapon composed (even partially) of this substance, you suffer aggravated damage.

Sample allergies include cold iron, obsidian, and rosewood. If you choose a substance that is commonly made into a weapon, like steel or wood, this flaw is worth 2 points of XP, instead of the standard 1 point of XP.

Amnesia (1 point flaw)

You are unable to remember anything about your past, yourself, or your family, whether human or Garou. You have no knowledge of your past paramours, enemies, or allies.

Your origins and the circumstances behind your Amnesia are for the Storyteller to determine, and she is encouraged to make your backstory as interesting as possible, so that it might haunt your present and affect your character's story.

Animal Musk (3 point flaw)

The wolf is so strong in you that you always smell like one, even in Homid form. This scent is pungent enough that in situations where the source of the smell is obvious, such as a small office or a party, those trained in the occult, such as hunters or minions of the Wyrm, will immediately know that you are a Garou. Non-supernatural humans react to your scent with either disgust or pity, giving them a +5 wild card bonus to resist any opposed Social challenges with you that are unrelated to intimidation.

Those trained in the art of tracking have a +3 wild card bonus when attempting to identify and track you outdoors by scent alone. Characters with Animal Musk cannot take the Untrackable merit.

Animal Ways (2 point flaw)

Despite achieving full sentience during the First Change, some Lupus are unwilling or unable to leave the old patterns of thinking behind. With this weakness, you are uncomfortable around human inventions, retaining an animalistic distrust of most tools. Machinery and technological devices make you nervous, fearful, or angry. This disdain generally encompasses anything built from moving parts or invented within the last 100 years, but it also includes any device or weapon that cannot be crafted with antiquated, handheld tools. You cannot possess any dots in the Computer, Drive, Firearms, Science, or Security skills.

Awkward Mobility (2 point flaw)

You have difficulty moving quickly or keeping up with those around you. You might be short, possess a club foot, have a hunchback, or walk with a limp. You take one less step per movement action, typically resulting in taking two steps instead of the standard three. This merit is particularly appropriate for Metis characters.

Bad Sight (2 point flaw)

Your sight is defective, and even with corrective glasses or contacts, you cannot see with complete acuity. You suffer a -2 penalty to all of your Physical ranged attacks, including attacks with firearms and thrown weapons.

Banned Transformation (4 point flaw)

You cannot transform into Crinos form if silver is present within five steps of you. Silver fetishes attuned to you do not trigger this penalty. If there is silver on your person, you must remain in either Homid or Lupus form. If you come within five steps of silver while in Crinos form, you automatically shift back to your breed form. Similarly, if you pick up silver while in Glabro or Hispo form, you transform into either Homid or Lupus form, your choice. Changing back into Crinos form after suffering the effect of this flaw requires your next simple action.

Bitten (2 point flaw)

You were once one of the Unborn, a potential Garou who somehow never experienced a natural First Change. Either through a sanctioned ritual or an accident, you were Bitten and transformed into a werewolf. You are unable to have children or pass along the Gnosis energy required to Bite another Unborn to create a new werewolf. In addition, you cause natural-born werewolves to feel slightly strange, automatically revealing your status as one of the Bitten to them. Some Garou are suspicious of your very nature and find it difficult to trust you.

Blunted Claws (3 point flaw)

Your claws and fangs are blunted, rather than being sharp like those of other werewolves. As a result, your claw and bite attacks do not inflict aggravated damage, regardless of the form you take. Characters with Blunted Claws cannot take the Natural Weapons merit.

Born of the Wyld (2 point flaw)

You may be a Lupus, or extremely dedicated to the Wyld. For whatever reason, you are ill at ease in the city. While in an urban environment, you are distracted, edgy, and easily startled. You suffer a -1 penalty to Investigation and Awareness skill challenges and a -3 penalty to resist any powers that cause you to flee or become frightened, such as Snarl of the Predator.

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Branded (3 point flaw)

You have been assigned the Branded moniker by a Sept Leader or Truthcatcher as punishment for a horrific crime. You should discuss the details and circumstances of your crime and trial with your Storyteller. For more information, see **Chapter Nine: Social Systems: Monikers**, page 424.

Careless (1 point flaw)

It is hard for you to focus enough to pay attention to detail, and when you get into combat, you tend to act first and think afterwards, even when it means you end up going in circles or forgetting simple things. You make plenty of mistakes in your everyday existence, such as leaving things behind or letting simple tasks slip your mind.

Your attacks do not count when attempting to prevent another player's ability to declare a fair escape, unless you are currently grappling your target. A character attacked by you prior to her initiative in a round can still declare a fair escape in that round. Also, if someone declares her intention to fair escape, you cannot prevent her from fair escaping by declaring that you intend to use a Physical action against her later in that round. (For more information on fair escape, see **Chapter Seven: Core Systems, Combat, Movement, Fair Escape**, page 340.)

Crippled (5 point flaw)

You suffer from one or more permanent injuries that make it difficult to function physically. Characters with this flaw have a Physical attribute maximum of 5, rather than 10. This limitation can be increased with bonus attributes dots earned from the Rank background.

Curiosity (2 point flaw)

Your incredible Curiosity often overrides your common sense. You can't help it! There are so many wonderful things in the world, so many secrets to uncover, and so many mysteries to understand. If you fail to explore something new or unknown, your maximum Willpower pool is reduced by 1 for the remainder of the game session. This penalty is cumulative; if you refuse more than one intriguing opportunity, your maximum Willpower pool continues to decline.

Cursed (1 point flaw)

You suffer from a minor supernatural curse due to your karmic debt to the universe or an enemy with a twisted sense of humor. This curse is specific and detailed; it should relate to some archetypal flaw in your character, such as hubris. Like all flaws, remember that a Storyteller should not allow a curse that does not meaningfully impact your character.

A curse must be attached to a skill in which you possess at least 1 dot. When the curse is triggered, you receive a -1 penalty to test pools with that skill. You may purchase this flaw up to three times. Some examples:

- A Ragabash has been cursed by tricksy faeries. Milk curdles in his presence, and insects die when they come within three paces of his location. Whenever the Storyteller indicates that that the faeries are actively plaguing him, the Ragabash player must roleplay those effects. He has associated this curse with his Awareness skill, and therefore his Awareness skill test pools are reduced by 1 when this trigger occurs.

- An archaeologist Stargazer believes that she was cursed for opening an ancient Egyptian tomb. The curse states that the Stargazer will "suffer a twisted tongue when she most needs clarity." The Stargazer's player has associated this curse with her Linguistics skill. Whenever she is attempting to translate one language into another, she roleplays her uncertainty and grammatical mistakes. In addition, all test pools based on her Linguistics skill are reduced by 1 when she is under pressure.

Dark Fate (5 point flaw)

The shadow of destiny has tainted the course of your life, consigning you either psychologically or supernaturally to a tragic end. Your end is near, and you cannot escape it. If you ever fall unconscious from damage, you instead die instantly.

Docile (3 point flaw)

Your mind is weak, easily disturbed, or confused. You tend to be a follower and rarely speak up for yourself. Because of this weakness, you are highly susceptible to powers that directly control your mind or force you to back down. You cannot spend Willpower to retest when resisting powers like Snarl of the Predator or when retesting Staredown challenges.

Difficult Transformation (2 point flaw)

You cannot shift into Crinos form unless you have at least 4 points of Rage. If your Rage level drops below 4, you automatically switch into your breed form. Changing into your breed form as a result of this flaw doesn't require an action. Metis cannot take this flaw.

Dull (2 point flaw)

You're prone to talk about bland things, and you don't handle furor or emotional stimulation very well. When others get passionate, you boggle, harrumph, and withdraw. This quality makes it difficult for you to express your deepest feelings and inner motivations. You don't receive the retest usually given by a character's archetype.

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Enraged Transformation (3 point flaw)

When you reach 4 or more points of Rage, you automatically transform into Crinos form (or your Fera breed's equivalent) and cannot shift into any other form until your Rage is somehow reduced below 4 points. Changing into Crinos form as a result of this merit does not require an action. Only shapeshifters that possess Rage can purchase this flaw.

Fallen Hero (5 point flaw)

You were once considered to be amongst the best and bravest of your generation, but you have fallen from the good graces of the Garou Nation. You have been assigned the moniker Disgraced and now your name is forever tainted with the horrible scandal that brought you low. The exact details of your scandal are up to you—perhaps you fled in battle, caused a caern to fall, or gave into your rage and murdered a Garou after she had already surrendered.

Removal of this flaw requires the completion of a Heroic Quest on behalf of the Garou Nation, assigned by the High King, a Legend, or your Tribal Councilor. (For more information, see **Chapter Nine: Social Systems: Monikers**, page 424.)

Fetish Ineptitude (4 point flaw)

You've somehow offended the spirits or lack the ability to attune yourself to fetishes. When purchased, the bearer of this flaw immediately loses all dots of the Fetish background, and can never purchase more. You also cannot spend Gnosis to forcibly activate a fetish or make use of one that has been activated and passed to you.

Fragile Bones (4 point flaw)

Your body is less hardy than most and cannot endure as much injury. Your bones may be more brittle, or your physical stature may be slight or delicate. If you take more than 2 points of damage from a single blow, one of your limbs (chosen by your attacker) breaks. This limb is useless until that damage is healed. If one or both of your character's legs becomes broken, you can only move one step per action, by limping or crawling. If either of your character's arms becomes broken, you suffer a -5 penalty to Brawl and Melee attack test pools, unless you have the Ambidextrous merit, in which case you only suffer a -3 penalty. A character with a broken arm cannot use two-handed weapons. A character with two broken arms cannot make Physical attacks, unless she is capable of biting without grappling.

Harano Prone (2 point flaw)

You have always endured a melancholy of the soul. Now that a new plague of Harano has arisen, you've discovered that you are especially susceptible to it. When you have been infected with Harano, you suffer all of the penalties of one stage higher than your current stage.

Hard of Hearing (2 point flaw)

Your hearing is impaired, and even with corrective equipment, you cannot hear with complete acuity. This flaw can be dangerous under some circumstances, as you cannot rely on your hearing to warn you of danger. You suffer a -2 penalty to Awareness and Investigation test pools based on hearing.

Haunted (1 point flaw)

A vengeful ghost torments you from beyond the grave. Though it usually limits itself to phantasmal moaning, eerie manifestations, and the occasional detrimental effect, this ghost is committed to causing you harm. It does its best to make your existence miserable and to hasten the day when you will join it in death. You can see and hear this ghost whether or not you have the Medium merit.

Hunted (4 point flaw)

Your name, face, and history are known to enemies such as hunter organizations, vampires, and Black Spiral Dancers. If you attract attention, the hunters will come for you. You must spend 2 downtime actions each month to avoid the individuals who are actively seeking your death. If you fail to do this, you enter the game with your Healthy wound track filled with aggravated damage.

Illiterate (1 point flaw)

Through lack of education, severe vision issues, or as the result of a learning disability, you are unable to read or write. This flaw makes it impossible for you to learn any of the following skills: Academics, Computer, or Science.

Inhuman (2 point flaw)

Some Lupus are so tied to their wolf natures that they have difficulty approximating human shapes and behaviors. As one of these Garou, you are biologically closer to the wolf than to your human aspect. You cannot spend Gnosis to shift instantly to Homid or Glabro form. If you have the Metamorph merit, it does not help you achieve either form more quickly. You are so inept at using human legs that you cannot benefit from the bonus to Dodge skill test pools that Glabro form typically provides.

Impatient (2 point flaw)

You have no patience for standing around and waiting. You want to do things now—forget the slowpokes trying to hold you back. You vastly prefer acting on impulse without caring

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about the consequences. Every time you are forced to wait or be patient instead of acting immediately, you must spend 1 point of Willpower to wait without acting for five minutes. If you do not spend this Willpower, you react with extreme anger, lashing out at the source of your delay.

Insane Ancestor (4 point flaw)

Among the many noble ancestor spirits that visit you to bring wisdom is an insane ancestor who occasionally attempts to influence your actions via a derangement. You should create your ancestor, detail her history, and create an appropriate derangement for her. (For more information, see **Derangements**, page 328.)When your ancestor's derangement is triggered, her personality and memories overtake yours. You cannot regain control of yourself until you meet the requirements of your ancestor's derangement, or until a trusted packmate manages to convince your ancestor to relinquish control once more. You must purchase the Ancestors background to take this flaw. Silent Striders are barred from purchasing both the Ancestors background and this flaw. At your Storyteller's discretion, characters with the Medium merit or appropriate lore may be able to figure out when you are being possessed and aid you.

Intolerance (1 point flaw)

You have an unreasoning dislike of a certain thing. This may be a tribe, a type of creature, or a specific type of person. You will persecute these individuals to the extent of your ability, even jeopardizing alliances and your own reputation to see them besmirched. If forced to work with such a person, you suffer a -2 penalty to all of your non-defensive test pools.

Land Locked (3 point flaw)

You are a child of the physical world, with minimal connection to the spirit realm. You spend very little time in natural settings and live in constant proximity to a very thick Gauntlet. Being so tied to the mundane, you have difficulty crossing into the Umbra, even in natural settings. It always takes you five minutes to pass the Gauntlet that direction, as though you are in an area with a strong spiritual affinity not directly associated with your own. You cannot cross the Gauntlet more quickly as the result of merits or other circumstances.

Low Pain Threshold (3 point flaw)

You are a gentle, soft creature, not known for your tenacity. You lack 1 health level in both your Injured and Incapacitated wound tracks. Your Healthy levels are not affected by this flaw.

Mark of the Predator (2 point flaw)

Humans are exceptionally uneasy around you, moreso than they are around other Garou. Your cost to purchase mundane backgrounds, such as Influences or Contacts, increases to next level x3 instead of the standard next level x2. You cannot benefit from the merit Wolf in Sheep's Clothing.

Meager Instincts (2 point flaw)

Some Homid Garou never fully connect with their primal instincts. This flaw prevents you from intuiting the vocalizations, body language, and pheromone cues that wolves and Garou use for communication. You cannot communicate with other Garou when you are in Lupus or Hispo forms, nor can you understand wolves or Garou who are in Lupus or Hispo forms.

Monstrous (3 point flaw)

There's something unworldly and monstrous about your appearance that makes you hideous to your fellow werewolves. You might suffer from horrific battle scars, or your Metis deformity is especially atrocious. The exact manner of how you differ from the Garou ideal is up to you—perhaps you have reptilian features or resemble a creature of the Wyrm to certain literal-minded Garou. You cannot possess the Appearance focus so long as you suffer from this flaw.

Moon Bound (1 point flaw)

Pick one phase of the moon other than the phase associated with your auspice. You suffer a -1 wild card penalty to all challenges you initiate while under your chosen phase of the moon. This flaw has no effect during the daytime, and does not reduce your defensive test pools.

One Eye (3 point flaw)

You may have lost an eye as part of a horrific attack or due to an accident of birth. In any case, you cannot regenerate it under any circumstance. You suffer a -5 penalty to all of your Physical ranged attacks, including attacks with firearms and thrown weapons.

Overconfident (2 point flaw)

You have an exaggerated and unshakable opinion of your own worth and capabilities. You trust your own abilities over anything another person could offer, even in situations where you risk defeat. Because you aren't actually invulnerable and omnipotent, such overconfidence can be dangerous, and when you do fail, you quickly find someone or something else to blame. You cannot benefit from the Assist Attacker or Assist Defender mass combat tactics, unless the person assisting you is following an order that you have just issued.

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Pack Mentality (3 point flaw)

Your pack is your entire world, and you find it difficult to exist outside of that comfortable structure. Alone, you feel uncertain and filled with doubt. If you are not in the presence of at least one packmate, your maximum Willpower pool decreases by 1. This penalty fades the instant you are reunited with your pack.

Pierced Veil (4 point flaw)

The sight of your Crinos form should trigger the Delirium in humans, but instead only inspires the usual terror one would expect from seeing a monster. Humans remember the encounter afterwards quite clearly, even if they find the idea of a werewolf unbelievable. This circumstance requires you to be careful about when you reveal your Crinos form and cover your tracks carefully, lest hunters and minions of the Wyrm track you down. Children of Gaia cannot take this flaw.

Permanent Wound (3 point flaw)

You suffered a horrific injury that will not heal. This injury leaves you with two fewer Healthy wound levels. This wound cannot be healed, but it does not bleed, and you may be able to hide it under bandages or clothing.

Pied Piper (1 point flaw)

Animals flock to your presence, whether you want them to or not. These animals are of a distinctive species, and those who know to watch for such creatures can easily tell when you are in the area. Their presence makes it fairly easy to track your movements, locate your whereabouts, and potentially discover where you sleep. You have no capacity to control these creatures unless you use gifts on them, and even if you do so, more will come to take the place of the ones you send away. When you choose this flaw, you must choose the species of animal. These animals do not harm you unless directed to do so by someone else who uses a supernatural power. The animals can sense you through supernatural powers of concealment, making it impossible for you to hide from them.

Short Fuse (2 point flaw)

You can barely contain the rage in your soul. Everything and everyone rouses your ire. If you aren't careful, you'll frenzy at a moment's notice. You start each game session with 2 Seethe traits.

Slave to the Urge (3 point flaw)

Your Rage is tainted by the Wyrm, making you prone to horrific acts during frenzy. Your brutal and vile deeds exceed anything normal werewolves demonstrate in frenzy, and may cause you to lose Renown. Entering such a terrible frenzy is typically a source of great shame for Garou.

In any stage of frenzy, if you kill a foe, you enter Thrall of the Wyrm frenzy. You immediately stop to disembowel, dismember, and otherwise brutally demolish the fallen corpse, after which you consume its flesh and smear its gore over your body.

The Thrall of the Wyrm frenzy lasts until the end of the turn following its initiation. During that time, you cannot reduce your Rage or be brought out of frenzy, nor can you take actions or move under your own power, except to act out your tainted urges upon the remains. By spending 1 point of Willpower, you can avoid shaming yourself or committing the vile acts you feel compelled to perform, but you still cannot take actions or move until the thrall ends.

Slow on the Draw (2 point flaw)

You don't think quickly, and your movements have never been especially sure. You have a slow reaction time. It isn't your fault that you're slow on your feet, but it does hold you back a bit—especially in combat. Your initiative is reduced by 3. Additionally, you cannot activate or benefit from the Burst of Speed or Quick Draw combat maneuvers.

Slow Regeneration (4 point flaw)

The amount of damage you heal per turn based on your rating on the Rage track is reduced by 1, to a minimum of 0. For example, if you have 7 points of Rage, which conveys the benefits of Regeneration III, you instead receive the benefits of Regeneration II. For a full description of Regeneration, see **Chapter Eight: Dramatic Systems, Rage, Rage Effects, Regeneration**, page 378. This flaw has no effect when you are healed by gifts or through the natural process of healing (see **Chapter Seven: Core Systems, Health and Damage, Healing**, page 351). It only affects your ability to regenerate via Rage.

Sign of the Wolf (1 point merit)

You suffer the traditional folklore signs of lycanthropy—your eyebrows have grown together, there is hair on your palms, and a pentagram appears on your palm just before and during your auspice's phase of the moon. This flaw naturally draws hunters and other suspicious folk to look a little too closely into your background.

Spirit Infamy (4 point flaw)

You've committed a grievous offense against the spirits at large or a particular spirit of great power and influence, such as an Incarna or greater spirit. While you have this flaw, your Rank background is considered one Rank lower for the

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purpose of determining whether or not you need to spend additional Gnosis when activating a gift. Additionally, you must spend two downtime actions to learn any gift, including a tribe or auspice affinity gift.

The Storyteller may temporarily assign this flaw to a character who has taken an action that offends the spirits. If given by the Storyteller, this flaw provides no XP, and lasts for a number of game sessions determined by the Storyteller.

Spirit Notoriety (1 point flaw)

You've either mistreated or somehow offended a certain type of spirit. For example, while traveling to the Cyber Realm, you may have accidently insulted the net spiders. The offense is not grave enough that the spirits seek your destruction, but when you are within line of sight of one of these spirits, your Rank background is considered one Rank lower for the purpose of determining whether or not you need to spend additional Gnosis when activating a gift.

The Storyteller may temporarily assign this flaw to a character who has taken an action that offends the spirits. If given by the Storyteller, this flaw provides no XP, and lasts for a number of game sessions determined by the Storyteller.

Taint of Corruption (3 point flaw)

You were once bitten by a vampire or minion of the Wyrm. You survived and perhaps even defeated your foe, but their taint has remained on your flesh. Your skin has turned jaundiced and your face is gaunt, as though you are one of the undead. You eternally suffer from the penalties of stage one of Wyrm Taint. You've been though Circle of Gaia's Cleansing and every other known method of purifying your flesh, but the taint remains. There's a price to fighting the Wyrm, but other Garou don't always understand. Many may refuse to trust you.

Tainted Rank (3 point flaw)

Neither the spirits nor your fellow Garou of the same or greater Rank feel that you have earned your position. You might have participated in a challenge believed to be too easy, or you were caught cheating and somehow managed to skate justice. You suffer a -2 wild card penalty when engaging in a Staredown challenge with another Garou who possesses equal or more dots of the Rank background, compared to yours.

Territorial (1 point flaw)

You are fiercely protective of your personal and pack territory. If you discover that any predator, such as a fellow werewolf, vampire, or other supernatural creature, has entered your land uninvited, you gain 2 Seethe traits. If the intruder offers proper chiminage, you can control your temper, but otherwise, you must drive them from your lands. Members of your pack or those individuals with your express permission to be present in your territory do not trigger this aggression.

Trouble Magnet (1 point flaw)

Whenever weird stuff occurs, it happens to you. You have terrible luck, and misfortune follows at your heels, tearing you down whenever it has an opportunity. Whenever the Storyteller needs to randomly determine a negative result, such as determining which character is hit by a falling rock, or where the beat cop is patrolling at any given time, no test is made; you always suffer the consequence of bad luck.

Umbral Ineptitude (2 point flaw)

The Umbra is a dangerous and confusing place under the best of circumstances, but it seems to actively dislike you. Travel time for you, and those with you, always doubles. Something about you seems to attract umbral storms; when attempting an Umbral Quest challenge, the Storyteller may opt to use a free retest against you. You cannot benefit from the merit Umbral Aptitude.

Undead Vulnerability (3 point flaw)

Perhaps you had a horrific run-in with an ancient vampire or suffer from some curse. In any case, you suffer a -2 penalty when attempting to resist the supernatural powers used by ghouls, ghosts, vampires, and other undead creatures.

Unrelenting Tie to Humanity (3 point flaw)

A human friend or family member is suspicious about your activities and constantly looks into your unexplained absences, examines the unusual stains on your clothing, and occasionally spies on you (for your own good).

You must spend one downtime action each game session to avoid having your loved one stumble across evidence of the supernatural world. If you fail to do this, you will need to spend three downtime actions before the next game session in order to convince your loved one that everything is normal. If you fail to do this, you must either explain the supernatural world to your loved one (purchasing her as a Retainer) or allow her to stumble around and get killed, captured, or corrupted by your enemies. In either case, you must immediately remove this flaw from your character sheet, spending XP to remove the flaw as normal. If you do not possess sufficient XP to remove the flaw, you go into XP debt.

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Vulnerable to Silver (2 point flaw)

You are particularly vulnerable to the nagging effects of carrying silver on your person. If silver is within two steps of any part of your body, you suffer the penalties as though you were carrying silver on your person. If you carry silver on your person, you lose 1 point of Gnosis every minute, instead of the standard 10 minutes. For more information, see **Chapter Eight: Dramatic Systems: Silver**, page 360.

Wild Hunter (2 point flaw)

You are a consummate hunter; your spirit is inexorably tied to the cycle of predator and prey. You cannot abide processed foods and can only subsist on a carnivorous diet of freshly-killed prey. Like a normal wolf, you need about 10 square miles of wilderness territory to sustain your diet.

Your inability to enjoy human food might sometimes inhibit your ability to pass as a human. Each time you are allotted downtime actions, you must spend one to hunt. The Storyteller can require an additional downtime action if she determines that hunting circumstances are especially difficult, such as hunting within a small territory or competing with a prevalent population of other local predators, including other werewolves with this weakness.

If you cannot find the time to hunt, you must forage for less-sustaining foods. Doing so makes you ill and bad-tempered; you suffer a -2 penalty to all non-defensive test pools until you can again spend the requisite downtime action (or actions) to hunt.

Wolf Years (1 point flaw)

You suffer from a fluke of genetics, or perhaps you have too much the spirit of the wolf in your soul. You age like a wolf, and your life span is limited to 20 years at the most. You visibly age the equivalent of a human decade each year of play. This flaw can be especially devastating to Homids accustomed to the life span of a human, and your condition can cause you difficulties outside of Garou society.

Derangements

"Madness is a complete surrender to the terror and chaos of the Wyld—a violent consumption of everything you once were transformed into an obsession of what might be."

— Ratchet, Tunnel Runner

Derangements are representations of mental illnesses. Real mental conditions are not funny. They are debilitating and difficult, and some are even frightening. They should be played with scary seriousness, not as amusing quirks or silly, cartoonish behavior.

A character who possesses the skill Science: Psychology can spend 10 minutes talking to a person suffering from a derangement and make a static challenge using her Mental attribute + Science: Psychology skill with a difficulty of 10. If she succeeds, she lowers the target's current Derangement traits by one. No character can be targeted with more than one successful application of Science: Psychology per game session. Your character cannot use this skill on herself to remove her own Derangement traits. Ratkin can never be reduced below 1 Derangement trait.

Standard derangements are 2 point flaws; severe derangements are 3 point flaws. The following system allows you to build a custom derangement that fits the exact psychosis of your character.

Creating a Derangement Customized to Your Character

Each derangement has a *trigger*: a situation, object, or condition that sets off that derangement. Storytellers should not allow players to take triggers that are extremely rare, and Storytellers should not allow derangements that do not meaningfully impact a character.

You may choose the same derangement multiple times, as long as you choose different triggers for each.

Severe Derangements

If you voluntarily take a very commonly occurring derangement trigger, or if you choose to extend or increase the penalties of your derangement, the Storyteller can choose to give you 1 extra XP (making your derangement a 3 point flaw). If you are not playing the extreme liability, your Storyteller can remove this benefit at any time.

Derangement Concepts

Most derangement concepts can be represented with more than one mechanic. For example, pyromania could make you entranced by fire, or it could compel you to start fires. Both are valid derangement options.

Think of the system for creating a derangement this way—if a character's derangement trigger is water, the specific outcome and reaction will be different according to that character's derangement type, as the following examples illustrate:

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Derangement Type	Water Trigger Outcome and Reaction
Incapacitated	When you see a significant source of water (a pond, stream, or erupting fire hydrant), you enter a fugue-like trance state.
Compulsion	When you are insulted, you want to drown things, preferably the offender. You will settle for sinking her prized belongings into a watery grave.
Phobia	When you see water, you become terrified and begin to desperately try to get away from the source.
Destruction	When under pressure, you try to drown people or other living things, using water to fulfill your dark desires.
Obsession	You will do anything to possess objects that resemble or glorify water. It is inviolably sacred to you.
Belief	You believe that the ocean contains evil spirits who must be pacified with blood sacrifices on the turn of the full moon.

Derangement Traits

While playing, when you encounter a situation that triggers your derangement, you have three options.

1. You can respond to that trigger with an obvious but mild derangement response, clearly roleplaying the day-to-day dysfunction caused by your derangement. If you roleplay in this way, you neither gain nor lose Derangement traits.

2. You can resist the compulsion to respond to the trigger and show no obvious sign of your derangement. If you do this, you gain a Derangement trait, and must mark it on your character sheet.

3. Lastly, you can respond to the trigger with a severe response, roleplaying the frightening and unstable depths of your character's derangement. A severe response lasts for five minutes. Responding in such a way eliminates all current Derangement traits on your sheet, resetting the character to 0 Derangement traits.

If a character reaches 3 Derangement traits (usually by resisting her derangement for too long), she is on the edge of a psychotic break. When her derangement is next triggered, instead of gaining a fourth Derangement trait, you must roleplay a severe response. This response eliminates all your character's Derangement traits, and her level resets to 0 Derangement traits.

If you have more than one derangement, any triggering of a derangement gives you Derangement traits, which are counted in total. When you reach 3 Derangement traits, regardless of which Derangement is next triggered, the next subsequent trigger provokes a severe response and subsequently erases all Derangement traits accrued.

Ratkin always have 1 Derangement trait. Resetting a Ratkin's Derangement traits places her at 1, rather than 0.

Example:

Sabine "Silver-Swift" LaCoix, the Silver Fang Elder, has the derangement trigger of "recovering the lost artifacts of her tribe," linked to the Derangement: Obsession. Scouts returning from a deadly Black Spiral Dancer hive report that the body of King Cyrus the Bald has been unearthed and his lost Grand Klaive, Unbreakable, is missing.

LaCoix is a duelist and has long considered her uncle's weapon her birthright as Queen of Unbreakable Hearth. The mere mention of Unbreakable grants her a Derangement trait, adding to the one she possessed before hearing the news. She ponders assaulting the hive immediately, but their current forces are not sufficient in strength or numbers to take it without significant losses. "Hold here until reinforcements arrive," she orders. "Send a pack to scout ahead and make sure they remain ignorant of our presence."

Valka One-Eye, Jarl of the Embers of the Last Light, and LaCoix's bitter rival, smirks at the command—not quite enough to initiate a Staredown, but just enough to display the Fenrir's displeasure. "Why wait when there is glory to be had from such a battle? Think of the honor of reclaiming Unbreakable from the monsters that slew him."

She knows a frontal assault on the hive is unwise, but yet LaCoix feels the weight of yet another Derangement trait, bringing her total to 3. "The whole of House Unbreakable Hearth is on the way, more than enough to kill every one of those bastards without risking the lives of our warriors. The hive will still be there in the morning."

"That's the sensible thing to do," the Get of Fenris agrees. Valka turns her one-eyed gaze towards the horizon, where a smoke trail

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snaked across the sky. "I'll take my packs on a scouting expedition to ensure we have them boxed into that valley. And if I return with Unbreakable, so much the better for the glory of Embers of the Last Light."

LaCoix growls, barely containing her rage. Due to the continual provocation, she has finally surpassed 3 Derangement traits and experiences a psychotic break. "Unbreakable is my birthright! It's mine alone! Fell miscreants dare to impugn the honor of House Unbreakable Hearth. We shall end them together, here and now."

The Silver Fang Queen shifts to Crinos and releases a howl of war.

Derangement Descriptions

Derangement: Incapacitated

When you encounter your derangement's trigger, you enter a state that makes coherent action impossible. You might fall into a fugue state, regress into the mindset of a child, or be paralyzed with unbelievable bliss.

Examples:

- When you hear someone singing or telling tales of glory, you fall into a trance and listen with ecstatic joy.
- When participating in a rite or a moot, you fall into a state of blind ecstasy, reveling in the experience and your connection to the spirits.
- When someone yells at you, you regress to the memory of your childhood abuses, shivering and huddling in terror.

System

While affected by the Incapacitated derangement, you cannot take actions and cannot move. The effects of the Incapacitated derangement end if the trigger disappears or leaves, after five minutes pass, if you take damage, or if another character aggressively targets you with a supernatural power.

Derangement: Compulsion

When you encounter your derangement's trigger, you must perform some predefined action associated with your derangement. You find it difficult to take any other action until your Compulsion has been fulfilled.

Examples

- When someone asks you a difficult question, you ramble, compulsively answering with complex mathematical descriptions.
- When you see small, unattended valuables, you compulsively put them in your pockets.
- When you see a group of similarly shaped objects, such as seeds, socks, or bricks, you are compelled to stop and count them.

System

When your derangement is triggered, you suffer a -3 penalty to all attack test pools until you fulfill your Compulsion or until five minutes pass. This penalty persists even if the opportunity to fulfill your Compulsion passes. For example, when a compulsive liar tells the whole truth, she might spend the next five minutes distractedly imagining what she should have said. Defensive test pools are not penalized by the Compulsion derangement.

Derangement: Phobia

When you encounter your derangement's trigger, you become terrified and must leave the area. Although it is normal to be frightened of things that can hurt you, such as fire, sharks, etc., a Phobia is an irrational, overwhelming condition.

Examples

- You fear touching mold or anything else considered dirty and potentially Wyrm-tainted.
- You fear anything dead that moves, such as vampires or ghosts.
- You fear open spaces and cannot bear to be outside a closed-in area.

System

When your derangement is triggered, you must leave the area and retreat to somewhere safe. To willingly stay within three steps of your derangement's trigger, you must spend 1 point of Willpower per turn. If forced to stay within three steps of your derangement's trigger, you must attack whoever or whatever is preventing you from leaving the area; you must try to escape by any means necessary.

Derangement: Destruction

When you encounter your derangement's trigger, you feel the urge to cause destruction or harm.

Examples

- You need to be the "alpha" werewolf in any social situation, or you respond with violence.

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- You gain sexual pleasure from demeaning others or from being demeaned.
- If you fail at any sort of physical activity, such a tripping; falling from a climb; or failing at a Moot game, especially in front of others; you must destroy some object of value to feel better.

System

When your Destruction derangement is triggered, you must cause harm—either mental or physical. The target of your aggression doesn't have to be the same as whatever triggered it, but that is often the most satisfying course of action.

Derangement: Obsession

When you encounter your derangement's trigger, you must possess or control it.

Examples

- You are the ultimate collector of lost tribal artifacts, and when you discover one, it must be yours.
- The minions of the Wyrm are hiding secrets that might be the key to defeating them, and you won't rest until you find out what they're concealing.
- A relative has dishonored your family name, and you can't rest until you redeem yourself from her shame.

System

When your derangement is triggered, you must attempt to acquire that with which you are obsessed. Any time you find yourself within five steps of your derangement's trigger, you feel the urge to acquire it by any means available. You immediately gain 1 Derangement trait, unless you take specific steps towards possessing or controlling it.

Derangement: Belief

You perceive the world differently than most people and respond poorly when your beliefs are challenged. Many individuals have strong beliefs, but characters with the Belief derangement take their beliefs to the point of delusion and do not trust people who challenge their thoughts.

Examples

- You are the most qualified person to lead your fellow Garou in any situation. Anyone who says differently is a mindless fool.
- The glassy eyes of stuffed animals are gateways to hell, and the only thing that keeps you safe from the devil's gaze is the aluminum foil hidden under your hat.
- You are the reincarnated soul of Julius Caesar.

System

Anyone who challenges your belief, attempts to convince you that you are wrong, or mocks your belief is considered either an enemy or dangerously stupid. Any time you're forced to work alongside such a person, you suffer a -2 penalty to all attack test pools throughout the duration of the partnership. (You spend a great deal of energy looking over your shoulder.) This penalty applies whenever you cooperate with such a person. Your animosity towards triggering individuals need not be permanent—they can attempt to alter your character's opinion by offering a physical and verbal apology, so long as it is genuine. This method only works once per game session; if the offender repeats the transgression, the character will not believe a second apology, no matter how sincere it seems.

Sample Derangements

- Megalomania (Belief): You're the most competent person in the world, and anyone who disagrees shouldn't be trusted.
- Megalomania (Destruction): Anytime someone challenges your authority, you get violent. If you can't attack the person who insulted you, you break inanimate objects instead.
- Glossal (Phobia): You are frightened of speaking clearly, fearing that enemy spies are watching you at all times. You only speak in riddle, rhyme, and vague innuendo. If forced to state information clearly, you become convinced "they" are about to attack, and you will flee.
- Multiple Personalities (Belief): When you hear a bell ring, your personality shifts. You become the fantasy hero of your character's favorite novel series, Lord Malic. Anyone who says differently is a spy from a neighboring kingdom, trying to trick you into an act of war.

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Chapter Seven: CORE SYSTEMS

"The golden rule is that there are no golden rules."

— George Bernard Shaw

Mind's Eye Theatre is a narrative game of werewolves and humans, a story of darkness and light that provides players with the opportunity to engage directly in the age-old tradition of collaborative storytelling, but with a very modern twist. Players step into the roles of bestial werewolves fighting an endless and exhausting war while trying to balance their wolf and human natures. Storytellers guide the plot of a game, creating adventures and devising the events that will challenge the characters during a game session.



A game's rules define the actions that characters can take in the universe they share and how effective those actions are in practice—this process is integral to the game. For the purpose of building dramatic tension, the Storyteller leverages game mechanics to determine the odds of the character succeeding in a challenge, and she then utilizes a randomizer (rock, paper, scissors) to adjudicate whether or not the character was successful in the challenge.

Roleplaying should not end merely because a challenge has begun. In fact, roleplaying keeps challenges dynamic and enjoyable, and helps the players avoid hard disputes. Experienced players can integrate a challenge into their roleplaying so seamlessly that outsiders don't even know that anything unusual is going on.

Players should work together to educate each other on the rules and work with the Storyteller to create the most dynamic and enjoyable scene possible. Compromise and cooperation are the bywords of the game. Arguments over the rules can wreck both the momentum and the mood of a game. It is perfectly reasonable to present a calm argument to the presiding Storyteller, but her final decision should be accepted with grace and good sportsmanship in order to keep the game fun.

Tests

When a character attempts a difficult action, such as punching someone or moving silently, she must throw a *test* with the Storyteller (or another player, in some cases) to determine if she is successful in that action. Tests are resolved by playing rock, paper, scissors.

- **Rock:** Beats scissors and ties with rock.
- **Paper:** Beats rock and ties with paper.
- **Scissors:** Beats paper and ties with scissors.

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Challenges

All tests performed to complete a single action occur within a single *challenge*. There are two types of challenges: *static* and *opposed*.

- **Static Challenges:** tests performed against the Storyteller
- **Opposed Challenges:** tests performed against another player or an NPC

Both types of challenges are resolved by running one or more tests. All challenges involve at least one test. Sometimes, you must perform more than one test to resolve a challenge.

Therefore, if you win the rock, paper, scissors test, you win the challenge. If you tie, compare your test pool to your opponent's test pool. In opposed challenges, if you are the attacker, and your pool is greater than the defender's, you succeed; otherwise, you fail. In static challenges, if your test pool is equal to the difficulty, you succeed. If you lose the test, you lose the challenge.

The player who loses the first test in a challenge may retest by spending a point of Willpower. You may retest any challenge type (Physical, Social, or Mental). The results of the second test are final.

Static Challenges

A *static challenge* is used to resolve simple scenarios that do not involve another character. Some examples of scenarios that might be adjudicated this way include: picking a lock, hotwiring a car, climbing a wall to reach a skylight, resisting frenzy, or remembering a key detail from an Elder werewolf's warning.

Step One: Defining the Challenge and Assigning a Difficulty Rating

The Storyteller defines the nature of a static challenge and assigns it a difficulty rating based on the table below.

Sometimes the Storyteller might leave notes on prop objects or in locations indicating the type of static challenge that must be won for something to occur. For example, the Storyteller might leave a note near a computer indicating that a character must prevail in a static challenge using the Computer skill against a difficulty rating of 15 in order for the character to access the information it contains. These challenges may be made with the Storyteller or with a nearby player.

Type of Difficulty	Difficulty Rating	Example
Easy	5	Climbing a ladder
Standard	8	Climbing a ladder during a chase
Difficult	15	Climbing a ladder during a chase in the rain
Challenging	20	Climbing a ladder during a chase in the rain while your enemy is shooting at you
Epic	30	Climbing a ladder with a broken leg during a chase in the rain while your enemy is shooting at you

Step Two: Identifying the Test Pool

All static challenge *test pools* are determined by this simple formula:

Attribute + Skill + Wild Card = Test Pool

Attributes are your character's quantifiable natural talents and are divided into three categories: Physical, Social, and Mental.

Skills are your character's learned abilities, such as Driving, Athletics, or Subterfuge.

Wild Card represents the added bonus you receive from equipment, other characters, merits, disciplines, or other odd environmental factors. It is possible to receive more than one wild card bonus. The Storyteller can modify this value at her discretion.

Example

Madeline the Glass Walker is attempting to repair a damaged smartphone she took off a Pentex agent. Her test pool is Mental 9 (attribute) + Computer 3 (skill) + Tool Kit 1 (wild card) for a total of 13. If Madeline had the gift Ghost in the Machine, the Storyteller could grant the player an additional wild card bonus of +1 for using her power to commune with the machine.

Step Three: Rock, Paper, Scissors

The next step is to perform a test. To make a test, play rock, paper, scissors with your Storyteller.

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Winning the Test

If you outright win the first rock, paper, scissors test, compare your test pool to the challenge's difficulty rating. If you have a greater test pool than the challenge's difficulty rating, you score an *exceptional success*. Exceptional successes often provide additional beneficial effects, such as inflicting more damage.

If you lost or tied the first test in this challenge and then won after retesting, or if your test pool is equal to or lower than the difficulty rating, you score a normal success.

Losing the Test

If you lose the test, you fail the challenge and suffer consequences determined by the Storyteller or the appropriate rules.

Tying the Test

If you tie, compare your test pool to the challenge's difficulty rating. If your test pool is greater than the difficulty rating, you succeed. Otherwise, you fail the challenge. It is not possible to score an exceptional success if you tie—you must win the test outright for an exceptional success.

Step Four: Retests

Players may choose to spend a point of Willpower to retest a failed static challenge. You may retest any challenge type (Physical, Social, or Mental) with Willpower. Since the target of a static challenge has no Willpower, it can't retest. The results of the second test are final.

Multiple Retests

Most challenges are resolved with a single Willpower retest, but some challenges can be retested with merits or with an overbid. Using a merit or an overbid to retest doesn't prevent a Willpower retest from being used, but there can never be more than one Willpower retest per challenge. For example, if you retest the first test with an overbid and the second with a merit, you (or your opponent, if she loses the test) can still retest with Willpower, as long as no more than one Willpower retest is used per challenge.

Static Challenge Variations

Simple variations add complexity to static challenges at the Storyteller's discretion.

Automatic Success

If your test pool is equal to or more than double the difficulty rating, the Storyteller may allow you to automatically succeed on a static challenge to speed up gameplay. Challenges are fun, but they can slow down important roleplaying when the outcome of a challenge isn't in doubt.

Example

Your character's test pool for hot-wiring a car is 11 (Physical 6 + Security 5), and the difficulty rating is only 5. Since your test pool is more than twice the difficulty rating, you succeed automatically. You don't need to complete a challenge or make a test, because the outcome isn't in doubt.

Unskilled Tests and Critical Failures

If you try to perform an action without having the appropriate skill and lose the test, you fail spectacularly. For example, if you critically fail picking a lock, you might damage the lock and make it inoperable.

Remember that you only critically fail if you don't have the appropriate skill and you lose the test. If you have the correct skill or if you tie the test, you do not critically fail (even if you lose the overall challenge).

Example Static Challenge

Madeline the Glass Walker attempts to repair the damaged smartphone she took off of a Pentex agent. She needs to find the location of his next meeting from his calendar, and she needs to do it in enough time to catch the city officials he was working with.

1. The Storyteller determines the difficulty of the challenge. She decides that this smartphone is somewhat tricky, and given the time constraint, she assigns it a difficulty of 15—difficult.

2. The player uses the standard formula to calculate her test pool: Mental 9 (attribute) + Computer 3 (skill) + Tool Kit 1 (wild card) for a total of 13.

3. Madeline throws a rock, paper, scissors test with the Storyteller. The Storyteller throws paper and Madeline throws rock, losing the test.

4. Madeline really needs to get the location of this meeting. The player decides that she will spend a point of Willpower to retest. The Storyteller throws paper again, but this time, Madeline throws scissors. Since scissors beats paper, she wins.

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Result:

Madeline works intently to repair the damaged components of the phone. It's very tricky, but she manages it with just enough time to catch the subway to the meeting's location.

Opposed Challenges

Opposed challenges resolve conflicts between individuals with different goals. An opposed challenge targets another character (or NPC) or an object within another character's immediate control. Every opposed challenge includes an "*attacker*" and a "*defender*"—terms used to identify who is acting against whom, even though the opposed challenge might not actually involve a damage-dealing attack.

Scenarios with multiple opposed challenges are resolved via the process for complex scenarios (see **Complex Scenarios: Combat**, page 339).

Step One: Defining the Challenge and Your Victory Condition

When you target another individual with an opposed challenge, indicate which character you wish to affect and announce your *victory condition*. A victory condition is the stated, desired result that will occur if you win this challenge. If you lose the challenge, your victory condition does not occur.

Keep in mind that your victory condition needs to be logical within the continuity of the scene and consistent with the type of challenge initiated. All victory conditions must be approved by the target player or the Storyteller. (If there is some disagreement, the Storyteller makes the final decision about whether or not a victory condition is acceptable.)

Examples of victory conditions include: grappling your opponent, using a gift, or intimidating your opponent via a Social opposed challenge.

Line of Sight

To attack a character, you must be able to see her. If you can't see your target, you must use the Fighting Blind combat maneuver (see **Combat Maneuvers, Fighting Blind**, page 344).

Gaze and Focus

Many gifts require the target to have her attention focused on the user of the power. These powers do not require eye contact, but do require having the attention of the individual you wish to control. Anyone whose attention is focused on you is a viable target for powers that require gaze and focus. If supernatural powers are used to make you pay attention to two characters at the same time, you might glance back and forth between them or move to a place where you could see both characters.

Step Two: Determining the Attack Test Pool

All attack test pools and static challenges use this formula:

Attribute + Skill + Wild Card = Test Pool

The attribute and skill should reflect the type of attack; for example, a werewolf using Wolf Senses to detect a supernaturally hidden target uses her Mental attribute + her Investigation skill.

Step Three: Determining the Defense Test Pool

The type of challenge (Physical, Social, or Mental) determines the target's defense test pool. However, players should note that defense pools against Mental and Social attacks are different than those that defend against Physical attacks. Where skills assist in Physical defense, current Willpower determines how well a character can resist Mental and Social challenges.

Physical Challenge Defense Test Pool

Physical Attribute + Skill + Wild Card = Test Pool

The skill should reflect the appropriate type of defense against the attacker's skill. For example, avoiding a knife attack requires Dodge.

Mental/Social Challenge Defense Test Pool

Defending against Mental and Social challenges requires a different formula, as follows:

Social or Mental Attribute + Willpower + Wild Card = Test Pool

Willpower quantifies how well a character can resist Mental and Social challenges. Note that defense test pools use your character's current Willpower, not your character's total permanent Willpower. Therefore, the more Willpower you spend, the more vulnerable you become to Social and Mental challenges. It is to your advantage to save Willpower points for when you really need them. For more information, please see **Willpower** and **Regaining Willpower**, page 352.

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Step Four: Rock, Paper, Scissors

Next, play rock, paper, scissors with the target player.

Winning the Test

If you outright win the game of rock, paper, scissors, you win the test and should check to see if you've scored an exceptional success (see below).

Losing the Test

If you lose the game of rock, paper, scissors, you fail the test, and your target is unaffected.

Tying the Test

If you tie, compare your attack test pool to the target's defense test pool. If your test pool is greater than the defender's, you achieve a normal success. Otherwise, you fail in your challenge. It is not possible to score an exceptional success if you tie—you must win the test outright for an exceptional success.

Exceptional Successes

An exceptional success grants a bonus in addition to winning the challenge. Damaging attacks that score an exceptional success inflict an additional point of damage. Supernatural powers often list specific bonuses for achieving an exceptional success.

If your attack test pool is greater than your opponent's defense test pool, and you have won every test involved in the challenge, including all retests, you achieve an exceptional success. If you lost or tied one of the tests involved in this challenge, or if your test pool is equal to or lower than your opponent's, you do not achieve an exceptional success (though you do achieve a normal victory).

Note that only the attacker can score an exceptional success. It is not possible to score an exceptional success if you tie—you must win the test outright to achieve an exceptional success.

Step Five: Retests

The loser of an opposed challenge may choose to spend a point of Willpower to retest the challenge. Only the loser can retest, and the results of the second test are final. For the retest, both characters should use the same test pools that they used for the initial challenge. Spending a point of Willpower to retest will reduce your ability to resist future Mental/Social challenges, but will not reduce the players' pools in the challenge they are currently retesting.

Example

Jacob attempts to shoot Will with a handgun loaded with silver ammunition and wins the initial test. Will doesn't want to be shot, so he decides to spend a point of Willpower to retest. The results of this second test are final; no matter who wins or loses, there will be no further tests for this challenge.

Retests and Exceptional Success

If you lose the initial test in a challenge and discover that your opponent's test pool is large enough to score an exceptional success, it's a good idea to use Willpower to retest. Remember, your opponent can only score an exceptional success if she wins every test involved in the challenge.

Overbidding

If your test pool is equal to or greater than double your opponent's test pool, you gain a free retest. This is an exception to the rule limiting opposed challenges to a single retest. The overbid retest and the Willpower retest can be used in any order.

Example

Your attack test pool for punching is 12, and your opponent's defense test pool is only 6. Since your test pool is equal to double your opponent's test pool, you receive a free overbid retest. You can use this before or after spending a point of Willpower to retest the challenge.

Opposed Challenge Complications

Simple variations can add complexity to opposed challenges at the Storyteller's discretion.

Unskilled Tests

If you try to perform an action without having the appropriate skill and lose the test, then you fail spectacularly. For example, if you critically fail while trying to shoot someone, you might graze yourself or launch a spent cartridge into your eye. Remember that you only critically fail if you don't have the appropriate skill and you lose the test. If you have the correct skill, or if you tie the test, you do not critically fail (even if you lose the overall challenge).

Relenting

At any time before the actual test is performed, a player may choose to acquiesce and admit defeat. Characters who relent lose the challenge automatically. If the relenting character's test pool is less than the attacker's, then the attacker scores an exceptional success; otherwise, the attacker scores a normal success.

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Retrying Failed Attacks

If you target someone with a Physical opposed challenge and fail, you can try again on your next initiative. If you target a character with a Mental or Social opposed challenge and fail, the target is immune to an additional application of this power or action for the next 10 minutes. Note that this immunity only extends to the power or action used. Furthermore, others can target her with the same power or action; your target is only immune to your application of this power and action.

Example

If you try to use the gift Siren's Lure on a gang member and fail, you can't try again against the same target in the next round. You must wait for 10 minutes to pass and for the situation to change significantly, before trying again. You can, however, target the gang member with a different gift, such as Burden of Doubt.

Example: Physical Opposed Challenge

Situation

Madeline the Glass Walker managed to arrive in time to the meeting between a Pentex agent and a corrupt city official in a parking garage. The city official notices Madeline trying to record the meeting with her phone, and he goes to snatch it from her.

1. The city official, controlled by the Storyteller, chooses his victory condition: grabbing Madeline's phone. Since Madeline doesn't want that to happen, she opposes the action. The Storyteller calculates the city official's attack test pool using the standard formula: Physical 6 (attribute) + Brawl 4 (skill) for a total of 10.

2. Madeline's player calculates her defense test pool using the standard formula: Physical 6 (attribute) + Dodge 3 (skill) for a total of 9.

3. The player and the Storyteller throw rock, paper, scissors. They tie. Since the city official has a greater attack test pool, he wins the test.

4. Madeline really needs evidence if she's going to blow the lid on this story. The player decides that she will spend a point of Willpower to gain a retest. She plays rock, paper, scissors again, winning against the Storyteller this time, succeeding in the test.

5. Since Madeline has already spent Willpower to retest the challenge, the city official cannot spend Willpower to retest the challenge himself. If his attack test pool (10) was twice Madeline's defense test pool, he would be able to take advantage of the overbid rule to gain an additional retest. However, this is not the case, as Madeline's defense test pool is 9. As Madeline did not win the initial challenge and her test pool is lower, she does not qualify for an exceptional success.

Result

Madeline sees the city official coming and manages to duck out of the way of his attempt to grab her. Now she has recorded him attempting to assault her on camera. She uses her action to run. The city official chases her.

Example: Social Opposed Challenge

Situation

Madeline runs with the city official chasing after her. She comes across a police officer. She stops and asks him for help from the man chasing her. The city official approaches the officer and introduces himself. He tells the officer that Madeline has stolen his cell phone and was attempting to get away.

1. The Storyteller decides that the police officer will side with the winner of a contested challenge. The officer would normally help someone who asks for it, so the Storyteller determines that the city official is the attacker. His victory condition is that the officer will side with him.

2. The Storyteller calculates the city official's attack test pool. She determines that since the city official is lying, he will use his Subterfuge skill. His test pool is Social 5 (attribute) + Subterfuge 3 (skill). Since the city official is a known member of the local government, the Storyteller decides to assign him a +2 wild card bonus, as the officer will be inclined to believe his version of events. His test pool is 10 in total.

3. Madeline's player determines her defense test pool. The Storyteller rules that Madeline will use her Empathy skill, as she is trying to evoke sympathy from the officer. Her test pool is Social 10 (attribute) + current Willpower of 6, totaling 16.

4. The player and the Storyteller throw rock, paper, scissors. The Storyteller wins the test.

5. Madeline asks if she qualifies for an overbid retest. Since the city official's test pool is 10, Madeline would need a test pool of 20 or more to qualify for an overbid retest. Since Madeline's test pool is 16, she cannot use an overbid retest on this challenge.

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6. Madeline really needs to succeed, so she decides to spend a point of Willpower to retest. They throw rock, paper, scissors once again, and this time Madeline wins. Since the city official doesn't have a large enough defense test pool to qualify for an overbid retest, and Madeline has already retested with Willpower, the challenge is over. Madeline has won.

Result

The officer steps in and asks the city official to back off. While they're arguing, Madeline is able to upload the footage she recorded to her pack.

Complex Scenarios: Combat

"Use only that which works.
And take it from any place you can find it."
—Bruce Lee, Tao of Jeet Kune Do

Combat in **Mind's Eye Theatre** is thematic and cinematic rather than hyper-realistic. These rules prioritize speed, flexibility, and ease of use over realism. These scenarios can include wonderful tension and character drama if the Storyteller properly sets the tone.

While some conflicts can be resolved by running one or two opposed challenges (as described above), other fights require large-scale combat. These are called *complex scenarios*. In an extended conflict between two players, the Storyteller should use the complex scenario system, determining *initiative*, *rounds*, and *turns*.

Measuring Time

- **Initiative:** *Initiative* is the smallest unit of measurement in combat. Initiative determines the order in which characters take their actions within a round. A character's initiative is equal to her Physical or Mental attribute, whichever is greater. For example, a character with 5 Physical attributes and 8 Mental attributes has an initiative of 8. If two or more characters have the same initiative, the character goes first according to who has the higher Mental, then Physical, then Social attributes. If all three are the same, then the Storyteller should randomly determine who acts first.

- **Round:** Each character can take up to two actions, one standard and one simple, per *round*. The character with the highest initiative goes first, and characters act in the initiative order until all players have taken their actions. Once all characters have acted, the completed round ends.

- **Rage Rounds:** The initial round of combat is called the *Everyman round*. Thereafter, some characters have the ability to act more than once per turn. These additional actions are resolved after the Everyman round, during special *Rage rounds*. Once all Rage rounds have been resolved, the current turn ends and a new turn begins.

- **Turn:** Complex scenarios resolve via a series of *turns*. Each turn includes at least one round of actions (the Everyman round) and also includes any Rage rounds that occur. Regardless of the number of Rage rounds (or lack thereof), a turn represents roughly three seconds of time, during which the combat unfolds.

Actions

Each character can take up to two actions, one standard and one simple, per round on her initiative.

Standard Action

Any action that requires your character's full attention is a *standard action*. Examples include kicking down a door, punching a mugger, climbing a wall, or picking a lock. If there is confusion, the Storyteller determines if your action requires a static challenge or an opposed challenge. Actions that require a challenge (static or opposed) are always standard actions, even if the target doesn't resist your challenge. If you choose to forgo your standard action, you gain an additional simple action instead. Note that you cannot forgo your simple action to gain another standard action.

Simple Action

A *simple action* is something your character can do without a challenge. Examples of simple actions include readying a weapon, using a supernatural power on yourself, or running around a corner. Note that you cannot forgo your simple action to gain another standard action.

Movement

You can use a simple action or standard action to move up to three steps. If you use both your standard action and simple action to move, you can move up to six steps on your initiative.

When taking your steps, you must move around other characters. Allies may allow you to move past them, but unwilling characters may physically block you. If you as a player cannot safely and easily move past the space an opposing character occupies, then you are considered blocked. Unless the player blocking you is prone or grappled,

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or you are intangible or otherwise able to move past her, you cannot continue your movement. The Storyteller is the final arbiter of whether a character is blocked or not.

Advanced Movement

Trying to move by jumping, climbing, swimming, or other unusual means requires a standard action instead of a simple action and often requires a static challenge. For example, climbing a sheer cliff requires a standard action to move three steps and may require a static challenge.

Fair Escape

Fair escape simulates the ability of a character to escape from a dangerous scenario without the player bounding over furniture or diving out of windows. This rule allows players to avoid combat when logical and appropriate without going through cumbersome challenges to see if they can escape the current scenario. Attempts to fair escape automatically fail if there is no logical way for you to leave the area. For example, you cannot fair escape if you are grappled or in a locked room with no windows.

To use this rule, wait until the start of your initiative, raise your hand, and announce that you wish to try and fair escape. You can attempt to fair escape any time you have the opportunity to expend an action, even during Rage rounds.

To successfully fair escape, you must avoid being involved in any Physical challenges for a full round (or Rage round); in addition, Mental and Social challenges versus your Physical attribute also block an attempt to fair escape. If you are attacked before your initiative, your attempt to fair escape automatically fails (even if the attack misses). When you declare your intention to fair escape, other players who have not acted yet have the opportunity to announce that they plan to physically attack you later in round. If no one declares intent to attack, you fair escape immediately.

If someone declares the intent to attack, your fair escape is put on hold. If you are attacked later in the round, your fair escape fails. If you are not attacked, then your fair escape succeeds at the end of the round, after all other characters have acted. If you fail to escape, you can take steps or other actions, but not until after your fair escape attempt fails. If it is not possible for your character to be physically attacked in the current round, then your attempt to fair escape automatically succeeds.

Example

Nate has run afoul of a coterie of vampires and is attempting to escape. He hasn't been attacked yet, but one of the vampires plans to attack him later in the round. Nate's actions are put on hold until the vampires have acted. Later in the round, one of the vampires does attack Nate, causing his fair escape attempt to fail. The next round, Nate activates Stoking Fury's Furnace and has enough Rage for an additional action. On the Everyman round, he uses his simple and standard actions to run away from the vampires, moving six steps. When the Storyteller begins to resolve the first Rage round, Nate announces that he will attempt to fair escape again. Luckily for him, none of the vampires are able to act during Rage rounds, so Nate's attempt to fair escape automatically succeeds.

These rules are meant to hasten play, not complicate it. Always try to employ common sense when using fair escape. The Storyteller is the final arbiter of the success of an attempted fair escape. Once you've fair escaped from a combat, you cannot return until the combat is over.

Lying Prone

Sometimes, you want to duck for cover, but there isn't anything to hide behind. By using a simple action to drop to the ground, lying on your stomach, you gain a little protection. Lying prone doesn't prevent you from acting on your initiative, but it does limit your movement. While prone, you can crawl up to one step by using a simple action. Alternately, you can use a simple action to stand up and move one step. If you're lying prone on the ground, and an opponent targets you with a Physical ranged attack from more than three steps away, you get a +2 concealment bonus to your defense test pool. If an opponent physically attacks you from within three steps while you are prone, you suffer a -2 penalty to your defense test pool.

Order of Actions

Step One: Mediation

Players entering combat or other dynamic scenes may elect to agree on an outcome, rather than use mechanics to resolve a challenge. If all players agree to an outcome that the Storyteller approves, then the players end the complex scenario and should return to roleplay as quickly as possible. If the players can't come to an agreement about the outcome, then proceed to the next step. It is possible for players to handle mediation without the assistance of a Storyteller, but if there is any disagreement at all, the Storyteller arbitrates.

Sometimes, to keep the story flowing, players might agree to an outcome that furthers the stories for all of the characters. For example, Will might simply want to escape the scene with his life, but Jacob wants to give Will a flesh wound

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before the escape. For more information on mediation, please see **Chapter Ten: Storytelling, Mediation**, page 486.

Step Two: Storyteller Assessment

When Step Two begins, the Storyteller freezes the scene and determines what's occurring. Players should abstain from excessive talking and remain still to help the Storyteller process the scene. The Storyteller discusses what is happening with the players to determine which characters will be directly involved in the combat scene.

Step Three: Order of Action

When combat begins, the Storyteller determines which action started the combat and resolves that action. Once the first action is resolved, the Storyteller determines initiative and asks each player to describe her standard and simple actions in order, based on the character's initiative within the round. Play proceeds in initiative order, from highest to lowest, until all characters have had an opportunity to act.

The Storyteller counts down the initiative, starting with the player who has the highest number. When your initiative is called, raise your hand and declare one standard action and one simple action in any order you wish. You might use a simple action to draw a gun and then use a standard action to shoot. Alternately, you might use a standard action to punch someone and then use a simple action to move.

Once all players have taken their actions, a new round begins. Once all rounds have been resolved, a new turn begins. Remember that a character can only take Physical actions during Rage rounds. You can move, attack, or activate a Physical power, but you cannot engage in Mental or Social challenges during Rage rounds.

Surprise Action

If your character is the first to start a combat, you can take one action (simple or standard) outside the initiative order. This action, called the *surprise action*, is resolved immediately. Your remaining action resolves normally, on your initiative.

Delaying Your Action

You might want to take your actions after another character acts, or only if a certain condition occurs. When you choose to delay your actions, you may choose to act at any point later in the initiative order of that round. If you delay your initiative until another character's natural initiative, the individual acting on her natural initiative resolves her actions first. If two or more characters delay their actions until the same moment in a round, the character with the highest initiative goes first.

You can use one action and delay the other until later in the round. If you choose not to take any actions in a given round, your initiative is increased by 5 on the next round in which you have actions. You only gain this bonus if you forgo both of your actions. This bonus is not cumulative.

Ending the Round

Once all players have used (or delayed) their actions, the round is over.

Step Four: Rage Rounds

Once the first round (the Everyman round) has ended, characters capable of acting at supernatural speeds can take additional actions. These extra actions resolve in a series of special rounds called Rage rounds.

Characters capable of acting in the first Rage round take their actions in initiative order, skipping characters who cannot act in that round. After resolving all actions in the first Rage round, the Storyteller progresses to the second Rage round and the third Rage round.

Once all Rage rounds have been resolved, the Storyteller begins a new turn. This new turn starts with an Everyman round.

You can only take Physical actions during a Rage round. You can move or attack, but you cannot spend Gnosis or engage in any Mental or Social challenges. You can use a fetish during Rage rounds if it has already been activated and if it does not require a Mental or Social challenge to use.

Surprise Example

You start a combat by using your simple action to draw a gun. Later, when your initiative comes up, you use your standard action to shoot. If you were holding the weapon before the combat started, you could use your standard action to fire, starting the combat, and when your initiative comes up, you could use your simple action to move behind cover.

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Example: Combat

Situation: Kara the Black Fury has come across Syndrome the Ratkin breaking into her car. She's looking to teach him a lesson.

Turn 1

Syndrome is too busy rummaging through Kara's vehicle to notice her. She approaches him and attempts to strike him from behind. Since this is the action that initiates combat, the Storyteller resolves it before anyone else can act. Hitting another character requires a challenge and therefore consumes Kara's standard action. Her test pool is 13 (Physical 9 + Brawl 4). Syndrome's test pool is 11 (Physical 7 + Dodge 4). Kara wins the initial test outright. Syndrome suspects this may be a long fight, so he opts to save his Willpower for later. As Kara won all tests outright and has a larger test pool (13 versus 11), she scores an exceptional success. Syndrome is hit and takes 2 point of damage: 1 (base) + 1 (exceptional success).

1. **Syndrome (Initiative 10):** Using his simple action, Syndrome draws a handgun. With his standard action, he attempts to shoot Kara. Syndrome's attack test pool is 13 (Physical 7 + Firearms 4 + Wild Card (handgun) 2). Kara's defense test pool is 13 (Physical 9 + Dodge 4). Syndrome ties the initial test, but loses, because his base test pool without the handgun's wild card bonus is less than Kara's. Hoping to scare her into backing off, Syndrome spends a Willpower to retest. Syndrome manages to win this retest. Kara takes 2 points of damage (2 base for Firearms). The Storyteller allows Syndrome to monologue without requiring an action, so he shouts, "Leave before someone gets hurt!"

2. **Kara (Initiative 9):** Having used her standard action to start combat, Kara is left with a simple action. Seeing that Syndrome has pulled a weapon, she decides to shift into Crinos form, and does so.

Since neither character has enough Rage to act during Rage rounds, the turn ends, and a new turn begins.

Turn 2

1. **Syndrome (Initiative 10):** It occurs to Syndrome that he's found little worth fighting a Garou in Crinos form over. He decides it's a good time to flee. Syndrome is able to revert to Rodens form without an action. He spends his simple action to dart beneath the car, and uses his standard action to activate the gift Blur of the Milky Eye.

2. **Kara (Initiative 9):** Kara is not about to let Syndrome escape so easily. She uses her simple action to go prone to look underneath the car. Seeing that Syndrome has apparently vanished, she activates the gift Wolf Senses to attempt to notice him. Kara's attack test pool to see Syndrome is 10 (Mental 7 + Investigation 3). Syndrome's defense test pool is 17 (Mental 11 + Willpower 6). Kara ties the initial test, but has a smaller test pool and loses. Hoping to teach the Ratkin a lesson, she spends a Willpower to retest, but loses the second test as well. Unseen, Syndrome crawls to a nearby storm drain and flees via the sewers. Syndrome declares fair escape, and the scene ends.

Types of Attacks: Test Pools

Complex scenarios allow for a number of different Physical attack types. Physical attacks can also be augmented with combat maneuvers: complex fighting styles that can provide advantages, but require the expenditure of Willpower to use.

Physical Attacks

Unarmed Attack

When attempting to punch, kick, or otherwise harm someone with an unarmed attack, your Physical attribute + Brawl skill form your attack test pool and are compared against your opponent's Physical attribute + Dodge skill. Successful unarmed attacks inflict 1 point of damage. To inflict an unarmed attack, you need to be within two steps of your target.

Melee Attack

When attacking someone with a melee weapon (such as a knife, sword, or club), use your Physical attribute + Melee skill versus your opponent's Physical attribute + Dodge skill. Successful melee attacks inflict 1 point of damage. To inflict a melee attack, you need to be within two steps of your target.

Thrown Attack

When throwing a weapon at your target, use your Physical attribute + Athletics skill versus your opponent's Physical attribute + Dodge skill. By default, successful thrown attacks inflict 1 point of damage. To use a thrown attack, you need to be within 10 steps of your target, and you must use a weapon with a quality that allows it to be thrown, such as Balanced (see **Chapter Fifteen: Influence and Equipment, Ranged Weapons**, page 707).

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Firearms Attack

When firing a weapon at your target, use your Physical attribute + Firearms skill versus your opponent's Physical attribute + Dodge skill. If your character is Wits-focused, you can use your Mental attribute instead of your Physical attribute when making a ranged attack. You can do so even during Rage actions. By default, successful Firearms attacks inflict 2 points of damage. The range of a Firearms attack depends on the weapon used (see **Chapter Fifteen: Influence and Equipment, Ranged Weapons**, page 707). If your ranged weapon is archaic, such as a bow or crossbow, you can use your Athletics skill instead of Firearms when making a ranged attack.

Biting

A werewolf in Crinos, Hispo, or Lupus form can use her fangs during her standard action to bite an opponent, inflicting aggravated damage. This action counts as an unarmed attack, using the same test pools and rules. Biting for damage converts a character's normal brawling damage into aggravated damage in many forms.

Mental Attacks

When attempting a Mental attack, use your Mental attribute + appropriate skill versus your opponent's Mental attribute + current Willpower.

Social Attacks

When attempting a Social attack, use your Social attribute + appropriate skill versus your opponent's Social attribute + current Willpower.

Combat Maneuvers

A *combat maneuver* is a fighting move that can give you a brief edge against your opponent. When you want to do something tricky or launch an attack that does more than inflict damage, you must use a combat maneuver.

To use a combat maneuver, you must declare which maneuver you're using and spend a point of Willpower before the test is made. A character can only activate a single combat maneuver per round.

Any character may attempt to use a combat maneuver as long as she has a logical way to incorporate the specific combat maneuver into her attack. For example, you might try to Grapple someone with your bare hands or with a net, but you cannot attempt to Grapple someone by shooting at her with a sniper rifle.

- If you are Strength-focused, you can perform one of the following combat maneuvers once per combat without spending Willpower: Disarm, Grapple, Knock Down, or Pierce the Heart.
- If you are Dexterity-focused, you can perform one of the following combat maneuvers once per combat without spending Willpower: Burst of Speed, Disarm, Fighting Blind, or Quick Draw.
- If you are Stamina-focused, you cannot be Knocked Out or Knocked Down by combat maneuvers unless your attacker has a higher base Physical attribute than you.

Most Social and Mental actions can't benefit from combat maneuvers, but there are exceptions. Fighting Blind can be used in conjunction with any type of action. For example, you may attempt to use Siren's Lure on someone you can't see, if you use the Fighting Blind combat maneuver.

Burst of Speed

This combat maneuver allows you to take your simple action immediately, out of order, and then take your standard action on your normal initiative. This maneuver doesn't allow you to take an additional action, but it does allow you to use your simple action before your initiative. If you try to act at the same time as another character, the character acting on her natural initiative goes first. If two players use Burst of Speed at the same time, the character with the highest initiative goes first.

Blinding Attack

If you succeed with a Blinding Attack, your opponent suffers 3 fewer damage (minimum 0), but is blinded until she spends two simple actions clearing her eyes.

Disarm

Modify your attack test pool by -2. If you succeed in the challenge, you force your target to drop one item of your choice. Picking the item up requires a standard action. If you are Dexterity-focused and have a free hand, you may choose to end up holding the disarmed object. Normally this maneuver can only be used on an object a target is holding in her hands, but the Storyteller may allow you to use this maneuver to take unsecured items off a target, such as a cord tied around her neck, a hat, or a rod sticking out of her pocket. Disarm cannot be used to remove large or secured items, such as a jacket or chain mail.

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Fighting Blind

Use this maneuver to attack an opponent you cannot see. Otherwise, your attack will automatically miss.

Grapple

If you succeed with a Grapple attack, your opponent takes 3 fewer damage (minimum 0) and is grappled. While grappled, she can't move and cannot use her standard action to initiate a Physical challenge until she has broken free. For example, a grappled character could not make use of Hobbling Strike, but she could use the power Thousand Forms. She can still initiate Mental and Social challenges normally.

She can escape from your Grapple by using a simple action and besting you in an opposed challenge (Brawl or Melee). Upon escaping, the target regains full use of her standard action. (She doesn't have to wait until the next round to use it.) You relinquish your Grapple if you take any action that targets anyone other than the character you're grappling, or if you move more than one step per round. Having your grapple broken or tested in this way does not count against the limit on the number of people who can attack the character you have grappled (see **Mass Combat: Maximum Attacks Per Round**, page 346).

Characters who are grappled can make use of all form-changing powers. If a character who is grappled changes forms, this act does not cause the Grapple to break, unless the new form cannot be grappled.

If a single character is being grappled by more than one opponent, she need only best one opponent to escape. If the grappling characters cannot decide who will resist the attempt to break out, the Storyteller decides.

As long as your character is grappled, she is considered the target of a Physical attack each round. As a result, she can only be targeted with one additional Physical attack per round. (See **Mass Combat: Maximum Attacks Per Round**, page 346.)

With the right equipment or supernatural power, it is possible to Grapple from range, but a Grapple maneuver cannot be used as a prerequisite for a supernatural attack unless you Grapple with your hands. For example, you can't throw a net at someone and then use Falling Touch, because you have not grappled the target with your hands.

Knock Out

If you surprise your target, you can attempt to knock her unconscious. Modify your attack test pool by -2. If you succeed, your target is unconscious for 10 minutes. You can only use this maneuver during the first round of combat, and you can't use it if your target is expecting an attack. (Some supernatural creatures, such as vampires, cannot be knocked unconscious.) See **Combat: Order of Actions, Surprise Action**, above, page 341.

Knock Down

If you succeed with a Knock Down attack, your opponent takes 1 fewer damage (minimum 0) and ends up lying on the ground. While prone, your opponent can use an action to crawl one step. A prone character can use a simple action to stand up and move up to one step.

Pierce the Heart

Modify your attack test pool by -3. If your opponent's wounds are in the Incapacitated wound track (normally the last 3 health levels), you can use this attack to Pierce her Heart. Vampires who have their hearts pierced with a weapon that has the staking quality fall into torpor until the stake is removed. Humans are instantly killed. (For more information, see **Chapter Fifteen: Influence and Equipment, Equipment, Melee Weapons, Staking**, page 707.)

Shapeshifters are made of stronger stuff, but are still susceptible to this maneuver. A successful Pierce the Heart maneuver against a shapeshifter scores an additional point of damage. This maneuver may affect other creature types at the Storyteller's discretion.

Quick Draw

You can draw one weapon or other small item on your person without using a simple action.

Feral Combat Maneuvers

Feral combat maneuvers take advantage of the animal instincts, quadrupled speed, and other advantages inherent to wild animals. These attacks help a Garou outmaneuver opponents by controlling an enemy's mobility and maximizing her own. Feral combat maneuvers can only be used in animal form. For Garou, this means Lupus or Hispo form, or potentially form-enhancing gifts, such as Thousand Forms and Wyld's Undreamt Fury. Fera and other creature types can use these maneuvers in their respective animal forms as well, including vampires using the Protean discipline Shape of the Beast.

- If you are Strength-focused, you can perform Mangle Fur or Savage Leap once per combat without spending Willpower.

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- If you are Dexterity-focused, you can perform Dart Behind or Feral Dash once per combat without spending Willpower.
- If you are Stamina-focused, you cannot be affected by Mangle Fur unless your attacker has a higher base Physical attribute than you. This defensive bonus applies even if you are unable to make use of feral combat maneuvers.

Dart Behind

Drawing on your compact size, you are easily able to skirt past your opponent. When using this maneuver, you can take your movement action directly through your opponent, as if she wasn't there. When using this maneuver, other players are obliged to move to let you pass, though they should retake their same positions afterwards, as their characters continue to occupy the same space. You can only use this maneuver if your final step takes you beyond the physical space your opponent occupies.

Feral Dash

This maneuver requires both a simple and a standard action to perform. Drawing on the strength of your animal form, you tear off in a blaze of speed. You can move a number of steps as though you had spent both actions on movement, plus an additional three steps.

Mangle Fur

Modify your test pool by -2. If you succeed in an opposed challenge, you are able to pry, tear, and mangle your opponent such that her armor is compromised. Until she spends a total of two simple actions readjusting her defenses, any bonus she receives from mundane armor is nullified.

Savage Leap

This maneuver requires both a simple and a standard action to combine your movement with an attack. Your animal form provides you with the balance and speed necessary to make impressive attacks while leaping through the air. Move up to six steps to leap in one single direction. You can perform a Brawl attack to claw or bite a foe anywhere along this leap. If you have not completed your movement when you attack, you must afterward continue in the same direction until you have taken all six steps.

Noticing Attacks

All characters understand that gunshots and bolts of flame are dangerous, but not all attacks are violent or obvious. Subtle attacks often go unnoticed, and Mental/Social attacks often provoke non-violent responses. For example, a police officer who realizes that you're trying to fast-talk your way past him won't be pleased, but he's unlikely to try to shoot you. Note that failing to notice an attack doesn't prevent you from resisting it, but it does stop you from retaliating.

Physical Attacks

Everyone notices Physical attacks within line of sight and/or hearing range. Most Brawl and Melee attacks can only be noticed by characters with line of sight, unless the combatants are making a lot of noise. All Firearms attacks will be noticed by characters within earshot, unless those attacks are modified by some form of mechanical or supernatural silence.

Mental/Social Attacks

If you fail a Mental or Social attack, the target and everyone who witnesses it realizes what happened within the limits of their understanding. For example, if you fail while attempting to use Falling Touch, everyone realizes that you attempted to poke or shove your target. A human who understands werewolves (like a kinfolk or a hunter) would realize that you tried to use a supernatural power, but might not know which one, unless she has the appropriate knowledge or experience. A fellow werewolf would realize that you attempted to use a power, and would likely be able to guess which one, if she has the appropriate knowledge or experience.

A character with the Awareness skill can attempt to notice nearby Mental and Social attacks even if the attacker succeeds on her test. If you are looking at someone who successfully uses a power or at the power's target (or if you are the power's target), you can make an opposed challenge using your Mental attribute + Awareness skill versus the target's Mental attribute + current Willpower or Mental attribute + Subterfuge skill (target's choice) to determine if you understand what happened.

If the source of a supernatural power isn't within line of sight, characters who notice the power know what direction the power came from. For example, if someone hiding on a nearby rooftop successfully uses a Mental power on the Master of the Challenge, any character with the Awareness skill who is looking at the Master of the Challenge when the challenge takes place has the opportunity to notice the attack. If that character succeeds in that challenge, she recognizes that the power originated from somewhere above, but may not be able to immediately determine exactly which rooftop the attacker stood on, without further investigation.

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Mass Combat

"If you know the enemy and know yourself,
you need not fear the results of a hundred battles."
— Sun Tzu

Mind's Eye Theatre is intended for theatrical combat, providing characters a feeling of risk, danger, and the potential for deep personal loss. Most conflicts happen in a one-on-one environment, but on occasion, larger battles and epic, climactic fights occur. When that happens, Storytellers should use the mass combat system. This system allows many characters to be involved in a single conflict without burdening the Storyteller or slowing the game down in miniscule rules trivia. This system is designed to heighten drama, allowing both the attackers and the defenders to have a fair chance at victory.

Remember that a Storyteller's first job is to make sure everyone is having fun. It's often better to break a large combat up into smaller clusters, thus allowing individual characters to stand out and have dramatic moments. It's neither fun, nor realistic, to have 10 characters standing in line, dealing damage one after the other to a single, overwhelmed target. Nor is it beneficial to the game for players to spend the majority of a night's game in combat rather than roleplay. Combat has its place and can increase tension, provide drama, and help the World of Darkness feel gritty and dangerous. Still, remember first and foremost: this is a game, and games are meant to be fun for all participants.

Maximum Attacks Per Round

As noted previously, combat turns are broken down into individual rounds, beginning with an Everyman round and continuing through each Rage round until all character actions have been completed.

However, during each round, a character can only be targeted by a limited number of attacks:

- One Social attack
- One Mental attack
- Up to two Physical attacks

This limitation on the number of attacks within a single round applies even if a particular attack fails. If a character is targeted by, but successfully resists, a Social attack, that character cannot be the target of another Social attack until the next round.

During a mass combat turn that contains three rounds, a character could be targeted in the following ways:

- **Everyman:** She could be targeted by one Mental and one Social power, and two Physical attacks.
- **First Rage Round:** She could be targeted by two additional Physical attacks.
- **Second Rage Round:** She could be targeted by two additional Physical attacks.

Characters cannot ordinarily use Social or Mental powers during Rage rounds. Although the maximum attack limits are the same during a standard Rage round, players will likely only need to track the number of Physical attacks. In the event a character is using a power that allows her to initiate Social or Mental powers during Rage rounds, such as Chaos Mechanics, the same limitations on attackers apply. For more information on Rage rounds and combat turns, see **Combat: Order of Actions**, page 340.

Attacks resulting from your own powers, friendly actions that require a challenge to perform, and static challenges do not count towards these maximum attack limits. For example, a character testing to overcome your Grapple is not considered to be targeting you with a Physical attack, and thus does not prevent you from being targeted by someone else's Physical attack during the same round. Allowing an ally to lower your Rage levels with Serenity during a combat round does not prevent a hostile Social power from targeting you in that same round.

Storytellers should be aware that unethical players may try to abuse these maximum limits. A character cannot have an ally target them and cause minimal damage (or use a trivial effect) in order to avoid being targeted by more dangerous attacks in that round. If the Storyteller suspects that players are attempting to abuse the system, such players should be given a single, strong warning—and then told to leave the game if such behavior continues. Cheating is reprehensible, and players who resort to such tactics are exhibiting extremely inappropriate behavior.

Mixed Challenges

A *mixed challenge* is one that compares two different character attributes. A power with a mixed challenge might require a character to make a Mental + (skill) challenge versus the target's Physical + (skill or Willpower) test pool, or so forth.

When you utilize a mixed challenge, the type of challenge is determined by the defender's resistance attribute for the purpose of maximum attacks per round. For example, the above challenge uses the defender's Physical attribute, and counts against the maximum number of Physical challenges a defender can be targeted by for that round.

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Mass Combat Tactics

In a mass combat situation, you can take the normal range of actions, use any appropriate powers and disciplines, and utilize combat maneuvers exactly as you would in one-on-one combat. Additionally, you may choose to spend an action to perform one of the following mass combat *tactics*:

- Assist Attacker
- Assist Defender

Mass combat tactics can only be used to augment or defend against Physical attacks. Individuals using Social or Mental challenges against a target, or being targeted by such challenges, cannot receive assistance from mass combat tactics.

Assist Attacker

Instead of using your standard action to attack, you can instead expend your standard action to *Assist Attacker*, thus boosting another character's attack. It is often a good idea to assist other attackers if you suspect that an enemy will be targeted with her maximum number of Physical attacks in the current round. This way, you can still contribute to the combat even if there are more people attacking than can target an individual during a given round.

When you assist an attacker, you must choose the individual you are going to help and offer to assist her. The attacker can refuse your assistance, in which case you cannot target her with this tactic and do not expend your standard action. If the target accepts your assistance, spend your standard action and describe how your character is helping with the attack. This tactic allows the character you are assisting to perform one of the standard combat maneuvers without expending Willpower for that maneuver. Both attacker and assistant must agree on the specific combat maneuver to be applied. No other pools, powers, weapon qualities, or other advantages belonging to the individual assisting the attacker apply to this attack.

Example

Two Garou, Paul and Anya, have come across an ancient vampire, a Follower of Set. Seeing that Paul wants to knock the vampire down, Anya offers to Assist Attacker, and Paul accepts her assistance. Anya chooses to trip the vampire when Paul rushes her, allowing Paul the chance to attempt a Knock Down combat maneuver on that opponent for free.

A player may choose to spend her standard action and assist an attacker at any time during the round, even before her turn in the initiative order. A player can also hold her standard action, waiting for the opportunity to assist an ally later in the round. A player cannot choose to assist an attacker if she has already used her standard action that round, or if she has no standard action during that round.

Only one combat maneuver can be applied to a challenge through the Assist Attacker tactic. Even if two or more characters offer to assist an attacking character, the attacker only receives one free combat maneuver. It is possible to have two combat maneuvers in effect on a single challenge, by adding the free Assist Attacker combat maneuver to a challenge in which the attacker is also spending a point of Willpower or taking advantage of an attribute focus.

Assist Defender

Once per round, when one of your allies is attacked, you can expend your simple action in order to move up to three steps to the defender and shield her from that attack. Characters using the *Assist Defender* tactic become the target of the incoming attack.

When you assist a defender, you must choose the individual you are going to assist and offer to assist her. The defender can refuse your assistance, in which case you cannot target her with this tactic and do not expend your simple action. If the target accepts your assistance, spend your simple action and describe how your character is defending her from the attack. Thereafter, make the challenge against the attacker as though you had been the original target of the attack. If you win the challenge, you negate the attack, preventing it from affecting either you or the original defender. If you fail, the attack affects you as though you had been targeted normally.

Example

Our companions are fighting their vampire opponent, who has since regained her footing. Seeing the Setite lunge toward Anya with her outstretched claws, Paul offers to Assist Defender, and Anya accepts his assistance. Paul leaps in front of Anya before the Setite can reach her, and the attacker makes the challenge with Paul as if he had been the original target of the blow.

A player may choose to spend her simple action and use the Assist Defender tactic at any time during the round, even before her turn in the initiative order. A player can also hold her simple action, waiting for the opportunity to assist an ally later in the round. A player cannot choose to use the Assist Defender tactic if she has already used all of her simple actions for that round, or if she has no simple action during that round. Assist Defender does not use a character's standard action; even if she expends a simple action to use assist defender, the character acts normally on her standard action when her initiative arrives.

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When you use the Assist Defender tactic, both you and the original defender are considered to have been targeted with a Physical attack for the purpose of determining maximum attacks per round. A well-coordinated group of defenders can use Assist Defender tactics to avoid being overwhelmed by a superior force—at least, for a little while.

An attack cannot be redirected by Assist Defender more than once. If two or more characters wish to assist a defender against a single attack, the character with the higher initiative has the first option to utilize this tactic. If she does so, any other hopeful defenders stand down without expending their simple actions.

A character can only use Assist Defender once per combat round, even if she has multiple simple actions to spend during that round. A character cannot use this tactic if she is incapable of moving to within two steps of the character she wishes to assist. Characters lying prone, or who are prevented from moving through some other means, cannot use this tactic.

If you utilize the Assist Defender tactic against an area of effect attack (an attack that targets multiple individuals), you assist only the character you have chosen to defend. The others are still targets of the assault, as per normal rules. If the area of effect attack originally targeted both the defender and the individual using Assist Defender, the character using the Assist Defender tactic makes only one test with the attacker. If the character using Assist Defender wins the challenge, she negates the attack, preventing it from affecting both herself and the original defender. If she loses the challenge, she takes twice the damage or suffers twice the effect of the incoming power (once for herself, and once for the character she was protecting). Each effect or damage from this attack is applied singly and can be reduced by armor or powers, as though the defender had been struck by two separate attacks.

A character cannot assist a defender if she is not solid. However, it is possible to make yourself the target of an attack that cannot harm you, as long as you could have been a possible target of that attack. For example, a cloud of mist or a ghost jumping in front of a shotgun blast has no protective effect. However, a Fenrir with Troll's Skin active can leap in front of a gout of flame. If she is successful, the flame still strikes her, even if the damage inflicted is reduced to nothing.

If the attacking character does not wish to use her declared Physical attack against the individual who declared the Assist Defender tactic, she may choose to lose her standard action and not attack at all this round. The simple action used to enact the Assist Defender tactic is also lost, but any movement performed as part of that tactic completes normally. Both the defender and the secondary defender are considered to have been targeted by an attack for the purpose of determining their maximum attacks per round.

Order of Actions in Mass Combat

In some circumstances, both an attacking character and a defending character may choose to utilize mass combat tactics to modify the same challenge. A Storyteller resolves this situation in the following order:

1. On her initiative, the initial attacker declares her intent to attack with a Physical challenge, describes the nature of her attack, and targets the initial defender.

2. A second attacker declares her intent to assist the initial attacker. The initial attacker accepts the assistance.

3. The second attacker spends her standard action and describes the nature of her collaboration. The Storyteller agrees the second attacker's action is possible (and useful) and grants the attackers a free combat maneuver to add to the attack. The two attackers decide which combat maneuver to apply.

Stock NPCs and Mass Combat

On occasion, Stock NPCs become involved in mass combat scenes. Remember that Stock NPCs are background characters. While they can be useful, they should never be given as much attention or allowed as many options for drama and glory as an actual player-character. When a Stock NPC uses the Assist Attacker tactic, she provides a +1 wild card bonus to the attacker's Physical attack. When a Stock NPC uses the Assist Defender tactic, she provides a +1 wild card bonus to the defender's Dodge skill defense test pool. Like a normal use of mass combat tactics, no action or defense can be modified by more than one mass combat tactic. If a player-character and a Stock NPC wish to modify the same attack or defense, the Storyteller should always favor the player-character over the Stock NPC.

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4. Before challenges are attempted, the Storyteller asks if any characters would like to declare the intent to use the Assist Defender tactic. If so, the initial defender chooses whether or not to accept the assistance.

5. The second defender spends her simple action, takes steps towards the initial defender, and makes herself the new target of the attack.

6. At this point, the attacker may choose to continue with the attack against the new target or to abandon the attack and lose her standard action. If she chooses to continue the attack, she can apply a second combat maneuver to the attack through the normal methods, such as by spending a Willpower or taking advantage of an attribute focus. The free combat maneuver gained from Assist Attacker cannot be altered.

7. The original attacker and the second defender perform the Physical challenge for the attack. This is a standard challenge, run exactly as if the secondary defender had been chosen as the original target of the attack.

8. If the secondary defender wins the challenge, she negates the attack, preventing it from affecting either herself or the original defender. If she loses the challenge, she takes the damage or suffers the effect of the incoming attack. In either case, the original defender takes no damage and suffers no effect.

9. Both the original defender and the secondary defender note that they have been targeted by a Physical attack this round.

10. This challenge is over. Players then proceed to the initiative of the next character involved in the mass combat.

Health and Damage

Every character has at least 9 *health levels*, divided among three wound track categories: *Healthy*, *Injured*, and *Incapacitated*. When your character takes damage, you must first mark off your Healthy wound levels, then your Injured wound levels, and finally your Incapacitated wound levels.

Character Sheet Example

O O O – Healthy

O O O – Injured

O O O – Incapacitated

These levels represent your character's general state of health, as follows:

Healthy

As long as you do not have any points marked off within your Injured or Incapacitated wound tracks (three wounds or less), you operate normally.

Injured

If you have one or more points marked off in your Injured wound track, you are Injured. There is no immediate mechanical disadvantage to being Injured, but some attacks work more effectively on Injured characters.

Incapacitated

If you have one or more points marked off in your Incapacitated wound track, you are Incapacitated. Incapacitated characters lose their simple action every round until they heal all of their Incapacitated health levels.

Example

Ann Marie the Kitsune is in the fight of her life against a furious Elder. During the Everyman round, he attacks her and inflicts 4 points of normal damage. Ann Marie's player must mark off all of her Healthy levels and the first level of Injured, leaving her with 2 Injured levels remaining. During Rage rounds, Ann Marie suffers an additional 3 points of damage, so she must mark off her last 2 Injured levels and her first Incapacitated level, leaving her with 2 Incapacitated levels remaining. While her remaining health level is in the Incapacitated track, Ann Marie cannot take her simple action; she is limited to using her standard action during each round.

Stamina Focus

Stamina-focused characters don't suffer penalties when they reach the Incapacitated wound track. Attacks that have a greater effect on Injured or Incapacitated characters, or that require the target be Injured or Incapacitated to function, are not blocked by the Stamina focus.

Damage Types

Normal Damage

Normal damage comes from attacks that slash, pierce, or bash your opponent. Unless otherwise noted, assume your attack causes normal damage.

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Aggravated Damage

Some supernatural creatures are especially vulnerable to certain types of attacks. Werewolves are famously vulnerable to silver weapons. Vampires are particularly susceptible to fire and sunlight. When a character is hit by an attack to which she is particularly vulnerable, she suffers *aggravated damage*.

Falling Damage

You take 1 point of damage for every 10 feet you fall. For example, falling off of the roof of a single-story house causes 1 point of damage, while falling from the 15th floor of an office building would most likely be fatal.

Suffocation

When unable to breathe, shapeshifters and human characters take 1 point of damage every three turns. This damage cannot be reduced or negated while the character is unable to breathe, such as when she is underwater or in a room filled with unbreathable gas. Stamina-focused characters take damage every five turns, instead of the standard three turns.

Drugs and Poison

Poisons are natural or synthetic chemicals designed to harm humans. *Drugs* and *alcohol* are often used recreationally to produce feelings of euphoria, but they have severe side effects and can be used by unscrupulous people to incapacitate or kill.

Doses

A *dose* is the amount of chemical that can affect a character in a single turn. Barring supernatural powers, a character can only be subjected to one dose of a poison or drug per turn.

Drug and Poison Types

- **Alcohol:** When you ingest a dose of alcohol (a glass of beer, a shot of whiskey, etc.), make a static challenge using your Physical attribute + Survival skill against a difficulty rating of 10. Stamina-focused characters receive a +3 wild card bonus to this test. Each time you ingest a new dose, you must test again against a cumulative +2 difficulty. For example, if you have three drinks, you must make three challenges. The first has a difficulty of 10, the second has a difficulty of 12, and the third has a difficulty of 14. Each time you fail to resist a dose of alcohol, you gain a cumulative -1 penalty to all Mental challenges and all challenges involving coordination or manual dexterity (including combat). The negative effects of alcohol fade at a rate of 1 point per hour.
- **Hallucinogen:** When exposed to a hallucinogen, your ability to tell the difference between fantasy and reality is impaired, and you suffer a -5 penalty to all challenges based on the Investigation or Awareness skills. Intelligence-focused characters reduce this penalty to -3. The effects of a dose of hallucinogen last for one hour. Additional doses do not increase the penalty, but add to the duration on a one-for-one basis. For example, if you inhale a hallucinogen for three turns, you experience hallucinations for the next three hours. The effects of hallucinogens fade if you sleep for eight hours, no matter how many doses are affecting the character. If you interact with another character for more than a few moments while hallucinating, you must make a static challenge using your Mental attribute + Investigation skill against a difficulty rating of 10. Failure means that you do or say something that alerts the person you're dealing with to the fact that you're hallucinating.
- **Knock Out:** When exposed to a dose of a knock-out drug, you must make a static challenge using your Physical attribute + Survival skill against a difficulty rating of 5. Each turn that you are exposed to a knock-out drug, you must test again with a cumulative +2 difficulty. For example, if you breathe knock-out gas for three turns, you will need to make three challenges. The first difficulty rating is 5, the second is 7, and the third is 9. If you fail such a challenge, you lose consciousness for one hour. Note that undead characters cannot be knocked unconscious.
- **Amphetamine:** When you ingest a dose of a stimulant, you become twitchy and hyperactive, and you cannot sleep or rest for the next hour. Additional doses do not increase the penalties, but add to the duration on a one-for-one basis. If you are exposed to more doses of a stimulant than you have dots in your Physical attribute in one 24-hour period, you suffer major organ failure and will die without medical attention. Stamina-focused characters can ingest three additional doses of stimulants before suffering organ failure. Undead characters are immune to organ failure.
- **Toxin:** When you're exposed to a toxin, nothing happens for a three turns (five turns if you are Stamina-focused). After that time passes, you must make a static challenge using your Physical attribute + Survival skill with a difficulty between 5 and 30 (depending on the poison's virility as determined by the Storyteller). If you succeed, you resist the poison. Failure causes you to take 1 point of damage that cannot be reduced or negated, and you must test again in five minutes. This process continues until you succeed or die. Undead

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characters (including vampires) are immune to the effects of most toxins. Toxins that specifically target the victim's blood are effective against vampires, but they destroy the vampire's Blood points rather than inflict damage.

Sample Virility Ratings

- Rubbing alcohol: 5
- Arsenic: 10
- Snake Venom: 15
- A pint of drain cleaner: 30

Losing Consciousness

When a living character has no remaining health levels and takes 1 or more points of damage, she falls unconscious and may die. Unconscious characters immediately fall to Rage 0 and revert to their breed form.

It's possible to revive an unconscious character using the Medicine skill by succeeding in a static challenge using a test pool consisting of your Mental attribute + Medicine skill against a difficulty rating of 10, or 20 if proper medical equipment isn't available. A revived character who is still within the Incapacitated wound track falls unconscious again if she does anything physically stressful, like engage in combat.

Alternatively, restoring at least 1 health level to the character through healing stabilizes her. She remains unconscious for 10 minutes, unless she is healed to the Injured level.

Healing

Natural Healing

Humans die easily from normal injury and heal very slowly without medical attention. Human life is fragile compared to that of shapeshifters. The following system simulates the slow recovery process:

- Heal one level of health per day while Healthy.
- Heal one level of health per week while Injured.
- Heal one level of health per month while Incapacitated.

Treating a human character with the Medicine skill cuts the above healing times in half. To attempt medical treatment, make a static challenge using a test pool consisting of your Mental attribute + Medicine skill versus a difficulty rating of 5 + the number of wounds your target currently suffers. If you have proper equipment to treat your patient's injuries, the Storyteller may choose to assign a +1 to +5 wild card bonus to your challenge.

Supernatural Healing

Werewolves do not heal naturally. Instead, they regenerate damage based on the current amount of Rage they possess. For more information, see **Chapter Eight: Dramatic Systems: Regeneration** on page 378.

Death

Normally, living characters die if they have no remaining health levels and take 3 or more points of damage. Additionally, a human character who is knocked unconscious from damage will die in five turns, unless treated by a character with the Medicine skill. Stamina-focused human characters survive for up to 10 turns without medical attention.

Werewolves are more difficult to kill. Even when lying battered and ruined on the battlefield, their bodies slowly reknit, rebuking death. To permanently destroy a werewolf, particular harm must be inflicted beyond the point of unconsciousness. First, you must damage all of the target's health levels, knocking her unconscious. Then, you must either completely destroy her body or inflict additional, grievous wounds using silver weapons or one of the other banes of werewolf existence.

To completely destroy an unconscious werewolf, you must burn it to ash with intense flames, cut it into tiny gibbets with a chainsaw, or otherwise inflict complete bodily ruin. Such measures are typically time-consuming, taking at least five turns of dedicated, uninterrupted work to accomplish. There are some exceptions to this time requirement. For example, a Storyteller can rule that a fall from an extreme height sufficiently pulverizes the werewolf's body (beyond the damage inflicted) to destroy it on impact.

A werewolf can also be killed by silver weapons or the corrupt attacks that emanate from Wyrm creatures: hellish balefire, contaminated venom, or radioactive sludge. If a werewolf has no remaining health levels and takes 3 or more points of damage from such sources, she dies. (Additional damage from other sources has no effect.) Nearby characters may choose to defend an unconscious werewolf using the Assist Defender tactic. Otherwise, opposed challenges are not needed.

A werewolf who falls unconscious from damage, but who is not killed, eventually recovers. She regains consciousness, along with all of her Incapacitated health levels, after 10 minutes of uninterrupted regeneration.

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Battle Scars

While werewolves possess a phenomenal ability to regenerate, it is possible to damage them in ways that leave a lasting mark. When this happens, the Garou is left with a *battle scar*, a physical memento of her injury. Most view the earning of battle scars as a point of pride, living proof of a Garou's ability to endure and of her willingness to fight. For others, it's a reminder of their own mortality, as even werewolves have limits. In Garou society, battle scars are the mark of a seasoned warrior, and earning one is a deed worthy of Renown (see **Chapter Nine: Social Systems, Renown, Earning Renown**, page 420).

Werewolves suffer battle scars from combat in two ways. First, if a werewolf has no remaining health levels and takes 3 or more points of damage, but is not killed because the excess damage was not from silver, Wyrm-corrupted emanations, or other sources capable of killing her, she suffers a battle scar.

Second, if a werewolf is knocked unconscious from damage and is not killed, but some of the damage she suffered in the fight came from silver weapons or the corrupted emanations of Wyrm creatures, she takes a battle scar.

Battle scars can also result from Consequences suffered in the course of using the quest mechanics described in **Chapter Eight: Dramatic Systems: Quests**, page 390.

Willpower

Willpower depicts a character's inner drive, competence, and spiritual strength. Willpower is measured both as a permanent rating and as temporary points. *Permanent Willpower* is the maximum number of points possessed by the character—her full pool. A player spends one of these points (a point of *temporary Willpower*) for such things as resisting Mental and Social powers. While this expenditure decreases the character's current Willpower rating, it does not permanently decrease the maximum number of points a character can possess.

When a player spends a point of a character's Willpower, she should note this expenditure on her character sheet. A character's temporary Willpower pool will likely fluctuate a great deal during the course of a game session.

Spending Willpower

Willpower is one of the most active and important mechanics in **Mind's Eye Theatre**. Willpower is extremely versatile, and both players and Storytellers should familiarize themselves with its uses.

Common uses include:

- A point of Willpower can be spent to retest a static or opposed challenge. Any type of challenge (Physical, Social, or Mental) can be retested with Willpower.
- A point of Willpower can be spent to use a combat maneuver.

Regaining Willpower

At the start of each game, your character begins with her maximum Willpower, as long as she had a complete night's rest before starting the game session. During the course of the game, spent Willpower is regained by roleplaying.

There are two ways to regain spent Willpower through roleplay:

Player Acknowledgement

When another player impresses you with her roleplay via impressive acting in a dramatic scene or symbolic roleplaying with your Archetype, you may choose to reward her by refreshing all that character's spent Willpower. A character can only benefit from your refresh once per night. Refreshing Willpower should be communicated verbally after the scene, or via the "I grant you Willpower" hand symbol. To use the hand symbol, start with your palm facing your chest and four fingers touching your chin. Then extend your hand palm-up towards the character you wish to reward. (This motion is the American Sign Language gesture for "thank you," and is a way to express gratitude for good roleplaying.)

There is no limit to the number of characters whom you can reward for roleplaying, but no single character can regain Willpower from you more than once per game session. To regain Willpower more than once per game session in this fashion, a player must roleplay with multiple characters.

Storyteller Acknowledgement

When the Storyteller notices a player roleplaying her character well, she may elect to refresh some or all of the character's spent Willpower. By default, the Storyteller refreshes all of the character's spent Willpower (just like a player would), but the Storyteller is allowed to award fewer Willpower if the situation warrants it. Storytellers can refresh Willpower as often as they like and can refresh the same character's Willpower more than once per night.

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Storytellers should not hesitate to use this ability when they witness a player roleplaying in a way that other players do not see or do not acknowledge. However, this refresh should be used carefully, lest players forget to use the system. Players should be allowed and encouraged to reward each other whenever possible.

Willpower and Combat

Willpower cannot be refreshed while in combat. If a player or Storyteller attempts to reward a character for actions taken during combat, the Willpower is refreshed as soon as the combat scene ends.

Examples

Player Refresh

During a moot, Zac the Bone Gnawer Galliard gives a performance, reciting a piece of spoken word poetry he wrote. His piece encapsulates the struggle his tribe faces in trying to save a dying world while battling against economic and societal pressures. His performance is very well received. As Zac leaves the stage, his friend Evan makes a silent hand gesture to Zac's player, thanking him for his excellent roleplaying. All of Zac's spent Willpower replenishes.

Alternate Player Refresh

During a pack raid into a Pentex-owned skyscraper, Kevin orders a halt when Raquel spots a group of civilians in proximity to their target, giving up an opportune time to strike. After the scene, Kevin's player talks to Raquel's player and explains that he supported Raquel's "Protector" concept by giving her the opportunity to lead the civilians out of harm's way. With this in mind, he asks if Raquel's player will help him regain all of the Willpower he spent on the raid. Raquel's player agrees, and Kevin's spent Willpower refreshes.

Storyteller Refresh

At the end of a particularly harrowing combat scene, the Storyteller announces that everyone involved regains 1 point of spent Willpower. This act allows the Storyteller to reward her players and make sure that no one leaves the fight with all of their Willpower expended (as everyone will have at least 1 point), but leaves room for the players to reward each other through roleplay later in the evening. If the Storyteller feels that there won't be an opportunity to roleplay in the near future, she might decide to refresh more (or all) Willpower spent during the combat.



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To Hell and Back

The halls of their broken home echoed with silence. Laughter and lively chatter that had once brought light to the opulent rooms was gone, replaced by the ghosts of the dead. The weight of Harano tainted the very air.

Rickard sat silent in the den, his eyes staring blankly into the empty fireplace, one hand idly swirling a glass half-full of amber liquid. Swift-Talon lay near him, the young Ahroun's body still slowly healing from their last battle—the battle that had decimated their pack.

Noah crept through the house, his eyes drifting to the memories of the fallen that still invaded the halls. A painting, lovingly crafted by Daciana—a landscape of silver hell, the only story she had ever told about her time in Erebus. A pair of samurai swords were carefully displayed in a case—a memento from Nadya, who spoke of the dark spirits enshrined in the weapons. A large mirror sparkled even in the darkness of the house—a keepsake from Erik's Rite of Passage. He hadn't yet had the strength to cover or remove these memories.

The Child of Gaia paused in the doorway of the den, turning his eyes to what remained of his pack. He could see their pain; his Alpha's shoulders slumped while he drank, and rage burned in the fidgeting lips and paws of the Shadow Lord Lupus who lay nursing his wounds.

Noah closed his eyes as a vision washed over him. He saw his packmates—his family—wasting away in their sorrow, wallowing in the pain and misery that came from a pack torn asunder. He watched as the Wyrm destroyed what was left of Miles to Go, finishing the job it had started in Alaska.

"We can't do this."

Rickard tilted his head a fraction of an inch, his red-rimmed eyes flicking towards Noah. An eyebrow quirked upwards.

Summoning his resolve, Noah stepped into the room, shaking his head and sweeping his hand towards the others. "We can't destroy ourselves over them."

Crackling with heated bitterness, the Shadow Lord Galliard challenged, "And what exactly would you propose, Noah? Their bodies are barely cold."

"And still the Wyrm comes." Noah settled into a seat, his fingers toying with one of the many silk scarves that twined around his body, "We were whole, and now we are broken. We must find our purpose again. We must reforge ourselves."

"Revenge. That's our purpose now." Swift-Talon spoke from the floor, dark brown eyes turning towards Noah. "They deserve revenge."

Rickard closed his eyes in contemplation, swallowing the remainder of his whiskey before letting his breath hiss out from between clenched teeth. "No, Swift-Talon. They deserve more than revenge. We will have retribution, yes, but we cannot set ourselves solely on that task. Once we start down that path, it will never end."

"Then what? How do we fix what's broken?" Though he concealed it with his anger and frustration, Noah heard what the tenderfoot left unspoken: his desperation to understand why he had survived, when so many he loved had fallen.

Noah and Rickard shared a look. For the first time in weeks, a shadow of a smile crossed the Alpha's lips. "We find her," Rickard pronounced, "and we redeem her."

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* * *

"This is insane, you know," Sabine admonished the three Garou. "You plan on finding Anastasia Clement and taking her alive, before dragging her to Erebus and forcing redemption on her? You understand that isn't how redemption actually works, don't you?"

"Sabine, she is single-handedly leading the charge against the Fera. If we can remove her, we only strengthen our alliance with the Fera." Unblinking, Rickard met her chastisement with his old, reliable firmness. "We're not asking for your assistance, or even your permission. But if we don't return, you know why."

"This is suicide, Rickard. Would your packmates want this for you, truly?"

Turning heel, the Alpha had no answer to the kinfolk's question. Instead, he corrected, "It's not suicide. It's redemption."

* * *

They found her in Malfeas. The fallen Fianna spent her time in the Umbra, watching over her new recruits as they stepped into the Labyrinth and danced the Spiral. For months, Anastasia Clement had assailed Fera in hopes of breaking the tentative agreement between the Garou and their shapeshifting brethren. She hid in the dark corners of the Umbra, taunting the Garou at every turn.

Locating her was easy enough for the pack. After the months they had spent tracking, preparing, learning her habits, and interrogating her associates together when the pack was whole, they knew how to find her.

"Remember, we take her alive." Rickard tore his eyes away from the line of recruits making their way from the Labyrinth to glance at his packmates. "We grab her and run."

"And then we go to Erebus," Noah murmured, a deep frown marring his face.

"We can't save them, Noah," Swift-Talon rumbled from his side, shaking his head once. "It's too late for them. We're here for Clement, to stop this at the source."

Rickard nodded once, holding up a hand to his packmates. At the end of the line they saw her—willowy and lithe, pleased as a cat with a bowl of cream. She followed her new children before veering off, dipping into a dark side passage.

Miles to Go hit her under the cover of silence and darkness, thanks to a fetish forged by Noah's cousin. Though she fought like a dervish, the Garou had justice and redemption on their side.

* * *

The silver streams of Erebus spat and bubbled before them. In the distance, a thick line of silver shimmered—their destination.

Though they were all exhausted from the journey, their will was resolute. They would take the fallen Fianna to the lake of silver, and they would ensure her redemption.

"You can't force redemption on me, Rickard. You know that." Anastasia Clement's voice dripped with disdain. She rattled her silver chains and laughed, "I chose my life. I embraced my way. You think a little dip in the lake will change that?"

Noah spared a glance for the Fianna before looking to his Alpha. Rickard's face was set, his eyes hard. He would not be deterred. "We take her to the lake."

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The Lupus growled from beside them. "We go. And then we go home."

Crowing with raucous, grating laughter, their prisoner jeered, "Home? You think you can find a place at home again, after this? You came to Malfeas. You attacked my children there. You lied, you stole, you bathed in the blood of your enemies. And now you come here to thrust me into the lake, and you think you'll return home unscathed? Unchanged?"

Rickard turned then, full of the unexpected softness of grief. "No. We know we're changed. You murdered our family."

"So you'll murder me, then? You'll bathe me, and then kill me." Anastasia bared her teeth. "Nothing less than what I would do."

"You will not die," Noah decreed. "We're doing this for our family members who died, and we will not betray their memory with more blood. You will see the error of your ways, and you will repent. What happens to you then is not our concern."

With a gentle push, Rickard prodded her towards the lake. When she faltered, Noah took her elbow, guiding her through the rocky terrain. Even as her fury and anxiety mounted, a sense of calm descended around the members of Miles to Go. Here, they would find their own redemption.

Though she struggled to hide her trembling lip and red, brimming eyes, Anastasia wept silently, plagued by the deeds of her past. "Are you ready, Anastasia?" Noah inquired, as they came to a stop at the edge of the lake. Even in his anger, now that they were really here, he found himself with a measure of concern for their prisoner.

A single nod was all she could manage, before they hurled her into the argent waters. Her screams of pain raised in the air, joining the cacophony from the other penitents.

Rickard, Noah, and Swift-Talon watched in silence as the Black Spiral Dancer sunk beneath the waters of the Silver Forge. There, she would suffer in agony until she resolved to wash away the sins of her past.

Rickard spoke up first, "For our sister Elizabeta Dragos, known as Daciana Tepes and called 'Scales Aggravating Claws' by the nation, Galliard of the Shadow Lords."

Swift-Talon followed suit, his voice lifting in a howl, "For our sister Nadya Marks, 'Nighthawk', Theurge of the Shadow Lords."

Noah's voice rounded out the trio, sorrow and joy mingling, "For our brother Erik Victory, 'Gaia's-Shining-Son,' Ahroun of the Children of Gaia."

For a moment, the remains of the pack stood silent in honor of their fallen comrades. Finally, Rickard turned to his remaining brothers, a tentative smile freezing onto his anxious lips. "Well? Shall we finish our quest?"

As one, Miles to Go dove into the lake of silver, their voices joining as one as the cleansing waters washed over them.

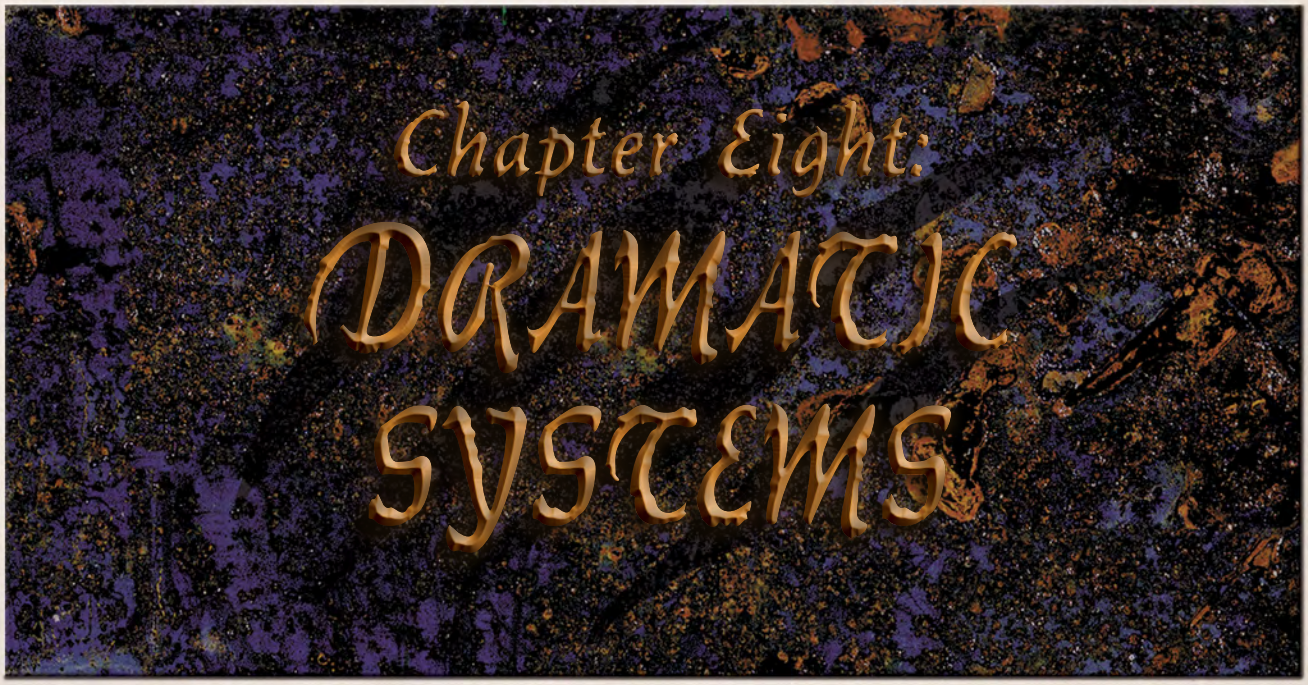
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Chapter Eight: Dramatic Systems

"We know what we are, but know not what we may be."
— William Shakespeare, Hamlet, Act IV, Scene 5

A werewolf must learn the limits of her existence in short order, because the **World of Darkness** is a cold, cruel place, filled with dangers. Games such as **Mind's Eye Theatre** help players interact with the fictional world by representing difficulties via a set of mechanics. These rules exist for the purpose of consensual immersion, allowing everyone who plays the game to have a mutual understanding of how their shared reality works. These dramatic systems help you and other players quickly and directly resolve actions taken by your characters, so that you can stay as focused as possible on the story.

Roleplaying as a Werewolf

Imagine your *First Change*. You have just realized, undeniably, that you are a werewolf. You've heard rumors about your kind, and may have been told you were meant for something more, but you never imagined it would be like this. You're flooded by new sensations—you can see, feel, and smell things you couldn't before. Your new form has awakened a deep connection in your very soul, allowing you to hear spirits speaking to you. Rage, your first gift from Luna, strengthens you, ready to be called upon. You are empowered by your spiritual ties, by your connections to your ancestors, and by a legacy to protect and serve Gaia.

Werewolves are featured prominently in myths and popular culture. Films, books, and mythology portray them as raging beasts under the light of the full moon, ravenously devouring helpless humans and leaving a string of monsters in their wake. Other legends tell of them as savage shamans, wolves in the woods ready to rend asunder anyone who trespasses into their sacred spaces.

The Garou of the **World of Darkness** can be all of these things and more. They are similar to the werewolves of myth and cinema, but they've hidden much of what they are from the human world in order to protect themselves and those they hold as family from would-be hunters. The Garou have an instinctive and spiritual calling to serve Gaia, the spirit of Mother Earth.

Here are some popular myths and suppositions about the Garou and the Fera—as well as factual information inherent to the World of Darkness:

- **Werewolves are mindless monsters.** False. While the Garou constantly struggle with the Rage they carry within, they are far from monsters. Artisans, warriors, priests, and storytellers, the Garou navigate complicated tribal and political structures—as well as contending with dangerous threats to their friends, family, and Gaia—as part of their daily lives. They are part human and part wolf, and function in both worlds with varying amounts of success.
- **Werewolves only change during a full moon.** It's untrue that Garou can only change shape during a full moon, but they have an intrinsic tie to Luna, the spirit

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of the moon, as is shown in each Garou's auspice, the moon phase during which she was born. They are able to change at any time, slipping into different forms, including the horrifying and madness-causing form known as Crinos. The Garou are not beholden to a full moon's light in order to show their power.

- **Werewolves are susceptible to silver.** True. The Garou feel the sting of silver more acutely than that from other materials, and silver causes aggravated damage when it strikes them. While they are able to regenerate damage quickly in a fight, they can also be killed by traditional methods.

- **Werewolves are the only shapeshifters.** Completely untrue. The Garou are one of many *Changing Breeds*, including everything from the Rokea (weresharks) to the Corax (wereravens). These other breeds, called *Fera*, have their own goals and alliances.

- **New werewolves are created by wearing a wolf-skin belt, drinking water from the footsteps of another werewolf, or being bitten by a werewolf.** Mostly incorrect. Garou are tied to spirits, so every werewolf must have a spark of that spirit at her core. Garou come into existence through one of two methods: they are born or they are *Bitten*. Those who are born as werewolves have their spirits intact, while the *Bitten* have been infused with a small portion of their creators' spirit.

Werewolf Physiology

"If you live among wolves, you have to act like a wolf."

— Nikita Khrushchev

When a werewolf or Fera undergoes her First Change, her body undergoes a series of significant alterations:

- Werewolves and other shapeshifters are living creatures that require food and drink to survive. While in Homid form, they appear as ordinary humans, perhaps a tad more fit than the average person. They have greater endurance than normal humans and tend to run slightly hot, generating slightly more body heat than a normal human, making it easier to detect them with thermal technology.

- A werewolf is able to shift into five different forms: *Homid*, *Glabro*, *Crinos*, *Hispo*, and *Lupus*. Each of these forms gives a Garou a different skillset and are useful in different situations. (See **Shifting**, page 371.) Fera have access to different forms, which can be found in **Chapter Three: Tribes and Fera, Fera**, page 69. The forms may have different names and abilities for the other shapeshifters.

- Emotions are intensified for shapeshifters, especially fear and anger. They are more likely to give into their passions and deal with the consequences later. A werewolf has access to *Rage* (see **Rage**, page 376), and by taking certain actions or damage in combat, are able to gain different abilities using their Rage.

- Shapeshifters have a long history with humanity, and as a consequence humans do not respond well to being in the presence of werewolves and Fera. (See **The Curse**, page 383.) In addition, humans will sometimes go mad when witnessing the Crinos form, due to racial memories of being hunted (see **Delirium**, page 382).

- While in combat, werewolves are able to sustain massive damage and regenerate wounds, their bodies knitting together even after catastrophic blows. Werewolves and most Fera are physically vulnerable to fire. All damage from fire causes aggravated damage to shapeshifters.

- Shapeshifters also have access to *Gnosis*, a spiritual connection to Gaia, and can use it to power their gifts or to contact spirits. They can only regain Gnosis in specific ways (see **Gnosis**, page 376).

Silver

Werewolves and most Fera are physically and spiritually vulnerable to *silver*. Being wounded with silver causes aggravated damage to shapeshifters. In addition, if a shapeshifter comes into close contact with this substance or carries it on her person, she loses 1 point of Gnosis for every 10 minutes of contact. If the silver is actually touching her skin, she loses 1 point of Gnosis for each full turn of contact. (Touching silver for less than a full turn is uncomfortable, but not mechanically problematic). Affected characters lose Gnosis at the same rate, no matter how much silver they carry or touch.

Silver Ammunition and Regeneration

When a werewolf is shot by a silver bullet, her regeneration ability normally expels the silver from her body before it can start to cause negative effects beyond that inflicted by the initial shot. If, for some reason, a werewolf is unable to regenerate, she will begin losing Gnosis every turn until the silver bullet is removed, which requires the successful use of the Medicine skill.

The First Change

The *First Change* is the moment when a Garou or Fera first goes through the transformation that makes her fully

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Safely Carrying Silver

Players should not be allowed to avoid the downsides of carrying silver by setting it down every once in a while. If a character sets down a silver object and then picks it up a short while later, the clock is not reset. To reset the 10-minute clock, a Garou must go without coming within six inches of silver for an hour.

The only way to safely carry silver is to hold it more than six inches away from your body. The most common way to safely carry silver weapons and ammunition is in a bag (held well away from your body). It is also possible to safely carry a silver item by wrapping it extensively. No matter how a Garou chooses to protect herself from silver, drawing such a weapon is more complicated than drawing a weapon that is simply sheathed. Drawing a silver weapon that is stored safely requires a standard action, rather than the simple action normally required to draw a regular weapon.

a shapeshifter, giving her access to her ancestral legacy. Garou are not created, but born with the potential to become shapeshifters written into their souls. Even before they change, they dream of places they've never seen but to which they feel an inexplicable attraction. Those with known potential to become werewolves are closely guarded within their communities and educated, so they can understand what their future responsibilities will be.

As humans and wolves approach maturity, or later for those who go through a late change, their dreams become more vivid, as the places and people that compose the dreamscape seem almost familiar. The spirits themselves seem to speak them, whispering a constant chant urging the young human or wolf to slough off her skin, to pay no heed to the boundaries of flesh, and to become something more. Their temperament becomes more unpredictable as their mood swings become uncontrollable, often forcing them into conflict with their families or packs.

These behaviors culminate in the First Change. This metamorphosis does not wait for a full moon, occurring instead when the spirits decide the young human or wolf is ready. The human or wolf suddenly and violently changes, her flesh ripping away and bones bending as she shifts for the first time, her Crinos form rendering her old body into shreds of muscle and tissue. During this first experience of transformation, she is unable to control her Rage, instead taking out her terrible pain and fury out on the nearest target.

If a new Garou was known to have the potential to become a werewolf, the community will be certain to be present for her First Change, being there to walk her away from her destructive desires, quelling her anger until she once again takes her breed form. Afterwards, she finds herself a part of a larger nation, willing to educate her and prepare her to take her place as a warrior of Gaia. If the Garou was not identified as a shapeshifter, she rampages through the night. When she awakes in the morning, she's in her breed form, covered in filth and blood, with little memory of the previous night. She's still likely to be found by other Garou, who will cover up her transgressions, but she still must face the consequences of the forgotten night in her nightmares.

Mechanics of the First Change

If a human (not a Bitten kinfolk or Lost Cub) goes through the First Change during play, you should convert your character to a werewolf using the following steps. This process also applies to kinfolk or Lost Cubs who are characters past maturity and undergo a late change:

1. If you are a member of tribe or breed that requires a rarity merit for your Storyteller's setting, you must purchase the appropriate merit immediately. If you don't have enough experience points (XP) to purchase these merits, you go into XP debt. All experience you earn must go towards these merits until they are fully paid for with XP. Additionally, if you are above your maximum level of merits (7 points) you need to remove merits until your total is 7 or below.

2. You must begin play as a Cub (see **Kinfolk, Cubs, and Lost Cubs**, (see below).

3. A new werewolf starts with 3 dots of level 1 gifts, which must be of an affinity matching her tribe, her auspice, or her breed (player's choice).

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Kinfolk, Cubs, and Lost Cubs

The Garou do not stand alone in their duties to protect Gaia. Others—tied by blood, potential, or destiny—act alongside the Garou and Fera and help them fulfill their responsibilities. Shapeshifters may be blessed with great power, but they are not alone holding the line against those who inflict harm on Gaia.

Kinfolk

Kinfolk are human family to Garou, existing as valued kin or subjugated relatives. Some Garou consider them little more than breeding stock, necessary for restoring the numbers needed to continue the fight against the Wyrm and its minions. Others view kinfolk as a gateway to the future, able to delve into human and animal societies without inciting the Curse, acting on behalf of the Garou in those places where werewolves cannot directly intervene. Whatever their beliefs, most Garou, even those who once abused their kinfolk, now understand their non-shapeshifting family members are valuable and must be treated with care.

All kinfolk are related to the Garou. They are aunts and uncles, grandparents, parents, or distant relatives—bound by their familial ties to the plight of the Garou. Their roles are numerous within society, as they choose to birth and foster the next generation of werewolves, act as human allies within society, and serve as ambassadors between different kinds of supernatural creatures.

The Litany forbids breeding among the Garou, as infertile and deformed Metis result from these forbidden matings. While Garou can mate with humans and wolves, unions with mundane mortals are far less likely to produce werewolf offspring than those with kinfolk. In a time when Garou births have slowed to a trickle, kinfolk are considered valuable. The traditions and bloodlines of the Garou cannot continue without them.

Kinfolk are also able to interact with humans more easily than their Garou family members. As they are immune to the Delirium that affects other mortals and do not inflict or suffer from the effects of the Curse, kinfolk frequently find themselves in roles where they act as intermediaries between the werewolf and mortal worlds. In boardrooms and nests where many Garou cannot tread, kinfolk speak on their behalf, paving the way for Garou concerns, managing human allies and contacts with ease. Kinfolk are also spared the temperament inherent to their shapeshifting cousins, and they do not suffer the effects of Seethe, though by virtue of proximity, they may bear the brunt of their werewolf families' bad moods.

Wyrm Taint is also less of a concern for kinfolk. While the Wyrm cajoles and twists the spirits of Garou, kinfolk gain less Wyrm Taint than Garou, and they do not automatically gain more if they do not cleanse themselves. This increased resistance makes kinfolk ideal candidates to handle affairs that deal with other supernatural creatures, such as vampires, while allowing their Garou family to remain uncorrupted.

With these responsibilities comes danger. As treasured family, kinfolk require protection. The risk of being poached by other tribes—through the Bite or other methods—has become all-too-prevalent in the modern age, and most Garou are acutely aware of how necessary their kinfolk are to survival. In the past, kinfolk may have played lesser roles, but the present requires the Garou to stand vigilant over their families.

The following are the characteristics of a kinfolk:

- A kinfolk is a genetic relative to Garou; kinfolk are immune to the Delirium and the Curse, but they can't change shape. Nor are they vulnerable to silver. They have no access to Rage, and they are not affected by Seethe or Harano.
- While kinfolk are considered part of Garou society, they cannot hold Rank, nor can they formally join a

Creating Fera Kinfolk, Cubs, and Lost Cubs

Each of the Changing Breeds have unique names and roles for their kinfolk, Cubs, and Lost Cubs, but mechanically they are created the same as their Garou counterparts. Kinfolk, Cubs, and Lost Cub characters require the same rarity merit as their parent breed would. For example, a Bastet kinfolk, Cub, or Lost Cub requires the Rare Character Merit (4 points) if played in the Garou Nation setting, because Bastet are considered a rare breed. For more information, see **Chapter Six: Merits and Flaws: Rarity Merits**, page 302.

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pack. As such, they cannot purchase the Rank or Totem backgrounds. They also cannot possess Renown traits, but Garou can use their Renown traits to affect a kinfolk.

- Kinfolk can participate in rites and become attuned to a fetish, if they purchase the Fetish background. Many Garou will take issue with kinfolk using powerful fetishes, however.
- Kinfolk can be Bitten, and this process is the only way they might become a Garou. For more information, see **The Bite: Quick-Start Character Creation Guide: Transforming a Kinfolk or Unborn into the Bitten**, page 370.
- A kinfolk has a maximum Gnosis pool of 5. They regain Gnosis like Garou (see **Gnosis: Recovering Gnosis**, page 376).
- Kinfolk can purchase the Allies, Contacts, Resources, and Influence backgrounds at a cost of x1 XP per new dot of background.
- Kinfolk gain two additional downtime actions.
- A kinfolk can learn a total maximum of five gifts. Once this limit has been reached, Kinfolk cannot ever learn or purchase additional gifts. Kinfolk are restricted to learning only level 1 or 2 gifts, and they must be purchased at out-of-affinity costs. Kinfolk may choose gifts with affinity from their associated tribe or gifts from any auspice or breed affinity. However, they cannot select gifts that involve changing shape or gifts that require biology they don't possess, such as Razor Claws.
- Kinfolk are less vulnerable to Wyrm Taint than Garou. In situations during which Wyrm Taint is gained, they gain 1 stage fewer of Wyrm Taint than would a Garou character. In addition, they do not gain an additional point of Wyrm Taint by failing to cleanse themselves within 30 days; they only gain Wyrm Taint when actively participating in activities that would actively taint them.

Quick-Start Character Creation Guide: Creating a Kinfolk

The following information replaces the equivalent steps in the Werewolf Quick-Start creation guide, **Chapter Three: Character Creation, Quick-Start Character Creation Guide**, page 176.

Step Three: Choose a Tribe

As a kinfolk, your nature is tied to the tribe to which you are related. If your setting requires a player to purchase a Rarity merit to play a given Garou tribe or Fera breed, then you also need to purchase the corresponding rarity merit to play a kinfolk related to the same tribe or breed.

Step Six: Assign Initial Backgrounds

As a kinfolk, you cannot purchase any dots of the Rank background.

Step Seven: Assign Initial Gifts

Kinfolk are not assigned initial gifts, but they may purchase up to five gifts with XP; none of these gifts can exceed level 2. You cannot select gifts that involve changing shape or require Garou anatomy, such as Razor Claws.

Step Eight: Choose Merits and Flaws

A kinfolk cannot purchase any tribe-specific merits. However, she may be required to purchase Rarity merits, depending on the tribe or breed to which she's related. A kinfolk cannot purchase any merits that specifically pertain to being a Garou or any merits that would lower her cost to purchase skills or backgrounds to 0 XP. Your Storyteller is the final arbiter of which merits and flaws are or are not appropriate for a kinfolk character.

Step Nine: Spending Initial XP

- As mentioned in step six, kinfolk characters cannot purchase dots of the Rank background.
- A player of a kinfolk may choose to make additional purchases for her character sheet with XP. Their XP costs are:

Item	Cost
Attribute	3 XP each
Skill	New level x1 XP
Merit	XP equal to merit rating
Allies, Contacts, Resources, or Influences Backgrounds	New level x1 XP
New Gift (maximum of five gifts total)	New gift's level x6 XP

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Cubs

Cubs are newly changed or Bitten werewolves. These new werewolves vary widely in type—they can be a young teenager fresh from her First Change, an aging punker Bitten by a furious werewolf, or a grizzled man under the light of a full moon, answering to his inheritance of Rage for the first time.

Not considered contributing members of Garou society in the traditional sense, Cubs comprise the lowest rung of werewolf hierarchy: infant shapeshifters without the experience to be left to their own devices. Their existence is necessary, as they represent the next generation of Garou; they are heavily guarded and protected, so they may learn and grow in an environment where they are safe from outside influences. Many chafe under these restrictions, seeking early freedom, and they find themselves easy targets for enemies of the Garou, such as the Black Spiral Dancers or Pentex, as most Cubs are too untried to resist their attacks or see through their false promises.

The following qualities are the characteristics of a Cub:

- A Cub has no Rank. She is considered little more than a child by the Garou society of which she is now a part. All Cubs bear the moniker *Youngling*. (For more information, see **Chapter Nine: Social Systems: Monikers**, page 424). Cubs can earn Renown. The process is usually slow, but the Den Parents responsible for training Cubs run games, challenges, and exercises in which they can show their ability to take care of themselves and others while staying true to the tenets of the Litany. Cubs are also expected to help those of higher Rank with tasks, in order to learn more about their future responsibilities. Once they are ready, Cubs can challenge to go through the Rite of Passage and become Cliath, even if less than six months have passed, which is the typical limit for Rank challenges.
- A Cub can participate in rites.
- Cubs must always pay the additional Gnosis cost to activate gifts, as required when using gifts of a higher level than one's Rank background, as Cubs have 0 dots of the Rank background.
- Cubs are vulnerable to silver and Wyrm Taint as normal for all Garou.

Lost Cubs

The cataclysm of the onset of the Age of Apocalypse brought about the diaspora of the septs and destruction of most of the great caerns. In its wake, the Garou were forced to reexamine the antiquated methodologies that nearly lead to their demise, hoping to find new paths to rejuvenate the Garou Nation and prove that their war was not already lost. Tribes grew by shifting their traditions, and some deviations in once fervently held beliefs fragmented the nation into the Concordat of Stars and Sanctum of Gaia.

As the tribes clashed over the best course of action, yet another issue caused the nation to wither from within. Garou births decreased in frequency, becoming rare occurrences. Numerous children believed destined to become werewolves never experienced their First Change. The Garou Nation despaired; within a handful of generations, their numbers would be too low to continue the fight. The Elders of the nation, although determined to continue, were forced to face the inevitability of extinction and losing the war due to attrition of numbers. They questioned the spirits, asking what else they could change or reestablish, so they might continue their fight.

The answer came to them first in rumors that spread through the Garou Nation—an inordinate number of newly changed werewolves, far older than typical, were appearing in the

Cubs as Player-characters

Cubs are ideal character types for players who are new to **Werewolf: the Apocalypse**. As new shapeshifters, Cubs are considered to still be training in the ways of werewolf society. Even when they make mistakes, the consequences are frequently tailored as lessons designed to teach the Cub more about the reasons for her failure and how to prevent similar mistakes in the future. Storytellers should let Cub characters challenge for Rank when the player feels ready to move into more experienced roles.

Create Cub characters in the same fashion as a regular Garou, but without any dots in the Rank background. To play a Cub, you must purchase all required qualities for your Garou tribe or Fera breed within your Storyteller's setting, including the purchase of rarity merits.

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Lost Cubs as Player-characters

Lost Cubs are ideal character types for players who are new to **Werewolf: the Apocalypse**. As new shapeshifters who entered the supernatural world without the benefits of other Garou, Lost Cubs are still training in the ways of werewolf society. Even when they make mistakes, the consequences are frequently tailored as lessons designed to teach the Lost Cub more about the reasons for her failure and how to prevent similar mistakes in the future. Storytellers should let Lost Cub characters challenge for Rank when the player feels ready to move into more experienced roles.

A Lost Cub is created in the same fashion as a regular Garou character, but they cannot purchase dots in the Rank background during character creation. To play a Lost Cub, you must purchase all required qualities for your Garou tribe or Fera breed within your Storyteller's setting, including the purchase of rarity merits. A Lost Cub cannot purchase any merits that specifically pertain to being part of the Garou Nation. Your Storyteller is the final arbiter of which merits and flaws are or are not appropriate for a Lost Cub.

cities and areas surrounding septs. Further investigation of these nearly feral Cubs resulted in learning that they were attacked shortly before their First Change overtook them. Otherwise innocent bystanders in the apocalyptic urban warzone found themselves unceremoniously inducted into a world they never imagined. Rather than immediately killing these feral Cubs, many Theurges worked to bring them from their frenzy, discovering that beneath their rage, each was someone much like any other Garou Cub.

The discovery of these creatures, termed *Lost Cubs* by the Theurges studying them, was met with a great deal of trepidation in the Garou Nation. Many questioned the timing of the phenomenon. Was this just another trick devised by the Wyrm, another way to destroy the nation from within? Or had Gaia truly given her children one last means of bolstering their numbers in anticipation of the looming final battle of the war?

Lost Cub Characters

A *Lost Cub* is a werewolf that has undergone her First Change without the training or rites of the Garou Nation. The plight of Lost Cubs weighs heavily on Garou. Once rare phenomena, they have recently become all-too-frequent, as the Wyrm's slow corruption of Gaia manifests itself in the Garou population. These potential warriors are desperately needed in the Age of Apocalypse now more than ever, and the werewolves keenly feel the absence of each potential Garou who fails to change.

- A Lost Cub is created exactly the same as a Cub, but with the following attributes and limitations: A Lost Cub cannot purchase the Rank background and cannot possess Renown traits, but Garou can use their Renown traits to affect a Lost Cub.
- Lost Cubs can participate in rites.
- A Lost Cub cannot purchase more than seven total levels of gifts with XP. No single gift they purchase can exceed level 3. Lost Cubs may choose gifts with affinity from their associated tribe, or gifts from any auspice or breed affinity. Once they reach their limit of seven total levels of gifts, Lost Cubs cannot ever purchase additional gifts until they complete their Rite of Passate and purchase their 1st dot of the Rank background..

The Bite

"I was on fire. Every nerve ending tried to convince me that I was dead already, but my mind hadn't caught up yet. I prayed for death when I was ripping the skin off my arms, but it never came. I still have nightmares about it…probably always will."

—Kaden Roth, Cliath Glass Walker, Lost Cub

The onset of the Age of Apocalypse brought massive destruction to the Garou. Great caerns were brought to their foundations, septs were splintered, and umbral storms made escape impossible. The Wyrm attacked from all directions, sending twisted kinfolk and corrupted allies as secret saboteurs, poisoning the hearts of caerns using mystical toxins and shattering the Gauntlet, allowing hidden horrors from the Umbra to attack. Survival became paramount, overwhelming all other responsibilities. The Garou Nation and its allies fought the Wyrm to a standstill, but at a great cost.

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Once the septs began to reform, they quickly discovered a tidal wave of Lost Cubs, in greater numbers than had ever been seen before. Evidence quickly mounted, implying that the majority of these new Lost Cubs came to be as the result of a werewolf biting a seemingly random human. Garou quickly performed experiments in an attempt to determine the cause of this change. They discovered that the majority of those *Bitten* suffered a horrific illness and died within a short time, but a precious few endured the horrific ordeal.

When recovered, these Bitten werewolves successfully made it through their First Change. Some Theurges began to speculate that the natural balance was attempting to restore itself, perhaps through the aid of spirits, spontaneously evolving werewolf genetics in otherwise normal wolves and humans.

During the onset of the Age of Apocalypse, while the Garou fought for every breath and howled for their fallen, the Wyrm took advantage of their weakness to sink its claws deeper into Gaia. Centuries of slow and meticulous corruption culminated in furious battles, and Garou casualties were considerable as umbral storms devastated their numbers. Only then did the Garou Nation realize how deep the corruption truly ran throughout the Earth. The Wyrm had poisoned her waters and drained her life from deep within her bones, pulling her apart in a hundred ways. Broken Lands began to spring up; portions of the Gauntlet were torn away entirely. The drugs and poisons long-pumped into the ecosystem depleted Gaia's strength, lending aid to the minions of the Wyrm.

Less obvious, however, the corruption used against Gaia also seeped into the bones of humanity and manifested in new ways, contributing to the decline of full-Garou births, slowing them to a trickle. Potential werewolves became stuck in their development, just before their First Change. These individuals, known as *Unborn*, had existed previously, though in much fewer numbers. The Wyrm's efforts halted the transformation for a significant portion of the new generation of Cubs, creating a legion of Unborn. Nearly half a generation of werewolves was lost when the Garou Nation needed it the most. Extensive research eventually revealed the Wyrm's agents were actively denying these potential Garou their birthright—preventing them from crossing the spiritual bridge and realizing their full capabilities as werewolves.

An Unborn character is created using the same process as a kinfolk character, save they cannot purchase any Lore skill specializations or merits related to Garou society. (For more information, see **Kinfolk: Quick-Start Character Creation Guide: Creating a Kinfolk**, page 363.) The knowledge of the surge of newly-changed Bitten werewolves and the method of commencing their First Change was initially kept confidential; werewolf Elders needed to consider the implications of their appearance without causing further distraction to the nation. The Elders finally chose to take action when they realized that Black Spiral Dancers had already taken advantage of this emerging situation to recruit some of the untrained, abandoned individuals who had been Bitten in the chaos of the dawn of the Age of Apocalypse. Galliards spread the information about the Bitten throughout the Garou Nation, and Elders began to sanction use of the Bite to trigger a potential Garou's First Change, although many septs still refused to allow it to be administered, considering it a blight.

As the rumors and information spread, kinfolk throughout the nation approached their family members and tribemates, requesting they be allowed to serve and be given the Bite. After seeing the frequently lethal results of acquiescing to such requests, the Garou Nation discovered the Bite was not its salvation—it was as much a curse as a blessing—that killed as often as it worked.

Theories about the Bite

Since the Bite was first discovered, the Garou Nation has filled with theories regarding how it came to be and the meaning behind these new Bitten werewolves.

Some Galliards argued that the Bite has always existed. Myths from humanity reaching back to the Dark Ages told of wolf-like creatures that went mad, slaughtering everything within sight. Others felt this phenomenon is a recent development, a reflection of the spiritual schism between the Garou and Gaia. One thing is certain: when asked, spirits seemed puzzled by the question, asserting this situation is the way of life and they have little care as to how Garou come to be.

Many speculate this change is the natural balance attempting to restore itself—Gaia's response to a lack of active Garou spirits within the world. They believe the Bite has always been possible, but only in the Age of Apocalypse, with a dire need for warriors, has it been used to create new Garou. This theory holds popularity among most members of the nation, although some question why the Bite seems to only be successful on those who are already related to Garou. Some among the Uktena believe that ancestor spirits, trapped in the Umbra and denied their natural reincarnation, are forcefully attempting to join with Unborn werewolves. They are returning to the fight from which they have been barred.

Others feel the Bite is a direct attack, albeit a subtle one, from the Wyrm. They express concern that these Bitten are sleeper agents who will eventually be activated to bring down newly-restored caerns from within. While this theory

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does line up with the Wyrm's previous machinations, there has been no sign that Bitten hold any more Wyrm Taint than any other Garou in the nation. The Elders have largely dismissed this theory as nothing more than a fear of change.

Finally, there are those among the Garou Nation who believe the Bite is genetic, rather than spiritual, in disposition. In particular, Glass Walkers believe it's either a spontaneous mutation of werewolf genetics in otherwise normal wolves and humans, or an activation of dormant genes that would normally remain inactive throughout an individual's life. They theorize the Bite rouses this gene, sending the victim through her First Change. While this theory is popular among some Glass Walkers, the majority of werewolves believe the Bite is less scientific and more spiritual in nature.

Many questions remain about the nature of the Bite, and some Theurges have dedicated themselves to continued research regarding this phenomenon. As werewolf births continue to slow, the Garou Nation has come to understand the Bite may be means to an end, and a way to continue their fight in the war.

Enduring the Bite

Although some believe the Bite is the answer to many of the problems facing the Garou Nation, there is nothing easy or simple about this method of initiating a First Change. Early after the onset of the umbral storms, those who attempted the Bite quickly realized there was more to it than just biting a human and hoping for the best. While much is still unknown about how the Bite came to be and how it truly functions, Theurges have been able to discern some constants.

Only those with a spiritual connection to Gaia can ever benefit from the Bite. Kinfolk and Unborn—those who have a spiritual connection to Gaia, albeit dampened compared to a normal Garou—can be successfully Bitten and then find themselves full members of the Garou Nation. If the Bite is attempted on a mundane human, it always fails. Agonizing death strikes down the victim, as her mind and body fails to embrace the spirit of the Garou. Often, these humans will appear healthy for several days before swiftly succumbing to a violent flu-like death. Mundane medical help may help ease the symptoms these victims suffer; however, no cure has been found, and this death risks gaining unwanted attention that threatens the Veil. If a supernatural creature receives the Bite, she also suffers horribly from a flu-like illness for 28 days, but the spiritual change is unable to anchor itself into these souls. They do not change or die, but for many, the symptoms of the Bite make it seem like it would be the less-painful option.

Once an Unborn or kinfolk has been Bitten, she undergoes a dramatic mutation in her mind, body, and soul that lasts for exactly 28 days. This extended First Change is different for every kinfolk or Unborn, but they all experience a terrifying intensity unlike that of naturally changing Garou. Initially, a Bitten begins to feel as though she has come down with

DNA and Garou

For many years, the Wyrm used its minions to infiltrate the scientific community in order to create better weapons to use against the Garou. While Gaian werewolves failed to take advantage of such research, the Wyrm's agents had no qualms about taking these tools and bending them to their will, Pentex and its subsidiaries were particularly focused on this experimentation. Through their diligence, the Wyrm has produced tools, such as silver nitrate bullets and drugs intended to limit a shapeshifter's ability to change forms. Some minions of the Wyrm believe that, while Garou are half spirit, the genetic aspects of their abilities can be manipulated.

Rumors run wild of experimentation on captured Garou, kinfolk, and Bitten. These individuals are rarely seen again. If they are, they have often been corrupted beyond recognition. Pentex has long been known for its experiments on the genetic makeup of Garou, including its infiltration of the Valkenburg Foundation.

Many Garou feel the Valkenburg Foundation is dangerous and will ultimately cause more problems than it solves. However, this group has worked to identify the origins of the Bitten, and it has found ways to ease their transition after receiving the Bite. To date, several Bitten found their way to the foundation in hopes of being rehabilitated. The Valkenburg Foundation has largely gone underground in the wake of the umbral storms, but there are those who are still able to find their agents when the need arises.

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Fera and the Bitten

Although initially the Bite seemed reserved only for Garou, this new plague has spread to all of the Fera breeds, allowing them to inflict the Bite on their Unborn. Some shapeshifters take this fact as proof that the Bite is an engineered plague deliberately released into the Garou Nation. The Ratkin privately claim that the emergence of the Bite is a sign that they shall rise to rule the world in a new era they've deemed the Age of the Rat. Strangely, Black Spiral Dancers and Skin Dancers have not yet been able to enact the Bite on Unborn, suggesting that this new plague requires some sort of Gaian spiritual connection.

For more information, please see **Chapter Two: The World of Darkness, A Brief History of the World of Darkness, Age of Apocalypse, The Plagues of the Garou Nation**, page 61.

a violent strain of the flu, complete with high fevers, joint pain, vomiting, and hallucinations.

As the initial side effects taper after the first week, she finds herself filled with a deep hunger, often craving red meat and unable to feel full after meals. She begins to feel as though the world is too small; everywhere she goes is accompanied by a pressing feeling of claustrophobia and a desire to be in the wilderness. As she moves into the third week of symptoms, she begins to experience vivid hallucinations. She often hears someone speaking to her, just outside of her understanding. Bitten who have since joined the Garou Nation insist this is Gaia herself, whispering to help them through their anguish. As the kinfolk or Unborn enters the final stage of symptoms, she finds herself in constant agony and always on the verge of anger. Her nerve endings feel as though they are on fire. She thinks that if she could only rip away her skin, she could be free of the pain. Rage ripples through her body, and she is prone to violent outbreaks.

After 28 days, when the moon reaches its zenith, the individual goes through her First Change, taking on the auspice corresponding to the moon's phase on the night she was Bitten. Her experience is bloody and painful—ripping apart the Cub as she fully accepts the spiritual essence that makes her Garou. The frenzy of this change is brutal, as the new Garou seeks blood and violence, Rage powering her every move as she is in a persistent state of frenzy. When the sun rises, she finds herself back in her breed form. Unlike most young Garou, these Bitten remember every moment of their First Change, and they are well aware of atrocities they may have committed while they were raging monsters.

Often, kinfolk and Unborn do not survive the ordeal unless they are assisted by other Garou. Even then, they run the risk of losing themselves to their Rage. In these cases, the Cub never emerges from her frenzy and remains in her Crinos form until she is destroyed. A Bitten's First Change pushes her to her limits—physically, mentally, and spiritually. Only those who have a strong sense of will and self emerge through the ordeal unscathed.

Those who do survive this process find themselves thrust into a very different world, with only an inkling of the power they possess. Upon awakening from her First Change, a Bitten is drawn to the nearest werewolf, but does not yet possess the ability to tell Gaian Garou from Wyrm-tainted. Many of those who are abandoned find their way toward the Wyrm, thus adding additional soldiers to the enemy.

Although many septs are still wary of these creatures, most nonetheless allow them to remain and train them as they would any Cub. Individual packs often volunteer to sponsor a Bitten werewolf, helping guide these young Garou through the difficulties of their First Change and performing the Rite of Acceptance on them. The Bitten often find they have more difficulties connecting to the Garou Nation, as they must still fight against the belief that there is something unnatural about their existence. This mistrust is represented by the flaw Bitten, which must be taken by any character with this character history.

Bite Mechanics

The Bite can occur at any time, at player or Storyteller discretion, but only Unborn and kinfolk can successfully become Bitten werewolves. If a human or wolf is Bitten without this connection, she will eventually succumb to her illness and die. Supernatural creatures go through the wracking symptoms of the First Change illness, but these end after 28 days, much to their relief. Kinfolk to Fera can be successfully Bitten; however, this process often causes a great deal of conflict with local Fera populations, as the Bite is exceedingly controversial.

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Player-characters Bitten During Play

When a player-character, such as a kinfolk or a Unborn, is Bitten during the course of a chronicle, the Storyteller may choose to waive the test requirement for the character. The character may suffer other negative consequences, as any kinfolk should be extremely reticent to undertake an action that may end her life, but the first concern with player-characters and Bitten concepts should be telling an interesting story for the players within the Storyteller's chronicle.

Players who choose to take this path with their character should fully explore the pain and horror found within the Bite. This situation offers an interesting roleplay opportunity and avenue of growth for a character. Storytellers are encouraged to play up the negative aspects of the Bite to enhance this experience for the player.

Theurges have determined that the phase of moon during which an Unborn is Bitten determines the auspice she becomes, rather than the auspice into which she was born. Often, a Bitten Garou finds herself gravitating naturally towards the tribe of her progenitor, even if she possesses a strong genetic connection to her tribe, such as having the merit Heroic Lineage, before being Bitten. For example, a Black Fury kinfolk with the merit Heroic Lineage may find herself Bitten by a Glass Walker. While she would usually gravitate towards the tribe of her birth, she may instead find herself called to the Glass Walkers. This situation varies among Bitten Garou, as each explores the tribes available and finds one that will accept her upon completion of her Rite of Passage.

However, a Bitten werewolf's breed is defined by the circumstances of her birth, rather than the breed of her progenitor. Human kinfolk or Unborn become Homid-breed Garou; wolves become Lupus-breed werewolves. In addition, a character who has been Bitten is unable to Bite another, as the affliction that caused her to exist in the first place ensures that she does not have enough of a spiritual connection to Gaia to pass onto any potential progeny. Bitten Garou are sterile and do not produce children; the illness they endure preceding their First Change damages their ability to procreate.

In the event that a child who has not yet reached puberty is Bitten, the reaction is quite different. For 28 days following the Bite, the child exhibits the same symptoms detailed above. However, when the time comes for her to experience her First Change, the symptoms dramatically fade, leaving her with little more than a robust appetite and a desire for red meat. She retains a spiritual connection that lies dormant until she comes of age.

The Bitten in the Nation

Once a Bitten werewolf has survived her First Change, she often finds herself placed with other Cubs. These Garou are carefully watched to ensure they are stable, as many of the Bitten suffer extreme emotional difficulties stemming from the traumatic experience they suffered. Those who survive often find that the worst has passed.

Bitten Garou are identical to true-born Garou, save a strange uncomfortable feeling that Gaian Garou experience near them. While there are those within the Garou Nation who view the Bitten as the lowest of the low, seeing them as an undesired necessity in a time when other methods are failing, others feel that the Bitten are essential and welcome warriors of Gaia and treat them accordingly. Many Bitten Garou find they must work harder to prove themselves and overcome the stigma that has been attached to their method of creation. Some will attempt to hide their true nature from their sept-mates in order to prevent such bias.

Many Metis, in particular, have welcomed the advent of the Bitten, viewing the Bite as their way to finally contribute additional warriors to Gaia. Metis Garou understand the stigma attached to the Bitten, and often find themselves uniquely prepared to help these young Garou find their footing within the Garou Nation.

Many Elders have come to realize the Bitten represent a unique opportunity to replenish the warriors lost during the beginning of the Age of Apocalypse. They have grudgingly accepted that these new Garou may offer salvation when the Garou Nation needs it most. However, they have largely forbidden the practice of biting known kinfolk without explicit permission both from the tribe protecting the kinfolk and the kinfolk herself. These steps

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Bitten as Player Characters

A Bitten character is created the same as any Garou, but they must possess the Bitten flaw (see **Chapter Six: Merits and Flaws, Bitten**, page 322). Newly created Bitten use the same character creation process as Cub characters. For more information, see **Kinfolk, Cubs and Lost Cubs, Cubs**, page 362.

have been taken to ensure the kinfolk population is not depleted, as they remain an important aspect for the future of the Garou Nation.

The following are the unique qualities of a Bitten Garou:

- A Bitten werewolf cannot have children, nor can she Bite other kinfolk or Unborn to push them into the First Change.
- The Bitten cause a strange feeling to natural-born Garou, and characters with an appropriate Lore skill specialization can identify them as Bitten.
- The Bitten may select either Homid or Lupus for Breed.

Quick-Start Character Creation Guide: Transforming a Kinfolk or Unborn into the Bitten

The following information replaces the equivalent steps in the Werewolf Quick-Start creation guide, **Chapter Three: Character Creation, Quick-Start Character Creation Guide**, page 176.

Create Bitten werewolf characters using the same method as Cub characters, but with the following variations:

Step 4: Choose an Auspice

- The phase of the moon during the moment you were bitten determines your auspice.

Step 8: Choose Merits and Flaws

- You must select the flaw Bitten (2 points).

Example: Kinfolk to Bitten

River, a Child of Gaia kinfolk, is Bitten by a frenzying Get of Fenris warrior. River's player is interested in continuing a story about a peaceful protector finding herself as a ferocious warrior, and opts to accept being Bitten. River's player is going to convert the character into a Bitten werewolf.

River was playing a kinfolk of a common tribe and did not have to purchase a rarity merit when she created her character. Since she was Bitten by a Get of Fenris, she now rebuilds her character sheet as a Get of Fenris werewolf. She has 0 dots of the Rank background and is considered a Cub.

River chooses Homid as her character's breed form, since she was born as a human. River was also Bitten during the full moon, and thus takes Ahroun as her auspice.

River's player had purchased the following gifts as a kinfolk: Resist Pain, Persuasion, Falling Touch, and Take a Bullet. She now removes all the gifts from her sheet and receives a refund of the spent XP. As a new Homid Ahroun Get of Fenris, River again purchases Resist Pain and Persuasion, and she chooses an additional tribal affinity level 1 gift: Troll Skin. She removes Take a Bullet from her sheet, as she no longer has the Child of Gaia tribal affinity required for that gift.

As River is now a Cub, her costs for skills and backgrounds are now that of a werewolf. The player skips step four of the conversion process and moves on. River's player writes on her sheet the fact that, as new Garou, she now has a Gnosis pool of 10 and no Rank attribute bonus, as she is a Cub. She makes a note of the Get of Fenris tribal flaw.

Now that River is a werewolf, her player believes that some of her merits are no longer appropriate. She speaks with her Storyteller and decides to remove the Lucky merit, gaining 2 points of refunded XP.

The conversion process has left River with refunded XP. River's player decides she does not wish to repurchase Falling Touch and cannot repurchase Take a Bullet. She speaks with her Storyteller and gains approval to spend the additional XP on a different gift: Sense the Balance.

River's player can now purchase new merits, so long as she does not go above the 7-point merit cap. She may select from general or Get of Fenris tribal merits.

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Forms

A werewolf feels the most comfortable wearing the *form* in which she was born. Other shapes feel slightly awkward, like clothing that doesn't quite fit. Nevertheless, a Garou is expected to become adept in all five physical shapes, knowing how to utilize the particular strengths of each form.

Each Garou's forms are distinct—that is, she always turns into the same human, the same wolf, and so on, when she takes on the physical qualities of any of her forms. Minor physical alterations to a form (small piercings, dyed hair, or so forth) do not carry over from one form to another. Larger alterations (tattoos, scars, and the like) do carry over, and mark a Garou as distinct, regardless of the form she chooses to wear.

Shifting Forms

Shifting between forms normally requires expending one simple action. You may choose to spend a point of Gnosis to speed this process. If you opt to use Gnosis to shift, you adopt your new form instantly, without the need to spend an action.

The First Change is an exercise in agony, but as a werewolf begins to master her natural abilities, she is able to shift between forms quickly and without pain. Newly Bitten werewolves dread shifting forms, as they have yet to master the art of shapeshifting. Every change in form wreaks havoc with their bodies as their bones break and heal to adapt to their new forms.

When knocked unconscious or killed, most werewolves automatically return to their breed form without the need to spend actions. Homid-breed Garou automatically return to Homid form, and Lupus-breed Garou automatically return to Lupus form. Metis do not shift forms when they are knocked unconscious or die.

Homid

A werewolf in human form is said to be wearing her *Homid* skin. Werewolves in their Homid forms are visually and physically indistinguishable from normal humans, though a Garou's behavior may mark her as a feral, strange sort of person.

Form Benefit

There are no bonuses associated with Homid form, although Homid-breed characters in this form can more easily decrease their current Rage, if they choose (see **Rage: Losing Rage**, page 377).

Glabro

A werewolf between Homid and Crinos forms is said to be in *Glabro* form, the near-man. A Garou in Glabro form is taller and burlier than a normal human, and her face, hands, and shoulders usually show an unnatural abundance of hair, looking much like the classic wolf-man of horror movie fame. Most Glabro forms cannot be mistaken for human, though they could pass for unusually well-made costumes at a casual glance.

Form Benefit

A Garou in Glabro form inflicts aggravated damage when fighting with her claws, using her Brawl skill attack test pool. She also gains a +1 wild card bonus to her Brawl, Melee, and Firearms skill test pools and a +3 wild card bonus to her Dodge skill test pools. In Glabro form, she can fight using any weapon a human could use, including melee weapons and firearms.

Focus [Dexterity]

While in Glabro form, her Dodge skill wild card bonus increases to +5, instead of the standard +3 bonus.

Personal Items and Shifting Forms

Garou naturally form a spiritual bond with personal items that have been in close contact with them for a long period of time. Examples include: clothing or small items, such as a pistol, wallet, or even a smart phone, that are carried in one hand. This bond allows these objects to become part of a werewolf's body when she assumes other forms. A Garou who wears glasses while in her Homid form might discover that her Lupus form has circles of colored fur around her eyes. In addition, a werewolf automatically bonds with any attuned fetishes she might possess. However, armor lacking the empowerment of a fetish is too inflexible for shapeshifting; Garou cannot bond with mundane armor or retain it while they shift forms.

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Crinos

The werewolf form of legend and myth, *Crinos* is a massive war-form much larger and more wolf-like than a human. A Garou in Crinos form stands approximately nine feet tall; is covered in fur; has a muzzle of sharp, wolf-like teeth; and runs with a long, loping, hand-to-feet gait. It cannot be mistaken for man nor wolf, but is clearly and distinctly supernatural, even when seen from a distance. A non-supernatural human who sees a werewolf in Crinos form will be impacted by Delirium, suffering confusion, memory loss, and potential madness.

Characters in this form cannot use firearms or small or delicate technological devices, since her fingers are too large to operate fine mechanisms. In addition, many melee weapons' handles are too small for a Garou in Crinos form to use effectively, but shapeshifters often craft specialized weapons that can accommodate the form's large hands.

Form Benefit

A Garou in Crinos form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Brawl and Melee skill test pools.

Focus [Strength]

While in Crinos form, her Brawl and Melee skill wild card bonus increases to +6, instead of the standard +4 bonus.

Hispo

When a werewolf shifts between Crinos and Lupus forms, she enters a form known as *Hispo*. The Hispo form is a monstrously, unnaturally large wolf, reminiscent of dire wolves of legend. Such a massive creature stands nearly five feet high at the shoulder, and in close quarters, it could never be mistaken for a mere wolf or dog. When viewed at great distance, observers may mistake this form for a large wolf, but it is otherwise much too large to be natural. Since this form lacks opposable digits, a Garou in Hispo form cannot use weapons or most technological devices.

Form Benefit

A Garou in Hispo form can attempt a bite attack without needing to grapple her opponent first, and she deals aggravated damage when fighting with her teeth or claws, using her Brawl skill attack test pool. She also gains a +4 wild card bonus to her Brawl skill test pools.

Focus [Stamina]

While in Hispo form, she receives 3 total additional health levels, one in each wound category—1 Healthy, 1 Injured, and 1 Incapacitated health level.

Lupus

A werewolf in her wolf form is said to be wearing her *Lupus* skin. Lupus are visually indistinguishable from normal wolves, but based on the individual's tribe, she may appear to be a distinct member of the many breeds of wolf known throughout the world. Since this form lacks opposable digits, a Garou in Lupus Garou cannot use weapons or most technological devices.

Form Benefit

A Garou in Lupus form can attempt a bite attack without needing to grapple her opponent first. In addition, she can attempt to recognize others by scent and track them (see **Tracking**, page 402). Lupus-breed characters in this form can more easily decrease their current Rage, if they choose (see **Rage: Losing Rage**, page 377).

Form Benefits

Note: Although shapeshifter forms are listed using werewolf terminology, benefits for Fera forms correspond to their nearest Garou equivalent.

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	Homid	Glabro	Crinos	Hispo	Lupus
Garou	• None • (Homid-breed: can decrease Rage)	• Aggravated damage with claws • +3 bonus to Dodge • (Dexterity focus: Dodge bonus becomes +5)	• Aggravated damage with teeth and claws • Can bite without grappling • +4 bonus to Brawl and Melee • (Strength focus: Brawl and Melee bonus becomes +6)	• Aggravated damage with teeth and claws • Can bite without grappling • +4 bonus to Brawl • (Stamina focus: 3 additional health levels)	• Can track using scent • Can bite without grappling • (Lupus-breed: can decrease Rage)
Ajaba	• None • (Homid-breed: can decrease Rage)	•Aggravated damage with claws • +3 bonus to Brawl, Melee, and Firearms • +2 bonus to Intimidation and Athletics • (Strength focus: Brawl bonus becomes +5)	• Aggravated damage with teeth and claws • Can bite without grappling • +4 bonus to Brawl and Melee • +1 damage on bite attacks • (Strength focus: Brawl and Melee bonus becomes +6)	• Aggravated damage with teeth and claws • Can bite without grappling • Gains Hardened and Impact Absorption • (Stamina focus: 3 additional health levels)	• Can track using scent • Can bite without grappling • (Hyaenid-breed: can decrease Rage)
Ananasi	• None	• +2 bonus to Brawl, Intimidation, Athletics, and Dodge	• Aggravated damage with claws • Can bite without grappling • +4 bonus to Brawl and Athletics • +2 bonus to Dodge • (Strength focus: Brawl and Athletics bonus becomes +6)	• Aggravated damage with fangs and claws • Can bite without grappling • +2 bonus to Brawl • +1 bonus to Dodge • Can climb vertical surfaces at normal speed • (Stamina focus: 3 additional health levels)	• Can squeeze through small openings • All damage from incoming attacks is reduced to 1 point of damage
Bastet	• None • (Homid-breed: can decrease Rage)	• Aggravated damage with claws • +3 bonus to Dodge • (Dexterity focus: Dodge bonus becomes +5)	• Aggravated damage with teeth and claws • Can bite without grappling • +4 bonus to Brawl and Melee • (Strength focus: Brawl and Melee bonus becomes +6)	• Aggravated damage with teeth and claws • Can bite without grappling • +2 bonus to Brawl and Dodge • (Stamina focus: 3 additional health levels)	• Can track using scent • Can bite without grappling • (Feline-breed: can decrease Rage)

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	Homid	Glabro	Crinos	Hispo	Lupus
Corax	• None • (Homid-breed: can decrease Rage)	• Aggravated damage with claws • +1 bonus to Brawl, Melee, and Firearms • +2 bonus to Dodge • May take double steps for each action spent on movement • (Dexterity focus: Dodge bonus becomes +3)	• Aggravated damage with beak and claws • Can peck without grappling • +3 bonus to Brawl and Dodge • Flight: may take 6 steps in any direction for each action spent on movement • (Dexterity focus: Brawl and Dodge bonus becomes +4)	• Aggravated damage with beak and claws • Can peck without grappling • +2 bonus to Brawl and Dodge • Flight: May take double steps for each action spent on movement; can move in any direction • Can pick up objects in claws • (Stamina focus: 3 additional health levels)	• Can peck without grappling • +2 bonus to Athletics, Dodge, and Stealth • Flight: May take triple steps for each action spent on movement; can move in any direction • Can pick up and manipulate objects in claws • (Corvid-breed: can decrease Rage)
Gurahl	• None • (Homid-breed: can decrease Rage)	• Aggravated damage with claws • +3 bonus to Brawl, Melee, and Firearms • +2 bonus to Dodge • (Strength focus: Brawl bonus becomes +5)	• Aggravated damage with teeth and claws • Can bite without grappling • +5 bonus to Brawl and Melee • +1 damage on Brawl and Melee attacks • (Strength focus: Brawl and Melee bonus becomes +7)	• Aggravated damage with teeth and claws • Can bite without grappling • +4 bonus to Brawl • +2 bonus to Dodge • +1 damage on Brawl and Melee attacks • (Stamina focus: 3 additional health levels)	• Can track using scent • Can bite without grappling • +2 bonus to Athletics and Brawl • (Ursine-breed: can decrease Rage)
Kitsune	• None • (Homid-breed: can decrease Rage)	• +1 bonus to Athletics, Brawl, Melee, and Firearms • +2 bonus to Dodge • Gains Appearance social focus • May gain additional tail • (Dexterity focus: +2 bonus to Stealth)	• Aggravated damage with teeth • Can bite without grappling • +2 bonus to Athletics, Brawl, Firearms, and Melee • +3 bonus to Dodge • +1 damage on bite attacks • Can use tools and all weapons • May gain additional tail • (Stamina focus: 3 additional health levels)	• Aggravated damage with teeth and claws • Can bite without grappling • +3 bonus to Brawl • +2 bonus to Dodge • May gain additional tail • (Stamina focus: 3 additional health levels)	• Can track using scent • Can bite without grappling • +2 bonus to Dodge and Investigation • (Roko-breed: can decrease Rage)

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	Homid	Glabro	Crinos	Hispo	Lupus
Nuwisha	• None	• Aggravated damage with claws • +2 bonus to Dodge, Stealth, and Survival • (Dexterity focus: Dodge bonus becomes +4)	• Aggravated damage with teeth and claws • Can bite without grappling • +3 bonus to Brawl and Melee • +1 bonus to Dodge • (Strength focus: Brawl and Melee bonus becomes +5)	• Aggravated damage with teeth and claws • Can bite without grappling • +4 bonus to Stealth and Survival • +2 bonus to Dodge • (Stamina focus: 3 additional health levels)	• Can track using scent • Can bite without grappling • +2 bonus to Dodge, Stealth, and Survival
Ratkin	• None • (Homid-breed: can decrease Rage)	• +1 bonus to Athletics, Brawl, Melee, and Firearms • +2 bonus to Dodge • (Dexterity focus: +2 bonus to Stealth)	• Aggravated damage with teeth • Can bite without grappling • +4 bonus to Athletics and Dodge • +2 damage on Brawl and Melee attacks • Can use tools and all weapons • Gains prehensile tail • (Dexterity focus: Athletics and Dodge bonus becomes +6)	• Aggravated damage with teeth and claws • Can bite without grappling • +3 bonus to Brawl • +2 bonus to Dodge • (Stamina focus: 3 additional health levels)	• Can track using scent • Can bite without grappling • +2 bonus to Investigation and Stealth • Can climb without movement penalty, carrying twice their weight • (Rodens-breed: can decrease Rage)
Rokea	• None • (Homid-breed: can decrease Rage)	• +2 bonus to Brawl, Melee, and Firearms • (Stamina focus: 3 additional health levels)	• Aggravated damage with teeth and claws • Can bite without grappling • +6 bonus to Brawl • +1 aggravated damage on bite attacks • Swim: can breathe underwater • Sending: can communicate to other Rokea up to a mile away while underwater • (Strength focus: Base damage on bite attack rises to 3 points of damage)	• Aggravated damate with teeth • Can bite without grappling • +6 bonus to Brawl • +2 aggravated damage on bite attacks • Swim: can breathe underwater • Sending: can communicate to other Rokea up to a mile away while underwater • (Strength focus: Base damage on bite attack rises to 4 points of damage)	• Can track using scent underwater • Swim: can breathe underwater • Sending: can communicate to other Rokea up to a mile away while underwater • (Squamus-breed: can decrease Rage)

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Gnosis

In **Mind's Eye Theatre**, the amount of spiritual energy within a Garou is measured in units called *Gnosis* points. The full amount of Gnosis in a werewolf's system is referred to as her Gnosis pool. Gnosis is an expression of the connection to a character's spiritual nature: a way to fuel gifts and to cross over into the spiritual realms.

While Rage makes warriors out the Garou and Fera, they are more than beasts answering the call to protect with their anger. When Luna blessed the Garou with Rage, Gaia imbued them with Gnosis, a reminder they are half-spirit, balancing between a world of bestial force and calculating intellect. Werewolves are of both flesh and spirit. Gnosis allows Garou and Fera to keep a foot in the material world and their minds connected to the spiritual realms.

Gnosis permits Garou and Fera to call to spirits and to be recognized as like them, even if the shapeshifters hold a physical form. Gnosis also allows shapeshifters to fuel the gifts given to them by their spiritual counterparts, calling on intangible forces to make their will manifest within the earthly realms. Gaia required the Garou and Fera to act as her warriors, her protectors, and her senses, but reminds them in every way they are also sacred shamans, answering to a holy calling.

Characters have a maximum Gnosis pool of 10, which can only be increased through certain gifts or merits. There is no limit to the amount of Gnosis you can spend in a turn.

Spending Gnosis

Gnosis can be used in the following ways:

- Garou expend Gnosis to fuel those gifts and merits that require it.
- Garou can expend Gnosis to instantaneously shift into certain forms, depending on their breed. See **Forms**, page 371.
- Stamina-focused werewolves who have access to the regeneration benefit can spend a point of Gnosis at the start of their Everyman round in order to gain an additional point of healing that turn.
- Gnosis cannot be spent during Rage rounds (see **Chapter Seven: Core Systems, Combat, Rage Rounds**, page 341).

Recovering Gnosis

While Gnosis has always been a valuable resource to the Garou and Fera, recent events have made it scarce and more difficult to obtain. Recovering Gnosis takes more work than ever before, every expenditure a possible misstep only realized in later regrets.

Gnosis can be recovered the following ways:

- Through the use of gifts or merits that restore Gnosis.
- Through meditating in a caern, shard caern, or other umbral pocket realm that has a plentiful amount of Gnosis (see **Chapter Thirteen: The Umbra**, page 583). Gnosis is recovered at the rate of 1 point per 15 minutes, as long as the Garou or Fera does not enter combat.
- Through meditating in the Material Realm in an aligned affinity zone. Gnosis is recovered at the rate of 1 point per hour, as long as the Garou or Fera does not enter combat.
- Through bargaining with spirits with service in exchange for Gnosis. (See **Chapter Fourteen: Allies and Antagonists: Spirits**, page 620.

Running out of Gnosis

Gnosis is the livewire joining Garou and Fera to the spirits. When it dwindles to nothing, the connection to their spiritual halves temporarily snaps, and this loss is felt deep within a shapeshifter's soul. While the disconnect may be brief for a Garou or Fera, every time she has no Gnosis, she is flooded with anxiety and believes she may have broken her connection to her spiritual side permanently. Fear rushes in, replacing contact with the spirit realm with overwhelming panic. When a Garou or Fera runs out of Gnosis, she risks falling into a fox frenzy. (See **Rage: Seethe Traits: Types of Frenzy, Fox Frenzy**, page 380).

Rage

"Bitterness is like cancer. It eats upon the host.
But anger is like fire. It burns it all clean."
—Maya Angelou

Rage is a supernatural fury that fuels the spirits of all Garou. This ferocious anger was given to the Garou by Luna, the powerful and venerated Celestine spirit of the moon. Rage is inherent to all werewolves. It is the slow burn of anger against injustices that have been heaped upon Mother Gaia, and it lies unquenchable in the souls of her children.

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Early on, Garou learn to keep this anger in check, though the aura of its presence cannot be hidden, causing humans to flinch unconsciously at the predator in their midst. When thrust into danger or excitement, these carefully crafted emotional leashes shatter, releasing from within a fury both awe- and terror-inspiring.

Using Rage, a Garou can accomplish amazing feats, especially in battle, where this quality can be used to gain frightening combat abilities. However, losing control by gaining too much Rage results in an uncontrollable frenzy. If your Rage rises above 7, your ability to think rationally deteriorates. Garou lost in the throes of great Rage have been known to kill their companions as well as their enemies. Frenzy is a tool that can be used to great effect when directed at the enemies of Gaia. When it backlashes, however, it gains another name: *Thrall of the Wyrm*. When a Garou cannot tell friend from foe, and cares only for the feel of flesh rending beneath her claws, true horror is revealed.

Gaining Rage

Rage is an omnipresent factor in the life of a Garou. It is always there, leashed within her soul and waiting to lash out and fuel the flash of tooth and claw. As a werewolf is exposed to the stimulus and adrenaline that draws this anger out, it grows. Slowly in some cases, and in prodigious leaps when spurred by spiritual gifts, the fact remains that while Rage can be slowed, it can never be conquered.

All werewolves start combat with 1 point of Rage and gain more Rage as a combat scenario progresses.

- In combat, a Garou gains 1 Rage at the start of every successive Everyman initiative each turn. For example, a werewolf starts combat at Rage 1. If nothing else triggers a deliberate increase of Rage for the remainder that turn, such as the use of Rage-increasing gift, Her Rage level increases to Rage 2 at the start of her next Everyman initiative. All Rage benefits occur immediately after this increase. If a Garou is a Homid-breed in Homid form or a Lupus-breed in Lupus form, she may choose to forgo gaining this Rage. Otherwise this Rage is gained automatically.
- The first time each combat that a Garou takes damage from an enemy attack, she may choose to gain 1 Rage.
- Once per combat, if the moon is visible, and the moon's phase corresponds to her auspice, a Garou can spend a simple action looking at the moon in order to gain 1 point of Rage.

Losing Rage

Managing the Rage within is one of the very first lessons that Den Parents must teach the Cubs and Cliath under their care. While Rage is a powerful tool in the arsenal of war, one innately possessed by all Garou, learning to release that anger in a way that does no harm to allies and innocents is much harder to accomplish. This harmful potential is one of the reasons that Garou run in packs, watching each other and ensuring that those early lessons are never forgotten, no matter the reason.

Rage is a powerful weapon, but like many powerful tools, it can present dangers to those who wield it carelessly. The passionate fury of Rage can overwhelm its user, resulting in terrifying frenzy and deadly rampages. Garou often strategically vent small amounts of Rage to maintain power without losing control.

- If a Garou goes two full turns without attacking or being attacked, she is considered to be out of combat. Out of combat, a Garou automatically loses 1 Rage per turn until she is down to a single point of Rage. If she attacks or is attacked, she reenters combat and begins accumulating Rage points again.
- A Garou who is knocked unconscious is immediately reduced to a single point of Rage.
- A Garou who kills an enemy may choose to lose up to 3 points of Rage.
- During the Everyman round, a Garou may choose to spend an action (simple or standard) to vent 1 point of Rage; if she spends both of her actions, she can vent 2 points of Rage. A werewolf who uses her actions to vent her Rage can still take actions during Rage rounds later in the turn, assuming she still has enough Rage to do so. The mindset needed to move at supernatural speed prevents Garou from dissipating Rage during Rage rounds.
- During the Everyman round, a Homid-breed Garou in Homid form or a Lupus-breed in Lupus form may opt to spend a simple action to vent 1 to 3 points of Rage. The player chooses how much Rage is lost in this manner.
- Certain gifts can lower a Garou's Rage. In no case can a Garou's Rage drop below 0 points.

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Gaining and Losing Rage outside of Combat

A number of gifts allow for the gain and loss of Rage, allowing for the possibility that a character's Rage levels could be affected before combat begins.

Gaining points of Rage outside of combat does not have a lasting effect, unless the gift itself specifies otherwise. If Rage is like a spark, then it requires the fuel of combat to sustain itself. Outside of combat, a Garou's Rage reverts to its natural level: 1 point.

However, in the event that a Garou's Rage is lowered to 0 points, it remains at that level for the next 10 minutes. Should she enter combat, she begins the fight at 0 points of Rage, but gains Rage normally. If during the 10-minute recovery duration, her Rage is raised above 0 outside of combat, her Rage again reverts to its natural level of 1 point.

Rage Effects

Your character's current level of Rage grants her a number of benefits. Compare your Rage level to the chart below; you gain all of the benefits and drawbacks equal to or lower than your current Rage level. For example, a character who currently has 9 points of Rage gains the benefits (and drawbacks) from Rage levels 1, 2, 3, 4, 5, 6, 7, 8, and 9.

Rage	Benefit	Drawback
1	Regeneration I (Garou begin combat with 1 point of Rage)	
2	Additional Damage I	
3	Rage Action I	
4	Regeneration II	
5	Additional Damage II	
6	Rage Action II	
7	Regeneration III	
8	Additional Damage III	Anger Frenzy: Stage 1
9	Rage Action III	Anger Frenzy: Stage 2
10	Regeneration IV	Anger Frenzy: Stage 3

Regeneration

Garou with enough Rage to gain the Regeneration benefit automatically heal a number of points of normal damage equal to their regeneration level at the start of their Everyman action each turn. For example, a character currently at 4 points of Rage has Regeneration II and automatically heals 2 points of damage at the start of her Everyman round.

Rather than healing a point of normal damage, a Garou may instead downgrade a point of aggravated damage to normal damage. Garou capable of regenerating more than 1 point of damage at a time may choose to use two points of healing to downgrade a point of aggravated damage to normal damage, and then heal it.

Regeneration does not function during Rage actions.

Additional Damage

Garou with enough Rage to gain the Additional Damage benefit automatically inflict additional damage when making Brawl or Melee attacks. The extra damage equals their current level of the Additional Damage benefit. For example, a character that currently has 5 points of Rage inflicts 2 additional points of damage with each Brawl or Melee attack, for a total of 3 damage.

Rage Actions

Garou with enough Rage to gain the Rage Action benefit obtain the ability to fight at supernatural speeds, allowing them to act during Rage rounds each turn. The number of Rage rounds gained equals the level of the Rage Action benefit. For example, a Garou with 6 points of Rage has access to Rage Action II, gaining two additional opportunities to act each turn.

Rage Actions resolve in a series of special rounds known as Rage rounds. For more information on Rage rounds, see **Chapter Seven: Core Systems, Measuring Time**, page 399 and **Maximum Attacks per Round**, page 346.

Frenzy During Combat

The most potent expression of Rage is *anger frenzy*. A double-edged sword, it can give a werewolf the edge she needs to destroy an enemy or send her swiftly spiraling into a maelstrom of indiscriminate violence. The deeper a Garou descends into the grip of frenzy, the more she reverts to her feral nature within. The first steps of frenzy wrest away a werewolf's ability to focus her thoughts on anything beyond the thrill of war, before the third stage of frenzy removes any remaining sanity, turning a battlefield into utter carnage.

Anger Frenzy: Stage 1

Once you have 8 or more points of Rage, your fury is such that you can no longer use weapons or spend Gnosis. Only

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blooding your enemies with your hands, teeth, or claws sates you. Additionally, your character's Dodge skill defense test pools receive a -2 penalty.

Anger Frenzy: Stage 2

Riding a wave of anger, you shift into Crinos form and cannot willingly shift into any other form until your Rage drops below level 9. This shift into Crinos form doesn't require an action or an expenditure of Gnosis. Your Dodge skill defense test pools receive an additional -3 penalty, which stacks with the stage 1 penalty, for a total penalty of -5.

Anger Frenzy Stage 3

Rage has consumed all of your self-control, taking away your ability to reason and tell friend from foe. You must spend every action attacking or moving towards a new target within your line of sight. You cannot retreat, attempt to reduce your Rage, or use gifts. When your enemies fall, you turn on your friends and keep fighting. You do not lose Rage when you kill your targets, and no character's actions or powers can reduce your Rage. Your frenzy ends only after you lose consciousness or stand alone on the field of battle.

Seethe Traits

Rage is spiritual gunpowder for Garou and Fera. It can be meticulously stored away and its use painstakingly managed, but only one second of inattention or one wrong movement can cause it to detonate, turning a shapeshifter from a collected warrior into a bestial force that turns on even her closest friends. Its devastation, however, is not simply tied to intense moments while fighting. Garou and Fera also experience heightened responses to emotional stimuli, causing them to explode in situations where restraint might be preferred.

Whenever a character undergoes a moment of frustration or anger, the Storyteller or a narrator can assign her a trait known as *Seethe*. Alternately, a player may choose to assign a Seethe trait to herself, if she feels it would be appropriate for her character.

Some of the ways a Garou might gain a Seethe trait include:

- **Struck by Silver:** Silver is anathema to the Garou. Every time it hits their skin, it burns them to their core, leaving its imprint in more ways than just scars. The Garou expect its use inside of battle, where honor may have less importance than victory, but they cannot control their anger when this bane is used on them outside of combat.
- **Loss of all Gnosis:** Gnosis, like Rage, is a gift from Gaia that reflects a shapeshifter's connection to her spiritual half. It represents her ability to use gifts and move into the Umbra. If a shapeshifter loses all of her Gnosis, she can feel her connection to her spiritual half snap, sending her temporarily reeling as she loses control of herself.
- **Loss of Face:** Pride is a poison that fuels and amplifies anger. Any insult, frustration, or humiliation taps into a Garou's rage. This trigger can be an innocent jape, a public failure, or even a defeat in a Staredown challenge.
- **Battle Fury:** Violence naturally generates rage. Any attack or significant injury inflicting 3 or more points of damage generates Seethe traits.

A character should typically receive only 1 Seethe trait at a time, but she may accumulate more than 1 Seethe trait during the course of a scene, if her patience is severely or repeatedly tested. Seethe traits fade at a rate of 1 per hour for each continuous hour that passes without your character earning another Seethe trait. Certain skills, merits, and powers can affect a character's Seethe traits, either adding to or removing from her total.

Frenzy Static Challenge

During a dramatically appropriate moment, when a Garou is enduring a situation that might trigger frenzy, the storyteller should call for a frenzy challenge. The test pool for a static challenge to resist frenzy is comprised of your character's Mental attribute + current Willpower versus 12 + the number of Seethe traits she currently possesses. If she succeeds, she retains her emotional control, but may still act out in other ways that reflect anger or fear. (For more information on static challenges, see **Chapter Seven: Core Systems: Challenges, Static Challenges**, page 334.)

No challenge is made if your character enters anger frenzy due to having 8 or more points of Rage during combat; in such cases, entering anger frenzy is automatic. If she reaches level 8 or higher on the Rage track, or if she fails her frenzy static challenge, she enters frenzy.

The type of frenzy inflicted depends on the emotion that triggered the frenzy, and whether it elicits fear or anger. If there is any question about the type of frenzy the character enters, the Storyteller is the final arbiter of such a decision. If a character has entered the first stage or higher of Wyrm Taint, she falls into Thrall of the Wyrm Frenzy instead. Garou consider the loss of control to frenzy an embarrassing misstep, and such an event may result in the loss of Renown.

There are three types of frenzy:

- Anger frenzy
- Fox frenzy
- Thrall of the Wyrm frenzy

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Anger Frenzy

Anger frenzy is the ultimate expression of a Garou's rage, focusing all of its energy into violence and destruction. If you were not already in combat and enter anger frenzy due to losing a frenzy challenge, you immediately shift into Crinos form without spending an action or Gnosis and attack the target of your anger, beginning a combat and suffering the penalties of anger frenzy: stage 1. If your target escapes, you must spend three rounds venting your rage on your surroundings until the anger frenzy fades.

You suffer all of the penalties of anger frenzy: stage 1 (see **Rage: Rage Effects, Frenzy During Combat**, page 378). During the course of this combat, if you reach a level of Rage that would normally cause you to enter anger frenzy—at 8 or more points of Rage—you suffer from the effects of the next-highest stage of frenzy. For example, if you reach 8 points of Rage while in anger frenzy: stage 1, you suffer from anger frenzy: stage 2, instead of the typical anger frenzy: stage 1. In addition, while under the effects of an anger frenzy, your Dodge-based skill defense test pools receive a -5 penalty. If you receive enough damage to reach your Incapacitated wound track, your anger frenzy automatically transitions into a fox frenzy.

Fox Frenzy

Fox frenzy is the submissive side of Rage, when your fear takes over your instincts and you must flee from the source of your trigger. If a you enter fox (fear) frenzy, you shift into Lupus form—or the equivalent form for a Fera—and run away from anyone and anything that has the potential to harm you or acts aggressively towards you. You only attack if someone has blocked your path or cornered you, but you will abandon the fight the moment you are able to escape. Fox frenzy ends when you escape from your threats and have spent 10 minutes hiding in a safe place. Characters immune to fox frenzy enter to anger frenzy instead.

Thrall of the Wyrm Frenzy

Thrall of the Wyrm frenzy is a berserker rage that pays no heed to the rules of the Litany or personal honor. It reflects the seductive element of Rage, when you seek pleasure in the death of others. If you are in the third stage or higher of Wyrm Taint and you slip into an anger frenzy, you feel an uncontrollable urge for the flesh of your enemies. You immediately shift into Crinos form and are unable to sate your anger until every creature is eliminated from your sight. This hunger drives every action; no gifts or powers, such as Direct the Storm, can control or mute your frenzy. If you defeat a target, you must attempt to consume her flesh or mutilate its body. You can only escape this frenzy if no targets remain for you to attack, or you are incapacitated.

Harano

"A bane can only kill you. Harano hollows your soul, leaving you a fading ghost, begging for oblivion. The only cure is life."

— Strength of Wisdom, Ahroun, Silver Fang

Poetic tales sung by Galliards from the Age of Heroes referred to *Harano* with a euphemism, "the inexplicable gloom that attacks the mind and soul." Harano is a spiritual and psychological condition triggered by the traumatic events that Garou suffer during their war to preserve Gaia from the Wyrm's corruption. Old legends also suggest Harano occurs when a werewolf's heart opens to truths normally ignored, in order to preserve her sanity. Such realizations might include the weight of knowing that werewolves have battled the Wyrm for millennia without making headway, or the Garou Nation's inadvertent contributions to Gaia's endless suffering throughout history, or feeling some measure of her pain as her body burns and twists, ravaged by humans and the Wyrm.

Once, merely accusing a leader of being struck low by Harano would cause scandal, giving opportunities for challenges and Staredowns. Countless generations of bold warriors and stalwart protectors hid their sorrows, fearful their maladies would be seen as weakness by their rivals. Few spoke of Harano besides Galliards; the nation entrusted its tale-singers with lifting the spirits of their fellow Garou. Harano provided yet another reason for werewolves to come together at moots and rage against afflictions of the soul.

In recent years, however, the destruction and splintering of the world's caerns and old septs has devastated numerous Garou, sparking an epidemic of Harano more potent and crippling than ever seen before. Theurges believe the very soul of the Garou Nation is now at stake, as more werewolves succumb to despair in the Age of Apocalypse. The spiritualists argue that the recent malaise comes from lack of communication with Gaia. As inexplicable gloom settles into werewolves' minds, some wonder aloud if the world has indeed died and if all of the Garou's efforts are merely akin to blowing on the embers of a fire long extinguished.

Harano in the Modern World

Modern psychiatric medicine has prioritized the exploration of the impact of post-traumatic stress disorder, major depression, anxiety disorders, and related conditions. Physicians have only recently begun to recognize the full range of symptoms of these conditions and how they affect those suffering from them. Among the members of the Garou Nation, some believe that Harano might be a similar condition occurring in shapeshifters. Afflicted Garou may

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Post-Traumatic Stress Disorder, Depression, Anxiety Disorders, and the Real World

The ancient Greeks believed a play was only valuable as a work of art if it facilitated the purification of destructive emotions, a process they called *catharsis*. The Harano mechanics are designed to help players simulate the experiences of war and depression. Empathy comes from being able to imagine the perspective of others. When experimenting with your roleplaying, it's important to remember that many real people, both brave and strong, suffer from post-traumatic stress disorder, depression, and other mental health conditions. While Harano is an important aspect of the game, its symptoms are also a matter to be treated respectfully.

express symptoms resembling the above disorders, as the collective suffering of a millennia-long war presses heavily on them.

Those suffering from Harano may not see themselves as ill—the veil it lays over their emotions mutes a shapeshifter's feelings of rage and suppresses her ability to find joy, feel anger, or find motivation to act. Those afflicted may feel they are finally seeing the world and their struggles through sharpened eyes, their minds finally clear enough to see their lives and battles as useless fallacies.

Gaining Harano

Mind's Eye Theatre: Werewolf The Apocalypse focuses on stories about raging against the dying of the light in the face of sorrow and fading hope. Harano is the mechanic through which players can measure these horrors and contextualize their emotions in order to create meaningful, immersive stories in the **World of Darkness**.

A werewolf gains Harano by enduring torments and witnessing the despair prevalent in the **World of Darkness**. Storytellers should avoid interrupting an ongoing scene to give a character a point of Harano. Instead, let players know they have become infected with Harano when the action comes to a close, allowing them the opportunity to roleplay through the effects of this spiritual condition.

It is recommended that Storytellers only increase Harano by one stage per scenario, unless a character experiences a truly extreme and unusual moment of horror or despair.

Common ways to gain a point of Harano:

- Grieving the loss of a packmate or loved one
- Surviving a near-death experience
- Witnessing the destruction of a caern
- Suffering a major defeat against the Wyrm
- Losing Rank
- Witnessing or failing to stop ecological devastation of the land

Stages of Harano

There are five stages of Harano, each representing a graduation of this condition, with debilitating effects. Each increase of Harano gained pushes the character into the next stage of Harano, and she suffers cumulatively from all of the effects of her current stage of Harano, as well as the previous stages. For example, if you suffer from the third stage of Harano, you experience all of the symptoms and penalties from the first and second stages, as well as the third stage.

- **First Stage:** Nagging doubts and inexplicable sorrow plague your heart over trivial matters. Motivation and attention to detail is difficult. You suffer from all of the penalties of the **Flaw: Careless** (see **Chapter Five: Merits and Flaws, Flaws, Careless**, page 323).
- **Second Stage:** Rest or concentration feels impossible as you experience an adrenaline-soaked sense of potent hyperawareness, always preparing for yet-another battle or ambush that might occur at any moment. You suffer from insomnia, and you appear tired, irritable, and withdrawn to others. When testing for anger frenzy, you receive a +2 penalty to your current Rage level, as though you have 2 additional points of Rage. For example, if you have 6 points of Rage, you would be in anger frenzy: stage 1, but benefit from Rage level 6 on the Rage track. However, after accounting for your +2 penalty to your Rage level, you enter anger frenzy: stage 1, as though you had 8 points of Rage, instead of 6 points.

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- **Third Stage:** Anxiety and flashes of traumatic memories alter your perception of the world, transforming life into a series of disappointments and derogations. When presented with a reminder of one of the traumatic experiences that led you to Harano, you suffer from the Derangement: Incapacitated: Traumatic Event. You also have persistent thoughts of a future in ruins, which you believe is the only possible end for your war.

- **Fourth Stage:** You know in your heart that Gaia is gone and the world is lost, because you and your kin failed. Food and drink lose their taste. There is no joy in this life, only regret. You cannot regain Willpower until you have recovered from this stage of Harano.

- **Fifth Stage:** Your spirit has completely dissociated from your body. You have no joy, nor anger—only the comfort of nothingness. You are unable to take any action, even feeding yourself, unless forced by another.

Fighting Harano: Treatment and Recovery

"What glory is there to slay the beasts of the Wyrm, if there are no Galliards to sing of our deeds and soothe the soul when we return to the hearth?"

— Strength of Wisdom, Ahroun, Silver Fang

The diaspora of the septs scattered the Garou Nation, sparking an epidemic of Harano that inflicted werewolves of every type, from the eldest of the tribes to young Cubs eager for a taste of adventure. This disaster might have wiped out the remains of the Garou, if the leadership of the Sanctum of Gaia had not encouraged a staunch return to tradition and celebration of the old ways. This political maneuver turned into a brilliant stroke of luck, as moots and rites became the backbone of the fight against Harano.

Speaking openly of Harano is still considered taboo in many septs, yet several offer silent kindness to those inflicted. A good portion of sept life has evolved to defend against and recover from Harano, from moots to lift the spirits of those returning from the battlefield to rites to commune with the spirits and renew hope.

Participation in the following moots and rites may eliminate 1 or more points of Harano:

- **Moot: Slap Dance Feast** (see **Chapter Nine: Social Systems: Moots, Slap Dance Feast**, page 441)

- **Rite: Lunar Celebration** (see **Chapter Eleven: The Garou Nation, Rites, Lunar Celebration**, page 547)

Delirium

During the Age of Impergium, the Garou hunted human beings, fearing their growing power and seeking to reduce their numbers. This practice carried on for millennia, as they winnowed humans' numbers through claws and teeth, culling them as out-of-control prey animals. Humans were coursed like vermin, torn apart by creatures they stood little chance against.

Even after the blood slowed and thousands of years passed, humans never rid themselves of their primordial fear of being hunted and devoured by Crinos Garou. While the details of the mass purges are hidden deep within pre-history, human consciousness can't suppress its recognition of the beast and the carnage of which it is capable. Even in modern times, irrationality still tears at the heels of human souls, chasing them into terror when they see a Garou or Fera take a form from their primal nightmares. When a human witnesses the fearsome supernatural sight of a shapeshifter in her Crinos form, that human is overcome by a particular unique type of madness known as the *Delirium*.

Some Garou and Fera consider this dread an instinctual weakness and a sign human minds are too weak and inflexible to overcome the past. Others consider it the opposite: a strength allowing humans to carry on even when confronted with their deepest fears. Regardless of their opinions on this debate, no Garou or Fera doubts the Delirium's power and usefulness.

Some Garou and Fera have merits or other benefits that diminish the power of the Delirium, while others have flaws or disadvantages that increase humans' susceptibility to Delirium in their presence.

Effects of the Delirium

When humans see Garou or Fera in their Crinos forms, the humans are affected with an extreme madness, reflecting their primal recognition of monsters that nearly drove them to the brink of extinction. Humans who reach this state are completely irrational and make decisions based on fear, rather than logic. They surrender to the animalistic notion that they must fight or flee to survive. Kinfolk and other partially-supernatural humans, such as ghouls or humans with True Faith, are immune to the Delirium, as are fully supernatural creatures, such as vampires, mages, ghosts, and the fae. A few groups of hunters are rumored to have learned to train their members to ignore the Delirium for short periods of time.

There are a number of symptoms associated with the Delirium. Humans suffer differently according to their Stock NPC rating:

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NPC Rating	Amnesia	Delirium Effects
1	Yes	**Panic:** The human loses any semblance of rationality. She may faint, freeze up, or run chaotically and uncontrollably.
2	Yes	**Disbelief:** The human struggles with the reality of her situation. She may curl up into a ball, seek out a place to hide, or simply cover her face in hopes the monster will go away.
3	Yes	**Terror:** The human is struck with fear, though she retains some lucidity. She may escape intelligently or attempt to plea for her life.
4	No, but will rationalize	**Controlled Fear:** The human does not panic, but feels a natural fear of the Garou. She remains in control of her actions, and may investigate this encounter later.
5+	No	**Unaffected:** A human experiences no effects of the Delirium. She may cautiously retreat or take up a weapon in an attempt to hunt the Garou. Mundane humans possessing this degree of stoicism are incredibly rare.

Human NPCs that have full character sheets are affected by Delirium at the Storyteller's discretion.

Delirium and Amnesia

Nearly all humans who have experienced Delirium forget everything they have seen during their time in that state. The fear stays with them; however, and those who repeatedly experience Delirium are prone to suffer its symptoms more severely or gain derangements from their exposure to shapeshifters. It is the Storyteller's discretion whether or not a human gains a derangement as a result of repeated time spent in Delirium. Humans of Stock NPC rating 4 or higher rationalize their experience, rearranging or dismissing their encounter to eliminate the belief that anything supernatural could have happened. However, such individuals often retain a lingering curiosity about their experience, and they may return to the scene to investigate later, opening a new host of problems.

The Curse

While Garou derive tremendous strength from their Rage, this power is not without cost. Serving as the vessel for Luna's fury leaves a lingering impression, which manifests itself as an aura of predatory menace. The *Curse* is the human recognition of a Garou's supernaturally bestial nature and her capacity for Rage. It is an affliction, enabling mortals to feel the monstrosity within Garou so strongly that it overwhelms any previous loyalties, causing humans to react with hostility to shapeshifters.

A newly changed werewolf may not understand why she can likely never go home. The First Change takes a Garou from her previous life, where she may have friends or supportive packs, and infuses her with supernatural elements that prevent her from returning to the comforts she previously knew. While she may try to maintain her relationships with human friends or a wolf pack, she chafes at the discovery

Recording the Delirium

The power of the Delirium over the human brain is so potent that even a photograph or video recording of a werewolf in Crinos can have a strange effect. A small part of the amygdala rejects the information presented, resulting in a strange "uncanny valley" effect. To such an observer, the Crinos seems almost too realistic to be believable and the average human's mind simply refuses to believe it could be real. Most humans pass off such recordings as special effects and pranks. Hunters and those possessing specialized lore can recognize a Crinos form for what it is, however.

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that these ties, once solid and unconditional, now suffer under the consequences of her spiritual awakening. Garou exist in between two worlds—wholly other, with an alien rage burning beneath their skin. Even the most committed mortal creature can sense this change, and turns away from a werewolf out of fear and worry.

All humans are uneasy around Garou. Humans may interpret their stilted conversations and uncomfortable feelings as social anxiety at first, not understanding there is something different about the person next to them. Local toughs and law enforcement are likely to regard a Garou with suspicion, and bartenders may prefer that she move along after finishing her first drink. Wolves whine, circling the interloper as they try to determine what's wrong with the new wolf in their mix, recognizing it as something other than normal. In both cases, these feelings can escalate into a full-blown panic and Delirium as the wolf or human resorts to either fleeing in fear or attacking brutally, unconcerned for their own welfare. Every Garou eventually learns that the longer she spends trying to interact with her human and lupine counterparts, the more opportunities arise for them to lash out, their fear an unpredictable element in every interaction.

The more time a Garou spends in the presence of a human, the stronger the Curse's effect becomes. As a result, most Garou attempt to get in and get out, always going into their interactions with a game plan that limits the amount of time the Curse has to take hold. Every additional minute runs the risk that a nervous interaction will explode into violence.

Effects of the Curse

The below effects occur if a shapeshifter has gained points of Rage on her Rage track within the past 24 hours. The following reactions are based on the amount of time a Garou interacts with a wolf or human. If a Garou is in any stage of frenzy or in Crinos form, all interactions elevate to the highest level of fear, causing full-blown Delirium.

- **Introduction:** When a human or wolf meets a Garou, they immediately feel anxious in her presence. Those who previously met or had close relationships with the Garou may wonder why they suddenly feel awkward, but often attempt to rationalize the feeling away. All eyes may suddenly turn to a Garou as she enters a bar, and mothers clutch their children protectively when she walks by.
- **Five Minutes:** The anxiety deepens, resulting in changes in speech patterns, such as stuttering or becoming unable to complete sentences. A human falls back on nervous behaviors, such as avoiding eye contact or pulling on her hair. Wolves raise their hackles, as they determine the new wolf smells different, and begin to circle her.
- **30 Minutes:** After 30 minutes in a Garou's presence, physical changes begin. Humans and wolves feel a crushing sensation in their chests and find it hard to catch their breath. Humans start to wheeze, while wolves begin to pant heavily. Humans frequently attribute this feeling to the beginning of a panic or heart attack. Both lupine and human pupils dilate, and they start to feel afraid of the Garou, moving away from her and creating as much distance as possible.
- **60 Minutes**: When an hour has passed, humans and lupines know there is something wrong with the Garou. They become actively hostile in their social interactions and verbally antagonistic, especially if the Garou enters what they consider to be their personal space. Humans will threaten a Garou in order to create a circle of safety around themselves, pushing, shoving, or brandishing weaponry if they get too close. Wolves growl and snarl, nipping at a Garou if she comes within range, unafraid to draw blood. Both suffer pressing terror, their flight or fight response fully engaged as they look for a way to end the interaction.
- **90 Minutes:** Humans undergo the symptoms of Delirium (see **Delirium**, page 382), as all of their senses become overwhelmed by intense fear. Humans and wolves may run away, screaming or howling, or they may attack the Garou, unsatisfied by anything but tearing them to shreds. The panic removes all ability to reason or resolve the situation—there is only instinctual fear and the desire to end it.

Modifiers to the Curse

Over the course of time, and through sheer proximity, some Garou tribes have successfully reduced the effects of the curse. When interacting with Glass Walkers and Bone Gnawers, it takes humans twice as long before their interactions degenerate. When interacting with Red Talons, wolves also receive this bonus. Merits and flaws may also affect the amount of time before the Curse takes effect.

Wyrm Taint

"Whoever fights monsters should see to it that in the process he does not become a monster. And if you gaze long enough into an abyss, the abyss will gaze back into you."

— Friedrich Nietzsche

Wyrm Taint is a spiritual affliction triggered by an exposure to emanations of the Wyrm. Once afflicted, the taint metastasizes into a degradation of the soul and sundering of the spiritual connection that links shapeshifters to Gaia. Galliards sometimes refer to Wyrm Taint by the euphemism,

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"the siren call of the Wyrm," for it is a temptation, as well as a corruption.

The Wyrm was once a force of balance within the Triat, but now its essence is anathema to those affiliated with the Wyld or the Weaver. Bound tightly within the webs of the Weaver, the spiritual venom of the Wyrm leaks through the Gauntlet and into the Material Realm, infecting all it contacts. The strength of the Wyrm is such that its presence is imbued in everything that corrupts and festers in the world. The very nature of the Wyrm is to seduce, corrupt, and consume. Those who serve the Wyrm think of this spiritual affliction as the beginning of enlightenment, a sign that the Wyrm is showing those who serve it another way of seeing the universe.

Due to the insidious nature of Wyrm Taint, shapeshifters must constantly be on guard against its lurking corruption, quietly seeking a chance to infect the unwary. Every Garou must watch her packmates' backs, as it is all too easy to put off the Circle of Gaia's Cleansing for just a little longer or justify the possible waste of time. Such procrastinations have often resulted in a once-strong pack's quick descent into madness.

Gaining Wyrm Taint

Mind's Eye Theatre: Werewolf The Apocalypse is a game about fighting a hopeless battle against an enemy that takes everything strong and vital about you and twists it to serve its needs. Wyrm Taint is the mechanic by which the game measures and defines this corruption and seduction, providing context for stories about the fall and redemption of brave heroes struggling in the **World of Darkness**.

A werewolf enters the initial stages of Wyrm Taint when exposed to emanations of the Wyrm or by committing a consciously evil act that brings her closer to the mindset of the Wyrm. As spiritual infection takes hold of her body, her soul is corrupted and seduced until the shapeshifter submits to the Wyrm's will. Wyrm emanations can come from a variety of sources, such as chemical barrels leaking supernatural bane-toxins in the groundwater or poisons refined and perfected in the labs of Magadon Pharmaceuticals. Knowingly or not, Wyrm Taint is an almost-omnipresent danger that wears you down before subtly infecting you.

Storytellers should avoid interrupting an ongoing scene to inform a player that her character has advanced to a new stage of Wyrm Taint. Instead, let players know that they have become infected with Wyrm Taint when the action comes to a close, allowing them the opportunity to roleplay through the effects of this spiritual condition. If a Garou suffers within a stage of Wyrm Taint for 30 days without treatment, she degrades to the next stage, as her condition worsens.

It is recommended that Storytellers progress a character no more than two stages of Wyrm Taint per scenario, unless a character experiences a truly extreme and unusual moment of horror or corruption.

Common ways to gain Wyrm Taint via environmental factors:

- Entering a building, place, or umbral realm tainted with Wyrm Affinity
- Wielding a fetish or artifact with a corrupted bane spirit bound to it
- Consuming a bane spirit or corrupted spirit
- Battling a creature with Wyrm Affinity, such as a bane, Black Spiral Dancer, or fomori within Brawl or Melee attack range
- Exposure to damaging radiation
- Some toxins and poisons (see **Chapter Seven: Core Systems, Health and Damage, Damage Types, Drugs and Poison**, page 350)
- Drinking the blood of a vampire

Common ways to gain Wyrm Taint via conscious choice:

- Eating the flesh of a human or shapeshifter
- Profaning the land or spirits of the Wyld
- Willingly following the tenets of the Wyrm. (For more information: **Chapter Fourteen: Allies and Antagonists: The Wyrm**, page 642.)

Stages of Wyrm Taint

"Crazy. Going. Slowly am I. 6. 5. 4..."

— [Name stricken from the Silver Record]

There are five stages of Wyrm Taint, each representing a degradation of the soul, dissolution of the covenant with Gaia, and acceptance of the Wyrm. Each stage is cumulative, incorporating the penalties of the stages below it. For example, if you suffer from the third stage of Wyrm Taint, you experience all of the symptoms and penalties from the first and second stages of Wyrm Taint, as well as the third stage.

- **First Stage:** You feel unclean, as though there is something wrong with your flesh, and your soul feels heavy and listless. You might find that your skin itches, as though you're suffering from a rash, and you always feel on edge.

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- **Second Stage:** The corruption of the Wyrm is now visible on your flesh as you appear pale, ill, and clearly uncomfortable in the presence of untainted servants of Gaia. This malefaction has begun to penetrate your soul. You now take twice as long to recover Gnosis as you would normally (see **Gnosis: Recovering Gnosis**, page 376).

- **Third Stage:** The siren call of the Wyrm is now almost subliminal in your mind. Your perception alters, causing you to see the world in a continual state of decay. You believe it is your purpose to help it along. You gain the Derangement: Destruction: Call of the Wyrm. This derangement cannot be removed with XP, but with your Storyteller's permission, you may remove this derangement once you've been cleansed of Wyrm Taint. Wyrm-affiliated creatures, such as bane spirits, Black Spiral Dancers, and fomori, sense your potential and will naturally be friendly to you. They may even attempt to aid you, as long as you aren't acting against their interests. After all, you are just a step away from where they are now.

- **Fourth Stage:** Your spiritual orientation has shifted away from Gaia to the Wyrm. You can no longer recover or gain Gnosis in the usual fashion, but rather you must be located in a Wyrm affiliated zone or in the presence of a creature affiliated with the Wyrm to regain Gnosis. In addition, werewolves without Wyrm Taint gain a point of Wyrm Taint if they are in your presence for longer than five minutes.

  Following the Wyrm is not without its own temptations. You may choose two fomori taint powers (see **Chapter Fourteen: Allies and Antagonists, The Wyrm, Formori**, page 645) to add to your character sheet, without XP expenditure, so long as you remain at the fourth or fifth stage of Wyrm Taint. Using these tainted blessings will quickly drag you to Wyrm Affinity.

- **Fifth Stage:** Your spirit has almost completely surrendered to the Wyrm, and now your flesh reflects this state. Your body has begun to mutate, featuring putrid pustules, weeping sores, and other deformities associated with the Black Spiral Dancers. You can exchange any tribal merits or gifts with any Black Spiral Dancer merit or gift of the same cost or level while you remain at the fifth stage of Wyrm Taint.

Beyond Hope: Wyrm Affinity

Degradation beyond the fifth stage of Wyrm Taint washes away any spiritual tether the character possessed with the Wyld and Gaia, and she gains the attribute Wyrm Affinity. Characters with Wyrm Affinity become NPCs under direct control of the Storyteller. For more information on Wyrm Affinity, see **Chapter Fourteen: Allies and Antagonists: The Wyrm, Wyrm Affinity**, page 643.

Fighting Wyrm Taint: Treatment and Recovery

A sometimes-necessary evil, Garou consider it a badge of honor to withstand and endure Wyrm Taint in order to defeat their enemies. The Theurges of the Garou Nation have developed and mastered a number of defenses and tactics for cleansing Wyrm Taint. Although Wyrm-tainted characters are not allowed at moots or in caerns, Masters of the Rite take care to ensure that there is a place outside of the boundaries of the bawn for such a cleansing to take place, to prevent fragile shard seeds from contamination from the mere presence of the concentrated essence of the Wyrm. If a tainted shapeshifter violates this taboo, she is severely punished…if caught. (For more information, see **Chapter Twelve: Caerns**, page 553.)

A character can eliminate stages of Wyrm Taint with the gift Circle of Gaia's Cleansing (see **Chapter Five: Gifts, Level 2 Gifts, Circle of Gaia's Cleansing**, page 273). This is a painful process, requiring a tainted shapeshifter to force herself to remain in the circle while the impurities are burned out of her. Shapeshifters in the fourth and fifth

Degradation to the Fourth Stage of Wyrm Taint

Devolving to the fourth stage of Wyrm Taint or beyond requires the character to make a conscious choice to accept the Wyrm's corruption. For example, choosing to eat the flesh of a human or shapeshifter can result in sliding to the fourth stage Wyrm Taint, but merely entering a tainted building cannot. Characters infected to the fourth or fifth stages of Wyrm Taint lose the benefits of the merits Wild Affinity or Weaver Affinity, if they previously had access to those merits.

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stages of Wyrm Taint must expend a Willpower to remain in the circle and allow themselves to be dragged back into Gaia's embrace.

Characters can also undergo an umbral quest to attempt to cleanse their bodies of the lesser stages of Wyrm Taint. A quest can only cleanse Wyrm Taint between stages one and three, and requires the difficulty of the quest be commensurate to the highest stage of taint to be cleansed. For example, if you are in the third stage of Wyrm Taint, you must perform a Complex Quest with a difficulty rating of 5.

Some of the possibilities include:

- Find and petition a powerful Unicorn spirit to cleanse you of the first stage of Wyrm Taint (Simple Quest, difficulty rating 5).
- Locate and convince a Glade Child spirit to purify the taint from you, including the first and second stages of Wyrm Taint (Complex Quest, difficulty rating 3).
- Journey to an umbral pocket realm devoted to healing or purification to cleanse you of the first three stages of Wyrm Taint (Complex Quest, difficulty rating 5).

Downtime Actions

Many aspects of a character's life are critical to her continued existence, yet they do not make for dramatic roleplaying during a game. It might be important for a character to maintain her holdings, learn gifts, and see to other common tasks, but these are not always compelling to play out during a game. Instead, players use *downtime actions* to define their characters' day-to-day activities. These downtime actions describe what your character is doing between game sessions, such as protecting her caern from threats, researching rites, scouting out locations held by the Wyrm, or learning gifts through research or physical exertion.

Days pass quickly. Time is cluttered with many activities, and a werewolf has a limited amount time to take care of business. Players log their downtime actions with the Storyteller, who collects all actions for the troupe and then disseminates results as appropriate. Sometimes a Storyteller uses a player's downtime actions to jumpstart plots or to provide interpersonal character roleplay away from the main session of the game.

All characters begin with at least 3 downtime actions per game session. There are gifts, backgrounds, merits, or skills that may provide additional downtime actions, such as the Computer skill.

The Storyteller should define the number of sessions per month and the deadline for submitting such actions in the game's Setting Style Document (see **Chapter Ten: Storytelling, Creating a Chronicle, Setting Style Documents**, page 462). Not all actions need to be submitted at once, but any remaining actions do not roll over past the next session.

A player should be able to describe each of her downtime actions in a single sentence. For example, "ask my contacts about the break-in in the warehouse district," or "craft a suit of armor." After the Storyteller receives these descriptions, she decides if challenges, details, or further roleplay are required to successfully fulfill the downtime actions. The Storyteller then adjudicates the actions accordingly.

Processing Influences and Downtime Actions

An active chronicle often has a complex hidden world of influence actions and downtime actions. The following guidelines are designed to help Storytellers adjudicate processing influences and downtime actions when timing matters in a given scenario. The goal is to weave an immersive experience for your players and your chronicle with a minimum amount of work outside of a game session:

Economy of Downtimes

High-Rank Garou have many off-camera duties to perform. Low-Rank Garou have fewer responsibilities and thus more downtime actions. It is expected that these Garou will help their Elders in quests and missions in exchange for Renown, lore, and personal instruction in gifts. Such assistance is typically represented by the **Lending Aid to an Ally** downtime action. This symbiotic relationship creates an important economy of downtimes that makes playing all of the Ranks fun and important to the story of the game.

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1. Defensive actions are always processed first. Attack actions trigger a defense action if one has been submitted.

2. Influence actions occur before downtime actions, unless they represent defense actions, such as patrolling.

3. If there is an issue where the timing of an attack influence action matters, the initiative order is determined by the Influence background + the character's Social attribute. The character with the highest total has her actions adjudicated first.

Examples of Downtime Actions

Sample downtime actions can include:

- **Crafting:** You can spend downtime actions and use your character's Crafts skill to design, build, or repair an item in your character's possession. This action may require a static challenge to succeed, at the Storyteller's discretion. Crafting fetishes may require additional challenges and downtime actions (see **Chapter Fifteen: Influences and Equipment, Fetishes, Fetish Creation**, page 732).

- **Lending Aid to an Ally:** You spend your time personally assisting an ally, as she completes a task or mission of her choosing, such as creating a fetish, patrolling her territory, completing a quest, or overseeing a sept task. Through this action, you loan 1 downtime action to your ally. Such actions occur during the recipient's initiative, not your own, if initiative must be determined.

- **Investigation:** Stories often end on cliffhangers, and some plots take multiple sessions to come to fruition. You can use 1 downtime action to investigate potential leads, enemies, or strange occurrences. You can also use a downtime action to research knowledge or uncover hidden information. You must spend a downtime action and also utilize backgrounds and abilities as appropriate to the investigation in order to obtain additional information. This action may require a static or opposed challenge to succeed at the Storyteller's discretion.

In addition, investigation can be used to look into a person's background, such as in the case of the Alternate Identity background. When investigating another character, the Storyteller should set a threshold of required downtime actions that must be used to obtain information. In the case of Alternate Identity, the number of actions is equal to the number of dots the target character possesses of that background. Until this threshold has been met, and you succeed in the required challenge, the Storyteller should advise, "You have looked into this person's background, but you have found nothing of interest," or similar. For details on investigating someone's Alternate Identity, see **Chapter Four: Character Creation, Backgrounds, Alternate Identity**, page 193.

- **Patrolling:** You can spend downtime actions to patrol your territory, looking for interlopers. For each downtime action you spend patrolling, you increase the downtime action requirement for another character to act in your territory by +1. For example, if you spend 2 downtime actions patrolling, anyone attempting to act in your territory must spend 3 downtime actions. Your territory should have definite boundaries that are recorded with your Storyteller, and should be of a plausible size to allow one individual to patrol its area.

- **Beyond your Means:** If you don't have any dots in the Resources background and want to acquire an expensive item (such as a sniper rifle), your Storyteller may require you to spend downtime actions to obtain that item. Your character must pay in advance, doing favors or earning money. Note that a downtime action should not be required to simply steal something; smashing in the window of a car and driving off, for example, would not require a downtime action, even if stealing expensive items may have other consequences.

Other types of downtime actions exist, involving Influence and other backgrounds. For rules on Influence and backgrounds, see **Chapter Four: Character Creation, Backgrounds, Influences**, page 195 and **Chapter Fifteen: Influences and Equipment, Influence**, page 699.

The Flow of Time: Converting Real Time into Dramatic Units

Playing **Mind's Eye Theatre** is like being in a movie. You and your friends are the characters, but there is no script. There may be a framework or setting that determines the parameters of the world around you, but you and the others create the story as you play.

The director of this movie is the Storyteller. She creates the stage and the minor characters that players interact with during the story. Scenes in **Mind's Eye Theatre** are played out in real-time—an hour in the make-believe world is 60 minutes long, and so is an hour for the player: both pass simultaneously.

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Players should always remain in character during a game, if at all possible. Occasionally there will be rules discussion, but it's best to keep such things to a minimum in order to maintain the roleplay and atmosphere of a scene. If a player needs to take a break from roleplaying, she should inform the Storyteller. That player should leave the immediate area, if possible, and not interact with any of the other players while out of character.

Sometimes a Storyteller will call for a time freeze in order to adjudicate a rules dispute or to announce a change of setting during an interlude. All players in the area should stop whatever they are doing and fall silent until the Storyteller is finished with her announcement and declares, "Resume." These timeouts should be kept to a minimum, since they interrupt the flow of the game.

Dramatic Time Units

In **Mind's Eye Theatre**, time breaks down into six major allotments: *chronicles, sessions, acts, interludes, scenes*, and *turns*. Many of the mechanical systems of the game are measured in these units of dramatic time. They define how certain powers operate, the effects of derangements, and a number of other systems.

On occasion, players find themselves at different time periods during the evening. One player may be acting very quickly, while another chooses to travel for several minutes and leaps ahead. One of the Storyteller's jobs is to keep track of these periods over the course of an evening and apply dramatic units of time wherever possible in order to keep things moving and unified for all.

These units are defined as:

- **Chronicle:** A series of gaming sessions, usually over many days, which are all connected thematically. An epic story spans the course of a chronicle and may take months or even years to complete.
- **Session:** A single game within the larger chronicle.
- **Act:** A natural division within a session. An act is usually defined as time spent in a single setting or one hour (whichever is shorter).
- **Interlude:** An interlude is not a division of a larger unit of time, but rather is defined as a period of time that elapses for characters, but not for players. Interludes may include a moment where characters travel from one setting to another (and have the new setting described to them by the Storyteller) or it may be a flexible unit of time during which characters may describe their actions (rather than portray them) in order to speed up a portion of the game.
- **Scene:** A smaller division within an act. Several scenes may occur within one act. Some examples of a scene might include a conversation between characters, a short combat, or a single dramatic encounter.
- **Turn:** Used during combat scenarios, a turn is roughly three seconds of time and includes a complete series of rounds.

Example

A Storyteller is running a session in a chronicle. The initial act is set on the bawn of a caern. A number of characters arrive, including several Fera that are aligned with the sept but are not members of it. During this act, all of the characters are involved in individual small scenes as they talk to one another and move about the bawn. During this time, a kin-fetch arrives to inform the Master of the Rite that a new Cub has gone through her First Change! Several characters, including the Den Parent and her pack, decide that they will go to find the new Cub and bring her back to the sept before she can cause any damage.

The players involved request an interlude with the Storyteller. They describe their preliminary actions—traveling swiftly through the Umbra—and request a new act begins so they can hunt down the new Cub before she hurts herself or anyone else. The Storyteller requests that the characters exit the current ongoing act and wait patiently for a short period of time while the Storyteller prepares for the new act.

Waiting for the Storyteller is a continuation of the interlude. During this time, players can track expenditures on their character sheets or refresh abilities that have expired. They may also elect to roleplay conversations among those who are going or make a plan of attack for dealing with the situation. This behavior reflects the passage of time as characters travel to the new act at a nearby campground.

Once ready, the Storyteller invites these characters into a new act and begins narrating the initial scene of the act. Once the scene has started, the characters are attacked by a pack of Black Spiral Dancers who are also looking for the newly changed Cub, and a combat breaks out! Now, the Storyteller slows the scene down further and begins using turns in order to track the actions of each character in the scene. The combat plays out in this manner, using the complex scenario rules (see **Chapter Seven: Core Systems: Complex Scenarios: Combat, Mass Combat**, page 346).

When the combat is completed, the characters begin a new scene: the same location, but after the combat. They may talk, roleplay, or perform actions as normal. If they choose

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to return to the caern with their newly rescued Cub and tell of the pack they battled, they may do so, with an appropriate interlude to reflect travel time. Players who remained at the sept may still be within the original act, or if an hour has passed, that setting may be considered a new act for the purpose of dramatic time. Either way, it is considered a new act for the characters who set out to find the Cub, who must now refresh abilities and make expenditures as appropriate for the beginning of an act.

Durations

Many powers and effects measure time by specifying a number of game sessions or months. For example, if a Garou wishes to learn a gift that is not within her affinity, she must have a teacher who is willing to spend 1 point of Willpower and call forth an appropriate spirit to teach the gift. Willpower spent in this manner returns after two game sessions or 30 days, whichever is longer. Whenever the rules list two possible durations, the Storyteller should enforce the longer duration. In this case, if the Garou who taught the gift plays in one game every month, her spent Willpower would return after playing in two games. If she plays in one game per week, her spent Willpower would return at the end of the month.

When counting games towards an effect's duration, the current game only counts if the effect happens within the first half hour of the game.

Quests

"A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man."

— Joseph Campbell, The Hero With a Thousand Faces

Quests are central to the Garou experience. Such journeys are metaphors for the werewolves' larger struggle to defeat the Wyrm and preserve Gaia. Garou lore includes innumerable tales of redemption and renown, derived through epic questing. Such heroes struggle against a myriad of challenges, from simple journeys home through treacherous territory, to epic treks deep into the heart of the Wyrm's domain. Quests bring a Garou into contact with everyday hazards and, in rare moments, cross them with terrible dangers never before imagined. Each quest represents the hero's personal struggle to test herself against the universe and forces greater and more powerful than she can possibility know. The iconic metaphor of the quest is central to the concept of storytelling, and it is natural to want to experience it.

The concept of a personal quest is often challenging to properly implement in a live-action roleplaying environment, due to time constraints and limited Storyteller resources. A single Storyteller sitting at a kitchen table can weave tales of personal quests for a small group of players without too much difficulty. However, a moderate-size live-action troupe can strain Storytellers to their limits, potentially causing some players to be left out or overlooked. Storytellers with a large player population can find themselves in stressful situations where different groups of players seek information, glory, or pursuit of personal plot, causing the Storyteller to step away from the main stage of the game.

The focus of live-action games is necessarily social; players mix and mingle with each other much more than they interact with Storyteller-run scenarios. **Werewolf: The Apocalypse** is very action-oriented, however, and when players are not socializing, it can be difficult for a Storyteller to devote enough time to adjudicate such activities for every player. Few players want to simply be part of someone else's adventure—they crave their own quests and excitement. The best LARPs utilize the "economy of cool" to provide each player with a moment in the spotlight. Players need to work together and against each other to achieve their goals.

This system provides an abstract method to help Storytellers supply enough adventure even with limited Storytelling resources. It leverages players' own imaginations, bounded by Storyteller-set guideposts, to create personalized, dynamic adventures. The Storyteller can set particular requirements for each quest that help multiple characters experience their own times in the spotlight. When a Storyteller does not wish to run a quest as a normal scenario, she can turn to these rules to produce fast results, relying on the players to manage many of the details. If a quest involves multiple scenarios, the Storyteller can choose to use these rules for some (or all) of the scenarios and run the rest long-form, using normal rules.

Anatomy of a Quest

A quest centers on a challenge: a particular goal the players want to achieve and the parameters the Storyteller sets for accomplishing it. In addition to a well-formed goal, each quest generated with the quest system includes a category and difficulty rating, as well as a particular list of quest requirements the players must meet before embarking upon the quest.

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Quest Categories

The quest generation system has three quest categories:

- A *Simple Quest* is a short-term adventure. It can be completed within a single game session and is designed to have a low-level impact; the aftermath rarely penalizes characters beyond the current session. Simple Quests have easy-to-achieve outcomes, such as successfully traveling through the Umbra.
- A *Complex Quest* challenges your players over the course of multiple game sessions. A new component of the scenario is played each session until the quest is completed or failed. Complex Quests typically produce concrete changes to one or more character sheets. For example, Storytellers may employ them as prerequisites to acquiring a fetish or buying off a flaw.
- A *Heroic Quest* carries much more risk than a Complex Quest. It presents significantly greater dangers, and its scenarios can take several months to complete. Heroic Quests represent truly epic adventures; Storytellers should reserve these quests to address important story elements of the chronicle.

Quest Difficulty Ratings

Each quest has a difficulty rating from 1 to 5. The difficulty rating provides important parameters for the quest, depending on the quest's category:

- For Simple Quests, each point of difficulty rating requires the characters to achieve a particular precondition for succeeding at the quest, per the quest requirements section, below. A Simple Quest never requires more than a single scenario to complete. Players may keep attempting to pass the scenario until they finish, or quit.
- For Complex Quests, the Storyteller assigns two quest requirements for each point of the quest's difficulty rating. Completing the quest also requires a number of successful scenarios equal to the points of difficulty rating. Storytellers should provide two scenarios each month or one at each session, whichever is longer, meaning that a Complex Quest can take multiple weeks to accomplish.
- For Heroic Quests, three quest requirements apply for each point of the difficulty rating. Completing the quest also necessitates the players' success in two scenarios per point of the difficulty rating, two scenarios each month or one at each session, whichever is longer. Some Heroic Quests take almost half a year to complete.

Quest Requirements

Quest requirements are like pieces of a puzzle the characters must assemble before the quest can begin. The more complicated the quest, the more numerous and byzantine these prerequisites are. For more details, see **Quest Requirement Categories**, page 397.

Generating and Running a Quest

Players usually initiate quests based on their characters' goals. Often, the Storyteller generates these goals; problematic story events tend to generate quests designed to solve those problems as they arise. Some characters undertake quests for purely selfish reasons, such as to acquire fame or fortune. Whether commenced by Storyteller design or by player initiative, the following steps will guide you through the process of building and running a quest.

The quest worksheet at the end of this section can help a Storyteller keep track of the quest's parameters and outcomes.

Storyteller's Prerogative: The Quest Generation System

This system provides a toolkit for Storytellers to help with the management of a live-action chronicle; it is not intended to serve as a straitjacket, forcing every quest into a particular shape. The Storyteller may elect to personally run any scene she wishes, rather than use the quest generation system. Alternatively, she may elect to alter the difficulty rating of a given quest based considerations such as story concerns, environmental factors, or to challenge her players. Likewise, she may decide to change the potential consequences based on plot factors. The important thing to remember is that this system provides for collaboration and interaction, rather than a few simple equations.

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Step One: Build Quest Anatomy

Task One: Define the Quest Objective

The goal of the quest should be specific and achievable as a narrative, like *journey through the Umbra to visit a caern*, *patrol the local bawn for threats*, or *rescue an ally lost in enemy territory*. The Storyteller should collaborate with the involved players to ensure that their goals are reasonable and measurable. A Storyteller may elect to deny a quest or its proposed object if it conflicts with the needs of her game.

Task Two: Determine Quest Category

After contemplating the characters' goal, the Storyteller must determine the quest's category, as one of the following options outlined in **Quest Categories**, page 391.

Task Three: Determine the Difficulty Rating

Each quest has a difficulty rating from 1 to 5. Select a difficultly rating for the quest. See **Quest Difficulty Ratings**, above, for more information on difficulty ratings.

Task Four: Assign Quest Requirements

The Storyteller assigns a number of quest requirements the characters must achieve before they can begin the quest. For more information, see **Quest Requirements**, page 396.

Step Two: Form the Quest Party

Task One: Determine Membership

Typical questing parties range in size from one to several members. Each quest has a *quest leader*. If a quest leader wishes to bring additional participants along, she is expected to keep the party on track and working cohesively. No more than two additional members can join a quest per dot of the quest leader's Leadership skill. A character does not qualify to go on a Complex or Heroic Quest if she is already participating in a different Complex or Heroic quest that has yet to be resolved.

Task Two: Check Requirements

Before the quest begins (and before running each scenario), the Storyteller must confirm that the players have met the quest requirements. In lieu of participating, characters can assist the quest as patrons, providing tokens or otherwise performing tasks to help the group meet its quest requirements, as follows:

- **Nothing Simple:** If the quest is a Complex or Heroic one, each participant must spend a downtime action before participating in each of the quest's scenarios; characters without an available downtime action must drop out.
- **The Burden of Heroism:** If the quest is Heroic, each participant must also spend 1 point of Willpower at the quest's outset, a point that cannot be recovered until the character drops out or the quest is concluded.

Step Three: Run the Scenario

Task One: Determine Success or Failure

To determine the random encounters and hardships that the questing party might face, each participant in the quest must engage in a test of rock, paper, scissors. This test is not a challenge in the normal sense; no test pool is involved, only the luck of the draw. The outcome cannot be retested with Willpower, but it can be retested with the Lucky merit (or if traveling through the Umbra, the Umbral Aptitude merit. (See **Chapter Six: Merits and Flaws, General Merits, Umbral Aptitude**, page 320.)

Determine the outcome of the scenario as follows:

- **Win:** If a quest member wins the challenge, she succeeds and suffers no consequences.
- **Tie:** If a quest member ties the challenge, she succeeds, but must select one consequence from the appropriate quest category, from the list below.
- **Loss:** If a quest member loses the challenge, she fails, and must then one consequence from the appropriate quest category, from the list below.

After everyone has tested, the Storyteller totals the number of successes the group achieved. If the group has a number of successes equal to half or greater of the total number of group members, they pass the scenario. If the total number of successes is less than half the number of group members, the group has failed and must repeat the scenario to proceed.

Task Two: Apply Consequences

Every member of the party suffers the consequences selected, including the quest leader. If previous consequences have been suffered during this scenario, the same consequence cannot be selected again until all listed consequences have been selected. Consequences cannot be repaired, regained, recovered, or otherwise mitigated until the scenario is completed or the character suffering said consequences drops out of the quest. If, after all consequences are applied, the group has succeeded in the final scenario, proceed to Step Four.

Task Three: Surrender, Proceed, or Try Again

Any participating member of the quest may elect to drop out after receiving consequences, before the group tests again.

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If the quest requires multiple scenarios, a surrendering character cannot later return to be a part of the quest in subsequent scenarios. If the quest leader drops out, the quest fails. If, after someone leaves, the remaining group still meets the quest requirements, the quest group may attempt to test again, trying to win the scenario by returning to the *Perform Simple Test* step, above. If the questing party runs out of Willpower or Gnosis, they fail the scenario.

Step Four: Tell the Tale

Task One: Player Agency

Whether the quest succeeds or fails, once it concludes, the players should collaborate to generate a story based on all of the quest factors, particularly the quest requirements and consequences. (The quest worksheet can be invaluable here, particularly if the quest stretched across many months.) This collaboration allows the players to decide how they as a group approached various problems, such as by stealth, overwhelming force, etc., and determine how they suffered their losses.

Task Two: Storyteller Review

Once the players decide on a cohesive narrative, the Storyteller should review it, make changes or suggestions if appropriate, and then sanction the story as official.

Bi-monthly Scenarios

A Complex or Heroic Quest might require multiple scenarios generated by the Storyteller and several sessions to complete. The quest generation system should not be used to penalize players or keep them from actively attending game sessions, but instead should simulate the arduous nature of such a quest. A Garou on a quest can return home between scenarios as a respite between battles to heal and rest for the next stage of their personal quest. It is expected that a Garou on a quest shall take care to see to her responsibilities, especially those that come with Rank or position.

A werewolf can only participate in one Complex or Heroic Quest at a time. She must successfully complete every monthly scenario as it arises until the quest concludes. Should the questing party fail or abandon a single monthly scenario, then it must restart the quest from the beginning. If a member of the questing party abandons the quest, even for a single monthly scenario, she is no longer eligible to complete the quest. Should a quest member be absent for one of the scenarios but wishes to continue, she may designate someone else to test and choose a consequence on her behalf.

Participants on a quest can heal damage, recover spent Gnosis and Willpower used during games, and even attend game sessions between the monthly scenarios. Resources expended during Quests are still expended when the participant attends her next game session; these expenditures are cumulative, if she misses multiple games. However, there is an associated cost for accepting such a challenge:

- All participants on a quest must expend 1 downtime action for each month that she is on a Complex or Heroic Quest.
- A werewolf on a Heroic Quest has her maximum Willpower reduced by 1 until she succeeds on the quest or concedes failure.

Quest Examples and Consequences

The following charts provide specific consequence lists for each category of quest—Simple, Complex, and Heroic—as well as a list of sample quest ideas listed by difficulty rating.

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Difficulty Rating	Number of Scenarios	Quest Requirements	Sample Challenges
1	1	1	• Returning to a caern through the Penumbra • Patrolling the bawn • Paying chiminage to a familiar spirit
2	1	2	• Traveling within the surrounding territory through the Penumbra • Paying chiminage to an unfamiliar spirit • Retrieving a mundane, but difficult-to-find item
3	1	3	• Traveling within the country • Repairing a minor breech of the Gauntlet • Convincing a spirit to join a caern's defense
4	1	4	• Traveling anywhere on the continent • Convincing a spirit to inhabit a talon/level 1 fetish • Searching for a lost item in the Umbra
5	1	5	• Traveling into hostile territory • Performing chiminage to remove spirit notoriety • Atoning for a minor crime

Consequences for Simple Quests

Losses taken as a result of a consequence (including Willpower and Gnosis) cannot be regained or recovered until the scenario is completed or the questing party concedes failure.

- Increasing Wyrm Taint one stage
- Gaining 2 Seethe traits
- Losing 3 points of Gnosis
- Gaining a derangement for the next week
- Losing 15 minutes of time
- Temporarily expending 3 dots of the following backgrounds: Allies, Ancestors, Contacts, Kinfolk, Influence, or Resources. (This consequence can only be chosen if the character has 3 dots to expend among all these backgrounds.)
- Losing access to a single piece of equipment through damage, such as a laptop that needs to be cleaned and reset a firearm that clogged, or a blade with a loose hilt. The damaged item cannot be used until the quest is over, and it is repaired. (This consequence can only be chosen if the character has a piece of equipment to lose in this way.)

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Difficulty Rating	Number of Scenarios	Quest Requirements	Sample Challenges
1	1	2	•Traveling out of the Penumbra to common realms • Buying off a 1-point flaw • Performing chiminage for a shard caern's totem
2	2	4	• Buying off a 2-point flaw • Searching for Damaged Lands • Cleaning out a low-level nest of banes
3	3	6	• Creating a level 3 fetish • Repairing Broken Lands or another minor breech of the Gauntlet • Buying off a 3-point flaw
4	4	8	• Creating a level 2 weapon fetish • Buying off a 4-point flaw • Performing chiminage for a great caern's totem
5	5	10	• Buying off a 5-point flaw • Recovering from spirit enmity • Clearing out and healing a Wyrm Tunnel • Atoning for a moderate crime

Consequences for Complex Quests

Losses taken as a result of a consequence (including Willpower and Gnosis) cannot be regained or recovered until the scenario is completed or the questing party concedes failure.

- Enter the next game with 3 Seethe traits
- Increasing Wyrm Taint by two stages
- Gaining the flaw Spirit Notoriety for 60 days
- Expending 3 points of Gnosis and 3 points of Willpower
- Gaining the flaw Trouble Magnet for 60 days
- Loss of three talens of any type, or losing access to an attuned fetish until the quest is over. (This consequence can only be chosen if the character has sufficient talens or possesses an attuned fetish.)

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Difficulty Rating	Number of Scenarios	Quest Requirements	Sample Challenges
1	2	3	• Traveling out of the Penumbra to rare or uncommon realms • Redeeming yourself from being Ronin and rejoining the Garou Nation • Atoning for a crime that normally results in death
2	4	6	• Traveling to umbral homelands • Finding a fetish lost in the Umbra • Recovering lost/hidden lore from ancestor spirits
3	6	9	• Traveling to the Aetherial realms • Creating a level 3 weapon fetish • Earning a shard seed from a great caern
4	8	12	• Traveling to the Dark Umbra • Cleansing a Hive • Recovering forgotten lore of the Lost Tribes (Croatan, Bunyip, or White Howlers)
5	10	15	• Traveling to Malfeas • Cleansing a corrupted shard seed • Learning the true name of an Incarna-level bane spirit

Consequences for Heroic Quests

Losses taken as a result of a consequence (including Willpower and Gnosis) cannot be regained or recovered until the scenario is completed or the questing party concedes failure.

- Gaining a Derangement for the next 60 days
- Gaining the flaw Spirit Infamy for 60 days
- Increase Harano by two stages
- Gaining the Taint of Corruption flaw for 60 days and increasing Wyrm Taint by two stages
- Gaining the Permanent Wound flaw for 60 days and a battle scar
- Losing half of your character's remaining Gnosis and Willpower
- Losing access to an attuned fetish of level 3 or higher. This item can later be recovered by successfully completing a Complex Quest. (This consequence can only be chosen if the character possesses an attuned fetish of level 3 or higher.)

Quest Requirements

Quests are not lightly undertaken and require preparation and support from other werewolves. Before embarking on a quest, the Storyteller develops a number of requirements that provide a story element for the upcoming quest. The Storyteller should customize the example quest requirements below to fit the theme of each individual quest.

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The quest's number of requirements is derived from its category and difficulty rating, as described in the Anatomy of a Quest section, above. Quest participants must either fulfill the requirements personally or the questing group must seek out additional characters to join the quest or to provide patronage.

Any third party who is able to meet the requirements may elect to help a questing party through patronage, instead of directly joining the quest. To do so, they must expend some measure of their own resources. Because of this requirement, patronage rarely comes without a price.

Providing patronage requires expending one of the following:

- A downtime action, denoting time and effort donated.
- A trait of Renown, representing special sanctioning or favors.
- 3 points of Gnosis, representing the use of gifts on behalf of the quest.
- 3 levels of the appropriate background or backgrounds
- 1 point of Willpower
- The expenditure of an item that's specifically germane to the quest requirement.

Patronage can only satisfy a quest requirement if it can be justified to the Storyteller. For example, a patron may meet a tribal aspect requirement by crafting a token of representation for the quest participants to present along their way through the spending of a downtime action, or the same requirement could be met by simply expending an Honor Renown trait, representing spreading the word that this quest has the patron's approval.

Quest Requirement Categories

A Storyteller generating a quest must select quest requirements from one of the following five categories:

Aspect

The questing party must seek out a member of a specific tribe, breed, or auspice. The following suggestions provide examples of how to weave this type of requirement into the story of the quest:

- In order to go on an umbral quest to Wolfhome, the support of a ***Lupus*** is required.
- When questing to create a fetish, you must consult with a ***Theurge*** in order to determine the correct chiminage for the spirits involved.
- Your quest will take you through territory claimed by the ***Shadow Lords***, so you will need the support of that tribe before you may venture forth.
- The ***Fianna*** are master artisans; you should find one to help craft the shell into which the spirit of your fetish will be bound.
- Your quest relies heavily on details of the past; a ***Galliard*** will help you discover history's secrets.

Skills

The quest members must seek the assistance of someone who possesses a specific specialization in a skill, or at least 3 dots of the required skill in order to proceed. The following suggestions provide examples of how to weave this type of requirement into the story of the quest:

- In order to find the route to Pangaea, you must find someone with a ***Lore*** specialty in the Umbra, Umbral Realms, or Umbral Maps.
- You can only eat what you bring with you in the Umbra; you will need someone skilled in ***Survival*** to ensure you bring the right supplies in the right quantities.
- When investigating the ghosts of the dead, someone with ***Occult*** expertise will provide valuable assistance.
- To convince your source to give you the information you need, someone skilled in ***Empathy*** would be an asset.
- The hidden fetish will be difficult to find; it would be wise to have someone well-practiced in ***Awareness***.

Backgrounds

The questing characters need the benefit of specific backgrounds in order to succeed. The following suggestions provide examples of how to weave this type of requirement into the story of the quest:

- The object you seek is very public and heavily guarded. You will need access to ***Elite Influence*** to cover any possible breaches of the Veil.
- In order to find the man you seek, you will need information. Questioning ***Contacts*** could lead you to a vital clue.
- Your quest could have significant consequences to your sept or tribe, you need someone of the ***Rank*** of Adren or higher to sanction it.

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- You will be bringing many supplies with you; you should have a ***Kinfolk*** gather and organize them to ensure nothing gets lost in the shuffle.
- A little money always helps. Gather enough ***Resources*** to assist you.

Merits

The questing party will need the assistance of someone with a particular quirk or supernatural quality to complete the task. The following suggestions provide examples of how to weave this type of requirement into the story of the quest:

- Umbral storms are dangerous; having someone with ***Umbral Aptitude*** on your side will be a valuable asset.
- You must decipher ancient texts; you would be wise to speak to a ***Loremaster***.
- You never know what you will find deep in the Umbra; speak to a ***Fast Learner*** to discover how to take advantage of these surprises.
- When travelling deep into the Wyrm's territory, having one who can ***Wyrmspeak*** will be a boon to your quest.

Gifts

The questing party requires certain supernatural powers for the task. The following suggestions provide examples of how to weave this type of requirement into the story of the quest:

- When questing in the Umbra, it is wise to bring an ***Umbral Tether*** with you.
- Combatting the Wyrm can lead to taint; having a ***Circle of Gaia's Cleansing*** will help eliminate the foulness.
- The gift ***Spirit's Gaze*** will give you valuable insight for your quest.
- Information is always useful. Having ***Predator's Insight*** will help ensure success.
- Your quest will lead you to the wild places. Having access to the ***Tongue of the Wild Court*** will ease the difficulty of your quest.

Quest Example

Tyson plays a character who is a Bone Gnawer Theurge named Hunter; Hunter is very interested in the Umbra and the fetishes lost in its depths during battles throughout the history of the Garou. Talking to Erykah, Beth, Patrick, and Cali, who play his packmates, they agree that this adventure is something their whole pack would love to take on, so they go to their Storyteller, Lisa, to talk about how to proceed.

Lisa listens to their pitch for a quest. She agrees that it fits with the themes of her chronicle, but she has some concerns related to resources. The chronicle has more than 50 players, and she's already short one narrator. The main plot of the game session involves a good deal of politics for an upcoming moot, and Lisa needs to be present to ensure everything proceeds smoothly. She decides that Tyson's idea would make an excellent scenario for the quest generation system.

Sitting down, Lisa asks Tyson to formally define the quest's objective: namely to travel into the Umbra to find and reclaim a lost fetish. Next, Lisa quantifies the quest's category and difficulty rating. She wants to send the fairly established pack on something challenging that will create story whether they succeed, fail, or abandon the quest entirely. She sets the quest to the Heroic level and gives it a difficulty rating of 3, which means it will require 6 bi-monthly scenarios in order to complete. She consults the chart and sees that this quest will need 9 requirements met before it can begin, so she considers what elements would help outline the story they want to tell with this quest.

Lisa decides to assign the following quest requirements based on the story of the quest:

1. *A Galliard to search their memories for stories of famous fetishes that have been lost.*
2. *Once they have collected a couple of stories, they'll need someone with the Lore skill specialization in fetishes to give them details on where this particular fetish was thought to be lost.*
3. *Considering they will be travelling through the Umbra, they should also consult a Theurge to ensure they prepare for any possible chiminage they may need.*
4. *As she's considering requirements, the Storyteller decides this quest could feed into local drama going on in their game, and she decides to give that a nudge. She adds that they will need to talk to a Get of Fenris, as this fetish is rumored to have belonged to that tribe.*
5. *The questing party will need to gather Resources in order to obtain the needed supplies for a journey of this length.*
6. *The umbral storms are also a worry, so someone with Umbral Aptitude will be a necessity they cannot afford to ignore.*
7. *The questing party will need a skilled Kinfolk to ensure nothing is forgotten at home while they travel in the Umbra.*

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8. *Hunter will need to seek permission from the Sept Leader to be gone for so long.*

9. *And finally, the questing party will need the advice of a tracker skilled in Survival to help ensure they remain on the right trail.*

Once she has completed the outline, Lisa hands the quest proposal over to the group for review and warns them of the inherent danger of such a task. The players are excited and accept the quest. This is Tyson's character Hunter's goal, so they elect that he should be their quest leader. Tyson checks his Leadership skill and sees that he has 3 dots. This means his party cannot exceed 6 people, so with Erykah, Beth, Patrick, and Cali already participating, they can only accept one more member into the party. They sit down and check their list of requirements.

Hunter is a Theurge with a Lore specialization in Fetishes, so that's two requirements met. Cali plays a Get of Fenris Galliard, ensuring those two requirements are also met. Erykah's Shadow Lord has enough dots in Survival to qualify as a skilled tracker, and Beth's character has plenty of Resources to outfit the expedition. Checking through the rest of the requirements, they realize they will have to seek out some assistance in order to meet the rest.

During the next game session, the pack splits up and goes hunting for help meeting their requirements. Tyson visits with the Sept Leader as Hunter, seeking permission for those who wish to join the quest to be allowed to do so, and for his permission to depart on the quest. The leader agrees, and the player signifies this by spending an Honor Renown trait in order to meet the requirement. Cali's Fenrir and Erykah's Shadow Lord negotiate with a Ragabash they know has the Umbral Aptitude merit and invite her to join the quest with them, while Patrick's Shadow Lord makes a deal with a Silver Fang, whose Kinfolk will gather their supplies in exchange for a favor to be named later. The Silver Fang player spends a downtime action signifying his Kinfolk works for the pack.

Once they have met the requirements, all the players involved, including the player of the Ragabash who elected to join the party instead of spending either a downtime action or Renown trait, return to the Storyteller, informing her that they have met the quest requirements.

Once she has verified that all the requirements are met, Lisa lets them know the quest can now begin. She runs tests with Tyson (the quest leader). He loses once and then finally wins. Because it is a Heroic Quest, Tyson has to select two Heroic consequences. Tyson discusses with the party and selects the following consequences:

- *Taking the Taint of Corruption flaw and degrading two stages of Wyrm Taint*
- *Gaining a derangement for the next 60 days*

The players collaboratively create a wild narrative about facing an umbral storm and fighting monstrous banes in their search. Lisa senses an opportunity to tie this quest into her main story, and so she feeds them a little more detail that the players will later discover relates to a problem with a Broken Land that has appeared near the local shard caern. She reminds the players that they must each dedicate a downtime action each month to the quest, and that they will all be down 1 point of Willpower for the duration of the quest.

Hunter's pack returns to the game bruised and bloody, but not defeated. They tell the tale of their grand adventure and then things really get interesting….

Lisa notes that the quest has five more scenarios before it completes, and she starts making preparations for how that might affect her storylines in the future. If it goes well, she might upgrade the last scenario into an event that takes center stage at an upcoming game session.

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Quest Generation Worksheet

QUEST ANATOMY	
Quest Objective	
Quest Category (Check One)	☐ Simple ☐ Complex ☐ Heroic
Difficulty Rating	
Quest Requirements (Check when met)	☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____

QUEST PARTY	
Quest Leader	
Party Members	☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____
Number of Required Scenarios (Check when complete)	☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____

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	RUNNING THE SCENARIO
Number of Ties and Losses	☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____
Assigned Consequences	_____ _____ _____ _____ _____
Cost of Scenario	☐ 1 Downtime Action ☐ Down 1 Willpower
Telling the Tale	Players' proposed summary of events: _____ _____ _____ _____ _____ Storyteller adjustments to proposal: _____ _____ _____ _____ _____

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Tracking

Tracking by scent is an ability possessed by werewolves, allowing them to both identify and pursue an individual. Werewolves are able to combine the instinctual drives of their animal natures with the rational mental processing skills of their human natures, allowing them to take the best of both worlds. By doing so, they are able to evaluate information and follow scents with an expertise that humans lack. Tracking by scent is a tool available to all Garou, and many of the Fera, enabling them to find both prey and people, such as tracking an escaped target or finding dinner for the pack.

This ability requires a Garou to be in Lupus form. Fera may track by scent while in any form possessing superior olfactory senses. Alternatively, Garou or Fera employing the gift Wolf Senses can track while in any form. The systems below should also be used when a character gains the opportunity to track by scent as a result of a merit or gift.

To track a person by scent, you must first identify the scent. To do so, expend 3 standard actions and tell the Storyteller who you're seeking. You don't need to know the target's name; "the owner of this jacket", or "the one who was sitting in this chair" will suffice. Make a static challenge using a test pool consisting of your Mental attribute + Investigation skill versus your target's Mental attribute + Stealth skill to attempt to identify a unique scent that has passed within five steps of your present location. This attempt involves visibly sniffing the ground in the nearby vicinity and attempting to isolate the desired scent. For this challenge, the Storyteller may serve as a stand-in for the defender, who may wish to remain anonymous until discovered. If you succeed, you are able to identify the unique scent. If you have Familiarity with the target, you are able to identify who she is (see **Chapter Five: Gifts, Familiarity With the Target**, page 214). Furthermore, if your target is in the same room, or within 10 steps if outdoors, you are able to pinpoint her location. If you fail the challenge, you are unable to detect the scent you're seeking, and must wait 10 minutes before attempting again.

If the target is not nearby, you may then track the target. To track a target character, you must make an extended opposed challenge using your Mental attribute + Survival skill versus the target's Mental attribute + Survival skill. If you are in Lupus form and employing the gift Wolf Senses, you receive a +3 wild card bonus to this challenge. If you fail the challenge, you lose the trail and must wait 10 minutes before attempting the challenge again, as you try to pick up the scent again. If you succeed, you are able to track the target for an additional distance beyond her originating location. The distance the tracker is able to follow the scent is determined by the Storyteller based on several factors, including how fresh the scent is, efforts taken by the target to conceal her scent, or weather conditions. In a closed room or a sheltered clearing, scents may linger for hours. On a busy street or on a windy day, scents usually dissipate within a few minutes. The Storyteller is the final arbiter of whether or not a character may attempt to detect a scent.

Tracking only permits you to target characters who have travelled by foot. If your target gets into a car or flies away, the trail ends at the last place she stood. The trail also ends if she hides her scent in water or if the ground along her route is significantly disturbed, such as by a plow or a bulldozer. Targets who can teleport are especially confounding, as their trail ends at the spot from which they teleported. In a case where the target reappeared nearby, the tracker may attempt to once again identify the scent and track her anew. Tracking cannot defeat individuals using the Streetwise skill to evade pursuit, as they are able to make use of the environment to confound their scents.

Pursuit

Invariably, a situation will arise where tracking characters want to catch up with the object of their search. In cases where the target is not actively evading her tracker, the Storyteller can rule that the target is close enough and the scent is strong enough to lead the tracker to her, allowing the tracker to find the target. Chasing down a target who is actively evading pursuit, however, is much more difficult. In situations where the scent only persists for a few minutes, the target can evade pursuit if she has a few minutes' head start. Therefore, in cases where the target has a substantial lead and is moving with all possible haste, the tracker can follow the trail as far as she's able, but catching up with the target isn't possible. In these cases, tracking may still be useful to determine where the target has been.

However, if the scent persists, and the tracker has managed to close within visual range of the target, she may attempt an opposed challenge to catch up to her target, using a test pool consisting of her Physical attribute + Athletics skill versus the target's Physical attribute + Athletics skill. If the tracker has anyone following her on foot, they must also test against the target to continue to accompany the tracker. If the tracker succeeds, she closes the distance, and is able to initiate combat against the target. Combat rounds begin with the two participants approximately five steps apart. If the tracker fails, the target is able to fair escape, and the pursuit ends. She manages to evade the tracker, and if she is smart, she'll find a way of hiding her trail. Meanwhile, the tracker loses sight of the target and needs to begin tracking anew, if she wishes to continue attempting to find her.

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Pursuit and Fair Escape

A character who has managed a fair escape should generally be considered exempt from pursuit in this manner in most cases. Escaping characters are expected to be overly cautious in evading their pursuers, likely getting into a vehicle or crossing through public areas where the number of scents is confounding. Only in special circumstances should a Storyteller allow a tracker to attempt pursuit of someone who's fair escaped.

Example of Tracking

Katie the Silent Strider is looking for her friend Rachel the Fianna. She saw her earlier talking to the Talesinger, and Katie approaches the area she last saw her friend. She tells the Storyteller she's shifting to Lupus form and trying to find Rachel. She spends three standard actions sniffing around for her and makes a static test at a difficulty equal to Rachel's Mental attribute + Stealth skill. Katie succeeds, and the Storyteller tells her she is able to pick out Rachel's scent. Katie then initiates an opposed challenge to find Rachel. She wins. The Storyteller leads her away from the sept, along the route Rachel took. Eventually, she tells Katie that the trail ends mysteriously by a dirt road. Katie is no longer able to track Rachel, but asks the Storyteller if anything looks amiss about the area. The Storyteller has Katie make a test using her Mental attribute + her Investigation skill, and after Katie wins, she tells her she notices several sets of boot prints arranged in what appears to be a scuffle and deep track marks where a large vehicle drove away. Suspecting her friend Rachel has been kidnapped, Katie speeds back to the sept to alert everyone.

Tracking and Supernatural Concealment

Tracking does not directly defeat Blur of the Milky Eye or other supernatural means of hiding, but it does allow you to know the number of creatures in a given area and their general locations, even if they are supernaturally hidden.

In the case of supernatural powers that conceal the user's identity, such as Coyote's Mantle, tracking does not reveal the user's identity.

If you attempt to use tracking while in the presence of someone with an identity-altering power active, the tracker identifies a scent that's consistent with the assumed identity. If the tracker has somehow pierced the disguise, such as by using Wolf Senses or a similar power, she correctly identifies any lingering scents. If a tracker pursues someone, and her target has an identity-altering power active, the trail appears to grow cold near the target as the tracker approaches, possibly picking up farther on, if her target has cleverly doubled back.

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Gestures and Hand Signals

In a traditional tabletop roleplaying game, players continually describe the actions of their characters, allowing all of the participants to clearly visualize what their characters can see and communicate their characters' responses. However, in live-action roleplaying (LARP), pausing the action in order to offer explanations of how your character appears can be disruptive and interrupt the flow of the game. In order to minimize these interruptions, **Werewolf: The Apocalypse** uses several gestures in order to communicate certain commonly occurring character states.

Common gestures include:



"I'm not roleplaying"

Sometimes, players located in active play spaces must pause their roleplay in order to ask out-of-character questions; at other times, players may be observing the game without actually participating themselves. Such a player should hold up one hand with the first and middle fingers crossed, to indicate that her fellow players should not react to her in-character for a short time.



"I grant you Willpower"

Players can reward other players in recognition for excellent roleplaying (see **Chapter Seven: Core Systems: Willpower**, page 352 for more information). To indicate that you are granting another player this reward, make a gesture, starting with your palm facing your chest and four fingers touching your chin. Then extend your hand palm-up towards the character you wish to reward. (This is the American Sign Language gesture for "thank you" and is basically a way to say thank you for good roleplaying.)

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"You can't see me"

Many supernatural creatures possess abilities and powers that allow them to spy on others while remaining hidden. This gesture may mean that a character is obscured from view by mundane means, such as hiding in a nearby air duct, or that a character is using a supernatural gift to hide, such as Blur of the Milky Eye, peeking into the Material Realm from the Umbra, or using the power Spirit Skin. In these cases, the hiding player should indicate that her character is unseen by placing her hand on her opposite shoulder, across her chest.



"I look like someone else"

Whether your character is a master of disguise or possesses a supernatural power that allows her to take on the appearance of another, such as Coyote's Mantle, players may need to indicate that they do not look like their typical selves. To indicate that she is somehow disguised, a player should extend her middle and index fingers upward together and touch them to her chin.



"I'm not speaking normally"

Although the players conduct the business of the game in their common language, it's very likely that their characters may have studied and can fluently speak other languages. If a character is speaking in a language other than the language common to the general game, that player should indicate their use of a foreign tongue. She does so by holding one hand in front of her face while extending the thumb and index finger, with the thumb touching the bottom of the player's chin in the shape of an L. This gesture can also be used to indicate that your character is using a method other than speech to communicate, such as Mind Web.



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"I'm exceptionally imposing"

The expenditure of Renown and some supernatural abilities, such as the gift Rancorous Halo, amplify a character's force of personality, causing her to become fearsomely intimidating, imposing, or regal. To indicate that your character is supernaturally imposing, hold one arm out horizontally, elbow bent and pointed down, with the palm of your hand turned upward.



"I'm obviously monstrous"

Certain supernatural powers allow their users to take on monstrous, horrific shapes in order to engage their enemies in battle. These powers are never subtle, often bestowing increased size, fearsome claws, extra appendages, and terrifying visages upon their user's form; a werewolf's Crinos form, the power Wyld's Undreamt Fury, and other horrific forms of Wyrm creatures are just a few examples of abilities that bestow a monstrous appearance. To communicate a monstrous appearance, raise both arms above your head, with your fingers curled into claw-like shapes.



"I appear to be an animal"

Shapeshifters are not limited to human form. A werewolf can turn into a wolf for example, as told in legends and myth. To indicate that she is in some sort of four-legged form, such as a wolf, the player should hold her hands up to chest height, and allow her wrists to fall loosely, similar to how a child might mimic a begging dog. To indicate that she is in the shape of a creature that can fly, such as a raven, she should hold her hands up together in front of her chest, interlocking her thumbs and extending her fingers, as she might if she were to make a shadow-puppet of a bird.



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Alternatives to Common Gestures

There will be times, of course, when the common gestures are not sufficient to describe one's current state. If these situations are brief—typically situations lasting a scene or less—players are encouraged to use verbal descriptions. For ongoing situations, such as the continual stink of the flaw Animal Musk, players may find that using a small tag attached to their costumes communicates their characters' states without interrupting scenes.



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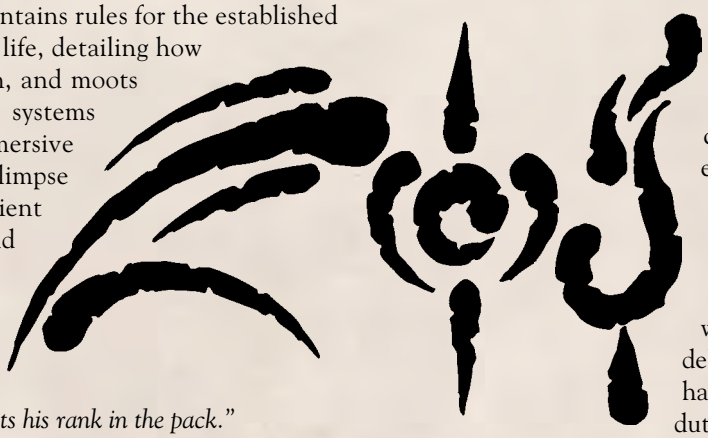
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Chapter Nine: SOCIAL SYSTEMS

"Madness is rare in individuals—but in groups, parties, nations, and ages, it is the rule."

— Friedrich Nietzsche

As werewolves combine the features of both wolves and humans, Garou society exists as an amalgamation, combining primal forms of communication with tribal culture developed throughout the ages. Blending complex notions of leadership, hierarchy, and spiritual awareness, the Garou live, fight, and celebrate in ways uniquely their own. This chapter contains rules for the established social constructs of Garou life, detailing how Rank, challenges, Renown, and moots function. These social systems help you to craft an immersive experience, giving a glimpse into how a society of sentient predators organizes and conducts its affairs.



Rank

"A wolf never doubts his rank in the pack."

— Long Fang, Shadow Lord

Like that of the wolves they call kin, Garou society is hierarchal in nature. Every werewolf knows where she stands in the pecking order, having entered into a rigid system of *Rank* from her ascension into adulthood. Rank provides a system by which spring wolves are demarcated from seasoned veterans and ultimately from the Elders of legend, separating all Garou into a series of five grades. However, Rank is not merely a social construct; werewolves who advance gain access to greater power, finding themselves imbued with spiritual strength, raising them beyond their own innate capabilities.

When Gaia first breathed life into the Garou, they quickly came to understand that they could not exist as perfect equals, as this would rip apart their burgeoning society and end their work before it really began. Thus, the concept of Rank was born as a means to delineate between Garou who have achieved much in their duty to Gaia and those who have just started on their journey. In time, the spirits blessed this society's social construct, allowing it to become more than just a means to divide the Garou based on their experience. From the beginning, Rank carried with it a certain amount of privilege and responsibility. Those who strive to become Elders of the nation are expected to be leaders and teachers, paragons and sages. It is not an easy task, and many Garou discover that it is not for them.

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Each werewolf begins her life as a *Cub*. Upon completing her Rite of Passage, she ascends to Rank 1: *Cliath*. Through grit, determination, and service to Gaia, she survives and grows into her new responsibilities. After spending a minimum of six months at her new Rank, she may choose to issue a *Rank challenge*: a form of ritualized trial intended to test her work. Should she succeed, she may choose to challenge again after another six months has passed—if she has earned sufficient *Renown*.

Advancement in Rank carries both additional privileges as well as additional responsibilities. While experience brings power; in some cases, youth has its advantages. For more information, see **Chapter Four: Character Creation, Backgrounds, Rank**, page 196.

Advancing in Rank

A Garou advances in Rank by a successfully completing a Rank challenge. Upon succeeding, her player must immediately spend XP to purchase an additional dot of the Rank background. If she does not have sufficient XP available, she goes into XP debt, and she cannot make any other XP expenditures until she has spent the XP to purchase her new dot of the Rank background.

The Rite of Passage

Any Garou who wishes to join society as an adult must first undergo her Rite of Passage. The Rite of Passage is the first Rank challenge that all werewolves undergo. Typically, it takes place a short time after a Cub has experienced her First Change, but not before the she has had some measure of training in both the duties of her auspice, as well as the functions of Garou society as a whole. Garou seldom throw their Cubs to the wolves, so to speak, without some degree of preparation. The possibility of a Cub perishing on her Rite of Passage is a real one, albeit unlikely. Those who die in the attempt are usually granted their Rank posthumously, having fought and died in Gaia's service. For details on performing the rite itself, see **Chapter Eleven: Garou Nation: Rites, Rite of Passage**, page 546. Those who manage to succeed receive a hero's welcome, and earn a *deed name*—a short title describing their accomplishments—in honor of their triumph.

Unlike most Rank challenges, when a challenger proclaims her readiness before the sept, Rites of Passage are typically initiated by a Cub's caretakers. When a *Den Parent* feels the time has come for a Cub to take her place among adults, she approaches the Master of the Challenge. If she agrees, the Cub will be sent on her Rite of Passage. In rare cases where a Den Parent may be acting too conservatively, a Cub can petition the Master of the Challenge directly, if the Cub feels she is worthy. The Master of the Challenge may then decide whether or not to grant the Cub's request.

In most cases, the Cub will be sent along with other Cubs from her generation, which may very likely lead to the group forming a pack together. However, this is not always the case. Following the onset of the Age of Apocalypse, many septs have too few children born within a reasonable span of one another, and they cannot afford to hold older Cubs back to wait until a pack is ready to challenge at the same time. This situation makes solo Rites of Passage, once nearly unheard of, an increasingly common reality—a factor that any Master of the Challenge must consider. No sept, even the most traditionally minded, will send a Cub into a likely fatal situation.

Rites of Passage vary from sept to sept. Some septs have a standing Rite of Passage: a single challenge that all Cubs must overcome to prove their readiness for adulthood. Others may concentrate their challenges along a single theme, such as combat or travel, and others still may devise new trials for each generation of Cubs. In all cases, the trial is a serious one, and Cubs are expected to experience some degree of danger and adult responsibility during their challenges. Adulthood is very demanding in Garou society, after all, and hand-waving so important a test may leave a Cliath unable to perform her duties when the sept has need of her. As part of the trial, she may receive advice or some sort of token for luck or protection, possibly from her family. She then sets out on her journey, charged with proving her worthiness as a Garou.

After completing her task, she returns with proof of her accomplishment. A successful Cub's return is always worthy of celebration; all of the sept comes together to congratulate the returning hero. The Cub is called on to present her proof of accomplishment, or to give an account of her trial, if the nature of the task did not allow for physical proof to be obtained. The Rite of Passage concludes as the Garou ascends to the rank of Cliath, taking her place as an adult amidst great celebration.

At this time, the new Cliath formally chooses her tribe. Although many Garou are born into a tribe through their parents, some Garou feel a call to another tribe. This selection is an intensely intimate decision for each Cliath, her first choice as an adult Garou.

Following this rite, werewolves celebrate and warmly welcome the new Cliaths as full members of the Garou Nation. During the ensuing festivities, each new Cliath receives her first deed name. These names are often inspired by the actions performed while on her Rite of Passage or

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memorable moments during her time as a Cub. The Den Parent, other newly minted Cliath, and the rest of the sept ensure that the new deed name is appropriate.

Not all Cubs survive their Rite of Passage. Although it is rare, since Den Parents work to ensure their young students are fully prepared for these tasks, deaths do happen. Most often, fatal situations occur when a Cub panics while on her mission or encounters a situation for which she is unprepared. Rarely, a Cub is killed by simple bad luck. Whatever the reason, when a Cub dies during her Rite of Passage, she is elevated to the Rank of Cliath post-mortem. She is granted a deed name by her Den Parent and her fellow Cubs, and she is honored as any fallen werewolf would be. Den Parents often are hit the hardest by these losses, as a Cub is much like a child to them, and many Den Parents have stepped down from their positions after the loss of one of these students.

At times, a Cub will fail her Rite of Passage but return relatively unscathed. When this happens, she returns to the remaining Cubs, if there are any in the sept, and her education continues in earnest. Occasionally, Cubs who fail their Rite of Passage are sent to a different sept, in hopes that a new teacher will be able to assist them further. In modern times, with so few werewolves remaining, the nation works to ensure that all Cubs survive and succeed at their Rites of Passage, as their claws are desperately needed in the fight against the Wyrm.

Mechanics of Rite of Passage

Working with the Storyteller, the Master of the Challenge should devise a task that falls under the parameters of the table below. The task should always be a Simple Quest, made slightly more difficult if more participants are involved (see **Chapter Eight: Dramatic Systems: Quests**, page 390). Storytellers should always feel free to create a scenario outside of the parameters of the Quest system, should they choose to do so.

Number of Participants	Difficulty of Quest
1-2 Cubs	Simple Quest, Difficulty 3
3-4 Cubs	Simple Quest, Difficulty 4
5+ Cubs	Simple Quest, Difficulty 5

Types of Rites of Passage

Rites of Passage are very personal experiences, leaving an impression on a Cub that lasts for years to come. Most resemble an archetypal hero's journey in structure, as the Cub is given her call to adventure and sent into the world to do good, returning to her people as a fully-fledged adult. The following list is by no means intended to be a complete list of Rites of Passage. Masters of the Challenge and Storytellers should feel free to elaborate on or abandon the templates provided as suits the needs of their specific chronicles.

- **Apprentice's Errand:** Septs very commonly have more work that needs doing than they have free hands. In this trial, the Cubs must perform some task of significance to the sept, such as helping an Elder gather materials for a fetish or preparing items as chiminage for a patron spirit. For Uktena Cubs, this challenge may involve running supplies to nearby Bane Tenders, while Glass Walker Cubs may be sent to intern at a local corporation.

- **Exploration:** The Cub must explore some uncharted region, possibly a remote area of the wilderness or an unexplored area of the Umbra. As part of the challenge, the Cub must bring back some new specimen as proof of their journey. Silent Striders, ever the explorers, are fond of this practice, as are the Red Talons.

- **Journey to the Sacred Hallow:** This Rite of Passage requires Cubs to make a pilgrimage to a predetermined location, such as the site of an ancient battle or the domain of a patron spirit, always set in a remote location. Once there, the Cubs earn some sort of token or blessing as proof of their arrival. Fianna are known to send their Cubs to mist-shrouded isles of historical significance, while Stargazers may send their Cubs in search of fabled mountain valleys.

- **Kinfolk/Human Assistance:** The evils of poverty and injustice are among the most insidious foes a Garou may face. In this Rite of Passage, a Cub provides some measure of assistance to a kinfolk or human population, such as helping a troubled neighborhood or organizing a small village in an infrastructure project. Children of Gaia and Bone Gnawers are known to test their Cubs in this manner.

- **Monster Hunt:** Many cultures used to send adolescents to hunt a particular animal to prove their courage and prowess. In this popular trial, Cubs are sent in search of a particular creature or spirit, possibly a powerful or elusive one. Though one of the Cubs may claim credit for the kill, success is awarded equally, provided the group has worked together. Get of Fenris and Black Furies commonly employ this method of trial.

- **Package Delivery:** What seems to be a simplistic trial can often unfold into a complicated series of events. In this Rite of Passage, Cubs must carry some piece of information or item of relevance between locations.

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This trial may be given out of necessity, such as during a time of war when every warrior is needed. Silent Striders commonly give such trials during peaceful times, and until recent history, Fianna would send their young as envoys to the fae. Glass Walkers are known to charge their Cubs with ferrying important documents between business interests.

- **Paranormal Investigation:** The coming of the Age of Apocalypse has left no shortage of mysterious phenomena. To prove their worth, Cubs are sent to investigate a spiritual oddity, and if possible, understand its cause. In these cases, Cubs usually receive strict instructions not to intervene, and to seek assistance should their target prove hostile. Tribes of all sorts employ this form of trial, though Shadow Lords and Get of Fenris routinely disregard instructions not to intervene.

- **Rescue/Retrieval:** As part of this trial, Cubs must recover some misplaced or stolen item of significance, likely of importance to a sept. Depending on whether the object has a new owner, some additional trials may be involved in its retrieval. Fianna are known to send Cubs in search of lost stories or lore, while Silver Fangs are keenly interested in recovering fetishes from lost septs.

- **Spiritual Aid:** As a sept becomes established, local spirits may come to it in search of aid. In this Rite of Passage, Cubs must assist one of them, working to support or protect it as necessary. The Uktena and the Silver Fangs view this as a very honorable way of demonstrating one's worth.

- **Survival:** In this Rite of Passage, Cubs must survive on their own in difficult terrain for a fixed amount of time, often seven days, or sometimes a lunar month. In many septs' traditions, they are only allowed a single tool, such as a knife or a hatchet. Cubs are typically left out alone and retrieved when the allotted time is up. Get of Fenris and Wendigo are fond of this trial, as are the Red Talons, who forbid tool use altogether.

Example Rite of Passage

Erica, Andre, and Lin are three Cubs of the same approximate age. Their sept maintains a shard caern along the banks of a mountain river. A suspicious number of fish have been turning up dead, which has the sept very concerned. Many werewolves from the sept fear the ecological and spiritual ramifications if this issue persists. The three Cubs are summoned to a council that includes the Sept Leader, the Master of the Challenge, and the Den Parent. The Den Parent and the Master of the Challenge have agreed that the time has come for the Cubs to take their place in Garou society. After explaining the seriousness of the issue, the three Cubs are tasked with investigating the dead fish as their Rite of Passage. Working with the player of the Master of the Challenge, the Storyteller has determined this will be a Simple Quest with a difficulty of 4.

The three characters select Erica as their leader, and they begin the quest. After some research, they find a number of facilities upriver from the sept, and begin investigating. They are eventually able to isolate the issue to a place called Hallahan Fishing Company, located several miles away, having eliminated a number of other locations. They travel to discover that the fish upriver are healthy and strong, and they speak to a spirit of the river, who confirms their suspicions. They report their findings back to the sept and share their story. The three characters pass their trial and earn deed names, as is their sept's custom. Each of them spends 2 XP on their first dot of the Rank background, and they are now considered adults within Garou society.

Rank Challenges

Upon attaining adulthood, Garou are expected to fend for themselves. They must prove themselves worthy to attain additional advancement, and they can only progress further after successfully passing another trial. Unlike adolescence, no one nominates a werewolf as a candidate for advancement. Rather, she must actively claim a higher position through a process called a *Rank challenge*.

To qualify for a Rank challenge, a Garou must first demonstrate her ability to meet the responsibilities of her current Rank for at least six months. Additionally, to make a challenge, she must spend 3 traits of Fleeting Renown of the types required by her auspice (see table below). If she has met these criteria, she can challenge for a higher Rank.

Auspice	Fleeting Renown Required
Ragabash	3 Fleeting Renown of any type
Theurge	2 Wisdom, 1 Honor
Philodox	2 Honor, 1 Glory
Galliard	2 Glory, 1 Wisdom
Ahroun	2 Glory, 1 Honor

To do so, she must first contact the Master of the Challenge from her sept. Together, should the Master of the Challenge approve, they will seek out a werewolf capable of overseeing her Rank challenge. This Garou must be someone of higher Rank than the challenger, who also is able to perform the Rite of Accomplishment (see **Chapter Eleven: Garou Nation: Rites, Rite of Accomplishment**, page 546). Werewolves prefer that the challenger and the Garou she challenges

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Master of the Challenge

The Master of the Challenge (see **Chapter Eleven: Garou Nation: Sept Leaders: Master of the Challenge**, page 518) has the authority to approve and vet any challenge for Rank that occurs within the boundaries of the sept. A Garou may elect to visit another sept and seek to challenge for Rank thee, but such a choice will undoubtedly cause problems when she returns home.

share the same auspice; however, particularly wise or famous Garou are sought by werewolves of all auspices. Having selected someone to challenge, the challenger boldly states her name and makes plain her intent to challenge for a higher Rank. Should the challenged werewolf accept, she determines the nature of the trial the challenger will undergo, as well as any additional rules that may apply, such as what sort of assistance the challenger may receive, or the means by which she will complete her trial.

Although each tribe and sept handles these challenges in its own manner, there is no doubt that the Rank challenge is held as one of the most sacred among the Garou Nation. It is the duty of the challenged Garou to ensure that the task set for the challenger is appropriate for her Rank and auspice, and that the task will push the young Garou, ensuring that she is ready to take the step towards her next Rank. Issuing a challenge deemed too easy or inappropriate for the challenger may result in scandal; the challenger could forever be known as one who took part in a tainted rank challenge (See **Chapter Six: Merits and Flaws, Flaws, Tainted Rank**, page 327).

Having received her challenge, the challenger sets out to complete it to the best of her ability, adhering to any conditions given as part of the trial. If she succeeds, she returns with proof of her accomplishment. If her proof is deemed satisfactory, she has passed her trial. The challenged Garou enacts the Rite of Accomplishment, and the challenger Garou advances in Rank. If for any reason the werewolf fails her challenge or is forced to abandon it, she cannot challenge again for another three months.

Rank Challenge Mechanics

To begin a Rank challenge, the challenger approaches a Garou of higher Rank to make her challenge. Thereafter, that Garou is charged with overseeing the challenge. Working with the Storyteller, she creates an appropriate Quest according to the chart to the right. Once the challenger has completed the trial, if the Garou overseeing the challenge is satisfied, she performs the Rite of Accomplishment for the challenger. The challenger must immediately spend XP to purchase the next dot of the Rank background. If she does not have sufficient XP available, she goes into XP debt, and cannot make any other XP purchases until she has spent the XP to purchase her new dot of the Rank background.

Rank	Difficulty of Quest
Fostern	Complex Quest, Difficulty 1
Adren	Complex Quest, Difficulty 3
Athro	Complex Quest, Difficulty 5
Elder	Heroic Quest, Difficulty 3

Types of Rank Challenges

Rank challenges are one-of-a-kind experiences, trials intended to test the mettle of a challenging Garou, helping prepare her for the increased responsibility that comes with higher Rank. The following list is by no means intended to be a complete list of Rank challenges. Players and Storytellers should feel free to elaborate on or abandon the templates provided.

- **All Fall Down:** Ahroun favor this challenge, which requires a Garou to lead a raid on a hive or other enemy structure. She must take her pack or another group of Garou and destroy their enemy without suffering any casualties.
- **Assassin Tag:** In this challenge, a Garou receives a list of targets, and she must successfully "assassinate" them by marking them with something visible, such as paint. Often issued to Cliath or Fostern Ragabash, the goal of this challenge is to prove the challenger's acumen with stealth and infiltration. The targets are aware that the challenging Garou is looking for them, and they will attempt to spot her and tag her back. If she is tagged by one of her targets, the challenger fails in her Rank challenge.
- **Battle Cry:** Garou rely on their Galliards for inspiration. In this challenge, a Garou must craft a rousing battle

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cry and inspire her comrades to wade into battle with their heads held high.

- **Behind Enemy Lines:** This challenge directs a Ragabash to infiltrate an enemy construct—be it a Wyrm-tainted medical facility or a hive—without being seen. She must gather intelligence about the enemy there and successfully bring it back to her sept.

- **Big Business:** In this challenge, a Garou must act as a mediator between two werewolves as they attempt to successfully merge two separately owned companies. Glass Walkers and Bone Gnawers favor this challenge.

- **Change of Heart:** Although many werewolves fall to the claws of the Wyrm, others are lost due to their failure to adhere to the Litany or a downward spiral into Harano. Philodox favor this challenge, which requires a Garou to find another who has fallen from grace within the nation. She must teach the outcast why her actions were wrong and how she threatened Garou society, convincing her to willingly submit to punishment.

- **Creation:** In this challenge, a Garou designs and crafts a fetish. This item can be a fetish she creates for herself or one intended as a gift for a packmate or a sept Elder.

- **Dear Diary:** In this challenge, a Garou must spend a significant amount of time—usually any period from a week to a month—discovering what secrets or buried issues her septmates may be hiding. This challenge is often issued to Ragabash or Galliards.

- **Dogfight:** Ahroun often receive this challenge, which is well-liked among Get of Fenris and Black Furies. A young Garou must fight—sometimes, she fights one foe at her sept, or she may be required to travel to septs around the world to challenge as many Elder Ahroun as she is able. Win or lose, the goal is to carry herself with grace and humility.

- **The Faces of Our Fathers:** This challenge sets a Garou to find an ancestor spirit from each tribe and convince them to share a tale of their people with her. She must memorize these tales and learn the wisdom within them, then bring them home to share with her sept.

- **Field Trip:** Entering and navigating the Umbra is difficult. This challenge requires a Garou to bring a pack of Cubs or Cliath Garou into the Umbra and successfully navigate there with them in tow, teaching them along the way.

- **Hostage Situation:** This challenge directs a Garou to rescue someone or something important—be it a fetish or a kinfolk— from capture by agents of the Wyrm. She must lead a group on a successful rescue mission, usually into a hive.

- **Friends on the Other Side:** In this challenge, a Garou must find a spirit from each tribal totem's brood and convince them to vouch for her. Such support may come in the form of a token or a spiritual mark.

- **The Hunt for Knowledge:** During the onset of the Age of Apocalypse, the Garou lost much of their precious knowledge. This challenge directs a Garou to find a rare occult book that is needed by an Elder of the sept. Theurges are very commonly tasked with recovering these works.

- **Into the Pit:** This challenge requires a Garou to travel to a dangerous location, often Malfeas or the Deep Umbra, and reclaim a lost or cursed Klaive. Once the item has been found, she must successfully destroy the weapon or redeem it to be used by the Garou Nation.

- **Iron Will:** Young Ahroun often receive this challenge, which requires them to stand vigil outside a caern for a set period of time without sleeping or becoming distracted. Temptation may be sent in the form of Ragabash attempting to infiltrate or Galliards singing a comforting song.

- **The Good Student:** A Garou's relationship with the spirits often dictates her success or failure. In this challenge, a young Garou—often a Theurge—must convince a spirit to teach her a gift that it would normally refuse to teach.

- **Mapping the Darkness:** Hives are some of the darkest and vilest places that a Garou will ever experience. This challenge sets a Garou to infiltrate a hive in order to map out the entirety of the location, without being seen.

- **On the Dark Side:** In this challenge, a werewolf must enter the Umbra on her own and seek out a place or an item that has been hidden or lost. This challenge is often issued to Theurges, or to Ahroun if the area is believed to be dangerous.

- **Oral History:** Garou have no written history and depend on oral renditions to carry their history to future generations. This challenge charges a werewolf with memorizing the Garou Nation's epics and performing them for the sept, while discerning the riddles or morals hidden within them. Galliards favor this challenge,

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though Philodox and Ahroun have been tasked with learning stories relevant to their auspices.

- **Preparation:** The Garou Nation is at war, as it always has been and always will be. This challenge is often issued to Cliath Theurges, tasking them with crafting a large number of talens. Such armaments help ensure that an entire pack will successfully survive an encounter against an enemy.

- **Riddle Me This:** Ragabash often issue this challenge, which tasks a Garou with discovering a riddle that has no answer. This trial may culminate in a riddle contest, where the challenged Garou attempts to stump all the werewolves in her sept.

- **Separate Sides:** In a society of apex predators, tempers often flare and conflicts arise. For this challenge, a Garou—most often a Philodox—must successfully mediate a dispute between two Garou parties. This trial may also include travel to a different sept.

- **Sing the Songs:** This challenge requires a Garou to craft a compelling tale espousing the glories—or defeats—of her pack and share it at a moot. Success is judged by the quality of the performance, as well as the audience's reception. Galliards take such challenges very seriously.

- **Songs of the People:** It is not enough for a Galliard to know the songs of her sept and pack; she must also learn the tales of the Garou Nation as a whole. This challenge requires a werewolf, often a Galliard, to travel to different septs, learning the tales of their greatest warriors and their most shameful moments. She must memorize these stories and carry them to other areas, sharing them with as many werewolves as she is able.

- **Teacher's Pet:** Ensuring that young Garou are prepared for the war is of the utmost importance. In this challenge, a werewolf takes a group of Cubs under her tutelage and ensures they understand some facet of Garou society. Their failure is her failure.

- **Weapon for the Ages:** This challenge requires a Garou to create a weapon that will carry its own tales throughout the nation, often taking the form of a Grand Klaive or another highly sought-after fetish. Once the item is completed, she must gift it to another.

Example Rank Challenge

Ciara "Silent Paws" is a Cliath Ragabash Bone Gnawer who feels she is ready to challenge for Fostern. She has been a Cliath for six months, and in that time, she has gained 3 traits of Fleeting Renown: 2 Honor and 1 Glory. She approaches "Passion Play," an Adren Bone Gnawer Ragabash who lives in her sept. Silent Paws howls out her name and issues her challenge to Passion Play, declaring her intent to challenge for her Fostern Rank. Passion Play responds in kind, assuring Silent Paws that she will soon have her challenge. Working with the players of Silent Paws, Passion Play, and the Master of the Challenge, the Storyteller determines that this trial will be a Complex Quest with a difficulty of 1.

Passion Play soon returns to Silent Paws to inform her that there is a medical facility in the nearby city that the Elders believe has been corrupted by the Wyrm. Her task is to make her way into the medical facility and discover if their suspicions are true. If the location is corrupted, she is to map it out to the best of her ability, returning with intelligence that will allow the sept to deal with the issue.

Silent Paws is aptly named, and she is able to make her way into the facility without being seen. There, she finds evidence that the patients held in the facility are being treated by agents of the Wyrm; once released, corruption dwells in their souls. She wastes no time mapping out the entirety of the facility and gathering what information she is able before quickly returning to Passion Play.

Passion Play and the Master of the Challenge declare that Silent Paws has passed her challenge. The player of Silent Paws spends 2 XP on her 2nd dot of the Rank background, and the sept rejoices with her as she is elevated in station.

Fera and Rank Challenges

While Fera also share the construct of Rank, many of them maintain separate traditions with regard to challenge and advancement. A Garou cannot oversee a Rank challenge for any Fera and vice versa. For mechanical purposes, a Fera must meet the same requirements for Rank advancement as a Garou, including time spent at current Rank and expenditure of the appropriate Fleeting Renown. She can then spend a downtime action to seek out one of her own kind capable of facilitating a Rank challenge. The Storyteller should design one for the Fera of the same difficulty as a Garou of the appropriate Rank.

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Ronin and Rank

While Garou do, on rare occasion, oversee a Rank challenge from a werewolf of a neighboring sept, a Garou will not accept a Rank challenge from another Garou she does not know at all, unless a Master of the Challenge who is of good standing and higher in Rank specifically requests her to do so. As Rank advancement requires the Rite of Accomplishment, this barrier means a Ronin Garou is unable to advance in Rank until her honor is restored. (For more information, see **Monikers: Ronin**, page 424.)

Rank Progression

Rank within the Garou Nation is more than just the opportunity to lead others and hold sway over younger werewolves; it undeniably states that one has proven herself to her fellow Garou. The progression of Rank carries great responsibility and power. More than just ability to fight or sing the songs of the Garou, werewolves gladly carry the burden of Rank as a symbol that the Garou Nation will continue. Although there are some werewolves who are satisfied with remaining a low Rank, the vast majority are always looking to improve themselves. Some feel that those Garou who refuse to challenge for their next Rank are derelict in their duty to Gaia—they are intentionally resting on their laurels, rather than claiming power that could assist their fellows.

Each auspice carries its own duties and expectations, based on the Rank a Garou currently holds. A Cliath Ahroun will never be expected to shoulder the burden of an Athro; an Athro Ragabash will find her lessons and pranks are held to a higher standard than those of her Cliath counterparts. Below you will find examples of what expectations each Rank holds.

Cub

When a Garou undergoes her First Change, she is considered a Cub, no matter her age or previous experience. The Den Parent of the nearest sept brings these new warriors under her wing, thrusting them into an alien world. During a new werewolf's time as a Cub, she must learn what it means to be Garou and what her function within the nation will be. Each sept treats their Cubs in a different manner, based on each individual Den Parent and the function of that specific sept. While each Cub is trained differently, all are taught the basic functions of Garou society and the role each tribe plays within it. Perhaps one of the most important things taught during these months are a Cub's roles among werewolves. Often, a Den Parent will assign a Cub to an older Garou of her auspice to help teach and guide her.

Cliath

After a Cliath has successfully navigated her Rite of Passage, her sept lauds her as a veritable hero when she returns. Although a Cliath werewolf is no longer considered a child in the eyes of the Garou Nation, she is still a young student. Her main task is to continue to build on the education from her time as a Cub as she integrates herself into Garou society. She should still remain quiet during moots and other important events, and Cliath are forbidden from holding positions of leadership. Oftentimes, new Cliath Garou form packs known as *Young Bloods*, deepening the connections first forged during their time as Cubs.

Fostern

When a Garou reaches the rank of Fostern, her fellow werewolves consider her a fully-capable member of the Garou Nation, and as such, afford her more freedom while demanding that she carry more responsibilities. Elders expect that a Garou at this Rank fully understands her role as well as the Litany and how it pertains to her duties. Although Fostern cannot hold sept positions unless a dire situation arises, they do take on larger duties to their packs and the sept. They are often called upon to help train Cubs, and they are expected to pass on their knowledge to the next generation of Garou. Often, Cub and Cliath werewolves are forbidden from traveling from their home septs alone; septs lift this restriction once a Garou reaches the Rank of Fostern. Their Elders no longer keep track of their movements, which can be both a burden and a blessing.

Adren

The Garou Nation expects its Adren to be leaders, or at least willing to step into leadership positions if needed. Many Adren hold some position of power or authority, whether within a pack or as a lesser position in a sept. Often, Adren occupy the roles of Den Parent, Keeper of the Land, Guardian, or Gatekeeper. Their betters expect Adren to be proficient in their auspice roles and understand the purpose of each tribe. Adren Garou continue their own training while taking an active hand assisting in the education of younger werewolves: a transitionary role that is sometimes difficult to balance. Athro and Elder Garou carefully scrutinize Adren werewolves to determine if they have the qualities required to continue to rise in Rank. Ragabash in particular enjoy watching the actions of Adren, waiting for a moment when they can catch one in some misstep, providing an opportunity for education or ridicule.

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Athro

Athro Garou hold the majority of leadership positions within a sept. In many ways, these werewolves hold the greatest responsibility in the Garou Nation, as it expects them to be its leaders, warriors, and teachers of future generations. Few Garou survive to achieve this Rank, and those who do have earned it through blood and tears. They are highly respected, and those who look up to them have carefully noted their deeds—and misdeeds. Perhaps the most important duty of Athro Garou is grooming their eventual replacements. Athro understand just how quickly life is lost in war, and they strive to ensure that septs and the nation remain standing.

Elder

Although many Garou strive to reach the Rank of Elder, few ever attain it. These Garou have lived lifetimes battling the Wyrm and have come out the other side only mostly intact. Strong and unmoving, the Elders of the Garou Nation hold the seams of its society together. They know better than any other the cost of war and the sacrifices that must be made in Gaia's name. These werewolves have earned the respect the Litany affords them countless times over.

Many Elders find themselves in support roles, acting as advisors who oversee the Athro and Adren who lead the bulk of the nation. However, such a life ill-suits some Elders; these werewolves spend their days patrolling the sept to ensure its safety, making themselves available to lower-ranked Garou in need. Of course, Elders are not ignored or useless. On the contrary, when major battles rage across the lands, they are the first to take up arms in defense. Shoulder-to-shoulder with those below them, they fight to destroy the Wyrm wherever it dwells. Young Garou do well to remember that with age comes experience, and in a fight such as this one, an Elder's experience is invaluable.

Legend

Once in a great while, a Garou goes above and beyond all expectations. Many of these werewolves die while battling the Wyrm—such an epic death generates a tale that is sung through the ages. In rare circumstances, a Garou elevates to the Rank of Legend, declaring her a Garou above all others—Gaia's ultimate warrior and trusted child. There is no Renown that can be earned to achieve this status, no guideline for young Garou to know what they should attempt to achieve such a Rank. Legends are only created through great sacrifice and dedication to the Garou Nation (for more information, see **Chapter Fourteen: Allies and Antagonists, Legends**, page 614).

Renown

"Renown is the measure by which the Garou judge our lives and worth."

— Marcus Grimmer, Shadow Lord Athro

As a Garou performs noteworthy deeds, she earns *Renown*. Renown is a form of recognition given for service to Gaia, acting as measure of a werewolf's accomplishments and also influencing a Garou's social stature. Renown traits can be spent in social situations, when a werewolf seeks to lean upon the weight of her accomplishments. By spending her Renown traits, she can use them to influence other Garou, compelling them to recognize the weight of her reputation and social standing. Renown comes in three types of traits: *Glory*, *Honor*, and *Wisdom*. Depending on how it is earned, each of the three types of Renown traits fall into one of three categories: *Innate*, *Abiding*, or *Fleeting*.

Renown and Primal Urge

Renown works in alignment with the instinctual social patterns of all Garou, tapping into the underlying primal urge rooted within the Garou psyche. These practices are extensions of common behavior traits that exist throughout the animal kingdom, and they are instinctive to all werewolves. A Garou may choose to spend her Renown traits to achieve a variety of effects, each capable of influencing others in different ways. When a Garou uses her Renown, she adopts a posture of strength and confidence, making bold declaration of her virtue. This confidence compels Garou and Fera to respond favorably, much in the same way wolves defer to a dominant leader. In some instances,

Respect for Renown

Kinfolk, Fera, and Garou all innately respect—and thus are automatically affected by—the expenditure of Renown traits, even if they hate their enemies and lack any respect for them. Other creatures, even Black Spiral Dancers, can't possess or spend Renown.

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Jurisdiction of Renown

Certain positions within the Garou Nation carry with them the ability to use Renown traits in unique ways beyond the uses laid out here. The authority of each position limits the jurisdiction of such uses of Renown. For example, a sept's Warder can spend a trait of Wisdom to use A Word to the Unwise. As Warder is a sept position, she can do so only when she is present in territory claimed by her sept. If this character visits a neighboring sept, she may receive some measure of respect for serving as Warder, but she cannot call on her office's unique functions. Some positions within the Garou Nation are global positions. A werewolf who holds a global position can call on her office's Renown use throughout the world.

any Garou or Fera who seek to oppose you use must match your energy, either through their own use of Renown or by spending a point of Willpower.

Using Renown traits to affect primal urge in this way is not the same as using gifts or powers, and does not supersede their effects. Renown does not limit a werewolf's ability to attack or use powers on one another. Renown expenditure can only influence Garou, Fera, kinfolk, and in some cases, spirits. No other creatures are affected outside of these types.

As the use of Renown involves tapping into your audience's primal nature, it only works in person and in conversational situations. It does not carry over written or digital communication. Garou are free to reference their accomplishments as they see fit, but the primal urge required for Renown to function does not manifest over text, video, or e-mail.

In most social situations, werewolves consider the use of Renown an act of firmness, not one of aggression. Wolves value and respect shows of strength, and Garou view the use of Renown as acceptable conduct. Its use is akin to a librarian asking for quiet or a judge calling a courtroom to order. Rather, werewolves who disrespect another Garou's accomplishments are seen as unruly.

In cases when a Garou can spend a point of Willpower to ignore the use of Renown, those who do so to ignore those of lower Rank do not face social consequences for this act. Those who spend Willpower instead of Renown to ignore those of higher Rank are likely to be seen as uncouth or disrespectful, acting against accepted decorum.

Renown, Leadership, and Pack Instinct

As a Garou accumulates Renown traits, she gains confidence and stature, which carry over into her demeanor. The difference between an established wolf and a young, untested Cub is obvious to those who can recognize the signs, as is the difference between an aspiring phenom and a reckless wolf who has spent her clout.

A character with the Leadership skill can make this determination about a specific Garou once per night for each dot of Leadership she possesses, finding out her targets' total Renown traits in each of the three categories—Glory, Honor, and Wisdom—and whether their Renown is Innate, Abiding, or Fleeting. To do this, she asks a player directly, or if she wishes to ask anonymously, she may ask the Storyteller to find this information out on her behalf. As this ability relies upon observing a Garou's demeanor firsthand, it can only be used in person (see **Chapter Four: Character Creation: Skills, Leadership**, page 189).

Types of Renown

Glory

"I shall be valorous.
I shall be dependable.
I shall be generous.
I shall protect the weak.
I shall slay the Wyrm."

— Glory Creed

A werewolf's primary charge is to fight in service of Gaia, combating the Wyrm wherever it dwells and breeds, as well as protecting the weak. The Garou are dutiful in remembering this charge, striving toward the virtue of *Glory*. The virtue of Glory encompasses bravery, boldness, and success in battle. Those who fight valiantly carry this Renown in recognition of their deeds.

You can spend a trait of Glory Renown to do one of the following:

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Fera and Renown

Like their Garou cousins, Fera are affected by Renown and can make use of it themselves. While many Fera maintain similar values, very commonly they uphold one or more different virtues than those of Garou. As Gaia tasked each of them with a unique set of responsibilities, it is natural that they idealize different concepts. Some examples include granting Succor as opposed to seeking Glory, valuing Cunning over Wisdom, or emphasizing Humor over Honor.

Fera who fall into these categories are considered to earn their Renown through pursuing their own unique ideals. However, mechanically, their Renown is earned, tracked, and spent as if their virtues were identical to werewolves'. Fera characters may also refer to them differently during the course of roleplay.

- **Commanding Presence:** Yours is a reputation of success and of victories won. Should someone of lower Rank question your authority, you can spend a trait of Glory Renown to assume an air of command. For the next five minutes, any Garou with fewer dots of Rank than you who desires to contradict your orders must spend a trait of Glory, spend a point of Willpower, or challenge you through an accepted means (see **Challenges**, page 426).
- **Back Off:** By spending a trait of Glory and softly growling, you can compel others to leave your immediate space. Any who wish to remain within one step of you must either spend a point of Willpower or immediately attack you. Back Off lasts for five minutes.
- **Unconquerable Spirit:** You can spend a trait of Glory to retest a Staredown challenge. You may use this retest before or after a Willpower retest, as you desire.

Honor

"I shall be respectful.
I shall be loyal.
I shall be just.
I shall live by my word.
I shall accept all fair challenges."
—Honor Creed

The measure of an individual's character can be defined as the sum of her actions. As wolves are social creatures, the virtue of *Honor* is essential, as any who would lead must work to maintain the trust and support of her fellows. Those werewolves who carry Honor Renown understand the importance of good conduct and place a very high premium on their reputations, remembering their duty to Gaia in all things.

You can spend a trait of Honor to do one of the following:

- **Sterling Reputation:** Yours is a reputation of strong character and good conduct. Should your motivations or your integrity be called into question, you can spend a trait of Honor to assume an air of worthiness and dignity. For the next five minutes, Garou, Fera, and kinfolk cannot challenge your statements as false or dishonorable, unless they spend a trait of Honor Renown or a point of Willpower to do so. Spending Honor in this way does not guarantee the truthfulness of your statements; rather, it demands that others respect your reputation before they challenge you.
- **Honored Introduction:** The origin of the salute has its roots in knightly traditions. The handshake began as a gesture showing one was unarmed. Likewise, introductions are a point of honor among Garou; declining one extends disrespect, even among rivals. By spending a trait of Honor and announcing your name, Rank, and auspice to another Garou or Fera you've never met, you compel them to reply in kind. A Garou or Fera must introduce herself, stating plainly her name, Rank, and auspice—or spend a point of Willpower if she wishes to discourteously refuse.
- **Master of Decorum:** Among wolves, tempers can flare unexpectedly. By spending a trait of Honor and making a sincere apology, you can make dignified amends for an indiscretion you may have caused, provided the slight was minor and not sufficient to warrant formal punishment. A momentary lapse in judgment must be excused, such as stepping on someone's paw, but grave insults or physical violence are not overlooked. While the other party may still hold a grudge, for the next five minutes, any Garou or Fera who would otherwise be openly hostile in the face of your apology must first spend a point of Willpower to do so. Other Garou view the use of Honor Renown in this way as sufficient

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reparation for a minor slight. Afterward, anyone who openly accuses you of misconduct for your transgression will likely be viewed as petty.

Wisdom

"I shall be calm.
I shall be prudent.
I shall be merciful.
I shall think before I act and listen before I think."
— Wisdom Creed

Encompassing a werewolf's capacity to act with prudence and restraint, *Wisdom* is more than a mere measure of intelligence. While man has learned much through science, Wisdom draws on the fundamental truths of nature, bringing to light the workings of the heart and of the spirit. Those Garou who pursue Wisdom take heed to always listen, knowing that Gaia sometimes reveals her truths through unexpected vessels.

You can spend a trait of Wisdom Renown to do one of the following:

- **Auspicial Purview:** Yours is a reputation of prudence and time spent in pursuit of expertise. Should a situation arise that pertains to your auspice, you can use the weight of your reputation to claim jurisdiction over a matter: Auspicial Purview. For the next five minutes, anyone not of your auspice who wishes to interfere without your explicit instructions must either spend a trait of Wisdom Renown or spend a point of Willpower to do so. If she is unwilling to or cannot spend either, she must immediately follow your instructions or withdraw from the situation.
- **For the Greater Good:** When dealing with a spirit, circumstances may demand taking actions that earns its displeasure or otherwise causes it injury. By spending a trait of Wisdom and offering an apology or a brief explanation, you compel a spirit of Jaggling stature or less to accept the necessity of your actions. For the next 24 hours, you cannot earn the flaw Spirit Notoriety as a result of your dealings with this spirit. However, this expenditure does not necessarily earn the spirit's cooperation; if it desires to do so, it may still resist you. Once you have spent a trait of Wisdom in this way, most Garou consider your dealings with the spirit honorable.
- **Wisdom of the Ancient Ways:** You can spend a trait of Wisdom to retest a rites challenge you conduct yourself, or one in which you assist. You can use this retest before or after a Willpower retest, as you see fit.

Earning and Spending Renown

There are three main categories of Renown: Innate, Abiding, and Fleeting Renown. While each is earned through separate means, all generate the same effects when spent. Rank challenges are the sole exception; these require a Garou to spend Fleeting Renown exclusively (see **Rank Challenges**, page 412). When using Renown, a werewolf may always choose which category of Renown she wishes to spend.

Fleeting Renown

A Garou earns Fleeting Renown in recognition for her actions. When a Garou performs a deed or an act of service that furthers the cause of Gaia, she earns Fleeting Renown. A werewolf can hold up to 5 total traits of Fleeting Renown, regardless of their type: Glory, Honor, or Wisdom. When a Garou spends Fleeting Renown, it is expended permanently. She can then earn additional traits of Fleeting Renown up to her maximum of 5. If a werewolf has already earned her maximum of 5 traits of Fleeting Renown and earns another trait of Renown that she wishes to retain, she can remove 1 trait of Fleeting Renown to make room for the new one.

For example, Bianca plays Kasia, a Shadow Lord Ragabash whose Fleeting Renown includes 4 traits of Glory and 1 trait of Honor. She earns a new trait of Fleeting Renown for Wisdom, which she wishes to retain. Bianca chooses to lose a trait of Glory Renown to keep the trait of Wisdom Renown.

Innate Renown

A Garou earns Innate Renown in recognition of her Rank. As a Garou's Rank background increases, at the beginning of each game session, she may select one trait of Innate Renown—either Glory, Honor, or Wisdom—for each dot of the Rank background she possesses. If for some reason she should lose a dot of the Rank background, she reduces the number of Innate Renown traits she selects at the beginning of each game session, so that her total matches her dots of the Rank background. Unlike Fleeting Renown, Innate Renown refreshes at the beginning of each game session, when the player may select a new batch of Innate Renown tied to her dots of the Rank background.

For example, as a Fostern Galliard of the Black Furies, Raquel may select 2 Innate Renown at the beginning of a game session. This time, she selects 2 Glory Renown. She has also earned 1 Fleeting Honor Renown. Throughout the course of that game session, she spends all three traits. At the beginning of the next game session, she once again can select 2 Innate Renown traits due to her Rank, which may be 2 traits of Glory Renown or two different traits. Her Fleeting Honor Renown does not return.

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Abiding Renown

Certain sept and global positions carry with them the added benefit of access to additional Renown. A werewolf earns these benefits by holding a position and performing its role. Abiding Renown is similar to Innate Renown, in that it returns at the beginning at the next game session. However, a Garou has access to her Abiding Renown only for as long as she holds its related position. If she loses her office, such as by failing a challenge, being removed, or if she steps down, she also loses access to that Renown. For a list of sept and global positions, see **Chapter Eleven: Garou Nation: Leaders of the Nation**, page 497 and **Sept Leadership**, page 512.

Recognition from Sept or Global Positions

Characters who hold sept and global positions can award Fleeting Renown to other characters as part of their official functions. Should your actions merit recognition in the eyes of these position-holders, they may award you Fleeting Renown (see **Chapter Eleven: Garou Nation: Leaders of the Nation**, page 497 and **Sept Leaders**, page 512).

Recognition from the Storyteller

The Storyteller may also award Fleeting Renown, representing recognition from the spirits for heroic deeds. She can make this award either at the conclusion of a scene, or at the end of a game session. A character can only receive a single trait of Renown per game session from the Storyteller.

Below is an example list of situations where the Storyteller, representing the spirits, may choose to award Renown, informing the player of such an award at the end of the game session. Naturally, the Storyteller may choose to award Renown for deeds not included in this list. During game sessions when a player may have been awarded Renown for multiple actions, she should elect to receive Renown from the act that provided the most drama or impact to the game that session.

Type of Renown	Actions
Glory	• Participating in combat against a minion of the Wyrm • Attacking a more powerful opponent in defense of another • Protecting another at risk to oneself • Earning a battle scar
Honor	• Protecting the Veil • Tithing appropriate chiminage without being asked • Performing a major service for a kinfolk • Mediating a dispute fairly
Wisdom	• Discovering an agent of the Wyrm • Creating a new fetish • Using Academics, Science, or Lore skills to solve a dilemma • Avoiding violence through trickery or negotiation

Moots

Certain types of moots allow for the opportunity for earn Fleeting Renown. Here, Renown may be earned in recognition for winning certain games or competitions, or for being the subject of an inspiring performance by a Galliard (see **Moots**, page 433).

Example Use of Renown

Katrina, a Wendigo Theurge, and Henderson, a Glass Walker Galliard, are arguing over how to handle a spiritual issue involving the sept. A number of Weaver spirits in the city favor an upcoming landfill project that would extend the city's coastline into the Great Lakes; however, the Wyld-aligned spirits of the lakes strongly oppose this change. Henderson's pack, devoted to Cockroach, supports the expansion, and argues that the spirits of the lake are fickle and can be appeased later. Katrina, as a Theurge, disagrees. She insists that the spirits of the Wyld will not forget such a slight, and she declares that they must be given consideration. Henderson continues to state his point boldly, leaving little room for interjection. Katrina rises and reiterates her point, asserting that her Wisdom in this matter must be respected. Katrina's player spends a trait of Wisdom Renown, activating Auspicial Purview. The player of Henderson now has a choice. If he wishes to spend a trait of Wisdom, he can continue the discussion. He can also overcome Katrina's use of primal urge by spending a point of Willpower, continuing as he did before, but risking social consequences from his disruptive, boorish behavior. If he does neither, he must cease discussing the issue for at least five minutes.

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Renown Cards

Renown: Glory

Innate Abiding Fleeting

Earned By:_____

Earned Date:_____

Issued By:_____

Commanding Presence: You can spend this trait of Renown to assume an aura of command. For the next five minutes, any shapeshifter of lower Rank cannot contradict you unless they spend a trait of Glory, a point of Willpower, or challenge you through accepted means.

Back Off: You can spend this trait of Renown to compel others to leave your immediate space. For the next five minutes, anyone who seeks to approach within one step of you must either spend a point of Willpower or attack you.

Unconquerable Spirit: You can spend this trait of Renown to receive a retest in a Staredown challenge. You may use this retest before or after a Willpower retest, as you desire.

Renown: Glory

Innate Abiding Fleeting

Earned By:_____

Earned Date:_____

Issued By:_____

Commanding Presence: You can spend this trait of Renown to assume an aura of command. For the next five minutes, any shapeshifter of lower Rank cannot contradict you unless they spend a trait of Glory, a point of Willpower, or challenge you through accepted means.

Back Off: You can spend this trait of Renown to compel others to leave your immediate space. For the next five minutes, anyone who seeks to approach within one step of you must either spend a point of Willpower or attack you.

Unconquerable Spirit: You can spend this trait of Renown to receive a retest in a Staredown challenge. You may use this retest before or after a Willpower retest, as you desire.

Renown: Honor

Innate Abiding Fleeting

Earned By:_____

Earned Date:_____

Issued By:_____

Sterling Reputation: You can spend this trait of Renown to assume an aura of worthiness and dignity. For the next five minutes, Garou, Fera, and kinfolk cannot challenge your honor unless they spend a point of Willpower or have this Renown expenditure active as well.

Honored Introduction: By spending this trait of Renown and announcing your name, Rank, and auspice to another Garou or Fera you've never met, you compel your target to introduce herself in return. She must plainly state her name, Rank, and auspice. If the other party wishes to refuse, she must spend a point of Willpower to discourteously decline

Master of Decorum: By spending this trait of Renown and making a sincere apology, you can make dignified amends for an indiscretion you may have caused, provided the slight was not sufficient to warrant formal punishment. For the next five minutes, any Garou or Fera who would be openly hostile in the face of your apology must first spend a point of Willpower to do so.

Renown: Honor

Innate Abiding Fleeting

Earned By:_____

Earned Date:_____

Issued By:_____

Sterling Reputation: You can spend this trait of Renown to assume an aura of worthiness and dignity. For the next five minutes, Garou, Fera, and kinfolk cannot challenge your honor unless they spend a point of Willpower or have this Renown expenditure active as well.

Honored Introduction: By spending this trait of Renown and announcing your name, Rank, and auspice to another Garou or Fera you've never met, you compel your target to introduce herself in return. She must plainly state her name, Rank, and auspice. If the other party wishes to refuse, she must spend a point of Willpower to discourteously decline

Master of Decorum: By spending this trait of Renown and making a sincere apology, you can make dignified amends for an indiscretion you may have caused, provided the slight was not sufficient to warrant formal punishment. For the next five minutes, any Garou or Fera who would be openly hostile in the face of your apology must first spend a point of Willpower to do so.

Renown: Wisdom

Innate Abiding Fleeting

Earned By:_____

Earned Date:_____

Issued By:_____

Auspicial Purview: You can spend this trait of Renown to assume an air of dignity. For the next five minutes, anyone not of your auspice who wishes to interfere without your explicit instructions must either spend a trait of Wisdom or spend a point of Willpower to do so.

For the Greater Good: Spend this trait of Renown and offer an apology or a brief explanation to a spirit of Jaggling stature or less to offset a point of Spirit Notoriety. For the next 24 hours, you do not earn Spirit Notoriety as a result of your dealings with this spirit.

Wisdom of the Ancient Ways: Spend this trait of Renown to retest a rites challenge you are conducting yourself, or one in which you are assisting. You may spend this Renown to earn the retest before or after spending a Willpower to retest, as you see fit.

Renown: Wisdom

Innate Abiding Fleeting

Earned By:_____

Earned Date:_____

Issued By:_____

Auspicial Purview: You can spend this trait of Renown to assume an air of dignity. For the next five minutes, anyone not of your auspice who wishes to interfere without your explicit instructions must either spend a trait of Wisdom or spend a point of Willpower to do so.

For the Greater Good: Spend this trait of Renown and offer an apology or a brief explanation to a spirit of Jaggling stature or less to offset a point of Spirit Notoriety. For the next 24 hours, you do not earn Spirit Notoriety as a result of your dealings with this spirit.

Wisdom of the Ancient Ways: Spend this trait of Renown to retest a rites challenge you are conducting yourself, or one in which you are assisting. You may spend this Renown to earn the retest before or after spending a Willpower to retest, as you see fit.

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Monikers

A *moniker* is a temporary title given to a Garou for her deeds and actions. Monikers can be positive or negative, some indicating reputation earned, while others indicate notoriety carried. Each moniker confers a unique modification to a character's reputation for a limited duration. A Garou may carry and be subject to the effects of multiple monikers at once, and each can have a different duration.

Characters attain monikers from those holding sanctioned positions within the Garou Nation or via participation in moots. In some cases, earning a moniker confers a one-time award or penalty of Fleeting Renown. The bearer can spend awarded Renown normally; penalties cause the target to immediately lose the designated number of Renown traits. Should a recipient be unable to hold additional Renown or not have the appropriate Renown to lose, there are no additional effects. Some monikers can only be removed by special quests, which must be sanctioned by various position-holders within the Garou Nation.

Greater Monikers

A greater moniker is permanent, unless removed by the High King, a Legend, a Tribal Councilor, or at a Concolation. Those burdened with a pejorative greater moniker are known throughout the Garou Nation, as their misdeeds spread via Talesingers (see **Chapter Eleven: Garou Nation: Council of Auspices: Talesingers**, page 522) and spirits. The stories reach equally far for those whose greater monikers convey positive esteem.

Branded

A character with the *Branded* moniker suffers all of the penalties of a lesser moniker, such as Coward, that she received as a punishment, but the moniker is permanent. Both monikers are applied at the same time, using language announcing both monikers at once. For example, a position-holder may announce that such a character is "Branded a Coward." This moniker can only be assigned after a formal trial before a Truthcatcher (see **Chapter Eleven: Garou Nation: Council of Auspices: Truthcatchers**, page 522).

Assignment Penalty: Forfeiture of all Fleeting Renown of the type indicated by the associated lesser moniker.

Disgraced

A *Disgraced* Garou has been caught and tried for violating the Litany and punished by a Sept Leader or the High King. Examples of crimes worthy of this moniker include siring or conceiving a Metis, causing a caern to fall, or murdering a fellow Garou outside of a sanctioned duel. This moniker can only be assigned after a formal trial before a Truthcatcher (see **Chapter Eleven: Garou Nation: Council of Auspices: Truthcatchers**, page 522).

Assignment Penalty: -2 Glory, -2 Honor, -2 Wisdom

General

The High King bears the responsibility to organize werewolf forces against the agents of the Wyrm. Those he entrusts with command attain the moniker *General*, a formally sanctioned title. During a time of war, any General present acts as the de facto leader, outranked only by the High King or by a Tribal Councilor. This moniker can only be granted or removed by the High King, and persists beyond the end of wartime; the bearer may keep her title as a token of her service. In the absence of a recognized High King, no new individuals can earn this moniker; however, those who still hold it from the prior High King still retain it.

Award Bonus: +1 Glory, +1 Honor, +1 Wisdom

Hunted

A werewolf who undergoes the Rite of the Hunt receives the *Hunted* moniker. If a sept performs the rite, the werewolf loses all access to Renown while located within that sept's protectorate. If the High King, the Council of Tribes, or a Concolation hosts the rite, then the target permanently loses all Renown. Killing a *Hunted* Garou grants the executioner the moniker *Hero*.

Assignment Penalty: Loss of all Fleeting Renown

Ronin

Ronin werewolves have been cast out of their tribes and the Garou Nation as a whole for a grievous violation of the Litany or similar savage crime. A Ronin cannot participate in any sept activities, including moots or challenges for Rank. It is impossible for a Ronin to regain Gnosis in any caern or shard caern aligned with the Garou Nation, as the totem spirits overseeing these places deny their blessings. For more information, see **Chapter Eleven: Garou Nation: Ronin: Outcasts of the Garou Nation**, page 510.

Assignment Penalty: Loss of all Fleeting Renown

Lesser Monikers

A lesser moniker is temporary, lasting a set amount of time, unless removed sooner by a Sept Leader or a member of

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the Council of Auspices. The reputations of those carrying a lesser moniker are known by most Garou throughout the local area, as their septmates often speak their names. Should they forget, the local Talesinger and spirits will remind them. Benefits and penalties for lesser monikers do not reach beyond the protectorate of the sept that assigned it.

Champion

A sept considers a Garou named its *Champion* to be an avatar of bravery and righteousness in the world. She represents the sept's totem and honor in all things. If there is no current Champion of the sept, the Sept Leader may proclaim one. The bearer retains this title until she is defeated in a challenge by another within the sept, in which case, the title goes to the victor. Depending on a sept's specific customs, a Champion may be assigned this distinction for valor, performance, lore, or riddle contests, or a hometown tradition such as basketball or mead drinking.

Award Bonus: +1 Glory

Coward

A *Coward* holds a great deal of contempt within her sept. Accusations of cowardice frequently precede a challenge. Werewolves consider a Garou so named to be weak. While she carries this moniker, a character cannot gain or spend Glory Renown. This moniker lasts 30 days or two games, whichever is longer.

Assignment Penalty: -1 Glory

Dishonorable

Honor shields werewolves from the dangers of rage and other dark impulses. A *Dishonorable* Garou is considered untrustworthy; while carrying this moniker, she cannot gain or spend Honor Renown. This moniker lasts 30 days, or two games, whichever is longer.

Assignment Penalty: -1 Honor

Gallant

A Garou known as *Gallant* is bold and brash, with the heart of a warrior poet. She is both hero and knave, living freely and following her passions. This moniker is often a double-edged sword, as it signifies that this Garou's words can be dangerous, and she is one to be watched. A Gallant automatically recovers any Willpower expended during Staredowns. This moniker lasts 30 days or two games, whichever is longer.

Award Bonus: +1 Glory

Hero

The concept of heroism is sacred to the Garou Nation. A werewolf who earns the *Hero* moniker has demonstrated herself as a leader of her people. She might be a Garou who has proven her mettle in battle time and again, or she might be the savior of an endangered Cub. Either way, this moniker carries with it a great deal of honor and respect. A Hero is considered to be the ultimate victorious warrior and leader of Gaia, deserving of respect—and some time to recuperate. She cannot be challenged, unless that challenge is issued by someone of higher Rank, for the next 30 days or two game sessions, whichever is longer.

Award Bonus: +1 Glory

Paragon

A Garou named a *Paragon* is an example of self-restraint, fully in control of her rage. Her sept considers her influence a blessing to the hot-tempered in their midst. For the next 30 days or two game sessions, a Paragon can expand a trait of Honor Renown to grant a willing recipient an automatic success in tests to resist frenzy outside of combat, provided the Paragon can speak and be heard.

Award Bonus: +1 Honor

Reckless

Wisdom provides a light that guides Garou towards proper behavior. A Garou named *Reckless* is considered foolish. While carrying this moniker, she cannot gain or spend Wisdom Renown. This moniker lasts 30 days, or two games, whichever is longer.

Assignment Penalty: -1 Wisdom

Tarnished

A Garou who has been caught violating the spirits is considered to be Tarnished. While carrying this moniker, she temporarily gains all of the penalties of the flaw Spirit Infamy (see **Chapter Five: Merits and Flaws, Flaws, Spirit Infamy**, page 326). This moniker lasts for 30 days or two games, whichever is longer.

Assignment Penalty: -1 Wisdom

Worthy

One who is *Worthy* serves as a paragon of justice and a keeper of the Litany. As she is an example for the young, a Den Parent often calls upon a Worthy Garou to teach

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Cubs the ways of the Garou Nation and to inspire the next generation. Winners of this laurel find themselves granted minor social favors from others as a sign of respect and acknowledgement of the good works they have done for the sept as a whole.

Award Bonus: +1 Wisdom

Youngling

All Cubs (Garou with 0 dots of the Rank background) bear this moniker. *Younglings* are free to ask questions at appropriate times, and receive reduced punishments for any infractions committed due to their inexperience. At no cost, a Den Parent can assign the moniker *Dishonorable* to any werewolf who harms a Youngling unnecessarily. The Youngling moniker persists until the Cub becomes a Cliath, earning her first dot of Rank.

Award Bonus: None

Challenges

"Let the Philodox have their games and the Theurges their riddles. A proper challenge between Ahroun must be brutal and savage, lest they forget the price of victory and the cost of defeat."

— Johan "Razortooth" Heimdall, Elder Get of Fenris Ahroun

Despite sharing a common cause and a structured hierarchy, conflicts are bound to arise even in a group as united in purpose as the Garou. While a werewolf's Rank is often enough to command respect, right and wrong can become blurred when problems fall between defined auspice and position lines. Personal disputes can erupt outside of the hierarchy altogether, as tiny slights and impositions aggravate a werewolf's predatory nature. Most importantly, a Garou who views her leader as weak or ineffective can issue a challenge, provided she does not do so during an active time of war.

Rather than see small disputes escalate into unnecessary bloodshed, Garou have a number of customs through which they resolve issues of various types. When tempers flare, two Garou may lock eyes in a brief battle of wills called a *Staredown*. Alternately, serious issues may require a more-elaborate contest, such as a trial by *gamecraft* or even a *duel*.

With the exception of Staredowns, most challenges are handled in formal and ritualized fashions, overseen by the Master of the Challenge (see **Chapter Eleven: Garou Nation, Sept Leaders, Master of the Challenge** page 518). Challenges require both parties risk at least one trait of Renown (see **Renown**, page 417). If a challenge is declined, or the results are nullified or declared a draw, no Renown is forfeit.

Challenges between werewolves hold such gravity that most septs designate a specific area at which they occur, ranging from a special arena to a humble piece of dirt, called the *challenge mound*. For a challenge to officially occur, the Master of the Challenge must approve it and oversee it.

While challenges are intended to calm raging tempers and prevent the loss of life, these confrontations sometimes result in serious injury or even death, should participants get out of control. Due to the inherent danger found in many challenges, kinfolk are not allowed to take to the mound on their own behalves, even if they believe they could win the day. Of course, this restriction does not preclude a Garou from issuing a challenge on behalf of a kinfolk, although

Fera and Challenges

While some Fera feel that Garou are too filled with rage and too quick to issue a challenge, every breed recognizes the benefit of a structured challenge system. Any Fera who spends a significant amount of time among Garou quickly learns the intricacies behind challenges, as she may be challenged by a werewolf at any time. When a Fera finds herself at a Garou-controlled sept, she agrees to be bound by its laws, and this agreement opens her up to the possibility of issuing or accepting challenges.

Many Fera breeds have their own challenge traditions, though these tend to be used internally. For example, among the Beast Courts of the East, the Hengeyokai prefer challenges that require wit and intelligence, rather than brute strength. Their challenges often mirror gamecraft challenges, ranging from chess tournaments to riddling contests. When a physical challenge is necessary, it often focuses on fighting smarter, not harder.

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many werewolves view this act as a claim of ownership over the kin in question. Although challenges are widely used throughout the Garou Nation, they are more prevalent among certain tribes. Get of Fenris and Fianna are both well-known for hosting regular challenges, training to ensure their members are successful on the mound.

Challenges for Position

As the Litany states, a leader may be challenged at any time during peace. Regardless whether a challenge takes the form of gamecraft or a duel, a challenger may demand that a challenged party cede her office as a condition of winning. If she wishes to uphold this tenant of the Litany, the challenged party must always acknowledge and agree to the requested condition, though she is certainly free to argue about the nature and specifics of the challenge. As the challenge still requires her consent, this restriction often puts a leader in a better position to negotiate conditions advantageous to her. Additionally, positions tied to a specific auspice cannot be challenged by those of a different auspice. For example, a Ragabash cannot challenge to become the Truthcatcher, a position only held by Philodox.

In cases where a werewolf is challenged for her position, she is not required to risk Renown as part of the contest. Any Garou may freely decline a challenge for position during a time of war (see **Chapter Eleven: Garou Nation, Septs, War and Leadership**, page 527).

Challenges Above Station

Leadership carries with it some privileges, among which is the expectation that frivolous challenges do not deserve the same treatment as ones coming from seasoned wolves. Werewolves seeking to challenge others who hold higher Rank than they do are often seen as seeking to prove something. Especially bellicose Garou who disproportionately devote their efforts towards personal advancement and not the greater good of Gaia are looked at with a suspicious eye, and are often selected for special duties to help realign their efforts.

If a Garou seeks to challenge another Garou who has more dots of the Rank background than she does, she must risk additional traits of Renown equal to their difference in Rank. If she does not have sufficient Renown, she cannot issue the challenge, and she must wait until she has earned sufficient traits of Renown to make the attempt. Such wolves who are denied challenges in these circumstances are considered to be acting "too big for their britches," and they are often told to pipe down. If a werewolf is challenged by another of higher Rank, she only needs to risk a single trait of Renown.

Rank Challenges

Rank challenges are considered separate from the established challenge structure, and are detailed under **Rank: Rank Challenges**, page 412.

Staredowns

The simplest and most commonly encountered challenge is the *Staredown*, and it is rare to find a Garou who has not participated in more than one. Rather than relying on sheer brawn, a Staredown takes the form of a contest of wills and spiritual strength. Much like wolves in the wild, this challenge depends on posturing to determine who will dominate the moment. These challenges are often brief and can occur anywhere, even on the field of battle. They do not require the Master of the Challenge to oversee them; they are handled quickly and decisively. Red Talons were the first to initiate this challenge as a means of handling confusing human disputes, using a language with which they were familiar. In time, the Staredown became a popular means of challenge both for its simplicity and relative safety.

When two Garou find themselves at odds over a minor issue, one of them issues a challenge to settle the matter swiftly and decisively, rather than wasting time mincing words. A Staredown challenge is initiated when one Garou locks eyes with her opponent, issuing her challenge through body language and posture alone. Once the Staredown has been initiated, the challenged Garou must either accept or admit defeat by declining the unspoken terms.

When a Staredown challenge is accepted by both parties, the two werewolves begin immediately, circling one another and posturing. This challenge can be visceral and feral, with opponents often taking on other forms in order to make themselves more intimidating. Flexing, growling, beating their chests, and staring at one another with cold determination are all methods employed in an attempt to beat one's opponent. Eventually, the loser drops her eyes, taking on a submissive posture as she cedes to the victor. Any werewolf, Fera, or kinfolk who has spent time within the Garou Nation understands what this challenge entails, and they are able to immediately identify who has triumphed.

While this type of challenge is not appropriate for all issues that arise among werewolves, Staredowns are commonly used for minor skirmishes that arise between two Garou. Verbal slights, such as questioning the ability of one Garou to speak on a particular topic or a personality clash over which course of action is best can result in a Staredown challenge. Other conflicts, such as a pack member questioning the ruling of her leader or a Ragabash overstepping a boundary with her pranks, may be resolved through use of this challenge. Staredowns

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Staredowns and Real World Bleed

In any live-action game, players are encouraged to immerse themselves in their roles, fully acting out the behaviors and reactions of their characters. While this adds to the ambiance of a game and enhances the enjoyment of most, it is important for players to always be aware of their surroundings. The comfort level of fellow players should be taken into account, as well as the location of the game. For example, if you happen to hold your game in a public space on a college campus, you should be aware that overtly threatening behavior may alarm passersby. Likewise, if one of the players involved in the challenge expresses discomfort at the level of intimidation employed by this challenge, then the players should resolve to simply narrate the challenge, rather than acting out the aggressive behaviors found here.

are never used to settle serious problems, such as a breach of the Litany or the levying of a physical threat, although they are often used as a first step to stop these behaviors before they spiral out of control. While these challenges are swiftly decided, they are often enacted in front of witnesses, in order to resolve any question of who is the stronger Garou.

Staredown Mechanics

To initiate a Staredown, lock eyes with your opponent. You must have her Gaze and Focus to do so (see **Chapter Five: Gifts: Gaze and Focus**, page 214). Your opponent must either decline, in which case she loses, or she must accept your challenge. If she accepts your challenge, each party selects one of the following behaviors and makes the opposed challenge using the corresponding test pool:

- **Killer Instinct:** By posturing, flexing, or perhaps beating your chest, you make an impressive show of your prowess and animal ferocity. Use your **Physical attribute + Animal Ken skill + Rank** as your test pool.
- **Force of Personality:** By growling, raising your hackles, or shouting your opponent down, you show her who's in charge. Use your **Social attribute + Leadership skill + Rank** as your test pool.
- **Ironclad Will:** Demonstrating an unshakable composure and an icy stare, you send chills down your opponent's spine. Use your **Mental attribute + Intimidation skill + Rank** as your test pool.

In the event of a loss, the losing party may retest with Willpower, subject to the normal rules, or she may spend a trait of Glory for a retest (see **Renown: Glory**, page 418).

Once the challenge is resolved, the loser must noticeably break eye contact with the winner, turning or lowering her head. She cannot challenge, attack, or aggress against the winner of a Staredown for the next 10 minutes, though she can converse with the winner normally. During this time, the loser is unable to meet fully meet the gaze of the winner, averting her eyes should the winner look her way. Because of this condition, the loser of the challenge cannot target the winner with any powers that require Gaze and Focus (see **Chapter Five: Gifts: Gaze and Focus**, page 214).

Although a Garou who has lost a Staredown challenge is unable to look the winner in the eyes, that doesn't mean that she must ignore her altogether. In fact, doing so may be seen as disrespectful, possibly failing to abide by the terms of the challenge. The loser can still focus on the winner and pay attention to her, but if the winner attempts to look her in the eye, she must look away in deference to the challenge. This effect ensures that, should a Staredown take place on the field of battle, the loser is still able to interact with the winner as they move to face their foes. As long as the winner has the loser's attention, the winner can still use powers that require the loser's Gaze and Focus. Any observer can determine who is the winner and loser of a Staredown challenge. A Garou who fails to acknowledge a loss during a Staredown in an honorable fashion is automatically assigned the moniker *Dishonorable*. If there is doubt as to whether an action is considered honorable, the Storyteller adjudicates.

Example Staredown

Clyde, a Silver Fang Ragabash, is arguing with Brooke, a Red Talon Galliard. Their two packs have worked together to slay a nest of vampires, and they cannot agree who will take possession of a gilded chalice they've found. As they argue, Brooke has Clyde's Gaze and Focus, so Brooke's player announces she is initiating a Staredown. The player of Clyde accepts. Brooke chooses Force of Personality, and snarls at Clyde. In turn, Clyde chooses Ironclad Will, and meets Brooke's gaze with determination. They test and tie. As Brooke has chosen Force of Personality, she adds her Social attribute with her Leadership skill, for a total of 17.

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Clyde adds his Mental attribute plus his Intimidation skill, for a total of 15. Brooke wins the initial challenge. Clyde may either retest with Willpower or by spending a trait of Glory, if he has it. If Clyde does not retest, or if he chooses to but still ultimately loses the challenge, he must break eye contact with Brooke. For the next 10 minutes, he is unable to target her with any powers that require Gaze and Focus, though Brooke may still target him with such powers, if he is paying attention to her.

Gamecraft

Occasionally, werewolves encounter a conflict that demands a more complex challenge than a Staredown, but one that can be resolved through non-violent means. In these situations, a challenge of *gamecraft* may be proposed, using the form of a structured game or contest with established rules. Stargazers initially developed gamecraft, and Glass Walkers, who favor intelligence and wits over a show of force, expanded this type of challenge further. Stargazers in particular prefer to avoid violence when possible and sought a means of resolving conflict without bloodshed. In the Age of Apocalypse, with the Garou population in decline, this type of challenge has become increasingly popular, allowing two werewolves to face one another without risking serious harm or death to the participants. Although there is less inherent danger in a gamecraft challenge, and it does not carry the same gravitas as a duel, these challenges are still taken seriously as a matter of honor.

Gamecraft is also commonly used to settle bets or boasts between Garou, determining who is the fastest, strongest, or most intelligent werewolf of the bunch. It may also be utilized as a teaching tool with young Garou, in order to show them where their strengths and weaknesses lie in a safe and controlled manner. While this use of the gamecraft challenge is often playful and light-hearted, it is no less important to the function of Garou society, offering werewolves a way to compete against one another without the lethal pressures of a duel.

Gamecraft is a challenge between two Garou, resolved through some sort of structured competition, typically via a game or contest with established rules. A variety of contests fall under the category of gamecraft, including everything from feats of strength between Fianna and Get of Fenris, to masterful games of chess between Silver Fangs and Shadow Lords, to a race to a location in the Umbra between Silent Striders and Red Talons. Unlike duels and Staredowns, gamecraft may include more than two participants.

Gamecraft can also be used to resolve a wide variety of issues. The challenge at hand may be a simple matter of boasting between werewolves, each claiming to be the best at something. Alternatively, gamecraft may be chosen a means of shifting or evening the odds in a conflict, such as when a cunning Ragabash is challenged by a powerful Ahroun. In cases where the involved parties eschew violence or consider its casual application beneath them—such as with Stargazers, Children of Gaia, or some Theurges—gamecraft may be applied to settle conflicts that are very serious in nature, even to challenge a leader for her position. In all cases, the participants must put a measure of each of their reputations on the line, each of them risking a Renown trait of their choice, which is awarded to the winner. After the outcome is decided, the contest ends as the loser makes a gesture of submission towards the winner, appropriate to the dispute. This deference may take the form of a bared throat, a bow, or even a drink offered to the winner.

Gamecraft Mechanics

For a gamecraft challenge to occur, both parties must agree to its terms. Typically, the challenged party is allowed to determine the nature of the contest, and the challenger must agree that the contest is sufficient to settle her issue. Both parties then approach the Master of the Challenge, who oversees the contest.

Then, each party must designate a trait of Fleeting Renown to risk; the winner receives all of the Fleeting Renown risked at the conclusion of the challenge. Normally, if a shapeshifter does not have any traits of Fleeting Renown, then she cannot participate in a gamecraft challenge. However, if the contest determines who will hold a sept position, the holder of the position risks the position instead of a trait of Fleeting Renown. The two parties may also have some additional condition for winning to which they must agree, such as the right to a piece of property or an agreed-upon service the loser will perform.

The Master of the Challenge serves as judge, determining the particulars of the contest. She has full power to disqualify or invalidate the outcome if the rules are not followed. If she feels the nature of the challenge demands it, she may also designate additional parties to assist her in judgement.

After the contest is over, the Master of the Challenge declares a winner. The winner receives all wagered traits of Fleeting Renown, and if a sept position was won as part of the contest, the victor assumes the new role immediately.

Types of Gamecraft

A variety of established forms of gamecraft already exist, though in the 21st century, it is not uncommon for new forms to spring up all the time. The Storyteller should consider the following mechanics as guidelines, and should feel free to substitute different test pools for suggested contests or to create a more elaborate structure as necessary.

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Gamecraft and Structured Mechanics

Due to the broad nature of gamecraft challenges, there are no fixed mechanics to resolve them. Typically, the Storyteller determines the mechanics to resolve these challenges, using a test pool of the appropriate attribute and skill. Rather than treat the contest as a single opposed test, the Storyteller may choose to add in additional structure to create suspense. For example, a race could be broken up into multiple challenges for different legs, or a fishing contest may involve participants winning a static test against a number drawn from a deck of playing cards.

If all players involved agree, some contests may be resolved through roleplay, with the players acting out the challenge itself, such as playing a game of Go or participating in a live riddle contest. In these cases, keep safety and player boundaries in mind.

As a part of roleplaying, players often create characters skilled at things they themselves are not. It is within any player's rights to request that a challenge be settled through game mechanics.

- **Athletic Competitions:** A variety of sporting competitions and feats of strength fall into this category. Contestants use their Physical attribute + Athletics skill in this challenge. Competitions of this sort are enjoyed in various forms by a variety of tribes. A contest with Get of Fenris might resemble a strongman competition, while Bone Gnawers may enjoy a game of basketball.

- **Board or Card Games:** This category includes a variety of classic games of skill and strategy, favored by enthusiasts of all ages. Contestants use their Mental attribute + Investigation skill, or in some cases, their Social attribute + Subterfuge skill. Silver Fangs, true to their Russian heritage, are known to prefer chess, while Glass Walkers may prefer poker.

- **Combat Arts:** When a rivalry between two combatants is not serious enough for an actual fight, the two may agree to a gamecraft challenge instead. A variety of combat arts are viable as contests, such as target shooting and martial arts exhibitions. Contestants use their Physical attributes + their Melee, Brawl, or Firearms skills as appropriate. Children of Gaia may seek this method as a non-violent demonstration of skill, while Stargazers are known to compete with elaborate katas.

- **Footrace/Exploration:** Any form of gamecraft that requires the contestants to get from point A to point B falls under this category, including races of any length or contests that send the contestants to a particular place within the Umbra. Contestants use their Physical attribute + Survival skill to compete. Wendigo are fond of endurance races in brutal conditions, while Silent Striders are notoriously difficult to beat at distance events.

- **Hunting:** Often used to settle lesser disputes of physical superiority, this contest challenges the contestants to put their hunting skills to the test. This trial may involve hunting a particular quarry or judging the quality of a contestant's bounty over a fixed period of time. Contestants use their Mental attribute + Survival skill. Black Furies often choose deer hunting in reverence to Artemis, while many complain the Red Talons possess an unfair advantage in this category.

- **Influence Competition:** A new type of contest, possibly inspired by similar competitions on reality television, this challenge pits contenders against one another as they seek to adroitly influence the human population. This activity could be measured in terms of sales generated from a product or followers earned on social media. Contestants use their Social attribute + Streetwise or Leadership skills, but backgrounds likely also play a factor. Glass Walkers are fond of these sorts of contests, challenging their Cubs to start new businesses. Children of Gaia may compete to hold the largest charity event or outreach campaign.

- **Litany Recital:** The recital of the Litany is a simple, yet challenging contest, often used to resolve disagreements regarding matters of procedure. Participants take turns reciting lines, and they cannot repeat a line that was already spoken. For this contest, it may be fun to let the participants actually attempt to recite the Litany, allowing them a static test of their Mental attribute + Lore skill against an increasingly higher difficulty to think of a line, if the players themselves are stuck. Shadow Lords sometimes choose this method to embarrass younger opponents, while losing a challenge of this sort is known to bring shame to any Silver Fang.

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- **Performances:** Disputes among performers are not uncommon, going beyond simple creative differences. When this conflict happens, they may resolve their difficulty through a competitive performance, often involving one or more judges. For this contest, participants use their Social attribute + Performance skill, as appropriate. Fianna take contests of this sort very seriously, influenced by their roots in the bardic tradition, while Bone Gnawers have been known to engage in the occasional dance-off.

- **Riddle/Trivia Contests:** Encompassing traditional riddles, as well as variants such as 20 Questions, riddle contests are employed by thinkers looking to establish a pecking order. Participants use their Mental Attribute + their Lore, Academics, or Science skills, as appropriate. Thanks to a group of monastic Stargazers, koans are generally agreed to be inadmissible, while it is generally advised not to make a high wager when paired against an Uktena.

Example of Gamecraft

Nathanial "Sings in the Quad," a Child of Gaia Galliard, has had more than enough criticism from Bryton, aka "the Hookup Ninja," a Bone Gnawer Ragabash, as to the quality of his music. He makes plain his grievance with Bryton and challenges him to do better. Bryton agrees to the challenge and proposes a poetry slam. Nathanial accepts, and the two approach the Master of the Challenge. Nathanial is a Fostern and Bryton is a Cliath, but since Nathanial issued the challenge, Bryton doesn't have to risk additional Renown. Nathanial risks a trait of Honor Renown, and Bryton risks a trait of Glory Renown. The Master of the Challenge agrees, and the contest begins.

The Master of the Challenge, working with the Storyteller, declares that there will be three rounds. The Storyteller decides that each round will be decided by an opposed challenge of the participants' Social attribute + Performance skill. The players test and tie. Nathanial has 16 traits, and Bryton has 14. The player of Nathanial wins the first challenge. The Storyteller, narrating the outcome, declares that Nathanial starts off with a masterful set of verse, which dazzles the audience. Bryton's first attempt doesn't quite impress the audience. For the second round, the players test again, and Bryton wins the second challenge. The Storyteller narrates that Nathaniel does well, but Bryton erupts with a flow of lyrics full of heat and intensity. For the third round, the players test a third time. They tie, and Nathanial still has a greater test pool, but Bryton spends a point of Willpower for a retest and wins. The Storyteller narrates that Bryton drops a verse hot enough to set the streets on fire, while Nathanial's third attempt is not as strong. The Master of the Challenge declares that Bryton is the winner. Nathanial frowns as Bryton wins both measures of Renown, yet he still bows to the better performer. As consolation, Bryton hands Nathanial a copy of his mix tape, instructing him to be careful with it.

Duels

For conflicts that demand satisfaction through violence, werewolves accept *duels* as resolution. While most of humanity has discarded dueling as an antiquated practice, it remains a matter of high honor among Garou, driven by their aggressive natures and feral instincts, and supported by the Litany. Traditionalists maintain that the practice is essential for weeding out ineffective leaders and that offering a system of structured combat reduces the urge to lash out fatally. Overall, werewolves broadly support the dueling system, and it remains the primary means of resolving serious conflict between Garou.

What determines the nature of a serious conflict is largely up to an individual Garou. Most agree that for a duel to be earnestly considered, it must answer a notable offense, such as a grievous insult, an unprovoked assault, or a matter of leadership. Silver Fangs are known to obsess over their personal honor, with fixated ones seeking to address each individual slight, while Bone Gnawers are known to be more relaxed. Critics among the Children of Gaia claim that in the post-modern era, physical strength is a poor determinant of right and wrong, but even the most peaceful Child of Gaia may be moved to violence to address a matter of social justice. Black Furies, themselves motivated by social justice, are somewhat divided on the matter. Some view dueling as an outdated relic of the patriarchy, while others relish the opportunity to strike a literal blow for equality.

Duels are always fought between only two werewolves, and they always end with a pre-established condition, such as the first to be wounded or when one opponent reaches unconsciousness. As any Garou who demands the death of her opponent would also deprive Gaia of a much-needed soldier, fights to the death are forbidden. Because of this taboo, a dueling Garou is not permitted to enter frenzy under any circumstance. In such cases, the Master of the Challenge intervenes and immediately end the conflict, declaring the frenzying Garou the loser.

A duel may also incorporate special rules as to how it will be fought, to which its participants must agree, as well as the Master of the Challenge. These conditions may include restrictions regarding which forms the participants can assume or rules governing the use of weapons and fetishes. These agreements frequently vary according to tribal lines and may also reflect the severity of the dispute.

Both parties must risk a trait of Fleeting Renown to participate in the duel, unless one risks a position. If agreed

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upon in advance, the loser of a duel may face additional consequences, such as forfeiting claim to a piece of property or accepting a punishment, such as banishment. Duels are often used to resolve challenges for position, which may lead to celebrating the victor as a new leader. A participant can end a duel at any time by baring her throat, indicating her surrender. As all Garou are obliged to accept an honorable surrender, the Master of the Challenge immediately intervenes to end the fighting at such a gesture.

Dueling Mechanics

To initiate a duel, the aggrieved party proclaims her grievance to the challenged party, dictating the extent of her issue. The challenged party may then accept or decline the challenge, subject to the rules above (see **Challenges: Challenges for Position**, page 427). If the challenge is not about a matter of position, the challenged party is always free to decline. If the challenged party accepts, she determines the nature of the contest, which the challenger must in turn accept or refuse.

To continue, both parties must obtain the authorization of the Master of the Challenge, who must approve the details of the contest and designate a time and location for the duel to take place. Each participant must risk a trait of Fleeting Renown for the contest to proceed, subject to modification for a difference in Rank (see **Challenges: Challenges Above Station**, page 427).

Duels use normal combat mechanics, though the Storyteller may wish to modify the rules to accommodate additional factors, such as environmental hazards. Once the contest's outcome is determined, the winner receives any Fleeting Renown risked, as well as any position that was at stake.

Types of Duels

Numerous forms of dueling have existed in different cultures throughout the ages. Septs, tribes, and even packs may prefer a style of dueling entirely their own. The following list provides a few examples; characters should feel free to modify the terms outlined, or to suggest new forms entirely their own.

- **Armed Combat:** A favored type of duel among warriors, armed combat is a general category allowing the use of various melee weapons. Participants may each agree to use the same weapon, or they may each opt to use one with which they are skilled. A number of tribes have a preferred weapon and fighting style, such as the Children of Gaia with *Iskakku*, a staff-fighting style, or the Silent Striders with their mastery of the *Da'sai*.
- **Duels of Endurance:** Drawing roots from traditional Inuit contests, these duels are often chosen by Wendigo or Silent Striders. In this contest, participants fight in a circumstance where the environment is a threatening factor, such as extreme cold or heat, often with no protection from the elements. In these cases, the fighting itself is often limited to simple unarmed blows, wrestling, pulling on the opponent's ear, or applying the cold flat of one's knife to the other's cheek.
- **Feral Contest:** In this form of a duel, participants are restricted to either Lupus or Hispo form and are denied the use of weapons, armor, or fetishes. Combat is limited to claws, fangs, and any unarmed fighting style the participants prefer. Viewed by some as a means of settling a dispute among real wolves, Red Talons and other Lupus are fond of this type of fighting.
- **Klaive Dueling:** Considered a high form of dueling, Klaive dueling is often used to settle disputes between rival leaders or royalty. In these instances, ownership or the use of a Klaive is a requirement to participate, and contestants are allowed to use Klaives in any form of their choosing. Particularly haughty Garou are known to demand this form of fighting if they suspect their opponents are unable to secure such a weapon, though a Master of the Challenge may approve the use of a borrowed Epic or Legendary weapon fetish as a substitute. Many Silver Fangs train at *Klaviskar*, the art of Klaive dueling, from an early age, and several practice this form of dueling exclusively.
- **Martial Arts Contests:** In cases when participants favor fighting styles with particular rules, they can apply them towards the duel itself. These contests are often sought by purists who view any deviation from a particular style as uncouth. While settling a dispute, Bone Gnawers may agree to the rules of boxing, or Uktena may limit their contest to a traditional wrestling style.
- **No Holds Barred:** In this type of contest, the only rule is that there are no rules. Participants can use any weapon or fetish, as well as any form. Rules concerning frenzy and unconsciousness, however, are strictly enforced. Hardcore contests of this sort are famous among the Get of Fenris, known for their brazenness and tolerance for pain.
- **Pistols at Dawn:** Once considered a relic from the Old West, the popularity of firearms among younger Garou has prompted a resurgence of this type of duel. Participants are each granted the use of a firearm, which need not necessarily be a pistol. Both parties typically agree to both the caliber of weapon as well as a specific

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quantity of ammunition. Fighting is often limited to a confined space, such as a single street or abandoned building. Glass Walkers, fond of their customized weaponry, often choose this as a means of dueling.

- **Unarmed Combat:** Considered a simple, if uninteresting, structure, this type of duel has contestants fight without the use of weapons or fetishes of any kind, selecting whichever form or forms they see fit during the contest. Optionally, this type of duel may prohibit the use of particular gifts, such as Mental or Social powers, in the interest of keeping the fight purely physical. The Stargazer martial art, *Kalindo*, falls into this category, making this type duel a favorite of that tribe.

Example Duel

Augustus Crowe, an Athro Silver Fang Ahroun, seeks to challenge Ramses, an Adren Silent Strider Ahroun for his sept position of Warder. As it is not a time of war, Ramses must acknowledge the challenge. He is known for his skill with the Da'sai, and he chooses armed combat as the form of the duel. Augustus accepts, and the two agree the fight will carry on until one of them is unable to continue. The two go to the Master of the Challenge. As Augustus has 1 fewer dot of Rank than Ramses, he must risk an additional trait of Fleeting Renown to participate in the challenge. He risks 2 traits of Glory. As Ramses is being challenged for his position, he does not have to risk any traits of Fleeting Renown. The Master of the Challenge sets a time and place where the two will fight.

The combat begins as both assume Crinos form. Ramses is an expert with the Da'sai, but Augustus has been training hard for this moment and carries with him a powerful Klaive. After an epic series of blows back and forth, Augustus succeeds at disarming Ramses. The fight continues as Ramses lunges with his claws, but Augustus manages to dodge and deeply wounds him. Ramses is unable to continue the fight, and bares his throat in submission. Augustus is declared the winner. He wins back the Renown he risked, and immediately assumes his duties as the sept's new Warder.

Moots

"Stay firm your feet, but let fly your spirit. Take strength from your sisters and refuse to die, even in your heart."

— Arthura Valda, Acolyte of the Order of the Merciful Mother

A *moot* is a ritualized game or ceremony that werewolves play to establish their position within society. These games serve a variety of social, political, and religious functions within a sept. Moots can be formal affairs or casual encounters, large or small, lasting less than an hour or continuing for weeks on end. A Silver Fang coronation full of ritual significance held at the heart of a bawn is a moot, as is an informal encounter between two packs discussing tactics and territory over beers at the local pub.

Garou are inherently social creatures, reliant on community for their sense of purpose and stability. Every moot represents a social encounter away from the battlefield that builds bonds and vents aggression. As Gaia's enemies grow more numerous and powerful, her protectors feel more isolated and despondent. Regular congregation, formal or otherwise, is important for a werewolf's psychological fitness in the face of overwhelming odds. Those who eschew moots tend to draw attention and distrust; they are likely candidates for Harano or enticement by the Wyrm. A Garou who only spends time in combat or looking for the next battlefield is a ticking time bomb in the eyes of her peers.

No less essential to Garou society, the mystical aspects of a moot support the spiritual welfare of the sept and its protectorate. These aspects take on a variety of forms depending on the moot's purposes, from highly formulaic ceremonies to informal celebrations. The rites performed at a sept's moot are critical to nourish and ward its shard caern. In the 20th century, when Garou controlled hundreds of great caerns around the world, a formal monthly moot was needed to maintain each caern's power. Potent rites were enacted and mystical energies were fed into the caern, empowering it for the coming lunar cycle. Under the watchful oversight of the caern's totem spirit, these energies were divided into bolstering the integrity of moon bridges, nourishing local spirit life, and otherwise sustaining the caern's mystical functions. Shard caerns require high levels of maintenance to cultivate and protect, so mystic moots are even more important at these delicate spiritual outposts.

Concolation and Grand Concolation

Some moots call for attendance larger than even a gathering of multiple septs. When a tribe as a whole gathers its majority of members, they hold what is known as *Concolation*. When the entire Garou Nation gathers, it is a *Grand Concolation*. The decisions made at these events are always momentous: tribes change political directions or the Litany itself is reinterpreted. These moots allow the most political and passionate Garou to change the course of tribes or of the Garou Nation itself.

Theme: Political

Mood: Tense, Exciting, Dramatic

Setting: Garou Nation

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Storyteller Advice: Running a Moot

A moot is a meta-game within a game session that characters play to win acclaim, refresh spent Renown, and claim the victor's laurels. Characters understand moots as a formalized system of social rules that must be followed, lest scandal fall on them. The nature of the rules and the identity of the ultimate winner are less important than providing a reason to motivate enemies and allies to interact and compete in civilized ways that vent tension.

There are three common player reactions to a moot; Storytellers should plan for each of them:

- **Mastery:** A player might seek to prove her worth to others by winning the contest and thus demonstrating her mastery of the game.
- **Scandal:** A player might leverage the moot to attempt to wound one of her character's enemies without starting a lethal conflict.
- **Open Revolt:** Players opt to ignore the event, making choices through their lack of interaction.

Moots are an excellent way to facilitate interaction between usually disparate cliques of characters or to add flavor to an otherwise normal game. They are particularly well-suited to games where the players are unfamiliar with one another, and the presence of visible, eye-catching props can invite inquiry from those who notice them.

History of Concolation

The social order of the Garou is not democratic. It is a system in which the most honorable, the wisest, and the most powerful decide what is right and wrong. Nevertheless, there are some issues that must be resolved and decisions to be made that cannot stand on the shoulders of one werewolf. The directions of tribes and the nation itself cannot go forward based on the word of one. Even the High King had a council of advisors to guide the decisions he or she laid forth. The understanding of such a fundamental fact has led to the creation of moots known as Concolations and Grand Concolations.

These two types of moots represent the gathering of tribes or the nation to determine the answers to questions that have an impact reaching beyond the bounds of pack or sept. The first Grand Concolation formed the Garou Nation itself, at which all the tribes came together and agreed to band together in the war against the Wyrm. Since then, many tribes have held Concolations and even Grand Concolations to create tribal alliances and political factions, and to choose war leaders, such as Golgol Fangs-First, to lead major offensives against the Wyrm.

Mechanics of the Game

Concolations and Grand Concolations are intense meetings of high-level politics and machinations. Whether for personal gain or for the noblest ambitions, entering into this game is a test of all involved, player and pawn alike.

Elders of a tribe may call for a Concolation, but it takes a Tribal Councilor to convene a Grand Concolation. The logistics of Grand Concolations are such that they very rarely occur more than once a year. Tribal Concolations are more common, but the gathering of so many werewolves in one place poses a security risk both to the septs they leave behind, as well as the risk of an attack on such a concentration of Gaia's warriors.

Stage One: The Preparation

Concolations and Grand Concolations are not taken lightly, and there are many things that must be done in order to prepare for one of these events. The following positions are necessary for a successful Concolation.

- **The Host:** She calls for the Concolation or Grand Concolation. Having done so, it is her responsibility to host the event. She must announce it and offer the opportunity to submit items to the agenda. Once the submissions have been received, it is her privilege and

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Proxies within Grand Concolations and Concolations

Obviously not all who wish to attend such events are able to do so. Doing so would jeopardize the security and safety of septs all over the world. In such instances, members with the right to attend the moot designate one they trust to act as their proxies. She who holds a proxy speaks with the voice and standing of each and every proxy entrusted to her, and more importantly, she is given the ability vote on behalf of that proxy.

Such a responsibility is a double-edged sword, especially when holding the proxies of two who disagree. Garou are not known for their forgiving natures.

responsibility to choose the topics to be discussed. She also appoints a Warden and Talesinger for the event.

- **The Warden:** The Warden is in charge of security for the moot. It is her role, and that of her assistants, to ensure that only those who are allowed to be present are in attendance, and that any proxies they may carry are valid. After this task is complete, the Warden patrols to ensure the security of those present at the event. Her final responsibility is to oversee any challenges that occur during the moot and to prevent any fighting outside of a formal challenge.

- **The Talesinger:** She acts as the voice of the Concolation. It is her responsibility to announce the agenda and to ensure that those Garou who wish to speak on a subject receive the opportunity to do so. She must also do her best to keep the emotional Garou on topic when heated debates could easily spiral into conflicts with teeth and claws.

Unless the direst of circumstances occurs, once a Concolation begins, none may depart until it ends without giving up her right to participate, as well as the weight of any proxies she may carry.

Stage Two: Announcing the Agenda

Once all attendees have arrived, been greeted, and their identities and proxies confirmed, there is one last thing to do before the agenda is announced and the moot officially begins. All present are required to swear an oath before each other and summoned spirits of honor and respect, affirming the validity of their identities and their right to be present.

Once the oath has been sworn, the Talesinger announces the agenda for all present. She reads the complete list and opens the discussion for the first item. Assistants she has appointed beforehand work through the crowd to identify who wishes to speak on which items. At her discretion, either the youngest are given the chance to speak first, allowing those of highest Rank the last word, or the Elders speak first, ensuring that all those of great Rank who wish to speak have the time they need to do so.

When each item has been addressed and those who wish to speak have had their chance to do so, the Talesinger calls a recess, allowing those who wish to do so to speak amongs themselves. This break is when the true politicking occurs.

Stage Three: The Game of Politics

While the Warden and her assistants watch to ensure that heated discussions take place without devolving into blows, the attendees argue their different viewpoints using both raised shouts in the open and quiet whispers behind closed doors.

Rank is an everpresent factor in Garou society, but Concolations and Grand Concolations provide an opportunity for Cliath and Fostern to make their voices heard. Groups may engage in public discussions, pushing their points of view and trying to convert those who disagree. Others may be more covert and hold private meetings where favors and promises are exchanged in return for pledges of support. Some may even seek to challenge their detractors and, with their prowess in the challenge, win the respect and support of their opponents. After all, whatever decisions are made at this event last until at least the next Concolation or Grand Concolation, and in a world at war, such events can be few and far between.

While the Warden and her assistants do everything possible to ensure that discussions either stay civil or are contained by formal challenges, the sheer significance of the decisions that come forth at these moots can tempt those who believe that the ends justify the means.

When the time for discussion ends, the Talesinger calls the moot to order once more.

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Stage Four: Ending the Moot

During this stage of the moot, the attendees' votes and choices are made known. The Talesinger reads each item on the agenda once more, and she asks the Garou present to make their choices. The Talesinger can choose how to handle the voting process, but once a decision has been made and announced, it is final. The decision cannot be challenged, as it represents the will of an entire tribe or the Garou Nation as a whole. It stands until another similar gathering of tribe or nation reviews the decision once more.

The final event of a Concolation is a celebration. The host declares an end to formal business and opens the territory for revelry and merrymaking. Due to the rarity of such large gatherings of Garou, other moot celebrations often happen after the formal business concludes, as Garou who rarely see each other in person rekindle friendships, tell war stories, and remind each other who their brothers- and sisters-in-arms are fighting alongside.

Pack Tourney – The Contest of Champions

The struggle between lupine instinct and cold logic fades as rivalry between packs heats to a fever pitch. Simple rivalries may gestate into bitter, potentially bloody conflicts that threaten to divide and weaken a sept. During the Age of Ruin, the Silver Fangs organized tournaments for packs to prove their mettle in battle, guided by the training methods of the elite cohorts of the Roman legions, the Silver Fangs. These tense competitions inspired humanity's development of the concept of chivalry.

The Pack Tourney is a physical contest between packs that determines dominance and selects a champion pack for a sept or a tribe. This moot offers an opportunity for battle to settle issues of dominance without the fear of death and under the guidance of an experienced Ahroun. The members of the winning pack earn the moniker Champion for a year and a day, or until they are defeated in another Pack Tourney.

Theme: Chaos, Excitement

Mood: Bitterness, Celebration

Setting: Garou Nation

History of the Pack Tourney

A champion's purpose is to fight on behalf her sept on the most dangerous missions, but also to inspire those seeking hope in the war against the Wyrm. A proper hero encourages others to become heroes in their own right. The Pack Tourney is a community rally, a sporting event, and a forge for future legends.

This event involves the entire community, from the Sept Leader to the extended family of children and kinfolk. A proper Pack Tourney involves a feast and celebratory dance the night before, when Elders and important emissaries from other septs may bestow their favor on Youngblood packs, hoping to find new packs to tackle the difficult missions required to sustain the war effort of the Garou Nation.

The Silver Fangs claim to have inspired legends of the Knights of the Round Table and humanity's concept of chivalry through the invention of this moot. A number of tribes practice a stylistic variation of this moot; Black Furies engage in spectacular blindfolded archery duels, Glass Walkers battle in urban paramilitary scenarios designed to test skill and tactics, and Silent Striders endure deadly marathons to deliver a sacred message.

Perhaps most importantly, the Pack Tourney provides a chance for the Wyrmfoe to test the battle readiness of the sept and blood its inexperienced warriors before a real battle happens.

Mechanics of the Game

The Pack Tourney is a game of physical endurance and cunning tactics. The moot has four stages.

Stage One: Invoking the Spirits

The Talesinger announces the moot, expends a trait of Glory Renown to empower it, and asks the Master of the Rite or her appointed Theurge representative to call forth the spirits to bless and witness it. She may elect to empower another Galliard to perform this task, in which case that Galliard may temporarily claim the title of Talesinger for the duration of this moot. For more details, see **Renown**, page 417.

During this invoking, the Talesinger anoints the Wyrmfoe, or her Ahroun representative, as the judge of the Pack Tourney.

Stage Two: Reciting the Rules

The judge recites the rules for the Pack Tourney on the field of the contest. By tradition, the following terms are defined by the judge:

- **The Area of Engagement:** The boundaries of the tournament may be as constrained as a field or meadow, or as large as a range of mountains, an entire forest, or an expanse of desert. Packs that leave the area of engagement are considered to have forfeited.
- **The Terms of the Tourney:** The basic rules of the tournament include the specific victory condition required to win. A judge may create a complex scenario

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that lasts hours or a simple test that determines the winner quickly. The only requirement is that one pack must demonstrate their skill, might, and cunning in battle. Common terms include the following:

› **The Melee:** This tourney is a simple brawl of fist, claws, and teeth within the area of engagement. The pack with the most members left standing wins.

› **The Quest:** This tourney is a test of the heart and the body, where the packs compete to be the first to complete an arduous challenge, such as returning with an important fetish lost to the Wyrm or hunting down and defeating a deadly beast, such a Thunderwyrm. The judge traditionally consults with the Sept Leader before this sort of quest is assigned to ensure that the entire sept benefits from the heroism of the packs.

› **King of the Mountain:** This tourney is a contest to see which pack can claim a strategic location within the area of engagement and hold it against the other packs and minions of the Wyrm.

The rules and protocols for the Pack Tourney are as follows:

- The judge evaluates the worthiness of each pack petitioning to join the contest of champions. She may reject any pack, for any reason, but it is considered a grievous insult to an established pack. In addition, the judge may limit the number of participants from each pack, so long as the ruling is applied equally, to ensure that the moot is exciting and relatively fair.

- The Pack Tourney is a game of brutal violence and savage acumen. The judge actively encourages the use of weapons, gifts, and powers. However, the use of Klaives and Grand Klaives against fellow Garou is strictly forbidden. If there are Wyrm-affiliated creatures inside of the area of engagement, then naturally such honorable weapons may be used to dispatch the enemies of the Garou Nation.

- Garou in the contest shall give no quarter, short of killing opponents. Many participants receive horrific wounds and even battle scars. Death occasionally happens, but Garou are expected to stop once their rivals have shown their throats or been knocked unconscious.

Stage Three: Playing the Game

A Pack Tourney is often the premiere event of the social season for a sept. It provides a chance for Youngblood packs to forge their reputations in the eye of the community. A Garou who demonstrates bravery and honor here will hear their deeds sung for many years, whereas a coward shall not be trusted on real missions for the sept and may also be memorialized as a yellow-bellied weakling.

Once the judge is ready, she howls for the gathering's attention and asks for the packs to announce themselves. Each pack steps forward, and its anointed spokesperson, typically its Galliard, introduces it and proclaims its valor. Such activity isn't considered shameful bragging, but an opportunity to rally the crowd—a hero's purpose isn't merely to battle the Wyrm, but inspire others to see that possibility within themselves.

The judge and her assistants lead the packs to their marks and, when ready, howl together to begin the Pack Tourney. The packs scramble and battle as required to achieve the victory condition. Some terms of the tournament may take hours to complete, away from the crowd. In such circumstances, the judge has monitors keeping watch over the packs and relaying information as needed.

Stage Four: Ending the Moot

Once the judge has determined that one of the packs has achieved the victory condition, she howls. All participants and activities immediately cease. If there has been a death or if there is an accusation of foul play, the judge examines the wounded and deceased to verify whether victory has been achieved honorably.

Then, the judge asks the victors to step forward. She anoints each participant from the winning pack with the moniker Champion of the sept. For more information, see **Monikers: Champion**, page 425.

The Great Hunt - A Tumultuous Fray

At Midsummer, the blood of Garou burns hot and their rage boils beneath the surface, stoked by the influence of Helios. When the sun smolders in sweltering blue skies, werewolves feel the call to answer it with mayhem and bloodshed, revealing themselves to unforgiving rays of Helios as the beasts they are and will always be. To quench this thirst for havoc, the Garou call the Great Hunt—a game where they can sink their claws in their greatest enemies and honor Gaia by shedding blood in her name.

Theme: Predatory Hunger

Mood: Primal, Dangerous, Chaotic

Setting: Garou Nation

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History of The Great Hunt

The Great Hunt is a tradition as old as the Garou Nation, an ancient method of both funneling the rage of the Garou during the hottest part of summer and honoring Gaia by acting, without restraint, as her warriors. When Helios is at his hottest, the enemies of Gaia are unable to hide, revealed by a magic that illuminates even the stealthiest of foes.

The hunt is savage, and the only prevailing law is that of tooth and claw. The hunger for violence overwhelms even the most peaceful of Garou when the days grow long, and the only satisfaction is found in bloodshed. The quarry chosen is always the strongest enemy that can be found, and sometimes Garou select prey who was once one of their own who strayed too far from Gaia's guidance. Often, a remorseful Garou will be chosen, allowing her shame to be cleansed with her death, a final sacrifice to her comrades and former allies.

Participants in the Great Hunt seek to quell the beast within and dampen their bloodlust. Those responsible for felling the target of the hunt are considered its champions. As their success is considered a great victory for Gaia and a blessing for the nation, songs of their act are passed from caern to caern. The victors receive the respect of their fellow Garou and find it easy to seek hospitality and celebration of their deeds in most places they travel. Failure to kill the prey is an ill omen for all, and those who do not succeed in the Great Hunt become fodder for gossip, subjected to disdain.

Mechanics of the Game

Most established septs understand the need for a Great Hunt. It honors Gaia while allowing her children to vent the rage that boils beneath their skins when the days are long and tempers are short.

The Great Hunt has three stages.

Stage One: The Night Before

The Great Hunt begins at midnight of Midsummer's Day. All werewolves are welcome to attend, even those who may be seeking to reconcile with the Garou Nation after falling out of favor. Success in the Great Hunt means smaller trespasses may be forgiven or overlooked.

At midnight, the werewolf acting as the Hunting Horn begins to recite the names of creatures that are possible targets of the Great Hunt, listing their crimes and the dangers they bring to those participating in the Hunt. After each creature is listed, the Garou beat their chests, howling and shouting insults based on their experience with the foe. This fervor reaches its apex after the name of the last creature is declared, until the Garou are in a fevered state, howling and bragging of their imminent success.

While they chant and brag, a deep basin is passed among those participating in the moot. To build their fervor and rage, the Garou cut open their hands and drain their blood into the basin. When everyone has contributed, the blood is used to paint symbols and glyphs of power onto the faces, chests, arms, and legs of those participating in the Hunt. With each symbol a Garou is anointed with, a blessing for strength, agility, fortitude, perception, or other useful skill is imparted to her, and the other Garou chant the werewolf's deed name, exalting her before Gaia.

Garou from the sept fill the following positions when they celebrate the Great Hunt:

- **The Hunt Master:** Every Hunt must have its master, responsible for arranging the Great Hunt and researching possible enemies to be ravaged. In most cases, the previous year's victors choose the Hunt Master for the next year. If there were no victors, Garou jockey and politic for the position until someone can claim and hold it. Success after a failed hunt is considered a great honor, so the political back-and-forth involved in choosing a Hunt Master after the prior year's failure is as mentally brutal as the Great Hunt itself when choosing a favorite.

- *The Hunting Horn:* The Hunting Horn is the werewolf responsible for announcing the names of the creatures who may be hunted and for listing their crimes and their abilities at the beginning of the Great Hunt. She is also responsible for naming the victors, for composing the tale of their victory at the end of the Great Hunt, and for chastising those who fail, forfeit, or dishonor the moot. The Hunting Horn is chosen by the Hunt Master.

Stage Two: The Great Hunt Begins

At dawn on Midsummer, the Great Hunt begins. The collected Garou receive a sign—such as a vision or omen—regarding which creature they are to pursue. The hunt master calls all of the participating Garou to attention and directs them to relentlessly pursue the target, and to not give up until the target is dead and its blood has enriched Gaia.

Any manner of pursuit is allowed, and some Glass Walkers have been just as successful at tracking a target as a seasoned Black Fury or Red Talon. Particularly talented kinfolk and Unborn have also participated in the Great Hunt, even if they reap little of its rewards, considering it a great distinction to be counted among the most accomplished of their kind. The Great Hunt itself is ferocious, and carnage is expected as the Garou pay little heed to anything but their

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hunger for victory. They must corner and kill their target before Midsummer's end. If they do not end the target's life before midnight, they have failed and brought ill fortune on their entire sept.

Stage Three: The End of the Great Hunt

The Great Hunt ends when the enemy is killed or at the stroke of midnight, when Midsummer ends. Whether or not the Great Hunt succeeds, the Garou come back together to speak their stories.

If the characters fail to kill their target, they are considered shamed and are unable to gain Fleeting Renown for two months following Midsummer's Day. Failing in the Great Hunt is considered extremely bad luck for Garou, foretelling a year of difficulties and losses.

If the Great Hunt suceeds, the participants bear whatever remains are left of their target back to their original gathering point, singing and speaking of the acts that allowed them to win the battle against their foe. Each of the werewolves who took part in tracking, finding, and killing the target gains 1 Glory Fleeting Renown trait. The Hunting Horn announces their names, singing of the great victory they achieved over difficult odds, with the collected Garou howling in celebration. Afterward, while their brethren celebrate, those who were directly involved in killing the target gather to choose the next Hunt Master. Once a decision is made, the Hunting Horn calls out the name of the new Hunt Master, and gives her blessing for the next year of success for the gathered Garou.

The hunter who landed the killing blow earns the moniker Worthy. For more information, see **Monikers: Worthy**, page 425.

The Liar's Dance – A Match of Stories and Songs

Glory comes at the cost of blood and suffering for Gaia, but acclaim comes from Galliards who share tales of bravery and courage. The Liar's Dance is a moot that provides a pressure release from the tedious nature of an unending war against the Wyrm and a chance to mourn and express sorrow publicly.

This event provides an opportunity to be seen as important by the sept, to charm others with your wit, and to subtly strike at your enemies.

Theme: Festive

Mood: Covetous, Exciting

Setting: Garou Nation

History of the Game of Stories and Song

Garou society has always revered its oral tradition. From the Age of Myth, history and knowledge have been passed from one to another by word of mouth. Save for the important glyphs and entries into the Silver Record, everything the Garou have known or learned has been taught to them through the words of those who have come before. The Liar's Dance grew out of that oral tradition and combines history and teaching with the natural tendency of the young to brag of their deeds to receive recognition. Though the rage within Gaia's warriors has sometimes caused this moot to become violent, it is uncommon. Far more likely, attendees appreciate a well-told lie or tall tale mixed with enough truth to be believable. Of course, some stories are all the more amazing for the veracity of their retelling.

Mechanics of the Game

The Liar's Dance is a game of bragging and storytelling. The moot has four stages.

Stage One: Invoking the Spirits

The Talesinger announces the moot and expends a trait of Glory Renown to empower it. Then, she asks the Master of the Rite or her appointed Theurge representative to call forth the spirits to bless and witness it. She may also elect to empower another Galliard to perform this task, in which case that Galliard may temporarily claim the title of Talesinger for the duration of this moot. For more details, see **Renown**, page 417.

Prop Alternatives: Beads or Poker Chips

The Liar's Dance, Slap Dance Feast, and Flyting are historically played with brightly colored stones, but the average game might not have the resources to gather enough stones for the game. These games can also be played with colored beads, poker chips, ribbons, safety pins, or anything visual that fits an individual's taste and style.

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Stage Two: Reciting the Rules and Passing Out the Stones

The Talesinger recites the rules of the moot while her assistants hand out stones in the following fashion:

- Every Galliard is given a number of white stones equal to her Rank.
- Every Philodox is given a number of blue stones equal to her Rank.
- Every Ragabash is given a number of red stones equal to her Rank.

The rules and protocols for The Liar's Dance are simple:

- Everyone must participate by either being a member of the audience or by performing for the sept.
- All performances will be judged by the Galliards, Philodox, and Ragabash. They assign stones as per their auspice.

Keeping Score

Points in The Liar's Dance are achieved through the collection and exchange of stones throughout the course of the game. The color of a stone denotes a specific meaning and either benefit or penalty.

- **White Stones:** These stones reflect support from a Galliard, indicating that a story or song was told well.
- **Blue Stones:** These stones indicate support from a Philodox, indicating that the story or song represented a good deed according to the Litany.
- **Red Stones:** These stones reflect scandal or insult from a Ragabash. Each red stone represents an accusation that your story is too obviously untrue or that you failed to earn respect for your deed.

Stage Three: Playing the Game

Once the stones have been assigned, the moot turns into a raging party in which guests entertain each other with stories and songs. Larger moots often may split into smaller groups, so that the audience can literally vote with their feet to hear from those who are the most intriguing.

Garou are not restricted to boasting about themselves; indeed, the subject of this performance can be any member of the sept. Some Garou will sing of glorious deeds, others will repeat humorous stories of misfortune and how their subject overcame it, and others will spread tales of scandal.

Every story is different based on the one telling the tale. A Garou proverb states that no two Galliards will tell the same story the same way twice. Because many of these stories are the true history of ancestors, whose spirits could very well be invoked as witnesses, Galliards are careful to lavish their embellishment in a subtle manner, ensuring that a story is not spoiled by the audience's disbelief.

The purpose of this moot is twofold. It reinforces the community of Garou, reminding all who hear of the burdens they have borne, the struggles they have overcome, and the victories they have achieved together, which lessens the weight of Harano that drags down the souls of those present. It also serves as a valuable teaching tool. As such, the Liar's Dance is frequently requested by Den Parents to help teach Cubs and Cliath of the history of the Garou as a whole.

Stage Four: Ending the Moot

Once the Talesinger believes that the moot has run its course, she finishes the event with a story of her own. At this time, all participants feel a lightening of the spirit. If they are in any of the first three stages of Harano, their Harano stage reduces by one.

Then, the Talesinger tallies the score and declares the following monikers:

- Gallant: The character with the greatest number of white stones
- Worthy: The character with the greatest number of blue stones
- Reckless: The character with the greatest number of red stones

In the event of a tie, the Talesinger is restricted to declaring only one victor or loser in each category. In this situation, the Talesinger may choose to honor her favorite performer from those who are tied to win in the blue or white category, and she may condemn her least favorite performer from those who are tied to lose in the red category.

For more information, see **Monikers**, page 424.

Slap Dance Feast – A Boisterous Revelry

The life of a Garou is marred by death and bloodshed, a continual war with no end in sight. Over the millennia, werewolves have been forced to find ways to combat the grip of Harano and find joy where they can. The Slap Dance Feast moot allows for the celebration and revelry of all the successes of the Garou Nation—big and small. Unlike some other official functions, the Slap Dance Feast welcomes

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Garou, Fera, and kinfolk alike. All those allied with the nation are afforded the opportunity to revel in life.

This moot offers Garou the chance to temporarily put aside the darkness in their lives and dance in the light.

Theme: Celebratory

Mood: Festive, Exciting, Relief

Setting: Garou Nation

History of the Slap Dance Feast

Violence and death are second nature to the turbulent Garou. The Impergium and the War of Rage were only the beginning of the fighting. Since time immemorial, werewolves have had to fight against the clutches of Harano, using whatever means necessary to maintain their motivation and continue their battle against the Wyrm. Moots have often been a means for this restoration, a way for Garou to come together as a community and share in their joy and sorrow. Once, these celebrations were minor—feasts held in honor of the birth of a blessed child or a successful Rite of Passage—but as time passed, the violence faced by the Garou Nation swelled, culminating in the decimation of caerns during the advent of the Age of Apocalypse.

The Slap Dance Feast is a very old moot that fell out of regular use centuries ago, one based loosely on the Bavarian and Tyrolian Schuhplattler dance style. In the desperate times of the Age of Apocalypse, Galliards have revived this ancient tradition in hopes of bringing some measure of serenity to their fellow Garou. While other moots focus on sharing tales of valiant deeds, the Slap Dance Feast is a wild revel, first and foremost. It is a time for Garou to come together as one family to celebrate Gaia and all they have achieved, expressing themselves through song or dance. The Slap Dance Feast is not a time for mourning or violent actions, but an opportunity for Garou to shed the weight of their past actions. This revel is most commonly held when one or more members of a sept are deep in the throes of Harano.

Mechanics of the Game

The Slap Dance Feast is a game of revelry and celebration, and an opportunity for Garou to rid themselves of the shackles of Harano. The moot has four stages.

Stage One: Invoking the Spirits

The Talesinger announces the moot, expends a trait of Wisdom Renown to empower it, and asks the Master of the Rite or her appointed Theurge representative to call forth the spirits to bless and witness it. The Talesinger may elect to empower another Galliard to perform this task, in which case that Galliard may temporarily claim the title of Talesinger for the duration of this moot. For more details, see **Renown**, page 417.

As the Talesinger invokes the spirits to attend the moot, all participants can feel their heavy hearts lightening. Any Garou who are in stage 4 or 5 of Harano find themselves in a state of relief as the sorrow lifts from their shoulders. This relief allows them to fully participate in the moot and purge themselves of their sorrow.

Stage Two: Reciting the Rules and Passing Out the Stones

The Talesinger recites the rules of the moot while her assistants hand out colored stones in the following fashion. While the stones are handed out, the moot's participants must elect judges for the event. This choice can be made by raising hands or shouting, or the roles can go by default to the eldest Ahroun, Ragabash, and Galliard.

- Every participant in the moot receives a white stone, a blue stone, and a red stone.
- Each judge receives a single black stone.
- The rules and protocols for a Slap Dance Feast are simple:
- Everyone must participate in the revelry.
- The judges maintain order and declare the final victors.
- Violence against any allies is strictly forbidden.
- This is the time to focus on the bright things in life, rather than dwelling in the dark.
- Participants must award all of their stones to other participants.
- Only the judges determine who will hold the position of the stagnant.

Keeping Score

Scoring in the Slap Dance Feast is achieved through the collection of these colored stones during the course of the game. The color of the stone denotes a specific meaning.

- **White Stones:** When these stones are handed to a participant, it indicates that the giver feels the recipient fully embraces empathy and compassion.

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- **Blue Stones:** When these stones are handed to a participant, it indicates that the giver recognizes that the recipient is filled with pure energy and creative urges.
- **Red Stones:** When these stones are handed to a participant, it indicates that the giver believes that the recipient has fully shed her past pain and trauma, and that she embraces her new beginnings.
- **Black Stones:** These stones are only handed out by judges, and they must all be given to the same participant. These stones reflect that the recipient holding them did not embrace the Slap Dance Feast, and that she is stuck mourning in the darkness. These stones are optional, and judges may, by majority vote, choose not to select anyone to receive them.

Stage Three: Playing the Game

Once the stones have been distributed and the judges elected, the moot begins in earnest. More than just a wild party, the Slap Dance Feast is a time to put aside all of the horror that the participants have experienced and enjoy their lives to the fullest for a brief period of time. The best Slap Dance Feasts are true bacchanals, filled with food, drink, and music. They are often held at night around a roaring bonfire, the flames of which serve to cleanse the souls of the participants.

At a Slap Dance Feast, everyone is expected to participate, lest they be named the Stagnant of the moot. Participation varies from person to person, though it often takes the form of some kind of performance, be it a lively dance around the fire, a stirring tale of valor, or a playful song.

All participants in the moot are expected to give their stones to another, and it is considered bad form to attempt to keep any stones. Those who refuse to hand out their stones may find themselves in possession of a handful of black stones and named the Stagnant of the evening.

The goal of this moot is to encourage the Garou and their allies to revel in their glories, putting aside all of their internal bickering in order to feast together as a single community. Experienced Garou perform intricate dances that tell stories in their own right.

Stage Four: Ending the Moot

A Slap Dance Feast often lasts throughout the entire night. Officially, the revelers' positions are declared once the Talesinger believes that the moot has reached its apex. At that time, she may shout over the throng or call for a moment of silence—often a difficult task—to announce the positions of the evening. With her announcement, she offers a performance of her own, beginning a song or a dance in which all participants are encouraged to join. This performance often starts as a mournful one, slowly climbing into an expression of ecstatic joy. As the participants sing or dance, they feel their spirit lightening as an emotional load is lifted from them.

All Garou suffering from Harano who actively participate in the moot immediately decrease their stage of Harano by 1. After the moot, they continue to decrease one stage of Harano per day, until all stages of their Harano are purged. If a Garou gains any additional levels of Harano during this time, the healing of her soul ceases. Garou who elect not to participate in this moot do not benefit from this restorative effect.

After her performance, the Talesinger asks those who have been given stones to step forward. She tallies their scores and declares the following monikers:

- **The Mother**, a variation of the moniker Worthy, is the character with the greatest number of white stones.
- **The King**, a variation of the moniker Hero, is the character with the greatest number of blue stones.
- **The Knave**, a variation of the moniker Gallant, is the character with the greatest number of red stones.
- **The Stagnant**, a variation of the moniker Coward, is the character with all the black stones.

Although the names of these monikers are modified, they carry the same benefits and drawbacks of their corresponding standard moniker. All monikers gained during the Slap Dance Feast remain active for 30 days or two game sessions, whichever is longer. For more information, see **Monikers**, page 424.

The Mother

The Mother is empathetic, inclusive, and compassionate. This Garou earns a variation of the moniker Worthy. She has shown that she cares deeply for others and will care for the other Garou around her. In the moot, she might be the one who draws others into dancing and celebrating or the one who ensures that the cups of the warriors around her never run dry. Often, this position is awarded to a particularly kind and useful kinfolk. After the moot, the Mother is allowed to assist the Council of Auspices for as long as her moniker is in place, acting as a voice of reason and compassion.

The King

The King has shown herself to be a leader of the people. She is given a variation of the moniker Hero. This might

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be a Garou who has proven her mettle in battle time and again, or a Garou who is the first to jump into the dancing. Either way, this position carries with it a great deal of honor and respect. The King is considered to be an ultimate warrior and leader of Gaia. She cannot be challenged by one of equal or lesser Rank until the duration of her moniker expires.

The Knave

The Knave has shown that she has moved past all of her sorrow and doubts, and that she has fully embraced the future. This moniker imparts the mechanical benefits of the moniker Gallant. This Garou has earned the respect of others by showing that she is able to live in the moment rather than dwell in the past. The Knave is often the wisest of the group, and she automatically recovers any Willpower spent during Staredowns for the duration of her moniker.

The Stagnant

The Stagnant has failed to let go of the demons of her past. She is given a variation of the moniker Coward. This position must be unanimously selected by the judges, and the most successful moots are ones in which no Stagnant is identified. The Stagnant cannot gain or spend any Glory Renown until her moniker is fully expunged with time. Additionally, although many other Garou will go out of their way to attempt to draw the Stagnant out of her depression and anxiety, the Stagnant often will not be trusted with leading any missions in the immediate future.

Flyting – The Insult Game

Rage provides strength on the battlefield, but makes for a poor neighbor. This game comes from the ancient Norse tradition of flyting: the exchange of insults via poetic verse and witty repartee. The Fenrir claim that this moot was inspired by their revered founder, who once battled the infamous Loki in a fierce flyting that lasted three days and nights.

Flyting tests the spiritual endurance of its participants. In this game, it is equally as important to control your temper as it is to roast your opponents. This moot offers Garou the chance to vent their frustrations and practice controlling their Rage in a relatively safe environment. All are welcome at the Flyting, if they are stout of heart, and if they understand that the battling bards might have to endure their lumps later in private.

Theme: Festive

Mood: Exciting, Competitive

Setting: Garou Nation

History of the Flyting

Rage is a double-edged weapon, sometimes striking at your enemies or at friends and allies. A Garou must learn to master her Rage the way a smith learns to temper steel and forge it into a blade. The Flyting tests and strengthens the sept's control over its Rage while safely letting anger and frustrations fly for the amusement of all.

The Fenrir believe that their founder Fenris created the Flyting while battling his enemy Loki. Historian Verity Argyris cast aspersions on such claims, as there are numerous examples of the Flyting in Norse literature, such as the Lokasenna, in which the god Loki insults the other gods in the hall of Ægir. Additionally, a number of tribes practice a stylistic variation of this moot; the Wendigo sing taunting songs inspired from the Inuit culture, the Fianna deliver stylized makar poems, and the Bone Gnawers engage in epic rap battles set against music.

The use of the Flyting fell out of favor over the centuries, but the ascension of the Sanctum of Gaia and their reverence for the old ways returned this moot to popularity. A clever Sept Leader often arranges for a Flyting to defuse tension within her sept, especially after a defeat in battle or political strife. The wise Fool learns much about the mood of the sept during a Flyting, and the best Ragabash can use this moot as an opportunity to move or change public opinion.

Storyteller and Player Advisory: Attack the Character, Not the Player

The Flyting is a game of insults meant to challenge a character's mental resolve. Players should be careful to direct their biting jabs towards other characters, rather than the players themselves. Always keep the distinction between the player and character in mind. If real life tempers flare, don't be afraid to use the Fade to Black technique as described in **Chapter Ten: Storytelling, Storytelling Techniques, Fade to Black**, page 484.

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Mechanics of the Game

The Flyting is a game of social acuity and mental endurance. The moot has four stages.

Stage One: Invoking the Spirits

The Talesinger announces the moot and expends a trait of Glory Renown to empower it. Then, she asks the Master of the Rite or her appointed Theurge representative to call forth the spirits to bless and witness it. As with other moots, the Talesinger may elect to empower another Galliard to perform this task, in which case that Galliard may temporarily claim the title of Talesinger for the duration of the moot. For more details, see **Renown**, page 417.

During her invocation, the Talesinger anoints the Fool as the judge of the Flyting. Like the Talesinger, if the Fool so desires, she may choose a Ragabash representative to stand in for her as the Fool and the judge of the Flyting for the duration of the moot.

Stage Two: Reciting the Rules and Passing out the Stones

The judge draws a large circle on the ground, wide enough for two to 10 Garou to comfortably stand around. Then she recites the rules of the moot while her assistants hand out stones in the following fashion.

- Every participant in the Flyting receives one blue stone.
- Every participant also receives one white stone for each dot of the Rank background she possesses. If the overall number of participants, including the audience, is low, then the judge may elect to double this number for all participants.

The rules and protocols for the Flyting are simple:

- Everyone present must participate, either by being a member of the audience, or by stepping into the circle.
- The judge maintains order and declares the final victors.
- Violence and the use of gifts inside of the circle strictly forbidden. If the judge feels that a Garou is near her breaking point, she taps that participant on the shoulder. When she does so, that participant must exit the circle. If the participant fails to do so, it is considered scandalous.
- Participants must award all of their stones to other participants.

Keeping Score

Participants score points in the Flyting by collecting stones during the course of the game. The color of the stone denotes a specific meaning:

- **White Stones:** White stones are given to a participant who has endured a savage insult or jape without frenzying.
- **Blue Stones:** Blue stones are given to a bard who has wickedly tagged an opponent with a specular insult or humorous jest.
- **Red Stones:** Red stones are distributed to participants by the Storyteller to represent Seethe traits gained from enduring insults and barbs during this game. This process helps all of the players keep track of their Seethe traits and aids them in determining when said character might be close to frenzy. For more information, see **Chapter Eight: Dramatic Systems, Seethe Traits**, page 379.

Stage Three: Playing the Game

A Flyting is a celebration, a social battle for dominance, and a rowdy rumpus rolled into a single moot. Depending on the taste and temperament of the judge, the Flyting might resemble a flashy rap battle in a nightclub, an improvisational slam poetry session in a neighborhood coffee house, or an elegant affair with a complex set of protocols and manners. The best Flytings are often accompanied by strong drink, delightful meals, and music. A judge can make or break her own reputation by hosting such a moot. She is expected to cater the affair and reasonably set the expectations of social behavior.

Once preparations for the moot have been completed, the judge steps into the center of the circle, often egging the crowd's anticipation to a fever pitch. Then, she calls for the moot's attention and invites those who wish to perform as bards to step into her circle.

Those seeking to test their mettle must voluntarily step into the circle. When a Garou does so, it is a clear and visible sign that she is agreeing to dispense with traditional social protocols during the moot, and that she recognizes the authority of the judge. This event is one of the few times that a Cliath can openly mock an Elder without getting throated.

The judge begins the game in earnest by pointing at one of the bards and announcing to the crowd that the Flyting has begun. The bard has one minute to ridicule and disparage any other participant within the circle, with the exception of the judge. The insulted bards may briefly reply with a

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Storyteller Note: Immersion, Rules, and Awarding Seethe Traits

The Flyting moot can be flexibly adjusted to a number of narrative styles, depending upon the needs of the game as determined by the Storyteller.

A traditional complex scenario of Flyting involves a series of opposed challenges between the bards and their targets with a test pool of the insulter's Social attribute + Subterfuge skill versus the insulted bard's Mental attribute + Willpower. Players should act out their insults, but a victory forces the target to gain a Seethe trait, and an exceptional success adds an additional Seethe trait. Storytellers should award red stones as each opposed challenge completes.

An immersive narrative involves the players roleplaying out the improvisational scenario with the characters freeform-insulting each other. In this scenario, the Storyteller need not conduct a mechanical test; instead, she should award Seethe traits based on her evaluation of the insult, with a bonus result if the crowd deems it worthy via cheers, laughter, or clapping.

For more information on Seethe traits, see **Chapter Eight: Dramatic Systems, Seethe Traits**, page 379.

single quip or retort. Once the insulter's turn concludes, the audience has a moment to award stones to her or to her victims as appropriate. Then, the bard to the previous speaker's immediate right goes next, until the circle has been completed.

During the course of the Flyting, the judge is mystically empowered to innately know how many Seethe traits each bard within the circle has. If one of the bards gains enough Seethe traits to frenzy, or if she appears to be about to lose her temper, the judge can remove her from the circle.

Stage Four: Ending the Moot

The Flyting moot continues until the judge announces a victor at the end of the last rotation of the bards. Once a rotation begins, the judge cannot end the moot until every bard has had at least one opportunity to get her jabs at the other participants. She may allow as many rotations as desired to ensure that each bard is tested and has the opportunity to perform.

Then, the Talesinger asks those who have received stones to step forward. She tallies their scores and declares the following monikers:

- Gallant: The character with the greatest number of blue stones
- Paragon: The character with the greatest number of white stones
- Reckless: Any character that frenzied during the moot

In the event of a tie, the Talesinger is restricted to declaring only one victor or loser in each category. In this situation, the Talesinger may choose her favorite bard to honor from those who are tied to win in the blue or white category.

Once the Talesinger closes the moot, all of the bards that actively participated feel a grand catharsis as their Seethe traits are excised. In addition, the bards have a base level of 1 Seethe trait less than normal for the next 30 days, as they have tested and learned to master their Rage.

For more information, see **Monikers**, page 424.

Creating a Custom Moot

Moots are the heart of Garou society, where social, political, and religious affairs merge into a single place for the community to gather and function while waging war against the Wyrm.

The moots featured in **Mind's Eye Theatre: Werewolf The Apocalypse** represent the ones most commonly performed by the Garou Nation. However, **Werewolf: The Apocalypse** has a wealth of material that can be leveraged to create unique moots to cover niche functions for specific segments, such as tribal gatherings and even local sept events. Storytellers and players are encouraged to work together to create custom moots using the following rules.

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Custom Moot Creation

1. Define the premise of your moot. This concept should include a goal, a reward for the victor, and a punishment for the loser.

2. Define the mood, theme, and setting for the moot. For guidelines, see **Chapter Ten: Storytelling, Creating a Chronicle, Step One: Select Theme and Mood**, page 455.

3. Detail the mechanics of the moot as per the standard template. Here are the general stages of every moot:

    - Stage One: Invoking the Spirits

        i. Define who can perform the moot

        ii. Define the Renown trait cost for performing the moot

    - Stage Two: Reciting the Rules

        i. Define the rules, and identify who informs the participants about them

        ii. If there is a judge, determine who usually fills that role

    - Stage Three: Playing the Game

        i. If the moot is a game in which points are scored, define how a participant scores points

        ii. Define the victory conditions of the game

    - Stage Four: Ending the Moot

        i. Define who announces the victors and losers

        ii. Define the monikers for the victors and losers

4. Define any alterations to the core rules, if any, in your moot's mechanics section.

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On the Steps of Black

Judge Taco hunched, struggling to catch his breath as he reached the top of the ledge. He breathed in the stench of rotting flesh, the sulfurous aroma of brimstone filling his lungs. He coughed, hacking with the effort of expelling the poison from his lungs.

"Too much for you, old man?" Steals the Teeth rounded the switchback behind him, only slightly out of breath after the long hike. He hit the judge harshly across his shoulders in an effort to help him clear the toxic smoke.

The judge nodded, coughing into his hand a few more times before speaking, "I'm fine. I hate this place. Wish I could wipe it from the Umbra." He stood upright, his eyes resting on the twisted buildings, the bones and flesh of their walls pulsating in time to the cacophony of screams from the temple at the city's center. Ash floated in the air, remnants of creatures tortured to death for the crime of existing.

"Oh, don't be so negative. Not everyone gets to spend a year's vacation travelling to warm and sunny Malfeas. We're the lucky ones."

Some Mother's Son laughed bitterly behind them, maintaining his stride without quickening his breath at all. "This place is rotten, and its Gaia's own joke that #TOTEM gets sent to plunder its depths. Why in the hell wasn't Many Ways sent instead? They actually like fighting, and they were just as involved as we were. I don't see why we're any more culpable."

Judge Taco let Some Mother's Son rant while he examined the smoke-filled alleyways that led to the Black Temple. He watched for patterns and interlopers, those who might report them to the Maeljin Incarna before they could accomplish their mission. Every member of #TOTEM was a specialist in waiting and watching, capable of making quick decisions on the internet, but he was an expert at doing this with people and things, noticing sequences that saved his pack more than once.

"Many Ways has their own punishment to bear, SMS. The path that leads someone to walk the Spiral is one littered with people who will say they had no part, no responsibility. We're not those people," the judge reminded his packmate.

"I just feel like they kneecapped us. Bits-and-Bytes and Marcus may be better off wielding a keyboard, but we're not allowed to bring Winter's Truth or Winter's Desire—those might make finding the place too easy?"

"Acts of contrition are worthless if you can easily pay their costs," Steals the Teeth shrugged, his uncharacteristic seriousness casting intense weight on his words. The judge nodded, a quick jerk of his head indicating his agreement with the Metis.

Some Mother's Son dropped his defensive posture, looking to the side as he nodded as well. Judge Taco knew he didn't fully agree with their task, but would back their plays, calling on the terrible spirits of Malfeas without a second thought to save his pack, even if it cost him his sanity.

* * *

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#TOTEM's progress to the temple that housed the Black Labyrinth was hindered only by a single altercation with patrolling banes. One of the banes had nearly severed Steals the Teeth's arm, its long talons covered with a sickly yellow-green substance. Even when the wound knitted itself back together, Teeth was left pale and shaking. Judge had carried him the last half-mile, as the Metis mumbled and grunted, asking to be left behind more than once. Some Mother's Son reassured him that once they got to their rendezvous point, there would be help.

At the outskirts of the temple's black and charred gardens waited a gardener's hut, long-abandoned by whatever monstrous creature acted as the groundskeeper to hell. #TOTEM scouted the area, Teeth deliriously hiding them from any spying eyes as they entered.

Once in the hut, the judge whispered the words he had been given by the spirits back at the shard caern. A huge man appeared from the shadows, his face so scarred that his nose melted into his mouth. A black raven sat on his shoulder, while a small fox stayed between his feet, protected by the man's massive legs.

"Your friend is going to get us caught," the man said. His companions focused intensely on the judge, as though they could take stock of every cell of his character, judging him instead.

"My friend is hurt. One of the banes out there. I'm afraid we need your help now, rather than later, Mauls the Gate," Judge Taco replied. Mauls moved like a mountain, every action deliberate and measured, without any grandiose gestures. He whispered a few words, and blue light surrounded his hands. Teeth let out a gasp, then a sigh of relief.

Mauls sat back on his giant heels, looking up at the judge and Some Mother's Son, "We don't have long before they find us. We need to get to the Black Labyrinth. It may already be too late for your caern's Cub, but at least you can put him out of his misery. I'll send out Gresia to scout the area."

The raven clicked its beak together at the implied order, fluttering to the windowsill before taking to the air. Mauls the Gate checked Teeth's wound, stretching out his arm and examining the efficacy of his gifts. There was a shrill trill outside of the hut, and Mauls the Gate nodded to the three Garou.

"It's time."

* * *

They met Gresia at the edge of the temple's stone steps. She had shifted into her human form—a gaunt woman with a feathery halo of black hair. She twitched as she spoke, incapable of standing still, even when on the edge of the abyss.

"There are six visible targets inside: three Black Spiral Dancers and three banes; the Cub is still there, but I don't think you have much time to make this work; I'll sit in from the rafters," she said in one breath, moving into the shadow of a pillar to shift back into her raven form. She glided silently into the temple, her movement hidden by the shadows.

"There goes the subtle approach," Teeth muttered. They all nodded with him, even the Kitsune at Maul's feet.

"Here's to not dying. Today at least," Some Man's Son responded.

Mauls walked into the Black Temple, Judge Taco at his side.

* * *

The Kitsune moved first into their enemies, wrapping herself around their feet so quickly they didn't have time to move before she let out an eardrum-piercing shriek. Several of the banes and the Black Spiral Dancers covered their ears, screaming like the fox had, before they turned to run from her. Two others turned, skin rippling as they shifted into their monstrous green-and-black

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Crinos forms. She shifted, moving like silk between their blades, pulling two silver-tipped bladed fans from her sleeves. She threw one, blinding one of her attackers, and sliced the face of the other, revealing the green, rotted flesh beneath.

Mauls the Gate used the distraction to shift into a vast black bear. He closed the distance to the targets in a few steps, picking up one of the banes in his immense jaws, shaking it once and breaking its neck before pulling its head from its body. Steals the Teeth and Some Man's Son transformed into their Crinos forms. Teeth slashed at one of the banes, catching it across the chest and opening it up from sternum to belly, while it poured vile filth onto the black granite floors. Some Man's Son moved to circle one of the Black Spiral Dancers, his Klaive in one hand and a ball of fire in the other; the spirits howling around him, as he used both fire and blade to keep the Dancer at bay.

Judge Taco shrieked orders and admonitions, using words of judgement to empower his allies, dancing between the blows to rally their spirits. Every time a blow nearly landed, Gresia shouted from the top of the stone pillar she sat on, telling him he could do better. Then, she screamed at him to turn around, but it was too late. A Black Spiral Dancer materialized from the air, its Klaive catching him across the hip and knocking him to the ground. Gresia dropped from the pillar, shifting mid-fall into a raven, then into a strange mix of bird and woman, as she struck the floor beside the judge. Her feathers flickered, and she swiped at the Dancer, sending silvery-black feathers at its face. She helped the judge to his feet, sending her feathers at any enemy who dared approach them.

Mauls the Gate cried out, roaring in anguished pain as the Black Spiral Dancers struck him across the back with their Klaives. Some Man's Son hit one of the offenders with his ball of fire, while the Kitsune struck the other before both turned on her. Although she danced between their hits, her footwork light, there were too many of them to dodge, and the Black Spiral Dancers fell on her. Her screams were cut short with a sickening crunch of bone.

Mauls the Gate turned and shifted into Crinos, his growl booming through the temple foyer, "Get the Cub!"

Teeth swooped in, grabbing the young teenage boy, his grasp strong against the young one's struggles to break free. The rest of #TOTEM followed him out as Gresia shielded them, blurring them out of existence.

* * *

It took time to reach the meeting point for retreat. Mauls the Gate was badly injured, and there was no time to stop, lest the Dancers find them again. The boy struggled the entire time, only silenced by a spirit Some Man's Son summoned. When they finally arrived, they were all exhausted.

Mauls the Gate looked back, the commotion at the temple so far away that it looked like ants scurrying back and forth. Gresia handed him a pair of bladed fans, far too small for his giant hands, and he turned back to the rest of the group.

"I am sorry about the…" Some Man's Son began speaking.

"Mika. Her name was Mika. She always dies honorably, so don't apologize." Mauls responded. "You have your Cub. We fulfilled our responsibilities. You should make your way to the Moon Bridge, before the Maeljin send their armies there."

"Thank you, Mauls the Gate. I'll make sure Marcus satisfies our end of the bargain. Is there anything else we can do?" the judge offered.

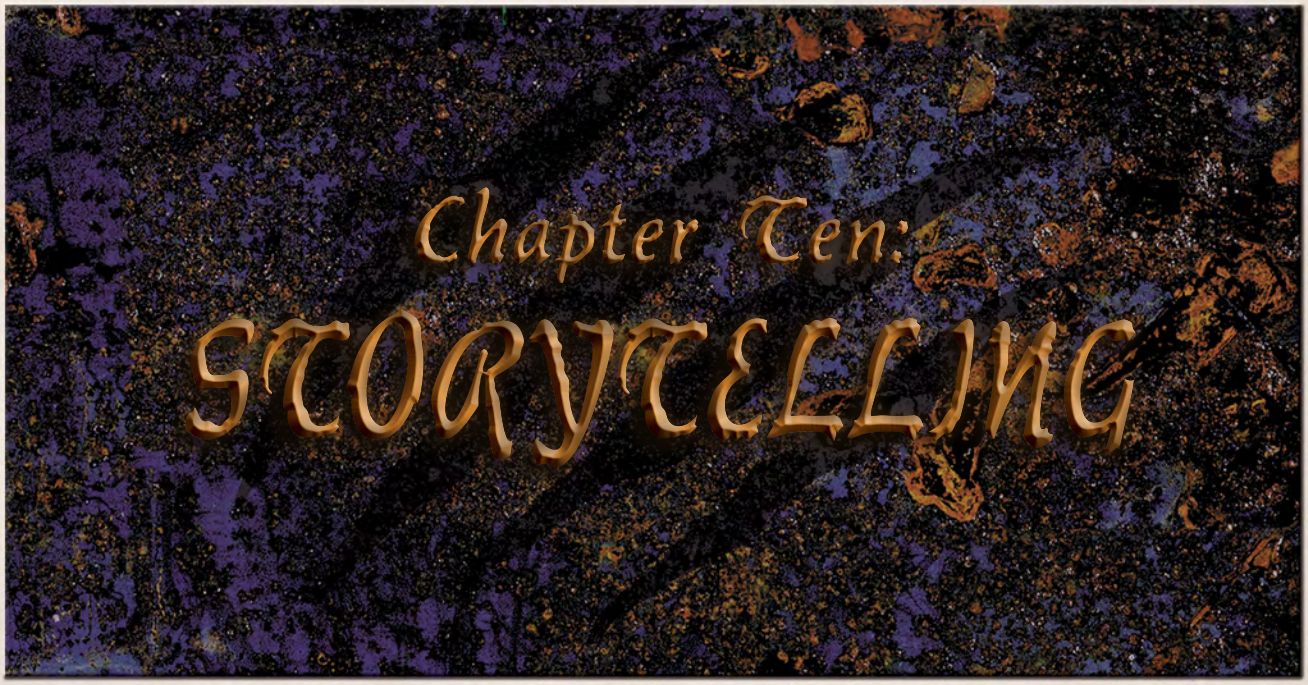
The huge man shook his head, "No. Gresia and I have something we have to do. For Mika."

The Gurahl smiled, more than a little regret behind star-lit black eyes, "At least we're already halfway there."

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Chapter Ten: Storytelling

"Storytelling reveals meaning without committing the error of defining it."
— Hannah Arendt

Introduction

All characters root themselves in the strength of their stories, seeding themselves in vivid backgrounds and complex environment. A character in a live-action roleplaying (LARP) game needs her external world to be as rich as her internal motivations.

This chapter serves two purposes. For novice Storytellers, it provides the tools needed to begin mastering the craft of running **Mind's Eye Theatre: Werewolf The Apocalypse** chronicles. It details the essential skills and information required to build a chronicle from scratch, survive running your first game, and manage an ongoing chronicle. You'll learn the basics of establishing mood, creating believable settings, and laying down the law with troublesome players.

For experienced Storytellers, this chapter offers guidance to help ensure that your chronicle's foundation is strong, and it offers advice on how to make the most out of the **Mind's Eye Theatre** (MET) rules and settings. This chapter also discusses techniques for integrating new players into an existing game, breathing new life into a faltering story, and managing the relationship between the game and the real world.

"Did Robin tell you what she saw out in the woods?"

"I saw the strangest thing last night. You're not going to believe this..."

"I had no idea how crazy my day was going to be! Let me tell you about it…"

We all tell stories, every day of our lives. People communicate with one another through stories. How is being a Storyteller for MET different than communicating with people in a more mundane fashion?

Imagine that you are the owner and ringmaster of a traveling circus in the days before the internet and a thousand channels on television. You manage the talent, introduce the various acts, and direct the attention of the audience to dazzling performances. Equal parts promoter and administrator, you control the tempo of the experience. Your audience will be demanding. Some will appreciate the high-wire act, others prefer to ignore the show itself while socializing, and still others only wish to see the clowns and the monkeys. They are also not always quick to forgive mistakes; how well they receive your performers' efforts depends in part on the rapport you build with the audience.

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Your work doesn't stop at the end of a show, when the lights dim and the big top stands silent and empty once more. You must then tally the day's receipts, scout for new locations, market to new audiences, ensure that your troupe has the proper equipment to perform, and take care of a hundred trivial details that, combined, are essential to success.

The ringmaster of a healthy LARP is the Storyteller, and the players are both performers and audience. Storytelling is the most rewarding challenge that **Mind's Eye Theatre** has to offer, and this chapter will help guide you along the path to establishing your own style. Traveling circuses hold to an old tradition; the ringmaster always opens the show with the same line, guaranteed to bring smiles and laughter. It seems appropriate to echo it here:

"Ladies and gentlemen, boys and girls, children of all ages, welcome to the greatest show on Earth!"

Create a Universe from Your Imagination and Dreams

What does every Storyteller hope and dream? Let's consider the famous prologue to Shakespeare's *Henry V*:

O for a Muse of fire, that would ascend
The brightest heaven of invention,
A kingdom for a stage, princes to act
And monarchs to behold the swelling scene!

The chorus implores us, the play's audience, to forgive the playwright for being obliged to enact the massive, sweeping, epic battles and colossal moments of the play with just a bit of painted canvas for scenery. We must imagine that the confined stage is actually the fields of France and that the handful of actors are actually the huge armies fighting to the death in those bloody fields. The chorus also reminds us that enjoying the play requires us to exert our imaginations to the utmost, so that we can see in our minds' eyes the splendor and vibrant action of the story.

Think when we talk of horses, that you see them
Printing their proud hoofs i' the receiving earth;
For 'tis your thoughts that now must deck our kings,
Carry them here and there; jumping o'er times,
Turning the accomplishment of many years
Into an hour-glass: for the which supply,
Admit me Chorus to this history;
Who prologue-like your humble patience pray,
Gently to hear, kindly to judge, our play.

Later, the chorus reminds us to be tolerant of the actors who attempt to portray personages of such high estate when they themselves may be just ordinary people wearing a false wooden crown or fake jewels. And finally, the audience must be prepared to move mentally from place to place in the short span of a couple of hours.

All Storytellers, everywhere, might well ask very similar things of their players: be tolerant, be imaginative, and be ready to share in the labor of creating the fun.

Creating a Chronicle

Like many things worth doing, Storytelling is both difficult and satisfying. You'll spend more time with the chronicle than any other single player. You'll devote considerable creative energy and time into building scenarios designed to shape the collective narrative of the chronicle and, if successful, these narrative seeds will grow into stories that touch the hearts of your players. If you are lucky, these same stories may eventually become local legends repeated with awe by your friends for years or even decades. Players trust the Storyteller with their fun, and it's both a compliment and an honor that they do so; Storytellers should, in turn, strive to honor that trust by bringing their best effort to the role.

Organizing and running a new chronicle isn't easy, especially for a new Storyteller. A first-time Storyteller might naturally feel nervous. It can seem like a daunting task, and doubts may plague you. Will your players be bored? Will your plot fall flat? What happens if you can't secure a game site? How will you handle disputes between players?

In the immortal words of Douglas Adams: *Don't panic!* This section breaks down the seemingly unending tasks required to organize a new chronicle into digestible steps. And even if you're a veteran Storyteller, some of these ideas may also help you.

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Step Zero: Remember What This Game Is All About

It's about werewolves. Remember this, above all else. This game is about playing werewolves and what it means to be these creatures, warriors fighting against overwhelming forces of the Wyrm and trying to create a future for their kind. Werewolves are equal parts spirits and flesh, and their lives are composed of two worlds that need both their protection and rage, while neither can fully accept them for what they are. You'll develop your own personal style as a Storyteller; you'll weave the kind of stories that your players prefer, but you'll always come back to this primary theme.

Step One: Select Theme and Mood

As the Storyteller, you must pay careful attention to everything you add to the game to ensure that that the troupe is entertained and challenged. Selecting a theme and mood helps you develop the flavor of your chronicle and the types of stories you and your players will create together. Remember that word: together. The players outnumber you, their Storyteller, by many to one, but you need them and they need you. Storytelling is a service industry, but great stories and memorable chronicles are created jointly by you and your players working cooperatively.

Theme

Story happens when a character faces a conflict and then attempts to resolve it. The nature of that conflict can be defined with a question. Answering said question and relating the answer to your entire audience forms a *theme*. Theme is the organizing principle of your story: the unifying idea, the one- or two-word description of what your story is about on its most basic level.

Themes should pervade all aspects of your story—setting, mood, and plot—but they shouldn't be so obvious that their appearance interferes with the pacing and flow of the game; players shouldn't be pausing in the midst of roleplay to remark, "Hey, there's another mention of hatred, that must be theme of this story." If that's happening, you've dialed up the theme too high and should reduce it a bit. Themes are more effective as subtle suggestions rather than blatant statements. Hide the theme, cache it away within the tale to be discovered as the characters interact with the story itself. Don't worry about making the theme too subtle. It will make its presence felt soon enough through the story elements you introduce to the characters.

Here are some good themes for **Werewolf: The Apocalypse** stories, as well as some thematic questions that can arise during play:

- **Mortality:** What does it mean to live when your friends have fallen? How can you face each day knowing it may be your last?
- **Rage:** How does one control the beast within? How can anger and Rage affect those around us, and how can it change the person wielding it? How does Rage hurt us and our loved ones, and what is the price of our unchecked anger?
- **Rebellion:** Why do we rebel? Where is the breaking point between accepting and rejecting the Garou Nation's laws? Is rebellion always necessary to effect change, and what are the consequences of rebellion? Can rebellion occur without violence and bloodshed?
- **Hope:** How do we hold onto hope when the odds seem overwhelming? What power does hope have when surrounded by darkness? How does it drive people to overcome the impossible?
- **Sacrifice:** What sacrifices do we make for the greater good? What is the cost of these sacrifices, and how do they ripple through the Garou Nation? When is a sacrifice noble, and when is it a futile effort to bring Glory to one's name?
- **Morality:** How does being both beast and human change how werewolves view the laws of men and the wild? How does one uphold her vision of the Litany while others violate it? What does it mean to be moral, but wholly apart from common interpretations of morality?
- **Chaos:** Why do things fall apart or fall to the Wyrm? Does anything last? Is chaos sometimes necessary? How do we handle chaos?

Mood

Mood is the general tone and the underlying emotions you want your players to experience as they interact with the chronicle's stories. This is one of the most difficult story elements to convey effectively in a chronicle, though it's somewhat easier to accomplish at an individual game level, and it is all the more rewarding for its elusive nature. As with themes, don't beat your players over the head with the mood; let them figure it out naturally, but let them feel it in every aspect of your tale.

Think of the mood as your story's state of mind, and then ask yourself some questions about the emotions you want

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your story to reflect. Is the story pessimistic or hopeful? Apprehensive or confident? Angry or calm? Consider your theme, and choose moods that compliment it. You can select from the entire range of emotion, and you need not restrict yourself to only one mood for the duration of your story.

Variability of mood is especially important to remember when crafting and running longer stories, because mood can be as fluid as the plot and pacing requires; a game session may begin on a celebratory note as the characters gather to enjoy a party, but turn desperate when it's revealed that the event is a trap set up by minions of the Wyrm in order to break the Garou.

Here are a few good sample moods for **Werewolf: The Apocalypse** stories:

- **Adventurous:** Wanderlust stirs the characters to go out and explore their world, touching both edges of their dual natures and learning what it means to be Garou. New places, people, and spirits are around every corner, waiting to be sought out, and knowledge waits to be discovered.
- **Desperate:** Characters are reckless in their excitement, fear, or despair, willing to take greater risks in order to achieve some goal or put things to rights. No one should feel they can afford to sit back and relax, as events demand drastic and extreme reactions. This mood is very appropriate for a caern under siege from the Wyrm, or when a dire threat proves more powerful than the characters expected.
- **Brooding:** Everything is dark and ominous, perhaps even somber. An unexpressed dread hangs cloyingly in the air, filling everyone with the expectation that some unknown, important thing is about to happen. This mood is tough to sustain for long, but it can be very dramatic.
- **Mysterious:** No one is what she seems, and nothing is as it appears to be. The spirits are speaking, but all their words are riddles. Enigmas and puzzles abound, each merely scratching the surface of the next. Characters become paranoid as they delve into layer after layer of strange revelation.
- **Festive:** Celebration is in the air as the characters relax and let their hair down. The positive atmosphere lessens everyone's inhibitions, and they feel more inclined to enjoy themselves and take new chances. This mood is a good one to invoke at the beginning of a new story, particularly when you plan to yank the rug out from under the characters' feet soon after.
- **Exciting:** The action never stops as the characters contend with a never-ending cavalcade of threats, enemies, and challenges. Never allow anyone to relax long enough to catch her breath, and let primal instinct rule. This mood is difficult to sustain, but it can give your players the roleplaying equivalent of a roller-coaster ride they will never forget.
- **Bitter:** Everyone is angry about something and has an ax to grind. Characters are tense and irritable, and they frequently lash out at everyone and everything around them. Individuals can progress from close friends to avowed enemies swiftly. Events that seem innocuous at first often take on savage, angry tones.

Step Two: Scaling Your Chronicle

Scale is simply the size—the number of players—of your chronicle. Storytelling itself does not scale; one Storyteller cannot accommodate an ever-greater number of players without assistance, because one person simply cannot be everywhere at once. Chronicles can be as small as two players or as large as a thousand at massive convention events, but you'll want to adjust your plots and game management techniques to support the size of your game—that's what "scaling your chronicle" means.

The number of players interacting together within your chronicle directly impacts the types of scenarios and conflicts you can leverage, requiring you to scale your plans up or down accordingly. Sometimes the size of your chronicle will remain constant, with the same number of participants showing up at most games from beginning to end; sometimes it will vary, growing or shrinking over time. Players may bring their friends, spouses, and significant others into the game, and your recruiting efforts might swell the player ranks. Conversely, some players will drop out temporarily or permanently for various reasons. The good news is that knowing the limitations of your group size allows you to scale your plots and scenarios to match the needs of your chronicle. Some Storytellers establish a player cap, which is the maximum number of players they allow to participate in any given story.

Primary scale considerations include the number of players you can comfortably handle and the planned duration of your chronicle. If you have an incorrect expectation of the scale of your game, it can quickly devolve into chaos until you can adjust the plots and scenarios you've planned for the game sessions. If the chronicle grows beyond your current expectations, don't be afraid to get help. Ask for some volunteers from your player base and make them *Assistant Storytellers* (sometimes called "*Narrators*"). A ratio of one Narrator to every 10 players is often most appropriate, but the right ratio can depend on your group dynamic.

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Determining the Needs of Your Players and the Chronicle

A few players will naturally entertain themselves with social posturing, vying for superiority, and drama. They will create their own fun and drive social plots for the chronicle. A "hands-off" style often works best for these types of players, allowing them to build their own tapestry of fun, and allowing the world to react to their actions in a logical manner.

At the other end of the spectrum are the players who expect a good deal of personal interaction with Storytellers via plots, private scenes, and downtime scenes. These players depend on the Storyteller to feel connected to the chronicle and may need some help getting involved in the social dynamics of the game. The majority of players will fall between these two poles, and you'll have to figure out what works best for you and your chronicle.

Large games require several Storytellers, each in charge of a different aspect of the game (e.g., main plot, subplots, influences, antagonists). Remember that the larger your chronicle is, the more you need to examine what types of plots work well with the group dynamics. Don't hesitate to ask your players for feedback on what's working and what isn't.

Small Games (2 to 10 players)

A game with 10 or fewer players offers a uniquely intimate experience. These chronicles provide many opportunities for you to give each player personal attention, designing stories around just one or two characters at a time. You'll have the luxury of running plots that resemble traditional narrative structures, such as the Jungian Hero's Journey or the gritty Dungeon Crawl (both are described under **Developing and Running Plots**, page 473). You and your players will enjoy a great deal of freedom to explore anything that you can imagine together.

Conversely, the constraints of a smaller game can make it difficult to run social and political plots effectively; the scale of the game is so small that every plot, subplot, and scene goes straight under a magnifying glass. While the size of the game works well for politics within a single pack, it becomes more difficult for a player to reasonably plot against another player, making the politics of setting up another Garou's downfall in order to be Sept Leader within a small game all the more complicated. You and the players might wish to discuss forming a pack that competes with an NPC pack for honor and glory to simulate that aspect of the game.

If your group is interested in a cooperative experience, you may ask various players to take over running aspects of the chronicle in narrative style. The player of a Philodox lawyer could manage some of the Jaggling NPCs for a confrontation scene with your Ahroun player. This cooperation allows you to simulate a populated world, and you won't find yourself sitting behind a desk shuffling character sheets at these game sessions.

This game size can be a fun challenge, as you'll be portraying all manner of NPCs, adjudicating rules, and crafting vivid scenes to help players fill in blanks that would normally be created by other player characters and more varied interactions.

Medium Games (10 to 50 players)

As chronicles grow in size, the Storyteller can step back a pace or two to allow for social and political plots to form organically, to the point where these types of stories can take over the heavy lifting and offer players many choices for activity over the course of a game session. Games at this size can usually support all the key character roles for your chosen setting, whether it's a by-the-Litany straight-laced pack, a gaggle of misfit Fera, or rebellious band of Garou, living on the edges of the werewolf society. With the assistance of a couple of Narrators, you can manage the flow of the day's events, run some personal side plots as needed, and maintain story continuity. With a medium-sized player base, you can often draft a few players to help you portray key NPCs as needed, without completely halting plots by leaving a gaping hole in the cast roster.

However, running traditional narratives like the Hero's Journey or Cold Revenge becomes more difficult. These types of stories don't scale up easily, and they can often careen off in very unexpected directions, keeping you on your toes whenever characters unexpectedly involve themselves in a story you intended to limit to just two or three specific characters. You won't have as many opportunities to give players a lot of personal attention when games reach this size, and you'll find that you'll need to rely on your time

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management skills more often, both during game sessions and between them: more players means more activity.

As more players participate in the chronicle, you need to develop a system to track characters, track experience point (XP) awards and spending, identify the status of your plots, and manage integrating new characters into the story.

Large Games (50 to 100 players)

Some chronicles grow into colossal giants that quickly become logistical nightmares, requiring a great deal of organization to function. You become less of a literal teller of stories and more of a chief story manager over a team of Narrators. Some Narrators can specialize in game elements, such as props and setting, new player assistance, antagonist management, or XP tracking. At this scale of game, your players will group themselves naturally into factions and sub-factions, and the conflict between these individuals and groups will drive much of the action. Political and social plots will be the foundational elements of the game, and so you'll need to pay attention to how other stories—external threats, espionage, etc.—affect the ebb and flow of the game's socio-political landscape. Game events often move quickly, with significant changes occurring over the course of a single evening.

This arrangement can lead to increased competition among the players and additional stress on the Storyteller—you can't possibly meet the needs of so many players singlehandedly. You need a staff! A good rule of thumb is to have a minimum of one Narrator per 10 players at this scale. In addition, consider creating a Player Advocate position, which can serve as an intermediary between the players and your storytelling staff. Veteran players can fill this role, and they can also mentor new players through the steep LARP learning curve.

With so many players to monitor, it's absolutely necessary to create some kind of organizational structure for managing logistics. Storytellers can't cope with a game this size using only a notebook and pen. You'll still likely play NPCs in large games, but only occasionally, and during the bulk of many game sessions, you'll find it very useful to remain in a central location where your staff and the players can find you, making it easier to efficiently answer critical questions.

Convention Games

Convention games, often one- to three-night games, are designed to recruit new players and serve as regional or national events for a series of networked games. Arrange your plots so they can be resolved and completed in a single session. This structure works best at a convention, allowing the players to feel a sense of satisfaction and accomplishment. These games can range in size from a few dozen to several hundred players; the largest convention games can reach almost a thousand players. The same considerations for running large-scale games apply here, but you'll probably be unable to staff Narrators at a ratio of 1:10, and you will likely need to cope with 1:20 or even fewer. Fortunately, while convention games can be very labor-intensive, they're short, and the factional politics and social rivalries drive much of the action.

Networked Chronicles

Some chronicles share the same story continuity under a single umbrella organization, despite being located in different areas. These organizations choose to sacrifice certain aspects of local chronicle control in exchange for the ability to share a game world with common rules. Networks allow players to explore a story with a very large scope, often on the national or even global scale. Players from different neighborhoods, cities, nations, and even continents can all participate in a networked game.

Networked chronicles are truly the largest expressions of the collaborative, shared story that is at the heart of every chronicle. It is recommended that networked chronicles regulate local games based on a monthly calendar to allow for different schedules and travel between games. A networked chronicle should create an overarching **Setting Style Document** (see page 462) to help individual games maintain the flavor and consistency of the large chronicle.

The following topics should be detailed in this document and be presented to players to keep everyone on the same page:

- Determine a system for regulating XP between the different chronicles (and use of the **Graduated Experience Cap for Long-term Chronicles**, page 483).
- Determine the number of downtime and influence actions allowed per month, as different chronicles will undoubtedly have different numbers of games within a given month. It is recommended that networked chronicles average the number of game sessions over a typical month across all individual chronicles. For example, if a networked chronicle has on average two game sessions per month, then characters should have 6 downtime actions (or two game sessions' worth) per month.
- Regulate Tribe/Fera rarities and any chronicle setting-specific mechanics, such as initial XP.
- Create a system to determine how important NPCs and metaplot are handled by Storytellers.

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The Rise and Fall of a Chronicle

All chronicles see periods of expansion and contraction. Despite your best efforts, you might see your player population shrink due to a myriad of problems. Some problems are out of your control, and different times of the year are simply too hectic for players to commit to attending game.

Discuss the situation with your players and then see which, if any, of the following solutions might work best for your chronicle:

- Introduce a new plotline that radically changes the political and social status quo.
- Try different styles of plots (see **Developing and Running Plots**, page 473)
- Add new Narrators to your staff to give a fresh perspective. If you are burned out, step down and hand the chronicle over to someone else.
- Discuss recruitment drives and ways to encourage new players.
- All stories end. End the chronicle and start a new one, but make sure that you end with a bang. The best stories are always the ones that return to the beginning somehow and touch upon that which made the chronicle great.

Step Three: Defining the Scope of the Chronicle

How big is your story? That's its *scope*. But before you can determine the scope, first consider agency, because one affects the other.

Agency is a literary term for a character's ability to affect the world around her. A protagonist in a novel or a movie has unlimited agency to follow her story as the plot requires. She might attend a secret magic school or travel the world seeking artifacts of power lost in antiquity. The motivations and desires of other characters become secondary, because the narrative focuses on the protagonist's conflicts and the scenarios that resolve those conflicts.

The structure of a LARP requires a different sort of narrative to satisfy everyone involved, from the player to the Storyteller. Every player has a character that is the protagonist in her own unique story, which must be served by the structure of the chronicle. How do you run a chronicle where every character is a protagonist and desires an equal amount of agency, which includes the ability to chase after her own agendas and personal plots? The answer is to define the scope of your chronicle.

Scope limits character agency within the story of the chronicle. Some chronicles have a vast scope—characters can do nearly anything the players can imagine, anywhere they want. Sometimes you'll want to impose a much smaller scope on the game, limiting how much a given character can do within the context of the story. Scale can modify your story's scope to a degree; it's easier to tell the story of an entire sept of werewolves if one has enough players to represent the wide variety of personas and agendas within that group.

Shorter stories often work better with correspondingly narrower scopes, but extended chronicles can handle wide variations in scope, even if they have a small player base. The key to success for these long-range stories is balance—change the scope of your games from story to story to give your players variety and a sense that their characters exist in an active setting. Saving the world every game grows tiresome, as does fighting continuously over who gets to lead the Garou and decide which enemy is the most potent threat, so change the value of story consequences and rewards periodically to keep things from stagnating.

It's especially important to vary your scope if any of your players pursue very long-term plots, such as questing into the Deep Umbra, completely sabotaging Pentex and rendering it impotent, or finding a long-lost spirit. The scope of the story is already established at a more personal level for these characters, and their stake in the overarching plot increases or diminishes as it affects their agenda. Put another way, a quest to find a spirit or destroy the Pentex corporation cannot dominate every moment of every game in the chronicle—

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you'll want to change it up and narrow the scope of the story from time to time, so that your players don't grow bored or worse, frustrated, because they're spending every game session trying to advance their one and only plot.

Outlining the limits of your chronicle guides the players as they create characters, allowing them to build characters properly suited for playing within it. If you plan a chronicle focused on a poor neighborhood outside of Detroit, a globetrotting jewel thief visiting a different exotic locale every week might not be the best concept for a long-term player character. Scope can be divided into three aspects: locale, power, and agency.

Locale

Locale defines the physical boundaries of your story, whether it's a single town, a country, or the entire world. You may decide to restrict your chronicle to a specific area or county that you think has the right atmosphere to provide an interesting backdrop. Narrowing the boundaries of the locale allows you and your players to personally invest in the background with your time and creative energies. This choice might seem overly restrictive to your players at first glance, but they will take advantage of the constraints to exercise their creativity in ways you've never considered.

Later in this chapter, we'll discuss building the background of your locale as though it were a living NPC taking an active part in your chronicle (see **Treat Your Locale Like an NPC,** page 472).

A defined locale does not artificially trap the characters within this specific area, but instead limits the focus of the story. A chronicle set in Detroit might include that previously-mentioned jewel thief, who has a notion to visit London and attempt to steal the crown jewels. This storyline would be well outside the scope of the chronicle, however, because its key destination lies beyond Detroit. Resolving this scenario requires the character to spend an inordinate amount of time away from all the other characters during the course of some game sessions. You have a number of different options allowing you resolve the scene without disrupting the flow of your game session, such as allowing the player to visit London during a downtime action, writing a short narrative about her adventure, or simply Fading to Black (see **Fade to Black**, page 484).

If your game is part of a networked chronicle, the rules and policies of the governing organization often limit the scope of your locale in order to maintain a shared and stable continuity between all of the chronicles.

Power

The type of story you want your chronicle to tell determines the appropriate power level for its characters. If you are planning a quick and gritty street-level chronicle focusing on a few Garou struggling trying to defend their pack's home from encroaching Wyrm Taint while also coming into their own, it might be appropriate for you to limit the Rank background to Cliath and Fostern, with a few Adren, and keep a low starting XP base similar to the one in the Wyld West setting **Rage Across Bannack: Survival in Big Sky Country**, page 464. These measures limit the power level of the characters to a point that is appropriate for the conflicts and challenges that you expect them to encounter during the course of the chronicle.

Conversely, let's say that you've planned a story so potentially world-shaking and deadly that it could threaten the very existence of an entire sept, tribe, or great caern. In this case, you might require that all of the characters be Athros and Elders at the center of a massive assault on the Garou, with a generous starting XP package, such as one based on **Rage Across Maurepas Swamp: Sept of the Forgotten Waters**, page 463.

Agency

How much *agency* will you allow for the characters in your chronicle? Answering this deceptively simple question will take more thought than you might first consider. Typically, small games tend to be loose with such restrictions, simply because the chronicle focuses on a select set of characters. If all five characters in a small chronicle decide to leave Detroit and move suddenly to Fresno, the abrupt change in locale doesn't damage the game, as they are the only players affected.

As a chronicle grows in scale, complete agency simply isn't practical, due to the basic constraints of the LARP environment. Let's reconsider the example of those same five characters who moved from Motor City to the center of the San Joaquin Valley in a large-scale game. The other 25 players can't simply follow the quintet to Fresno without completely breaking the narrative and immersion of the story, so as the Storyteller, you'll need to find a means of limiting the agency of those five players.

The best option is to have a frank discussion with the players about the Storyteller's time and the limitations of the chronicle, and explain that if they decide to relocate their characters to a place so distant, those characters will be considered to have left the chronicle. Then, you can work with them to create situations or circumstances that make their characters' plan undesirable. Maybe it's just too dangerous to attempt to move that far, because vampires are active and numerous in the vicinity and the chances of reaching Fresno safely are all but

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nil. Or perhaps the characters have old unresolved conflicts with another pack who would retaliate if their enemies suddenly lit out for another state, depriving these characters of the chance to resolve their issues. In a large-scale game, personal agency can only be allowed to extend so far before it threatens the enjoyment of everyone else.

Networked games add an additional level of complexity. The plots and scenarios in one game will almost certainly echo in neighboring games, and they may affect characters in both games, if players travel between them. Once there is a connection, you can't have a character from your game drive over to the next city and kill the mayor NPC without expecting consequences that could affect both games. The Storyteller in the other game may elect to not allow the action at all. Cooperation requires a reasonable limitation on agency to allow for the greater enjoyment of everyone in the network.

Step Four: Selecting and Defining a Setting

Setting defines the background for your chronicle within the **World of Darkness**. A good background captures a certain moment in time for the geographic locale in which a story takes place. Elements of a defined setting include differences in culture, important historical events, key NPCs, faction politics, and specific rules used to highlight themes and mood that are unique to the setting.

If you are stepping into the Storyteller role for an ongoing chronicle, the setting was probably chosen before you accepted the position. However, if you're starting a new chronicle, it is critical that you consult your players and find out which setting they prefer. You might be eager to weave a tale of theological ideologies clashing between the Concordat of Stars and the Sanctum of Gaia coming to a violent end—but your players might be more interested in telling a story about how the Garou navigate the tricky alliances between themselves and Fera or vampires.

The **World of Darkness** includes a wealth of information and lore about the Garou and Fera, such as their myths, histories, and political dynamics. **Mind's Eye Theatre: Werewolf The Apocalypse** features a single default setting (**Chapter Eleven: The Garou Nation**, page 495) but a creative Storyteller can generate a score of settings to suit your chronicle's needs and your players' expectations. **Mind's Eye Theatre** rules allow you to explore different eras (such as the Wyld West setting **Rage Across Bannack: Survival in Big Sky Country**, page 464), a blended Garou and Fera setting (such as the Ahadi setting **Rage Across Lagos: Dark Tides**, page 466), or even a vampire crossover setting (such as **Rage Across Chicago: Sept of the Lost**, page 468).

For more information on creating or altering an existing chronicle, see **Creating a Custom Setting**, page 465.

Step Five: How to Organize Players

All games, regardless of scale, scope, agency, or setting, require some level of organization, but managing a game can feel like you are attempting to herd a gang of unruly cats, only less pleasant. Real-life concerns will almost certainly lead to delays, absent players, and greater challenges.

Here are some suggestions for how you might organize a large-scale game:

1. Write a Setting Style Document (see **Setting Style Documents**, page 462) and post it someplace where all your players can review it. Encourage them to ask questions about your intentions for the chronicle.

2. Recruit a team of Narrators from among your player base, and assign them defined duties. A few specific Narrator roles you might want to fill include:

    - A combat Narrator who manages and resolves fights between characters
    - A plot Narrator who creates and runs plots and scenarios
    - A paperwork Narrator who monitors, audits, and approves character sheets and earned XP
    - An NPC Narrator who designs, runs, and manages key NPCs
    - A logistics Narrator who locates, procures, and manages game sites

3. Secure a game site. You may need to pay for the privilege of hosting a game at a specific location, so you may need to charge a site fee.

4. Organize a character creation session to help your players to make characters that suit the chronicle and to form background ties with other characters.

5. Set aside space within the game area for a dedicated Storyteller table where you can keep copies of the rules, the Setting Style Document, and other supplies like index cards, pens, notepads, and sticky notes. This place provides a central location for players to resolve paperwork issues and make requests of Storytellers in an orderly fashion. If you have a good paperwork Narrator, she can help your players get into character as quickly as possible without drowning your players in unneeded administration.

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Here are some tips for leveraging the Storyteller table to your advantage:

- Designate a section of the table as a place for players to review material you want them to know, such as the Setting Style Document, city history, or new items relevant to the game world as teasers for plots.
- Create a Storyteller attention request form. Undoubtedly, your players will have questions, scene requests, or downtime actions they wish to resolve, but you can't be everywhere at once. Waiting in line before a game begins is boring and can diminish the immersive experience. Instead, players can simply sign up for a scene, a rules query, or another request, which will be resolved in order as a Storyteller or Narrator becomes available. Lead Storytellers can use this sheet to monitor the progress of the game and assign assistants to keep the flow of the session running smoothly. (When your attention request form starts to resemble a heat graph, your game session is probably getting really exciting.)

Step Six: Accounting (Tracking Characters and Experience Points)

The larger a chronicle is, the greater the need for accounting procedures to keep the game fair for all of the players. Here are some tips for a streamlined tracking system that should help you avoid most problems:

- Track player attendance at individual game sessions via a game sign-in sheet. This tool will prevent later arguments about who attended which game as memories fade, and it will also help you audit character sheets fairly. Save these sheets in a folder, or transcribe the data to a place where your players can later examine it, such as a website or a wiki. Players will forget which games they attended and will appreciate your organization.
- Define the amount of XP you award per month, and state it clearly. Networked games may have a default policy for all XP accrual. Long-term chronicles should consider using the optional **Graduated Experience Cap for Long-term Chronicles** system on page 483.
- Create a system for handling character sheets. It can be as simple as a portable file folder for updated character sheets, which can be filed away later, or as sophisticated as an online database. You will want to look at these sheets when writing specific plotlines or examining the health of the chronicle. In addition, if there are any accusations of cheating, it is a simple matter to pull out a character sheet and audit it to clear the air.

Setting Style Documents

A Setting Style Document is a short, informational setting guide document for your chronicle that offers your players a mental snapshot of your plans to assist them in creating an appropriate character and in preparing for the style of the chronicle.

If you plan to alter one of the default settings or encourage certain concepts, the Setting Style Document can help you guide your players and inspire them to create characters that are appropriate to your chronicle.

A Setting Style Document also details common character knowledge, social hierarchy, powerful non-player characters, and any local dangers or important historical events you'd like the characters to be aware of at the outset of the story. It also explains any changes you're making to the rules, or optional rules you plan to employ.

The following two examples demonstrate how you might tell the same story from two different settings. These examples were created using the information from **Creating a Chronicle**, page 454.

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Setting Style Document Example: The Garou Nation Setting

Rage Across Maurepas Swamp: Sept of the Forgotten Waters

Theme: Mortality, Hope

Mood: Brooding, Exciting

Scope: Maurepas Swamp, Louisiana

Setting: Garou Nation

Chronicle Teaser:

The swamp is where dreams go to die, drowning in the despair of the world. Yet hope may yet be found within the murky waters of Maurepas Swamp. Here, the Sept of the Forgotten Waters bravely defends one of the last great caerns against any threat. Once, this sacred place was thought to be tainted forever by the ecological disaster resulting from the Pentex subsidiary, Endron, spilling oil in the Gulf of Mexico in 2010. At the dawn of the Age of Apocalypse, during the Caern Plague when the Moon Bridges shattered, the forces of the Wyrm laid siege upon the Sept of the Forgotten Waters. Garou heroes held their ground, but only at the cost of the blood and lives of hundreds.

Years later, the Sept of the Forgotten Waters is now a somewhat ironic name. Galliards across the Garou Nation sing of the sacrifices made here for the survival of the world. This sept has become a political hub for the Garou Nation, and it serves as the de facto headquarters for several members of the Council of Tribes. Its caern has seeded dozens of shard caerns, helping to stabilize the world.

But trouble lies 30 miles to the east in the vampire-dominated city of New Orleans. A tenuous peace has existed between vampire and werewolves there for nearly five years, but many believe that it's only a matter of time before the building tension snaps. Other threats remain on the horizon. Broken Lands seem to appear daily, and somewhere in the still-poisoned swamps hides a vicious hive of Black Spiral Dancers.

The Sept of the Forgotten Waters cannot flee from the onslaught of the Wyrm. Its location is known, and it must endure. To them, this more than a caern; it is a living monument to the legends that gave their blood for the world to live. It's a call to action for the new generation of heroes.

Graduated XP Cap: Yes

Tribal Rarity Adjustments: Setting Default

Setting-Specific Mechanics:

- Initial XP is 200, representing battle-hardened veterans protecting one of the last great caerns

Storyteller Notes:

- Antagonist rules for NPC vampires from **Mind's Eye Theatre: Vampire The Masquerade** are used

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Setting Style Document Example:
Wyld West Setting

Rage Across Bannack: Survival in Big Sky Country

Theme: Hope, Sacrifice

Mood: Adventurous, Mysterious

Scope: Bannack, Montana Territory, 1864

Setting: Default

Chronicle Teaser:

Before the Age of Apocalypse decimated the caerns of the world, before political factions threatened the fabric of Garou society, the nation had a simple task: destroy the Wyrm and protect Gaia. Though the threat of the Apocalypse still loomed, it was a simpler time, with the threats of both the Wyrm and Weaver less pervasive. In this setting, Bannack is a mining town in the Montana Territory that has swelled to nearly 10,000 inhabitants in the two years since gold was first discovered dappling the waters of Bannack Creek. With the news of finding gold came the largest gold rush in nearly 20 years, and soon the town filled with miners hoping to make their fortunes in the frigid, glacier-fed waters.

Along with the miners came outlaws: deserters from the Civil War, and businessmen intent on making a profit off the workers. Additionally, vampires and werewolves have taken the opportunity to move into the area. As the population of Bannack swelled, so did the danger to Gaia and all of her local inhabitants.

The Sept of Sparkling Waters is situated just north of Bannack, and its totem, Bison, is not pleased with the intrusion on her lands. Nearby, the Wyrm has erupted deep within cave systems, and something sinister stirs beneath the earth. The Uktena and Wendigo who inhabited the area before the gold rush have aligned themselves with those who have traveled to the area in order to protect Gaia from her enemies. Many younger Garou have been sent west in order to prove themselves and prevent the incursion of the Wyrm.

The Garou of Bannack must fight the enemy on all sides. The nearby vampires, the greedy humans who strip the land of her wealth, and the Wyrm coiling through the mountain's mines are all nearby. Nootau "Fire Fist," Elder of the Wendigo, leads the sept as it seeks to protect Gaia from those who would desecrate her.

Graduated XP Cap: Yes

Tribal Rarity Adjustments:

- Resources are limited to 3 or fewer dots at character creation
- Rank background is limited to 3 or fewer dots total
- The following merits are not allowed: Faction-related merits and Camp Defector

Setting-Specific Mechanics:

- Initial XP is 60, representing mid-level characters

Storyteller Notes:

- This chronicle focuses on a desperate war set deep in the mountains of Montana during the 1860s. This era is very different than our own, and players are encouraged to costume appropriately. Additionally, Storytellers should carefully monitor any use of Weaver technology.

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Creating a Custom Setting

Werewolf: The Apocalypse has a wide variety of canon material that can be used when creating unique settings. The default setting of this book is only one of many possible examples. A Storyteller can create a new setting that mimics a variety of different time periods, such as the Dark Ages, Victorian London, Ancient Rome, the Wild West, or a brand-new setting born from her imagination.

The following simple rules help you create a new setting:

1. Define the premise of your setting. Then detail it using the steps in **Creating a Chronicle**, page 454.
2. Select the common tribes and Fera in your new setting.
3. Select the uncommon tribes and Fera in your new setting.
4. Select the rare tribes and Fera in your new setting.
5. Define merit cost modifications, if any.
6. Define alterations to the core rules, if any, in your setting-specific mechanics section.

The Ahadi Setting

As Black Tooth and his Endless Storm rose to prominence in Africa, they sought to eradicate the Ajaba, blaming the hyenas for all of the woes the Simba had experienced during the years. Ruthless and deadly, the Endless Storm marched across the continent. After they drove the Ajaba from their homelands, Black Tooth turned his eye to the other shapeshifters of the continent, looking to subjugate them as well. While Black Tooth continued his reign of terror, a young Ajaba named Kisasi came forward in hopes of uniting all of the shapeshifters of Africa under one banner. Through her determination, the Ahadi was born.

After destroying Black Tooth and his Endless Storm, the Ahadi persisted. They turned their focus to protecting the sacred places, not only in Africa, but around the world. The Ahadi's dedication and determination paid off when umbral storms raged, as several caerns on the continent survived the assault.

Today, the Ahadi are found all over the world. While members are largely found in Africa, some of the younger members have struck out to offer their assistance to other caerns in need. Although ancient grudges still remain, all who have joined the cause have sworn to put aside their personal feelings in order to ensure that Gaia's children are able to continue on with their duties.

The Code of the Ahadi

Each breed has its own laws, and each tribe has its own interpretation of the Litany. This disparity often led to difficulties during the early days of the Ahadi. Kisasi and the leaders of each of the breeds came together to lay out a code that each member of the Ahadi is expected to follow. Any who find themselves unable to adhere to these tenets quickly finds that they are no longer welcome among the ranks of the Ahadi. Punishment for breaking the code ranges from banishment from the organization to death.

- Members must perform their duties to Gaia above all others.
- Members must provide aid to other members when called to do so, provided that the aid requested lies within their ability to provide and is in accord with their duties to Gaia.
- Members must cooperate when possible, even when it might prove inconvenient at that time.
- The organizational style of each of the member breeds and tribes must remain intact.
- The spirit pacts of all races have to be respected, even when they are foreign.
- Caerns and other holy places must be open for use by all Ahadi members, provided the use is reasonable and in accord with Gaia's interests.
- Members must protect holy places at all cost, as they are the only way to win the war against the Wyrm.

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Setting Style Document Example: Ahadi (Blended Garou and Fera) Setting

Rage Across Lagos: Dark Tides

Theme: Chaos, Rage

Mood: Desperate, Exciting

Scope: Lagos, Nigeria

Setting: Ahadi

Chronicle Teaser:

The port city of Lagos is the largest in Nigeria and the entire continent of Africa. In the last decade, it has become the Silicon Valley of Africa, becoming a world leader in information technology. During the height of Black Tooth's reign, Lagos was home to numerous vampires and minions of the Wyrm who used the city as a staging ground for the assistance they offered the Simba overlord. Since the destruction of Black Tooth, his former minions have become bolder, attacking where they please without anyone to reign them in.

With the assistance of the Glass Walkers, the Ahadi in Africa have cultivated one of the last caerns in the world, forging a small urban sept in the heart of the city. It is here that they stand together against the waves of the Wyrm. In the power vacuum left after the death of Black Tooth, numerous vampires and Wyrm creatures alike have stepped forward in hopes of taking control of the thriving underworld.

The Caern of Last Stand is large, one of several in Africa that were protected by the Ahadi when umbral storms raged across the heavens. All breeds and tribes are welcome here, so long as they adhere to the edicts of the Ahadi. There are even rumors that the fierce Rokea patrol the oceans in hopes of putting a stop to the influence of the Wyrm.

Survival in Lagos is not easy, and the Ahadi must remain vigilant in order to maintain their position within the metropolis. The Caern of Last Stand is one of the few remaining great caerns in the world, and it must persist at all costs.

Graduated XP Cap: Yes

Tribal Rarity Adjustments:

- **Common Tribes:** Ahadi setting default
- **Uncommon Tribes:** Rokea
- **Rare Tribes:** Ahadi setting default

Setting-Specific Mechanics:

- Influence: Dots of the Influence: Underworld background are limited to 3 or fewer at character creation
- Initial XP is 40, representing mid-level characters

Storyteller Notes:

- This chronicle focuses on the aftermath of the Endless Storm and the relationships of the shapeshifters who belong to the Ahadi. Although tensions remain between certain breeds and tribes, all those who swear allegiance to the Ahadi are willing to put this aside while they fight for the greater good.

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Organization of the Ahadi

The Ahadi is ruled by a central council of Elders made up of a representative from each of the primary member groups. In addition, there is a councilor that represents each continent on which the Ahadi maintain a presence. These Elders often focus on issues relevant to their breeds, tribes, and locations; however, they all participate in large council meetings to discuss matters that affect the whole of the Ahadi. Kisasi has maintained her position of power, and she speaks for the Ajaba on the council.

Ahadi Setting Rarity Adjustments: Tribe and Breed

The most common breeds and tribes found within the Ahadi setting are the Ajaba, Bastet, Corax, Nuwisha, and Ratkin, along with the tribes that belong to the Concordat of Stars. The tribe and breed rarity system is intended to reflect the population numbers within the Ahadi setting.

Remember that rarity merits count against a character's merit limit of 7 points. For example, if you purchase the Rare Character merit, you have spent 4 points, and can only buy 3 more points of merits for the same character.

Common Tribes and Breeds (available at no cost): Members of the Concordat of Stars, Ajaba, Bastet, Bone Gnawers, Children of Gaia, Corax, Glass Walkers, Nuwisha, Ratkin, Red Talons, Shadow Lords, Silent Striders, Stargazers, and Uktena

Uncommon Tribes and Breeds (2 point merit): Members of the Sanctum of Gaia, Black Furies, Fianna, Get of Fenris, Kitsune, Silver Fangs, and Wendigo

Rare Tribes and Breeds (4 point merit): Ananasi, Gurahl, and Rokea

Crossover Settings: Antagonist Factions

The themes and scope of **Mind's Eye Theatre: Werewolf The Apocalypse** are traditionally defined by the Garou Nation setting (see **Chapter Eleven: The Garou Nation**, page 495) or a custom setting that might operate away from the baseline of the core setting, but is still recognizable as a **Werewolf The Apocalypse** setting, such as **Creating a Custom Setting: The Ahadi Setting** (see page 465).

Storytellers wishing to push the envelope and extend the scope of their chronicles may decide to leverage optional antagonist factions rules to create a crossover setting, allowing non-traditional player-characters into the story. Games that utilize the antagonist factions rules are perfect for facilitating interactions between other **Mind's Eye Theatre** books, such as **Mind's Eye Theatre: Vampire The Masquerade**. Alternatively, a Storyteller may allow the possibility for players to portray creatures native to **Mind's Eye Theatre: Werewolf The Apocalypse** that are traditional antagonists, such as Black Spiral Dancers, Abominations, or Skin Dancers (see **Chapter Fourteen: Allies and Antagonists**, page 611).

To use the optional Antagonist Faction rules to create a custom setting for your chronicle, follow these steps:

1. Define the default book and setting for the chronicle, such as **Mind's Eye Theatre: Werewolf The Apocalypse** and the Garou Nation setting. The chronicle's default book and setting provides the baseline rules—all setting rules modifications use the default setting as their starting point.

2. Select the antagonist factions allowed in this crossover setting, such as vampires, Black Spiral Dancers, Abominations, or Skin Dancers. The following rules are used when creating player-characters from an antagonist faction:

   - Players can create characters from an approved faction, from a different setting, using the normal setting rules for that character. For example, a vampire is created as a vampire using the vampire rules from **Mind's Eye Theatre: Vampire The Masquerade**. Alternatively, a Black Spiral Dancer or Skin Dancer is made following the rules for NPCs with complete character sheets, as described in **Chapter Fourteen: Allies and Antagonists**, page 611.

   - Characters from other settings or books must use your chronicle's setting-specific rules. However, these characters can purchase native merits and flaws. For example, a vampire character uses all of the **Mind's Eye Theatre: Werewolf The Apocalypse** combat mechanics, but she can purchase native merits and flaws from **Mind's Eye Theatre: Vampire The Masquerade**.

3. Note specific changes in the default settings to the chronicle as per normal.

Vampire Crossover Chronicles

Storytellers wishing to undertake the ambitious task of integrating both vampires and werewolves into the same chronicle are free to do so. While the social structures of both vampires and werewolves make them naturally cautious, if not distrustful, of one another, there are some occasions where both groups may find themselves occupying the same area.

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Setting Style Document Example:
Vampire Crossover Setting

Rage Across Chicago: the Sept of the Lost and Found

Theme: Morality, Rage

Mood: Brooding, Desperate

Scope: Chicago, Illinois

Setting: The Garou Nation

Chronicle Teaser:

No other city in the world holds a grudge like Chicago. Between the dawn of the Age of Apocalypse and the death of vampire Prince Lodin, the bloody feud between the vampires and the Garou in this city has lasted almost three decades.

The Sept of the Lost and Found, protected by the totem the Great Trash Heap, survived the chaos and emerged as one of the largest urban caerns in the United States.

While the city itself is vast, there is little room at the top. The city's Glass Walkers and Silver Fangs are constantly at odds with the Ventrue and Toreador for control of the city's Elite, and the Underworld is divided between the Nosferatu, Brujah, and Bone Gnawers. Open violence is eschewed, as both sides are wary of an all-out conflict. The Garou are still working to rebuild and consolidate, and they are loathe to risk casualties. For their part, the vampires remember too well the slaughter that occurred during the end of the Council Wars. Instead, both sides are content to remain in their territories, picking off those among opposition who violate the unspoken truce.

Meanwhile, the city itself faces a variety of challenges, both internal and external. The city's financial woes have introduced a new vector for outside threats: the privatization of city services. In an effort to reduce costs, the city has already turned certain areas of its traffic enforcement over to private companies. Presently, a number of Pentex-affiliated corporations are positioning themselves to place bids to take operational control the city's parks and water processing facilities.

The struggle between Weaver and Wyld continues to play out. Under the direction of the city father spirit *Hizzhonor*, the city pushes to expand its shoreline further into Lake Michigan, drawing the ire of *Mishigami*, the ancient spirit of the lake. And rumors abound that the spirit that grew from the Great Chicago Fire was never truly extinguished. Too powerful to be destroyed, it was contained with the help of Uktena Bane Tenders, enabling the eventual end of the horrific blaze. Recently, a group of Black Spiral Dancers has been starting a series of fires throughout the city in hopes of empowering the captive spirit. Should it become powerful enough to escape, the city would be ill-equipped to combat a bane-powered inferno.

Graduated XP Cap: Yes

Rarity Adjustments: Garou Nation setting defaults, Camarilla and Anarch vampire antagonist factions

Setting-Specific Mechanics:

- Initial XP is 150, representing a major city in the **World of Darkness**
- Antagonist Factions: Camarilla and Anarch vampire characters from **Mind's Eye Theatre: Vampire The Masquerade**

Storyteller Notes:

- Each group is assigned its own set of rooms within the game site, representing its territory. A third room is designated to represent common or neutral territory. One Narrator is assigned to each group at all times, overseeing player actions.

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The following sample scenarios provide examples of how a game could operate involving both groups.

Vampire Crossover Scenarios

Working Arrangements

Times have changed, and this isn't your grandfather's Apocalypse. While no formal truce exists between vampires and werewolves as a whole, in this area, both have come to realize that neither is a threat to the other's existence. Following the events of the onset of the Age of Apocalypse, which involved small groups of vampires providing aid to struggling caerns, similar arrangements continue to exist. In this setting, each side has established territories and open lines of communication. Fraternization is not uncommon and may take place in agreed-upon neutral locations. A formal arrangement may or may not exist as well, allowing for the escalation and resolution of disputes. While either party may accept the presence of the other in its territory, in no circumstance will a vampire be knowingly allowed into a caern, or a werewolf welcomed to an Elysium or Esbat. Both parties work together to keep the area secure and to address outside threats, and they are likely to answer a call for aid.

Cold War

In this scenario, both vampires and werewolves coexist under a tentative, possibly unspoken peace. Both groups are loathe to break it, either due to risk-aversion, concern about potential casualties, or for fear of drawing unwanted attention from outside parties. Following the Nights of Turmoil, vampires have become especially wary of attracting the attention of mortal hunters. The Garou, having suffered a great many casualties in the initial battles of the Apocalypse, seek to preserve their numbers to ensure future generations. Both groups tend to keep to their established territories, and open communication between the two groups is frowned upon. Those who flagrantly violate the understood rules of territory and conduct are punished by their own leaders, or if caught, quietly disposed of by the opposing group. Any cooperation requires an imminent threat to both parties, possibly leading to an Enemy of My Enemy scenario.

Enemy of My Enemy

While there's no love lost between vampires and werewolves, there exist greater threats in the **World of Darkness**. Should an outside and unwanted faction enter the picture, a temporary alliance may form to deal with the outside threat. Examples include: a newly developed hive of Black Spiral Dancers, encroachment from an enemy sect of vampires, or the arrival of Pentex. Cooperation between the two groups is difficult, as caution and distrust insert obstacles. Working together may take the form of shared information or resources, a battlefield alliance, or even fighting together in close quarters. Once the threat is eliminated, hostilities may or may not resume, leading to a Cold War or possibly a Working Arrangements scenario.

Battle Royale

The gloves are off and the fangs are out as both sides fight it out to determine who controls a particular area. In this especially lethal scenario, both vampires and werewolves actively seek to remove one another, using tactics up to and including murder. While this scenario may work for a one-off game, Storytellers wishing to have a longer chronicle need to establish complications that prevent direct assaults on each other's territory. All parties involved have their own version of the Masquerade or Veil to protect, as human discovery would prove disastrous. The Storyteller also needs to provide motivations to prompt both sides into action, such as the opportunity to compete for resources and territory that could give a group an edge over its opposition. Conflicts between the two sides will be violent and fatal, as each is eager to remove enemy combatants. Should both parties suffer enough, or should success become too costly, this situation may change into a Cold War scenario.

Vampire Discipline Interactions with Werewolves

Use the following modifications to vampire disciplines when running a crossover game with both **Mind's Eye Theatre: Werewolf The Apocalypse** and **Mind's Eye Theatre: Vampire The Masquerade**.

Animalism

- **Feral Whispers:** Vampires can use this power to communicate with Garou in Lupus form and wolf kinfolk. Garou are not required to respond favorably.
- **Beckoning:** This power has no effect on Garou. It affects wolf kinfolk normally.
- **Quell the Beast:** In additional to this power's standard effects, a werewolf target loses 1 point of Rage. This effect cannot reduce the target to fewer than 0 points of Rage. Additionally, as long as this power is active, the target does not gain a point of Rage at the beginning of each round. This power cannot prevent a Garou from entering anger frenzy, but if the target is in fox frenzy, or Thrall of the Wyrm frenzy, this power causes the frenzy to end. For the purpose of this power, Garou do not have Beast traits.
- **Subsume the Spirit:** This power has no effect on Garou. It can be used on wolf kinfolk normally; however, the user cannot make use of any gifts the host possesses.

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Auspex

- **Heightened Senses:** This power functions interchangeably with the power Wolf Senses. Vampires using the power Heightened Senses may attempt to pierce Blur of the Milky Eye or Coyote's Mantle as if they possess Wolf Senses.
- **Aura Perception:** Shapeshifters and kinfolk viewed with this power appear noticeably different, with the exception of Ananasi. However, vampires require either an appropriate Lore specialization to correctly identify targets as shapeshifter or kinfolk, or a firsthand observation that leaves little doubt as to the user's true nature, such as reading the aura of a Garou in Crinos or Hispo form. A Fera or kinfolk's type cannot be determined with this power. Ananasi appear to have auras identical to vampires.
- **Psychic Projection:** This power does not permit vampires to enter the Umbra. Garou with Wolf Senses activated can perceive a vampire using Psychic Projection in the same way an observer with Heightened Senses could.

Celerity

- **Celerity and Rage Rounds:** Celerity and Rage rounds occur at the same time. For example, vampires that act during Celerity round 1 act at the same time and using the same initiative order as werewolves during Rage round 1.

Dementation

- **Passion:** In addition to the standard effects of this power, a Garou whose emotions are heightened also gains 1 Seethe trait, and for the power's duration, she treats her Rage as one level higher for the purpose of determining anger frenzy, cumulative with other penalties. A Garou whose emotions are dampened loses 1 Seethe trait, and she treats her Rage as one level lower than it actually is for the purpose of determining both Rage effect benefits and entering anger frenzy, to a minimum of 0 on the Rage track. For example, a Garou with 3 points of Rage whose emotions are dampened receives the benefits provided by level 2 on the Rage track. A Garou with 1 point of Rage receives no Rage effect benefits.

Dominate

- **Possession:** This power has no effect on Garou. It can be used on human kinfolk normally; however, the power's user is unable to make use of any gifts the host possesses.

Obfuscate

- **Obfuscate and Animals:** Garou have no innate ability to sense the presence of vampires using Obfuscate in the same way that animals do. Wolf kinfolk become generally agitated similarly to other animals.
- **Obfuscate and Auspex:** The gift Wolf Senses functions interchangeably with the Auspex power Heightened Senses for the purpose of piercing Obfuscate powers.
- **Vanish from the Mind's Eye:** Garou characters attempting to pierce Obfuscate powers using Wolf Senses use their dots of the Rank background in place of levels of the Auspex discipline. For example, a Garou with 5 dots of Rank using Wolf Senses may attempt to perceive a character with 4 dots of Obfuscate.

Obtenebration

- **Shadow Play:** Garou take damage from this power as normal, living creatures, suffering the full effects of suffocation. If the shadows are successfully attacked with a weapon enchanted by the gift Spirit Knife, they dissipate. Shadows have a defense test pool of 8.
- **Shroud of Night:** Garou take damage from this power as normal, living creatures, suffering the full effects of suffocation.

Serpentis

- **Form of the Cobra:** Garou afflicted with the this power's poison take damage as a virility 30 toxin (see **Chapter Seven: Core Systems, Health and Damage, Damage Types, Drugs and Poison**, page 350).

Temporis

- **Kiss of Lachesis:** Garou enjoy some resistance to this power. Each application of this power causes the target to suffer 2 points of damage that cannot be reduced or negated, but it can only increase or decrease the target's age by one year per application.

Vicissitude

- **Healing Vicissitude:** Garou are able to heal damage from Vicissitude normally. Once a Garou has returned to full health, she begins to heal any existing Vicissitude modifications. Each modification heals if it were 5 points of normal damage. These points have no impact on a Garou's actual health levels or wound track. Rather, the modification is removed when 5 additional health levels are healed after the Garou is

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otherwise at full health. This healing can come from any combination of sources, such as the Garou's own regeneration, or gifts that heal health levels. The effects of a Vicissitude modification end after its 5 additional points of damage have been healed. If there are multiple modifications, the Garou may decide which one to heal first. Regeneration healing in this manner is involuntary; a Garou cannot suppress her regeneration to maintain a Vicissitude modification.

Necromancy

- **The Shadowlands:** Powers that affect wraiths and ghosts, such as Torment and Bind Soul, do not affect Garou present in the Shadowlands. Powers that allow vampires to perceive across the Shroud reveal the presence of a Garou present in the Shadowlands, if she is visible there.

- **Soul Stealing:** This power affects Garou normally. Garou who are present in the Shadowlands can interact with a target pulled into the Shadowlands. That target can only interact with characters that are also in the Shadowlands. She retains full access to her Gnosis and gifts, but her spirit does not have access to the Rage track. Meanwhile, her body's points of Rage reduce to 1, and she continues to regenerate while her soul is absent. Her physical body is dormant until its spirit returns, and it cannot gain Rage. A victim of Soul Stealing always returns to her body at the end of one hour, provided it is still living, even if she is physically or mystically restrained.

- **Necromantic Rituals**

  › **Smoking Mirror:** Shapeshifters and kinfolk viewed through this power appear noticeably different, with the exception of Ananasi. However, vampires require either an appropriate Lore specialization to correctly identify targets as shapeshifter or kinfolk, or a firsthand observation that leaves little doubt as to the user's true nature, such as reading the aura of a Garou in Crinos or Hispo form. A Fera or kinfolk's type cannot be determined with this power. Ananasi appear to have auras identical to vampires.

  › **Ritual of Xipe Totec:** Use of this ritual on a Garou in Homid form causes 4 levels of aggravated damage that cannot be reduced or negated. Though a Garou can heal this damage, and in turn regenerate her face, it always leaves a battle scar, regardless of the total damage the Garou has taken.

- **Technique: Wolf's Blood:** Vampires using this power appear indistinguishable from ordinary Garou when targeted by every possible gift that distinguishes type. If the vampire has the merit Shape of the Beast's Wrath, she is able to assume a form that appears indistinguishable from Crinos form, and if she uses the power Shape of the Beast, she is able to assume a form that appears identical to Lupus or Hispo form. As long as the vampire is on Humanity and possess a Morality rating of 3 or more, or she is on the Path of the Feral Heart, Garou cannot detect Wyrm Taint on her. Otherwise, the power Sense the Balance detects Wyrm Taint on a vampire.

General FAQ

Use the following clarifications when running a crossover game with both **Mind's Eye Theatre: Werewolf The Apocalypse** and **Mind's Eye Theatre: Vampire The Masquerade**.

- Are werewolves considered living creatures for the purposes of vampire disciplines?

  › Werewolves are supernatural living creatures. Disciplines that specify that they only work on living creatures also work on werewolves. If a discipline applies differently to supernatural creatures, use those rules when the gift targets werewolves.

- What happens when a werewolf drinks vampire vitae?

  › For complete rules, see **Chapter Fourteen: Allies and Antagonists, Other Denizens of the World of Darkness, Vampires, Vampire Blood**, page 681.

- What happens when a vampire drinks werewolf blood?

  › The potent blood of Garou is especially appealing to the undead. When a vampire (not an Ananasi) consumes a point of werewolf Blood, it provides the following effects:

    » She gains an additional Physical focus of her choice, which lasts for the next 24 hours. This effect is not cumulative with drinking additional Garou blood from other sources.

    » Each point of werewolf Blood consumed is mystically potent, doubling its effectiveness. A vampire can spend this point twice before the point of Blood is expended. Therefore, a vampire can hold twice as much Blood per point of werewolf blood consumed. Note that the amount of Blood per turn a vampire can spend does not increase, only her maximum Blood pool. This effect lasts for three nights, or until all the blood consumed has been utilized, whichever comes first.

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» For the next three nights, for each point of werewolf blood a vampire consumed, she treats her Beast traits as if they are 1 trait higher for the purpose of determining frenzy. If she consumed 3 points of werewolf blood, the vampire receives a +3 penalty to her Beast traits when determining frenzy, but not for determining Humanity loss, during the next three nights.

» The Sabbat rite Blood Feast does not function on werewolves.

- Do vampires have Wyrm Taint?

  › Vampires on the Path of Humanity appear to be in the first stage of Wyrm Taint, as are vampires on the Path of the Feral Heart. Vampires on an alternative Path of Enlightenment appear to have Wyrm Affinity, marking them as creatures of the Wyrm.

Creating the Story Bible for Your Chronicle

"There is no greater agony than bearing an untold story inside you."

— Maya Angelou

Even if you're gifted with a phenomenally good memory, it is impossible to keep every detail of every plot or NPC in your head at all times. For this reason, many Storytellers utilize a *story bible* as a management tool. A story bible is a written depository for all of the information a Storyteller needs to know in order to write or run plots for your chronicle. It might seem like an excessive demand on your time to keep a written record of all your plots and scenarios when all you want to do is run excellent stories and entertain your players. However, when you are caught in the middle of a stressful scene, surrounded by clever players with many unexpected questions—any of which could take the story into uncharted territory—you will be glad to have a reference, especially if checking it gives you a moment or two to think before deciding on the best course of action.

Your story bible retains facts and important information to ensure consistency in your game. Everything you create for the chronicle should go into the story bible: information about the setting, NPC descriptions and motivations, ideas for future plot arcs, and developing physical or political scenarios. Think of it as a combination diary and blueprint; it holds all the tiny pieces of information and inspiration you need to remember late at night during a tense scene when the players are demanding immediate answers to questions that are vital to the core of your mystery plot. It's also the most valuable tool you can provide to the Storytellers who come after you. Transitioning between Storytellers becomes immeasurably less disruptive if all the chronicle's important story facts are recorded.

You can create a story bible in whatever form best suits your preferences and needs. Some Storytellers prefer an electronic file on their computers or mobile devices. Others crave the security and feel of a classic three-ring binder with pocket page dividers for each section. A few brave souls merely jot down notes in a trusty journal.

If you have a team of Narrators, a story bible is absolutely vital—without it, you can't be sure that your team's plots and scenarios are cohesive and that they support the continuity of the chronicle. And you'll want it handy for easy reference at story brainstorming sessions.

Include the following items in a story bible:

- **A chronology of your setting:** This list doesn't have to be incredibly detailed, but you will want a timeline of important historical events, especially those that had any direct effect on the story you're telling.
- **Important NPCs:** Remember to include details such as physical descriptions, political leanings, and general personality traits.
- **Recurring locales:** You'll want to know how large the local sept is, or if a local unused shipping warehouse is owned by a Glass Walker who is attempting to use it to store illegal goods. Be sure that you detail the local Umbra, as this will be a vital part of your local chronicle. Add quirky details to these places to make them seem more lifelike, and if inspiration strikes, detail a few that might come in handy later. You might never use them, but your players will eventually surprise you, and you'll need to pull the proverbial rabbit out of a hat.

Treat Your Locale Like an NPC

Your story's locale is as much a character in the tale as the fictitious individuals who populate it. Information about your locale gives it depth and texture in the minds of your players and encourages them to see and treat it as though it were real. (Let's be clear: Chicago is a real place, but the Chicago of your chronicle isn't. It's a fictionalized version of

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a real locale, twisted to match the **World of Darkness**, but it will seem more genuine to your players if you take a bit of time to research and detail it.)

Think about the humans who live in the locale, going about their days and nights ignorant of the **World of Darkness**, yet knowing that they live in a sometimes dangerous and uncertain world. How do they live? What are their politics? How do they entertain themselves? What local customs or mannerisms make these people unique or special?

Try to imagine what your locale's institutions and bureaucracy might be like if they were infiltrated by the Wyrm, or owned by local Garou. Begin by obtaining some accurate information about your locale's government and municipal services, and pass them through the Apocalypse filter. Libraries, bookstores, and online sources will yield a wealth of information on nearly any municipality, regardless of size, including population figures, government structures, and handy maps. Then choose some physical locations in the area to replicate in the game.

For example, you might decide that the Golden Gate Park in San Francisco would fit perfectly as an urban sept. Playing there isn't practical, but you could research pictures on the internet and showcase what it feels like to be there.

If you have a cooperative troupe, you might consider a city planning session with a map, where players suggest and submit items and locations of interest from the locale. This crowd-sourcing invites players to invest emotionally in the chronicle and create stronger ties to the mythos of the chronicle. A player might be curious if humans in an unknown building in downtown are suddenly harassed by the Skin Dancers. The player's immersion into your chronicle will dramatically increase if said building is a known landmark that she has personally visited or researched.

Developing and Running Plots for Werewolf: The Apocalypse

"Plot, rules, nor even poetry, are not half so great beauties in tragedy or comedy as a just imitation of nature, of character, of the passions and their operations in diversified situations."

— Horace Walpole

A *plot* is a series of connected scenarios that forms a story in the minds of the players. Storyteller plots initiate through the scenarios you provide, but your players also make a substantial contribution to the plot as they enact their characters' efforts to achieve their daily and long-term goals. Where do plots come from? Many good plot ideas start as seeds planted in your imagination, which germinate when you learn to tap your own creativity. Television, movies, magazines, novels, and newspapers all provide potential plot ideas.

The hardest lesson a Storyteller must learn is that plot happens in the mind of the player while she is experiencing the chronicle through the filter of her character. Rookie Storytellers sometimes fall in love with the cleverness of their own complex plots. These plots usually feature prominent NPCs who make the hard choices while the players merely watch, becoming spectators in their own chronicle. It is easy to become lost controlling the infinite story universe. We have the ability to do literally whatever we want, and yet sometimes, the simple truth escapes us—the story's plot happens to the characters. Every NPC, every scenario, and every scene must further the story of player characters.

The trick is learning to recognize the useful ideas and create stories from them. It isn't easy at first, and sometimes it's harder than you'd like, but it's something you must teach yourself to do if you want to be a successful Storyteller.

Planning plots effectively means knowing your players and the subjects that specifically hold their interests. You might be fascinated by papal politics of the 15th century, but unless you can find a bridge to make it interesting to your players, you may end up with blank looks and players ignoring your plots. If this happens, you should consider if you are running the wrong type of plots.

Players have widely different attention spans and need for stimulation. You will be able to amuse some players easily with little more than the story equivalent of a ball of string. Such players are the ideal recipients of long-term plot threads and subplots, because they will dog them for long periods of time with remarkable determination and will spread their enthusiasm to others.

Other players with shorter attention spans require a new ball of string every game session, lest they grow bored very quickly. For these players, any plot that endures beyond one or two game sessions becomes a hopeless, confusing tangle of unwanted detail.

Some players focus on immediate social or political concerns and won't want to deal with other types of interactions. Avoid pulling these players out of intense personal scenes with plot. There is always time to trigger a story. Wait until the tempo of the game slows before springing a dramatic turn.

You will want to offer alternate plot tracks to satisfy the needs of all of your players. Keep track of the different types of plots and how they satisfy various types of players.

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Archetypes and Designing Plots

Storytellers aren't omniscient mind readers, so it can be difficult for new Storytellers to evaluate what sort of plots might work best for the players in her chronicle. An easy way to take the pulse of players is to review their character sheets and make a list of the most common Archetypes in the chronicle. An Archetype not only determines how a player will roleplay a character, but is also a signal to the Storyteller for what type of stories she is interested in exploring. A Bully Archetype is going to want to fight her way through a scenario. A Trickster Archetype is going to want to use cunning and guile to resolve problems.

Warning: Some plots will take your chronicle into unpredictable, strange places. Plots can be become quite complicated, especially when characters' individual schemes clash. Confusion of this sort is both a help and a hindrance. Confusion lures and attracts those players who like to be involved in as many plots as possible. Other players react badly to confusion, and they will cease to participate when a plot gets too complex for them to unravel.

If you feel overwhelmed, take a step back, consider all of the options, and then make the best decision you can with the available information.

Plot Archetypes

Remember, plots need not be tortuously complex to pique the interest of your players; the best plots often are those that simply provide a frame to which you and your players can attach more complex ideas as the story proceeds.

Consider these basic plot summaries and where they could lead your stories:

- **Seeking the Throne:** A new arrival to the sept seeks to seize power through a show of force, issuing a challenge to the current leader. All other characters must decide how to best deal with this attempted coup. Does this new potential leader help or harm their goals? Will she be able to adequately lead the sept? Do the characters ally with her or remain loyal to their current leader?

- **Invasion:** The city is under siege from a new threat that has placed them in dire peril. The situation looks bleak for the characters in this sort of tale; they begin the story deep in the hole, and things only get worse from there. The story could revolve around a sept besieged by the threat of the Wyrm or a group of hunters who have finally found them. This type of story often pleases players who enjoy fast and physical action, offering plenty of combat and violence. Storytellers should stress the nature of this story before starting the chronicle.

- **A Mysterious Stanger:** A mysterious force, be it vengeful or mischievous, puzzles and bedevils the characters, who must determine the nature of the entity and either come to terms with it or put it to rest. This plot is particularly good for smaller troupes, as a mystery can lose its impact quickly when shared among too many characters.

- **Murder Most Foul:** In a classic "whodunit" chronicle setting, the deceased is often a figure of power or authority, such as a Sept Leader, tribal Elder, or other influential werewolf, and the circumstances of her death are unclear. The characters must determine who killed her and why; was it the Wyrm enacting vengeance, or internal strife that led to her death? Murder plots can be useful long-term backdrops for more immediate subplots.

- **A Game of Dominance:** Difficulties surround every sept, and this one is no different. The Wyrm's latest strike was deterred, although many believe that that was despite the Sept Leader, not because of her. Now, the packs of the sept must discuss who will lead them going forward. Will they allow the current Sept Leader to try to prove her worth, or will they replace her with someone who they hope is a more appropriate leader?

Writing Plots Suited for the LARP Experience: The Economy of Cool

The narrative experience of a LARP is vastly different than traditional media such as a novel, a movie, or even a classic tabletop game. Classic narratives strictly follow the story and perspective of a limited set of characters, but a LARP is the combined story of every character involved in the chronicle. Economies function through scarcity and demand, which drives the entire system. A common fallacy of LARP is to assume that the real game economy is based on experience points (XP).

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Players do not compete directly against each other to earn XP. The Storyteller awards players based on attendance, costuming, and roleplaying. Players who don't earn the maximum amount of XP allowed in a given month can, with a bit of time, earn extra XP via downtime scenes, background reports, or roleplaying via e-mail.

The true economy of a functioning LARP is the *Economy of Cool*. In this system, players consume and produce that unknowable quality known as cool. How is it that some players always seem to create characters who somehow become a magnet for the spotlight? How is it that some characters never seem to shine, despite a kick-ass history, rocking character sheet, and an amazing set of gifts? The answer lies within the Economy of Cool.

The Economy of Cool assumes that there is a finite level of cool in any given game. Players naturally accrue social "cool points" over time, and the investment of said cool points can determine how well they do in the game, and more importantly, how much fun they have.

The best LARP plots encourage interaction between characters that increases the amount of cool for everyone involved. Imagine that Maura the Adren Stargazer wishes to open a martial arts training center. You could simply allow the player to spend XP on influences and write a downtime report to justify the expenditure.

What if you encouraged Maura to participate in the Economy of Cool? Imagine the following possible actions. These could lead to a number of social, player-generated plots, which may spread the cool around to other characters and tie all of them together.

- Maura could speak to her local Glass Walkers regarding the purchase of the property needed for her training center. How does this change the relationship between the Glass Walkers and the Stargazers? What would the Glass Walker Sept Leader want in return for her assistance?
- What if Maura went to the local Bone Gnawers to seek assistance in bringing people into her new center? Would they ask that she aim towards the impoverished youth in the city for their assistance? How would the other Stargazers react to working closely with the Bone Gnawers in this capacity?
- What if Maura spoke with local kinfolk about helping her run her new center? What would the kinfolk ask for in return? Would they even want to assist the Garou in this endeavor?
- Are there any other characters in the chronicle who could potentially help train young people in the areas of martial arts? Imagine how these characters would feel if they had the opportunity to shine by assisting a powerful character in creating something new and beneficial for the community.

You can entertain the entire chronicle by encouraging your players to include others and invest in their characters. Suddenly, those other players likewise have an investment in a fictional martial arts training center because it is part of their characters' story. Slowly, this center becomes a little bit more real, as characters have meetings there and start to include it in their history and their roleplaying.

Social Plots

Werewolf: The Apocalypse is a game of survival in the face of overwhelming odds, about a society ruled by ancient laws and venerable Elders who have lived through the war. Social scenarios are often the most difficult kind of story to manage, as this aspect of the **World of Darkness** is the farthest from our own. The **World of Darkness** serves as a dark mirror to our society, but it is distorted and cracked. We live in a society striving toward egalitarianism, where all men and women are considered equal. Werewolf society functions through dominance and earned respect, with little care for anything a character has achieved among humanity. This heavily hierarchal society can take some adjustment to properly roleplay.

Consider the following:

- A werewolf's Rank changes as she goes through her career as a Garou. Most often it will rise; however, it is not impossible for situations to demand her Rank be stripped. Elders are wizened advisors and often quite powerful, while Cliath are considered little more than children who are rarely allowed to leave the sept alone. It can take mental adjustment to set aside our modern sensibilities of freedom and embrace the hierarchal beliefs of the game. We are taught to treat each other with respect and without prejudice, which can be difficult when playing a Garou character who despises all Fera she encounters. We are taught that we are all equal under the law, but in the **World of Darkness**, the concept of justice is quite different. Tribe, Rank, and Renown often determine how the laws of the sept apply to you.
- Most people are able to walk around in public and interact with their families and friends without fearing that they might unleash their bestial side on them. Werewolves must hide their existence from the world—

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even their birth families—in order to protect themselves and their loved ones. It can be a lonely existence, only alleviated by the pack and sept structures.

- A well-adjusted person's conscience discourages her from doing bad things, but werewolves must sometimes do terrible things in order to continue on with their duties to Gaia. A Wyrm-tainted human might be completely innocent and an unwitting victim, but that makes her no less dangerous to the Garou.

At the city level, your game's need for social plots varies greatly depending on the size of the game and the experience of your players. Every game is, by a very loose definition, a social scenario.

Here are some tips to encourage good social plots:

- Make sure the werewolves gather for a purpose.
- Have a character make the arrangements to determine the gathering site and invite the other werewolves to attend. Often, werewolves begin their gatherings at the sept.
- Give the other werewolves a reason to attend, even if it is social. Moots are a perfect opportunity for social gatherings. For more information on moots, see **Chapter Nine: Social Systems: Moots**, page 433.
- Establish the social rules of the setting. A formal moot event should feel different from a gathering to plan the next attack on a hive.

Networked Game Social Plots

If you are playing in a networked game, consider regional (inclusive of several chronicles in a state-wide area) or even global social plots that encourage roleplaying between domains, tribes, and tribal camps. Storytellers should inspire players to host special event games and invite all the neighboring games to attend. Characters who work to produce a successful regional event show a high level of commitment to the chronicle and should be rewarded.

Social plots can shape social dynamics all over the world. **Werewolf: The Apocalypse** is a game that includes elements of warfare, corruption, and intrigue. However, it is also a game about a world that must remain secret in order to protect all. Who else can understand werewolves except other werewolves? Use NPCs to highlight important global events to the player characters. Set the stage: make Renown, monikers, and moots important. If you care about the details, the participants will too.

Political Plots

Political plots focus on the acquisition and control of political and temporal power. Politics can be defined as how a group divides basic, finite resources. Although there is often fewer opportunities for political plots in **Werewolf: The Apocalypse**, it still exists, particularly among certain tribes. The limited resources such as Gnosis, shard seeds, caerns, and influence over the environment can offer an exciting game of intrigue for characters. Additionally, a clever Storyteller may create and define other important resources and assign value to them with player participation. Once value is assigned to a storytelling asset, players will often compete with each other to control said asset.

For example, if you decide that a certain neighborhood or wild area is a ripe location for a new shard seed to be planted, you are creating a political plot that your players can ignore or seek to control. This could lead to the Garou player-characters debating whether they can take and hold the area and cultivate it into a caern, all the while other creatures such as Black Spiral Dancers or even other supernatural beings are trying to take the location for themselves. While this story may turn into a physical plot, it has every opportunity to be resolved through politics.

You could introduce a new human or kinfolk NPC Storyteller asset that players will want to claim. For example, you might introduce a new Chief of Police, Elizabeth Janus, who has shown strong support for protecting the environment. The werewolf who controls or influences Janus will have additional leverage when the Garou are fighting the Wyrm.

Characters belonging to the Glass Walkers, for example, may resent her work in preventing further expansion. Characters such as the Red Talons will want to ensure she remains in their control and can put a stop to any new human interaction in the wild areas. This battle might take on many forms: influences, social scenes to influence Janus, or a brutal kidnapping to force her to their way of thinking.

At a basic level, this plot can involve political intrigue and plotting against fellow player characters and NPCs.

This type of scenario only works with a great deal of Storyteller preparation. In this plot, it is the Storyteller's job to create the sandbox for the player-characters to build the plot and then get out of their way. Properly prepared political plots decrease spontaneous violence in a game, because they provide a concrete means for characters to compete without escalating to killing their enemies. Bored

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players are most likely to start pointless attacks that drain away the game's energy. Often Storytellers ask their players, especially those with Athro or Elder characters, to avoid violence, but how can we expect the game to agree unless Storytellers provide the proper playground?

Here are some examples of political plots:

- The local fae court has requested interaction with the Garou, despite the enmity between their people and the Fianna. Give additional downtime actions to the player-characters that make the best impression on the fae as they become allies. Watch your players plot to make an impression on these otherworldly creatures in order to gain their favor.
- Create a chronicle wiki or website that details the human world of your location. Make sure to list important people, organizations, and buildings to paint a solid picture of your city. Each potential detail is an entire story waiting to happen. A detailed backdrop provides your players with a chance to highlight player agency in your game by showcasing player-created businesses, projects, and changes to the city. The more you allow your players to play in the sandbox, the more their satisfaction will increase and the battle for control over these resources will intensify.
- What if a Shadow Lord buys the land that the Black Furies had hoped to procure to build a new women's shelter, and instead turns it into an upscale restaurant? This is the type of insult that could start a war between the two tribes on a local level. Storytellers can encourage and educate the players on the etiquette of the setting, Rank, and Renown via plot scenarios with NPCs. This strategy is often a good way to introduce the concept with new players.

Networked Game Political Scenarios

Networked game political scenarios require more time and effort on the part of the Storytellers, but they can be exciting and rewarding. These plots encourage players to travel between games, to use Renown, and to create inter-game factions. The players' natural desire will often be to hold political meetings behind closed doors; encourage the opposite.

Political spectacle provides grist for excellent games. Encourage all voting or use of Renown to be done in public, and allow the occasional backroom deal to be made.

Event games provide great potential to generate these sorts of plots. Storytellers should encourage these games to focus on some sort of political scenario.

Here are some examples of good political scenarios for networked games:

- Important moots
- Large physical threats requiring the attention of multiple septs
- Meetings of factions
- Regional tribal meetings
- Peace summits between the Garou and breeds of Fera
- Forming local treaties with other supernatural creatures

Storytellers should do some careful research to figure out what political plots might be possible in a given state. Allow for mortals like lieutenant governors, network reporters, judges, and CEOs of large companies to become pawns up for grabs. Player-characters will expend influences and even go into debt for access to the right resource. This competition encourages characters to interact and seek assistance from other domains, which in turn will build a strong regional game.

Elders and rare Legend characters can serve as strong devices to encourage games to avoid straying too far from the baseline canon. These characters should reward the characters that stick the closest to canon. For example, if an Athro refuses to allow a Cliath to run amok, an Elder should reward that Athro for her good leadership. The best way to encourage desired behavior is to reward it.

MacGuffin Plots

A *MacGuffin* is a term coined by the famous director Alfred Hitchcock for an object of high value and often-mysterious properties. The classic, hard-boiled noir example is a locked briefcase containing an unknown prize for which the main characters battle to claim ownership.

A MacGuffin could be a special kinfolk or Lost Cub, a powerful fetish, or a long-lost piece of Garou lore. It must be valuable enough for the characters to desire it and to provide some sort of political, social, or physical advantage. Once introduced, the Storyteller observes and occasionally referees as the characters in the chronicle do whatever they must to possess the item.

MacGuffin Example

After the decimation of a dangerous hive, an extensive library was found deep within the earth. Containing tomes dating back to the Middle Ages, the place seemed to have been entirely untouched by time. Despite the desecration

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by the Black Spiral Dancers, the library appeared to be perfectly intact. Information may be introduced via a skin-bound tome that seems to be a written history of the Garou. Seismic activity has seen a rise in the area, and local residents have reported seeing strange lights in the night sky. Prophetic dreams might reveal that the tome holds the key to a dark, ancient evil. Once the characters realize that this location and the book hold some significance, they will seek to uncover the truth of what was buried in the earth.

The Hero's Journey

Joseph Campbell proposed the theory of the Monomyth, or the *Hero's Journey*. This theory proposes that one old story from humanity's ancient history echoes in every known culture or time period. This is the classic tale of a young hero who accepts the call to adventure, takes a dangerous journey into the unknown, and returns triumphant against overwhelming odds to share knowledge. This plot is innate to our culture, but it requires that the focus be pulled off of other characters and focused on the unique character, a.k.a., the hero.

This plot can be dangerous, especially in larger games, as it can stop the fun for everyone else while a single player gets the spotlight as she battles the villain. A wise Storyteller attempting to run this sort of plot spreads the key roles to various players and attempts to give each player a turn in the spotlight, rather than simply being parts in someone else's story.

Venturing into the Haunted House: LARPing a Dungeon Crawl

One of the most popular myths is that of the hero visiting the Underworld. In modern times, the Underworld is represented by a haunted house, into which the heroes must venture to gain an understanding and acceptance of death. Roleplaying games often translate this myth into the infamous *dungeon crawl*, where a pack of characters must journey into a dangerous place to defeat the monsters and villains threatening them.

It is important that Storytellers develop immersion when running this plot. If the players can imagine the horrors that their characters face, they can feel the thrill of the adventure and the depths of the terror offered in this scenario. Like the Hero's Journey, this plot can isolate players not directly involved in the action. A Storyteller can engage all of the players by offering the uninvolved players the chance to play the role of the monsters and villains, with the promise that they will have their turn in the spotlight in the future.

NPC Shifts

Werewolf: The Apocalypse is a game that can require a large number of Storytellers, Narrators, and dedicated NPC players to properly represent the atmosphere and immersion that makes **Werewolf** such an exciting game.

Werewolf is a game where most of the conflict dictated by the setting pits the players against the environment of NPCs, plot, and story developed by the Storyteller and Narrators. While **Vampire: The Masquerade** has a heavy focus on player-initiated interaction and conflict, the environment and NPCs in **Werewolf** have a crucial role in creating an immersive experience for players.

In order to create this environment, a Storyteller may choose to institute mandatory NPC shifts for players, allowing them to fill the roles of spirits, antagonists, or other environmental characters. Based on the length of the game, a Storyteller may set a required number of hours when a player is expected to play an NPC, rather than her own character. This option gives the opportunity for players to play both sides of the fence, enhancing the experience for their fellow players in events that are important to them and their characters, while relying on the fact that their peers will do the same when it is their turn on shift. This setup can initially be difficult to manage, especially when players feel unsure about their NPC roles or when their own characters will be involved in the events during their NPC shifts. Nevertheless, with open communication and by working with the cast of the game, this option can heighten immersion and realism, and create far more dramatic tension for everyone playing.

Players who are required to portray NPCs should coordinate with the Storyteller about any props or clothing that they are required to have for their shifts. Storytellers should provide a sign-in sheet informing players what shifts are open so that they can choose their preferred time slots for their shifts. The Storyteller should also provide a brief description of the NPCs' motivations and goals in order to better assist those completing their shifts. This arrangement can also be an opportunity for the game to collect a series of commonly used items—clothing, props, make up, and the like—that can be kept communally for the game. This collection allows whomever is portraying reoccurring NPCs the ability to keep a sense of continuity, and it allows players to differentiate their NPCs' appearances from any character costuming players normally wear.

While it is not necessary to use NPC shifts in your game, using this option along with the Quest system and other tools provided throughout this book can help ease the burden on the storytelling staff and give them the chance to focus on what they do best: providing a compelling and exciting story for all to enjoy participating in.

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Spirit Management

Storytellers are responsible for the creation and management of spirits in a chronicle. Using these spirits effectively helps players connect to the spiritual nature of the Garou and the umbral realms. It also ensures that your players do not lose sight of the individual goals and factional goals of their spirit allies or enemies, motivations that are often quite strange to anyone other than a spirit itself.

When creating a chronicle, a Storyteller should map out the parts of a city, town, or wilderness area they are planning to use, taking note of certain landmarks or historical events that may have taken place there. They can use these locations and their histories to determine the types of spirits that may be attracted to an area. For example, bane spirits may be attracted to a location of a mass murder, while a glen might attract Wyld spirits. This map allows a Storyteller to keep accurate track of the current events, and provides her with an opportunity to adjust the map between games based on players' actions. The way the spirits interact with, and react to, players' actions creates a deeper, more visceral environment for those players who enjoy the spiritual interaction **Werewolf** provides.

Once a Storyteller has areas mapped out and has determined what type of spirits may be attracted to those places, she should choose a faction to which the spirits are tied— Weaver, Wyld, or Wyrm—and use those factions to outline any goals the spirits may have in the area. Are they revitalizing a once-shriveled local park in the inner city, or are they weaving webs to strengthen the Weaver's influence in a business park?

Spirits should have motivations and methods they use to accomplish their goals, even if those goals are simple manifestations of their factions. This detail gives players rich environmental NPCs with which to interact.

Storytelling in the Umbra

The spiritual realms and locations of the Umbra provide a number of avenues for adventure and exploration for the Garou. Storytellers can use the Umbra to tell stories of gaining knowledge, obtaining personal redemption, confronting an old foe, or numerous other scenarios that cannot work within the confines of the Material Realm.

In order to enter the Near or Deep Umbra, a character must usually undergo a quest (see **Chapter Thirteen: The Umbra**, page 583). This quest only allows participating characters to enter these sections of the Umbra, and the resolution of the quest does not mean the character has achieved their goals within the Umbra. The actual goals and activities that happen within these unique umbral realms provide additional stories and quests of their own.

Creating a Story in the Umbra

The journey and the destination are both key elements in any story set within the Umbra. Whether the ultimate destination is an umbral realm or just a location within the Umbra itself, by concentrating on these two facets, a Storyteller can enhance the experience for all players involved.

The first phase is the journey. This segment can be broken down into the following steps:

- Determine the destination.
- Establish the requirements and obstacles on the way.
- Describe the arrival destination.

When the destination is a specific umbral realm, a Storyteller can decide whether to use the Quest Generation System with its requirements and consequences or to run the scenarios herself. No matter how she chooses to handle it, the Quest Generation System offers a set of guidelines to determine the difficulty and time requirements such a journey will entail.

Once the method of travel has been determined, a Storyteller can move on to establishing what challenges and obstacles must be overcome in order to succeed at arriving to the destination. This requirement can be as extensive as the need to battle mighty enemies and answer challenging riddles, to something as simple as obtaining the correct map, depending on the nature of the story being told.

When the characters arrive at the destination, the Storyteller can begin to set the stage for the second part of the adventure. This event is the actual entrance to the umbral realm or the action that happens when the players reach their destination. Stressing the differences between the Umbra they know and the realm to which they are going helps set the mood for the players, raising the tension and the drama as well as the overall level of immersion. After players conclude this segment of the adventure, the Storyteller should move on to the second phase of storytelling an umbral adventure.

Inside Umbral Realms

Each of the realms of the Umbra has different rules and a setting unique to itself. These changes depend on which aspect of the Umbra the characters have chosen to explore—the Penumbra, the Near Umbra or the Deep Umbra—as well as on the realm itself.

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The different laws of each realm and the ever-changing nature of the Umbra itself ensure that no two adventures, even ones that take place in the same realm, are ever the same. Playing up these differences keeps each new story set there fresh and exciting. Storytellers should make sure to emphasize the particular aspects of each realm that make them special. Describe the horrific nature of Atrocity, or the sweet, idyllic serenity of the Summer Country. By making the realms unique in and of themselves, their differences are enhanced when characters travel to other realms.

As characters arrive in at their destination in the Umbra, the Storyteller should look for opportunities to allow characters that specialize in the Umbra their moment to shine. Give those with appropriate Lore skill specializations the possibility of knowing some of the laws of the realm they have entered, or even possible ways to exit once their task has been accomplished. As some players will make the Umbra their characters' specialty, giving them this time to play up their knowledge and ability is vital.

The Reward

Whether the characters seek information, fetishes, or wealth and power, it is important to ensure that the rewards characters receive from successfully completing their goals are equivalent to the challenges they have faced and overcome. The unique features of these challenges can also be used to highlight the strange nature of the umbral realms themselves. Presenting this information through the different lenses through which spirits see the world makes it feel all the more valuable and exciting. A spirit within the Cyber Realm may relay information clinically in its familiar terminology, which differ greatly from the same information spoken by a hero from the Legendary Realm.

Escaping the Umbra

Exiting an umbral realm and travelling back to the Material Realm is the final hurdle that characters must overcome in order to complete their quest. This event provides an opportunity for Storytellers to keep the tension and drama going until the very end.

Using the Quest Generation System to return is one option, though canny Storytellers should make sure to tailor the requirements so that the group can accomplish them, in order to avoid locking their players into a scenario where they are unable to complete a quest to return home, unless that is explicitly the Storyteller's intention. Running the return trip as a scenario offers the opportunity to add in ambushes and other challenges, helping characters value the success they have achieved up to this point. No matter which option a Storyteller chooses to exercise, continuing to provide the same level of detail to the return trip as she did for the initial arrival voyage keeps every umbral adventure memorable and unique.

For more information on the Quest Generation System, see **Chapter Eight: Dramatic Systems: Quests**: page 390.

For more information on the Umbra and umbral realms, see **Chapter Thirteen: The Umbra: The Deep Umbra**, page 597.

Framing and Running Scenarios

Conflict reveals character. The struggle of conflict isn't just a direct means to an end—it also reveals the hidden emotional responses of your character. In ordinary life, most people go out of their way to avoid conflict, but in a successful LARP, it is an essential component of what makes a dynamic scene worthy of remembering. Characters' struggles challenge them to grow in unexpected ways, providing the spark of life that can make the difference between a two-dimensional character and a living, breathing creation that entertains and enthralls. As the plot of the story and the intentions of the characters unfold, conflict provides a way to understand the motivations driving the characters.

There are three types of character conflicts:

- **Internal:** That of the character against her own nature (e.g., fear, anger, hunger)
- **External:** That of the character against the environment or the setting (e.g., overcoming an obstacle, escaping danger)
- **Interpersonal:** That of the character against someone else (e.g., winning an argument, fighting an enemy)

Turning a Conflict into a Scenario to Tell a Story

Conflict can drive a story in unexpected directions and generate interesting scenarios. A *scenario* is a scene where the player and the Storyteller cooperatively attempt to resolve a conflict through the application of rules.

Imagine you are playing a Fostern Get of Fenris Ahroun named Vigdis. You were not born into your tribe, but rather adopted into it, and you have always struggled to prove that you are worthy of Fenris' blessing. You have spent the past month investigating a medical facility that you are certain belongs to the Wyrm, and your dedication has finally paid off. You have found proof that the facility is teeming

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with fomori, and you are determined to make your name by bringing the facility down. There is one complication, of course, when the Sept Leader—also a Get of Fenris—declares that another pack will handle the situation at the facility, and you are not invited.

This conflict can generate a number of different scenarios in which the character has choices about which action she could take. Some examples:

- The Sept Leader requests a private conversation with Vigdis. He has seen her frustration about his declaration, and he tries to explain his reasoning to her. This situation might lead to a second conflict when Vigdis demands the Sept Leader allow her to go on the mission, even if she is forced to go without the pack. Although the Sept Leader forbids her, Vigdis goes anyway. The Storyteller might turn this internal conflict into a scenario by an appearance from the Pack Totem, telling Vigdis why her idea might be a dangerous one. If Vigdis goes into the facility alone, she will most likely die.

- Later in the evening, Vigdis finds herself at the facility, and spots the other pack beginning to enter. The Storyteller can transform this into a number of potential scenarios. She might require a static Stealth challenge to allow Vigdis to sneak into the facility unseen, or she might require Vigdis to make a successful Investigation challenge to allow her to discover that the facility is much more dangerous than even she thought, home to a Thunderwyrm. Here, the consequences of failure are uncertain: maybe a fomor guard spots Vigdis and she must fight to survive, or perhaps she is seen by the other pack and forced to turn back or join them.

- Even if she's successful in the above challenges, Vigdis may come into direct conflict with other characters, such as her packmates who are upset that Vigdis is so determined to prove herself in such a dangerous manner, or other sept officers who attempt to talk sense into her. This interpersonal conflict can be resolved by intense roleplaying, a quest (see **Chapter Eight: Dramatic Systems, Quests**, page 390), or by a complex scenario (see **Chapter Seven: Core Systems, Complex Scenarios: Combat** page 339) as the characters conflict with one another.

Using Scenarios to Capture the Imaginations of Your Players

An amazing scenario stems from cooperation and collaboration between the Storyteller and the players. This delicate dance requires the Storyteller to lead while allowing the players to enjoy some influence on how the story progresses. The Storyteller sets the stage using enthusiasm, descriptive wording, and creative challenges, while the players reveal aspects of their characters' personalities and values in their choices as they attempt to resolve the scenario.

Learning to read your players and figure out which emotional buttons will excite and interest them is a critical success factor to fire their imaginative engines. Some players prefer the challenge of navigating tricky political or social situations, while others crave the danger of riding the ragged edge of disaster. Observe their actions and choices: you can learn a lot about what your players want by sitting quietly in a corner for half an hour and just observing silently as the game unfolds. Who is skulking in a corner, doing the same thing you are doing but for in-character reasons? Who is looking to supplant the Sept Leader? Who is being a bully, a tyrant, a seducer, a traitor? Players reveal goals, ambitions, and desires through observable actions.

Listen closely to the questions your players ask you during a scene. These inquires reveal exactly which aspects of the story intrigue them. Once you know this, you can modify the scenario to specifically feature details that interest the players and push the emotional buttons that help players buy into it. When a player asks whether or not some mundane object has any hidden clues, where her character can score some high-grade poison, how to find out where a local coterie of vampires spends their time, or what she knows about an obscure point of lore, she is expressing interest that you can note for later exploitation—in the best way, by turning it into story and plot.

This technique doesn't suggest that you should simply let the players do whatever they want without consequences. Quite the reverse: actions must have consequences that are meaningful for the story to matter. Players want and need to know that the world their characters inhabit is logical, even if they don't understand all of the aspects of it. If a player risks her character's life specifically by choice, you should calculate the odds fairly and determine a good means to resolve the challenge. The balance is precarious. If the player instinctually believes that the laws of the universe are arbitrary, she will be disappointed. Immersion requires the players to have faith in the Storyteller. If gravity suddenly does not work as expected, the fictional universe feels less real. On the other hand, if a Storyteller is too strict and simply leaves behind a trail of paper corpses, players will become frustrated.

Some players will suggest solutions to the scenario that you never imagined, but that's good. This isn't a choose-your-own adventure novel, so don't worry if the players decide to take a route that leads them somewhere you didn't predict

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they would go. Communication is important to help players visualize exactly what is happening with their imaginations. Think carefully about the choices made by the players, even if they weren't the traditionally correct choices, and be prepared to let go of your own preconceptions. Creative players boost the sense of immersion that increases everyone's enjoyment. Such moments can lead to memorable stories.

Pacing of a Scenario

Pacing is the speed of action at a game session. Some scenarios move at breakneck speed; others simmer and bubble for a long time before exploding into violence; still others move along at a consistent but moderate rate. The key to pacing a scenario is to monitor the behavior and responses of your players. Move too quickly and players will miss vital clues for no apparent reason and then spend the remainder of the evening scratching their heads and feeling frustrated as the session drags on to a late hour. A game that has slowed to a crawl bores players.

Allow the players involved in the scenario to set the initial tempo of the scenario. Some groups will also cooperate with one another in a frighteningly efficient manner from time to time, solving all the puzzles and conundrums that you thought would take them the entire night to understand, changing the pace from fast and furious to painfully slow when they run out of things to do. Others will feel completely overwhelmed by information and so uncertain of what to do next that they will cease taking an active role in the story altogether. In either case, when players start dropping out of character and seem reluctant to re-enter the game, you know that you have a pacing problem.

Some Storytellers resolve pacing problems solely through outside threats, either introducing or removing them depending on the pace they're trying to achieve. This strategy sometimes works, but often it becomes too obvious, giving rise to "10 o'clock monster" syndrome (the introduction of an enemy or other external threat in the final hour of the game, which is the natural time for the pace to lag). Give them the space to chew on the scenario and listen carefully to the questions they ask to see things from their perspective. Noting which questions they don't ask is equally important.

Once you have a feel for your group, you can adjust the tempo by introducing new threads. Fast-paced games throw new situations at the characters throughout the night, forcing them to deal with each new challenge as it presents itself and leaving little time for them to assess the big picture before the session is done. Slower-paced games lend themselves to extended communications between characters and therefore to subtler intrigues and plots.

Players must share some responsibility for maintaining a good pace. If they don't make characters who want things, who actively pursue goals, and who are willing to take a few risks now and then, the entire burden of maintaining game pace falls to the Storyteller. When players complain that they are bored, ask them what their goals are for the night—if they can't tell you, then it's probably a good idea to suggest that they form some, quickly, and start pursuing them. Characters who want nothing, who seek nothing, who desire nothing, and who are unwilling to ever risk anything for fear of losing are boring, and their players are therefore prone to becoming bored. Remember that a successful chronicle is a collaborative effort, and players must meet the Storyteller halfway.

You can also help yourself pace stories more successfully by learning to narrate spontaneously. If you have plot outlines, you can often generate scenarios on the fly that relate to the big picture while still entertaining players. For a series of tips on how to narrate spontaneously using psychological tricks, see **Storytelling Techniques: Spontaneous Narration**, page 485.

Alternately, you can reintroduce a plotline that the characters thought was resolved in order to keep the game session going without a break in the action—you've got a list of those in your story bible, right? If you have the luxury, another way to combat player boredom and maintain pacing is by appointing an "I'm bored!" Narrator. Her sole responsibility is to help players engage with the story by asking them good questions about their goals and maybe even narrating a few short plots that she has prepared against this very eventuality.

Awarding Experience Points

During life, we learn from the mistakes of yesterday and prepare for the challenges of tomorrow. Experience in **Mind's Eye Theatre** is represented by experience points (XP) given to characters at the end of each session. The amount of XP awarded depends on how well a character performed during the course of the story and how active the player was in the game. The Setting Style Document for the chronicle should indicate the maximum amount of XP a player can earn, along with any special awards for players who use outstanding costumes or props and contribute to the game in a significant way with their roleplaying.

Award XP openly and be prepared to explain the rationale for your decisions in accordance with the rules. If the players disagree, hear them out and make sure you know the whole story, then award XP to those who have earned it. Be careful, since awarding too much XP can make characters too powerful too quickly and give players lax

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attitudes toward working for their goals. On the other hand, awarding too little XP disheartens players and damages their sense of achievement.

Awarding XP, therefore, requires a delicate balance between satisfying players and maintaining the integrity of the game.

The following guidelines will assist you:

- **Automatic:** Each character receives 1 XP per game session, representing the acquisition of common, everyday knowledge.
- **Roleplaying:** The best way for administrators to encourage roleplaying is to reward it tangibly with 1 XP.
- **Leadership:** You should award 1 XP to each player who had a starring part in a story. Someone who got involved, and by her efforts propelled the plot, deserves another XP. Note that if more than one of the players was integral to the progression of the story, each of the players who showed such leadership should be awarded 1 XP.
- **Sharing the Spotlight:** Some players naturally gravitate towards the spotlight through sheer charisma. Other players need some help finding their share of the glory. Players who extend a hand to their fellow players and encourage collaborative play should be rewarded with 1 XP to encourage this good behavior.
- **Sportsmanship:** Players who demonstrate grace in defeat and good sportsmanship in victory should be rewarded with 1 XP to encourage good behavior.

Bonus Experience Award System (Optional)

XP increase players' investment in a chronicle by rewarding them for participation and increasing the fun for everyone involved. Using the bonus experience award system, Storytellers have an opportunity to immediately reward good behavior from players.

When the Storyteller feels that a player is actively increasing the enjoyment of the game for everyone, she may award 1 bonus XP immediately.

Some of the activities that might warrant a bonus XP include:

- A character trying a completely new tactic, even if it fails. This reward encourages players to continue to innovate and keeps them invested in the story.
- A player who takes risks with her character in order to portray the rhetoric or ideals of her character
- A player who encourages others to have their chance in the spotlight while patiently waiting her turn

Storytellers should only give these rewards during extraordinary circumstances, or else risk the players coming to expect such bonuses, robbing them of their power.

Networked Chronicle XP Rules (Optional)

Large networked games that run long-term chronicles often have unique issues with record keeping and regulating XP. The following rules are designed for large dispersed games (running simultaneously in more than one city) and for games that last for more than one year. Feel free to use some or all of the following rules depending on the needs of your chronicle.

Standard Monthly XP Caps

If your game encompasses more than one city, consider a standardized XP cap in order to make the game fair for players throughout your organization.

- Set a monthly XP cap of 10 points. This limit keeps the earned XP fair and removes the advantage of players who can easily drive to a large number of games.
- Set a cap of 6 XP per game. It's important to encourage players to attend more than one game per month, but a significant section of your players will likely only attend one game per month. Therefore, it's important to make the first game more rewarding than the second.
- Provide the opportunity for players to earn supplementary XP up to the monthly cap. Some of your players will be very interested in your game, but are unable to attend more than one game per month. Allowing those players to earn the remaining 4 XP per month by writing stories about their characters or roleplaying online can provide an important boost to player interest.

Graduated Experience Cap for Long-term Chronicles (Optional)

Chronicles last as long as required to tell the desired stories. Some last only a few game sessions. These tend to last a short time, with large amounts of XP awarded. Long-term chronicles require a slower burn. Some chronicles last decades. Unless the amount of XP allowed into these games is carefully managed, the game will suffer from a devastating arms race of XP, and newer players will feel lost, underpowered, and discouraged when they try to join.

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Scaling the XP awards allows long-term chronicles to reward the characters that have survived over the years without severely penalizing new characters. The following table outlines a scaled system where the amount of XP a character can earn in a given month gradually decreases as she earns more XP.

Rather than a flat XP cap for all players, any game running longer than one year should introduce graduated XP caps with the following rules:

- Characters with fewer than 100 earned XP can earn up to 10 XP per month.
- Characters with more than 100 earned XP (not including initial XP) can earn up to 8 XP per month.
- Characters with more than 200 earned XP can earn up to 6 XP per month.
- Continue reducing the amount of XP a character can earn; for every 100 additional earned XP, reduce the XP cap by 2 per month, until the cap reaches 2.
- Experience caps should never drop below 2 per month.

Note: Initial XP does not count towards the total XP earned.

Amount of Total XP Earned	Amount Character May Earn in a Month
< 100	10 XP per month
101-200	8 XP per month
201-300	6 XP per month
301-400	4 XP per month
401+	2 XP per month

New Character Incentive (Optional)

Graduated XP caps can go a long way towards making your chronicle appealing for new players, but if your chronicle rolls on for an extended period of time, you may want to incorporate the New Character Incentive rule. The New Character Incentive is an XP package awarded to new characters, allowing them to better integrate into the chronicle without feeling underpowered. Guidelines for calculating the New Character Incentive are listed below:

1. Calculate the total earned XP available to characters in your chronicle. This number should reflect the maximum amount of XP possible for a character to have earned over the course of your chronicle.
2. Alter your Setting Style Document to include the following statement: "Initial XP is the base award (default 30 XP) + New Character Incentive (25% of the earned XP in the chronicle)."

For example, if the total possible earned XP for your chronicle is 200 XP, then the initial XP for a new character would be: base (30 XP) + 25% of the total earned XP (50 XP) = 80 XP.

Note: Initial XP does not count towards earned XP when calculating XP for the New Character Incentive.

Storytelling Techniques

The following recommendations provide guidance for running good scenarios for Storytellers of all skill levels. Storytellers may choose to alter these recommendations in order to fit the requirements for their games and also to reflect the needs and comfort levels of the players. Both are incredibly important in running a healthy game. If a story begins to derail, a Storyteller should explain these different techniques, how they may affect the players, and how they may assist them.

Fade to Black

Fade to Black borrows a technique filmmakers use to separate scenes and allow for a dramatic stop in the action. When a character is facing a horrible fate, the Storyteller hints at what might occur via spoken imagery then says simply, "fade to black." True horror is the unknown, and sometimes leaving the player to determine her own dark fate in her imagination will be much more frightening than anything that you can conceive.

Fade to Black: Example

Tara is narrating a scene for Joshua, whose character has just fallen into the clutches of a particularly debauched Black Spiral Dancer who wants to know the location of a kinfolk who escaped from a breeding pit. The Black Spiral Dancer intends to torture Joshua's character, employing its gifts and abilities to inflict the maximum amount of physical and emotional pain, but Tara knows that it might make Joshua acutely uncomfortable to go through a torture scene. She's quite capable of describing every moment of the character's pain and agony, but elects instead to say, "Okay… you know you're in the hands of an enemy that lacks all mercy. Your captor intends to cause excruciating pain to you as he tries to 'persuade' you to reveal the location of his escaped kinfolk. You try to steel yourself for what's coming, but it's even worse than you ever imagined in your most horrible nightmares. The Black Spiral Dancer grins at you, exposing green teeth, and his talons dig

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Fade to Black and Player Comfort Level

Some players aren't interested or comfortable with the more visceral aspects of horror. If you sense that one of your players is uncomfortable, you should stop the scene and mediate immediately. You can use Fade to Black to quickly end uncomfortable scenes. Fade to Black does not save a character any consequences, but it does respect the comfort level of the player without ignoring the tone and flavor of the **World of Darkness**.

under the flesh of your shoulder. Then…fade to black." There's no need to continue—Joshua's imagination will fill in the blanks, and sometimes a player can imagine far worse details than what a Storyteller can conjure with mere words.

Spontaneous Narration

Sometimes players proceed through stories really quickly, to the point that they have eclipsed your plans for the plot. An improvisation technique will help you entertain your players and bring them back to the overall story. Ask your players questions and listen carefully to determine which answers excite them the most. If you are crafty, the player will actually tell you exactly what they want from the plot.

If you are running a scenario where a spirit is using a character's past and fears against them, such as in the Atrocity Realm, and it is plotting to frighten the characters, you can ask the players a couple of questions, and they will actually tell you what things will frighten them. Like an investigator, you can use deductive reasoning to create customizations for the scenario.

Spontaneous Narration: Example

Tara is running a scene for her players in which a Jaggling spirit is actively seeking to terrify the player-characters for their crimes against others. She turns to Joshua again as the spirit focuses its attention on his character.

Tara: *"The spirit, composed of raw flesh and seeping wounds, narrows its eyes and glares at you as though he is gazing into your soul. 'I know what you did. I know every life you pulled apart. Do you want me to show everyone what a monster you really are?'"*

Joshua: *"What? Does the spirit know about that man I tore apart during my First Change?"*

Tara: *"Is there a way that it could know?"*

Joshua: *"This is the Atrocity Realm, so I think word could travel, even if it's old news."*

Tara: *"The spirit continues. 'That man had a family; he was a philanthropist, and you ripped him limb from limb. Let me show you…'"*

If you're really in doubt about what to do in order to fix the pacing or to offer your players a fun game, ask your players what their characters want to do next. Listen carefully to their answers and try to tailor your responses appropriately. This tactic gives you room to breathe and think, and more importantly, it gives you a sense of why the action has declined.

Time Stop

A scene can quickly get out of control when many players talk loudly over one another, and tensions rise as players are immersed deeply in the game. Characters may have access to powers that can combine in strange, unexpected ways. Sometimes, a Storyteller needs to simply stop everything, take an account of exactly what has happened, and give the players—or herself—a needed break. If this happens, announce "*time stop*" to inform your players that they should all stop talking amongst themselves and wait patiently in place until you have a chance to audit the scene and determine the best course of action. The goal of this technique isn't to punish or inconvenience players, but to give the Storyteller a better chance of resolving the situation quickly and enjoyably for everyone.

There's nothing wrong with calling for a Time Stop to ponder the scene, ask questions of players, and take a moment to decide where to go next.

Redlining: Editing the Results of a Scene Afterwards

Redlining is when a Storyteller alters the continuity of a scene for the chronicle. A chronicle is a collection of scenes that form a long-term story, and altering even a single scene once it is complete can completely change or damage a chronicle. Some of the reasons why a Storyteller might decide to redline a scene include: cheating, character death

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as a result of a serious error in a rules call, or a result that would harm the integrity of the chronicle.

For example, if a player manages to convince a Narrator that she should be allowed to appear on the news and rant about werewolves, the Storyteller might retroactively declare it didn't happen and alter events.

If a player is discovered cheating in an intense and competitive combat, resulting in an unfair character death, the Storyteller might wish to consider redlining the scene. However, this is not an excuse to question every rules decision to an extreme level. Typically, a single rules call won't dramatically alter a combat one way or the other. If the scene could not have been reasonably completed without said bad rules call, the Storyteller should consider redlining the scene. A single trivial error is not an opening for a player to escape a character death.

Mediation

Mediation is an alternative dispute resolution system where two or more players discuss resolving a scene outside of the standard rules. Astute uses of mediation can help maintain the quick pace of a scene and allow players to continue roleplaying when the outcome isn't in doubt, or when the players are more interested in roleplaying.

Successful mediation involves balancing two factors: what players want for their characters, and what their characters are capable of doing. It may seem that characters involved in a combat scene have motives that are downright incompatible. At first glance, opposing characters bent on killing their enemies might not seem to have common ground for mediation. The Storyteller should ask each player what outcome would be acceptable to them and offer a quick compromise.

A player who initially intends to kill an enemy may come to realize that she is best served by her enemy's survival. Perhaps she can cow him into joining her cause instead, or she can force another character to get an entire group to back down or face dire consequences in the future. The target just wants to escape. A fair negotiation might result in the attacker roughing the victim up as a warning to quit messing in her business, but the target ultimately gets away. The intended victim's player might point out that the consequences of murder just aren't worth it, but if the other player agrees to let her live, she will stop trying to steal her business. The victim's player could also offer to spread word not to challenge the aggressor.

If the players agree to the negotiated outcome, the attacker gets to display her prowess and send her enemy packing, while the subject lives to see another day. Furthermore, neither side has to deal with extreme consequences like police action, other characters' retaliation, or the creation of a new character. Everyone benefits.

Mediation as an alternative to combat can be as simple or involved as players desire. However, it is important for the mediator to take careful note of the agreed-upon result. A player who turns around and violates her mediation kills the fun of the game and breaks the letter of the rule as well as the spirit. Disregarding an agreed-upon mediation is cheating, and the Storyteller should react accordingly.

Remember that while mediation is an out-of-character resolution mechanic, nothing says it can't be handled as an in-game conversation as much as possible. Indeed, experienced players can often work negotiation into a scene rather seamlessly, its presence only apparent if they have to refer to attributes and numbers as part of the process.

Handling Disruptive Players

Some players impact the game negatively. Every Storyteller will encounter a disruptive player. You'll sometimes know when you have a problem player, because other players will tell you about her, often at great length—but not always. Sometimes you'll be obliged to recognize the problem without help. In either case, it is part of the Storyteller's responsibility to handle these issues. Your options depend on the exact nature of the problem. In almost all cases, success requires a delicate touch. In only the most extreme cases of willful player misbehavior is permanently ejecting the player from the game the right answer. Regretfully, sometimes that is the only reasonable decision you can make if the player won't reform after being confronted. Between that final straw and ignoring the problem in the hope that it will go away (it won't), there are other options.

Consider the scale of your game when evaluating problem players. A single problem player can utterly tank a small-scale game, because her behavior touches all players and can get out of control before you can act. In a large-scale or networked game, the same issue may not be as grave, because the size of the game means that it can absorb a moderate level of misbehavior without breaking, giving you a little time to deal with it. Still, you must recognize it and deal with the problem early if you want to achieve the best result. Always be civil and direct when dealing with a problem player; state your concern calmly and clearly, and be firm in making your decisions. You are acting on behalf of all your players whenever you must deal with this kind of problem.

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Rules Lawyers

Some players, often called "rules lawyers," derive more enjoyment from debating the meaning of the rules than they do from playing the game. Often they confuse one for the other. All Storytellers must make rules interpretations on the fly from time to time or decide how to handle a situation not covered by this book. Often, they must do so quickly and under pressure. Rules lawyers hate this necessity; it makes them very unhappy, particularly when the Storyteller doesn't interpret the rules the way the rules lawyer prefers.

These players become a problem when their need to impose their interpretation of the rules on the game and its players begins to either undermine the Storyteller's ability to keep the game moving—because the player wants to stop the action to argue every ruling and interpretation—or it diminishes the ability of the other players to enjoy the game. To deal effectively with rules lawyers, you must know the rules as well as you can, and be ready to establish your role as the game's arbiter.

Try explaining to the rules lawyer that it's your prerogative as Storyteller to enforce and interpret the rules, and to make snap judgments on occasion. Provide the player with a clear escalation path: tell her exactly how to make her disagreement known and in what ways it's appropriate to do so. You might schedule a time to discuss after the game session is over or ask her to send you an e-mail, but always request that the player stop disrupting the game to make rulings the focus. Sometimes rulings made on the fly must be explained or amended after the fact, and as long as players are willing to accept that, you shouldn't have to have this conversation too often.

Overly Competitive Players

There are players who, for what probably seem like good and valid reasons, see LARP as a kind of competitive sport in which victories are scored by comparing body counts: the more characters they kill, the higher their "score." They have little interest in the more thematic and narrative elements of the game. Sometimes they actively discourage those elements in order to maintain an environment where murdering characters for the competitive thrill remains the paramount focus. It's important to note that this play style is not wrong or bad—it is, however, not sustainable as the sole basis for a chronicle. The zero-sum nature of this expression of the game means it ends only one way (with everyone or nearly everyone dead), and it denies or diminishes the ability of other players to enjoy the game in different ways that are more sustainable. It's not just that these players are competitive; it's that they refuse to accept that there is any other valid way to play the game. Therein lies the danger, because the story and all other considerations get shunted aside in favor of direct, head-to-head, adversarial play.

Some tips to handle overly competitive players:

- Provide NPCs for these players to engage in warfare tactics. If you have a number of these players, teach them to entertain each other by encouraging them to play NPCs against each other.
- If you have a small chronicle in which these players are working together, you may need to speak to the players and ask them to split their coterie to balance the power of the game.
- Explain to competitive players the joy of losing and the drama of recovering from defeat. Encourage them to resort to less lethal means of testing themselves via social battles.

Negative Metagaming

Sometimes players allow their characters to use knowledge that they, the players, possess but that their characters would not or cannot know, and use it to negatively impact another player and hurt their character in some way. That's *negative metagaming*, and at best it is unfair; at worst, when it is done deliberately in order to gain an advantage in the game, it is cheating. Players frequently gain knowledge their characters don't possess just by talking with their fellow players outside the game environment. Since they're unlikely to stop hanging out with their friends, they should actively police themselves against this behavior. Naturally, when a player reads this book, she knows that power X has Y effect. However, unless a character has this power or has a reason, gained through in-game experiences, to know what it does, allowing your character to also know this information is also metagaming. It's even worse if you allow your character to act on this information, even though she cannot possibly know it, in order to gain some kind of advantage.

As a Storyteller, when you identify metagaming, speak to the offending player as quickly as you can to remind her that her character cannot use information gained outside of the context of the game. Advise her to remain in-character at all times if she can, and to consider the origin of the information her character possesses before she acts on it. A player may occasionally collude with another in order to contrive a situation in which her character has a reason to pass on valuable information, and while it's difficult to prove that such incidents are intentional, they are also damaging to the game and should be discouraged.

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Intentionally Disruptive Players

These players deliberately disrupt the game for their own enjoyment. Maybe it's a player who shows up intoxicated to every game, or it's a player who has difficulty coping with personal, real-life issues and her frustrations and unhappiness spill over into the game. These players intentionally disregard the enjoyment of others and derail the game for personal, out-of-character reasons, causing discomfort for other players and taking vital time away from the Storyteller, who is required to handle their behavior. Despite their reasons, when a player is deliberately disrupting the game, removing her is the best option, since this reduces the likelihood that a volatile situation will worsen. You likely aren't a mental health professional, guidance counselor, spiritual advisor, or anything of the sort—you're here to manage the game and to make it fun for as many of your players as possible. Denying this kind of player access to the game is part of that responsibility.

Creating an Inclusive Game

Live-action roleplaying, like many other hobbies, appeals to a broad base of individuals, attracting people from wide spectrums of ethnicities, sexual orientations, genders, abilities, and backgrounds. Certainly, the community is vastly more inclusive and open than it was when **Werewolf: The Apocalypse** was first introduced more than 20 years ago. Similarly, the gaming community has grown and changed, becoming more and more diverse.

Werewolf: The Apocalypse is a game for mature individuals, and its themes touch on very real personal and social issues. Players should always prioritize creating an inclusive and welcoming game, and should strive to create an environment in which all players, regardless of their differences, feel involved and welcome. Occasionally, a theme or plot can be contentious, heightening emotions, invoking cultural biases, or depicting scenarios that are uncomfortable for some players. As the leader of the troupe, a Storyteller has a responsibility to ensure that her game is safe and responsible in its management of these themes.

Listen to your players, leverage their knowledge, and participate in open discussion about culture, history, and historical backgrounds. History is filled with bigotry and intolerance, and historically accurate character types and hard-hitting plot topics can create an uncomfortable gaming environment or invoke negative portrayals. While individual games may incorporate themes of this nature in plots, **Werewolf: The Apocalypse** as a whole focuses on creating inclusive, fun, interesting games for players. If prejudice or bias is a part of a plotline or character background, find ways to integrate these items that show many sides of each issue, and encourage your players to talk to one another before playing character concepts that might make other individuals uncomfortable. Show respect when a player indicates that something crosses her boundaries, and do not allow concepts that are outright offensive.

Avoid casual or excessive use of negative racial stereotypes in the NPCs that populate your chronicle. The **World of Darkness** makes very strong use of archetypes, but when pushed too far, these can turn into cartoonish caricatures of race or culture. For example, in **Werewolf: The Apocalypse** canon, Wendigo and Uktena are from Native American backgrounds, but painting one's face or wearing sacred items from Native tribes is racially insensitive and does not respect their culture. The tribes in **Werewolf: The Apocalypse** have evolved to become more racially diverse, and there is no reason feed stereotypes with character concepts when there are so many new concepts that work.

Gender, too, can be a sensitive issue. Women are becoming more prevalent in gaming communities, and it is wonderful to see this diversity in LARPing. Remember that it can be intimidating to walk into an unwelcoming environment, especially when the setting has a great deal of history or if the game is extremely complex. Regardless of an individual's gender, treating someone as if they are less important, less "dangerous" as a shapeshifter, less informed about the rules, or simply less intelligent, is condescending and rude. The same applies to homosexual and transgender individuals; everyone should be made welcome and celebrated for the varied talents they bring to the game.

Sexual motifs and subjects must also be handled with great care. While some stories may deal with complex, mature sexual themes, Storytellers must remember that some individuals may have histories of rape, violent assault, or other traumas, and such individuals should never be made to feel uncomfortable by any sexual themes of a **Werewolf** LARP. Warn your players ahead of time if a scene will touch on these motifs, and always allow your players to **Fade to Black** (page 484) or opt to mediate a conflict, rather than detailing a scene that may be harmful to your players.

Do not allow others to question a player's right to be an active participant. Players should never be told they aren't an "authentic" gamer simply because their interests lie in costuming or theatrical presentation, rather than in-depth rules calculations. That's as ridiculous as throwing someone out of your game simply because she can't afford to wear a suit. Players are attracted to the LARP environment for many different reasons. Encourage everyone to participate, to respect the community, and to contribute. A hard-core mechanics person might trade her expertise for a few hours

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of sewing lessons, and a dedicated theater buff might be able to advise the avid historian on the best way to embody her character's archaic foibles. Remember that your players have a wide range of knowledge, interests, and abilities. Be sure to ask questions, rather than making assumptions about an individual's favorite mode of play.

As noted, **Werewolf: The Apocalypse** is a game of savage rage in a challenging and unfair world. It is a game for mature individuals, touching on extremely difficult themes. We each have personal boundaries and comfort zones, and it is important to ensure that all players—no matter their personal backgrounds, ethnicities, sexualities, or cultures—feel comfortable and welcome. To this end, Storytellers should always remember that they are the protector of the troupe, and that they have a responsibility to be welcoming to and conscientious of all players. Offering a safe, open, conversational out-of-character environment for your players will go far towards making a great game.

Downtime Scenes and Proxy Play

Mind's Eye Theatre: Werewolf The Apocalypse is designed for the live-action environment, taking full advantage of personal interaction and the immersive experience. However, Storytellers may occasionally find it desirable to run downtime scenes outside of the regular game sessions over e-mail or other electronic mediums.

Sometimes, these downtime scenes will include player-characters from outside of the local chronicle in what's known as *proxy play*. Proxy play allows a character to visit a chronicle outside of her local geographic area without the player being physically present. This technique most often happens in networked chronicles, where there may be several or even dozens of chronicles running simultaneously in different locations within the same continuity.

A Storyteller should clearly establish her rules for all involved players in a downtime scene. If this downtime scene involves proxy play, then she should set proxy play rules for characters entering or exiting her chronicle, based on the needs of the scene and the game, including communicating with any relevant Storytellers from outside of her game. Players relinquish direct control of their character to the Storyteller of the chronicle running this scene.

A wise Storyteller requires a complete character sheet and proxy guidelines, indicating what actions a character would take in a variety of dramatic situations. She should inform all involved players of her expectations and whether the downtime scene is meant for roleplay interactions or if it requires the resolution of mechanical challenges. Often, the Quest Generation System can be used to mediate downtime interactions without the running a complex scenario. (For more information, see **Chapter Eight: Dramatic Systems: Quests**, page 390.)

Storytellers have two options for running a downtime scene: they may ask for a convenient time for all players to meet in an online medium, such as through a website forum, e-mail, or video chat, or Storytellers may run the proxy on their own, assuming control of all of the characters and taking guidance from their proxy guidelines.

If the Storyteller chooses to have the players meet online, she should outline any ground rules and requirements for the players. This format is generally less complicated, as everyone can control their own characters and decide how they react to a situation.

If a Storyteller assumes direct control of the characters, or any character in the proxy is not directly represented by its player, the Storyteller should give a complete description of the situation to all of the involved players and ask them to send a list of actions their characters might take if certain situations arise. The Storyteller must keep a complete log of actions taken on behalf of a player, as well as challenges and their resolutions. This log should be provided to all involved players, and the final resolution of the scene must be provided to all players.

The Impact of the 24/7 Game

When does the game end? Does the game ever end? Players have access to technology that allows them to participate in portions of the chronicle continuously, 24 hours a day, often without the Storyteller even being aware of it. Some players want to engage in protracted and highly detailed downtime actions over e-mail, interact with fellow players, roleplay scenes via instant messages, or share information via text messages. Others plan and plot between games, using internet voice services, and still others make use of social media to extend the action of the game.

This behavior is even more prevalent in networked games. Players use their smart phones to communicate, in real time, with players all over the country or world, while a game session is running. Are their actions in-character? That is, is it the character or player who is using the phone to alert characters in the next city about a long-unseen Elder who just arrived, or to petition for political support against a rival who has just embarrassed her?

As a Storyteller, you should encourage as much action as possible take place during the game session. Live-action roleplaying works best when people can do it in person,

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see the results of their characters' decisions, and deal with the consequences of their choices. If you allow players to continue their games between sessions, you may find your workload doubling, because players expect to be able to continue playing the game at any time they wish. However, forbidding them to use the internet or mobile phones is unlikely to succeed. You must therefore determine what boundaries and expectations to set with your players regarding the level of downtime interaction you can manage, how you'll manage it, and in what ways you allow it to impact the chronicle.

Here are some considerations:

- Employ the downtime action rules presented in this book to help you limit between-game activity to a level that you can realistically manage. (**See Chapter Eight: Dramatic Systems, Downtime Actions**, page 387.)
- Decide what your response time will be to incoming e-mails and set office hours when you'll be available to respond to players in person or in near-real time. You may hope to answer all game-related e-mails within 24 hours of receipt, but sometimes that's not realistic. Tell your players what to expect, and notify them when you can't meet your self-imposed deadlines. The lack of a stated policy creates the unrealistic expectation that you'll reply to all player e-mails very quickly, perhaps even within the hour.
- Consider appointing a Narrator to handle downtime activity, and check in with her regularly to make sure she is not overworked.
- Decide when e-mail scenes can occur, and if you wish to be copied on all interactions your players have while not at a live game. This policy allows you to have access to all information, deal with issues occurring during these downtime interactions, and address any concerns as they arise.
- What, if any, strictures will you impose on players who wish to use smart phones to contact other players who aren't present at the game for in-character communication? Are phone calls always in-character, and therefore subject to being noticed, overheard, and interrupted? Does the player making the call or text need to log it with the Storyteller in order for it to be considered part of the chronicle's action?
- Decide if you will limit the types of actions that characters can take between game sessions. In particular, will you allow characters to engage in online downtime scenes that require or include challenges and tests? How about character death—can an online scene include the risk of death, or must that always occur at a live game session?
- Work out how you'll track and log all the downtime interactions that will occur via e-mail, instant messages, text, and voice chat. The details of these scenes may be important later.

Knowing When to Stop a Game Session: No One Makes Good Decisions at 2 a.m.

There will come a time when the game runs for many hours. Maybe it's very late, but your players want to keep going until they resolve the plot, the combat, or whatever scenario has them excited. They will claim that they need to finish the scene or they won't be able to do anything else until then. The truth is that Storytellers are human, and that they sometimes hit the limits of their mental and physical energy. If you have reached that point, and you are running a scene late into the night, hours after game should have ended, then you have the option to simply pause the scene and end the game. It is always better to stop a game when you're feeling too fatigued to make good decisions, rather than blunder forward and derail the scene or cause serious damage to the chronicle. Your players will be disappointed, but they will also appreciate your efforts to ensure game quality after they calm down.

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Liar's Dance at the Sept of the Lost and Found

Wind swept over the pier, carrying a bluster of warmth from Lake Michigan through the crowd outside of the Chicago Shakespeare Theater. Verity glanced up at the black sky—Luna was full and round, pregnant with infinite possibilities. Neon lights from the shoreline outshone the distant stars themselves, casting a haze over the horizon.

Someone important with deep pockets had gone to a great deal of trouble to secure this site for the sept. Clearly, no expense was spared with the catering, which offered free samples of famous Chicago favorites. Verity accepted a plate filled with a greasy slice of deep dish pizza from a kinfolk, thanked him, and took a bite, listening to tales of the sept's recent victory against the Skin Dancer gang.

"And then their leader rammed Tommie Boatwright with a Freightliner!"

"Ha! Good luck. Might as well have hit a mountain. I hear the road crews are still trying clean that mess."

"Did you hear about the Metis, Jason Painslayer? Saved a whole pack of Fenrir from Wyrm Taint!"

Despite the open, easy camaraderie of the moot, Verity felt small and alone among the strange Garou and unfamiliar kinfolk. Few moots at home were half as large as this one, and the crowd seemed to thicken and swell around the theatre with every passing minute. Her moms had raised her in the Wyld away from such places, and the excitement of the experience rarely left her comfortable, somehow feeling that she didn't belong in the city.

The doors opened, admitting the Master of the Challenge. She held aloft a large, cracked brass bell, which she rang three times. Verity had heard about this local Chicago tradition from the days of the Vampire Vendetta Feuds of the '90s, during the Age of the Weaver. Three heroes had saved Chicago from the mad methuselah Petaniqua.

Excitement swelled through the crowd as lines formed. Verity waited her turn to greet the Master of the Challenge, until Vasiliki "Single Jarring Word" Xanos towered over her—a perfect specimen of everything the Black Furies idealized, rather than a shy bookworm like herself. "Name, auspice, and Rank," Xanos intoned.

Verity swallowed and cupped her hand, holding it up to the giantess. Her voice cracked when she spoke. "Verity Argyris, Galliard, Adren."

Xanos raised her eyebrows slightly, as though judging whether Verity should be allowed to enter and participate in the moot. "Verity Argyris, your mothers contacted me in the name of sisterhood, asking me to extend hospitality." She dropped three white stones into Verity's hand and then growled, "Five times."

Verity averted her eyes. "Apologies, Xanos-ryha."

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Xanos dropped her intimidating scowl and laughed. "I have three children. I'd do no less. This night, you'll stay with me and mine. I wish to hear some tales from this secret history of the world you are researching—an interesting Rank challenge, to be certain."

Verity flinched. The book wasn't exactly a secret, but it wouldn't be easy to get the Elders with the rare lore she needed to openly share what they knew if they thought that it would later be widely published. It had to have been one of her mothers who spoke of it out of pride—likely Jenna. "Thank you, Xanos-ryha."

She ducked into the theatre as John "Long Story" Callaghan, the infamous Talesinger of the Sept of the Lost and Found, began the traditional recitation of the rules of the Liar's Dance. "This moot is not about the strength of our fangs and claw, but our ability to draw strength from the inspiration and fellowship between us. On this night, we share tales of glory and honor. Galliards judge the stories and award white stones to the best. Philodox award blue stones to the tales that represent a good accounting of the Litany. Ragabash assign red stones to those who told clearly untrue stories, or those aggrandizing unworthy deeds."

The Liar's Dance offered an opportunity for a Galliard collecting stories to entice Elders to share their tales with nothing more than a simple white stone. Dozens of circles had already formed, full of boisterous Garou making their claims.

Verity scanned the room for her target—John "Son of Annwn" McAllister. Word had it that this Elder Ahroun had traveled to the Arcadia Gate with his kinsman, Bron Mac Fionn, the day before the so-called curse from the Samhain Princess was levied upon the Fianna. The Tribal Councilor had declined to comment on the matter, despite the rumor that the forced separation from their longtime allies originated with a broken love-affair, but perhaps with the correct motivation, McAllister might spill a secret or two.

She discovered McAllister downing a tankard, surrounded by a circle of jovial friends. Verity blinked, surprised by the old warrior's handsome face, no longer doubting the veracity of Fianna legends concerning clan McAllister's claim of fairy heritage. "…and surely, I would have died then and there. Ladies, and select gentlemen, from across the world surely would have flooded Gaia with tears." The crowd gasped. Verity found herself enthralled with the tale, again wishing she had a silver tongue. "Aye, it's true. Those dreadful Skin Dancers would have claimed my hide, had my friend and packmate, Sven, First of His Name, not killed them all with but a bug."

A giant man stood head and shoulders over the crowd and scoffed. Verity presumed from the Norse glyphs and runes tattooed along his bare shoulders and arms that this was Sven, First of His Name. "This was no mere ladybug with which I felled those cretins, but a Volkswagen."

"Made only the more impressive since he was in Glabro form when he did it!" McAllister added above the laughter and applause of the crowd.

Sven, First of His Name, bellowed to his audience, "Together, we could slay every beast in Malfeas!"

Verity swallowed. This was her opportunity, if only they'd take the bait. "Or even storm the Arcadia Gateway!"

The Fenrir puffed out his chest and laughed. "That we did, little one, after we drove away the Black Spiral Dancers at Silver Tara. You see, there was a precious bauble that we needed to heal the caern from the sickness inflicted upon it and restore the pact with the fae. Only High Lord Lysander himself had that which was needed."

McAllister stepped between them and laid a grim hand on his packmate's shoulder. "That's not a story we should share."

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"But think of the glory, friend!" Sven argued. "You and I bested a legion of trolls! Even old Bron Mac Fionn refused to allow us to slay them."

This was new information. None of the Fianna deigned to speak of that day. "Did Mac Fionn seduce Princess Mariana to steal that fetish?"

The mighty Fenrir scoffed and tossed back another tankard. "Steal? We're not thieves! Lysander himself gave it to us, after we hunted and feasted together. Princess Mariana was nowhere to be seen!"

McAllister clapped Sven, First of His Name, upon his back, interrupting the Fenrir's tale. "I think the crowd would rather hear of the time you and Tommie Boatwright defeated those leeches in Fresno."

Drunken Sven nodded his agreement and began a humorous, dubious story about two vampires, a Ratkin, and a genetically-modified vampiric monkey. McAllister placed his hand upon Verity's shoulder and leaned close. "I think perhaps we should have a more private talk."

"Of course, McAllister-ryha."

The Elder Fianna led her to a somewhat private nook along one of the alcoves away from the center stage and offered her a drink. "Trying to leverage the Lair's Dance to pull some sordid tales, eh? Clever girl. Who are you?"

Verity reluctantly accepted the tankard. She sipped it slowly, as though it might be her last drink. It tasted bitter as ashes. "Verity Argyris."

McAllister growled. "Did the Tuatha de Fionn send you? I told them all of the truth they need know of the matter.

The Ahroun stared into her eyes and she averted hers, as was proper. "No, McAllister-ryha. I just wanted to hear the story. My challenge is to write a secret history of the world to teach Cubs."

As the intensity of the staredown faded, a fond smile returned to McAllister's face. "Forgive an old man's paranoia. Some stories are just too personal for public consumption, savvy? A proper Galliard knows the difference. Tell you what. If you'll indulge me with your forgetfulness, I'll make sure that you find plenty of other stories worthy of retelling."

Verity nodded her acceptance of the offer. How could she refuse the opportunity? Yet she couldn't resist a last question, "Aren't the personal stories important? Maybe the ones that are the most important to share?"

"Only if they don't hurt a good Garou."

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Chapter Eleven: THE GAROU NATION

"The nation is really a thousand tiny kingdoms pledged to the ideal of the Silver Crown. Their loyalty is earned through your spilt blood and the sacrifices you make to keep them safe."

—Jonas Albrecht, Scion of House Wyrmfoe,
Last High King of the Garou Nation

The *Garou Nation* is a concordat of the werewolf tribes organized through a confederacy of all the septs in the world. Historically, the nation has been led by High Kings from the Silver Fang tribe. The authority of these rulers was conferred to them by their possession of a powerful fetish called the *Silver Crown* and by the support of the Council of Tribes. Structured in many ways like a sept, but on a much larger scale, the Garou Nation is both a global community and a standing army devoted to the sole purpose of protecting Gaia and defending the Material Realm from the Wyrm. This feudalistic organization is not absolute, and its reach extends only where there are Garou willing and able to enforce the Litany.



The High King stands at the pinnacle of authority within the hierarchy of the nation. He has many privileges and responsibilities that range from leading the Garou as a whole to war, to banishing a member from the nation and rendering them Ronin. It is his responsibility to be an example to other werewolves and lead them in the unending war against the Wyrm. He may also assign special missions to the Silver Pack, and call upon the aid of the Legends of the Garou to ensure even the most difficult and dangerous of tasks are accomplished.

Advising and supporting the High King is the *Council of Tribes*. A Councilor chosen from each tribe represents the beliefs and desires of her tribe to the High King as well as offering counsel on the myriad decisions that must be made every day in order to keep balance and order between the septs throughout the world. The Council of Tribes also offers a limited check on the power of the High King, assuming that the tribal councilors can agree on what those limits should be. The role of Councilor is a powerful one within a tribe's own structure, for she can cast out one of her own tribe members, rendering them Ronin from their tribe, though not the Garou Nation as a whole. The Councilor for a tribe can also forgive one who has been made Ronin, welcoming them back into the embrace of their tribal totem and family.

The true power of the Garou Nation lies within the symbiotic feudal relationship between its global leadership and individual septs. The High King and the Council of Tribes are responsible for protecting and defending their vassal states and ensuring that they have the proper resources to maintain their protectorates and keep them defended. In return, the septs have the obligation to extend the reach of the Garou Nation, to maintain the Litany in

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their protectorates, and to call their packs into the service of the nation when required by the High King.

This delicate balance between lord and vassal requires mutual respect. The will of a Sept Leader must be respected within the halls of power. Losing the respect and submission of those who enforce the orders and demands of a High King is the swiftest way to find a successor assuming the crown. This dichotomy offers Sept Leaders the unique ability to call for succor or response from their tribal councilor or directly from the High King.

The old tales boastfully claim that the dominance of the Garou Nation extends to all of Gaia and her creations. Sadly, the reality is that the diaspora of the septs and attrition of the most experienced warriors during the siege on the caerns have massively drained the nation's already strained resources. Beyond the loss of life and spiritual places of power that the Garou rely on to prosecute the war against the Wyrm, the loss also disabled the network of Moon Bridges that once allowed for swift travel and access to the most remote of locations.

Perhaps the more significant loss was Jonas Albrecht, the last High King, and with him the Silver Crown. Once a High King ruled, but now the ultimate authority rests in the hands of the Council of Tribes. Until a new claimant can step forward who can win the respect of the council, or at least its vote, the seat of High King of the Garou Nation will remain empty.

Leaders of the Nation

The High King

"The Silver Crown is the symbol of Gaia's unity. One king over all of the tribes, and one law for the tribes: The Litany."

—Falcon

The *High King* is the ultimate sovereign of the werewolves within the Garou Nation. He is responsible for the welfare and security of the septs under his command. More than just a figurehead, the High King must be a peacemaker between the tribes, a general in the war against the Wyrm, and a bridge between the world of spirits and the human world. He must also represent the ideals to which all werewolves strive: the epitome of glory, honor, and wisdom, the aspects of Renown by which Garou lead their lives.

The High King is much more than just a ruler. He is an inspiration to Garou. Able to cut through tribal rivalries and other impediments, the High King can be a unifying voice, giving direction to a group that traditionally respects strength far more than diplomacy. When the High King is strong, he encourages those beneath him to reach for their true potential and strength. If he is weak or ineffectual, his subjects pay far more attention to gaining his power and position than to providing strength and security for the nation as a whole.

The High King does not rule alone. He is advised by the members of the Council of Tribes, who have the power to stymy the demands of a despot, if the High King were to go so far as to offend the council into uniting in entirety against him. The High King must walk this tightrope in his efforts to do as he sees best for not just himself, but for every member of every sept that makes up the Garou Nation.

He may also rely upon others, in addition to the Councilors of the Council of Tribes, to help ensure that his will is carried out. The *Silver Pack* serves at the direction of the High King when necessary, entering into the most dangerous and deadly of places and ensuring that the tasks that need to be accomplished there are completed. Chosen by Phoenix itself, the members of the Silver Pack are a potent force the High King can bring to bear. In dire need, the High King may also seek the aid of the Legends among the Garou, calling those chosen by Gaia herself to lend their incredible power to support the needs of the nation. Although these warriors are part of the nation, they are entrusted with the power to choose which orders they are willing to accept, lest the High King's commands conflict with the tasks that the spirits has given them.

Gender, Tribe, and the High King

The title of High King has been traditionally claimed by a male sovereign of the dominant Silver Fang House, but theoretically, any worthy Garou may seek to claim the Silver Crown. In the Age of Apocalypse there are two such august claimants for the position: Queen Sabine "Silver-Swift" LaCoix of Unbreakable Hearth and Josef Konietzko, Margrave of the Shadow Lords. The Council of Tribes is sharply divided on the matter of who should rule, as neither is a traditional candidate.

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The Return of the King

The disappearance of Jonas Albrecht, the last High King, and the loss of the sovereign fetish known as the Silver Crown, has left a void within the leadership structure of the Garou Nation. The Prophecy of the Phoenix predicts that Albrecht and his pack will return for the final battle in the Age of Apocalypse, when the Garou Nation needs them the most. The Council of Tribes believes, with good reason, that they sacrificed themselves to firewall the remaining caerns from the Wyrm's assault.

The Silver Crown, the ultimate symbol of leadership for the Garou Nation, has also caused widespread dissension. Some werewolves state that the fact that it remains present, even absent the Falcon spirit that empowered it as a fetish, is proof that Albrecht is dead, never to return. Others firmly believe that the shell waits for the day that the Garou Nation comes together to put forth another candidate to assume the throne. On the day that happens, they believe Falcon will choose whether or not to return to the Silver Crown and imbue it once more with the power it once held as the crown of the king.

Even without Falcon, the crown retains one mystical property, to the detriment of any poor fool who seeks to usurp Falcon's choice. Any unworthy Garou attempting to wear the crown is judged by the item, and the undeserving candidates die, as the silver circlet tightens and sears the wearer's flesh with silver flames.

Currently, the position of High King is vacant. Storytellers should allow the needs of their chronicles to determine how best to leverage this storyline. They may wish to insert a new king as an antagonist or ally for the players, or they may encourage a strong political game in which players compete to seize control of the throne.

The High King is still a Garou and may be challenged for his position, though there are some slight differences in the procedure for such a challenge. In order to prevent a horde of young werewolves seeking to make names for themselves from challenging the High King and preventing him from being able to rule, any who seek to challenge the High King must gain the support of a majority of the members of the Council of Tribes. How they accomplish that requirement is up to each potential candidate, but without it, they are unable to formally challenge the High King for his position.

The High King may also be appointed. If he dies without a clear successor, the Council of Tribes holds the ability to appoint a new High King with a unanimous vote of its Councilors. This event has not happened since the disappearance of Jonas Albrecht.

The High King's authority includes:

- Commanding the septs and tribes
- Coordinating the Garou Nation
- Granting clemency and restoring honor to the fallen
- Calling on Legends to deal with a threat
- Declaring any werewolf *Ronin*, banishing them from the Garou Nation
- Restoring Ronin, returning them to their station within the Garou Nation
- Assigning greater and lesser monikers
- Possessing immunity from judgement, save for a unanimous vote of the tribal council
- Removing a single member of the tribal council

The High King gains the following Abiding Renown:

- 1 Glory, 1 Honor, and 1 Wisdom

The High King can spend Renown in the following manner:

He can expend a single trait of Fleeting Renown (of any type) to assign any greater or lesser moniker to a member of the Garou Nation. This action may be overturned by a majority vote of the Council of Tribes.

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The Seat of the High King

When the Silver Fang kings ruled as High King, their own personal septs served double duty, as both functioning septs as well as the High King's personal territory and protectorate. As such, the Council of Tribes met and often stayed in the High King's sept to render advice and counsel to him. This sept and territory would then either be handed down to the successor, or would return to another worthy of stepping into the role of Sept Leader when the new High King, or Queen, made his own sept into a new home for the crown.

Glory

The High King can spend 1 trait of Glory Renown to enact one of the following effects:

- **Declare a Time of War:** The High King has the right and authority to declare a time of war for the Garou Nation for a period of 30 days, after which it must be confirmed by the Council of Tribes by a majority vote. It is considered a sign of weakness to abuse this ability for minor threats.
- **Calling the Banners:** The High King may call for aid from any single sept. The sept must immediately organize to help his cause as best they are able within a reasonable amount of time, or the entire sept gains the moniker *Dishonorable*. (See **Chapter Nine: Social Systems: Monikers**, page 424.)
- **Word of the King:** The High King can give an order to any member of the Garou Nation. If this order is refused, the High King may elect to grant the moniker *Dishonorable* or *Cowardly* to those who disobey him. If his target succeeds at the assigned order, she gains the moniker *Worthy*. This ability is suspended if the High King is challenged for his position. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

Honor

The High King can spend 1 trait of Honor Renown to enact one of the following effects:

- **Outcast:** The High King can cast out any werewolf from the Garou Nation, burdening them with the moniker *Ronin*. This decision can only be overturned by a majority vote of the Council of Tribes.
- **Restoration:** The High King can restore the honor of a single Garou who has previously been scandalized, removing any monikers. **(See Chapter Nine: Social Systems: Monikers**, page 424.)
- **Weight of the Crown:** The High King can veto a decision made by a single member of the Council of Tribes.

Wisdom

The High King can spend 1 trait of Wisdom Renown to enact one of the following effects:

- **Council of the Wise:** The High King can summon forth the Council of Tribes and mandate that they give him advice or render judgement on any matter he presents to them. Those who fail to appear within 30 days lose 1 point of Willpower for the next 30 days.
- **Mercy of the King:** The High King may grant clemency to any member of the Garou Nation for any crime. This act overturns the judgement originally issued upon them. However, the Council of Tribes may opt to overturn the High King's mercy via a unanimous vote, reinstating the original punishment on the criminal.
- **Law of the Land:** The High King can issue an edict that interprets the Litany for the Garou Nation. His edict may be nullified by the Council of Tribes via a unanimous vote.

Council of Tribes

"We're a collection of predators struggling against our rage and very nature to coordinate our tribes into an effective force to fight for Gaia."

—Roger Daly, Elder, Theurge,
Glass Walker Councilor

The *Council of Tribes* is comprised of one councilor from each of the thirteen werewolf tribes. Although they only officially serve as advisors to the High King, the Councilor from each tribe is also considered the highest authority for her own

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tribe. They handle the business of their respective tribes, coming together to discuss and argue when those issues bleed over to affect the others. With the vacancy in the position of High King, each Councilor's seat has increased in power, as their combined decisions now essentially lead the Garou Nation.

Serving in this role offers Councilors unique abilities and responsibilities unequaled by any other beyond the High King. Each Councilor is chosen through whatever method is traditional among her tribe. While a Councilor is expected to place the needs of the nation beyond that of her own individual tribe and work for the betterment of all, in truth, political infighting, tribal feuds, and the vacancy of the High King's throne has left many Councilors with an eye on the ultimate prize.

With the death of Albrecht, the Council of Tribes rules in name for the Garou Nation. With different political ideals espoused by the camps and continuing feuds between tribes, a great deal of leeway and power has fallen to the sept level. Most septs in this age have little oversight from the nation as a whole, and they are free to prosecute their own war against the Wyrm as they see fit. However, authority still exists, and if the Council of Tribes were to unite, they could easily appoint another High King or rule themselves until a fit challenger secures the throne. Both the Concordat of Stars and the Sanctum of Gaia are doing their best to ensure that the next ruler of werewolves shares their particular ideology.

The Council of Tribes is empowered to interpret the Litany, and it can even make adjustments to these laws with a unanimous vote from its members. As Albrecht was the first High King to formalize the duties and responsibilities of the Council of Tribes, many of its powers have yet to be utilized, though a few changes have already been made. Both the Concordat of Stars and the Sanctum of Gaia see the loss of Albrecht as an opportunity to push their own agendas through the council, but at this point, the neutrality of the Silent Strider tribe has kept both from enacting any overwhelming changes.

A Tribal Councilor's authority includes:

- Altering the Litany with a unanimous vote of the council
- Changing interpretation of the Litany with a majority vote of the council
- Declaring a werewolf of her own tribe a Ronin
- Restoring Ronin within her own tribe, returning them to their station within the tribe
- Adopting a Ronin from another tribe into her tribe
- Appointing a new High King with a unanimous vote of the council
- Determining the Garou Nation's political and social direction
- Ruling on Garou Nation doctrine
- Issuing edicts to alter the fundamental doctrine, law, or customs of the Garou Nation
- Holding immunity from the authority of any lesser office

A member of the Tribal Council gains the following Abiding Renown:

- 1 Glory, 1 Honor, and 1 Wisdom

A member of the Council of Tribes can spend Renown in the following manner:

She can expend a single trait of Fleeting Renown (of any type) to assign any greater or lesser moniker to a member of her tribe. This action may be overturned by a majority vote of the tribal council. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

The Empty Throne

The division between the Sanctum of Gaia and the Concordat of Stars has prevented the Council of Tribes from selecting any candidate to become High King. The Silver Fangs naturally argue that that only a member of their tribe is worthy of wearing the Silver Crown. The Shadow Lords claim that the leadership of the Silver Fangs led to the near destruction of the Garou Nation and that new blood is needed. The stalemate has forced the Council of Tribes to take on more and more responsibility and left the council in a political deadlock.

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While the King's Away

Presently, the Council of Tribes is fulfilling all of the duties and responsibilities of the High King. With a unanimous vote and appropriate Renown expenditures, they may act as the High King and take on his powers as enumerated on page 497.

Glory

A member of the Council of Tribes can spend 1 trait of Glory Renown to enact the following effect:

- **Raise the King:** With a unanimous vote, the tribal council can appoint new successors to the High King's seat. These candidates must then challenge any other worthy challenger.

Honor

A member of the Council of Tribes can spend 1 trait of Honor Renown to enact the following effect:

- **Legislation:** With a majority vote, the tribal council can issue new interpretation of the Litany applicable to the whole of the Garou Nation.

Wisdom

A member of the Council of Tribes can spend 1 trait of Wisdom Renown to enact the following effect:

- **Outcast:** A Councilor can cast any Garou of her own tribe out of the Garou Nation, assigning her the moniker of *Ronin*. This decision can only be overturned by a majority vote of the Council of Tribes or the High King. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

Legends

Legends are Garou who have been selected by immensely powerful spirits to become champions on Gaia's behalf. Elevated to their vaunted Rank by spirits of Celestine power or greater—many were personally chosen by Gaia herself. These chosen warriors go into the darkest of places to bring light. They hunt down the most vicious and elusive of the Wyrm's minions, discover hidden corruption, and cleanse the most tainted of locations. Acts that would be considered suicide for another werewolf, or even for some entire packs, is just another mission for those who attain the Rank of Legend.

Legends exist beyond the normal social structures within the Garou Nation, septs, or even packs. While they work outside the existing hierarchies, they are still werewolves, and they have been known to come to the aid of the High King or the Council of Tribes when the need is dire.

Some Garou among the Sanctum of Gaia claim that the existence and continuing appearance of Legends is proof that Gaia remains present, though her voice is silent; others believe that another Celestine, such as Luna, has taken over the duty of elevating worthy Garou to such lofty heights.

(For more information, see **Chapter Fourteen: Allies and Antagonists, Legends**, page 614.)

A Legend's authority includes:

- Holding immunity from any authority short of the High King or the Council of Tribes while retaining the Legend Rank. If this Rank is lost, a former Legend can then be held accountable for any crime committed during her tenure by sept authorities.
- Entering freely into any sept territory, although access to a caern heart still requires the permission of a Sept Leader or Warder.

A Legend gains the following Abiding Renown:

- 1 Glory, 1 Honor, and 1 Wisdom

A Legend can spend Renown in the following manner:

Glory

A Legend can spend 1 trait of Glory Renown to enact the following effect:

- **Calling the Banners:** A Legend can call for aid from any single sept. The sept must immediately organize to help her cause as best they are able within a reasonable timeframe. If they do not, they lose access to all Renown for the next 30 days. If the sept assists and the effort succeeds, the Legend may award all members of the sept a single trait of Fleeting Renown and assign one of them the moniker *Hero*.

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Honor

A Legend can spend 1 trait of Honor Renown to enact the following effect:

- **Word of the King:** A Legend can give an order to any member of the Garou Nation. If this order is refused, her target loses access to all Renown traits for the next 24 hours. If the werewolf succeeds at the assigned order, and the Legend finds her worthy, she can grant her target 1 trait of Fleeting Renown of any category.

Wisdom

A Legend can spend 1 trait of Wisdom Renown to enact the following effect:

- **Death Before Dishonor:** A Legend can assign a redemptive quest, of an appropriate level determined by a Storyteller, to a Garou who wishes to clear her reputation. Should the target succeed, and the spirits believe she is worthy, the Garou's sin is considered washed away and her pejorative moniker is lifted. (For more information on quests, see **Chapter Eight: Dramatic Systems: Quests**, page 390.)

Tribal Councilors

The thirteen tribes of Garou are united in a common war against the Wyrm, but that does not mean they agree on how to go about fighting that war. Even within alliances between tribes, their leadership doesn't always provide clear direction. The loss of High King Albrecht has increased this tension even further, as the Council of Tribes wars with itself as it struggles to guide the Garou Nation as a whole and advance each tribe's agenda. Deals are made and alliances shift, as each tribe fights to prove to the others that theirs is the right direction in which to lead the Garou Nation.

Currently, the council is spread throughout the world, with one Councilor ruling over one of the remaining caerns to ensure that the nation feels secure under the tribal council's leadership. For more information, see **Chapter Twelve: Caerns, Great Caerns, The Surviving Thirteen Great Caerns**, page 555. The following list describes each tribe's representative on the Council of Tribes.

Black Furies

As a founding tribe of the Sanctum of Gaia, the political star of Black Furies has risen within the Council of Tribes. Their new Councilor, a young Philodox named Alika Kalonimos, has quietly taken advantage of the tension between the Sanctum of Gaia and its rival, the Concordat of Stars, to push her tribe's agenda. Clever and thoughtful, Kalonimos is seen as the moderating force of the faction—one who might compromise, if a cause is just.

The Black Furies find their closest tribal allies in the Red Talons and, surprisingly, the Get of Fenris. The Red Talons' devotion to the Wyld and to untouched places resembles the Furies' own mission and tribal identity, while the newfound open-mindedness the Get of Fenris display through the Valkyria of Freya camp has opened doors long since thought permanently closed. Fenrir Councilor Valka One-Eye seems to regard Kalonimos with a good deal of sisterly affection, which Kalonimos leverages to ensure that justice is done.

The Black Furies maintain their enmity with the Shadow Lords, who played a key role in the loss of their European caerns, and with the Glass Walkers, whose focus on technology and humanity too often directly causes of the loss of Wyld places the Furies have sworn to nurture and protect.

The Black Fury Councilor rules over the Sept of Bygone Visions in Ecube, Greece, protecting the great caern.

Bone Gnawers

Benny "Ear to the Ground" Reed ran a mechanic shop in Fresno before the start of the Age of Apocalypse. This beloved Ahroun was popular in his neighborhood and community, and if there was a serious problem at the sept, he wasn't afraid to whack a fool with his infamous wrench. He was one of the few werewolves who heeded the Weaver's whispered warning and rallied his tribe just before calamity hit. He helped organize the Bone Gnawers during sieges on their caerns, and he earned a reputation as a mighty scrapper and just leader. Afterwards, the Bone Gnawers appointed him as their Councilor. Reed takes a no-nonsense approach to politics and isn't afraid to adjust his opponent's attitudes with his wrench if needed.

The Bone Gnawers often maintain strong ties with the Glass Walkers—a trend that continues to this day. Both tribes thrive in urban environments that many others scorn and hold reverence for the Weaver. They also share a tentative alliance with the Children of Gaia. The rise of the working man and the emphasis that the Children place on issues of equality and social justice are creating bonds between members of both tribes.

Once, the Bone Gnawer tribe was considered the omega of the Garou Nation. A few tribes, such as the Silver Fangs and the Get of Fenris, cling to that old prejudice, but the Bone Gnawers rail against their refusal to adapt to changing

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times. Rumor has it that heated encounters occur more frequently, as the Bone Gnawers step forward and speak out, no longer willing to be silenced.

The Bone Gnawer Councilor rules over the Sept of Forgotten Waters in the Maurepas Swamp in Louisiana, United States, protecting the great caern.

Children of Gaia

Known for advocating the need to heal the Triat and return it back into balance, Harmony "Spins the Wheel" Mason often plays the gentle face of the Concordat of Stars, listening to those too angry with Margrave Konietzko and too intimidated to deal with Roger Daly. This Galliard speaks with a soft voice, but one weighted with wisdom and meaning, reinforced with the steel earned from a lifetime of experience placing others' needs before her own.

Traditionally, the Children of Gaia have served as peacemakers, so they hold few grudges when it comes to inter-tribal feuds or disputes. They count both the Shadow Lords and the Glass Walkers as allies, as although they also consider these tribes most in need of their wisdom and guidance. The Shadow Lords hold the Children's esteem through the sheer accomplishment of bringing together a coalition allowing for the formation of the Concordat of Stars. The Children respect the Glass Walkers for their long-standing guardianship of humanity.

The Fenrir detest the Children of Gaia for their mantra of peace and for encouraging the possibility of healing the Triat, wondering aloud if the Children even feel the burden of rage. The recent divide into factions has also pushed the Black Furies from being a trusted ally of the Children to a potential rival, each disagreeing on the appropriate ways to push justice in the complex modern world.

The Child of Gaia Councilor rules over the Sept of the Hollow Heart, near Tefé, Brazil, protecting the great caern.

Fianna

Bron Mac Fionn, the Ard Righ, has fallen under a geas placed on him by a spurned fae lover known as the Samhain Princess—this curse of glamour is so powerful that it affects the entire Fianna tribe. His rivals seek a worthy replacement who can successfully challenge Mac Fionn, and they aren't exactly shy about their discontent. This situation leaves Mac Fionn somewhat distracted in his duties to the Council of Tribes; he generally follows the lead of Silver Fang Councilor, Sabine "Silver-Swift" LaCoix.

The Fianna find their greatest kinship in the Garou Nation among the Silver Fangs and the Wendigo. The Silver Fangs hold a reverence for family and lineage that appeals to the Fianna, and their appreciation for the Fianna's skill as the greatest makers of Klaives surely helps. The Wendigo share the Fianna tribe's love of stories and dedication to tradition.

The Fianna are incredibly leery of the Glass Walkers and their embrace of Weaver technology. Manufacturing spits in the face of the love and care that goes into true craftsmanship, and they view the Glass Walkers' reliance on tools and weapons they didn't personally build as a weakness of character. Similarly, the Fianna doubt the integrity of the Uktena tribe, believing that too much curiosity into the nature of the Wyrm only leads to pain and destruction.

The Fianna Councilor rules over the Sept of Silver Tara, protecting the great caern and the seat of Fianna power.

Get of Fenris

Valka One-Eye, Jarl of the Sept of the Blood Fist, claimed leadership of the Fenrir during the dawn of the Age of Apocalypse. Few dare to challenge her vicious and savage prowess as a warrior, but in truth, she makes for a better general than a politician. More than once, she has been physically separated from Margrave Josef Konietzko or Benny "Ear to the Ground" Reed, lest they spill blood during a session of the tribal council. Valka One-Eye is impulsive and boisterous, yet possesses a surprising generosity of spirit.

The Get of Fenris stand with the Sanctum of Gaia, valuing the traditions that have brought them to this point in history. The strength and ferocity of the Wendigo and Red Talons have earned the Fenrir's respect, and they value these tribes as worthy allies. Often, these three groups engage in private tribal moots together, testing their strength and cunning in battle against each other. Likewise, the Fenrir have recently allied with their old rivals, the Black Furies, thanks to a budding friendship between their councilors.

The Fenrir do not find it easy to mask their disdain, and this forthrightness does not often earn them friends. The perceived weakness of the Bone Gnawers repulses them. Likewise, they view the peace and diplomacy that the Children of Gaia espouse as a form of cowardice.

The Fenrir Councilor rules over the Sept of Blood Fist in Black Forest, Germany, protecting the great caern.

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Glass Walkers

Believed to be dead for nearly a decade, councilor Roger Daly returned to the Garou Nation at the start of the Age of Apocalypse with a warning from the Weaver about the possible return of the Storm Eater. Infamous for his ability to think outside the box and form impossible alliances, such as the controversial peace treaty between the werewolves and vampires of Vancouver, many credit Daly with working with Margrave Konietzko behind the scenes to form the Concordat of Stars. Cautious and perceptive, Daly has become the architect of the new faction, fostering ambitious goals to restore the Triat to balance.

The tribe's natural allies are the Bone Gnawers and the Children of Gaia. The Bone Gnawers share their affinity with the Weaver, and they share space in urban centers of the world. The Children of Gaia push the Garou Nation to attempt to restore balance within the Triat, a pursuit started with the formation of the Concordat of Stars.

As a tribe, the Glass Walkers find it difficult to work with the Black Furies and the Red Talons. Both of these tribes are so focused on the Wyld places of the world and act with such little tolerance for anything they consider Weaver-dominated, that the clashes between these two tribes and the Glass Walkers are as inevitable as they are frequent.

Daly is still actively hunted by Pentex. In an effort to evade its reach, he convinced the tribal council to send him to assist the Ahadi in protecting the Sept of Last Stand in Lagos, Nigeria. He wielded considerable influence to turn Lagos into the Silicon Valley of Africa.

Red Talons

Thistlechar is a fierce, taciturn wolf who leads the Red Talons by virtue of her strength. A brutal man-made forest fire burnt her as a cub, but Thistlechar has grown into a matriarch who has whelped four generations of fierce wolves. Since then, she's fought many battles to keep humans from her lands. Her determination to attend the tribal council meetings stems from a desire to keep an eye on the other tribes and prevent them from sliding towards the Weaver. She quietly supports the Sanctum of Gaia, but her real interests lie in restarting the Impergium. For the moment, Thistlechar understands that the other werewolves are too tainted by their human heritage to ever agree to this plan on their own, so she is quietly reaching out the Lupus minorities of the other tribes to build her own faction of true wolves.

The Red Talons often keep the other tribes at a distance, finding their perceptions too human for their dispositions, but they find a special kinship with the Get of Fenris and Wendigo. The Fenrir's reverence for the wolf spirit Fenris appeals to the Lupus-oriented tribe. The Wendigo's savage predator instinct feels natural to the Red Talons. They respect these tribes' constant desire to test one another to determine their internal pack rankings. Likewise, they respect the Black Furies for their protection of the Wyld places of the world. Some Red Talons are actively recruiting the Lupus members of these tribes to support their desire for a new Impergium.

The Bone Gnawers and the Glass Walkers hold the greatest portion of the Red Talons' ire, since the Red Talons consider these tribes traitors to Gaia, having betrayed her to the Weaver and protecting the ones currently destroying the Material Realm. Every moment they spend wasted on humanity is one not spent on what is truly important: Gaia and the war against the Wyrm.

The Red Talon Councilor rules over the Sept of the Weeping Daughter, protecting the great caern and the wilderness. Until the Age of Apocalypse, the Red Talons strictly forbade any other tribe from entering its bawn.

Shadow Lords

Margrave Josef Konietzko is credited as the founding father of the Concordat of Stars and the leader who organized the quest to discover shard seeds as the method for building new caerns. The Shadow Lord Councilor has an acerbic, biting demeanor that often inflames his enemies, such as the Fenrir Councilor, Valka One-Eye. Many believe that it is Konietzko's destiny to become the next High King, leading the Garou Nation out of the Age of Apocalypse and reviving Gaia.

The Shadow Lords believe that there are no acquaintances in a fox hole. They pulled the Stargazers and Glass Walkers together into the Concordat of Stars, eschewing their former alliances in order to push forward and lead the faction. The Shadow Lords value the Glass Walkers' insight into the Weaver and the Stargazers' kinship with the Fera as valuable assets to be exploited.

The rise of the Concordat of Stars has only increased the enmity the Shadow Lords have with the Silver Fangs, as they are no longer one tribe seeking to overcome traditional rule, but the head of a coalition of tribes seeking to do so.

The Shadow Lord Councilor volunteered to take control over the Sept of the Wheel of Ptah in Casablanca, Morocco, protecting the great caern.

Silent Striders

Born during the chaos of the Gulf War, Samira "Doomspeaker" Tahan spent her life as a refugee, surviving

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in war zones. Shortly after her First Change, the Swords of Night recruited her, and she trained for a decade to hunt and kill vampires. During the next ten years, the Ragabash became one of the foremost experts on the subject, traveling across the world to aid different septs in dealing with these undead terrors. The Silent Striders revere her knowledge of the world and her accomplishments—out of respect for her wishes as Councilor, her tribe has refused to ally with either the Sanctum of Gaia or the Concordat of Stars. Tahan often stands as the swing-vote between the two factions, and she is often cited as the reason the Garou Nation hasn't crowned a new High King.

The Silent Striders strive to remain neutral in petty political alliances and feuds. This stance makes them welcome in septs across the world. They often extend friendship to the Black Furies and Bone Gnawers, both of whom honor the concept of home and hearth, and so have some understanding of the pain the Silent Striders suffer, locked away from their traditional homelands.

Although honor and wisdom demand that they mask it, the Silent Striders have a strong distaste for the Silver Fangs and the Shadow Lords. These tribes' leadership and machinations have factionalized the nation, creating a deep rift that requires attention the Silent Striders would rather spend hunting vampires.

The Silent Strider Councilor assists the Ahadi in protecting the Dark River Caern, near Lisala in the Democratic Republic of the Congo. As Silent Striders prefer to roam, Tahan is content not leading a sept, instead aiding the Fera.

Silver Fangs

Sabine "Silver-Swift" LaCoix ascended to Queen of House Unbreakable Hearth when Margaret Standing Stones fell in battle defending the Sept of the Crescent Moon. After High King Albrecht disappeared during the siege against the caerns at the dawn of the Age of Apocalypse, the Silver Fangs regrouped under her banner. Together with Alika Kalonimos and Valka One-Eye, she forged the foundation of the Sanctum of Gaia and led the Garou Nation through its diaspora and the plague of Harano. Tension between Margrave Konietzko and LaCoix has divided the Council of Tribes, as each seeks to claim the position of High King.

Haughty, yet charismatic and inspiring, LaCoix rallied the houses of Europe to stand behind her and made inroads to repair the rift between Silver Fangs and Wendigo in the wilds of Russia. Silver Fangs look to the other founding tribes of the Sanctum of Gaia—the Fenrir and Black Furies—for strong alliances. Their partnership has been tempered by the heat of battle and hardened by success.

The Shadow Lords earned the enmity of the Silver Fangs long ago, when they leveraged the Mongols against Russia, but the rise of the Concordat of Stars revived every old slight and grudge. The Glass Walkers likewise have earned the Silver Fangs' distrust and disdain for their allegiances both to the Weaver and the Shadow Lords. LaCoix argues that the Glass Walker Councilor, Roger Daly, is a Winter Wolf and should be put down, according the Litany.

The Silver Fang Councilor rules over the Sept of the Crescent Moon in the Ural Mountains, Russia, protecting the great caern.

Stargazers

Upon finally reclaiming the Shigalu Monastery after a decade of struggle, the leader of the Zephyr camp, Anh Lai Far-Traveler, felt a distinct unease in her soul, even for an Ahroun. She couldn't help but worry for the fate of the Sunset People and their important struggle to protect the Emerald Mother. This unease left her receptive to contact from the son of her father's old packmate, representing the Garou Nation. Ciran Far-Traveler died years before, and yet Anh Lai felt his work had been left undone. The Stargazers had heard rumors of the Wyrm's assault on the other caerns of the world, but lacked the context to properly understand how badly the war went for the Garou Nation. Margrave Konietzko asked Anh Lai Far-Traveler to bring the Stargazers back to the nation and to bring as many of the Fera as she could muster for the ongoing fight. She agreed to honor her father, and she spoke to the Elders of her tribe, pleading the case. They agreed, on the condition that she personally lead them in her cause and represent the tribe in the Garou Nation.

Stargazers find common cause with the Bone Gnawers and the Children of Gaia, tribes that also emphasize balance, even if they do so without recognizing its nuances. The Children of Gaia champion those too weak to champion themselves, balancing their strength to support others who are weak. Likewise, the Bone Gnawers push for equality for all, a sentiment of balance and justice that the Stargazers can embrace.

The Stargazers take the most issue with the Red Talons and the Get of Fenris. The Red Talons' hatred of the Homid sides of their own natures clashes with the Stargazers' emphasis on finding balance within oneself. The Get of Fenris share a similar weakness, focusing on strength and aggression without also honoring peace and diplomacy.

The Stargazer Councilor rules over the Sept of Glass and Steel at the Galaxy Soho Building in Beijing, China, protecting the great caern.

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Uktena

Aylen "Ripper" Queupul underwent her First Change during one of the numerous Chilean campaigns against indigenous land rights before the turn of the millennium. This Thuerge's deed name was well-earned after a bloody fight leveraging spirits against human soldiers harassing a village, who were later discovered with their hearts torn from their chests. Queupul fought for two decades to protect her territory from corporations more interested in profit than being stewards of the land. The Age of Apocalypse forced the Pure Ones and the European tribes to fight back to back, protecting the few remaining caerns. Vaunted Fenrir Legend, Golgol Fangs-First, saved her life by shielding her from a volley of silver bullets during the siege on the Hollow Heart Caern. The experience changed her perceptions, and she reached out to the Bastet and other Fera for help protecting the caern. Afterwards, Elders of the Uktena tribe asked her to represent them on the tribal council.

The impulsive decision of their Younger Brother to join the Sanctum of Gaia ensured that the Uktena joined with the Concordat of Stars, learning just what plans and desires are espoused by a camp so determined to see change come to the Garou Nation. Though they are part of different factions, nothing could ever completely shatter the tie between the Wendigo and the Uktena, and they count their Younger Brother as a staunch ally, no matter how much the two tribes might disagree on the best methods to accomplish their tasks. The Uktena also consider the Stargazers allies, admiring that tribe's acquisition of knowledge and lore from a variety of sources the Uktena had not known existed.

The Uktena tribe's memory is long. They have never forgiven the Silver Fangs or the Shadow Lords, who came to the Pure Lands and set in motion the chain of events that led to the loss of their brother tribe, the Croatan. However, the Uktena are patient, and for the moment both of these tribes are needed for the war against the Wyrm. The Uktena are cautious, understanding that while a dagger is a tool, it can cut its wielder.

The Uktena Councilor rules over the Sept of the Split Sun in Sierra de las Minas, Guatemala.

Wendigo

Once the Wendigo were isolationists who avoided political machinations within the Garou Nation, leaving such things to the Uktena. The formation of the Sanctum of Gaia opened a window of opportunity for the Wendigo, allowing them to flex their political muscles and demand respect. A natural negotiator, the Philodox Joseph Wintersrage spent decades playing different federal agencies against each other, seeking out the best deals for his kin and securing the few remaining Wyld lands. He turned his dispassionate, icy demeanor towards the other tribes, demanding concessions in exchange for the Wendigo tribe's support.

Surprisingly, the Silver Fangs proved to be the tribe most receptive to Wintersrage's maneuvers. Once the Silver Fangs were the standard-bearers for the oppression the Wendigo endured when the European werewolves first landed on the shores of the Pure Lands, but now the Silver Fangs were humbled and receptive, offering reparations. Remembering the friendship between Evan Heals-the-Past and High King Albrecht, and their sacrifice to save the world from the Storm Eater, the Wendigo followed Wintersrage's lead and joined the Sanctum of Gaia. Their new alliance has created bonds of friendship with the Red Talons and the Get of Fenris, as these two tribes share a fierce determination on the battlefields.

Not all things change; not all feuds die. The Wendigo continue their aggression towards the Shadow Lords for their crimes against the Pure Lands during the Age of Sorrow. Likewise, they remember well the damage caused by Glass Walkers, when that tribe was known as the Iron Riders, during the Age of Storms.

The Wendigo Councilor rules over the Sept of the Last Breath in the Caribou River Park Reserve in Manitoba, Canada.

Politics in the Garou Nation

The Age of Apocalypse began with a devastating wave of attacks upon the world's caerns that that caused massive, unpredictable umbral storms and the diaspora of the old septs of the Garou Nation. A plague of Harano afflicted the new refugees as they attempted to survive and rebuild their lives. Some began to speculate that the spirit of Gaia was dead and that there was no longer a point to fighting. The war against the Wyrm would end not with a final battle, but a sorrowful surrender. Two new political camps, forged from an alliance of tribes, arose to lead the Garou Nation and ignite hope.

Factions

The Sanctum of Gaia

The *Sanctum of Gaia*, led by the Silver Fangs, pushed for a hard return to the old ways of the Garou Nation. Its member tribes also include the Fianna, Get of Fenris, Wendigo, Red Talons, and the Black Furies. They argue that werewolves

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faltered without the support of their traditional culture, and that the lack of moots and proper chiminage to the spirits allowed the new rise of Harano spirit-sickness to infect the body of the nation. Therefore, they say, the only means of survival for Gaia and the nation is through a complete victory over the Wyrm. The members of the Sanctum of Gaia believe that Garou can achieve this victory without the aid of Fera or humans. This faction gained a great deal of prestige when its methodology proved quite effective against the spiritual sickness plaguing the Garou.

The Sanctum of Gaia strongly believes that the only allies werewolves need are the spirits that joined them in the dawn times. Taking these partners for granted in their war has led too many Garou to see the spirits as tools for the creation of fetishes and talens, and as a security system for territory, instead of potent allies and partners as Gaia originally intended. The Sanctum of Gaia stresses that overlooking of spiritual side of itself has weakened the nation as a whole. Where once clothing and weapons were crafted by hand, using traditional means, the Weaver's soulless mass production has allowed far too many werewolves to toss away items that can be fixed in favor of something new—the lure of the cheap and easy replacing the heart and soul that craftsmen and women imbue into their creations.

The Sanctum's members are realistic enough to understand that they cannot do without all Weaver-creations; however, they urge all members to avoid using them whenever possible. If a weapon or protection is needed, they point to the master artisans of the Fianna as the best possible source. At least their creations are infused with the Wyld spirit inherent to Garou, balancing out any possible Weaver influence. Some members are so devout in their belief that the Weaver is foul that they refuse to use any tool not empowered by Gaia's Wyld energy. They espouse the conviction that only fetishes and talens blessed by spirits' presence, or clothing made solely from the hides of animals they hunt and slay themselves, are acceptable to use; such strictures prevent the Weaver from burrowing into the souls of Gaia's chosen.

Sanctum members also point to the ever-shrinking acreage of untamed lands as a wound weakening Gaia—possibly contributing to the rise in cases of Harano so brutally sweeping through and thinning the ranks of werewolves. As humanity and technology overruns more and more territory, it further weakens the spiritual world, which supports the Garou. Sanctum members are convinced that this deterioration led to the return of umbral storms, which have ravaged the spiritual landscape. They are the first to counsel that only a return to rites and chiminage supporting and strengthening the spirits and their realm will allow any chance for success against the Wyrm.

The Sanctum of Gaia points to the Ages of Myth and Legend, when humanity and werewolves alike lived in a symbiotic relationship, with Garou guarding the land and the creatures Gaia birthed within it. The Wyrm has violated that order, and as such must be destroyed. Gaia mandated this cause to her chosen warriors; unlike the faithless werewolves of their rival faction, the Garou of the Sanctum of Gaia will not fail to follow the will of their mother.

There cannot be balance until these wounds are lanced and corruption purified, say members of the Sanctum. Only then will the Triat be able to heal. The Red Talons urge another Impergium, and this sentiment is gaining traction with some members of the Sanctum. Humanity has obviously gotten far out of hand, and perhaps it is time to restore them to a more manageable number, they believe. Such a systematic hunt of humanity would also help identify those with latent kinfolk blood, who may awaken through the Bite and join the Garou. While many still believe a new Impergium is too drastic a step to consider, even they agree that such a culling of humanity would weaken the Weaver, a goal many consider just as important.

The Sanctum recognizes that leadership is a burden and not a privilege. Its members consider it their duty to serve as examples to their fellow members, as well as to those who do not yet agree with the dire position the Garou Nation is in, according to the Sanctum. Its members are the first to point out that the old ways—the traditions that founded and guided the Garou Nation since the creation of the first werewolves—have served them for so long, that to change now spits in the eyes of their ancestors and Gaia herself. If she had wished for change, they say, then she would have made her will known. Without their traditional codes of conduct and behavior, the Garou would not have survived to see the onset of the Age of Apocalypse; radically changing their ways now will only ensure they do not survive this important war.

Since its emergence, werewolves have raised many questions about the significance of the Bite, and the effect this new process for triggering a First Change could have on the nation as a whole. The Sanctum of Gaia realizes that the Bite is another weapon in an arsenal running dangerously low. It is an example of natural selection, where the best and brightest will survive the change and join Gaia's warriors. Sadly, the Bite's success rate is very low, which is why it is vital that Garou find and protect those who may have a chance of successfully undergoing the process. Only by carefully cultivating this new resource will the Garou be able to reap the reward—an increased amount of warriors for their never-ending struggle. Thus, they believe, kinfolk have a duty to submit to guardianship until it can be determined if they should have the chance to join the Garou.

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The Sanctum reluctantly participates in the recent cease-fire between werewolves and vampires. While the Sanctum's members understand that this truce is necessary under the current conditions, this situation has not dimmed the fire in their hearts to destroy this ancient menace. Elders of the Sanctum spend many days reminding their young and idealistic members that while for now there are bigger problems, someday when the war is won, it will be time to turn back and fight the undead. None forget that these ancient beings are almost as much of a blight upon the face of Gaia as the Wyrm and its more obviously corrupted minions.

The Tenets of the Sanctum of Gaia

- The Weaver is a spinner of traps; her tools are one of them.
- The Garou are Gaia's chosen warriors, the example all others should seek to follow.
- The pacts forged and rituals performed with the spirits are a vital part of Garou society.
- The Bite is a gift from Gaia to replenish the Garou Nation.
- The traditions set forth in the dawn times saved the Garou from Harano, proving their necessity.

The Concordat of Stars

The *Concordat of Stars*, led by the Shadow Lords, arose when the Wyrm sieged caerns across the world. The Shadow Lords allied with a number of Fera who helped save the last thirteen caerns. The Concordat's member tribes also include the Stargazers, Glass Walkers, Bone Gnawers, Children of Gaia, and Uktena. The followers of the Concordat of Stars believe that the war against the Wyrm cannot be won through traditional martial means. They argue that victory can only be achieved by balancing the Triat. Furthermore, they assert that werewolves can't accomplish this balancing process alone; they'll need the aid of the Fera and possibly other creatures to attain it. Initially, other Garou branded this faction as misguided, but when the Concordat discovered the potential of shard seeds, with the aid of the Gurahl, the faction gained an equal footing with the Sanctum of Gaia.

The Concordat believes that as time moves on, so must everyone: Garou, human, and spirit. Stagnation is another form of corruption, and by refusing to change with the world around them, the Garou have let this corruption take root and fester. Only by learning and growing can they embody the balance they seek to forge anew in the Triat. Gaia created all the shapeshifters, giving each type a form and function to suit its purpose. The Concordat asserts that only by working together can there be any hope of survival and renewal. They point to the forging of alliances between Fera and Garou—and even the lowering of hostilities with other supernatural species—as demonstrated success, bringing diversified resources to a war that the Garou have fought alone for so long without victory. The discovery of shard seeds is the Concordat's ultimate proof that even Gaia favors its path towards balance. Concordat of Stars members want to break beyond the old traditional barriers that prevented them from trying new strategies and tactics to attempt to win a war that isn't being won on battlefields with tooth and claw.

They also believe that if humans cannot be counted on to find their own way, guiding them is the only true course—not slaughter. Concordat members happily use the information and power they wield to support and protect humans, especially those who could deeply impact the world around them, ensuring the Wyrm cannot derail their destinies. Concordat members urge a stronger and more thorough integration of kinfolk into Garou society as warriors, healers, mates, and visionaries. They do not want to hide their kinfolk away, keeping them from the world with the excuse of protecting them. Instead Concordat members wish to teach and prepare their kinfolk, giving them knowledge and tools to take a more active role in the world in which they live. This practice has led to innovation in the war; kinfolk and other allies create companies that use the spoils their Garou allies provide to buy, cleanse, and revitalize Wyrm-corrupted lands. Through their kin, the Concordat actively seeks influence in the mortal halls of power, leveraging humanity itself to benefit Gaia and all her children.

Concordat members often justify their urgency by reminding others that the Age of Apocalypse has begun. They believe time cannot be wasted on arguing about each other's failures and foibles, when the enemy without is clawing down the door. Each successfully planted shard seed provides hope for growth, representing another beachhead, another step forward, another sign of progress in a war that has seen far too many defeats for the Garou nation. The Concordat asserts that all shapeshifters can no longer sit back and defend their own territories while their cousins are slaughtered. Unity is the only hope for survival. This spirit of harmony is so strong that leaders of the Concordat have reached out to allies not before considered by the Garou. They seek out other supernatural creatures, such as mages, fae, and even vampires, to create alliances and treaties, supporting the overall goal of ensuring that a world remains in which they can all find a way to survive. They point to these alliances, including vampires coming to the aid of a caern under siege and driving away the minions of the Wyrm, as proof that such cooperation can, and will, succeed.

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One of the deepest points of contention between the two factions is the Concordat's willingness to challenge a fundamental aspect of Garou tradition: lineage. They continuously push forth the idea that leadership should be determined by ability, not by bloodline. The Shadow Lord leaders point to the many failings of Silver Fang royalty as an example that bloodline alone cannot guarantee good leadership—one's actions and ability make her worthy of following. The other member tribes of the Concordat quickly highlight the abilities and talents of their own, demanding a chance to step forth from the shadow of lineage rule and prove they too possess the skills to lead Gaia's children, not just a favored few. If Gaia continues to wish for the Silver Fang tribe to rule the Garou Nation, they ask, why does she remain silent?

Another topic strongly dividing the two factions is the idea of balance. The Concordat of Stars believes that the Wyrm is a necessary part of the order of the world; the entropic aspect of the Triat must exist in order to allow for healthy entropy within the Material Realm and the Umbra. The Weaver's webs have driven the Wyrm mad with pain, changing his entropic nature to corruption and decay. This taint prevents the Wyld from recycling what remains into new creations for the Weaver to form and fashion. It is not the Wyrm itself that needs to be defeated; instead, the corruption that has overtaken the Wyrm must be rooted out and destroyed, so that it can return to the role for which Gaia created it in the first place. Some Concordat members advocate the destruction of the current incarnation of the Wyrm, allowing the Wyld to forge a new Wyrm, untainted by madness, restoring the balance. Others believe that some ritual or artifact may release the madness haunting the Wyrm, allowing it to once more see clearly its purpose and resume that function. None know for sure the right course of action, but all seek to find the way to restore Gaia's original vision, before it is too late.

The Tenets of the Concordat of Stars

- Strength comes from unity of purpose.
- Balancing the world brings balance to the Triat. Balance within the Triat allows Gaia to survive.
- Leadership belongs to those with ability, not lineage.
- The Bitten are allies by choice, never by force or coercion.
- All of Gaia's children must come together now, if there is to be any hope of a future.

Independents, Rebels, and Iconoclasts

The factions are not monolithic forces within the Garou nation; indeed, a minority of each tribe has either refused to join either the Concordat of Stars or the Sanctum of Gaia, or they have disobeyed their Elders by joining a faction they've condemned. Tensions are thick between the two groups, but the threat of annihilating the Garou Nation prevents open warfare. Some packs have split because of this new ideological rift, but love and kinship often overcome political divisions, and most packs have endured.

Packs with mixed tribal membership bear most of the stress caused by the political differences between the Concordat and the Sanctum. While the bonds of pack run deep, werewolves are passionate and emotional creatures, and political arguments are always waiting to happen. This tension has caused a growing number of packs to focus on shared ideological leanings and tendencies, with perhaps the addition of an independent or rebel from a different tribe. Shared experiences and goals, however, have made for the strangest of bedfellows, with Silver Fangs and Shadow Lords bound together by a shared pack totem and the goals of the Garou Nation, leaving arguments about how those goals should be accomplished for those rare moments of peace between missions. Each pack deals with this political divide in its own way, and the packs must come to an understanding if they have any hope to survive the dangerous and frequent missions they undertake.

Out of all the tribes of the Garou Nation, only one as a whole has firmly held itself back from joining in the political divisions of the Sanctum and Concordat. The Silent Striders' tribal leadership declared its neutrality when the factions first formed, publically claiming that the tribe's role as messengers between the septs required it to remain unaffiliated with any one political camp, lest it be unable to fulfill its duties. Privately, many werewolves sneer and suggest that this reason is not the only cause of the Silent Striders' neutrality, or even the most important one, and that the lone wanderers are far too focused on their own eternal quest to regain their homelands to be willing to step into the vicious political arena of Garou. Whatever the true reason, none can question the need for the news and messages delivered by the Silent Striders, most importantly those missives too dangerous or secret to be delivered through means that could be intercepted or overheard. Leaders within both the Sanctum and the Concordat have individually discussed the idea of their faction assisting the Silent Striders in completing their goals, in order to sway them into an alliance that would earn a majority on the Council of Tribes, but so far neither faction has accomplished the feat. While individuals may choose to join an affiliation, the Silent Strider tribe as a whole remains focused on its own political goals.

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Camp Defector

Characters wishing to join a faction opposite the majority of their tribe must purchase the Camp Defector merit. While characters may have different opinions or leanings from the camp their tribe supports, they cannot be official members of the opposing faction without purchasing this merit.

Conflicts and Grudges

The King Versus the Council

For centuries, the Garou Nation has had a High King, a Silver Fang scion who has dedicated his life to guiding the nation through difficult times. Traditionally, the High King and the Council of Tribes have had a beneficial symbiotic relationship. The High King relies on the advisors of the Council of Tribes to lend their voices when difficult decisions must be made, as well as disseminate his orders to the tribes and ensure they are obeyed. Likewise, the Council of Tribes realizes the tribes cannot survive this war or carry out the will of Gaia on their own, and its members rely on the High King to assist them in forging the tribes together as one nation. It is rare that the tribes find themselves in consensus regarding what must be done or how to best accomplish their goals, and the combined leadership of the High King and the Council of Tribes offers guidance and a clear path for the nation going forward.

In an ideal situation, the High King seeks out and heeds the advice of his Councilors, using their insights to make decisions that affect the Garou Nation as a whole. He relies on the tribal Councilors to deal with the day-to-day matters of their own tribes, and he acts as a neutral voice to help settle disputes between two or more tribes. The council handles the minor issues that come before it, working together to come to equitable decisions that do not require the direct intervention of the High King.

However, werewolves are creatures driven by passion and rage, and this relationship rarely works as intended. Should either party wish it, they can make the process much more difficult for one another. For instance, the High King has the ability to issue orders to specifically punish or affect one tribe, and unless that tribe's Councilor is able to rally a unanimous response to overturn the edict, they all must suffer the dictate of the King. On the other hand, the council can bring every single issue to the High King, no matter how minor, ensuring he has little time for anything else. Or they could choose to cut him out of their dealings entirely, seeking to solve every item on their own, leaving the High King to appear as though he is nothing more than a figurehead.

Any of these outcomes make life more difficult for the nation as a whole, further dividing its people as they struggle to wage war against the Wyrm. The loss of the High King and the advent of the Age of Apocalypse caused chaos among the Council of Tribes and the nation as a whole. The council has been forced to step up and perform the duties of both positions, whether they like it or not. The rise of a new scion will tell the true testament of the council's actions—will it be content to release the reins of leadership, or will it struggle to keep hold of the power to which it has grown accustomed?

The Council of Tribes Versus the Septs

While the High King and the Council of Tribes handle tribal politics and sweeping decisions that affect septs all over the world, the leaders of these septs face their own challenges when dealing with their people and handling the decrees from the leaders of the nation. Although Sept Leaders are ultimately accountable to the decisions made by these leaders, within their own protectorates, they have nearly unlimited authority. This situation may cause schisms when it comes time for a leader accustomed to absolute rulership of an area is urged to obey the commands of a Councilor they have never even met.

Of course, Sept Leaders are still werewolves and part of the nation, and they are also beholden to the authority conferred by tribe, Rank, and position. This reality does not mean they always agree with the decisions made by others regarding their septs, particularly when said decisions are made by someone who has never set foot in their territory. In such cases, it is not uncommon for Sept Leaders to find unique ways to handle the orders they are given. Some Sept Leaders strive to never call attention to their people, handling their issues in-house and presenting a successful façade to any who might report to the Councilors or the High King. Others believe the more involved they are in the greater politics of the nation, the easier it is to handle interference from the leaders. Those who ascribe to this philosophy ensure they remain in close contact with any who might hold influence in the nation's halls of power. No matter the route Sept Leaders choose, or even if they cleave their own way between these two extremes, it is their responsibility to guide their people through the potentially treacherous political waters of the nation. Sometimes the advice of a clever Ragabash or a quick-witted Philodox is all that stands between a sept's safety and disaster, when it comes to the churn of the nation's politics.

Sept Leaders sometimes attempt to ignore or refuse orders passed down to them. In the massive political machine that is the Garou Nation, it's possible that by the time the upper echelons realize their order wasn't obeyed, it is no longer important, or it might be forgotten entirely. However,

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it's also possible the implied insult will not be forgiven or ignored, and powerful sanctions could descend on the offending sept and its leader. These sanctions might be as simple as calling on a nearby werewolf to investigate the sept and learn why the commands were refused. Or a Councilor might ostracize an entire sept, refusing them access to Moon Bridges between their shard and prime caern until the edict is obeyed. Regardless of the outcome, when insubordination in any form is discovered, few Councilors are willing to sit idly by while a Sept Leader refuses to submit to those higher in station.

Ever-increasing Wyrm-sourced corruption and the loss of so many caerns has ratcheted up paranoia within the nation. Septs that refuse to obey the edicts of the High King or the Council of Tribes are suspect, and they may find themselves drawing the attention and ire of one or more of Gaia's Legends. Few welcome the attention of werewolves known for slaughtering hives by themselves or taking on nexus crawlers, particularly when such a Garou might come to the conclusion that the simplest solution to bring a recalcitrant sept in line is to remove its leader and allow another to take her place.

The Fera Within the Garou Nation

Perhaps the most significant change within the nation since the loss of Albrecht has been the relaxation of the distrust previously shown to the Fera. The Concordat of Stars brought this issue to the forefront through their work with the Gurahl, developing shard seeds. This action, which is seen by many as the one thing that allows the nation to continue, has led many Garou to believe that perhaps the labels applied to Fera in the past have been more propaganda than truth.

The issue regarding the Fera was brought before the Council of Tribes for discussion. Even some members of the Sanctum of Gaia agreed that Fera were potential allies the Garou could no longer afford to dismiss. Although the vote was close, the council approved giving Fera standing within the Garou Nation. This decree was the first step on a road that has since seen Fera joining packs and finding themselves welcome in some sept territories as allies or even friends.

Fera may choose to undergo the Rite of Acceptance and receive membership within a sept. These shapeshifters are then considered members of the Garou Nation, with all the rights and responsibilities that entails. They are expected to serve as any Garou of their Rank and auspice would, though they often find they suffer more suspicion and distrust than most. Garou often treat these Fera as possible allies; however, wariness bred through generations is not so easily set aside. The Fera feel much the same, as they find themselves surrounded by those who slaughtered their ancestors.

Not all Garou find the inclusion of the Fera to be a positive change for the nation. Fear and suspicion runs rampant regarding the true motives of the Gurahl, and some believe that the Fera seek homes in Garou septs for the sole purpose of stealing shard seeds, now they have been successfully grown. Others feel this alliance is the first step in reuniting all of Gaia's Changing Breeds into an unstoppable force united against the Wyrm. The truth behind the fledgling alliance remains to be seen, and only time will tell if it will endure.

Ronin: Outcasts of the Garou Nation

Werewolves are inherently pack creatures. Even the gathering of packs into septs for defense and protection is indicative of their fundamental need for social interaction. As such, to many Garou, there is no greater punishment than being declared *Ronin*. Some Garou choose death or suicide over the thought of being sundered from werewolf society for the remainder of their existence.

The Rite of Ostracism, used to cast a Garou from her sept for a short period of admonishment, provides only a taste of the loss and loneliness that Ronin experience. The true pain comes when a Councilor or the High King declares a werewolf Ronin from her tribe or the entire nation. On a sept level, banishment is temporary; once punishment has been served, the offender is welcomed back into the embrace of her family and sept, with the hope that her

Fera, Politics and Sept Positions

Fera can attempt to challenge for any lesser sept position, such as as Warder, Den Parent, or Master of Challenge. However, they cannot become the Sept Leader or a member of the Auspice Council inside of a sept of the Garou Nation. Some Fera, such as the Bastet, are pushing to have their own Breed Councilor, but this change would require the unlikely vote of a majority of those already on the tribal council. Fera cannot join the Sanctum of Gaia or the Concordat of Stars.

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ordeal has brought about a reformation of character. For more information on the **Rite of Ostracism**, see page 544.

When a Garou has been declared Ronin from her tribe, her predicament is much more serious. Unless her Councilor chooses to restore her position, she is for all intents and purposes dead to the tribe. At this point, a Garou has only three options: she can seek adoption into another tribe, forever giving up the chance to be reunited with her previous family; she can set out to restore her name and honor in the eyes of the tribe, and find a reason for her Councilor to welcome her back; or she can live the remainder of her life as Ronin, existing in a half-state. Without a tribe, she suffers the shame and humiliation of ostracism for the remainder of her life.

The worst scenario by far is for the High King to declare a Garou Ronin from the nation. In this extreme instance, although this werewolf's tribe may continue to recognize her existence, she is excommunicated from the benefits and safety that being a member of the Garou Nation provides. Others look down on her as untrustworthy or dishonorable, and they may fear the stain of her crime could spread to them as well. While her pack and sept may continue to accept her, they risk much in doing so. Any Ronin harbored by a sept risks putting her Sept Leader on the wrong side of a conflict with the High King. Such a position is not one many are willing to take without the best of reasons. The High King may also rescind this banishment, assuming the Ronin has done something to merit such an action, and in the absence of the High King the Council of Tribes can restore a Garou to the nation with a majority vote.

For more information on Ronin, see **Chapter Nine: Social Systems, Monikers, Ronin**, page 424.

The Sept

"The septs are where the hearths burn the brightest. They are not merely the front lines in the battle against the Wyrm. They are our homes where we raise our children. They are the future. They are life itself."

—Valka One-Eye,
Jarl of the Sept of the Blood Fist

A *sept* is a community of Garou, their children, and determined kinfolk who have settled into a shared area of territory guarded by two or packs. Septs are founded near *peripheries*, places where the Gauntlet that separates the Material Realm and the Umbra is thin, and spiritual energy known as Gnosis swells like an underground spring, just waiting to be tapped. The recent destruction of many great caerns resulted in a diaspora of the septs of the Garou Nation, as werewolves and their families were scattered and separated. The discovery of shard seeds and Gaia's need for new caerns has inspired a renaissance of founding of new septs. The sept must always be on guard, ready to protect its holy sites from exploitation and desecration.

Once, the tribes and their internal structures were the political backbone of the Garou Nation. Septs were considered to be the responsibility of their tribes, and it was rare for members of different tribes to work and live together. Necessity brought disparate tribes together; now, greater power and authority has come to rest in the local septs and the leaders that claim sovereignty over them. Although the tribal council has vast authority and, in theory, may call on septs to support its decisions and policies, the reality is that local leaders with potent cults of personality occasionally ignore their edicts in favor of local needs and demands, risking punishment. Advocates for sept-strong policies argue that their people and their communities must come first, as they are not simply pieces on a chess board to be maneuvered by faceless leaders they have never met.

Septs serve many vital purposes besides the paramount protection of caerns. The sept acts as a vessel for Garou culture, preserving legends and traditions as Elders pass on and packs leave, never to return. Werewolves rarely grow old gracefully; those who have lived long enough to achieve the honor of Elder Rank rarely have the stamina or inclination to travel or quest. These Elders settle in septs, lending their formidable but fading strength to protecting septs and making their experience and wisdom available to those who would learn from them. Packs of young Garou act as the eyes, ears, and fists of their Elders, roving between caerns on simple errands or missions of vital importance. Septs are also important waypoints for traveling packs, where these travelers can meet with both fellow wanders and with locals to share news of their travels.

Smaller Septs and Larger Responsibilities

In the wake of the diaspora of the Garou Nation, it is not uncommon for a notable werewolf to hold the responsibilities of multiple lesser offices, when there are not enough abled bodies to fill all of the roles needed to get the job done. For example, a Warder sometimes assumes the duties of a Den Parent and a Master of the Challenge. A werewolf can only hold the Abiding Renown from a single position. However, it is considered an act of hubris and scandal to claim multiple positions when there are willing and able Garou available to carry the burden. Neither the Sept Leader nor the Council of Auspices can accept the additional responsibilities from other positions. If there isn't a werewolf to fill those roles, the sept simply keeps those positions vacant until a suitable candidate can be found. Over countless millennia, the

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Concolations

When the collective wisdom and strength of two or more septs are needed, they come together in a Concolation, or grand moot, as a celebration of their unity. Woe be to the Wyrm when its forces must face the combined forces of several septs. (For more information, see **Chapter Nine: Social Systems: Moots: Concolations**, page 433.)

Garou Nation established a dogmatic culture of common protocols, laws, and revered offices required to honor their ancient pact with the spirits and the governance of a sept. The young rage against the unforgiving nature of life at the septs, arguing that only by changing tactics can the Garou ever hope to defeat the Wyrm. Elders caution that only by staying the course has the Garou Nation been able to maintain the seemingly eternal battle. The majority of werewolf society has simply come to accept the harsh reality of this rigid culture as a fait accompli to maintain the support of spirits and survive in the Age of Apocalypse.

The recent division regarding accepting Weaver spirits as equals to the Wyld in the battle to restore or resurrect Gaia has sparked new political factions—the Sanctum of Gaia and the Concordat of Stars. Hope and faith burn brightly, but divisively, and the natural response of werewolf society has been a return to the old ways as a shield to protect the Garou Nation from splitting. This vigorous reverence for the old ways has, so far, kept the political battles to a bloodless field, granting power to those who can best promote the security of the septs and the Garou.

Sept Leadership

Sept Leader

"A leader inspires through strength, confidence, and occasionally terror."

—Long Fang, Shadow Lord, Master of the Sept of the Restored Fallen Skies

Werewolves who claim sovereignty over septs and responsibility for the welfare of their members and protectorates are known as *Sept Leaders*. They are more than the rulers of a sept; they are the heads of a civic government, spiritual leaders to their people, matriarchs and patriarchs of vast families with domestic disputes and quarrels, and commanders in chief during times of war.

The Sept Leader carries a sacred obligation to be a living embodiment of the best ideals of the Garou and inspire a new generation. The old tales draw a connection between the spiritual worthiness of a Sept Leader, the health of the land, and the prosperity of the sept. Sadly, the reality doesn't always match the ideal, but a wise Sept Leader can elevate her flock and lead the sept to greatness.

While she is advised by the Council of Auspices, the Sept Leader is the final authority when it comes to her sept. As the leader, it is her responsibility to declare when the sept is at war, to govern it in peace, and to ensure that it is protected from the machinations of the Wyrm. The role of Sept Leader comes with material benefits conferred by the Litany: the First Share of the Kill for Greatest in Station. A Sept Leader often claims the best territory and receives tribute from those under her protection, but she pays a steep price for such glory and honor.

Sept Leaders must be able to withstand the challenges of those who would seek to displace them, while still retaining the loyalty of those who serve the sept. They must protect their fellows with their lives and secure the sept from any threat. As rulers, they are forever apart from those they must safeguard. They stand over their friends and families in judgement for crimes against the Litany as well as against their own laws. Above all else, Sept Leaders monitor the health and cohesiveness of the sept to ensure that its members remain vigilant in their collective duty to combat the Wyrm and defend Gaia.

A Garou becomes a Sept Leader by defeating her predecessor in a ritualized challenge vetted and approved by the Master of the Challenge. If she falls in battle, then her duties fall to the Warder until the sept's Council of Auspices names a new Sept Leader via unanimous vote, or until another defeats all potential challengers.

The Sept Leader's authority includes:

- Interpreting and enforcing the Litany within the protectorate of the sept
- Approving new members into the community
- Exiling the undesirable or dangerous
- Dividing the spoils of war and territory of the protectorate
- Sanctioning breaches of sept law

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Tribal Titles and the Sept Leader

By long-standing tradition, from the era when septs were mostly tribal affairs, Sept Leaders often take tribal titles to distinguish themselves. Here are some of the commonly used titles for Sept Leaders, delineated by tribe: Matriarch (Black Fury), Pappa/Momma (Bone Gnawer), Shepherd (Children of Gaia), Righ (Fianna), Jarl (Get of Fenris), Director (Glass Walker), Alpha (Red Talon), Master (Shadow Lords), Herald (Silent Striders), Lord (Silver Fangs), Luminary (Stargazer), Caretaker (Uktena), and Trailblazer (Wendigo).

- Performing the Rite of the Hunt
- Awarding and punishing those under her jurisdiction by assigning greater and lesser monikers
- Issuing orders and mandates related to the security and protection of the sept to anyone within the protectorate

A Sept Leader gains the following Abiding Renown:

- 1 Glory and 1 Honor

A Sept Leader can spend Renown in the following manner:

She can expend a single trait of Fleeting Renown (of any type) to assign any greater or lesser moniker to a member of her sept or a shapeshifter caught within the sept's protectorate. This action can be overturned by a majority vote of the Council of Auspices.

Glory

Sept Leaders can spend 1 trait of Glory Renown to enact one of the following effects:

- **Declare a Time of War:** Sept Leaders have the right and authority to declare a time of war for a period of 24 hours, after which it must be confirmed by the Council of Auspices. It is considered a sign of weakness to abuse this ability for minor threats.
- **Law of Solomon:** Sept Leaders can temporarily delay any challenge between members of their sept for up to 24 hours or until those members complete a specific task assigned by the Sept Leader. This task cannot take longer than one week to accomplish. This effect cannot be used to delay a challenge for the Sept Leader's position.
- **Word of the Alpha:** Sept Leaders can give an order to any member of their septs. If this order is refused, the Sept Leader may elect to grant the moniker *Dishonorable* or *Cowardly*. If her target succeeds at the assigned order, she gains the moniker *Worthy*. This ability is suspended if the Sept Leader is challenged for her position. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

Honor

Sept Leaders can spend 1 trait of Honor Renown to enact one of the following effects:

- **Glowering Eye:** A Sept Leader can declare any single action a violation of the Litany within the protectorate of her sept. When this happens, the Truthcatcher is obligated to begin proceedings to judge the accused (see **The Sept: The Litany and the Sept, Crime and Punishment**, page 528). If she does not, she loses 1 point of Willpower for the next 30 days.
- **Restoration:** Sept Leaders can restore the honor of a single Garou by removing lesser monikers, such as *Dishonorable* or *Cowardly*.
- **Weight of the Crown:** Sept Leaders can veto a single decision made by a member of the Council of Auspices. That councilor may attempt to overrule her Sept Leader's veto by calling for the council to vote. If the council's decision against the Sept Leader is unanimous, then the councilor's decision stands.

Wisdom

Sept Leaders can spend 1 trait of Wisdom Renown to enact one of the following effects:

- **Council of the Wise:** A Sept Leader can summon forth the Council of Auspices and mandate that they give her advice or render judgement on any matter she presents to them. Those who fail to appear within one week lose 1 point of Willpower for the next 30 days.
- **Mercy of the King:** A Sept Leader can grant clemency to any member of her sept for any crime.

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This act overturns any judgement issued upon them, save for those issued by the High King or the Council of Tribes. However, the Council of Auspices can overturn their Sept Leader's mercy via a unanimous vote to reinstate the criminal's original punishment.

- **Law of the Land:** A Sept Leader can issue an edict that interprets the Litany for her sept. Her interpretation can be overturned by the Council of Auspices via a unanimous vote.

Warder

"Glory is for the young without responsibilities. The war is here, protecting this fragile shard seed from the world."

—Thaddeus "Wired Heart" Fitzgerald, Child of Gaia

Warder is a word synonymous with trust and duty within the Garou Nation. A werewolf who claims such a position is entrusted with the sacred obligation to ensure the protection and maintenance of a caern. She may never leave the boundaries of the bawn, so long as she holds this vigil. Instead of wandering, she spends her time establishing and organizing the defenses of the caern, preparing contingency plans to deal with any attack. A wise Warder develops methods of summoning reinforcements, plans safe escape routes for non-combatants, and ensures that an ultimate fallback is available if the sept is ever overrun. Even the Sept Leader will retreat before a Warder gives up her post.

The wave of attacks on the world's caerns that marked the beginning of the Age of Apocalypse slaughtered the previous generation of Warders. Tales of those nights say that Warders banded together to serve as a valiant rearguard, ensuring that the populations of old septs were able to escape the destruction and eventually rebuild the nation. Galliards solemnly sing dirges of the heroes who surrendered their bodies so that the spirit of the nation could endure. Heavily influenced by the examples of those who came before them, the new generation of Warders consider themselves ephemeral guardians prepared to give their own lives to ensure that this flame continues to burn.

A Warder's devotion to her duties must take precedence over all other political or personal loyalties. Her paramount concern must always be the protection of the caern. The holder of this office must be above reproach and beyond any hint of corruption. For these reasons, many Warders choose to live as lone wolves, refusing to force a pack to limit its travels from the caern and its bawn. Packmates of those Warders who choose to live among other Garou often comprise the inner circle of the Warder's Guardians, supporting the Warder in her duties.

In smaller septs, where there are not enough worthy Garou to take the responsibilities of lesser sept offices, the Warder also assumes the duties of the Den Parent and the Master of the Challenge. In such cases, a Warder frequently seeks to train young werewolves to fill these roles as soon as possible, allowing herself the time she needs to devote to the caern.

The Warder often works closely with the Sept Leader, since they share a territorial claim over the protectorate. If the protectorate is home to a shard caern, this partnership becomes doubly important, as it is the responsibility of the Warder to safeguard the shard seed. However, the Warder's powers are limited. She cannot declare war parties or set missions against the Wyrm, though she can decide who must stay to defend the protectorate when others go to fight.

As the chief guardian of a caern, a Warder is otherwise separate from the authority of the Council of Auspices. In matters regarding the security and safety of the caern and its bawn, the Warder has complete command, even over the Council of Auspices, so long as she holds office. However, should the Warder fail in her duties or be unable to perform her required tasks, she may be voted out of office by the Council of Auspices. Any member of the sept who demonstrates her worthiness to the Master of the Challenge may challenge the Warder whenever the caern is not in immediate danger. If the Warder falls in battle, the Sept Leader can appoint a temporary replacement to hold the post until the Council of Auspices confirms a new Warder.

(For more information on Caerns, see **Chapter Twelve: Caerns,** page 553.)

The Warder's authority and duties include:

- Organizing the security and protection of the caern and its bawn
- Empowering Guardians to protect the caern
- Vetoing any decision that threatens the security of the caern or its bawn
- Enlisting any Garou within the protectorate in active defense of the caern or bawn, no matter their position or Rank
- Protecting the shard seed at any personal cost, even death
- Using any force necessary to defend the caern
- Exiling undesirables from the caern
- Holding immunity from prosecution for actions taken in defense of the caern

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• Determining who is allowed to commune in the caern to regain Gnosis

A Warder gains the following Abiding Renown:

• 1 Honor and 1 Wisdom

A Warder can spend Renown in the following manner:

Glory

Warders can spend 1 trait of Glory Renown to enact the following effect:

• **Call to Arms:** A Warder can call forth the defenses of the caern to fight the enemies of the sept and protect it from harm. She may reward those that come to the caern's defense with 1 trait of Fleeting Honor Renown.

Honor

Warders can spend 1 trait of Honor Renown to enact the following effect:

• **Sacred Responsibility:** The safety of the caern is the Warder's responsibility. She can overturn any decision made by any sept position, including the Sept Leader, if she believes that it endangers the caern. If the Warder's target fails to comply, she gains the moniker *Dishonorable*. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

Wisdom

Warders can spend 1 trait of Wisdom Renown to enact the following effect:

• **A Word to the Unwise:** Warders can ban someone from the caern who they believe endangers it. When a Warder's target fails to comply with this ban, the target gains the moniker *Reckless*. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

Guardians

Anointed by the Warder, *Guardians* protect the caern and its bawn from any threat. They are tasked with assisting the Warder in patrolling the bawn, guarding the shard seed, and any other duties required to safeguard the caern. It will take many generations for the current crop of shard caerns to properly mature into great caerns. Until then, the Guardians serve as living shields, keeping vigil over shard seeds and preventing minions of the Wyrm, or even other Garou, from stealing it.

Guardians hold a place of honor in any sept they serve. Their duties sometimes restrict their freedom to roam and seek glory and Renown, but a steadfast Guardian knows that she is contributing to the future by maintaining her watch and defending the bawn against possible incursion. A wise Warder organizes a sizeable pool of Guardians to keep them patrolling in shifts, allowing them to seek glory outside of their vigils. When the Wyrm becomes so bold as to attempt a direct assault upon a caern, the Guardians have the chance to prove why they hold such a sacred trust.

A Guardian's authority and duties include:

• Free use of the caern heart or shard seed

• Immunity from prosecution when acting under the Warder's orders

• Exemption from other duties while protecting the caern

A Guardian gains the following Abiding Renown:

• 1 Honor

Den Parent

"I knew your mother, Cub. She died a Legend. Kept the rest of us alive when the sky was nothing but fire and ash. Refused to fall, even when her body was nothing but broken bones and pain, until she knew you were safe. She asked me to help you become the sort of man she could be proud to carry her name. We're gonna do that together, no matter how much it hurts."

—End of Sorrow, Den Mother, Child of Gaia

Few duties in the Garou Nation are as paradoxically touched by both sorrow and hope than that of a *Den Parent*. The Garou fight an endless battle where victory comes at the cost of blood and, eventually, their very lives. The only comfort for a parent heading into danger is the knowledge that the Den Parent of her sept will ensure that any orphaned Cubs and kinfolk are raised properly, with love and security in the arms of the sept. A Den Parent must watch over the children of their fallen friends and allies, ensuring that the next generation is prepared to fight the Wyrm.

Werewolves commonly accept the wisdom that it is the responsibility of the entire sept to work together to raise and prepare Cubs for their lives as werewolves. A Den Parent coordinates family members, teachers, Elders, and specialists into an educational regiment that prepares the young in her care for their difficult lives as Garou and for the war that awaits them. Den Parents must learn to teach Lupus, Metis, and Homid youths of vastly different tribes and auspices about their upcoming roles in Garou society.

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Their goal is to educate the Cubs about what it means to be Garou, the differences and responsibilities of the auspices to which they were born, and the laws of the Litany. Whenever a Den Parent cannot teach something herself, it is her responsibility to direct those Cubs to other teachers who can best continue their specific education.

Den Parents serve as the shepherds of the young, protecting the Cubs and kinfolk of the sept. Nothing will bring the Garou of a sept boiling forth ready to battle swifter than the beleaguered cry of a Den Parent for aid. Since the start of the Age of Apocalypse, Den Parents have also been saddled with the responsibility of ensuring that kinfolk are not Bitten without explicit permission, as there are werewolves too shortsighted to understand that such actions risk the future. Den Parents guard the local kinfolk from harm and mistreatment. They have the power to punish anyone who harms or kills a kinfolk, and Den Parents can only be overruled by a vote of the Council of Auspices in such matters.

The Den Parent's authority and duties include:

- Ensuring the training and protection of the local Cubs
- Policing and guarding the sept's kinfolk
- Judging the Rite of Passage for all Cubs
- Keeping the sept's linage records
- Drafting any member of the sept once per 30 days to instruct Cubs
- Assigning Cubs to assist a higher-Rank Garou of the sept in exchange for instruction

A Den Parent gains the following Abiding Renown:

- 1 Wisdom

A Den Parent can spend Renown in the following manner:

Glory

Den Parents can spend 1 trait of Glory Renown to enact the following effect:

- **Protect the Cubs:** Den Parents can call forth the forces of the sept to defend the Cubs and kinfolk. Those who ignore this summons may be punished later, losing access to 1 point of Willpower for the next 30 days. After the threat is over, the Den Parent may choose to reward those who served well by granting them each 1 trait of Fleeting Wisdom Renown.

Honor

Den Parents can spend 1 trait of Honor Renown to enact the following effect:

- **Sacred Responsibility:** Teaching the young is the duty of all members of the sept. Den Parents can assign any member of the sept to instruct a Cub or Cliath on a single gift, rite, or lore. In exchange, the student must perform tasks to make her teacher's life easier, loaning her a downtime action. (For more information, see **Chapter Eight: Dramatic Systems, Downtime Actions**, page 387.) The Den Parent can then reward both the teacher and the student 1 Fleeting Renown trait of her choice, if she feels that they have earned it.

Wisdom

Den Parents can spend 1 trait of Wisdom Renown to enact the following effect:

- **Guardianship:** Den Parents can assume personal responsibility for any Cub or kinfolk, directly transferring the vulnerable into their custody. Furthermore, they can assign the moniker *Dishonorable* to anyone who they believe has harmed a Cub or kinfolk. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

It Takes a Village: Connecting Students and Teachers

The Den Parent can assign any member of the sept to teach a Cub or Cliath a gift, rite, or lore. In exchange, the student must perform a task for the teacher, providing her with a bonus downtime action to be used within the next 30 days. In addition, the Den Parent can assign the resources of the sept (see **The Sept: Workings of a Sept, Sept Benefits**, page 526) towards any particular pursuit that seeks to educate or safeguard the sept's Cubs or kinfolk. Such a request might involve instructing Cubs about the Umbra, teaching a gift, or sharing battle experience.

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Master of the Challenge

"Only strength properly tested can be considered reliable during a battle."

—Jitendra "Walks the Storm" Mosau'u, Uktena

The legends surrounding purity of a challenge lie close to the heart of the Garou Nation. Perhaps this tradition is why a *Master of the Challenge* is among the most honorable and important positions within a sept. Her sole duty is to oversee and sanction all challenges that occur within the boundaries of the sept's protectorate. If the Garou of the sept lose faith in this system, it leads to bloodshed and violence that weakens the community.

Often, Philodox naturally gravitate into this position, but the reality is that any Garou of significant reputation can take up this duty. Often those werewolves reaching old age serve in this role in order to still contribute to the health of the sept without burdening it. The Master of the Challenge is expected to stay out of the sept's politics and be a neutral observer.

The Master of the Challenge has the authority to deny the legitimacy of any challenge, to determine the legality of any challenge's terms, and to verify and authenticate the outcome of any challenge within her dominion. No formal challenge can take place without the sanction of the Master of the Challenge. As such, her word is final regarding any challenge she oversees; only when she makes her decision is a challenge considered truly over.

It is considered a sign of respect to notify the Master of the Challenge before confronting your rival. Those wishing to advance in Rank must first contact the Master of the Challenge and request a proper trial that fits her schedule in order to do so. This process allows the Master of the Challenge to identify a Garou of the appropriate auspice and Rank to assist her, even if she must find such a worthy Garou in another sept. Often, the Master of the Challenge will aid other septs in this capacity, as her schedule allows.

If there has been a breech in terms or a violation of the Litany during a challenge, the Master of the Challenge determines a suitable punishment. If a loser refuses to acknowledge the winner's victory, the Master of the Challenge may also elect to administer a punishment. If a winner refuses to accept an honorable surrender, the Master of the Challenge may choose to reverse the outcome and punish the winner.

The Council of Auspices can override a decision made by the Master of the Challenge with a unanimous vote. If it uses this privilege more than twice, the Master of the Challenge typically resigns in disgrace, lest the Fool call her scandalous. If forced, the Master of the Challenge can be removed by vote of the Council of Auspices, during which time the councilors may also elect to demote the Master of the Challenge in Rank.

Some less-honorable Sept Leaders have attempted to hide behind the Litany and escape challenges to their position through the declaration of a time of war. In these instances, the Master of the Challenge has the unique ability to overrule the Sept Leader's declaration and allow challenges to her leadership to take place.

For more information on challenges, see **Chapter Nine: Social Systems: Challenges**, page 426.

The Master of the Challenge's authority includes:

- Overseeing all challenges by either personally witnessing them or appointing trusted judges to witness them on her behalf
- Determining the terms of physical fights
- Monitoring contests and declaring winners and losers
- Setting when and where a challenge will take place
- Determining if a Rank challenge is valid
- Connecting with other septs to procure appropriate judges for challenges

A Master of the Challenge gains the following Abiding Renown:

- 1 Honor

A Master of the Challenge can spend Renown in the following manner:

Glory

A Master of the Challenge can spend 1 trait of Glory Renown to enact the following effect:

- **Halting a Challenge:** A Master of the Challenge can delay any challenge for up to 30 days, until she has time to judge the matter. This ability cannot be used to delay challenges issued to the Master of the Challenge herself.

Honor

A Master of the Challenge can spend 1 trait of Honor Renown to enact the following effect:

- **Punish Cheaters:** A Master of the Challenge has the authority to punish cheaters for violations of the rules of engagement and the Litany by assigning them the moniker *Dishonorable*. Furthermore, she may make

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recommendations to the Truthcatcher, requesting that her target face formal judgement.

Wisdom

A Master of the Challenge can spend 1 trait of Wisdom Renown to enact the following effect:

- **Invalidating a Challenge:** A Master of the Challenge can invalidate the outcome of any challenge that occurs within her sept's *protectorate*, so long as she states a plausible reason for doing so.

The Council of Auspices

The *Council of Auspices* is the governing legislative body of a sept, whose members serve as advisers to the Sept Leader. It is their responsibility to help handle the day-to-day work involved in the smooth management of sept life. They also offer counsel and advice on decisions the Sept Leader may need to make, and they handle tasks that she delegates to them.

The five preeminent members of each auspice comprise the Council of Auspices in every sept. Each particular auspice holds a specific title and set of responsibilities. Anyone who holds a position is expected to put the benefit of the sept before her own concerns or else find herself swiftly replaced. In theory, any member of a particular auspice can challenge for the auspice's seat on the council, if the Master of the Challenge deems her worthy.

The Council of Auspices is responsible for the creation of lesser laws known as *Sept Laws*, which determine proper behavior within the sept's protectorate. They help the Sept Leader determine how the Litany is interpreted locally and define exact methods of judgement and punishment.

The authority of each member of the Council of Auspices includes:

- Creating lesser laws, known as Sept Laws, for behavior within sept territory
- Removing a Garou from any sept position, except Sept Leader, by majority vote of the council
- Overturning a decision from the Sept Leader by unanimous vote of the council
- Possessing immunity from being appointed as Guardians by the Warder, or as teachers by the Den Parent, while they hold their positions. This immunity does not prevent them from electing to do so, merely from being forced by the Den Parent or Warder to do so.
- Training and counseling the members of their particular auspice

A member of the Council of Auspices gains the following Abiding Renown:

- 1 Honor and 1 Wisdom

A member of the Council of Auspices can spend Renown in the following manner:

She can expend a single trait of Fleeting Renown (of any type) to assign any lesser moniker to a member of her auspice within the jurisdiction of the protectorate of the sept. This action can be overturned by a majority vote of the Council of Auspices.

Glory

A member of the Council of Auspices can spend 1 trait of Glory Renown to enact the following effect:

- **Remove the Unworthy:** By majority vote of the Council of Auspices, the councilors can remove any sept officer from her position, with the exception of the Sept Leader. Before the vote is held, the councilors participating in the vote must each spend 1 trait of Glory Renown, regardless of its outcome.

Rule by Council

It was once more common for septs to be governed by a Council of Auspices, sometimes referred to as an Elder Council. In such cases, a council has the same authorities and privileges as the Sept Leader; furthermore, when its members vote unanimously, and when each spends the appropriate Renown traits, they can achieve the same effects. (For more information, see **The Sept: Sept Leadership, Sept Leader**, page 512.)

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Honor

A member of the Council of Auspices can spend 1 trait of Honor Renown to enact the following effect:

- **Legislation:** By majority vote of the Council of Auspices, the councilors can issue a new interpretation of the Litany or a local Sept Law. Before the vote is held, the councilors participating in the vote must each spend 1 trait of Honor Renown, regardless of its outcome.

Wisdom

A member of the Council of Auspices can spend 1 trait of Wisdom Renown to enact the following effect:

- **Judgement of the Council of Auspices:** By majority vote of the Council of Auspices, the councilors can overrule any sept position or authority on a single matter. Before the vote is held, the councilors participating in the vote must each spend 1 trait of Wisdom Renown, regardless of its outcome.

Fool (Ragabash)

"It is a fool's prerogative to utter truths that no one else will speak."

—Neil Gaiman

Fool might be the title of the Ragabash seat on the Council of Auspices, but only the naïve take the meaning of the name literally rather than metaphorically. Many see the Fool as the voice of political dissent within the sept. She serves as the pressure valve by which competing dominant werewolves are moderated into making wise decisions about the sept's future.

The Fool teaches the Litany by challenging it and giving voice to the unspoken concerns of the sept. While engaged in the duties of her office, the Fool becomes exempt from the normal protocols that govern Garou behavior. She is immune to punishment from any sept office, but that does not mean that she has carte blanche to do whatever she wishes. A Fool who pushes the boundaries too often finds herself challenged by her would-be students or the victim of her less-official expressions of displeasure.

The Fool serves as the devil's advocate for the sept. She can accuse anyone, no matter her position, of a crime against the Litany, and the Truthcatcher must judge the matter. Such privilege does not come without risk. Should the accused be found innocent, the Fool must endure the punishment that her target would have suffered. Additionally, the Fool is tasked with ensuring that an accused receives a fair trial when judged by the Truthcatcher. She can appoint any Ragabash to serve as an advocate, helping prove the defendant's innocence or pleading for mercy in the form of a lesser sentence on her behalf.

Arguably, the Fool's most important duty is to oversee the others of her auspice, ensuring that the Ragabash of the sept act in a manner that benefits its werewolves, not just themselves. The Fool directs her fellow Ragabash to learn information about the sept's enemies, scout for new missions or opportunities, and test the sept's defenses to ensure they are sound.

The Fool authority includes:

- Accusing any member of the sept of a crime
- Appointing a Ragabash to defend any Garou accused of a crime before the Truthcatcher
- Holding immunity from prosecution for breaking any Sept Law or committing any lesser crime while she holds the office of Fool
- Assigning Ragabash to investigate members of the sept for scandal
- Assigning packs and individuals to locate and identify threats to the sept and its members
- Assigning packs and individuals to gather intelligence on known threats to the sept and its members

The Fool can spend Renown in the following manner:

Glory

The Fool can spend 1 trait of Glory Renown to enact the following effect:

- **Dare the Unknown:** The Fool can assign any Ragabash or pack with a Ragabash member to carry out a scouting mission into dangerous territory on behalf of the sept. If the Ragabash or the entire pack succeeds in the mission, the Fool can award all successful participants 1 Fleeting Renown of any type.

Honor

The Fool can spend 1 trait of Honor Renown to enact the following effect:

- **Fool's Right:** The Fool can escape social punishment for any lesser crime or offense for her words or pranks. She can reject an attempt to assign her a moniker. This ability can be vetoed by a majority vote of the remainder of the Council of Auspices.

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Wisdom

The Fool can spend 1 trait of Wisdom Renown to enact the following effect:

- **Speak Truth to Power:** The Fool can accuse any member of the sept, including the Sept Leader, of a violation of the Litany. The Truthcatcher is obligated to try the accused or face the punishment for the crime. If the accused is found innocent, the Fool suffers the punishment.

Master of the Rite (Theurge)

Garou are flesh and spirit bound together by Gaia to protect both the Material Realm as well as the Umbra. Their need for gnostic nourishment is great, and sometimes this drive leads to errors of judgement that offends the spirits. The Theurge seat on the Council of Auspices, known as the *Master of the Rite*, ensures that the sept remains in harmony with the spirits.

The Master of the Rite's sacred duty is to monitor the spiritual health of the members of her sept, from the battle-weary warriors and guardians to the Cubs learning how to handle life after their First Change. She must help replenish the totem that maintains the mystical energy of the caern. In pursuit of these responsibilities, she manages the spiritual debts of the sept by assigning Theurges tasks, such as ensuring proper chiminage is paid, performing rites, and maintaining spiritual pacts. With this duty also comes the responsibility to attend to the welfare of spirits themselves, ensuring that they are strong and ready to help in case the sept has need of them. This task involves everything from offering proactive chiminage, to building up the stock of favors the spirits owe to the sept and its members, to creating and maintaining environments on the sept's protectorate that are inviting to spirits, encouraging their presence.

The Master of the Rite oversees all rites performed within the protectorate of the sept, ensuring that spiritual pacts are maintained. Anyone seeking to cast a rite within the boundaries of a sept must first acquire permission from its Master of the Rite, who must determine the petitioner's worthiness. It is completely within her discretion to allow anyone to cast rituals freely or prohibit someone from casting them as a punishment or due to lack of training.

Practical concerns regarding the Material Realm also weigh heavy on the Master of the Rite. She coordinates with the Warder concerning the defenses of the caern and maintains an armory of talens for the Wyrmfoe to utilize. Such duties would overwhelm a single werewolf; therefore, in order to attend to so many obligations, the Master of the Rite can marshal other Theurges and assign them tasks.

The Master of the Rite can grant special recognition to those who have served well by giving them the honor of casting a major rite for the sept or serving as one of her assistants. It is the responsibility of a Master of the Rite to authorize others as trainers, instructing those wishing to learn rituals and ensuring that all seasonal rites are performed correctly and successfully.

The Master of the Rite's authority includes:

- Assigning Theurges to monitor the performance of rites for the sept
- Monitoring and reporting on the concerns of the spirits within the sept's territory
- Ensuring that Garou maintain good relations with local spirits
- Overseeing and maintaining any unclaimed fetishes or talens within the sept's armory
- Ensuring that all fetishes created in the sept's territory are done so in accordance with the spirits' wishes
- Informing the Truthcatcher of any violations of spiritual bans or failure to pay chiminage by members of the sept

The Master of the Rite can spend Renown in the following manner:

Glory

The Master of the Rite can spend 1 trait of Glory Renown to enact the following effect:

- **Call to Arms:** You call forth the spiritual defenses of the caern to fight enemies of the sept and protect itself from harm. (For more information, see **Chapter Twelve: Caerns**, page 553.)

Honor

The Master of the Rite can spend 1 trait of Honor Renown to enact the following effect:

- **Tarnished:** The Master of the Rite can punish any Garou within the sept's protectorate for abusing spirits by burdening her with the moniker *Tarnished*.

Wisdom

The Master of the Rite can spend 1 trait of Wisdom Renown to enact the following effect:

- **Chiminage:** The Master of the Rite can assign any werewolf or pack a task that fulfils the chiminage requirements of the sept or honors a deal with the spirits. The Master of the Rite can

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award 1 Fleeting Wisdom Renown trait to those who complete this assignment.

Truthcatcher (Philodox)

Many Garou consider justice to be a matter of pragmatic action rather than theoretical philosophy. It is the role of the *Truthcatcher*, the Philodox seat on the Council of Auspices, to ensure judgement comes from equal parts mercy, wisdom, and retribution. She enforces the application of justice as it applies to the Litany and Sept Laws within the protectorate of her sept.

A Truthcatcher oversees the entire legal and justice system of a sept. It is her responsibility to determine whether those accused of breaking laws are guilty or innocent, and to provide punishment or chance of atonement to those who are found guilty. Clearly, in larger septs, this responsibility is too much for a single werewolf, so she can empower other Philodox to act as her deputy judges in specific cases.

Mediation between packs of a sept falls under the jurisdiction of the Truthcatcher's office. She performs all ceremonial binding promises, such as oaths, alliances, and geasa. Her office keeps records of punishment and scandal, working with the Talesinger to ensure that punishment is public, so that it can discourage others. Likewise, the Truthcatcher assigns redemption quests to those seeking to be forgiven for past sins and crimes against the Litany.

Atonement quests and tasks fall within the purview of the Truthcatcher and her assistant Philodox. Those Garou who show true remorse for their misdeeds, even while serving a punishment, can petition for or be offered the opportunity to atone for their actions. If the Truthcatcher accepts their request, they are assigned a task or quest, even possibly a geas, which they must complete in order to receive absolution for their offenses. Immediately after the Truthcatcher certifies the task's completion, any ongoing punishments the werewolf suffers for her crime end.

For more information on matters of judgement and crimes, see **The Sept: The Litany and the Sept, Crime and Punishment**, page 528.

The Truthcatcher's authority includes:

- Adjudicating and holding trial over violations of Sept Laws or the Litany
- Appointing a Philodox to judge a Garou accused of a crime
- Assigning redemption quests to restore a criminal's honor
- Witnessing oaths, promises, and other ceremonial bindings

The Truthcatcher can spend Renown in the following manner:

Glory

The Truthcatcher can spend 1 trait of Glory Renown to enact the following effect:

- **Death Before Dishonor:** The Truthcatcher can assign a redemptive quest, of an appropriate difficulty, to a Garou who has been assigned a punitive moniker. Should the petitioner succeed, and the spirits believe she is worthy, her crime is redeemed and her moniker is removed. (See **Chapter Nine: Social Systems: Monikers**, page 424.)

Honor

The Truthcatcher can spend 1 trait of Honor Renown to enact the following effect:

- **Law of the Land:** The Truthcatcher can issue an edict that interprets the Litany for her sept. This clarification can be overturned by the Council of Auspices via a unanimous vote held between its other four members.

Wisdom

The Truthcatcher can spend 1 trait of Wisdom Renown to enact the following effect:

- **Mercy of the King:** The Truthcatcher can grant clemency to any member of her sept for any crime. This act overturns the judgement originally issued against them. However, the Council of Auspices can overturn this mercy via a unanimous vote held by its other four members, levying the original sanction back onto the criminal. This process cannot be used to overturn justice issued by the High King or the Council of Tribes.

Talesinger (Galliard)

Pivotal to Garou society, the myths and tales enforce a single conceit: so long as you are remembered, you cannot die. If this is true, then the Galliards who serve on the Council of Auspices, the *Talesingers*, hold the keys to immortality. To be mentioned in song, to have deeds told near the hearth, is the closest that a werewolf can conceive of paradise.

A Talesinger organizes other Galliards, and together, they ensure that the sept's records are correctly kept, that the

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laws of the sept are known to all, and that the histories and stories of the sept's members are told and remembered. She tends to the Hall of Heroes, and she records the important deeds of the sept. Within the monument to the ancestors, the Talesinger is lord and master, ensuring the vital links to history are never in danger. When the sept faces threats, here the Talesinger stands as a bulwark against those who would defame history.

She spreads tales of those under her charge to other septs and likewise collects information about the world. Often a Talesinger puts together an overheard comment or phrase, passing it along to the Fool, unleashing the Ragabash to learn the truth from these scraps and rumors. A worthy Talesinger keeps Elders well-informed of threats and victories that might be important to the defense of their sept, and she encourages Cubs to seek out adventure when they formally join the nation. She is responsible for assisting the Den Parent with the historical education of the sept, helping ensure that young Garou are taught all that they need to know to be successful when they join the nation's ranks.

Moots fall under the bailiwick of the Talesinger. She assigns a Galliard to organize and perform moots at sept functions and is responsible for ensuring that they are all run properly according to tradition and for the good of the sept. With the incredible importance surrounding the proper execution of a moot and its attendant events, the Talesinger is like a conductor overseeing her symphony, assigning positions to those best suited to them and ensuring the harmony of these important affairs.

A Talesinger also guards against the insidious spirit-sorrow known as Harano. She assigns herself and her assistants to perform moot events to brighten spirits and learn the newest achievements of the sept's members. She monitors packs for their emotional and mental health, taking steps to correct things if they begin to fall out of balance.

The Talesinger's authority includes:

- Keeping the sept's records, including all Sept Laws, crimes, punishments, and celebrations
- Battling Harano by inspiring morale in the sept
- Recording the sept's achievements in its Silver Record
- Assigning Galliards to oversee moots
- Overseeing and maintaining the Hall of Heroes

The Talesinger can spend Renown in the following manner:

Glory

The Talesinger can spend 1 trait of Glory Renown to enact the following effect:

- **Mark of Punishment:** Once the Truthcatcher has passed judgement on a guilty party (see **The Sept: The Litany and the Sept, Crime and Punishment**, page 528), the Talesinger calls on spirits and the Garou Nation to assign any sept-level moniker to the target, revealing her crime. Any Garou who encounters the target for the duration of the moniker immediately knows of her crime and punishment.

Honor

The Talesinger can spend 1 trait of Honor Renown to enact the following effect:

- **Deeds and Words:** The Talesinger can perform a song or tell a tale about the deeds of a werewolf or an entire pack. So long as the sept approves of the performance, the werewolf or pack gains 1 Fleeting Renown trait of any type.

Wisdom

The Talesinger can spend 1 trait of Wisdom Renown to enact the following effect:

- **Measure of Sorrow:** The Talesinger can ask the spirits of the sept to take a measurement of Harano from a Garou within it. She doesn't learn who might be infected with spirit-sorrow, but she learns the sept's general state of emotion.

Wyrmfoe (Ahroun)

If a Sept Leader is the monarch who rules a sept, the *Wyrmfoe*, who holds the Ahroun seat on the Council of Auspices, is the general of the army that defends its protectorate. She serves as the primary tactician for the sept.

The Wyrmfoe is the living embodiment of the sept's rage, hunting creatures of the Wyrm and securing the protectorate. It is her responsibility to assign individuals and packs to war parties, supplementing the work of the Warder's Guardians by assigning patrols for Ahroun around the protectorate. When a Sept Leader calls for a time of war, the Wyrmfoe leads the Garou into battle.

One of the less-obvious duties of the office of the Wyrmfoe is to ensure that the defenses of the sept are well-stocked.

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She keeps the sept's mundane armory stockpiled and ensures that supplies are secured and food and water are plentiful. The Waystation is her dominion. It must always be ready to take on extra troops, house messengers moving between septs, and shelter the wounded after a battle.

The Wyrmfoe's authority includes:

- Assigning packs or individual sept members to war parties to combat specific threats
- Assigning Ahroun and their packs to patrol the sept's protectorate beyond the bawn
- Clearing the sept territory of any Wyrm influences discovered
- Assigning Ahroun to lead a hunt when called on to do so by the Sept Leader
- Handling the logistics of the sept, ensuring food, water, and other resources are available
- Overseeing the sept's armory and maintaining the mundane supplies within it
- Leading the packs to war when the Sept Leader declares a time of war

The Wyrmfoe can spend Renown in the following manner:

Glory

The Wyrmfoe can spend 1 trait of Glory Renown to enact the following effect:

- **Glory is for Heroes:** The Wyrmfoe can assign a Garou or a pack a mission to fight the Wyrm. If they succeed in their mission, she can grant them 1 trait of Fleeting Glory Renown.

Honor

The Wyrmfoe can spend 1 trait of Honor Renown to enact the following effect:

- **Call to Arms:** The Wyrmfoe calls forth the defenses of the caern to fight the enemies of the sept and protect it from harm. Afterwards, she can reward all of those who come to the caern's defense with 1 trait of Fleeting Honor Renown.

Wisdom

The Wyrmfoe can spend 1 trait of Wisdom Renown to enact the following effect:

- **Heat of Battle:** The Wyrmfoe can halt any challenge until after an ongoing battle finishes and she and her war party return to the sept. Those who refuse to heed her wisdom lose half of their remaining Willpower, rounded up, for the rest of the game session.

Workings of a Sept

Establishing a Sept

As pack creatures, Garou often band together in a central location in order to defend a caern and the territory surrounding it, an area called a *sept*. The sept serves many purposes to those who have dedicated their lives to it, from providing a base of operations to offering a place of succor. These central locations are the cornerstones of Garou society, small bastions formed from a lifetime of working and fighting together.

A new sept can be established in several different ways. Two or more packs might come together with the intention of cleansing and defending a periphery and its surrounding territory. Once they have defeated any lingering threats, cleansed the area of taint, and secured the location with defenses and shelters, they can petition a great caern for a shard seed. Alternatively, a group of packs may be awarded a shard seed for their work together, which they must defend while they seek a suitable place to plant their new caern. This scenario rarely occurs, as there is great danger in having an unplanted shard seed. The risk of the seed falling into the clutches of the Wyrm or being destroyed is high, and few are willing to risk such a rare and fragile artifact.

Perhaps the most important step in creating a new sept is choosing where it should be established. As every sept is, at its core, a defensive shell built around a caern, werewolves prize easily defensible areas. A shard seed must be planted within a cleansed periphery, and the sept must be established in the surrounding area. This location can be found within a Weaver-infested city or a Wyld-dominated woodland, and each location offers its own unique benefits and challenges.

Claiming territory for a sept in a Wyld-oriented area offers the safety of anonymity. Here, a shard seed can be planted in a place where few humans will have a need or desire to go in the first place. The lack of human population makes it easier to protect the Veil, ensuring that it remains unbroken during attacks or missions. This location often forces defenders to rely on standard methods of protection and security, such

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as regular manned patrols, traps and snares, or spiritual defenders, rather than more modern security systems. In this day and age, a Wyld-aligned sept may draw attention when outsiders begin to question why so many people are living together in isolation.

Alternatively, claiming a territory for a sept in a heavily human-populated area can bring its own host of difficulties. Cleansing the area sufficiently to allow a shard seed to be planted, obtaining ownership or an official reason to have people at the desired location, and explaining why no one is allowed in certain areas are all problems that must be dealt with in order to ensure the safety of a shard caern within an urban area. These disadvantages are balanced by easy access to urban centers providing high-tech security and to the everyday resources that allow a community to thrive.

In order for a sept to be successfully formed, a minimum of ten Garou are required to ensure the area is not in immediate danger of failure or destruction. This requirement allows most important positions to be filled by individual werewolves, and it ensures the sept can run in a stable manner while still having enough members to perform off-site missions and keep the sept running. In small septs, multiple positions are often held by a single Garou until the sept has grown. In these circumstances, it is common to call on kinfolk and tribemates to help support the fledgling sept, bolstering its numbers and increasing its defenders.

The final act of consecrating a sept is planting its shard seed. Once this act has been accomplished, a spirit is summoned to serve as the totem for the newly born caern. Those present make a pledge, binding themselves together as an official sept under the auspices of that totem spirit and in the name of the shard seed. From this point forward, the duty to see to the succor and success of the new shard caern lies in the hands of those present.

Life Inside of a Sept

After a Garou experiences her First Change, her life is irreparably altered. In most cases, she cannot return to the life she once led. Often, the sept becomes the only home she has left, and the people she shares it with the only family on which she can count. While some werewolves, particularly Glass Walkers and Bone Gnawers, try to maintain a connection to their human or lupine lives, most Garou turn to a sept and its territory to sustain and shelter them.

Garou who live within a protectorate are expected to contribute both to the protection of the sept and to the needs of their fellow occupants. Many werewolves learn skills that benefit not just themselves, but also everyone else who makes a sept their home. Hunting and crafting abilities, both mundane and mystical, are highly prized, as they help support the needs of families and those who are unable to leave the sept's territory.

While many Garou are unable to hold down a regular nine-to-five job, they have found other means of earning money and providing necessities for their protectorates. The rise of the internet and online sales has facilitated sept life to a large degree, allowing Garou to sell crafted items and purchase necessities without having to set foot off the sept. There are also those who—even when not patrolling or serving as an active Guardian for the sept—help watch the territory's boundaries, dissuading humans from wandering in. Others serve as lookouts, watching for anything strange wandering near the sept's borders.

Garou and kinfolk who reside on sept lands also take on much of the responsibility for raising and training the young. Due to the frantic and dangerous life of a warrior, many Garou parents rely on kinfolk and others to help raise children to know what is expected of them and what their future roles will be. As such, Garou also expect those who are not busy to assist with the education of all, not just their own children and mates. This expectation also extends to training young Garou Cubs and Cliath, helping them become stronger assets to their septs. It takes a village to raise a child, but it takes a sept to train a werewolf.

Sept Size

The geographical size of a sept is based on the strength of its shard seed and on the number of Garou bound to the caern through its totem spirit. A shard seed can increase in power if there are enough Garou to support it, and if the seed itself has matured by gathering sufficient gnostic energy to increase its strength. However, shard seeds are fragile things, and there are a number of factors that can lead to the decline of a caern's strength. Losing too many Garou or having to uproot the seed and replant it in another territory are two ways a shard seed may be weakened or destroyed.

Any sept without a shard seed, no matter the size of territory claimed or the number of Garou present, remains a level 1 sept until a seed is obtained and planted into the land. Once this event happens, the process for growing the sept's power can begin.

The Storyteller determines the number of Garou and kinfolk PCs and NPCs at a sept, then calculates that sept's level. Once the sept's level has been determined, the size of the sept dictates a number of advantages and disadvantages its members receive.

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Sept Level	Minimum Number of Garou	Territory Size	Protectorate Size
1	10	1/3rd of a mile or less	Area around bawn
2	15	1/3rd - 2/3rd of a mile	Small town
3	20	2/3rd - 1 ¼ miles	Large town
4	30	1 ¼ - 1 ½ miles	Small city
5	40	1 ½ miles or more	Large city

Sept Benefits

The strength of a sept is reflected in the benefits it offers to those bound to it. Below are advantages common to all septs:

- **Support Staff:** For each level of the sept, kinfolk, shared influences, and unsuspecting humans assist it when directed. The Sept Leader can assign these assistants to whomever she chooses each month. Each level of support staff provides 1 extra downtime action each month. When a sept is higher than level 1, these levels can be divided among multiple werewolves or assigned as a whole to one Garou.
- **Spiritual Defenders:** Spirits that make a sept their home receive energy from the gnostic power that flows through their sept. The Stock NPC rating for the common spiritual defenders of a caern is equal to the sept's level.

However, being bound to a powerful sept can have disadvantages that come from residing where gnostic energy is too great to be disguised. These disadvantages are listed below:

- **Obvious Power:** The growing spiritual power of the shard seed acts as a beacon to anyone capable of perceiving these energies. Anyone attempting to discover the location of a sept through supernatural means receives a wild card bonus equal to the sept's level on Investigation, Occult, or Awareness skill challenges.
- **Second Cousin Twice Removed:** The larger a sept becomes, the harder it is to know those you share it with well. Enemies attempting to infiltrate a sept receive a wild card bonus equal to the sept's level on Subterfuge skill challenges to deceive others about their identity.

Sept Geography

All septs and the territory they claim share certain distinguishing features, no matter their size or location.

Each sept has a *territory* and a *protectorate*. The territory is comprised of everything within the physical and spiritual boundaries of the sept itself. A sept's territory encompasses the living and working area of the sept. It's the land where the Garou live, and it serves as a base of operations for the werewolves of the sept. All of the important locations required for a sept's maintenance is located within this territory. Guardians patrol this area, and the Warder claims its boundaries as her responsibility. A sept's territory holds everything from cabins for housing Homids to wild Lupus dens, alongside the challenge pit and caern heart.

The *protectorate* is the area the sept claims as its responsibility. A protectorate always encompasses the sept's entire territory, but it may also include a greater geographical area. An urban sept, for example, may claim a city park and its surroundings as its territory, but that same sept's protectorate could include the entirety of the city itself. In the wilderness, a sept might claim a valley as its territory and the entirety of the forest as its protectorate. Travelling within the protectorate of another sept does not infringe on the Litany, but it can be considered disrespectful to not at least request permission when knowingly doing so. Entering the territory of another sept without invitation or announcement, however, is a serious crime indeed. The perpetrator can swiftly find herself before the sept's Truthcatcher, assuming the Warder and her Guardians feel merciful regarding such trespass.

Without these boundaries, a sept is incomplete. Once they are established, prominent packs or individuals often create shrines within their sept to honor their totem spirits for their patronage. These shrines can be anything from elaborate altars and decorations to simple wind chimes hung among the trees, giving wind spirits something to enjoy. Different septs often designate various areas for their challenge mounds. Some create elaborate, fenced pits and

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provide plenty of seating for witnesses, while others go with a simple area marked as a meeting place. Customs vary between septs and often reflect their traditions and their Sept Leaders' backgrounds.

The following locations are commonly found within a sept:

- **Caern Heart:** The most intensely guarded and defensible area of the sept is its *caern heart*, where its shard seed is interred. Septs without a shard seed still maintain this location in preparation for the day they are gifted a seed. More than any other location, this place is the Warder's domain and responsibility. Her permission alone grants others access to this sacred space. Only the most trusted and respected visitors are allowed access to a caern heart of another sept, and even they are closely watched while present. For more information, see **Chapter Twelve: Caerns**, page 553.

- **Hall of Heroes:** Where the memories of the fallen are kept, this place is a constant reminder that glorious deeds and honorable actions immortalize Garou. Nothing speaks more to the history of a sept than the *Hall of Heroes* within its territory. This place carries the stories of those who have died; holds displays of significant items from the past, including fetishes, weapons, and armor; and hosts Gatherings for the Departed when it is time to mourn. Garou often enshrine new relics here, telling tales of the warriors who bore them and reveling in their victories, while mourning their loss. The hall is also a shrine for ancestor spirits. Werewolves perform ceremonies here to seek the protection and guidance of those who have come before, and sometimes, very real answers are obtained. Ancestor spirits are not merely a focus of belief, but they are also actual spirits that may manifest in times of need to offer advice, teach gifts, or aid in the defense of the sept. It is the Talesinger's responsibility to ensure the maintenance and upkeep for this important facet of Garou society.

- **The Waystation:** This location provides succor to the wounded as well as any respected visitors at the sept. This place is a combination armory, inn, and hospital, serving the needs of werewolves. It is a gesture of respect to be given access to a Waystation, as it is here that the Wyrmfoe stores the supplies necessary for continuing both offense and defense against the Wyrm. Everything from food and water supplies, spare weapons and armor, and medical supplies are stored here in anticipation of their need. The Waystation serves as a hospital for wounded who need supervision and cannot recuperate unattended. It houses messengers and trusted guests who are visiting the sept or passing through. Finally, it provides a defensible location at which Garou rally in case the sept itself comes under attack, and it serves as a bunker for Cubs, kinfolk, and any non-combatants who may otherwise be in harm's way.

- **Lupus dens and Homid housing:** A sept's territory also includes homes. While some may choose to live outside the boundaries of the sept's territory, every sept maintains enough space to house all of its members. In case of a time of war, or if the sept finds itself under constant siege from its enemies, it cannot afford to have its defenders worrying about where they will safely sleep. While some dwellings are utilitarian in nature, suitable for housing anyone who may need a place to sleep, most are customized by those who occupy them to be true homes for the sept's community. Even in urban septs, it is not uncommon to find warehouses or even apartment complexes transformed into living quarters perfectly comfortable for Homid or Lupus occupants.

War and Leadership

The Garou Nation is a society at war. Werewolves live and breathe the desperate fight against the Wyrm and its minions, while struggling against sorrow at the inevitable losses they experience. As such, when a Sept Leader declares it to be a "time of war," the event is truly significant. This declaration is commonly made when nothing less than the marshalling of all the sept's resources is required in order to accomplish the task in front of them.

A Sept Leader pronounces a *time of war* under one of two conditions: when the sept's territory is besieged by physical enemies, or when a mission must be undertaken that is so significant that it will take a majority of the sept's resources to complete. Some less-honorable Sept Leaders have attempted to hide behind the Litany and escape challenges for their position through the use of such a declaration. In these instances, the Master of the Challenge has the unique ability to overrule the Sept Leader's declaration and allow challenges to her leadership to take place.

During a time of war, the leadership of the sept remains in the hands of the Sept Leader. However, the logistics of gathering individuals and packs becomes the responsibility of the Wyrmfoe. With the Wyrmfoe's input, the Sept Leader develops a strategy for the sept and its members, leaving final tactical decisions in the hands of the Wyrmfoe. This division of duties allows a Sept Leader to continue to direct the sept while the Wyrmfoe takes direct command of packs and individuals, forging them into a weapon intended to clear away the threat.

Once the threat has been removed, the Sept Leader officially declares the time of war ended, allowing the sept

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to return to its normal state of affairs. Sept Leaders who attempt to keep the sept in a state of war and readiness are often warned to be sure that need remains, as failure to swiftly deal with a threat may indicate that the fault lies with the leader, not the enemy. When a sept is no longer in a declared time of war, challenges may resume, and those who took up additional or different responsibilities return to their normal duties until they are needed once again. While there is no true peace for the warriors of Gaia, these times are known as a *"time of peace,"* showing a clear distinction from those times when the werewolves go to war.

The Litany and the Sept

Generations have followed the guidance of the Litany in order to conduct their lives, relying on these codified rules to govern the most important and vital aspects of Garou society. Even in a society that follows an oral tradition, where meanings change as they are repeated, these laws are so important that they have been preserved through the ages. However, the choices regarding how to enforce these rules has changed as time has passed and the cultures in which the Garou live have evolved. Galliards and Philodox argue and rail over the changing meanings of the times and even of the very language itself. As such, it falls to the leaders of sept and nation to determine how to enforce Gaia's most ancient laws.

A Sept Leader establishes expectations for law within her sept. While changes to the interpretation of the Litany applicable to the entire Garou Nation must be handled by the members of the Council of Tribes, a Sept Leader is well within her rights to decide how enforcement of the Litany is handled within the boundaries of her power. These lesser laws are known as Sept Laws, and they can vary wildly between septs. A Council of Auspices also has the ability to create Sept Laws and see to their enforcement. This power can be wielded at the delegation of the Sept Leader, or if there is no Sept Leader, the Council of Auspices can assume her responsibilities until a new leader emerges.

While a Sept Leader may choose how they are interpreted, she cannot invalidate the laws set forth in the Litany. For example, a Sept Law cannot make it permissible for Garou to mate with Garou, but it can stipulate the punishment for such breaches. For example, a sept with a Red Talon Alpha might only impose an Ostracism Rite on those found guilty of eating the flesh of man, while the same sept run by a Silver Fang Lord might levy the Satire Rite, or even death, for such a transgression.

These interpretations are not the only ways Sept Laws are used. They are also set forth to delineate the behavior a Sept Leader expects and allows within her protectorate. Such laws can cover a wide array of topics, from curfew times for access to the caern heart, to how many Garou may be gone from the sept territory at any given time. These laws help ensure that a Garou dwelling on sept territory understands the boundaries of behavior without the need for constant challenges and Staredowns, which may prevent her from accomplishing her duties.

A wise Garou immediately inquires about the Sept Laws of any territory she visits, as they can differ wildly between Sept Leaders. Ignorance is no excuse when it comes to the laws that govern a protectorate, and while it may buy leniency from some, lack of knowledge is not accepted as a defense. As such, it often falls to the Council of Auspices and their assistants to ensure that those newly arrived to the sept are informed of the laws the Sept Leader has set down. After all, an outsider's failure to know Sept Laws reflects as poorly on the one who failed to inform the guest as it does on the guests themselves.

Crime and Punishment

The Litany is the framework upon which the Garou have built their society. This set of laws shapes the behavior expected of all members of the nation. When these laws or the Sept Laws that descend from them are broken, it falls on those chosen by Gaia and Luna to punish the transgressors, ensuring that this framework does not falter. In order to handle these situations, Sept Leaders, Councils of Auspices, and the Council of Tribes have developed a loose guide regarding how crimes are judged and punished within the Garou Nation.

Trials Among the Garou

1. **Accusation:** When a Garou is accused—whether by her own admission, the findings of a clever Ragabash, or by declaration of a sept official—the presiding Truthcatcher determines whether the crime was committed in violation of the Litany or the laws of the sept. When one of the tenets of the Litany is broken, the matter immediately proceeds to the Truthcatcher for trial. When a Sept Law is broken, the Sept Leader has the right to sanction or pardon the violation as circumstances warrant. If the Sept Leader chooses to exercise clemency, the crime is forgiven, and no further action is required. If she does not, then the case is given to the Truthcatcher for trial.

2. **Assembling the Court:** Once in the hands of the Truthcatcher, a process begins to ensure the matter is handled quickly. The Truthcatcher decides whether she will judge the case herself or hand it over to another Philodox to judge. If an assistant is chosen to judge a

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trial, then for the duration of the trial, she speaks with the voice and authority of the Truthcatcher. The Truthcatcher then calls upon the Fool to either speak in defense of the accused, or to appoint another Ragabash to do so. The Talesinger also stands witness, or appoints an assistant, in order to ensure proper records are maintained for the sept. The witness is responsible for communicating any change in Renown or Rank to the sept and nation as required. Finally, the Wyrmfoe stands as champion for the court, or appoints an assistant to do so. The champion stands against any challenges brought forth during the course of the trial.

3. **The Trial Proceedings:** Once the positions for a trial have been filled, it can officially begin. When Garou law is invoked, the process is swift and final. The Truthcatcher asks questions to be answered by the Fool, the accused, or any witnesses that may have seen the crime unfold, and the Truthcatcher considers all evidence presented to her. Then, she renders judgement and sentences punishment if required. At this point, the Sept Leader can step in on matters of Sept Law and overrule the Truthcatcher's judgement. Doing so has its own dangers, and this right is rarely exercised. The Truthcatcher may challenge the Sept Leader's right to overrule her judgement. If successful in her challenge, the Truthcatcher proceeds with the original punishment.

4. **Outcome:** The accused is either exonerated or found guilty and incurs punishment for her crime. If she is exonerated, she is free to go and the incident is treated as if it never happened, with no stain on the honor of the accused. If she is found guilty, there are a variety of punishment rites that may be chosen as suitable punishment, depending on the severity of the crime. Garou society is not lenient and has no time for weakness; in the case of some heinous crimes, the only suitable punishment is death. If the punishment rendered is execution, the Sept Leader has one final option: the ability to allow the Rite of the Hunt. Doing so grants the offender a final opportunity to be remembered with honor, wiping away her transgressions when she dies at the hands of the hunters.

Examples of Punishments Among Garou

Severe Punishments

These punishments are reserved for major violations of the Litany, endangerment of a caern, or for those who willfully and intentionally violate Sept Laws.

- **Rite of the Hunt:** When the sentence is death but some honor remains, this ritual execution grants purification and a restoration of lost honor to the convicted as soon as they are deceased.
- **Death:** In some cases, a crime is so serious that nothing less than death will suffice to atone for it. When a crime is so great that no honor remains, Garou do not hesitate to kill the offender.
- **Satire Rite:** Being stripped of Rank is not only a loss of status, but also a powerful marker of shame, calling into question the target's ability to be trusted with responsibility.

Rite of the Hunt

A punishment that can only be levied by a Sept Leader or the High King, the Rite of the Hunt is a death sentence. The Rite of the Hunt is used in one of two ways. A Sept Leader may grant this ritual as a form of respect for a Garou who has been sentenced to death, providing an opportunity to restore her honor in death and be remembered without disdain. It can also be levied on one who deserves death but is not in the custody of those who can execute such a sentence. In these cases, a Sept Leader or the High King announces to those under her authority the name and identity of the one hunted. This pronouncement serves the purpose of alerting the one marked so they may choose to return for judgement and honorable death, as well as unleashing the rest of the Garou to hunt down one who has escaped punishment. Those marked receive the moniker *Hunted*.

For more information on monikers, see **Chapter Nine: Social Systems: Monikers**, page 424.

For more information on Rite of the Hunt see **Rites: Rite of the Hunt**, page 545.

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Moderate Punishments

Unintentional violations of Sept Laws and pushing the boundaries of the Litany without breaching them are examples of moderate offenses.

- **Ostracism:** This rite serves as a reminder of what a criminal might lose if she continues to fail to follow the behaviors expected of werewolves. Losing access to the community and family of pack and sept is often more than enough to scare a wayward Garou straight.
- **Stone of Scorn:** Nothing helps reinforce the punishment for wrongdoing more than being constantly reminded of the shameful act you have committed. This punishment allows a Truthcatcher to assign any greater or lesser moniker as a punishment.

Minor Punishments

Personal insults, minor infractions of Sept Laws, and failure to complete assigned tasks through negligence are all minor offenses that may be punished in the ways listed below.

- **Voice of the Jackal:** High-pitched squeaks replace the offender's voice, warning others and serving as a reminder that words carry as much weight as deeds. In a society with a core tenant of honor, even the pettiest of insults can have far-reaching ramifications. In such cases, the Truthcatcher can assign any lesser moniker as a punishment.
- **Sept Duty:** Being prevented from leaving sept lands and unable to participate in missions that offer the chance to gain Renown and acclaim is often a suitable reminder about acceptable behavior.

The Pack

"Are there times when the Lucky Birds want to murder each other? Only every day we're alive. But we've literally been to Malfeas and back. We love each other. And I swear, every time that Johnny Three-Bones gets us in dutch with the sept Elders, I ask myself a simple question: is it really a violation of the Litany to put him out of our misery? Yet, we always stand by him. Why? We're the Lucky Birds, and we stand together."

— Charlie Whitehorn,
Pack Leader of the Lucky Birds

The pack is the cultural frame through which players experience the world of **Werewolf: The Apocalypse**. Wolves hunt and live together in packs due to instincts evolved throughout several millennia, but it is a mistake to dismiss a pack as an expression solely of a werewolf's animalistic nature. Humans also evolved to form communities, huddled around fires in the dark nights long ago. Werewolves might be the apex predator in the ecosystem, the strongest of Gaia's warriors, but many jackals can take down a lion with the right amount of patience and luck.

A Garou pack is more than a collection of individuals working together for survival. It is a gestalt born of instinctual drives and a purpose—cemented into a spiritual, communal marriage of willing souls dedicated to each other. Living as a werewolf means more than simply surviving. It also means connecting to the world and sharing the enduring pain and responsibility of being Garou among your brothers and sisters in arms.

In the Old Tongue, packmates are called *Anamae*, or soul-friends, roughly translated to mean those who are your family by choice. This idea is a powerful concept for Garou, who are often cast out when they experience their First Change, exiled from the homes and the lives they knew. A werewolf pack is a family bonded by choice through a living totem: a spirit that represents the inner nature of this spiritual communion. Packmates are kith and kin; they are a werewolf's immediate family, best friends, and brothers-in-arms all in one.

Elders often teach Cubs that the strength of a wolf lies in her pack. One wolf can be strong, but a pack can become legendary. Packs are the foundation of Garou society, typically ranging in size from three to twelve members, often with each of the five auspices represented. However, this is not always the case, as fate or circumstances sometimes requires desperate measures.

Bonding and politics between packmates can lead to brilliant stories about close relationships and bloody sibling rivalries that explode under the pressure of external enemies or close quarters. Garou from rival tribes with centuries of hatred might become *Anamae* over time. The war might turn bitter and mighty nations may fall, but a pack always sticks together. Survival in the face of the Wyrm depends upon the unity of the pack.

Pack and Totem

A *totem spirit* is the unifying force that truly changes a group of diverse Garou working together into the family that is a pack. Serving as both a guide and a protector, the chosen spirit imbues pack members with a portion of its essence, granting them abilities beyond those available through gifts or rites. No pack can be truly complete without the unification of Garou and spirit enabled by a totem.

When choosing a totem spirit to represent a pack, players should work with their Storyteller to decide the pack's goals.

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This decision helps players select a spirit that most closely represents those goals. For example, a pack dedicated to war and hunting down the enemies of Gaia might be best represented by Fenris Wolf or Griffon, while a pack that scouts and strikes where an enemy is weak would be better supported by Rattlesnake or Owl.

This choice also helps the Storyteller decide what benefits the totem grants to the members of the pack, choosing from the list presented in **Chapter Four: Character Creation**. While each player may choose a different totem benefit from the list, the choice of the spirit totem itself gives the Storyteller a baseline from which to create the pool from which players will select.

This choice also gives the Storyteller ideas for goals the spirit may have, as the bonds of pack patronage go both ways. Just as the characters rely on the totem spirit to grant them unique abilities and power their gifts, the spirit also demands aid from time to time in return. Missions like these and other interactions between the characters and their totem spirit can add remarkable depth and drama to any story. When characters are forced into scenarios where their desires and the totem spirit's goals differ, deeply important character choices are made with long-lasting consequences.

For more information on creating pack totems, see **Chapter Four: Character Creation, Step Eight: Assign Additional Backgrounds, Background Descriptions, Totems**, page 201.

The Taxonomy of Werewolf Packs

A pack is a deceptively elegant social organizational tool that can be leveraged in a diverse selection of circumstances. Garou possess the intellect and creativity of humans merged with the loyal instincts of wolves. They are a fusion of both species, so their social needs are more advanced than those of either species alone.

Biologists use taxonomies as a means to scientifically identify, classify, and study animals in nature. This section examines a werewolf pack from that perspective and outlines their classifications, life cycles, and common structures.

A pack is defined by more than its stated goals. The purpose of a pack and the events that brought its members together forever defines its flavor and being a part of it affects each individual member. The combination of shared purpose and the means by which a pack is formed determines the pack's classification.

Some of the most common pack classifications are as follows:

Motif Pack

Motif packs are among the most common types of packs in the Garou Nation. This type of pack consists of a group of Garou who have a collective, driving goal or an idea they wish to accomplish or uphold together, and who have convinced a totem to sponsor them in its pursuit. This driving goal becomes an overwhelming obsession in their lives. They may go so far as to name themselves after the bane of their enemies and decorate their flesh in sigils and symbols to curse their foes. Their ambitions are typically open-ended—kill all vampires, protect humans from the Wyrm, or defend the Wyld. Such tasks are often impossible to achieve, and the pack spends a lifetime advancing its cause, until a new generation of Garou rises to take its place.

Destiny Pack

A destiny pack is a collection of Garou champions who are specifically selected by a mighty totem spirit to complete a dangerous task considered vital to the interests of the Garou Nation and Gaia. These tasks might include things such as defeating a terrible enemy or stopping an insidious plot of the Wyrm. Such a mission is always voluntary, due to the extreme danger involved. These packs are sometimes nicknamed "hero packs." Being selected to join one is always considered worthy of Renown, as the odds of survival are thin at best. Destiny packs rarely have the time to form complete bonds; indeed, their alliances are often temporary.

Coloring Outside the Lines

The following information is intended to be a creative guideline for building a pack. The options provided here are the ones most commonly occuring among Garou, but players can and should get creative when building their packs. While all packs should have a unified purpose or style as represented by their totems, how they achieve that structure is wholly at the pack's discretion. Players define a pack type and may choose options from any section that fits their needs. Alternatively, they may create their own pack types and roles that match the unique flavor of their pack and spiritual totem.

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The most famous destiny pack is the Silver Pack, which is chosen when needed by the totem Phoenix to complete a mission vital to the interests of the Garou Nation.

Branded Pack

A branded pack is a collection of fallen Garou seeking redemption in the eyes of Gaia, the spirits, and the Garou Nation. The spirit of a branded pack is almost always a spirit of redemption, such as Unicorn. A Garou's motivation to join a branded pack comes from deep-seated shame. Her crime was not a minor violation of the Litany, but a severe failing that has brought scandal to the werewolf or her family. A Garou who has sired a single Metis might be forgiven without joining a branded pack if he shows the proper contrition. A Garou who sired half-a-dozen Metis without care brings horrific shame upon himself and his tribe, and the only redemption available to him might be serving within a branded pack. The nature of the sin depends largely upon the auspice, tribe, and character of the Garou in question. For example, the Get of Fenris consider cowardice on the field of battle to be an especially horrific sin, particularly for an Ahroun, while another tribe might not believe that such cowardice—while shameful—merits joining a branded pack.

A single sin against the Litany does not condemn the entire pack. Garou expect that the pack leader will handle the affairs of the pack, including its punishment. But a pack that fails to properly punish one of its members who has brought unforgivable shame on them suffers from the same scandal. After all, some say, if they lived in close quarters and spiritual union with her, why couldn't they stop her?

Few worthy Garou allow their packs to endure the stigma of their personal shame. They become lone wolves until they find a way to redeem themselves in the eyes of Gaia and other werewolves. The problem is that lone wolves have a tendency to get into too much trouble on their own. How can you trust a criminal Garou in your territory when she already failed her former pack? Sometimes, a hero must fall to her lowest point before she can find redemption. Often, these fallen Garou seek each other out, knowing their redemption lies together, as they try to complete a near-impossible mission. If they fail, then at least no worthy Garou have died. If they succeed, they find redemption. Some Elders will form a branded pack from a collection of lone wolves near their sept who have previously failed. Such a pack functions as a support group for its members and helps them help themselves by giving them a common purpose to work towards. Likewise, some Garou refuse to leave their packmates, despite scandal and shame, and their presence transforms the pack into a branded pack.

Tribal Pack

A tribal pack forms when a number of Garou wish to embody one of the stated virtues of their tribe and seek out patronage from one of their tribal totems. Once, this type of pack was common, but now, the thinning of the Garou population and the loss of historical territories has discouraged this type of pack. The common wisdom among the Garou Nation is that differing perspectives from various tribes are properly balanced for interpreting Gaia's will. Tribal packs are considered old-fashioned by many of the young, but they are considered to be quite prestigious within the confines of the tribes, particularly in the eyes of their older members. Certain tribal packs are chosen by the Elders of the tribe to act as champions for the tribe. They are called on to defend the tribe against aggression from within the Garou Nation as well as from outside threats. Outsider tribes tend to view such packs with a healthy dose of suspicion and even scorn, if they consider the tribe unworthy.

Many tribal packs tend to organize themselves to ensure that they represent all of the auspices and that they have as many different perspectives as possible, exemplifying both the tribe and the Garou Nation. Most tribal packs are generational packs, with members of diverse ages and Ranks. The seasoned veterans take care of the young and pass along their wisdom to the next generation of warriors fighting for Gaia and the tribe.

The Life Cycle of a Pack

A pack is a living organization with a complete life cycle. It comes into being, grows into a mighty force, and then settles down to procreate to ensure the propagation of the next generation. Each stage of this life cycle has unique expectations and responsibilities within werewolf society.

The Youngbloods

"Youngbloods" is the common nickname for a pack of newly-minted Cliath who have endured the challenge of the Rite of the Passage, earning their totem. They heard the call to adventure and are ready to make their mark upon the world; however, they are still inexperienced and often require the mentorship of the sept's Elders. Eager Youngbloods often take enormous risks to prove their worth to local authorities, but more often than not, they get themselves into trouble.

Garou expect those of higher Rank to provide an occasional helping hand to mentor Youngbloods. Experience is earned through blood and tears. Garou do not coddle their young, but they do watch and protect them when it is required. Often, new recruits find such treatment overbearing and resent the interference. Seasoned veterans try to watch

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from a distance, but won't hesitate to step in at a moment's notice to interrupt a mission with a last-minute rescue if it means preparing the young for the battles of the future.

Veteran packs and Elders of the sept shepherd Youngbloods until they have the experience and wisdom to stand on their own. However, such protection and mentorship comes at a cost. Youngbloods are expected to defer to seasoned packs and to perform assigned tasks when the veterans are busy elsewhere. Tasks can be anything from fighting minor banes, patrolling the caern's bawn, or seeking out ritual components for an Elder Theurge.

Naiveté eventually gives way to experience, and the young Garou grow into their place in the world. If they are lucky and survive, they evolve into Wayfarers. The first task given to a pack who has outgrown its callow "Youngbloods" status is to mentor a junior pack while assuming their duties as Wayfarers.

The Wayfarers

Once a pack has found its footing and has outgrown the Youngbloods stage, it is expected to contribute to the success of the local sept and eventually the Garou Nation with blood and sweat. Packs that attain this adult status are called "Wayfarers," because the pack is expected to travel anywhere in the world, and to the Umbra if necessary, to get the job done. Wayfarer packs are the backbone of the Garou Nation, and the highest stage of the life cycle most packs achieve. Elders expect them to serve on the front lines, taking up important missions in the war against the Wyrm.

Wayfarers defend caerns, seek out the secret plots of the Wyrm, and battle horrific terrors in dark and dangerous shadows of the world. The cost of victory is often measured in the blood of heroes, and few packs age past this stage with their packmates intact. The life of a Garou sometimes burns bright and intense for a short time, only to be snuffed out in one terrible moment.

A few packs survive the horrors of the world and start to settle into a family life, raising children and potential Garou. As they do so, they become Generational packs.

Generational Packs

The fight continues, even when soldiers begin to settle into family life and assume responsibilities that prevent them from being traveling warriors. Once a Wayfarer pack has fought its battles and earned its glory, the time comes to protect caerns, pass along wisdom to the young, and nurture Cubs. Generational packs defend the bawn of caerns and protect the septs that shelter the very young and the old.

Generational packs are not retirement homes for werewolves. Packmates are expected to hold their own in fights and to help administer the resources of local septs and caerns. These packs are the glue of werewolf society, ensuring there is a home for Wayfarers to return to. Such tasks might not be the most glorious, but they keep the world turning. Generational packs take care of thousands of little details required for Garou to keep the Wyrm from completely taking over human society.

For elderly werewolves, this group is often the last pack they join, as they seek to be useful until the ends of their lives. Generational packs help these Garou maintain a purpose until they creep too far towards violating the Litany. Rather than simply killing one of their own, many packmates ensure that an ailing Garou has the opportunity to battle the Wyrm once last time, rather than be put down like an animal.

Pack Organizational Structures

Garou society tends to be conservative. Many of the cultural traditions and the Litany itself come from the experiences and consequences of events that occurred thousands of years ago. Yet, they are still considered relevant and vital in the dark days of the Apocalypse. Correspondingly, it is perhaps surprising to find such variety and innovation in the packs' organizational structures.

The Litany does not require any particular organization from packs, so long as sacred law is not violated. The only true requirements for a pack structure to be considered valid are that the members of a pack agree to its structure, and they find a pack totem that is willing to sponsor them. Conservative totem spirits reject anything they consider to be radical or beneath them, but liberal ones might accept—or even look for opportunities to sponsor—innovation. As a result of this freedom, there is a good deal of experimentation in pack structures, especially among Youngbloods trying to reinvent the wheel. This advantage allows the Garou to adapt to strange circumstances and keep the Wyrm off-balance.

Players and Storytellers are encouraged to review these organizational structures and experiment with concepts that work specifically for their chronicle and story.

Here are some of the most common Garou pack organizational structures:

Wyld Packs

A Wyld pack is a traditional organizational style inspired by the lupus instincts of Garou. Members of these packs hope that a return to the roots of the pack structure provides an edge to werewolves in a time of industrialization, when the

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Weaver dominates. Wyld packs run similar to native wolf packs, using an open family style with traditionally benevolent, but authoritative, parental figures leading the group. These packs are usually larger than average, often ranging from five to twelve members living, hunting, and patrolling together.

The pack is led formally by a Pack Leader (typically the strongest Alpha), who is supported by a group of loyal Betas. These packs tend to be very hierarchical, using Alpha, Beta, and Omega roles. The pack's actual structure is very ad hoc, depending on the will of the Pack Leader, who may assign tasks and duties as required for the good of the pack.

Social dynamics focus strongly on position and the relative strength of those involved. Mobility is very fluid, depending upon an individual's will and power at any given moment. This sort of pack freely uses Staredowns to resolve conflicts. (See **Chapter Nine: Social Systems, Challenges, Staredowns**, page 427.) This flexibility allows Wyld packs to adapt to almost any threat in the field, and yet also provides the stability needed to keep the chain of command intact during tense situations. Some wolf-inspired Wyld packs with more than ten members have two Pack Leaders, one male and one female Alpha, who help govern the pack. This dichotomy can cause unusual splits in authority, especially among non-Lupus Garou, but it works for some packs.

Occasionally, a Pack Leader arises who captives her packmates and transforms her pack into an autocratic structure that overcomes the traditional needs of the pack. The instinct to follow a powerful leader is often too strong for these Garou to resist, and following a charismatic leader can seem the safest way to survive a war.

Roles that Garou in Wyld packs often assume include:

- **Pack Leader**
  A Pack Leader is the authoritative, parental figure in the pack who makes all of the major decisions for as long as she retains control. Her authority is absolute; she cannot be questioned without a traditional Staredown challenge or a challenge for her position.

- **Beta**
  The second-in-command of the pack is often the strongest of the Betas or a young Alpha who will one day seek to replace the Pack Leader. She serves as an aide-de-camp for the Pack Leader and as the manager of the troupe. She often helps supervise raising any Cubs or young who live near the pack and listens to her packmates when they feel they cannot approach the Pack Leader. If the Pack Leader is unavailable, the Beta then steps forward to lead the pack until she returns or another takes her place.

- **Lore Master**
  A Lore Master serves as both shaman and oracle, seeing to the spiritual and intellectual needs of her pack. She often helps her packmates commune with the spirits and heal any rifts they might feel with Gaia. Many packs tend to consider this role optional, only filled when the pack is large enough to warrant the further division of responsibility. This role is often assumed by the highest-Rank Theurge within the pack.

- **Historian**
  A Historian records the general history of the pack, noting its great deeds and bitter failures. The pack record is often read aloud at pack meetings and occasionally at moots, when a deed must be shared with others for a Garou to claim Renown or suffer scandal. Some packs use this position as a propaganda tool, bolstering its members' Renown. Others use it as a way to maintain continuity when packmates die, ensuring that its members will live on forever. Such a role is often assumed by the highest-Rank Galliard within the pack.

- **Omega**
  An Omega is the lowest of the low within a pack. She accepts the scorn and abuse of her packmates, knowing she serves a vital role in the community. The Omega is the only one who can laugh at the Pack Leader with impunity. She has the right and ability to say anything to anyone with a reasonable certainty she will not be punished too badly. Who takes the Omega seriously? This useful position helps the pack confront unpleasant or uncomfortable truths, because the Omega can say seemingly outrageous things others won't or feel they can't. Sometimes the Emperor has no clothes, and only the Omega has the chutzpah to point it out; after all, what standing does she have to lose in the eyes of her packmates?

Collective Packs

Some packs eschew traditional hierarchies altogether, delving deeply into the ancient roots of Garou culture and tradition. Collective packs take the auspice gestalt-soul theory and push its envelope, attempting to merge their roles within the pack into a single collective being.

Collective packs believe one's auspice is more than just the phase of the moon under which a Garou was born; it is a blessing directly from Luna that grants special insight and knowledge into all matters that fall under its bailiwick. In such a pack, leadership changes hands often, and the highest-ranked auspice most appropriate to the situation, referred to as the Auspice Prime, takes

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the reins of the pack until the problem is resolved. For example, during a battle, the Auspice Prime of the pack's Ahroun directs the pack in battle with her strategy, personal might, and inspiration.

Devotion to the collective ideal requires a great amount of determination and dedication. Garou are expected to defer to more-experienced auspices and to trust in the insight of their packmates. Even when it feels wrong, placing faith in Luna's blessing is expected and each pack member must trust that each of her packmates was chosen for a purpose.

Tensions arise within Collective packs when the Auspice Primes disagree regarding which auspice should reign over an encounter. For example, the Auspice Prime of the Philodox might believe mediation is the best solution during a tense situation with another pack, while the Auspice Prime of the Ahroun might be certain that a direct assault is better. When there is a difference of opinion on which auspice has authority in a situation, the Council of Prime Auspices vote, and a simple majority decides the matter. This resolution works well, until one or more of the unrelated auspices abstains from a vote and forces a stalemate.

Any Prime Auspice may be challenged by a member of her shared auspice via the method most traditional to their jurisdiction. (For more information, see **Chapter Nine: Social Systems: Challenges**, page 427.)

Roles that Garou in Collective packs assume are as follows:

- **Prime Auspice Ragabash**
  The Prime Auspice Ragabash rules over matters concerning stealth, cunning, and the questioning of traditional wisdom. She often challenges the wisdom of the other Prime Auspices within the pack, and she argues about who should claim dominion over matters that fall into the grey areas between jurisdictions.

- **Prime Auspice Theurge**
  The Prime Auspice Theurge rules over matters concerning spirits, the mysteries of the Umbra, and rites. She often conflicts with the Prime Auspice Galliard regarding matters of prophecy and lore.

- **Prime Auspice Philodox**
  The Prime Auspice Philodox rules over matters concerning law and mediation. She also rules the pack during a time of peace, but often clashes with the Prime Auspice Ahroun about the nature of peace and war, and which auspice should be ascendant at any given moment.

- **Prime Auspice Galliard**
  The Prime Auspice Galliard rules over matters concerning lore, the history of the Garou, and prophets and communicators. She often conflicts with the Prime Auspice Theurge regarding matters of prophecy and lore.

- **Prime Auspice Ahroun**
  The Prime Auspice Ahroun rules over matters concerning conflict, war, and violence. It is expected an Ahroun shall lead during war. Tension arises when the Philodox believes peace is still possible, but the Ahroun believes the pack must take up arms.

Democratic Packs

At the end of World War II, a wave of positive sentiment spread regarding the power of democracy against the tyranny of fascism. Some Garou returning from the war were tired of the rigid chain of command present in military life and wanted to experiment with how they organized their tribes. Modern spirits based on American folk tales, such as O'Mighty Dolla, The American Dream, and John "Iron" Henry, welcomed this new style and freely offered their patronage to packs seeking to embrace their ideals. Democratic packs have become popular among Youngbloods in recent years, especially among the less-conservative tribes, such as the Bone Gnawers, the Fianna, and the Glass Walkers.

Some packs follow the American model of representative democracy, in which any Alpha or Beta can vote on important issues for the pack. Others strictly follow Robert's Rules of Order on Parliamentary Procedure to ensure matters are resolved quickly and effectively. Major issues are decided by the voting citizen members of the pack, but the privilege of voting may be restricted to the acknowledged Alphas and Betas. Democratic packs often mix and match from different styles of democracy, such as parliamentary procedure, Jeffersonian republicanism, or direct democracy. American packs tend to favor mimicking the politics of the United States via representative democracy.

The problem many Democratic packs face is that it is easy to preach about the will of the people when the people agree with you, but it can be difficult for an Alpha to cede her authority to the opinions of those who she might regard as her lessers. Occasionally, disputes can get out of hand, and when the mob turns, things can get ugly quickly. Issues are often decided with a simple majority vote. Eligible voters discover that having a voice in government requires a certain amount of discipline, lest they allow their emotions to turn them into a mob.

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Roles that Garou in Democratic packs assume are as follows:

- **President**
  The President is an elected leader who possesses all of the authority of a Pack Leader and who handles the day-to-day business of the pack. The difference between a President and a traditional Pack Leader is that any eligible voter in the pack—typically Alphas and Betas—can protest the President's decision by calling for a motion against it during a time of peace. Likewise, the President serves as leader only by the will of the voters and can be removed at any time without a traditional challenge. The elected President must be gregarious—keeping her pack happy and willing to support her plans—without the traditional means to enforce her will.

- **Secretary**
  The Secretary serves as an aide-de-camp and second-in-command for the President. She acts as leader when the President is unavailable. Should the President become incapacitated for any reason, it is her function to call for a new election and monitor it. Traditionally, a standing Secretary cannot run for President during an election, unless there is an emergency. Otherwise, she serves as the pack's historian, keeping note of all of the important events, votes, and records of previous office holders. Her most important function is to determine which pack citizens are eligible to vote. A Beta temporarily demoted to Omega status due to a mistake may find she no longer can vote until she recovers her reputation. Of course, this decision may alter the outcome of any pending votes.

- **Master-at-Arms**
  The Master-at-Arms is the military leader of the pack. She leads it into battle and enforces its will. Should the President refuse to step down when voted out of office, the Master-at-Arms' duty is to remove the President from office, with violence if necessary. By tradition, a Master-at-Arms cannot run for the office of President, but there are precedents for coups d'état against Presidents during a time of war if the pack is in danger. This sort of maneuver is risky, since the pack's totem spirit will judge the righteousness of the act and decide whether or not the pack is still following the ideals of democracy. Often, if a Democratic pack falls from its ideals, it becomes an Authoritarian pack.

Authoritarian Packs

Strength comes from unity of purpose and will. Authoritarian packs believe that the corruption of the Wyrm has spread because the Garou Nation is weakened by petty internal squabbles and inept leadership. It is written in the Litany that a leader may not be challenged during a time of war. The time of peace has ended on Gaia; the time of the Apocalypse is now, and only the strength granted by the leadership of a benevolent tyrant can shepherd the Garou through its storm.

Authoritarian packs believe that if the world is to have any hope of surviving, a few must surrender false freedom to seize victory. War is eternal; only those with the discipline to endure the battle will survive to its end. Authoritarians believe that the ends always justify the means. Packmates pledge their utter loyalty and devotion to their leader and enforce her will to complete their pack's mission.

A number of septs have banned Authoritarian packs, believing they violate the tenet of the Litany that states *The Leader May Be Challenged at Any Time During Peace*, but the Authoritarians argue that the time for peace has faded, and that the Garou Nation is now in an eternal war. Rumors of Authoritarians violating the Litany to achieve their goals have circulated widely, but Galliards have yet to sing specific details of any scandal. Some suspect these packs of being one step too close to the Wyrm or of being cults of personality rather than true packs. These Garou watch Authoritarian packs' activities very closely. The reality is that few leaders will risk their position or their pack by flagrantly violating the law of the land. The danger must always be worth the prize, and thus these packs must make a public show of supporting the Litany.

Totems who accept Authoritarian packs, especially more conservative tribal totems, feed on their loyal fervor and encourage this style of organization. Authoritarian packs led by a Philodox tend to be more political in nature, leading to a dictator-style leadership, seeking to impose its will upon others. Ahroun leaders tend to encourage a military hierarchy, preparing for a never-ending battle for glory and honor.

Roles that Garou in Authoritarian packs assume are as follows:

- **The Leader**
  The Leader is the all-powerful tyrant of the pack. Her word is theoretically law and cannot be challenged at any time for as long as she lives. The hard truth is that more than one Authoritarian pack Leader has died in a bloody coup d'état when there were no witnesses present. A wise and charismatic leader appears to listen to her followers. She needs the majority of the pack to continue to love her, risking it all on the belief that she alone can help them survive the end of the world.

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- **Minister of Harmony**
  The Minster of Harmony ensures the pack is content. A happy pack does not question its Leader and obeys, ensuring harmony. She serves as the Leader's head communicator, councilor, propaganda agent, and logistical expert. This role is almost always filled by a Ragabash or a Galliard.

- **Minister of Peace**
  The Minster of Peace is the instrument of the Leader's will within the pack. In this example of "thug politics," the Minister of Peace is the Leader's physical enforcer during times of battle, and she the one who quells any verbal dissent. She might be a powerful Ahroun or a terrifying Theurge, ready to burn any doubters with fire.

Theocratic Packs

Garou live with one foot in the Material Realm and the other in the realm of spirits. Some werewolves have come to believe that traditional leadership has failed, and that the physical world has corrupted the spirit of the Garou. To find balance, werewolves must return to the spiritual realms and reconnect with Gaia. The wisdom of spirits and the mysteries of the universe are the key to defeating the Wyrm. Individuals who ascribe to these philosophies frequently come together to form Theocratic packs.

Theocratic packs dedicate themselves to learning the spirits' will and being their agents in the material world. They explore the Aetherial Realms seeking answers and hidden weaknesses in their enemies. Some dare to wander near the Abyss, eliminating spiritual strongholds of the Wyrm.

Theurges are especially attracted to Theocratic packs, finding solace in serving the spirits and acting on their behalf in the physical realm. However, other auspices are also attracted to this style of organization. Any Garou who feels a kinship with the spirits and a yearning for a deeper purpose for their existence might feel drawn to a Theocratic pack.

These packs are not considered heretical by the Garou Nation—yet. Many werewolves consider them crazy, as they have left the Material Realm for too long and are divorced from the real problems that face Gaia. Theocratic packs, especially after long exploratory missions, often spend time walking the physical world, seeking out experiences within it to refresh themselves. This practice keeps them from turning their perspective completely towards the spiritual world, so that on their next mission they do not vanish into the Umbra forever.

Roles that Garou in Theocratic packs assume are as follows:

- **Voice of the Spirits**
  The Voice of the Spirits acts as the default Pack Leader, but she really is more akin to its most-respected teacher. The official duty of the Voice of the Spirits is to serve as the mouthpiece for messages from spirits. The Voice also interprets the spirits' will when their orders are unclear or when the pack needs to glean additional details from the information. This position is almost always held by the highest-Rank Theurge in the pack by default. The Voice keeps the position for life until another Theurge successfully challenges her in a craftsman's challenge, or the spirits themselves convince her to willingly step down. Theocratic packs believe the spirits will choose the rightful leader.

- **Chief Augur**
  The second-in-command of the pack serves as an aide-de-camp for the Voice of the Spirits, but her real duties involve noting and recording all prophecies and commands from spirits. The Voice of the Spirits must live in the now, and so the Chief Augur must focus on the future and record the signs the spirits have chosen to place in the pack's path.

- **Keeper of the Mysteries**
  The Keeper of the Mysteries serves as a historian, seeing to the education and intellectual needs of her pack. She often helps her packmates commune with spirits and heals any rifts they might feel with Gaia. The Keeper of the Mysteries helps supervise raising any Cubs who live among the pack and listens to the pack's Betas when they feel they cannot approach the Voice of the Spirits.

Sample Packs

The following packs serve as examples to give players and Storytellers ideas about the kinds of packs players can create, or for Storytellers to use as NPCs in their chronicles.

The Unbroken Vanguard

Mother Gaia's ecosystem is on life support. The great Canadian North represents one of the largest unspoiled strongholds of the Wyld in North America, despite climate change and attempts by oil companies to drill or build a pipeline. This sacred land represents one of the last Pure Lands keeping the world alive. The Unbroken Vanguard defends this realm and the Garou strongholds there against incursions from the Wyrm, be they corporate fracking,

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Thunderwyrms, or marauding packs of Warwolves. Its members have sworn to defend this land with their lives. Their motto is: *Our oaths unbroken now and forever.*

The Unbroken Vanguard is a thriving Generational pack composed of three generations of Garou who love the land deeply. Many of them have patrolled their woods and mountains since they were Cubs, and each would be content to die out in the wilds. They have risked life and limb together, and they have even stood beside each other as they married. They claimed territory near Whistler Mountain and set up homes to raise their families together. On the battlefield, they are fierce. Their word is their bond, and the etiquette of hearth and home are closest to their hearts as they follow the Lady Snow Queen. Just this winter, the fourth-generation Cub was born, the great-grandson of John McAllister. The cycle continues.

- **Classification:** Motif
- **Life Cycle:** Generational
- **Organizational Structure:** Wyld Pack
- **Spirit Totem:** Snow Queen
- **Purpose:** To protect the frozen North from the Wyrm

Notable Members:

- (Pack Leader) Malachi, Homid, Wendigo, Ragabash, Athro
- Claws of Truth, Lupus, Get of Fenris, Ahroun, Elder
- (Den Father) John "Son of Annwyn" McAllister, Homid, Ahroun, Fianna, Athro
- Eyes of Ice, Lupus, Theurge, Wendigo, Adren
- (Historian) Vidya "Overcomes the Darkness to Sing of Triumph" Armund, Homid, Galliard, Get of Fenris, Athro
- Landeythan, Corax, Athro

Forged in Steel

Forged in Steel is a pack created for the sole purpose of defeating the Gary Hive of Indiana. Its members excel at adapting to any situation presented by the Gary Hive, the city of Gary, the Wyrm, or the Weaver. Each moon brings different tasks and missions in the fight against the Gary Hive and creates the need for adaptability. Their motto is simple: *Adapt above all else.*

Their founder, Dire "Skin of Stone," leads the fight against the Gary Hive, the largest scar on the face of Gaia, with Forged in Steel close behind him. The fight against the hive is tenuous and requires a master tactician and a pack as versatile as the hive they seek to destroy. Dire "Skin of Stone" understands that a traditional pack would not meet the needs of the nation in this task. His quick rise among the Get of Fenris and the nation gained him great favor among the nation's remaining leadership, allowing Forged in Steel to become a beacon of light in the darkness of the Age of Apocalypse.

Forged in Steel sought out Chimera to guide it in its cause and purpose, allowing the pack to be of clear mind in their fight. Always seeking enlightenment and forethought, each Prime Auspice takes leadership as a given moment demands. As the pack continues to grow, the roles of the Prime Auspices become more prevalent and needed.

The pack includes notable werewolves from across the nation, spanning all tribes and factions. Any attempt the hive makes to lash out at the nation or the Wyld are quickly routed by Forged in Steel. Each member of the pack exemplifies her auspice and excels at her auspicial duties.

- **Classification:** Destiny
- **Life Cycle:** Wayfarers
- **Organizational Structure:** Collective
- **Spirit Totem:** Chimera
- **Purpose:** Protect the nation from the Gary Hive

Notable Members:

- Dire "Skin of Stone," Lupus, Ahroun, Get of Fenris, Athro
- Ozzy "Works Magic" Miller, Homid, Glass Walker, Ragabash, Athro
- Lord Leo "Spooky Fox" Cole, Homid, Silver Fang, Theurge, Adren
- Harmony "Spins the Wheel" Mason, Homid, Child of Gaia, Ragabash, Athro
- John-Paul "Walker in the Wastes," Homid, Wendigo, Philodox, Adren
- Miwa "Lathe of Heaven" Tailchaser, Stargazer, Theurge, Adren, Homid

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Horizon

Horizon pack was forged from two packs during the Battle of the Ural Mountains, when it protected the Sept of the Crescent Moon with its members' very lives. These two forceful packs were opposed in philosophy in nearly every way—one with strong ties to the sun while the other was equally connected to the moon. Despite the seemingly opposed loyalties between the two packs, they shared a common bond of spilled blood and sacrifice.

Originally the unified pack was democratic, seeking to reach unity among Garou everywhere and to ensure that all members of the nation focused on external threats. However hopeful they were in those first few years, times changed and the world shifted. Caerns fell and septs were slaughtered. The Garou of Horizon knew that they had to become more resolute if they were to enact a positive change in the nation and on the world. And so they restructured the pack into its current form.

As it exists now, Horizon embodies nearly pure aggression and terrorizes any who get in its way. This behavior still satisfies the pack's totem, the Eclipse, which is tempered with both a dedication to Helios' uncompromising nature and Luna's gift of Rage. Horizon's members each hold enough sway over their respective tribes that if a werewolf wishes to deal with high-minded tribal matters, she will likely encounter a member of this pack.

Horizon's current home is the Sept of the Crescent Moon, where its leader rules as Lord. Its members travel wherever necessary to enact their vision for the Garou Nation and to protect Gaia from threats.

- **Classification:** Motif
- **Life Cycle:** Wayfarers
- **Organizational Structure:** Authoritarian
- **Spirit Totem:** Eclipse
- **Purpose:** To lead the nation under a unified banner of Helios and Luna

Notable Members:

- (Leader) Sabine "Silver Swift" LaCoix, Homid, Ahroun, Silver Fang, Elder
- (Minister of Harmony) Chad "Broken Halo" Sterling, Homid, Galliard, Child of Gaia, Elder
- (Minister of Peace) Feast of Ashes "Walks Helios' Path," Lupus, Ahroun, Get of Fenris, Athro
- Isa Brynjadotter Arud "The Bone Thief," Homid, Theurge, Get of Fenris, Athro
- Alex "Sasha" Roberts, "Shadow's Mercy," Homid, Philodox, Shadow Lord, Athro
- Amber Aemenes "Roadrunner," Homid, Theurge, Silent Strider, Athro
- Cassie Huntington-Sterling, Homid, Child of Gaia, Kinfolk

Rites

In the Age of Myth, when the worlds of spirit and material were just beginning separate from each other, the Garou wished to solidify their relationship with their spirit allies. Forging pacts of alliance and friendship, the spirits granted the shapeshifters the secrets of gifts. In return, the Changing Breeds developed *rites* to call upon this revered partnership. Ceremonial in nature, the core of any ritual resides in invoking these ancient pacts, empowering the ritual to enact an effect. A vital part of Garou interactions with spirits, rites are just one of many ways the Garou honor those bonds made at the dawn of time. Belief, concentration, and spiritual invocation are the three core components required of any ritual.

Each ritual cast affirms the bond Garou share with spirits and results in strengthening of the spiritual half of the Garou. These rituals come in many variations depending on the Garou performing it, as well as on the type of rite.

The rituals employed by the Garou are broken down into five primary types: Caern Rites, Mystic Rites, Punishment Rites, Renown Rites, and Seasonal Rites. While there are other minor rites Garou often perform, such as thanking spirits of prey that were killed for food or howling in greeting to the sun or moon, these five primary ritual types are the most commonly taught and accepted.

Rituals are empowered by the spiritual essence within a Garou, Fera, or kinfolk. They are handed down from a Master of the Rite to her students in an unbroken chain dating back to when the original spirit pacts were formed. While the actual details of the rituals can vary depending on the tribe, sept, or perceptions of the participants, the belief of the caster and those participating in the rite is a ritual's most important component. In order to successfully cast a ritual, the caster must possess the Rites background with 1 dot corresponding to the type of rite she wishes to perform. Assisting participants need not have knowledge of how to cast a rite in order to be involved. For more information on the Rites background, see **Chapter Four: Character**

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The Price of Failure

Failing to cast a Rite is seen as a sign that the caster is somehow out of alignment with the spirits. This isn't considered formally scandalous enough to warrant the loss of Renown, but is quite embarrassing. Storytellers may assign 1 to 2 Seethe traits, depending on the number of Garou that witnessed the mystical blunder. Afterwards, the caster must wait 15 minutes before attempting to performing the ritual once again.

A failure to complete a ritual is always considered a bad omen or warning from the spirits. However, if a Punishment Rite fails, then the intended target may use that time to argue for mercy or proclaim that the spirits have found her innocent. Some silver-tongued Garou have managed to escape harsh punishments via this defense.

Creation, Step Eight: Assign Additional Backgrounds, Background Descriptions, Rites, page 199.

System

Performing a ritual requires that the caster possess the Rites background and has knowledge of the appropriate category of ritual. Each ritual takes at least five minutes to perform, though casters may increase the time if they wish to add large groups of participants or additional flourishes. While a rite can be enacted in combat, if the caster receives any damage or uses an action to target another combatant, the rite immediately fails. A caster must have a firm belief in the success of the ritual and the purpose behind it in order to properly empower a rite.

Casting a rite requires a static challenge with a difficulty rating of 10. For each additional participant who has the Rites background and has chosen rites of the same category, the difficulty lowers by 1. Characters who do not meet this requirement may still participate in the rite, but do not lower the difficulty to cast it. In addition to the standard methods of retesting a static challenge, the caster may expend a trait of Wisdom Renown to retest the casting of a Rite, paying chiminage to the spirits to help her through the process.

Caern Rites

Caern rites are rituals that focus on the sacred nature of a caern itself. From the opening of Moon Bridges to creating a new caern by planting a shard seed, these rituals are vital to the successful growth and maintenance of a caern.

System

Caern rites require a successful Mental attribute + Occult skill challenge to perform.

Rite of Badger's Burrow

This ritual allows you to partially merge your spirit with that of the sept totem in order to share in its knowledge of the land. The intimate bond a totem shares with its caern via the gnostic energy in the land gives the totem unmatched insight into the area. However, the mind of a spirit is alien to Garou, so only a limited number of questions can be answered before the ritual automatically ends to preserve the caster's sanity.

Performances of the Rite of Badger's Burrow happen at the bawn. Through careful meditation and mystic chanting, you form a close attunement with the mind of the totem. Various cleansing rituals or gifts are best used in preparation for such a close bond with a powerful totem spirit.

System

Spend 1 point of Gnosis and use your standard action asking the sept totem to grace you with its attention. After succeeding in the required challenge, you may ask and receive an answer to one of the following questions:

- Are there any sources of Wyrm Taint within the boundaries of the bawn?
- Has any shapeshifter who hasn't undergone the Rite of Acceptance crossed the boundaries of the sept territory in the last month?
- Are there any spirits within the boundary of the bawn who feel negatively towards recognized members of the sept?

For each additional point of Gnosis that the ritual caster spends during the ritual, you may ask and receive an answer to another question. This rite can only be cast once per game session.

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Rite of Furrowed Earth

This ritual is the final step in the long process of creating a shard caern. Upon finding an area receptive to the implantation of a shard seed, you must prepare the land for the mystical connection. Invocations and cleansing gifts purify the area, welcoming the seed and hastening its bond with those sworn to protect the new caern.

Once the site has been chosen, it must be marked with items significant to the four elemental lords and ladies. When each element has been invoked and the spirits called to witness, the Rite of Furrowed Earth is performed, opening the land to receive the shard seed.

System

Spend 1 point of Gnosis and use four standard actions to beg the attention of the elemental powers. A successful challenge opens the land for the implantation of the shard seed and primes the gnostic energy in the land to bond with it.

When completed, the Rite of Furrowed Earth connects the shard seed to the land's ambient gnostic energy, forming a true shard caern. This rite stabilizes the umbral reflection of the area and begins to allow those bound to the sept to regain Gnosis while they are within the caern heart. Such is the powerful life energy flowing through this ritual that any participants find themselves fully healed at the completion of the rite.

This ritual may also be cast in reverse, minimizing the damage done to a shard seed when it is removed from the earth to which it was attuned. While this ritual does not negate all the damage done to the seed, performing it lessens the impact. For more information on removing a shard seed, see **Chapter Twelve: Caerns**.

Rite of Opened Bridge

With the onslaught of umbral storms destroying many of the permanent Moon Bridges that once connected caerns throughout the world, this ritual offers a small reminder of those once-myriad paths through the spirit world.

This ritual requires access to a Pathstone, a mystical item connected to a caern and its totem spirit, which allows the caster to open the bridge between worlds. Using the Pathstone, you may invoke the aid of Luna and her servants, the Lunes, to once more open the door to the hidden pathways of the Umbra, creating a Moon Bridge. For more information on using Moon Bridges, see **Chapter Twelve: Caerns**.

System

Spend 1 point of Gnosis and use 2 standard actions to invoke the aid of Luna and her servants. A successful challenge opens a Moon Bridge. This rite may be used in two ways. If performed at a prime caern, the caster may choose any shard caern to which that caern is linked and open a bridge to that location. If the ritual is performed at a shard caern, it opens a bridge to the prime caern where the caern's shard seed was originally grown. Each traveler using the Moon Bridge must spend 1 point of Gnosis in order to power the transition. The caster may choose to pay this price for any number of travelers in addition to the initial cost of the ritual.

With the return of umbral storms, travel through the Umbra has become dangerous and sometimes deadly. The use of a Moon Bridge provides safe and instantaneous travel between caerns. However, it must be used with care, as the unexpected opening of a Moon Bridge is often met with violent force. At the very least, the one who opened such a Moon Bridge could find herself investigated or punished for failing to warn the destination of incoming guests.

Rite of the Questing Stone

Shard seeds are powerful and rare, which means they are highly coveted. The ability to move a shard seed puts them in danger of theft, and this ritual was developed to combat that threat.

This rite requires some form of compass. This item can be an actual compass or something as simple as a rock tied to a string. When cast successfully, the compass pulls towards the direction of a specific shard seed. Depending on the material used, this guidance can be as simple as a needle pointing in the direction of the shard seed instead of north or a rock pulling in that direction when held by the string.

System

Spend 1 point of Gnosis and use your standard action to prepare the compass. If you succeed in your challenge, this ritual allows you to feel pulled in the direction of the shard seed that belongs to your specific sept for the next hour. While in most cases this rite is used when a shard seed is stolen or goes missing, it can also be used by Garou in unfamiliar territory to find their way back to their home caern.

No manner of mundane or supernatural obfuscation can impede the pull of the compass towards the shard seed.

Rite of the Shrouded Glen

Sometimes, the best defense is never being seen in the first place. This ritual renders the umbral reflection of a shard

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caern invisible both to the naked eye of any not bound to it, as well as to the ravaging damage of umbral storms. While potent, this layer of protection is draining, and must be constantly maintained in order to ensure that the caern itself does not become vulnerable at the worst possible time. For more information on shard caerns and their umbral reflections, see **Chapter Twelve: Caerns**.

In order to perform this ritual successfully, the caster must walk the boundaries of the bawn in the Umbra, marking the territory to be encompassed. You can use methods as varied as scent marking to setting sentry spirits along the boundary, but you must erect some identification.

System

Spend 1 point of Gnosis and use five standard actions to identify the caern's territorial boundaries. When this ritual is successfully performed, the umbral reflection of the shard seed and its bawn are rendered invisible for the next month. This rite also serves to shelter the area from the effects of umbral storms. Vital to the defense and safety of a shard seed, failing to upkeep this ritual can subject the shard seed to the gnostic damage that umbral storms inflict, leading to damaging or even possibly destroying an unprotected shard seed.

While under the effects of this ritual, the sept's bawn is invisible in the Umbra. This protection also solidifies the attachment of the shard seed, rendering it immune to any attempt to perform the Rite of Furrowed Earth on the shard seed. It also penalizes any attempt to pierce the supernatural concealment through a wild card penalty equal to the number of dots you possess of the Occult skill. While this rite is in effect, spirits within the boundary of the bawn are also immune to any damage caused by umbral storms.

Mystic Rites

Mystic rites use formal invocations and movements to call for direct intervention by the spirits. These rituals are used for everything from identifying the difference between kinfolk or Garou at birth to bonding a pack to its totem spirit. Mystic rituals rely heavily on the caster's ability to focus and concentrate, directing the often-capricious spirits to the required task.

System

Mystic rites require a successful Mental attribute + Occult skill challenge to perform.

Baptism of Fire

Cast during the birth of a child, this ritual calls on the spirits to discern whether the baby is destined to become Garou or kinfolk. When successfully cast, it bonds a kin-fetch to the child, a spirit of protection whose role is to watch over the child and alert the sept when it undergoes the First Change. If cast on a child destined to be kinfolk, it instead grants a minor blessing of health and protection that lasts for one year. While the presence of a kin-fetch is beneficial to a newly changed Garou, it is as subject to umbral storms and other predators as any other spirit. In the Age of Apocalypse, kin-fetch that fulfill their full term are far too rare.

When the target child is born, you must anoint her with pure water mixed with herbs for health and vitality. While chanting invocations for endurance and stamina, you cast the ritual imploring the spirits to divine the child's future.

System

Spend 1 point of Gnosis and use your standard action to call a kin-fetch to attend you. If you succeed in the rite's challenge, the spirit arrives and divines whether the child will remain kin or become Garou.

Successfully performing this ritual on a child destined to change binds a rating 1 Stock NPC spirit known as a kin-fetch to her. This spirit remains with the child until she undergoes her First Change. It then races to inform the rite's caster of this event. If the one who originally cast the ritual is dead, the spirit instead goes to the closest Sept Leader and informs her. If cast on a kinfolk, this rite confers a minor blessing of health, helping ensure a healthy kin during their most vulnerable first year.

Rite of Accord

Rites of Accord allow a caster to transfer her own gnostic energy to a spirit. The rite is most often used as chiminage to thank a spirit for its efforts on the behalf of a Garou. It can also be used to give Gnosis to a spirit to improve its attitude towards the caster before asking for a service. Alternatively, this ritual may be used to channel gnostic energy to a shard seed, helping prevent damage to the fragile item during transit or when under attack.

An almost completely internal ritual, the most common elements of this rite's enactment include chanting in the High Tongue to invoke the good will of the spirits or meditating to focus gnostic energy to be given to the target.

System

Spend 1 point of Gnosis and use your standard action gathering the attention of a spirit. Successfully casting this rite allows you to spend an additional Gnosis, which is directly transferred to the spirit target of the ritual. Doing so improves the spirit's attitude towards you.

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This ritual may also be used to channel gnostic energy directly to a shard seed. When cast in this way, you can spend any number of additional points of Gnosis beyond the initial 1 point required to perform the rite, then transfer those points directly to the target shard seed. Any participants joining you in the ritual may do so as well.

When cast on a shard seed, each point of Gnosis spent in this way prevents 2 levels of damage that would otherwise be dealt to the shard seed. This protection applies to physical damage as well as any gnostic damage suffered from umbral storms or while removing the shard seed from the earth to move it.

Rite of Awakening

The Rite of Awakening calls spirits to reinforce the Gauntlet and restore an area of Broken Lands back to stability, ensuring the Veil remains protected. The rite is dangerous, as it calls the attention of the Wyrm and its minions with an outpouring of gnostic energy.

Performing this rite requires cleansing an area within a Broken Land with gifts. The caster must spend the entirety of the rite chanting in the High Tongue to beseech spirits to repair the shredded Gauntlet. Any interruption before the completion of the ritual causes it to immediately fail, and the caster must begin again if she wishes to repair the Gauntlet.

System

Spend 1 point of Gnosis and use your standard action to cleanse the target area. If you succeed in the ritual challenge, you must begin to chant for the next five minutes. During this time, any interruption causes the rite to fail.

Beginning this ritual acts like a beacon to the Wyrm, and any creature within one mile that has Wyrm affinity immediately realizes this rite has begun, knows where the rite is happening, and will attempt to stop it. If you manage to succeed in spite of this possible interference, the Gauntlet in the area is restored and the Broken Land is repaired, returning the area to a periphery.

Rite of Contrition

There comes a time when even the most prideful must apologize. This ritual provides a formal way to apologize to someone who the caster has wronged, be it Garou or spirit. The target of the rite must stay within three steps of the caster for its duration, or the rite automatically fails. If the recipient moves away, this is usually a sign that she does not accept the caster's apology. Continuing to hold a grudge against someone who has successfully performed this rite is considered both dishonorable and a grave sign of disrespect. This rite cannot be cast if the one attempting it does not have the required Gnosis to sacrifice.

When performing this rite while within three steps of her target, the caster must recount the affronts she has committed for which she is apologizing. This act is often accompanied by some gesture of respect or submission, such as a bowing, inclining her head, or even exposing her belly. Having done so, the caster can then perform the rest of the ritual.

System

Spend 1 point of Gnosis and use three standard actions listing the offenses to be forgiven. Success on the Mystic rite challenge transfers the Gnosis you spent to enact it to the target of the ritual. For the next month, the caster automatically relents to any Staredown challenge instigated by the target of this ritual.

Once this rite has been successfully cast, the target is compelled to honor the apology and cannot hold a grudge against the caster for the actions named within the ritual. Further affronts committed by the caster may be responded to normally.

Rite of the Totem

The Rite of the Totem is the mystic ritual that completes the formation of a pack by summoning and bonding a totem spirit to its members. Some totems are eager to bond with Garou, while others may require a service or promise made by those who would go into battle with them. Once the ritual itself concludes, the pack is considered whole and complete, more than ready to face the challenges ahead of it.

System

Spend 1 point of Gnosis and use three standard actions calling out in supplication to the requested totem spirit. Success on the Mystic rite challenge bonds all of the participants in the ritual to the willing totem spirit or severs their bond to it, depending on which aspect of the rite the caster invokes.

If cast to dissolve a pack, this ritual offers a spirit the ability to tell a pack member what service it may require to allow her to amicably leave the pack and join another. It also allows Garou to petition a new spirit to be their totem. Performing any required task ensures the positive attitude of the departing spirit, while failure to do so is sure to earn its ire.

Punishment Rites

Covering everything from breaches of the Litany to offenses against the laws of a sept and one another, Punishment rites

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are a formal condemnation of wrongdoing. These rituals are often performed publicly both to punish the offender and to remind witnesses of the rite's power. Punishment rites are sacred rituals, and can only be performed at the command of a Sept Leader, Councilor, or High King without a trial. Once a trial has been completed, if the target Garou is found guilty, the Truthcatcher who presided over the trial may then declare a Punishment rite is warranted. For more information on when a punishment rite is warranted, see **The Sept: The Litany and the Sept, Crime and Punishment**, page 528.

System

Punishment rites require a successful Social attribute + Leadership skill challenge.

Branding

No matter how often they are punished for the same or even different crimes, some Garou never quite seem to learn their lesson. They carry the moniker *Coward*, *Dishonorable*, or *Reckless* without ever learning the lessons that these Punishment rites are meant to teach. As such, this ritual was developed so that all other Garou become aware of the stain a criminal carries. No longer can she merely wait until everyone has forgotten; she must go forth and truly impress the Garou Nation with her willingness to change.

System

Spend 1 point of Gnosis and use your standard action to draw the moniker being assigned onto the skin of the target. A successful Punishment rite challenge ensures that the mark becomes permanently etched to the target's body, just as the moniker, lesser or greater, becomes permanently attached to her reputation. Only a majority vote of the tribal Councilors or an edict of the High King can remove it. This rite adds the moniker *Branded* to a connected moniker associated with the target's punishment. For example, a Garou suffering under Voice of the Jackal and labeled as *Dishonorable* also becomes known as *Branded*, in addition to *Dishonorable*.

This ritual can also be used to etch a permanent positive moniker on a Garou, at the order of a Sept Leader or tribal Councilor with the authority to assign the moniker being made permanent.

Ostracism

Nothing is quite so frightening to one who relies on the bonds of pack, tribe, and sept as the idea of losing those ties and being alone. As such, this rite serves as an effective punishment. When this ritual is cast, the one performing it specifies a time limit: one day, two weeks, or one month. For the stated duration, the target is spiritually marked, and other Garou and spirits treat her as if she did not exist. Due to the sacred nature of rituals, it takes extreme danger for someone to disregard the stigma attached to the target, but in some cases it does happen. Ignoring the effect of the rite frivolously, however, could reasonably bring punishment on both the Garou who interacted improperly with the original target of the rite, and again on the target herself.

Before the ritual is cast, the target is marked with the glyph for "Outcast." This marking can be made using any non-permanent substance, as the ritual keeps the mark like new for the duration of the punishment. As the caster marks her target, she proclaims aloud the crimes her target committed to warrant Ostracism.

System

Spend 1 point of Gnosis and use your standard action to mark the target with the "Outcast" glyph and declare the duration of the ritual. A successful Punishment rite challenge ensures that the mark will not fade until the stated duration ends. The ritual makes the mark easily visible to any Garou, Fera, and spirits that are able to see the target.

For as long as the glyph remains, the target marked is treated as a Ronin Garou, with all the penalties associated with that social class.

Satire Rite

Some transgressions are proof that a Garou is unworthy of the Rank she currently holds. This Punishment rite rectifies this mistake by stripping the target of her current Rank, lowering her to her previous level. This ritual is only cast after the target has undergone a proper trial, or at the direct order of a Sept Leader.

Witnesses encircle the target while the caster leads the group in publicly shaming the target Garou for the crimes she committed or the failures she allowed to occur. The witnesses are encouraged to join in, reminding the target of the failings that brought her to this place. It is a mark of honor for the punished Garou to endure her shame stoically while being humiliated.

System

Spend 1 point of Gnosis and use three standard actions heaping mockery and scorn on the target. Succeeding on the Punishment rite challenge instantly strips the target of her current Rank, reducing her to the next-lowest Rank. Targets of this ritual also receive the lesser moniker *Dishonorable*.

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Once this ritual has been cast on a target, the crimes that she committed to earn the punishment are never spoken of again. Enduring the humiliation required as part of the rite is penance enough, and only the most dishonorable would dare bring up the actions after the punishment has been completed.

For more information on when to use the Satire Rite, see **The Sept: The Litany and the Sept, Crime and Punishment**, page 528.

Stone of Scorn

Representing a level of punishment between Ostracism and the Satire Rite is the Stone of Scorn. As a constant reminder of the shameful action that warranted this punishment, this rite requires the caster to hang a rock around the neck of her target. This stone is engraved with the glyph for "Honor," "Wisdom," or "Glory," with deep claw marks disfiguring it.

Choose a stone and affix it to a necklace or other harness worn around the neck. While reciting the crimes of the transgressor, the caster paints or etches into the stone the glyph for "Glory," "Honor," or "Wisdom," depending on the target's crime. Then, the caster mars the mark and places the necklace or other harness around the neck of her target.

System

Spend 1 point of Gnosis and use three standard actions painting a stone with the glyph for "Honor," "Wisdom," or "Glory," marring the stone and placing it around your target's neck. If you succeed on the Punishment rite challenge, you bind the stone to your target for the next month. No matter how hard she tries, the stone cannot be removed until the duration expires. While the target suffering under this ritual is within the boundaries of the sept's territory, the stone is always visible to any Garou or Fera, glowing faintly through any amount of covering.

The target receives one of the following monikers as chosen by the caster of the rite: *Coward*, *Dishonorable*, or *Reckless*.

The Hunt

The Rite of the Hunt is the final punishment a Garou can receive. Those involved with the rite encircle the target and ritually anoint their bodies with glyphs, marking themselves as hunters. Being chosen as one of the hunters is a high honor, and witnesses defer to them until the rite is complete. Once the hunters are prepared, the target is marked with the glyph for "prey," and her bonds are released. While making these marks, the caster names the crimes committed to call down the ritual. As the target flees, the hunters chase down and kill the target. Death in this manner is seen as a form of atonement, allowing the target to be mourned and buried with honor.

System

Spend 1 point of Gnosis and use five standard actions marking yourself and the other participants in the rite with glyphs that denote them as hunters or the prey. If you succeed on the Punishment rite challenge, this ritual grants the hunters an unfailing instinct for the location of their prey for the duration of rite. Their only desire becomes to hunt down and kill the prey. This ritual lasts until the prey is dead or one month has passed, whichever is shorter. The target receives the moniker *Hunted*.

When the prey target dies, those marked with the hunter glyphs receive 1 trait of Fleeting Honor Renown for their participation in this sacred duty. Any stain of dishonor on the prey is wiped clean, so she may be mourned and remembered with honor. The Garou who lands the killing blow on the prey receives the moniker *Hero*.

Only a Sept Leader or the High King can call for a Rite of the Hunt to be performed. For more details on this ritual and when it may be used, see **The Sept: The Litany and the Sept, Crime and Punishment,** page 528.

Voice of the Jackal

This punishment is performed on those whose words cannot be trusted, ensuring that any who hear her voice are aware of the target's dishonesty. For the next month, all who hear the target's high-pitched yipping voice realize the target is not someone to be trusted.

In order to perform this rite, the caster needs a whistle, a bell, or some other way to produce a high-pitched sound. The target is made to announce her crime while the caster creates high-pitched tones throughout her recitation.

System

Spend 1 point of Gnosis and use your standard action to create a high-pitched chime or whining sound. If you succeed on the Punishment rite challenge, you render the target's voice high-pitched and squeaky while in Homid form and accented with hyena-like barks and yips when attempting to communicate in her Lupus form.

While under the effects of this ritual, the target receives a wild card penalty equal to the number of dots she possesses of the Rank background, applicable to any Leadership challenges in which she particpates. The target gains one of the following monikers as chosen by the caster of the rite: *Coward*, *Dishonorable*, or *Reckless*.

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Renown Rites

Renown rites serve to give praise to those whose actions merit it, to celebrate memorable moments in life, and to bring participants together to enforce the sense of community that keeps a sept healthy.

System

Renown rites require a successful Social attribute + Performance skill challenge.

Gathering for the Departed

Death is a way of life for Gaia's children. Mourning and celebrating the way a fallen werewolf lived allows Garou to deal with the constant stream of losing loved ones in a never-ending life of battle. This ritual grants Garou a chance to say goodbye while celebrating the victories that the deceased achieved in life.

In order to perform this ritual, the caster must obtain either the body of the fallen Garou or an item significant to her. A cleansing is performed on the body or item, and the other participants and mourners gather. Once all are in attendance, the caster begins to speak of the deceased werewolf's deeds, inviting others to participate as she casts the ritual.

System

Spend 1 point of Gnosis and use your standard action to begin telling a story of the deceased. If you succeed on the Renown rite challenge, the rite negates a number of points of Harano equal to the number of persons participating in the ritual by sharing a story of the deceased. Only points of Harano that were or would be gained as a result of the death of a packmate, septmate, or loved one can be removed through this ritual.

Rite of Acceptance

Joining a sept is a momentous occasion, as a Garou bonds with both the totem spirit overseeing the caern as well as the area's defenders. This ritual marks the formal acceptance of a Garou or Fera into the community of a sept.

The individual casting this ritual brings the prospective member to the bawn and beseeches the attention of the sept totem. When the totem pays heed to the request, the target is ritually purified and formally presented to the totem for acceptance.

System

Spend 1 point of Gnosis and use your standard action to bring yourself to the attention of the sept totem. If you succeed on the Renown rite challenge, this ritual formally bonds the target to the sept and its totem. When the ritual is complete, all members of the sept feel the effect of another Garou's addition to their number, and those who hold a position in the sept are spiritually notified regarding identity of the newest member. This recognition lasts until death or the target successfully joins another sept.

When the ritual is complete, the identity of the newly bonded Garou, including her name, deed name, tribe, breed, and auspice are delivered by spiritual messenger to any who hold a position within the sept. Other bonded members of the sept who do not hold a position are aware another has been added to their ranks, but they must learn her identity on their own.

Rite of Accomplishment

A werewolf rising in Rank is a moment of joy and celebration for her sept as well as herself. This ritual informs the whole community of an individual's achievement, so they may celebrate the elevation of one of their own. It is the final step required to formally acknowledge a Garou's rise in station.

A Garou who has completed her Rank challenge is circled by witnesses, who offer congratulations and short tales of her successes. While that happens, the caster uses sacred oils to anoint her with the glyph of the Rank to which she has risen.

This ritual can also be used when granting a positive moniker in reward for service to the sept or the Garou Nation.

System

Spend 1 point of Gnosis and use three standard actions anointing the target with oil. If you succeed on the Renown rite challenge, this ritual sends a spiritual message to the sept's totem, which announces to every bonded member of the sept the news that one of its members has risen in Rank.

The target of this rite immediately regains enough Gnosis to bring her to her maximum, and it refreshes any Innate or Abiding Renown she may have spent during the game session. When used to grant a moniker, if you succeed on the rite challenge, this ritual sends information to the sept totem or tribal totems, informing the sept or the Garou Nation of the granting of such an honor.

Rite of Passage

When a Cub has learned her lessons and is ready to become a full member of the nation, she must undergo her Rite of Passage. This ritual is usually performed with other Cubs, after they have completed a mission showing their worthiness. It is the capstone of the Cubs' transition into

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full sept membership, and it formally acknowledges the Cubs' success. Cubs who go through this rite together often form the basis of a new pack.

A Den Parent gathers the Cubs who are ready to accept the mission and gives them their task. Those involved must go and work together to accomplish the goal that has been set forth for them. When they return, the Den Parent judges whether those who have participated have succeeded in demonstrating their suitability to be Cliath of the nation.

In the presence of the Den Parent, the caster anoints the new Cliath in sacred oil with the glyph for their new Rank. If a Den Parent is not available, the Sept Leader may stand in for this ritual.

System

Spend 1 point of Gnosis and use your standard action anointing the new Cliath with oils. If you succeed in the Renown rite challenge, this ritual marks the completion of the task and formally inducts the participants into the Rank of Cliath.

Performance of this ritual grants the participants the Renown, privileges, and responsibilities that come with the Rank of Cliath. It also notifies the local spirits that there are new members of the nation who may form a new pack or join an existing one. Successfully performing this ritual removes the *Youngling* moniker from the new Cliath.

Rite of Wounding

Performed when a warrior returns bearing the scars of battle, this ritual ensures the reminder of the wound is never lost. Serving both as a teaching moment and a symbol of surviving a life-threatening battle, battle scars are proudly borne as reminders of the never-ending war.

The caster must combine cleansed and purified water with small pinch of silver dust. Then, she pours the liquid over the site of the battle scar. This act ensures that while the damage may heal, the scar will forever remain with the Garou who bears it.

System

Spend 1 point of Gnosis and use two standard actions to combine the ingredients and pour the liquid. If you succeed in the Renown rite challenge, this ritual ensures that while the wound may heal, its scar will persist.

Completion of this ritual revitalizes a wounded werewolf after a draining battle, restoring her Gnosis pool to maximum.

Seasonal Rites

Seasonal rites are deeply rooted in the well-being of the sept and its members. They echo the turning of the earth and the changing of Gaia's seasons, drawing power and returning it to her in a continuous cycle.

Seasonal rituals can only be active during their associated time periods, with the exception of the Lunar Celebration rite, which can be performed at any time without canceling the others. You can also only have one of the four equinox/solstice rituals active at a time. For example, casting the Rite of Reawakening while the Rite of the Winter Wind is still active immediately ends the effects of the Rite of the Winter Wind. The participation of five individuals bound to the sept through the Rite of Acceptance is required for the successful casting of Seasonal rites.

Repeatedly casting the same Seasonal ritual has no additional effect; bonuses do not increase or stack.

System

Seasonal rites require a successful Social attribute + Performance skill challenge.

Lunar Celebration

Harano is a true danger to Garou and Fera alike, and there is not always time for moot activities to alleviate that distress. This ritual was created to allow a pack to mitigate worry until they can fully participate in a moot. Calling on Luna and praising the roles for which they were born reminds werewolves of their sacred duties, keeping the sorrow at bay.

The caster and all participants gather together under the light of the moon. They each speak aloud their plea to Luna for relief from the sadness growing within them.

System

Spend 1 point of Gnosis and use five standard actions to invoke Luna in each of her phases. If you succeed on a Seasonal rite challenge, this ritual removes a point of Harano from each participant for the next month.

If a participant in the Lunar Celebration rite participates in a moot before the month is over, her removed point of Harano does not return. If a werewolf fails to participate in a moot before the allotted time, the removed point of Harano returns, and the target gains another point of Harano for her failure. You can only be under the effect of one Lunar Celebration rite at a time.

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Rite of Reawakening

The Rite of Reawakening calls the land surrounding the sept to life once again. Participants share their gnostic energy with the land and the spirits around them to ensure growth and strength for all. This ritual may be cast any time from the day after the Winter Solstice until the day before the Summer Solstice.

The caster gathers seeds or some other symbol of growth. Digging a small hole in the earth, she must bury the symbol while intoning a prayer for the safety and fertility of the land.

System

Spend 1 point of Gnosis and use three standard actions planting the symbol. If you succeed on a Seasonal rite challenge, this ritual infuses the land with gnostic energy, awakening it from the long winter slumber.

For the next three months, the stock NPC rating of any spiritual defenders of the sept raises by 1, to a maximum of 5.

Rite of the Great Hunt

Summer is a time to celebrate fertility and virility. The Rite of the Great Hunt ensures the strength and bounty of the coming harvest and of the sept and its members. This ritual may be cast at any time from the day after the Vernal Equinox until the day before the Autumnal Equinox.

The caster and any other participants shift to their Lupus forms and hunt down a prey animal. While giving thanks for its sacrifice, they share the bounty of the life they have taken. Every piece of the animal must be used in some way, even if only taken for later use. After this task is completed, the caster intones the ritual.

System

Spend 1 point of Gnosis and use your standard action to invoke this ritual over the body of the slain. If you succeed on a Seasonal rite challenge, this ritual imbues strength and protection into the sept and its shard seed.

For the next three months, if the shard seed would lose its strength due to being moved or from lack of attention, the loss is negated. For more information on shard seeds, see **Chapter Twelve: Caerns**.

Rite of the Long Vigil

Autumn is the time of harvest in preparation for the winter to come. The Rite of the Long Vigil reminds its participants of the coming chill and ensures the sept is ready. This ritual may be cast at any time from the day after the Summer Solstice until the day before the Winter Solstice.

The caster and each participant must bring some item of comfort or food to be stored at the sept. Each item is cleansed and ritually purified before being added to storage. Once each item has undergone this blessing, the caster invokes this ritual over the location where they have been placed.

System

Spend 1 point of Gnosis and use three standard actions blessing the items involved. If you succeed on a Seasonal rite challenge, this ritual renders the sept territory a bastion against blights, disease, and sickness.

For the next three months, those bound to the sept are immune to disease, toxins, or poison while present on the sept's territory. This rite does not prevent the targets from contracting these effects outside of their territory, nor does it negate any pre-existing effects.

Rite of the Winter Wind

Traditionally, winter was a time of attrition and death, a struggle to endure the cold months until the spring returned. The Rite of the Winter Wind was created to gift resilience and endurance to the participants, helping them thrive during harsh times. This ritual may be cast at any time from the day after the Autumnal Equinox until the day before the Vernal Equinox.

The caster and each participant must stand vigil outdoors on the sept's territory from dusk until the following dawn. They cannot eat, drink, or sleep during this time, or receive any creature comforts beyond their own fur. When dawn breaks the horizon, the ritual is cast with an invocation to the four winds.

System

Spend 1 point of Gnosis and use four standard actions to name the four winds. If you succeed on a Seasonal rite challenge, this ritual grants the participants the fortitude to endure the harshest of climates.

For the next three months, those bound to the sept are not subject to any negative effects due to climate, from the coldest arctic tundra to the hottest of deserts. This rite does not prevent damage from cold or fire attacks, but instead it mitigates only the effects of such environments.

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Secrets Recovered

"A giant. Seriously? I know you said this was going to be a challenge, but not only do you send me to fight a giant, but you can't even be bothered to stop tinkering with that spirit phone long enough to help me?" Son-of-Annwyn grumbled, as he wrapped another bandage around his forearm, activating the talen that would enhance his natural healing abilities. Son-of-Annwyn, a Fianna Ahroun so interested in the spirits and rituals that he could be a Theurge, had an unparalled tactical mind and was a great asset to this quest. Luckily his sense of humor and down-to-earth nature balanced out the ferocity he brought to play.

"You were taller than him; it looked like you had everything under control," Peter commented laconically, tapping his finger on the tiny keyboard attached to his smartphone. "Besides, if I can get this mapping feature to work, just think about how much easier travelling in the Umbra will be in the future." The Elder Glass Walker chuckled at his own joke as he rummaged in his omnipresent man-purse for some obscure tool.

The rest of the team ignored the banter, as they continued to prepare for the rest of the mission. They'd made sure to bring plenty of supplies, as the cryptic explanation hadn't specified how long the quest would take. Even with several powerful Garou participating, it was better to be over-prepared than risk finding themselves without an essential item when they needed it most. The last pocket realm had been a lush jungle teeming with energy. This new realm was the polar opposite: a barren desert with burning sands, harsh winds, and little sign of life.

Packing the last of the bandages back into her satchel, Vidya recited the lines once more for the group. "'Betwixt and between, through four spirit gates. Challenges passing, your answers await.' Not the most informative guide, but it's been successful so far," she smiled charmingly at the others. Vidya Armund, a Get of Fenris Galliard on loan from her own pack, had a knowledge of history, language, and culture unparalleled throughout the Garou Nation. As an ardent follower of Snow Queen, she could walk into any situation with grace and poise, no matter how unfamiliar or alien.

"We've managed to complete the Air challenge with a leap of faith when Sierra spotted that gateway ripple; the Water portal when yours truly swam down to retrieve the key, while being chased by twisted piranha spirits who tried to bite her in the most uncomfortable places. Defeating that giant guardian earned passage through the stone doorway, which obviously accounts for the Earth challenge." Vidya smiled at Son-of-Annwyn, who still looked annoyed about the fight with the mountain giant.

Cait chimed in, musing over the quest she had set them all on, "The vision Stag gave me showed that we would need to overcome three stages in order to find the answers. I believe the first was Shapes the Path-rhya deciphering where to begin. Now that we are here, it's passing through the different gates, just as Vidya-rhya and Sierra-rhya translated from the rocks. That means even if—no, when—we complete this part, we will still have one final challenge to overcome, to get the answers I need." Cait, a Fianna Ragabash, was the youngest among the five, but her curiosity and fearlessness rivaled all the others.

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Son-of-Annwyn nodded in agreement with the younger Fianna's assessment, breaking away from the lively banter with his old friend. "Agreed. Most things involving the fae come in threes; no reason for this to be any different." The tribemates shared a common bond through their camp membership, and even though Cait was quite young compared to the rest of the group, she was considered quite knowledgeable when it came to the fae folk, which explained why Stag called on her to undertake this quest. She had asked many friends and mentors for advice on how to best accomplish her task, and many of them had offered her a great honor by giving their wisdom and willingness to accompany her into the depths of the Umbra. Sierra Songbraider—packmate, loyal ally, and friend—hadn't questioned why she was needed. The Child of Gaia Galliard had merely packed a bag and climbed in the car.

Peter spoke next. "Now we need to find the exit from this realm. With the heat, it is likely best to have one person scout a location for a specific duration of time. When it expires, they should return with information we can use to map out this place, and then we can send the next scout out, while the previous one rests. This way, we maximize our information-gathering while still maintaining a healthy and rested team, in case any more rigorous activity is required." The Elder Glass Walker outlined the strategy, as he continued to tap on his phone. The ability to multitask was one of Peter's greatest abilities, and no one was surprised in the slightest that he'd been playing close attention to everything they'd said while he appeared to be distracted by his own project. "So, as the rest of us have contributed, it is time to earn your keep." He looked up at Cait with a smirk. "Do your job for Gaia, Scout. Run along."

Glaring, the Ragabash dropped the paper she'd been fanning herself with just in time to catch the canteen he tossed in her direction. "Yes, Asshole-rhya," she grumbled, standing up to set off, as the rest of the team laughed.

Peter smiled to himself. While this was technically the Ragabash's quest, that didn't mean that he was just going to let things happen without a plan. While making any form of technology work correctly in the spirit world of the Umbra was an uncertain prospect, when one understood the laws of the realm, the rules of the spirits, and the ancient pacts between them, it became far easier to accomplish what you want. It was relatively easy for him to track the canteen he'd thrown to Cait without her realizing it. She'd come to him for advice first, even before Theurges she knew, due to his extensive umbral experience. Few of that auspice spent as much time within the Umbra developing an understanding of the intricacies involved in the spirit world as he had. As a Philodox, the ancient agreements between spirit and Garou always fascinated him, even beyond the laws of the Litany their interpretations. The alien nature of some umbral realms and the rules and laws that governed them had always seemed to be the best way to try and understand the spirit allies vital to Garou life. It was why he had jumped at the chance to leave his boardrooms and mansions, sent his daughter to stay with relatives for a time, and gathered his friends around him. When Cait had come to him about this quest, it dovetailed nicely with his own desire to get his hands dirty again: to dive into a quest deep within the Umbra and overcome the challenges presented with nothing but his claws, wits, and friends.

"Found something!" Cait's exuberant voice rang back from over the dune, interrupting the Elder Glass Walker's introspective moment. She hadn't been gone long; she couldn't have found the exit already. The subtle wryness of her tone told him this wasn't going to be as simple as the previous challenges. He gathered the others with his gaze and nodded his head towards where Cait's voice had come. With a swiftness born of long practice, the other three gathered up their belongings and secured their packs. Peter slipped the phone back into the bag over his shoulder, standing to accompany them.

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After finding the Ragabash, they followed her beyond three more dunes, while the ambient heat climbed higher. A dull rumble filled the air, an unfamiliar sound almost like an avalanche, totally out of place in a desert. Reaching the last rise, they stood, stunned at the sight, while Cait cocked her eyebrow at Peter saucily, "Ever seen a waterfall of fire, not lava—FIRE—before?" She paused before adding a belated, "…rhya?"

Peter chuckled. "Nope." Shaking his head, he continued to walk down the side of the dune towards it.

"Doorways of Fire. Again? Really?" The young Ragabash continued to gripe, as she followed Peter down the side of the dune. "How the hell are we going to deal with this? Please tell me you have a plan!"

"Of course I have a plan," his response was immediate and calm.

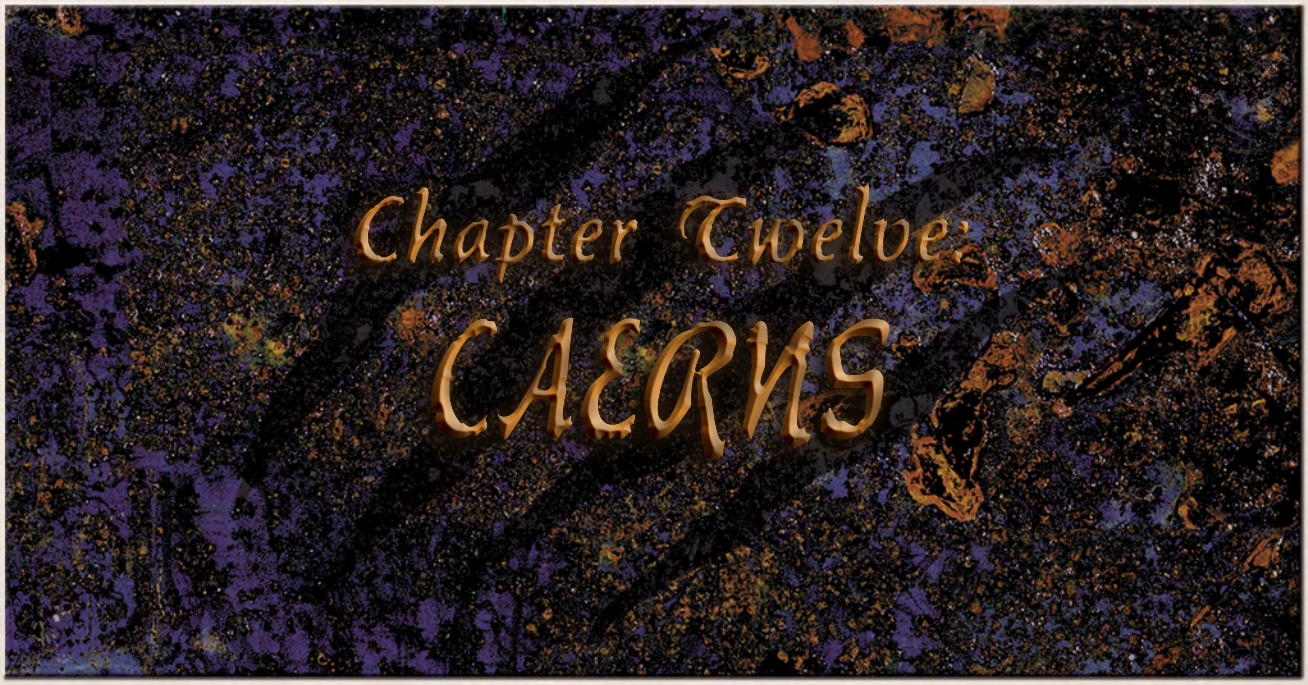
"Well? What's the plan?" Cait asked, as the others shook their heads in silent laughter.

"Improvise."

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Chapter Twelve: Caerns

"Some say that the great caerns are a symbol of hope for a better tomorrow. Bah! The great caerns are a testament to our tenacity. Despite everything the Wyrm threw at us, the umbral storms, the Caern Plague, and the Siege of the Dark Brigade, the great caerns survived. We raged against their hate and filth! We endured! We won, though we drowned our enemies in our blood."

—Valka One-Eye, Jarl of the Sept of the Blood Fist

A *caern* is a place blessed by Gaia. It serves as part of the spirit realm's circulatory system by helping maintain the world's Gnosis. Shapeshifters cultivate these sacred locations, protecting them from those who would use their raw gnostic power for selfish and destructive purposes. During the Age of Man, Silver Fang Theurges raised the first caern deep in the Ural Mountains of Russia. Since then, caerns have become places to commune with Mother Gaia, outposts to rest from the eternal war against the Wyrm, and homes to defend against any and all threats.

Historically, caerns were rarely shared between tribes. Werewolves fiercely defended these places, often against other Garou, and their owners jealously hoarded their caern's power. During the Age of Storms, when the Garou Nation unified against the Storm Eater, this taboo slowly began to change. While caerns often remained primarily controlled by one tribe, members of other tribes filtered in to support these places of power. Over time, the staunch tribal divisions over caerns faded, and the Garou Nation found solidarity in mixed-tribe caerns. As mankind continued to destroy the Wyld places and threaten the very existence of the Garou, caerns became more important than ever.

Once, hundreds of caerns tempered and spread the flow of Gnosis, continually renewing the world. During the battles at the onset of the Age of Apocalypse, the Wyrm took advantage of how few shapeshifters defended each caern, and it sent huge waves of minions to topple them in succession through sheer force. As the survivors of these battles sought shelter with one another, the number of defenders in each caern grew. In the end, shapeshifters saved thirteen of the caerns; each of these became known as the *great caerns*. With the widespread destruction of so many of these spiritual centers came another heart-stopping blow—the sacred rites that allowed for the creation of a new caern had ceased to function. Gaia's children reeled at this loss, fearing that the Garou would be confined to those thirteen spaces left to them and that the remaining caerns would eventually be overrun. Then came what many called a miracle. An unlikely cooperation between Fera and Garou led to the discovery of *shard seeds*, items capable of giving birth to an entirely new type of caern.

The new caerns—*shard caerns*—are vastly weaker than their predecessors. Compared to the mighty locales from which they are descended, shard caerns are fragile and

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need constant protection. Now, shapeshifters guard the few remaining great caerns with zealous fanaticism, as they serve both as the remaining gnostic centers of the world and as the only known source of shard seeds. If the world is to survive, shard caerns must be protected long enough to blossom into great caerns, hopefully sparking a new age.

The Great Caerns

"My first memories involve the diaspora of the nation, after the great caerns were destroyed by the Siege of the Dark Brigade. I try to imagine a world filled with great caerns… the Garou of that time must have still felt hope that the world could be set right."

—Verity Argyris, Black Fury, Historian

Once, before the Age of Apocalypse, there were hundreds of caerns around the world, located anyplace with a wellspring of Gnosis. Werewolves curated and protected these places for Gaia. Though she might be far from home, a weary traveler would have few problems finding a friendly sept at which to lay her head while she traversed Gaia's lands. These sacred places were the pinnacle of Garou society, offering shelter to weary travelers and kin alike. They served as staging points for missions against the Wyrm, and they stood as places of learning for those who sought to expand their minds. If Gaia was the soul of the Garou Nation, then her caerns were its heart.

With the onset of the Age of Apocalypse came umbral storms and the Siege of the Dark Brigade, which decimated the Garou's bastions and overwhelmed their steadfast defenders. When the dust had settled, the surviving werewolves found themselves lost. Many had lived their entire lives in the same sept. For some, the loss of their caerns was less painful, but the Silent Striders, who rarely called one singular place home for very long, knew how to cope with this *diaspora*. Others found their grief gave way to despair. These Garou slipped deep into Harano as the enormity of so much loss in such a short time began to pile upon them.

For a time, the nation was in chaos. Frantic survivors didn't know where to turn. Rumors regarding which caerns had fallen and which had survived often conflicted, as conventional means of communication were compromised. The remaining great caerns were inundated with refugees, and while they tried to accommodate as many as possible, numerous Garou found themselves turned away at the bawn. Some werewolves returned to the locations of their now-defunct caerns with their septmates, struggling to maintain some semblance of normalcy in the face of the Age of Apocalypse. Others set out with their packs, roaming the earth in a desperate attempt to find a place to cling to: a place where they could set down roots and once again attempt to fulfill the duties proscribed by Gaia.

The discovery of shard seeds gave birth to the first shard caern in Las Vegas, bringing a new hope to the Garou Nation. Wanderers and refugees, though tired and increasingly desperate, found themselves filled with new purpose. Dutifully, they made their way to the remaining great caerns to receive cultivated shard seeds. Like the seeds themselves, their hopes had been brought back from extinction, and they saw within them a promise that life as they once knew it might someday return. The Garou slowly began the process of reclaiming their destroyed caerns, replacing them with ones powered by the new shard seeds. Meanwhile, the great caerns continued to fortify themselves, their survival increasingly vital to Garou Nation.

Lost Great Caerns

The opening battles of the Age of Apocalypse were a time of immense turmoil. Initial reports were frantic, as caerns worldwide came under simultaneous assault, leaving much of the world under the fog of war. Lists of casualties remain incomplete, with Garou in the thousands presumed dead. A number of caerns simply "went dark" in the chaos and still remain lost.

Some believe that there are lost great caerns sleeping deep in the remaining places of the Wyld. These caerns may have escaped the Siege of the Dark Brigade, perhaps because their Moon Bridges were deliberately severed or because the Garou who tended them were isolated enough to somehow escape notice. Garou and Fera alike have begun scouring the corners of the world, seeking to claim the glory that would come from discovering a lost great caern. News that any caern managed to survive would be a boost to morale, as well as a tactical boon in securing territory against the Wyrm.

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The Surviving Thirteen Great Caerns

Thirteen great caerns survived the plagues and the Siege of the Dark Brigade. These last bastions of the nation's strength have become symbols of hope to beleaguered Garou seeking any inspiration to keep fighting. Although they are few in number and often found in areas far from civilization, the great caerns are rabidly defended by all; the survival of the nation and of Gaia depends on the stability of these precious few places of power.

The Great Caerns of North America

Sept of Forgotten Waters

Maurepas Swamp, Louisiana, United States

Caern Totem: Big Papa, Totem of War

Caern Rating: 2

Sept Leader: Benny "Ear to the Ground" Reed, Ahroun, Elder, Bone Gnawer Councilor

Sept Description: The Sept of Forgotten Waters served as the battleground for a ruthless siege between the Garou Nation and the Dark Brigade. As other caerns across the world fell, this place became the only caern left standing in the continental United States. Garou from every tribe, along with many Fera, stood in defense of the caern. While there were terrible casualties among those protecting the sept, they were ultimately triumphant in turning back the tide of the Wyrm. Today, the sept remains open to all who enjoy Gaia's blessing, both Garou and Fera, and it has become the base of operations for the Concordat of Stars. Many Fera breeds call Forgotten Waters home; this was one of the first caerns in the world at which Garou allowed their Fera companions to officially join the sept.

Situated deep in the Louisiana swamp, the Sept of Forgotten Waters is not an easy place to find. The Warders and Guardians have used the natural defenses of the wetlands to hide their presence from those who would wish them harm. Travel to the caern's site can be difficult, often necessitating the use of boats to travel through the area. The deep waters surrounding the protectorate are patrolled by the two Mokolé who call Forgotten Waters home, and the nearby towns are watched by Bone Gnawers. The caern itself is set at the center of the protectorate on a large, flat stretch of ground, peppered with ancient trees. Here, the sept structures can be found. The Sept of Forgotten Waters takes particular pride in its challenge ring, a massive muddy wallow.

The Beast Courts and Dragon Nests

The Stargazer tribe has reported that, in spite of the Wyrm's devastating assault, the Beast Courts were able to secure and retain an unknown number of their own caerns, known as **Dragon Nests**, in undisclosed locations throughout Asia. The Garou Nation has yet to bridge centuries of distrust to learn more, but there is hope that perhaps there are others fighting the good fight to restore Gaia. As they were party to the discovery of the shard seeds, it is expected that the Beast Courts are using similar methods to retake their former holdings.

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Sept of the Last Breath

Caribou River Park Reserve, Manitoba, Canada

Caern Totem: Ever Dreamer, Totem of Wisdom

Caern Rating: 4

Sept Leader: Joseph Wintersrage, Ahroun, Elder, Wendigo Councilor

Sept Description: The Sept of the Last Breath is an ancient caern that traces its roots back to the time of the Pure Lands. For centuries, this sept has been a haven for the Wendigo, who carefully guarded the nearby herds and terrain against human expansion; they scarcely tolerated werewolves from other tribes. Although these ancient grudges have diminished in the Age of Apocalypse, this caern remains predominantly populated by Wendigo.

Nestled in the wilds of Canada, the Sept of the Last Breath has stood unflinching in the face of storms, both natural and umbral. The lands of the protectorate are harsh and wild, and those who inhabit the sept are of a similar vein. As the caerns of the world were being overrun by minions of the Wyrm, this caern stood firm as the sept's Theurges summoned powerful storms to sweep the area. When the Wyrm's hordes were forced to take shelter, the sept's warriors emerged, and they fought in close quarters despite the freezing conditions. Through their efforts, they dispatched the Wyrm, and the sept was able to serve as a staging point to aid in relief efforts. But the Wendigo who call the sept home protected their caern at great cost, and they are continuing to slowly rebuild their numbers.



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Sept of the Weeping Daughter

Grimbone Creek, 15 miles west of Lawson, Alaska, United States

Caern Totem: The Weeping Daughter, Totem of Wisdom

Caern Rating: 4

Sept Leader: Thistlechar, Galliard, Elder, Red Talon Councilor

Sept Description: The Sept of the Weeping Daughter was once an ancient caern, raised when the Three Brother tribes first came to the Pure Lands. During the Age of Sorrow, an unknown Ragabash awakened a Wyrm creature that destroyed the sept. Afterwards, the caern went into hibernation. During the Age of Storms, a pack of Red Talons, known as the Strong Backs, migrated to America and headed north, seeking to test themselves in a real frontier. They encountered swarm after swarm of Black Spiral Dancers and other Wyrm creatures before they cleansed the land and awoke the caern.

For nearly two hundred years, the Sept of the Weeping Daughter remained isolated; its keepers restricted admittance to Red Talons and, out of respect, select Wendigo. But during the Siege of the Dark Brigade, the few local guardians could not withstand the Wyrm's onslaught. In a move considered controversial at the time, the Sept Leader decreed the caern open to refugees escaping the cities and destruction, and asked only that any who were able to stand take part in the fighting. When the Wyrm arrived on the heels of the newcomers, the Sept Leader led the defenders with a powerful howl that bolstered their resolve and spurred the attackers into disorganized frenzy. Filled with powerful rage, the once-haggard refugees seized their pursuers while Thistlechar challenged the enemy commander to face her personally. After an epic struggle, she gained the upper hand, and violently tore out his throat. Lacking any semblance of structure, the Dark Brigade was outmatched and sought to flee. The Red Talons and Wendigo spent the next several days hunting them across the tundra.

In recognition of the group effort that saved the great caern, it has since been decreed that any Garou may freely seek permission to enter it. However, the caern remains a stronghold for the Sanctum of Gaia, and its leaders are staunchly opposed to any notions of Weaver sympathy. Recently, a slew of Rokea have made the sept a port of call, suggesting that their relations with the Red Talons have warmed.

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Sept of the Hollow Heart

Near Tefé, Brazil

Caern Totem: Great White Mouse, Totem of Cunning

Caern Rating: 4

Sept Leader: Harmony "Spins the Wheel" Mason, Galliard, Elder, Child of Gaia Councilor

Fera Leader: Mercutio Tovani, Dusk Pryio, Elder, Bastet

Sept Description: Although the Sept of the Hollow Heart is relatively new, none can deny that it is a well-defended caern. For years, this caern served as the base of Garou operations in the Amazon. Its inhabitants stood ready to take the fight to the Wyrm at a moment's notice, which often involved engaging the miners and loggers through non-violent means. When Pentex's elite strike teams set out for the caern, few—locally, or further afield—believed that they could win the day. But rather than engage the invaders directly, the sept called on its human and media connections to thwart an attempt to clear-cut a path to the caern. Afterwards, the defenders spent weeks confounding and exhausting the attackers who sought to make their way through the jungles, leaving them depleted and unable to fight. Deserted by many of its human allies, the forces of the Wyrm were eventually cornered and defeated.

Located near the Tefé river in Brazil, the Sept of the Hollow Heart lies deep in the Amazon rainforest. It is difficult to locate and isolated from civilization, though the sept itself has much in the way of modern conveniences. With many of its structures built high in the trees, the sept is a marvel of non-invasive housing and sustainable living, all powered through renewable energy. The members of the sept have pioneered new techniques for fighting the Wyrm, and they routinely work with indigenous tribes and activists worldwide. Although the sept is always prepared for war, it has chosen a totem that revels in cunning. These Garou understand that brute force alone will not destroy the creatures who threaten the Garou Nation. The sept remains the main staging ground for actions against the Wyrm in South America.

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Sept of the Split Sun

Sierra de las Minas, Guatemala

Caern Totem: Quetzal, Totem of Respect

Caern Rating: 3

Sept Leader: Aylen "Ripper" Queupul, Theurge, Elder, Uktena Councilor

Sept Description: The Sept of the Split Sun can track its history back to the days when the first Uktena migrated to South America. Founded to serve as a central staging point for fighting the vampires of Mesoamerica, the Garou of the Sept of the Split Sun have been known for their strength and tenacity in the overwhelming face of the Wyrm's corruption since the sept was founded. When war came to the Pure Lands, Shadow Lords attempted to take this sept by force, in hopes of securing resources for their war against the Aztecs. The werewolves of the Split Sun, following their totem Quetzal, hid all traces of the caern and retreated deep into their protectorate, where the Shadow Lords could not find them. When the Dark Brigade came to attack the Sept of the Split Sun, the ancient magics endured, and the creatures of the Wyrm found themselves hopelessly lost in the jungle. Throughout the course of weeks, they were picked off by the caern's defenders, led by the sept's Ragabash and Ahroun. Although they were unable to damage the sept itself, the area was not left unmolested, as the Wyrm burned the jungle and killed dozens of locals in retribution.

One of the largest remaining great caerns in the world, the Sept of the Split Sun sprawls over a massive protectorate deep in the mountains of Sierra de las Minas. Many of the sept's structures are carefully hidden amongst the natural flora, and some parts of the caern have never been seen by those who are not sworn to the sept. It's rumored that among the monuments in its hall of heroes are some dedicated to the Camazotz. The Sept of the Split Sun has opened its borders to most Garou; however, Shadow Lords are met with a wary eye, and find that they must work harder to gain the trust of the inhabitants of the sept.

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Sept of the Crescent Moon

Ural Mountains, Russia

Caern Totem: Falcon, Totem of Respect

Caern Rating: 5

Sept Leader: Sabine "Silver Swift" LaCoix, Ahroun, Elder, Silver Fang Councilor

Sept Description: As caerns across the world fell to the Dark Brigade, Garou survivors and Fera reinforcements fled to the Sept of the Crescent Moon deep in the central Ural Mountains of Russia, hoping that, of all places, the world's oldest caern would be able to endure. Here, they found a massive battle. The Wyrm attacked with an overwhelming number of its total forces, hoping to score a symbolic victory and demoralize the remaining defenders. Knowing this, the High King chose to lead the defense personally, bringing with him his legendary pack.

The ensuing battle was pitiless and costly. Though valiant, the defenders were still outmatched. When all seemed lost, they received unexpected aid from an envoy of Fera who fought beside them without prejudice. Additional assistance came from a group of vampires from the Gangrel clan. Catching their enemies unawares, they seized upon the Wyrm's forces from behind, dragging them away into the frozen night. Only through the combined might of the Fera and Garou—along with assistance from vampires—was a narrow victory made possible.

However, many were quick to criticize the Silver Fangs for concentrating their efforts on protecting this single caern, traditionally one of their own, when so many others needed their assistance. The Shadow Lords argued that had this particular caern yielded, perhaps three or four on the brink of holding could have been saved. Though a great number of refugees were spared as part of the effort, the issue remains a contentious one.

Pristine and savage, the Sept of the Crescent Moon is a beautiful Wyld sept. For many years, no man-made structures could be found on its bawn, although small housing clusters dotted its protectorate. This prohibition was briefly relaxed during the onset of the Age of Apocalypse, as several defensive structures were erected. As is custom, all official business of the sept takes place outdoors, regardless of the weather, often set near one of the waterfalls that highlight the landscape.

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Sept of Glass and Steel

Galaxy Soho Building, Beijing, China

Caern Totem: Glass and Steel, Totem of Cunning

Caern Rating: 4

Sept Leader: Anh Lai Far-Traveler, Ahroun, Elder, Stargazer Councilor

Sept Description: The Sept of Glass and Steel is a relatively new sept, only formed in 2009 when ground broke on the Galaxy Soho building in Beijing. Many younger shapeshifters took to this new caern, looking to prove their worth. Although Beijing boasted several urban caerns prior to the Age of Apocalypse, only one was able to emerge from the flames unscathed.

The unique design of the building positioned it at the heart of the city's leylines, enabling it to draw an excess of Gnosis. For the past fifty years, Stargazer kinfolk worked carefully with urban planners to arrange this unique alignment, regulating the construction of nearby buildings to allow the lines of power to be maintained. When the Wyrm attacked, the Stargazers had fortune on their side, having recalled the sept's warriors in preparation for what was deemed an inauspicious day in advance. While their attackers believed them easy prey, the Stargazers had careful preparation, the mortal populace, and for once, Weaver technology on their side. Through clarity and resolve, their caern endured, though others did not share in their fortune.

The Galaxy Soho building in Beijing is a massive, sprawling creation of glass and steel, rising high into the sky. The top fifteen floors of the building are dedicated to the caern, along with the massive gardens in the atrium. The Stargazers are immensely proud of their new harmonious space, and they find that their attitude towards the Weaver has softened in the wake of their victory. Although the sept is open to any Garou or Fera, mostly members of the Beast Courts can be found here. All members enjoy excellent relations with the surrounding community, who treat their elder kinfolk with great care and reverence.

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Dark River Caern

Near Lisala, Democratic Republic of the Congo

Caern Totem: Elephant, Totem of Glory

Caern Rating: 4

Fera Leader: Amari the Thunder, Midnight Pryio, Elder, Simba Bastet

Notable Garou: Samira "Doomspeaker" Tahan, Ragabash, Elder, Silent Strider Councilor

Sept Description: The Dark River Caern is the home of the Ahadi, and it serves as the heart of the war against the Wyrm in Africa. Founded years ago, Dark River acted as a staging point for the conflict against Black Tooth and offered refuge to those whose homes were destroyed by the mad Simba and his Endless Storm. After Black Tooth's demise, the Dark River Caern continued to grow, as more shapeshifters learned of his death and came out of hiding.

The attack on the Dark River Caern was swift and brutal, coming on the heels of the attack on the Sept of Last Stand. The Dark Brigade waited until warriors of the sept had left to assist their sister caern to the west before swarming the boundaries of the protectorate. However, this attack was all according to the defender's plan. Once the Dark Brigade began to move, the warriors returned, joined by Silent Striders from a nearby caern who arrived in what seemed an impossibly short time. The creatures of the Wyrm had grossly underestimated the fortitude of kinfolk and young Garou, and they found themselves crushed between spears and claws.

The Ahadi reacted immediately. The Fera were grateful to the Silent Striders, who had chosen to cede their caern to better defend the others. For their part, the Striders felt more eager to face their enemy on the road, and they immediately dispatched groups to engage and harry the forces in the field. Thanks to their efforts, the remaining caerns in Africa were evacuated of both shapeshifters and kinfolk alike, and large groups of warriors traveled to assist the Garou in protecting their remaining septs, their rapid movement confounding the Wyrm's forces.

The Dark River Caern is situated on the Congo, near Lisala. Traveling there is treacherous, if one doesn't know the proper routes, and several of the sept's structures—including the hall of heroes and the caern heart—are housed in caves only accessible through the water.

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Sept of the Wheel of Ptah

Casablanca, Morocco

Caern Totem: Ptah, Totem of Cunning

Caern Rating: 4

Sept Leader: Margrave Josef Konietzko, Ragabash, Elder, Shadow Lord Councilor

Sept Description: The Sept of the Wheel of Ptah makes its home in Casablanca, in the ancient Mosque Anfa. Established by the Silent Striders, this caern has served as a place of rest for weary travelers since its founding. Prior to the Age of Apocalypse, the Sept of the Wheel of Ptah stood as a crossroads of sorts for Garou who wished to travel via Moon Bridge—the unique power of the caern allowed it to open a gateway to anywhere in the world, regardless of whether or not a pathstone existed on the other end. Many adventurous Garou used this ability to travel deep into the Umbra or to discover ancient lost caerns that lay dormant. A secluded courtyard protects the Fountain of a Thousand Grieving Battles. Historically, the water of this fountain would run blood red whenever a tragic battle occurred within the nation. The first sign that an attack on the caerns was imminent was the water in the fountain running black.

As a Moon Bridge nexus, the Sept of the Wheel of Ptah was among the first to be attacked. The Wyrm had hoped to seize the caern and use it to travel between septs. Realizing this, the Sept Leader ordered the destruction of the centuries-old Pathstone—one of the first ever to be created—which was the sept's only hope of retreat should they be overwhelmed. With its strategic value diminished, the Wyrm chose to reallocate a number of its forces elsewhere. Fortune then intervened, and the caern was able to hold with the assistance of Silent Striders and members of the Ahadi alike. Although the sept has yet to regain its ability to travel nearly anywhere via Moon Bridge, the kinfolk of the Sept of the Wheel of Ptah have worked to find acceptable alternatives, and the sept remains a travel hub for members of the Garou Nation traveling via mundane means.

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Sept of Last Stand

Lagos, Nigeria

Caern Totem: Menegehwo, Totem of Wisdom

Caern Rating: 2

Fera Leader: Kisasi, Dusk Pryio, Midnight Aspect, Elder, Ajaba, Leader of the Ahadi

Notable Garou: Roger Daly, Theurge, Elder, Glass Walker Councilor

Sept Description: As the Ahadi triumphed over Black Tooth, the Sept of Last Stand was founded in Lagos. At the time, it was the only caern of its kind—affiliated closely with the Ahadi and welcoming all shapeshifters who allied themselves with that cause. Even a handful of Rokea who helped to patrol the coasts found themselves welcome guests. The victory of the new sept was short-lived, however, as soon after its founding, the Wyrm rose up once again. As the vampires and allies of Black Tooth, since fallen to the Wyrm, swarmed the fledgling sept, the members of Last Stand were in dire straits.

As the Silicon Valley of Africa, Lagos had found itself the object of Glass Walker attention. The tribe had been watching the area with great curiosity, observing how Weaver spirits would comingle with the local ecology. At the onset of the Apocalypse, Roger Daly and a number of Glass Walkers found themselves in the city on special assignment. When the Sept of Last Stand was the first on the continent to be attacked, they worked to convince Kisasi and the Ahadi that the war against the Wyrm would not be won by Garou or Fera alone. In order to combat the forces of darkness, they would have to fight together. With their combined prowess and the Weaver-backed might of the Glass Walkers, the Wyrm was repulsed, and the caern was saved.

Situated on the coast of Nigeria, the Sept of Last Stand is on the edge of the city: a small urban caern. Several office buildings, a sprawling park, and a set of docks make up its bawn, with several additional areas slated for expansion. The Glass Walkers have chosen this area as the epicenter of their rebirth, seeking to demonstrate once and for all that Weaver technology can be beneficial to Gaia, even in places characterized by their rapid technological and economic growth.

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Sept of Bygone Visions

Ecube, Greece

Caern Totem: Themis the Dream Weaver, Totem of Wisdom

Caern Rating: 4

Sept Leader: Alika Kalonimos, Philodox, Athro, Black Fury Councilor

Sept Description: For many years, the Sept of Bygone Visions was a popular place for young Black Furies to train and go through their Rites of Passage. Here, young women were groomed in the proper behavior of a Black Fury, taught how to interact with other werewolves throughout the world, and how to remain triumphant in the face of a society that was heavily slanted towards men. When the Dark Brigade attacked, they hit the caern hard and fast in the middle of the night, without warning. Only a pack of Cubs on a regular patrol spotted the incoming danger, and their quick thinking is credited with saving the lives of hundreds.

Throughout the course of days, as wave after wave of Wyrm creatures broke against the walls, the sept endured. At the onset of the crisis, their oracles told them that the caern would hold, but only after help came from their sisters in arms. When reports arrived telling of nearby septs falling, hope began to falter. Alika Kalonimos, the Sept Leader, decided she was through waiting for relief. With the hope that she was not too late, she reached out to an unlikely ally. When the battle cry of the Get of Fenris sounded behind the Wyrm's lines, the other Black Furies were shocked. Fighting in the distance were the Valkyria of Freya, come to relieve their sisters.

Among their number was Daghur, born the brother of Sept Leader Alika, but given away at birth. He had since joined the Valkyria, and having received word from his sister, he convinced the camp to come to the Black Furies' aid. Under the fury of their combined assault, the forces of the Wyrm crumpled and fell, and were soon slaughtered entirely. A number of the surviving Furies were shocked to see a man fighting so valiantly among the Valkyria, and they were even more surprised to find he he had been born a Fury. His presence that day sparked the debate that eventually led the Furies' to shift their tribal policies.

The Sept of Bygone Visions is situated on the island of Ecube, also known as *Miria* to the Black Furies. The sept itself is ancient, and the stone structures that dot its bawn have endured the test of time. On the nearby coast of Crete, the Black Furies founded a mainland villa as a safe haven for kinfolk, including both Black Fury kin and others alike. For centuries, this sept was exclusively open to Black Furies. Only after the start of the Age of Apocalypse did the sisters of Bygone Visions open their borders to others. The island remains a center of power for the Black Furies, and it is here that the Inner Calyx meets to discuss tribal business.

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Sept of Blood Fist

Black Forest, Germany

Caern Totem: Boar, Totem of War

Caern Rating: 3

Sept Leader: Valka One-Eye, Philodox, Elder, Fenrir Councilor

Sept Description: For centuries, legends have swirled about the ferocious werewolves that haunt the Black Forest of Germany, rumored to prey on lone travelers and livestock from surrounding villages. Like many stories, these myths have their foundation in reality. The Sept of the Blood Fist was one of the first caerns to be established in Europe, deep within the heart of the woods. Its territory includes several small villages that are scattered around the edge of its protectorate, where many Get of Fenris kin live and work.

When news of the Dark Brigade came, Valka One-Eye gleefully awaited them with her forces well-prepared. For centuries, the Get of Fenris had awaited Ragnarok in anticipation that mighty Fenris would finally be free of his captivity. The sept exalted as they took to the field, eager to join the battle they'd anxiously expected; surely, Fenris was nearly free. Yet when the dust settled and the sept stood triumphant, there was neither sign nor portent of their totem. In the wake of their victory, the Sept of the Blood Fist was one of the first to offer aid and shelter to others, displaying a startling lack of the haughtiness characteristic of the tribe.

Stark and wild, Blood Fist is a haven for Lupus and Metis Garou. With much of the wilderness in the area still untouched by man, it offers solitude not found in many places. After the decimation of many of the world's septs, Blood Fist remains largely unmolested. The Get of Fenris leaders have opened their boundaries to their allies, even inviting Metis, who require the safety of a sept, to live on their grounds. Although the sept no longer strictly belongs to the Get of Fenris, it is still ruled by their traditions and laws. It is a harsh place to live, as the countryside struggles to support the refugee population, but none can deny that the Sept of Blood Fist is a boon to many who would otherwise be destitute.

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Sept of Silver Tara

Hill of Tara, Ireland

Caern Totem: Stag, Totem of Respect

Caern Rating: 5

Sept Leader: Bron Mac Fionn, the Ard Righ, Galliard, Elder, Fianna Councilor

Sept Description: Since the dawn of the Age of Legends, when the Fianna and the fae were bound with ties of love, loyalty, and honor, Silver Tara has been the stronghold of that tribe. Thanks to a unique glamour spell from an ancient pact with the fae, Silver Tara remained undetectable to any who would harm the Fianna. Thanks to this fortification, the Fianna held Ireland against invaders throughout their history. But prior to the onset of the Apocalypse, the Fianna were tricked into severing their pact with faerie, which lowered their defenses and allowed the Dark Brigade to initiate a siege on the caern. Caught without its fae allies, the Sept of Silver Tara endured thanks to the aid of the aid of the Corax, who came to help the ancient fortress in order to repay debts earned during the Age of Tragedy.

As the other caerns began to fall, Bron Mac Fionn, the Ard Righ, feared his own fortifications wouldn't last. With a small band, he escaped the blockade and went deep into the Umbra, seeking aid from the fae while his army held the line. He returned from the Arcadia Gateway with an artifact that restored the pact between the Sept of Silver Tara and its old allies. The resurgence of power restored the defenses and healed the caern, but at a cost. Bron had earned the ire of the fae Princess Mariana, who cursed him and all of the Fianna, opening their hearts to the sadness she endured.

With the pact restored, the Sept of Silver Tara remains one of the most fortified positions in the world for the Garou Nation. Nestled in emerald hills and protected by ancient magics, it serves as a staging point to retake the British Isles. However, its politics are in a delicate state as Mac Fionn holds the reins of power by a thin thread. Many worry that the unrest stirred by the recent curse may lead to bloody conflict among the hot-blooded Fianna, or even worse——a crisis of leadership, leaving the caern vulnerable in the face of a second onslaught by the Wyrm.

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Geography of a Caern

All caerns—whether great caerns or shard caerns—are unique places of power, shaped by their gnostic energies and the personality of the septs that protect them. A sept uses the best available means to lay out its defenses, where and how they construct buildings on the bawn, and how they organize the space they inhabit. While each caern is unique, tradition dictates a that all septs share a few customary features. While these design elements can vary in appearance, the two most important locales are the caern heart and the bawn. In terms of scale, a shard caern is generally distinguished from a great caern by having a smaller caern heart and bawn. For more information on the areas of a caern and how they interact with sept positions, see **Chapter Eleven: The Garou Nation, The Sept, Workings of a Sept**, page 524.

Caern Heart

The *caern heart* is the center of the caern, a holy shrine to Gaia that reflects the spiritual nature of the caern's totem spirit its primary aspect. Caerns of *war* possess caern hearts that provoke feelings of rage, strength, and endurance, while a caern of *healing* infuses its visitors with tranquil and calming feelings. Caerns of *respect* kindle feelings of awe and reverence, while caerns of *wisdom* inspire deep contemplation. Caerns of *cunning* are often carefully concealed, while caerns of *glory* stand as testaments to the deeds of the past.

Each of the great caerns has a *caern stone*, which serves as the physical focus for binding the totem spirit and also delineates the center of the caern heart. A shard caern, however, has a shard seed buried in the earth at the exact center of the caern. In each, the respective focal point is where the Gauntlet is weakest, even within the already-faint bounds of the bawn, making its location incredibly obvious to anyone sensitive to such emanations. The focal point of a caern is its most heavily protected area, and some Warders go so far as to live as close to it as possible, ensuring constant levels of surveillance.

The Bawn

The *bawn* is the outer ring of a caern that surrounds the caern heart. Often the bawn is considered the outer wall, heavily patrolled by the Warder and Guardians to protect the caern heart from intruders. The size of the bawn depends on the rating of the caern, as the potency of the caern's heart determines how far its power and influence can radiate. A caern totem may restrict the size of a bawn, pulling the area back from its normal limits to encompass a smaller area, one that its protectors can defend safely. Rural caerns can and do even sometimes encompass small towns in the wilderness, with kin and Garou living within its boundaries, while urban caern bawns may be smaller in order to protect the Veil, even if the rating of the caern would warrant a larger space.

The Waystation

Typically situated on the periphery of the bawn, the *waystation* is a formal area where travelers are housed. Depending on the sept's facilities, this space may be a simple barn or a dry part of a cave in which to curl up, or it can be as elaborate as a deluxe suite in select city caerns. Visitors are often made to remain in this area before they secure permission to freely move throughout the sept. Additionally, should a caern have a functioning Pathstone, it will often be housed in the same complex at the waystation, to keep visitors in one place while their business can be determined. During the Age of Apocalypse, waystations were filled beyond capacity, with temporary housing hastily erected to accommodate refugees. As of late, this area is increasingly used as a storehouse to resupply the various itinerant packs that look to caerns for support.

The Challenge Mound

When a member of a sept wishes to announce a challenge, she takes to the *challenge mound*, making a bold declaration of her name, who she is challenging, and the nature of the challenge. What began as a place younger Garou found when seeking a higher elevation to address a crowd became a dedicated space in nearly every caern. Whether it's a simple pile of dirt, an abandoned car, or an ornate stone dais, the challenge mound is easily recognizable and often avoided by foot traffic. Simply standing at the top is enough to attract attention, as most werewolves will stop what they're doing in anticipation of seeing what is about to occur there.

The Hall of Heroes

The *hall of heroes* is a place memorializing those who gave their lives in service to Gaia in a heroic fashion. This area is typically removed from the caern heart, as it is often used for both mourning the dead and educating the young about sept history. Before the Apocalypse, pilgrimages to distant septs, honoring their legendary heroes, were very common. Following the events of the onset of the Age of Apocalypse, these halls have swelled with new additions worldwide, with some halls bearing a monument simply dedicated "to the fallen," with the names and dates of battles noted. The monuments themselves take various forms, depending on the artistic skills of the sept's members and on various cultural influences.

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Great Caern Rating

The great caerns represent the last, best hope for the world, but even they have limitations. This section details the creation, attributes, and defenses of a great caern.

Generating a New Great Caern

To create a great caern, the Storyteller must first assign it a rating between 1 and 5. This rating indicates the caern's potency and helps determine the following information:

- All great caerns are protected by a caern totem, whose rating equals the great caern's rating + 10. For example, a great caern with a rating of 2 has a caern totem spirit with a rating of 12. For more information, see **Chapter Fourteen: Allies and Antagonists: Totems**, page 632.
- The caern heart is the sacred center of the caern. So long as this place is intact, the caern continues to heal and cleanse itself of all taint. The caern heart possesses a number of health levels equal to 10 x the great caern's rating. For more information about the caern heart, see **Chapter Eleven: The Garou Nation, The Sept, Workings of a Sept, Sept Geography**, page 526.
- The totem spirit of a caern attracts other spirits to act as its guardians. A great caern has a number of guardian spirits equal to 10 x the great caern's rating. These spirits are rating 3 Jaggling spirit Stock NPCs.

Great Caern Attributes

A great caern has the following attributes:

- The great caerns are Gaia's spiritual life-support system, and Gnosis flows freely within their boundaries. A shapeshifter who meditates and rests uninterrupted for five minutes within one replenishes all of her Gnosis.
- So long as the caern totem remains healthy, and the caern heart is untainted by the Wyrm, great caerns protect the local Penumbra from bane spirits. If the caern opens its Moon Bridge to receive visitors, this protection is temporarily weakened and bane spirits can enter the local Penumbra so long as the Moon Bridge is open for travel.
- Great caerns must maintain greater numbers of shapeshifters bound to them in order to continue to thrive. In the Age of Apocalypse, for every increment of the caern's rating, 20 Garou or Fera must be bound to that caern through the Rite of Acceptance in order to keep the caern totem and caern heart healthy. Failure to maintain this number results in the caern rapidly losing strength. If the population does not return to the minimum within a year, the caern's rating drops by one increment. If a caern's rating drops to 0 in this way, it becomes dormant until the necessary population is restored and the monthly sacrifice of Gnosis is once again made to the caern's totem.
- Great caerns can increase in power; however, before one can do so, its caern heart must remain undamaged for a number of decades equivalent to the caern's current rating. For example, a rating 2 great caern must be unmolested for twenty years before it's potency raises to rating 3.
- If a sept can gather five times the usual required monthly sacrifice of Gnosis, the great caern immediately increases by one rating, and it remains at this rating for one month. This type of increase is particularly useful when a sept is aware that an attack is imminent.

Great Caern Defenses

Some Garou who hold positions within the sept, such as the Warder, have the authority to expend Renown to issue a *call to arms*. This ability activates the following defenses for the caern:

- A spiritual klaxon alarm is triggered. All members of the sept who have completed the Rite of Acceptance immediately hear the alert, up to 50 miles away. (As a reminder, a Garou can only be under the effect of a single Rite of Acceptance at a time.) Garou who have ventured beyond the Penumbra can't hear the alarm until they have returned closer to the Material Realm.
- Any guardian spirits attached to the caern rise from slumber to defend the bawn under the command of the Sept Leader, Warder, or another designated leader of the sept.

Once per game session, for each increment of rating a great caern possesses, the caern totem can extend one of the following effects to any single Garou pack that is actively defending the caern. When applied, this benefit extends to any member of the pack bound through the pack's totem, and all pack members receive the same benefit. Anyone who can issue a call to arms can direct the caern totem to grant the following benefits in a time of crisis:

- **Guardian's Expertise:** For the next five minutes, the target receives a +3 bonus to one skill chosen by the caern totem. The chosen skill should reflect the nature of the totem in some way.

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- **Battlefield Promotion:** The target receives a +1 bonus to her Rank background, used solely for determining the Gnosis costs of gifts. This benefit has no effect on a Garou's actual Rank, or on any mechanic beyond Gnosis costs.
- **Protector's Blessing:** The target receives access to a general gift of level 1, 2, or 3. For the next five minutes, the target can use the gift as though she'd purchased it. The chosen gift should reflect the nature of the totem in some way.

Great Caern Bawn Size

The rating of a great caern determines the average size of its bawn. This limit can vary slightly as determined by the needs and location of the sept. Below are the average sizes for a great caern's bawn.

Great Caern Rating	Great Caern Bawn
1	200 acres or less
2	201 – 350 acres
3	351-800 acres
4	801 – 1000 acres
5	1001 – 1500 acres

Destroying A Great Caern

Destroying a great caern is not an easy task. The Dark Brigade managed to trick the Garou Nation by using a mystical plague that caught many werewolves by surprise. These fortified places of power are still vulnerable to attack in the Material Realm.

A great caern can be destroyed if its totem spirit discorporates. In addition, the caern heart must receive aggravated damage equivalent to its total health levels. This damage shatters the caern stone and destroys the mystical power contained within it.

Moon Bridges

Long ago, during the Age of Man, the Elders of the nation realized that there was a need for safe and swift passage between caerns. A *Moon Bridge* is a path through the Penumbra that connects two caerns. A werewolf who travels via a Moon Bridge experiences this travel as riding a moonbeam through the spirit world to her destination.

As the tribes united under the banner of the Garou Nation, caerns began to look to one another for assistance in times of great need, frequently with little or no warning. Recognizing the need for speedy assistance, a quest led a pack of Elders deep into the Aetherial Realm. Here, they found a rare item—a *Pathstone*—that allowed Garou to move quickly between caerns. Using these Pathstones, the Theurges of the nation created the first Moon Bridge. These pathways became the primary mode of long-distance travel for werewolves, who relied on them for their speed and relative safety.

As umbral storms ripped through reality during the dawn of the Age of Apocalypse, the Moon Bridges shattered. Garou who were traveling at the time plummeted into dangerous parts of the Umbra, and many have not been heard from since. Work has begun to reestablish these connections; however, there are far fewer Moon Bridges than there were before the start of the Age of Apocalypse.

A Moon Bridge now acts as a connection between two great caerns or between a great caern and one of its shard caerns, offering travelers a swift and relatively safe means of transportation. Within minutes, a traveler can cross vast distances, although traversing the Umbra, even through these secure pathways, can be dangerous. At times, corrupted spirits attempt to attack a Moon Bridge in hopes of wreaking havoc on Garou. The Moon Bridge passes through the Umbra and into the Aetherial Realm, before eventually reaching its destination.

In order to open a Moon Bridge, you must be at a caern. Additionally, the caern must have a Pathstone dedicated to the sept totem. A sept that wishes to secure a Pathstone must undertake a Complex Quest of difficulty rating 3 (see **Chapter Eight: Dramatic Systems, Quests**, page 390). Pathstones are ritually attuned to the caerns to which they belong, and they cease to function if taken beyond the borders of the bawn.

Garou at a great caern can open Moon Bridges to any other great caern, or to a shard caern that was seeded from it. Shapeshifters who begin their journeys at shard caerns, however, can only open Moon Bridges to the great caern that provided the shard caern's shard seed. Additionally, the way must be open at the destination. Any caern is capable of independently opening and closing its end of the Moon Bridge's connection. This access is typically controlled by the Warder, who may appoint a Theurge in charge of overseeing the Pathstone itself. The act of opening the way to send out travelers also requires that its destination is also open to receiving travelers.

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Risk Versus Reward: Opening a Moon Bridge

Opening a Moon Bridge is a dangerous proposition since the return of umbral storms. Creating the spiritual connection required for travel necessitates lowering the defenses of both the points of origin and destination. This channel renders caerns more vulnerable to banes and other offensive spirits. With so few remaining great caerns, it is key to communicate with one's destination before lowering such barriers in order to avoid serious repercussions. As a result, travel between caerns via Moon Bridge is far more uncommon than it once was, at least without very real assurances that both locations will be safe from any spirits attempting to take advantage of the opening.

Should the way be open at the desired destination, either through arrangement, happenstance, or an act of sabotage, then the Moon Bridge can transport up to five travelers at once. These individuals arrive at the location of the destination's Pathstone, which typically is found at the target sept's waystation. Very often, visitors are met by the Warder or one of her assistants, and some other quantity of able-bodied Garou. Barring prior arrangement, travelers are expected to introduce themselves and disclose the purpose of their visit before leaving the vicinity of the Pathstone.

Shard Caerns

"If the great caerns sustain the living heart of Gaia, then the shard caerns are her life-support. Pray that they are able to endure until we can heal her of the Wyrm's infection."

—Thaddeus "Wired Heart" Fitzgerald,
Child of Gaia

A shard caern is a spiritual splinter of one of the last thirteen great caerns of the world, birthed from a shard seed, planted in a periphery. However, this new breed of caern is a mere echo of its progenitor caern. Shard caerns are weaker and more vulnerable to attack and destruction, but they retain some of the powers and abilities of a great caern. These lonely outposts represent hope for the future, for it is believed that if they are properly nurtured and protected, shard caerns will blossom into great caerns in time.

Shard caerns are the result of planting a shard seed, grown from the caern stone of a great caern, within a periphery. From then on, the sept's care and nurture of its seed determines how strong and powerful it can become. The more Gnosis poured into the shard, and the better it is protecteds from external dangers like umbral storms, Wyrm corruption, or physical attacks on the seed itself, the more likely it is that the shard caern will eventually grow and mature into a great caern itself.

Shard seeds were developed through collaboration between the Garou and the Fera. With the aid of the Gurahl, Garou Theurges cast rituals at the remaining great caerns, granting them the power to grow seeds from their caern stones. These seeds can be safely removed from the caern stone, then planted within the Gnosis-rich environment of a periphery. Once planted, they begin to feed on that energy, growing stronger over months, years, and decades.

Embraced by the Concordat of the Stars as proof that a partnership between the Garou and the other Changing Breeds is vital to the future of them all, shard caerns are a light of hope to those who found nothing but despair after the loss of so many caerns and the heroes who defended them to the very end. Even the Sanctum of Gaia cannot deny that more caerns could lead to reinvigorating Gaia and the other spirits that suffered devastating blows during the destruction of so many sacred sites.

Shard seeds are rare, and growing them takes time and great effort. Each seed represents the trust of a great caern's defenders, given to those who would seek to establish a new sept. Some Garou have kept these priceless artifacts to themselves, using them as political leverage to determine which septs might receive their own shard caern. However, some tribes have sought a new direction, forging alliances with Fera by gifting them these seeds. The recent accord between the Red Talons and the Rokea was made possible through the gift of a shard seed, and the Uktena are working with a number of other Fera, as well.

Although shard seeds, and the shard caerns they become, have offered a new hope to the Garou Nation, they do not come without their own dangers. The seeds themselves are mobile, and even once they are planted, they are not truly safe. As scarce as they are, it is easy to give credence to the rumors of precious seeds being ripped from the soil, stolen, and repurposed for others' use. Umbral storms, too, are powerful enough to ravage unprotected shard caerns,

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shredding the Gnosis they have managed to gather. In some cases, the storms are powerful enough to completely destroy a poorly protected shard seed.

Mechanics of a Shard Caern

Shard caerns represent a slim chance to reignite Gaia's spirit and perhaps start a new age for the world. They are weak and must be protected and nurtured, lest the Wyrm turn them to its own purposes. This section details the creation and attributes of a shard caern.

Generating a New Shard Caern

To create a shard caern, the Storyteller must first assign it a shard caern rating between 1 and 5. Newly created shard caerns start at level 1, and the first generation of shard caerns, created years ago, are now reaching level 5. This rating indicates the potency of the caern and help determine the following derivative elements:

- All shard caerns are protected by a caern totem, whose rating is calcuated by adding 5 to the shard caern's rating. For example, a shard caern with a rating of 2 has a caern totem spirit with a rating of 7. For more information, see **Chapter Fourteen: Allies and Antagonists: Totems**, page 632.
- The caern heart is the sacred center of the shard caern. So long as this place is intact, the shard caern continues to heal and cleanse itself of all taint. The caern heart possesses a number of health levels equal to 5 x its shard caern rating. For more information about the caern heart, see **Chapter Eleven: The Garou Nation, The Sept, Workings of a Sept, Sept Geography**, page 526.
- The totem spirit of a caern attracts other spirits to act as guardians. A shard caern has a number of guardian spirits equal to 2 x its shard caern rating. These spirits are rating 2 Jaggling spirit Stock NPCs.

Shard Caern Attributes

A shard caern has the following attributes:

- Shard caerns are Gaia's spiritual life-support system, and Gnosis flows freely within their boundaries. Once a shard seed is planted, the newly awakened shard caern is thereafter able to tap into that spiritual energy and share it with others. A shapeshifter who meditates and rests at a shard caern uninterrupted for fifteen minutes replenishes all of her Gnosis.
- So long as the caern totem remains healthy and the caern heart stays pure, the local Penumbra is protected from bane spirits. If the caern opens its Moon Bridge to receive visitors, this protection is temporarily weakened and bane spirits can enter the local Penumbra so long as the Moon Bridge is open for travel.
- All shard caerns begin at a shard caern rating of 1. Every year that the shard caern continues to grow and absorb Gnosis, its rating increases by one increment, to a maximum of 5. After a shard caern has reached rating 5, if it maintains this rating for a full decade, it becomes a great caern with a great caern rating of 1.
- The Rite of Acceptance binds members of a sept to the shard caern. This ritual permits the shard caern to maintain a constant flow of Gnosis, which it uses to strengthen itself and grow. As the shard caern's rating increases, the shard caern requires more shapeshifters to be bound to it through this rite. To remain healthy, a shard caern must have a minimum population of Garou or Fera equal to 10 x its shard caern rating. These shapeshifters must be bound to the shard caern with the Rite of Acceptance in order to keep its totem spirit and the seed itself healthy and strong. If six months pass without the minimum population present, the shard caern's power begins to drain. If this state remains for a year, the caern's rating is reduced by 1. If a shard caern's rating falls to 0 in this way, the shard seed dies, and the shard caern is lost. Conversely, if the population of the shard caern doubles within six months, this growth provides an abundance of Gnosis for the caern totem and the shard seed, lowering the time required for it to grow in strength by half.
- When significant danger threatens, the ultimate defense of a shard caern is to remove its seed and escape with it. Unearthing the seed is traumatic, and this act immediately decreases the shard caern's rating by 1. For every month the seed remains unplanted after being unearthed this way, its rating decreases again by 1. If this reduction causes the seed to reach rating 0, the shard seed dies, rendering it inert.
- Umbral storms are particularly dangerous to shard caerns and the seeds within them. If a shard caern is exposed to an umbral storm more than three times within 12 months, it immediately decreases the shard caern's rating by 1. If this reduction causes the caern to reach rating 0, the seed shatters, and the caern is lost.

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Shard Caern Defenses

Some positions within the sept, such as the Warder, have the authority to issue a call to arms. This act activates the following defenses for the shard caern:

- A spiritual klaxon alarm is triggered. All members of the sept who have completed the Rite of Acceptance immediately hear the alert, up to 10 miles away, and understand that the caern is under attack. Garou who have ventured beyond the Penumbra can't hear the alarm until they have returned closer to the Material Realm.
- Guardian spirits rise from slumber to defend the bawn under the command of the Sept Leader, Warder, or another designated leader of the sept.

Once per game session, for each increment of rating a shard caern possesses, the caern totem can extend one of the following effects to any single Garou who is actively defending the caern. Anyone who can issue a call to arms can direct the caern totem to grant the following benefits in a time of crisis:

- **Guardian's Expertise:** For the next five minutes, the target receives a +3 bonus to one skill chosen by the caern totem. The chosen skill should reflect the nature of the totem in some way.
- **Battlefield Promotion:** The target receives a +1 bonus to her Rank background, used solely for determining the Gnosis costs of gifts. This benefit has no effect on a Garou's actual Rank, or on any mechanic beyond Gnosis costs.
- **Protector's Blessing:** The target receives access to a general gift of level 1, 2, or 3. For the next five minutes, the target can use the gift as though she'd purchased it. The chosen gift should reflect the nature of the totem in some way.

Shard Caern Bawn Size

The rating of a shard caern determines the average size of its bawn. This limit can vary slightly as determined by the needs and location of the sept. To the right are the average sizes for a shard caern's bawn.

Shard Caern Rating	Shard Caern Bawn
1	25 acres
2	50 acres
3	100 acres
4	150 acres
5	200 acres

Seeding a Shard Caern

A shard seed embodies hope for the possibility of a future for Garou and Fera alike. These mystical glowing crystals, grown from the caern heart of a great caern, pulse with the gnostic energy they contain. Shard seeds appear to be rock crystals combined with Gnosis to represent two elements—the physical and spiritual—becoming one. When ritually planted, a shard seed takes root within the world and grows into a shard caern.

Shard seeds are roughly bowling-ball sized fragments of crystal, though each is unique in size, color, and shape. These fragments are vulnerable when they are out of the ground, cut off from the Gnosis they require to survive and grow. Until a shard seed is planted and sealed in the ground through the Rite of Furrowed Earth, it has a number of health levels equal to the Gnosis it has managed to accumulate. If it loses its health levels, or is somehow drained of Gnosis, the seed dies and becomes inert.

Only a periphery has sufficient gnostic energy to support the growth of a shard seed into a caern. A shard seed turns into a shard caern when shapeshifters attune the periphery's Gnosis to local spirits, when they summon a spirit willing to bind with the shard seed and stand as its totem spirit, and when they seal that spirit to the shard seed using the Rite of Furrowed Earth. Once this process is complete, the sept must protect this fragile caern from the dangers it will inevitably attract.

The most commonly used form of protection is the use of the Rite of the Shrouded Glen. This ritual protects the totem spirit bound to the shard caern, and also protects other spirits that live within the sept's territory. It also ensures that the gift Taking the Forgotten is rendered useless if it is used on a shard seed, in the event it is unearthed. While spirits and rites are potent defenses, nothing protects a shard caern better than the Garou and Fera who bind themselves to its defense.

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To seed a shard caern, a sept must take the following steps:

Step One: Preparation

There are four major tasks involved in preparing to establish a shard caern. Each must be completed before the ritual to plant the seed can begin.

- Find a periphery for the shard caern
- Obtain a shard seed
- Clear the periphery of threats
- Prepare defenses

Preparation Task 1: Locate a Periphery

Peripheries are locations in the Material Realm where Gnosis is prevalent, due to thin spots in the Gauntlet. These places are valuable to more creatures than just werewolves, as the forces of the Wyrm or other denizens of the **World of Darkness** seek to claim this power for themselves. To seed a shard caern, the Garou must locate a periphery they can secure and protect. The sept should consider the following criteria: defensibility of the area in case of attack, the livability of the surrounding area for Garou and kin, and the privacy that can maintained to keep the Veil safe.

Some septs attempt to cleanse and claim a Broken Land to establish a specific periphery. This goal can be achieved through a quest (see **Chapter Eight: Dramatic Systems, Quests**, page 390), or as the focus of an adventure or chronicle. This plan serves a dual purpose, cleansing an area from Wyrm Taint and possible corruption, returning it to a periphery zone, while also providing a possible location for a shard caern outpost, ensuring the corruption doesn't return. For more information on Broken Lands and peripheries, see **Chapter Thirteen: The Umbra: The Peripheries**, page 604.

Preparation Task 2: Obtain a Shard Seed

The most important preparation is obtaining the shard seed itself. Without this object, it is impossible to build a shard caern. However, the acquisition of a seed can happen before or after discovering the site it in which it is to be planted. Shard seeds can be given as rewards to a pack that has impressed the leadership of a great caern. Dangerous and ambitious packs have even gone so far as to reclaim what they believe to be shard seeds mistakenly given to those unworthy to hold them. They may also attempt to repurpose seeds that they feel were wrongly denied to them due to political reasons. The potential threat of shard seed theft is something every sept worries about. For that reason, the seeds are carefully guarded, and werewolves often restrict access to their septs' caern hearts.

Preparation Task 3: Clear the Periphery of Threats

When a periphery has been selected as the prospective home of a new caern, the next necessity is ensuring that it is safe. Clearing the area of supernatural and mundane threats can take time and effort. This task involves packs scouring the area for any source or site of corruption. They set up preliminary defenses and homes for those who plan to live on the bawn and surrounding area. Threats from humans must also be identified and neutralized. It can take months to ensure that risks presented by sources ranging from hiking trails to cameras on ATM machines do not threaten the Veil or the safety of the shard caern. This process can tax the limited resources required by a budding sept. Its members must be available to do extra work, and they sometimes need to call in favors from outsiders to create the best possibility of success.

Preparation Task 4: Prepare the Defenses

Once the initial preparations are complete, actual permanent defenses need to be created. Spirits are called to the area to patrol the Umbra, schedules are created for the physical defenders to patrol the Material Realm, and any mechanical or technological security is erected. The sept continues to gather resources and erect the other support buildings required to support daily life at a caern.

Step Two: Ritual

The planting and actual creation of the shard caern is incredibly ritualistic. From the Rite of Furrowed Earth to the Rite of Acceptance, these steps must be completed flawlessly to ensure the health and wellbeing of a newly-born shard caern:

- Perform the Rite of Furrowed Earth
- Summon the spirit that will serve as the caern's totem
- Perform the Rite of Acceptance to bind the initial sept members to the caern and its totem

Ritual Task 1: Rite of Furrowed Earth

The Rite of Furrowed Earth is the first ritual performed, formally beginning the process of seeding a new caern. Not only does this rite help invoke the necessary spirits to support this process, but it also opens the earth itself to receive the seed. This ritual prepares the land, binding the Gnosis within the seed to the earth itself. The culmination of this ritual closes the land over the seed and seals it within.

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This is the most dangerous moment for all involved. Not only is the seed exposed, but the land itself is also rendered vulnerable to possible attack or corruption. An attack at this moment could damage or corrupt the land, wrest the shard seed from its owners so that others can spirit it away to be used or destroyed, and undo all the sept's hard work.

Ritual Task 2: Summon Caern Totem

The next requirement is the presence of a spirit that will serve as the totem for the new caern. Theurges usually spend extensive amounts of time and effort to find the perfect spirit for this role. This choice can divide sept members, as choosing the spirit that will represent the sept colors the environment in which they will live. A caern devoted to war is a far different place that one that is overseen by a spirit of enigmas or healing.

Once it is identified and summoned, a spirit can require members of the prospective sept to perform services for it, earning its good will and active participation before it makes a lifelong commitment to the sept. The more chiminage paid to it, the much more likely it is that the spirit will be willing to live and grow with the sept.

Ritual Task 3: Rite of Acceptance

Once the two prior tasks have been completed, those who are going to bind themselves to the caern must undergo the Rite of Acceptance in order to empower the new shard seed as well as its totem spirit. This rite is the final step in the ritual phase, but it is also the first step in the politics that are sure to come. It's very easy for Garou to become caught up in the danger and adventure of initially setting up of a shard caern, but once the Rite of Acceptance is complete, sept members naturally try to determine where they stand within the new sept hierarchy. Some come together, already knowing where they stand when the task begins, while others seek to gain the power and prestige that comes with being part of such an undertaking. Even those united in purpose can change their minds when the chance to lead becomes available.

Whomever casts the Rite of Acceptance often becomes the Master of the Rite, since she has a great deal of power at this particular stage of caern formation. She enables the binding of a member to sept, and thus determines pool of candidates for the eagerly sought positions. However, she can expect to be challenged by Garou who are wrongfully denied admittance to the sept.

Step Three: Completion

Once the ritual requirements are complete, the political aspects of a sept come to the fore. This is the time when the Sept Leader is determined, after which Garou fill in the other important roles within the sept's hierarchy. To complete the establishment of the sept, shapeshifters must:

- Determine the Sept Leader
- Fill out the remaining sept hierarchy

The most important role within the sept is the Sept Leader. When a new caern is seeded, the question of who will lead is often either highly contested or predetermined. Commonly, all the Garou who wish to lead come together to challenge each other for position. In the best of circumstances, these challenges are performed honorably, and they may even comprise part of the celebration of a new caern's founding. At worst, these challenges become a deadly brawl that anoints the freshly planted seed in blood and rage. Hierarchy is vital to both wolf and man.

Once the Sept Leader is identified, officers for the rest of the sept's leadership positions must be chosen. Garou might challenge one another for these roles, or they might be appointed by the Sept Leader. Often, moots are held to determine position-holders and to add to the celebratory nature of the success they have earned by seeding the caern in the first place. Participation in these events lifts weary spirits, allows all involved to see the talent and achievement of the members of the new sept, and offers Garou the chance to shine together. For more information on moots and ideas on how they can be used in challenges, see **Chapter Nine: Social Systems: Moots**, page 433.

In small septs, some roles may remain vacant, or some Garou might have to pull double duty. This extra work causes a great deal of stress to members of the sept. Now that their great quest is resolved and the caern has been seeded, they must strive to keep what they worked and bled to obtain. Not having enough suitably well-trained warriors to serve in the necessary roles can aggravate tensions within a sept. At the same time, trying to serve in too many positions and still maintain the vigilance necessary to defend against the threats that threaten a new caern can strain even the most stalwart of Garou.

The Hope of a New Great Caern

The Theurges of the Garou Nation believe that, in time, new shard caerns may blossom into great caerns. Theoretically, once a shard caern has reached a shard caern rating of 5 and has maintained its rating for a full decade, it will transition into a great caern with a rating of 1. When this change happens, the new great caern will be able to open Moon Bridges to all other great caerns, it will enjoy a significant boost in power, and it may even begin to grow shards seeds of its own. Of course, additional risks accompany these advantages.

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External Threats and Dangers to Shard Caerns

As mentioned, shard caerns must be seeded within a periphery. This place is an area of spiritual power, and werewolves are not the only supernatural creatures to value such areas. Mages can draw power far more easily in these places. Fae find themselves more in tune with their inner selves here. Wraiths can even use such areas to effortlessly interact with the world of the living. More familiar, and often more devastating, forces allied with the Wyrm are always eager to corrupt these areas of power into Broken Lands and Wyrm Tunnels. Even the pyrrhic victory of cleansing a Wyrm Tunnel destroys a periphery, robbing the world of a potential place to reconnect the severed threads of gnostic energy. These are just a few of the many different dangers that a sept must guard against when seeding a shard caern.

Another threat that can attract unwanted attention to a new shard caern is the Gnosis that emanates beyond the boundary of the bawn. Seeding a shard caern raises the ambient gnostic energy in the entire area. This increase can cause other peripheries to manifest nearby, raising the burden on the Garou and Fera to protect these territories. Compromised areas degenerate into Broken Lands, and Wyrm Taint allows them to manifest into full-fledged Wyrm Tunnels. A home with old stories of haunting might suddenly gain the attention of wraiths and specters. A popular stone monument associated with the legends of mythical creatures might prompt sighting of strange animals. Occurrences such as these can draw attention from curious third parties, from ordinary humans, to hunters, to other supernaturals. And these are just some sources of danger that can cause a newly created sept to feel the stress of too many problems and not enough bodies to deal with them.

Even when some of these issues are resolved, the presence of a shard caern keeps the danger levels high. It can begin to feel as if the moment one issue is resolved, another is already threatening the peace and safety of a sept. Patrols must be run constantly to identify new dilemmas and to monitor those already known. The creative use of backgrounds, such as Contacts, Allies, and Kinfolk, can lead clever Garou to the potential threat of Wyrm infection before it grows too great to fight. When it comes to caern defense, very little effort can be spared.

Stealing a Shard Seed

In the Age of Apocalypse, there are few sins as heinous as the theft of a shard seed. The rarity of their existence combined with the fragility of their physical shell makes merely attempting the act dangerous and malicious. While many werewolves can and do justify such an act, the truth remains that being caught stealing a shard seed from a correctly established shard caern should not only result in the perpetrators being accused of violating a caern, it could also spark another War of Rage.

In order to successfully rob a caern of its seed, its totem spirit must first be rendered discorporate, as it will try to interfere with any attempt to unearth a seed. Defeating such a spirit is no easy task, as it is in the heart of its power. Then the seed itself must be physically unearthed and removed from the periphery in which the caern was located. Even all this is only half the battle, as no crime is complete until the getaway. A stolen shard seed can be sensed by those bound to it for a time after the theft, hopefully allowing the wronged werewolves a chance to reclaim their seed and restore their caern. For more information, refer to the Rite of Acceptance in **Chapter Eleven: The Garou Nation, Rites, Rite of Acceptance**, page 546. All told, stealing an unplanted shard seed is far easier than wresting one from its home within a shard caern.

Pressure Forges Diamonds: Increasing Drama and Tension

Balancing the excitement of successfully creating a shard caern with increased pressure and danger enhances the drama of any story. Forcing players to make decisions about what can be done, what should be done, and what needs to be done allows their characters to develop and grow. Storytellers should be careful not to overload their players to such an extent that success is impossible, and you should generally seek to avoid crushing the newly formed caern under too many enemies and threats before the players have a chance to savor the success they've achieved. Applying some pressure, however, gives characters chances to grow in different ways as they make hard choices. This challenge creates personal and political drama, which enriches the stories in any chronicle.

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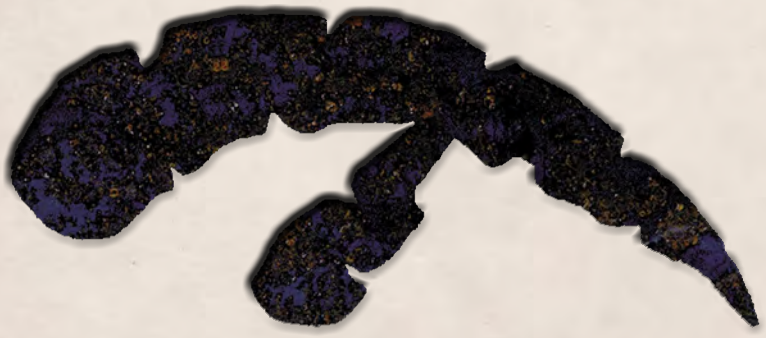
Nevertheless, a stolen shard seed can be used for one of three things:

- **Establishment of a New Shard Caern:** A stolen seed can be implanted using the correct rituals detailed above, creating a new shard caern. Doing so severs all previous ties to the seed, requiring a new caern totem to be bound to it, along with any members of a new sept.
- **Empowerment of an Established Shard Caern:** A shard caern can artificially grow in power by absorbing the gnostic energy and life-force of another shard seed. By placing a stolen shard seed within the caern heart of an established shard caern and casting the Rite of Furrowed Earth, the power and energy of the now-dead shard seed is absorbed into the new shard caern. This act immediately increases the rating of the established caern by half the rating of the stolen seed (minimum of 1). This process has no effect on a shard caern with a rating of 5.
- **Destruction of the Stolen Seed:** Primarily a tactic of the Wyrm and its minions, removal of a shard seed from its sept makes the seed far easier to destroy.

Destroying a Shard Caern

Although it's never easy to destroy a caern of any variety, shard caerns are more fragile than their deeply-rooted parents, the great caerns. The very nature of shard caerns as outposts tends to leave them especially isolated. Frequently, they are found far from most help, and this makes them very vulnerable.

A shard caern can be destroyed if its totem has been rendered discorporate and its caern heart receives aggravated damage equivalent to its shard caern rating. This destruction is only possible if the target caern's seed is unearthed. If it is properly sealed under the earth by the correct rituals, it is invulnerable to damage until it is removed. However, should attackers manage to remove the shard seed from the soil's protective womb and damage it sufficiently, the shard seed will shatter, and the mystical power contained within it will be destroyed.



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Monkey-Wrenching At Magadon Pharmaceuticals

Plasma Soul leaned heavily into the impact of the improvised ram the fomori slammed against the only door into the room. He looked barely able to maintain the flimsy barrier. The mighty Ahroun winced from the hit, even as he spoke to the rest of his pack. "Hurry. That vine must have alerted them, not much time left."

"Just one more minute, I almost have it," Progress Through Persistence, the Child of Gaia muttered, her fingers dancing across the keyboard, burrowing through layers of encryption and obfuscation while ignoring the told-you-so of her Pack Alpha. "Get ready; we'll have to break out once I get the copy."

Somsak and Dee shared a smile. Phases one and two, recon and entry, had gone rather well, not counting the Blood Vine. Phase three, the actual retrieval, was getting sticky. Phase four though, actually escaping with the information—now that was gearing up to be exciting.

Moving those vines had seemed insignificant until they had come to life, snapping and attacking until they were sliced to ribbons. If that had been their only obstacle, their cover would have remained intact, but the sap released a scent that seemed to call Wyrm minions like bees to pollen. Their predicament left them trapped in a tiny office with no visible means of escape except the door the Wendigo Alpha currently held shut with his weight and will. Somsak, the young Silent Strider, could barely contain her glee at the thought of the Renown and acclaim she'd gain when they were finally able to tell their story, after escaping from a Wyrm-den, clutching information in hand, and leaving bodies of countless minions in their wake.

"Got it! Everything they have on the chemical dumping we found…probably the cause of the Broken Lands the others reported, too," Progress paused, considering the implications and possibilities generated by unlocking this information. "I think that we can fix this now. I hope," she ended her speech in a whisper. A quick flick of her wrist sent the flash drive winging its way over to Dee.

Plasma Soul, still pressing firmly against the door, which was quickly losing its integrity from the constant barrage, outlined the plan. "Dee, no matter what happens, your escape is key. If things go badly, you take the drive and get it back to the sept. This place is far too Wyrm-tainted to escape through the Umbra, so we'll need to fight our way out, but we are going to do it on our terms."

The Wendigo glanced around, assessing their available resources. He stomped a foot hard against the ground and noticed the subtle tremors it provoked. He eyed the rest of his packmates with a discerning look. When he nodded to himself and a sly grin appeared on his lips, the rest realized that their Alpha had a plan. "When I say 'now,' we all instantly shift to Crinos. The weight should easily shatter the floor supports below us. Be ready for the fall. Then retreat fighting."

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* * *

"NOW!" A cacophony of destructive sound echoed through the lab, as the flooring of the second-story office gave way under the weight of four Garou in Crinos form. They could hear the slam of the door above them, opening from the sudden lack of resistance. Even as they struggled to recover from the planned drop, two men followed the Garou through the collapsed floor. The harsh sound of gunfire echoed in the small room as the two reflexively pulled their triggers, spraying bullets as they fell.

Somsak growled, "Silver!" to his pack, his voice hissing in a combination of Rage and pain from the trail of fire the bullet left along his leg. Progress dived in front of Dee, protecting Dee from injury in accordance with their plan. Plasma Soul and Somsak leapt to engage the men before they could recover their wits.

The two Garou winced in unpleasant surprise at the resistance they met when their claws struck home. They had wrongfully assumed that the two men were simple humans with guns. When the uniforms shredded under their claws' assault, the torn fabric revealed black insectoid carapaces instead of skin. Even the normally collected Progress was further enraged by the presence of Wyrm-spawn, and she added her own claws to the violence. Somsak and Progress focused the full force of their strength against the one fomor who still struggled to regain his feet.

The other fomor slipped from Plasma Soul's grip. Covered in some supernatural lubricant, it screamed a warning to its fellows still within the building. It was the last sound he made, as Dee leapt from behind Progress and sliced through his throat with her claws. She yelped in surprise, blisters forming on her hand from the proximity to the dying fomor. Just then, the sound of more gunfire began to fill the room, as the other members of the first team unleashed a hail of bullets down at the Garou with little care for the fate of their still-living ally.

Plasma grunted as he raised a heavy reception desk to shield the other members of his pack from the withering rain of bullets. "To the windows! Out! OUT! We battle outside this Wyrm and Weaver lair!"

Thinking quickly, Somsak dived forward and grasped the hapless remaining fomor. He swiftly pivoted and launched the wailing creature back through the window with a textbook shoulder-throw. The Ahroun Silent Strider laughed at the look on the Wyrm minion's face as he flew. Somsak quickly motioned for Dee to be the first to escape the attempted trap. As the rest of his pack copied the young Homid, diving through a window that was just barely large enough for their Crinos forms to fit through, Plasma stood with the remains of the desk as a shield.

Dee watched in dismay as three more fomori dropped into the room. Their descent was far more controlled than their previous fellows', as they continued to spray continuous fire into the quickly fragmenting improvised shield. These new opponents were obviously far more disciplined than the fodder that had first fallen. Two of them fired in series to ensure they could reload without ever letting up the rain of bullets, while the third called for reinforcements on his radio.

"Alpha Alpha, this is Bravo, release the hounds. Two down, repeat, two down. Release the damn pig-" his voice cut off as Plasma heaved the remains of the desk at the three of them, before diving through the window to rejoin his pack.

The Wendigo swiftly looked around at the state of his pack, even as he heard strange grunting calls coming from somewhere to their left. Luckily few of the rounds within the fomori's clips were actually silver, as his wounds were already beginning to close. Even as the pack formed up, with Dee in the rear, covered by Progress and Somsak at his left, three pale boars raced into view, grunting savagely as they caught sight of the Garou. "Fighting retreat. Progress on Dee, Dee opportunity strikes only. Somsak, we are the wall." The Wendigo wasted no time barking orders at his packmates, each falling into their roles in well-practiced haste.

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Dee moved out first, with her Child of Gaia Pack Beta close to her in case of ambush. The mission came first, no matter her desire to turn and rend the minions of the Wyrm into tiny chunks of quivering flesh. Behind her, she could hear the squeals and growls warning her that her tribemate and her Alpha had engaged the enemy, holding them back and away from their precious cargo. A scream of pain almost stopped her, as her tribal Elder, Somsak, was hurt, inflaming her Rage and fueling the desire to fight by his side. The powerful blow of Progress's hand between her shoulder blades was the only thing that kept her momentum up. "Run pup. Run until you see sept," the Child of Gaia's voice was rough, and her paw felt pebbled with the strength of stone, as she invoked her contract with the spirits of the earth. "I will get the others."

Dee shifted to her Lupus form, the flash drive gently clutched between her teeth, as she began to run. The last thing she saw, with a quick glance behind her, was Progress flashing to the side of hobbled Somsak with inhuman speed, preventing the goring tusks of a Skull Pig from ending the life of her fellow Silent Strider. As the pained shrieks of Garou and Wyrm-minions alike rose through the air, Dee ran on.

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Chapter Thirteen: THE UMBRA

"Time and space, as we understand the concepts, are meaningless in a place forged from perspective."

— Verity Argyris, Black Fury, Historian

Astronomers looked up into the sky at the shadow cast by the moon and named it the "umbra," from the Latin word meaning "ghastly" or "shade." The *Umbra* is the spirit world, a shadowy reflection of the Material Realm, inhabited by spirits, banes, ghosts, and other ethereal beings. It exists as a distorted mirror of the Material Realm and serves as a bridge to a multiverse of mystical realms and realities known as the *Tellurian*.

The *Material Realm*, which humans know as Earth, is separated from the Umbra by a mystical barrier known as the *Gauntlet*. A werewolf can attempt to traverse this barrier by taking a moment to mediatate and connect to the Umbra. Having done so, she wills herself into the *Penumbra*. The Penumbra is the spiritual mirror of the Material Realm, distorted by the lens of metaphor and perception. As the first layer of the Umbra, it is the one closest to the Material Realm. In places where the Gauntlet is weak, it has been known to bleed over and cause spiritual changes to the Material Realm. Such areas are known as *peripheries*. Within a periphery, the normal rules of reality are broken and twisted as they intersect with the Umbra. Garou have come to call these areas *Broken Lands*, and werewolves make it a priority to do whatever they can to repair the Gauntlet in these areas in order to protect the Veil.

The Penumbra is full of hidden pockets and entryways into differing umbral realms. These *anchorheads* grant access to secret places, though some are guarded or require keys in order to open them. Taking forms ranging from correct offerings to ritually spoken phrases, keys to different umbral realms are as varied as the laws of the realms themselves. The Penumbra is also home to fierce and unpredictable *umbral storms* that rage through the umbral landscape, bearing spirits, banes, or even other travelers caught within the fierceness of their winds to unpredictable—and often dangerous—new terrain.

Deeper within the spirit realm, the Penumbra transitions into the *Near Umbra*. Here, traveling the roads within its realms are not easy, but they are not as dangerous as the pathways to the Deep Umbra. Realms like Atrocity, the Cyber Realm, Wolfhome, and the different Tribal Homelands are all accessible through entrances located within the Near Umbra. The Near Umbra's realms are often destinations for quests seeking enlightenment and knowledge. Garou are also sometimes sent to these places to accomplish tasks on behalf of spirits or their totems.

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Beyond the Near Umbra lies the *Deep Umbra*. Here one can find connections to the farthest umbral realms, including hidden pathways to the Shadowlands, the Arcadia Gateway, the Aetherial realms of the Celestines, or dread Malfeas itself. All of these myriad places and parts of the Umbra are collectively known to the Garou as the Tellurian.

The Gauntlet

The Garou call the mystical membrane that separates the Material Realm from the Umbra the Gauntlet. It is a powerful barrier between the world of spirit and the world of man, woven from countless strands of the Weaver's webs and maintained by the myriad *net spiders* that serve it. In some places, it has been worn thin or even into shredded fragments by the depredations of the Wyld or the Wyrm. These places allow the gnostic energy of the Umbra to penetrate into the physical world, and, like beacons, they draw net spiders that try and repair the breach. Sometimes, these tears are so vicious that they require werewolves' aid to repair for long enough so that the spiders can succeed in their work; this assistance is considered a necessary evil, understood by even the most anti-Weaver Garou.

A werewolf can attempt to pass through the Gauntlet into the Penumbra by taking a moment to glance into a reflective surface and meditating. Once a journey across the Gauntlet has begun, a werewolf cannot abort it, and she must ride out any consequences. While materializing, a werewolf resists attacks with her normal defensive pools, but she cannot take movement actions, cannot declare an intention to fair escape, and cannot use actions to make attacks herself.

Entering Into the Umbra

The Gauntlet's strength directly responds to the intersection of a werewolf's personal spiritual affinity and that of the geography within the surrounding Material Realm. Lands connected to the Wyld, such as a forest, a river, a swamp, or other natural settings remote from human civilization, have a greater permeability for most Garou, and therefore it is easier for them to slip through the Gauntlet into the Penumbra while located in such places. Areas thick with the Weaver's threads and technology are more difficult to traverse, and in lands tainted by the Wyrm, the Gauntlet is impossible to cross.

Some Garou have developed a spiritual affinity to the Weaver and find it easier to cross the Gauntlet in places where technology is strong, such as atop a skyscraper, within a factory, or along a city street. For these werewolves, it is more difficult to slip through in places where the Wyld is strong.

When crossing the Gauntlet, a werewolf can bring with her any inanimate objects on her person, as well as any she can carry in her hands. If she chooses to, she may also bring across willing individuals who are in physical contact with her at the time of crossing. A shapeshifter must pay an additional point of Gnosis for each willing target she carries across the Gauntlet.

To cross the Gauntlet, a werewolf must spend 1 point of Gnosis and then spend a variable amount of time and effort focusing on a reflective surface. The time required to cross the Gauntlet and enter into the Umbra depends on the where the Garou is trying to pass, according to the chart on page 585.

The Nature of Spiritual Affinity

A werewolf's default spiritual affinity is Wyld. The merit Wyld Affinity (see **Chapter Six: Merits and Flaws, Sanctum of Gaia Merits, Wyld Affinity**, page 316) cements this natural connection, but it is not required for the purpose of entering and existing the Umbra. Garou who wish to switch their affinity to the Weaver must purchase the merit Weaver Affinity (see **Chapter Six: Merits and Flaws, Concordat of Stars Merits, Weaver Affinity**, page 316).

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Gauntlet Chart: Entering the Umbra

Location within the Material Realm	Time Required
An area with a strong affinity to Gaia (such as a great caern or shard caern)	1 Turn
An area strongly associated with the Wyld (or, conversely, one associated with the Weaver for characters with Weaver Affinity)	3 Turns
A neutral area balanced between the Wyld and the Weaver, such as a city park with wi-fi or a building without it.	6 Turns
An area with a strong spiritual affinity not directly associated with the werewolf's personal affinity. For example, a werewolf with Wyld Affinity finds it more difficult to enter into the Umbra from a location associated with the Weaver.	5 minutes
A Wyrm-tainted area such as a corrupted forest, a fallen caern, or a Wyrm Tunnel. Only Black Spiral Dancers can cross the Gauntlet in such locations. Garou spiritually affiliated with the Wyld or the Weaver can never cross the Gauntlet in such a location.	Impossible

Crossing the Gauntlet

Garou can cross the Gauntlet immediately, without cost, at specific locations:

- Areas with a strong mystical connection to Gaia, such as a caern (including shard caerns)
- A spiritual affinity zone, such as the one temporarily created via the gift Circle of Gaia's Cleansing
- A Broken Land
- Any location with which the werewolf is familiar (see **Chapter Five: Gifts, Familiarity with Target**, page 214), such as her home, work, or a regular hangout

Garou are barred from crossing the Gauntlet in the following locations:

- Any location that has been contaminated with Wyrm Taint
- Any location that has been marked as personal domain by a supernatural predator. This act creates a spiritual membrane that prevents entry from the Umbra, unless the Garou in question is familiar with the location. (See **Chapter Five: Gifts: Familiarity with Target**, page 214.)
- Warded locations that have been protected via mystical means, such as places shielded by Spirit Ward, the Haven background's Occult advantage (see **Mind's Eye Theatre: Vampire the Masquerade, Chapter Three: Character Creation, Backgrounds, Haven**, page 102), or a hedge ritual learned from the Occult skill.

Exiting the Umbra

Returning to the Material Realm from the Umbra is a jarring experience. The spiritual side of a Garou does not easily relinquish the presence of such gnostic energy, Garou find it difficult to return to the dreary mundane. The Umbra does not lightly return that which it claims as its own.

Crossing the Gauntlet from the Umbra back into the Material Realm can be challenging, and doing so leaves a werewolf vulnerable if she hasn't prepared ahead of time. The same difficulties that present themselves when crossing into the Umbra can also cause issues when attempting to exit it. The Gauntlet's strength varies in relation to where a werewolf attempts to exit. If a werewolf tries to cross the Gauntlet in a place that is more resistant to her, the passing can take longer. This additional time can lead to danger, if any enemies happen to be present when she begins to cross back into the physical world.

Returning to the Material Realm is dangerous. Without proper precautions, a traveler can materialize inside of a rock or surrounded by enemies. Crossing the Gauntlet requires a werewolf to locate an area of the Penumbra near the Material Realm with an appropriate spiritual affinity. Garou can naturally sense and locate such places.

To exit the Umbra, a werewolf must first expend a standard action peeking across the Gauntlet (see **The Gauntlet: Peeking Across the Gauntlet**, below, page 586) to attune herself to the Material Realm; then, she can cross without getting lost or injured. A werewolf who risks the crossing without looking first may find herself caught in an umbral storm (see **Umbral Storms**, page 603). The time required to physically cross the Gauntlet and enter into the Material Realm depends on the where the Garou is trying to pass, according to the chart on the next page.

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Gauntlet Chart: Exiting the Umbra

Location within the Material Realm	Time Required to Materialize
An area with a strong affinity to Gaia (such as a great caern or shard caern).	Immediately
An area strongly associated with the Wyld (or, conversely, one associated with the Weaver for characters with Weaver Affinity).	1 Turn
A neutral area balanced between the Wyld and the Weaver, such as a city park with wi-fi or a building without it.	3 Turns
An area with a strong spiritual affinity not directly associated with the werewolf's personal affinity. For example, a werewolf with Wyld Affinity finds it more difficult to enter into the Material Realm within a location associated with the Weaver.	5 Turns
A Wyrm-tainted area such as a tainted forest, a fallen Caern, or a Wyrm Tunnel. Only Black Spiral Dancers can cross the Gauntlet in such locations. Garou spiritually affiliated with the Wyld or the Weaver can never cross the Gauntlet in such a location.	Impossible

Peeking Across the Gauntlet

A werewolf in the Penumbra can spend 1 point of Gnosis to peek across the Gauntlet and view her corresponding location in the Material Realm. The target location must match the Garou's spiritual affinity. She can view the location for five minutes for each point of Gnosis spent. This act attunes the werewolf to the target location, helping her cross the Gauntlet without getting lost or injured, but it does not provide Familiarity (see **Chapter Five: Gifts: Familiarity with Target**, page 214).

Peeking across the Gauntlet allows werewolves to view what is happening in the Material Realm while remaining safely within the Umbra. Peeking requires concentration, and a werewolf cannot move or fight without losing her connection. If she loses her concentration, she may resume it, as long as the initial five-minute duration has not expired. Resuming peeking does not require an additional expenditure of Gnosis.

Werewolves cannot use gifts, fetishes, or supernatural powers to affect the other side of the Gauntlet, unless the power specifically grants her the ability to do so. For example, a Garou can activate Wolf Senses to heighten her sight, because that power specifically states that she may do so. However, she cannot throw fire through the Gauntlet at a target using Master of Fire. Peeking also cannot be used to obtain Gaze and Focus or Familiarity with a target, unless a power specifically states that it allows a werewolf to do so.

The Penumbra

The Penumbra is the layer of the Umbra closest to the Material Realm. It coexists in the same physical space, but in slightly different dimensions, allowing for limited interaction between the two realms. This section of the Umbra can be spiritually enlightening or horrifically terrifying, depending upon a traveler's journey.

Mechanics of the Penumbra

The Penumbra has several effects that are persist consistently throughout it. Humans, unless spiritually enlightened, aren't found here. In addition, time passes as it does in the Material Realm. This section contains special mechanics for each of the Penumbra's realms, as well as guidelines for creating custom domains.

Garou in the Penumbra can:

- Exit the Umbra by crossing the Gauntlet (see **The Gauntlet: Exiting the Umbra**, page 585)
- Spend 1 point of Gnosis to peek through the Gauntlet, viewing the physical realm at any location she could also cross the Gauntlet to leave the Umbra (see **The Gauntlet: Peeking Across the Gauntlet**, to the left).
- While in the Penumbra, minor cosmetic alterations may be revealed, reflecting a Garou's true nature, such as a Fianna's fur glimmering with faerie magic or a Shadow Lord seeming to exude shadow. The effect is always cosmetic and does not provide a character with any benefits.

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- Garou can spend Gnosis, at a rate of one per week, to sustain themselves in the Penumbra. Other creatures are rarely able to find sustenance within the spirit realms, and supernatural creatures that subsist on blood are unable to feed unless they bring humans into the Penumbra with them. If a creature starves to death while in the Umbra, it becomes a spiritual reflection—such as a Garou ancestor spirit, or a vampiric bane spirit.

The spirits found in the Penumbra are primarily Jagglings and Gafflings. Incarna are very rarely seen here, unless they control a part of a realm in the Penumbra. In addition, although silvery light dimly permeates the entire Penumbra, supernatural creatures that are subject to penalties or bonuses based on the presence of sunlight are affected by sunlight as they would be in the Material Realm.

Geography of the Penumbra

The Penumbra is the spiritual echo of the Material Realm, a reflection of not only its physical locations, but also its metaphysical scars and auras. While familiar locations and landmarks may exist, they are fueled by the emotions and actions of others. In the Penumbra, a mansion of an otherwise-respected city official in the Material Realm may appear as a twisted, yawning hell-mouth, revealing her secret transgressions against others. The simple flower garden of a child blossoms into wild jungle, beaming comfort to all within its walls. Anything that can impact the Material Realm with its spiritual energy impacts the Penumbra with its presence.

Zones that correspond to the real world are known as *domains*, areas of the Penumbra marked by the spiritual energy of others. Any strong emotion or impactful event can appear as a corresponding domain in the Penumbra. Ancient redwood forests appear as serene glens, toxic waste dumps as Wyrm-infested hellholes, or corporate buildings as web-covered glass and steel.

The geography of the Umbra is mutable, and recent events have seen realms from the Near Umbra move closer to the real world, forming connecting domains in the Penumbra.

The Battleground

In the onset of the Age of Apocalypse, even the most peaceful Garou came to understand the brutality of war and its consequences. As they raged in battle, their blood soaking into the ground, the realm known as the *Battleground* seeped into the Penumbra. The Battleground plays a part in every tribe's stories as the embodiment of all conflict since the dawn of time. On its fields, every war continues on and pays no heed to the boundaries of history—Spartans battle American Civil War soldiers on the same fields where the War of the Roses took place, remnants of tanks and catapults surrounding them.

Only one thing is constant as the battles ebb and flow into one another: the *Signpost*. The Signpost lists various battles, with various arrows on the sign pointing in the direction of specific fights, allowing Garou to find a specific battle and join in the bloodshed. The campaigns vary, and they sometimes even include personal skirmishes of the traveling Garou. If they continue on the track, they may eventually come across the only silent location in the Battleground: the Plain of the Apocalypse. This eerie location is completely flat, with little grass, and it is not tainted by the debris or battles found in the rest of the Battleground. Theurges believe that, if there is a last battle, it will occur here. Three armies, one each dedicated to the Wyrm, the Weaver, and the Wyld, struggle against each other at its borders. They never gain supremacy over the field, but nonetheless fight viciously to possess it.

Garou who come to the Battleground often choose to hone their skills by sparring with the other combatants or by observing the conflicts to find new tactics. Those accused of cowardice or ineptitude often come to the Battleground to prove themselves. No matter their personal cause, all come to the Battleground with bloodshed on their minds.

Entering the Battleground can occur by crossing the Gauntlet, but shapeshifters who have 2 or more points of Rage do not need to peek across the Gauntlet in order to safely arrive there. A Garou can exit the Battleground, either into the Material Realm or the Near Umbra, by winning a fight with its inhabitants. They can also leave the realm by dying in battle, allowing them to reappear in the Material Realm.

Storytelling Hooks: The Battleground offers a unique opportunity to show the other sides of important battles and conflicts. A Garou in the Battleground can see and live through the experiences of those on opposite sides, and perhaps better understand the participants' motives. It also offers chance to train and grow by fighting in numerous conflicts, both historic and relatively unknown.

Special Mechanics:

- Characters in this realm gain 1 additional point of Rage each turn on her Everyman initiative.

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- Characters in this realm automatically fail any test to resist anger frenzy, unable to shake the overwhelming fury of the battlefields surrounding them.
- Armor or weapons from this area can only be used in the Penumbra or Near Umbra, and have normal weapon or protective gear qualities. They can be used in defense or to attack spirits.
- Characters in this realm cannot be killed in the traditional sense. If they die in the Battleground, they are shunted to the Material Realm and lose access to 2 points of Gnosis for the rest of the game session.

Cyber Realm

Webs of steel, glass, concrete, and circuitry form the structures and inhabitants of this realm, layers upon layers of technology smother anything associated with the Wyld. Modern obsession with technology first bridged connections between this realm and the Penumbra, until its urban sprawl finally spilled completely over.

Spider City most closely resembles modern cities—though its technology seems based on the sketches of mad scientists and hopeless engineers. Hover-cars and steam-powered carriages pollute the *Cyber Realm* with equal fervor. Even its class system, strictly dividing the uptown privileged from the old town undesirables, carries echoes of the real world. The Pit extends under Spider City: a labyrinthine dump of discarded dreams, broken machinery, and living refuse. The Computer Web is a network of raw data, flowing in and out of the other areas in binary streams that can be tapped by those unafraid to tangle with the Weaver.

The Cyber Realm stifles the Wyld, attempting to replace anything living with an improved mechanical counterpart. Glass Walkers occasionally seek out this realm, seeking meditation in an environment where they truly feel at home. Most other Garou, however, use it to obtain a piece of technology or to pay "Juice," liquefied Gnosis, to one of the many Weaver spirits that infest the area in exchange for information. These werewolves desire to get in and get out of Cyber Realm as quickly as possible, before they are upgraded.

Entry to the Cyber Realm is less difficult now than it was in the past. When it expanded its borders into the Penumbra, the patrolling robots and spider spirits found the perimeter much more difficult to maintain. Most Garou need to only avoid one of these patrols to enter. Exiting the realm is far more difficult, usually requiring paying one of the residents Juice to be smuggled out or navigating the maze-like conditions of the Pit to find an entry point to the Near Umbra or an exit to the Material Realm.

Storytelling Hooks: Garou use the Cyber Realm for everything from obtaining information from Weaver spirits, who are able to pierce the deepest levels of protected technology, to giving those with Weaver Affinity a place to mediate on that connection. The Cyber Realm is not exactly hostile to werewolves, but neither is it safe. It is a diffuse reflection of what the home of the Weaver itself might be.

Special Mechanics:

- Characters with the Weaver Affinity merit do not have to spend Gnosis to activate their gifts in this realm.
- Characters with the Wyld Affinity merit cannot spend Willpower to retest failed challenges in this realm.

Wolfhome

Some Garou consider it suprising that *Wolfhome* has been pulled closer to the Material Realm, believing its requirement that travelers become closer to the beast to enter it a product of a bygone era. Others believe that in the Age of Apocalypse, the one thing Garou understand is being humbled and hunted. When the siege on the great caerns first began, Wolfhome appeared as a pocket realm in the Penumbra, which slowly spread as the Garou population dwindled, until it was fully cemented in the Penumbra.

In Wolfhome, all shapeshifters are forced to take their animal form and assume the mindset of a hunted creature. They are unable to read signs or perform normal human functions, forced instead to rely on animal instinct and wits in order to survive. Other animal spirits live in Wolfhome and can communicate freely with Garou, advising them of human threats and telling them to avoid "The Town"—the central location where the realm's humans live. Every abuse brought upon animals by humans is represented here, from the hunt to animal cruelty and experimentation. Shapeshifters can find themselves in shelters (filthy kennels), the zoo (to be jeered at and prodded), or in camps (experimental laboratories). If a shapeshifter is lucky, she may escape to the countryside, where she can be free, but only if she can escape roving bands of hunters.

Some Garou come to Wolfhome to learn more about their primal natures and how to survive in the most harrowing of circumstances. Others, particularly those who shun their dual nature or who are abusive to kinfolk or spirits, are sent to the realm to learn humility and to come to an understanding of their animal instincts, forced by their circumstances to feel what their animal kin may feel. Sometimes, a shapeshifter enters the realm by accident or because of spiritual transgression and must be rescued by her pack or sept.

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Those Garou who go looking for an entrance to Wolfhome can easily find it; however, a werewolf rarely enters Wolfhome willingly. The spirits, or some say Wolfhome itself, can punish an arrogant Garou by slightly extending the borders of Wolfhome while the Garou is already in the Penumbra. To exit the realm, a Garou must fully understand what it is to be an animal—from its instincts to its fears. When this understanding occurs, as determined by the Storyteller, a Garou can then exit this realm.

Storytelling Hooks: Wolfhome presents opportunities for Garou seeking to learn from their animal natures, both voluntarily and not. Some are sent to this realm as punishment, forced to stay in Wolfhome until they humble themselves and remember they are also beasts. Others already understand their need to become closer to their animal natures, and come voluntarily to Wolfhome to better epitomize both wolf and man.

Special Mechanics:

- In this realm, all shapeshifters are forced into their animal form. Garou take their Lupus form. Fera take on their equivalent form. Shapeshifters cannot change out of this form while in Wolfhome.
- Characters in this realm cannot understand human written language and have a difficult time deciphering spoken language.
- In order to use gifts in Wolfhome, a Garou must spend an additional point of Gnosis. Characters cannot use rites in Wolfhome.
- All spirits not bound to a fetish or other item cannot enter Wolfhome.

Pocket Realms

Like domains, *pocket realms* are created by strong emotions and needs. For many Garou or Fera, these realms pop into being long enough to hide within or to provide shelter from an umbral storm. They appear erratically, and their nature is transient. They can appear suddenly in the wake of a traumatic event and disappear just as quickly.

Fera also used these realms for shelter and escape, having mastered the process of stabilizing them for those purposes. However, since the advent of umbral storms, many of these pocket realms were destroyed, and all except the Ananasi have been unable to recreate them with any consistency.

How to Build a Custom Domain

Domains in the Penumbra usually correspond to real world locations, places with strong emotional history or other impactful memories. The locations in the Penumbra show the spiritual truth of the real world they reflect. When building a custom domain in the Penumbra, keep the following tips in mind:

- Determine which real world location, event, or issue the Penumbra domain reflects. This place can be anything from an actual location, like a historical building, to an event such as an exuberant political rally gone terribly awry. The domain should have a theme that brings together its elements.
- Describe the domain. What does it look like? How do the scenery, mood, and NPCs in the domain support the theme? What spiritually enlightened people may appear here?
- Determine how a character enters and exits the domain.
- Create some specific ways in which the domain limits or amplifies the various aspects of characters within it.

Example: *Jason is running a scene for his players. They are attempting to obtain a fetish that is part of an evolution exhibit at the Natural History Museum, and they have decided to sneak into the building by going through the Penumbra. Jason decides to create a domain named "Origin," which is based on the theme of transformation. He determines the players can enter this domain by changing their form while holding onto a copy of the book* Origins of the Species. *This act masks them as a changing thing that can easily avoid detection. When they approach the building, he describes the structure as a living entity, constantly growing new limbs or additional eyes, just to have them dissolve into some other appendage. Even the air around outside the reflection of the museum smells as though it is electrified, causing the characters' skins to tingle and itch, as though they too should change.*

Inside of the building, a group of Gaffling spirits have manifested as bipedal, intelligent chimpanzees. They spend their time carefully monitoring and maintaining the exhibits, which are animated and able to speak, trying to shout down each other and their caretakers by reciting their histories. The players determine the fetish they are looking for is guarded by an equally intelligent Jaggling spirit-ape; however, the large primate has reached the end of her rope with the exhibits' constant harassment, and it has little desire to barter or broker a deal. Once the characters obtain the fetish, they are able to exit the domain by rejecting the transformation offered, changing to their Homid form and tearing out the pages of the book they used to enter.

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While in the domain, Jason has decided shifting forms requires no expenditures of Gnosis. He also determines that when the characters shift forms, they have no control over what form they take next. For example, a Garou may go into Hispo when she intended to be Crinos, and she can only continue shifting forms until she gets to the desired one.

The Near Umbra

The Near Umbra lies between the Penumbra and the Deep Umbra, a place dotted by numerous realms that orbit the Material Realm. Navigating the Near Umbra is not always safe, since the realms, domains, and vistas constantly swirl around its center. The Near Umbra is especially turbulent in modern times, and travelers have discovered some of its realms have been flung to the far corners of the Penumbra and Deep Umbra. To enter the Near Umbra from the Penumbra or Material Realm a Garou must complete a complex quest with a difficulty rating of 1, and the applicable consequences for a complex quest apply (see **Chapter Eight: Dramatic Systems: Quests**, page 390).

Some of the aspects of the Near Umbra include:

- Domains, realms, and zones are more dangerous and are elevated extensions of realms and domains in the Penumbra.
- The *Tribal Homelands*, idealized versions of the concept of home for each of the tribes, reside in the Near Umbra.
- *Vistas* appear in the Near Umbra. These are realms that Garou cannot enter, but they can view them, as though looking through a picture window.
- The Near Umbra's inhabitants are primarily Jagglings and Gafflings. Incarna frequently claim territory in the Near Umbra, using its realms as an extension of their power from the Deep Umbra.

Mechanics of the Near Umbra

This section contains special mechanics for each of the Near Umbra's realms, as well as guidelines for creating custom realms.

The mechanics of the Near Umbra are as follows:

- Even if a realm doesn't specify a requirement for entry, the Storyteller may apply specific requirements to enter certain Near Umbra realms, such as having a member of one's travelling party currently possessing Wyrm Taint in order to enter Scar.
- While in the Near Umbra, the minor cosmetic alterations reflecting a Garou's true nature become even stronger than in the Penumbra. For example, a Bone Gnawer's fur may become covered in a soot that cannot be washed away, and the scent of fresh asphalt may linger around her.
- Garou can spend Gnosis, at a rate of 1 point per week, to sustain themselves in the Near Umbra. Other creatures are rarely able to find sustenance within the spirit realms, and supernatural creatures that subsist on blood are unable to feed unless they bring humans into the Near Umbra with them. If a creature starves to death while in the Near Umbra, it becomes a spiritual reflection—such as a Garou ancestor spirit, or a vampiric bane spirit.

Geography of the Near Umbra

The Near Umbra consists of numerous realms, domains, zones, and vistas, which are like planets that orbit around the Material Realm. There is no map that points a Garou in the right direction. The environment is too erratic—shifting, dilating, and shrinking—to ever efficiently navigate via the same path twice.

Realms in the Near Umbra formed by the mingling of the spiritual energy of the Material Realm with the powerful energies of the Wyld, Weaver, and the Wyrm. These realms developed complex underlying laws of matter and energy that govern them and, in many ways, fuel them. Astute shapeshifters prefer to remember these capricious mandates rather than the realm's physical locations, finding the laws more helpful in maneuvering through the Near Umbra.

Atrocity

The damage and pain inflicted on others is not a brief moment in time, delivered then done. The *Atrocity* realm exists as reminder that, although wounds may heal, scars remain on a creature's soul, on her life, and on the lives of others. In this realm, every victim still suffers, her physical and spiritual wounds bleeding into the air around her. Every victimizer stands tall, waiting to bring more pain. Every horror brought on another—animal, human, or supernatural—plays out again and again.

Tainted heavily by the Wyrm, the air of Atrocity reeks overwhelmingly of the coppery scent of blood and bile. Screams of tortured agony interrupt coherent thought. Atrocity is the primary spawning pool for banes, and their terrifying larvae prowl the maze-like corridors of flesh, bone, and bodily waste, ready to strike out and devour any trespassers. Shapeshifters who must travel through this realm

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are forced to watch horrific violations and victimizations of others, unable to stop the massacre for more than a few moments. A Garou with a dark past may find herself face-to-face with her crimes, her atrocities playing out on gruesome repeat in front of her companions.

Despite a natural desire to avoid this place, many shapeshifters find themselves here. Some are forced to come to terms with brutal crimes they committed and examine them in order to find a different path into their futures. Others come here for information and to determine the nature of another's violation, so they can arm themselves with this information, using it in the Material Realm to bring an end to crimes against others. Atrocity is a place where suffering is not a secretive, furtive act, and many find there are lessons to learn here.

Unlike many other realms, Atrocity doesn't require deliberate effort to enter. A guilty conscience, inquisitive mind, or vengeful heart can all lead a Garou to this realm, especially if they are already traveling through the Umbra. However, leaving is not as simple as thinking happy thoughts. Gifts are ineffective for leaving Atrocity, and other pathways out of the realm are non-existent. In order to leave the realm, a Garou must take on the role of a victim, suffering as they suffered, and dying at the hands of one of the vicious emanations in the area. The empathic connection in death allows a Garou to wake up in another realm or in the Material Realm.

Storytelling Hooks: The realm of Atrocity can be used as a teaching tool or as a punishment, as Garou witness the deepest sins the Wyrm inflicts on others or see their own sins reflected back at them. Stories about personal adversity and discovering the true depths of an accused's crimes all fit well with Atrocity as a backdrop.

Special Mechanics:

- The area is infested with spiritual echoes of victimizers and their victims. These spiritual echoes cannot physically cause damage to Garou; however, if a Garou dies at their hands, she is considered to have empathized with the victim and can use this act to leave the realm.
- A Garou can be injured by other shapeshifters, other visitors from the Material Realm, or any one of the banes that prowl the area. Garou take normal damage based on the character type attacking them, and if they lose all of their health levels, they can choose to leave Atrocity and exit into the Penumbra.
- A Garou who comes to Atrocity witnesses her own crimes against others first. She may witness multiple scenes of her transgressions. During each new scene or instance of witnessing her personal crimes, a Garou must spend a point of Willpower to avoid entering fox frenzy. During each new scene while witnessing another's crimes, she must spend a point of Willpower to avoid entering anger frenzy.
- When witnessing her own atrocities against another, a Garou can attempt to atone for her crimes. She can do this by performing the Rite of Contrition after witnessing her crime. If she does this, she regains all her spent points of Willpower, her atrocity disappears from the realm, and she is not haunted by it if she returns.
- Garou in this realm are overwhelmed by sensory information from the scent of blood and the cries of the anguished. Those who enter this realm lose their Mental focus for the duration of the time they are in the realm.

Dream Zone

The collective dreams of humans, supernatural beings such as shapeshifters, spirits, and animals create the landscape of the *Dream Zone*. This realm allows Garou to explore both the familiar nature of their own dreams and the primal fears, needs, and desires that run through the souls of every creature, whether made of flesh or spiritual essence. The Dream Zone is like a gem, with myriad facets to discover and delve into.

The geography of the Dream Zone is ever-changing, shifting from the personal dreams of individuals to those of the collective consciousness. Each dream is a postmodern story, with the chain of events often difficult to understand, but they are meant to be explored and examined with the hope of being understood. As each of these stories play out to their end, a new facet of the Dream Zone is revealed. These dream-quests are the primary reason to enter the Dream Zone, as they offer an exploration of ideas and thoughts, mingling a Garou's personal subconscious with that of more primordial ideas. Sometimes problems spring up that require more introspection than battle, and the Dream Zone suits that purpose well.

To enter the Dream Zone, a Garou must go to sleep in the Penumbra—a dangerous exercise of trust and vulnerability. Leaving the Dream Zone is easier, as a Garou must only wake up or complete her dream-quest.

Storytelling Hooks: The Dream Zone is an excellent setting for stories of prophecy and omens. Interpretations of events, viewed through a dreaming eye, are reflected in such a way that they offer a powerful backdrop for foreshadowing upcoming plotlines in your game. Events in the Dream Zone also clarify things that have happened in a character's past.

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Special Mechanics:

- Characters slain in the Dream Zone do not die in the Material Realm, but suffer a loss of 1 point of Willpower for each death they experience while there.

- The Dream Zone offers a number of ways to slip unnoticed into other realms in the Near Umbra. A character who wishes to enter another realm from the Dream Zone must locate a dream-facet that ties to the target realm, risking a possible death in the process, and then spend 1 point of Gnosis to cross over to the desired realm.

Erebus

In the Umbra, Heaven and Hell are real places, even if they mask themselves with different names and aspects. Some are damned. Some are destined to ascend. Others are caught in between, meant to purge their wicked deeds through suffering, and eventually, understanding. Those Garou who acknowledge that their sins are great, but understand that their need for absolution is greater, travel to the purgatory realm of *Erebus*, a realm where molten silver rivers and lakes shimmer and hiss in blackened shale banks—where the Garou come to burn their souls clean.

Erebus is ruled by an Incarna known as Charyss, a creature of many forms and moods. While many belligerent Garou see her as a Wyrm spirit, she is neutral in the affairs of the Triat. Purifying Garou is her sole concern. She is served by spirits known as the Brood: an army of hairless Crinos werewolves with black or red skin who torment the unfortunate souls sentenced to burn in Erebus. Those werewolves not under their power must still avoid the rewards they offer, such as servitude and legendary fetishes, which they bet to lure Garou into playing games with them. Wary Garou know not to play any game where the rules are set solely by their enemy, because losing means burning in the molten rivers until the terms set by the Brood are met.

All rivers in Erebus lead to a reservoir in the center of the realm known as the Silver Lake. A fortress stands on the island in the middle of the lake: the Citadel of Charyss. This lake does not burn, but remains as a place of calm and comfort in a realm otherwise meant for torment. Those who wash up on the shores of the fortress are granted a piece of knowledge from Charyss herself: that Erebus can cleanse the body, but redemption of soul comes only at the behest of penitent Garou.

Garou come here for one reason: to purify themselves of their sins by going through the Silver Forge. They must fully immerse themselves in the molten liquid and suffer the agony of its touch until they are cleansed of their wrongdoing. As their sins are purged in the silver rivers or lakes, the penitents suffer hallucinations of their past deeds, living them out over and over again. Even Black Spiral Dancers, perhaps seeing their corruption for what it is, can come here to ignite their souls, burn away their trespasses, and rejoin the Garou in their fight. Fera cannot enter Erebus, but they have their own domains where they suffer as the Garou do, in ways appropriate to their breeds. For example, a Corax may burn in golden cages, sacrificing her freedom and gossip until she has achieved purification.

Erebus is a realm Garou seek with purpose. To reach it, they can follow the Silver Road until they reach the gates of the realm. Cerebus, the three-headed dog of Greek myth, guards the gates, each of his heads representing an aspect of the Triat. He does not bar entry; he only guards against premature escapes, and he will kill any creature that dares to attack him. To exit, a Garou must find her way to the Citadel. Within its walls lies a portal to other realms.

Storytelling Hooks: Erebus is a place of cleansing sought when every other attempt for earning forgivness has failed. Anyone who has recently undergone purification can learn the truth of redemption from Charyss herself, as she trusts that they speak truthfully when they claim they are innocent.

Special Mechanics:

- Those who attack Charyss or one of her Brood, except when invited to do so as part of a challenge, are immediately transported to burn in Erebus' silver rivers.

- In this realm, aggravated damage inflicted in pursuit of penance is regenerated through the same means as normal damage. Characters immersing themselves in the molten silver receive aggravated damage, but heal an equal amount of damage in the same turn. They are in purgatory, and anguish is more important than death.

- There is no light in this realm but the glow of molten silver. Characters with the Perception attribute focus lose access to any benefits of this focus, including those related to exceptional successes.

- All Wyrm Taint can be cleansed in Erebus, including the fifth stage. Storyteller discretion determines on how long this purging takes.

- Black Spiral Dancers can be cleansed in Erebus, but they lose all access to gifts and rites. They start anew, as Cubs from a tribe of their choosing.

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Flux

The Wyld is a force of creation, its presence emanates energies that trigger chaos and change. The *Flux* realm represents the epitome of the Wyld's mutable nature: a realm where geography constantly forms and then dissolves, flesh constructs and deconstructs, and the laws of physics are suggestions meant to be flouted. Time, weather, forms, and locations are all erratic. Nothing is stable and everything changes; the Flux realm takes this adage as its sole rule and guiding principle.

Its primary inhabitant is a Wyld Incarna known as the Coil. Embodying the realm, it changes form and features with ease, causing earthquakes or umbral storms with a wave of its arm. As a manifestation of Wyld energies, it can appear as a hurricane in one form or as a mass of hundreds of writhing tendrils in another. While most Garou in Flux tend to avoid its notice, others have caught its attention and become victims of its desire "to help." Some believe the Coil, embodying the mercurial nature of the realm over which it lords, has evolved into an avatar of the Wyld, making it an even stronger presence to avoid or seek out.

The Flux is useful despite its dangers. As a realm of the Wyld, subject to no internal laws of matter, energy, or chemistry, it can provide many otherwise unattainable materials or a location for one's most impossible feats. Garou come here to mend wounds that no other method can heal, or to use the contractions (or, to their dismay, dilations) of time to get to other locations quickly. Some of the most powerful weapons against the Weaver—items able to sever its webs and introduce Wyld energy—were forged in the Flux from materials found within its confines.

Garou and other shapeshifters are able to enter the Flux as long as they have Wyld Affinity. The Weaver's strength and dominance has increased, however. If a Garou does not have an affinity for the Wyld, she must make a simple test using her Mental attribute + Survival skill versus a difficulty rating of 15 to locate this realm. If she fails, she is not able to cut through the Weaver's influence, and ends her travel in a different realm. Exiting Flux depends on chance and luck, as exits appear at random. Usually, a Garou can locate these egresses by locating areas where the weather and geographical disturbances are the most turbulent. If they avoid being struck by any of the Wyld energy in the area, they may even come out mostly unchanged on the other side.

Storytelling Hooks: The Flux is a realm where the impossible becomes real even to those supernatural creatures used to bending the natural laws as they wish. Here, Garou can use the flexible nature of time itself to travel incredible distances in a blink, arriving in time to save a caern under siege or seek out rare materials to forge a weapon to combat an otherwise-invulnerable threat.

Special Mechanics:

- To enter the Flux realm, a character must have either Wyld Affinity or must succeed in a simple test using her Mental attribute + Survival skill against a difficulty rating of 15 to locate the realm.
- A character can forcefully attempt to change the environment around her by making a simple test using her Social attribute + Empathy skill against a difficulty rating of 15. This may help them navigate the landscape more easily.
- Characters are able to change forms in this realm using a simple action, and they do not have to spend Gnosis to do so.
- All characters who enter this realm are freed from any mind-controlling effects, including blood bonds and other supernatural bonds. Gifts or other powers that induce these effects do not work in Flux.
- Spirits bound into fetishes escape in Flux, though they may willingly decide to stay within their fetish. These freed spirits return to the fetish when it leaves Flux.

Legendary

In the *Legendary* realm, terrible monsters still roam the earth and great deeds earn kingdoms. In a culture where myth, heroism, and storied feats are factual history, this land is a living testament to great power and noble rulers. It is the place where legendary ancestors dwell, where shapeshifters can learn at the feet of those glorified Garou, and where werewolves go on grand adventures in a land born from their ideals and dreams made manifest.

The Legendary realm has many kingdoms scattered throughout it; all of them belong to Garou heroes of myth and legend. These kingdoms reward werewolves for incredible feats of strength and succeeding at seemingly impossible quests. Each stone and every flower springs forth from the attributes of these heroes, from the bitterly cold and brutal kingdoms of a once-mighty Get of Fenris to the fairy-tale-like kingdom of a Fianna who had intimate knowledge of the fae. Every shapeshifter whose glory was proclaimed to others, spread by whispered word and boisterous song for the most spectacular of deeds, finds her home here. In between each of these kingdoms is a vast, wild place known as the Wylderness, where mythical beasts wait, guarding unfathomable treasures and magical groves.

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No legend is made without darkness, however. The Legendary realm faces threats from the Midnight Land, the Fimbulwinter, and the Great Dust, each of which represents enemies and ideals capable of destroying the Garou Nation. The Midnight Land is an extension of Malfeas that withered and destroyed a once-lush kingdom until it was nothing more than plague and ash; its inhabitants became undead and banes. The Fimbulwinter assaults the legendary realm from the north, freezing both kingdoms and souls, while it destroys memories and legends. Where the Fimbulwinter does not reach in the south, the Great Dust instead takes hold. It is famine and desolation, starving kingdoms to death with its blight.

Garou come to the Legendary realm to seek adventure, to learn from their ancestors, and to prove themselves to their packs, septs, tribes, and the nation. In this realm, they can seek treasure and glory, and participate in feats of wit and strength. Some shapeshifters find their way here to start handling the threats of the Midnight Land, Fimbulwinter, and the Great Dust, before they take hold in other realms or the Material Realm.

To enter the Legendary realm, a character must have a goal to achieve or a challenge they must best; everything in this realm is a story, and any character who comes here must have one they wish to tell in mind. Even after meeting this qualification, they must still avoid banes and other dangers while traveling to this realm. To leave the Legendary realm, a character must complete her hero's journey, having been transformed mentally, emotionally, or physically by her experience.

Storytelling Hooks: Garou seek the Legendary realm for the Renown that comes with success in proving their worth to any who doubt them. All stories that take place in the Legendary realm start with their own story, their own goal to accomplish, or their own challenge to overcome.

Special Mechanics:

- Time passes more quickly in the Legendary realm. While years or decades may seem to pass in this realm, turning a young Garou into a grizzled elder, only days or weeks pass in the Material Realm. For each day a Garou spends in the Legendary realm, only an hour passes in the Material Realm.
- No spirit in this realm can be destroyed, as they each have an eternal role to play within their kingdoms. If they are killed, they later reform and take their places once more.
- Only spirits bound to fetishes or to a shapeshifter can enter this realm.
- While in this realm, all characters temporarily possess the Ancestors background at 5 dots, whether they possess this background on their sheet or not. Silent Striders do not gain this bonus.
- Unlike in some other realms, where characters can use death to open exits or experience the realm more fully, if a character dies in the Legendary realm, her death is permanent. The character is not sent to another realm, the Material Realm, or the Penumbra, but is both physically and spiritually dead.

Scar

This realm embodies the fear that, ultimately, the Garou fight a futile battle against an overwhelming foe with infinite resources. Some werewolves claim that the existence of *Scar* proves this theory. It was once razed to its foundations, but the realm rebuilt itself on the ashes, smog, and the devastation of oil spills and polluted wastewater from fracking, proving true the darkest thoughts of some shapeshifters: the Weaver and the Wyrm will win.

Scar is a massive blight realm dedicated to stripping spirits and other hapless trespassers of their Gnosis: their spiritual essence. Natural resources are ravaged in whole, strengthening both the Weaver and the Wyrm. An eternal smog lingers over the factories, mines, and mills in the Scar, coating them with thick, black soot. The most devastating effects of the industrial revolution live on forever here, everything oozing misery; the ground eternally leaks poisoned water, the sky is grey from smoke and pollution, and spirits are melted down until they become mindless emanations forced into horrifying working conditions. Any interloper captured is pressed into service as another worker. Banes pretend to be CEOs, the Barons of Industry, competing with each other for personal wealth and prestige, regardless of the catastrophic consequences. They set their guardsmen loose to abuse anyone who speaks out, who doesn't put her head down, or who doesn't put in their 100 hours of work a week.

Most Garou avoid Scar. The chance of ending up on the assembly line or at the other end of the guardsmen's fists is all too likely. However, Garou often accidentally find themselves in Scar without an easy way out, or they may be brought into the realm against their will. Other Garou come here to rescue packmates or captured spirits, trying to find them before they are turned into gaudy, cut-rate fetishes or soulless automatons.

Getting into Scar isn't challenging. While other realms have tricky pathways to navigate, spirits to avoid, or obstacles to overcome, it's easy to stumble from other realms into the Scar, becoming caught in traps laid by pattern spiders that infest

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the realm. Once in the realm, a shapeshifter may be captured by one of the many patrols in the area or turned in by the sickly emanations that crowd its filthy streets. But even once detected or captured, a Garou can attempt to escape by using the rickety machinery, cut-rate buildings, and disgruntled workers as distractions, or by sabotaging equipment, starting fires, or encouraging dissent and rioting among the employees. They must still be able to travel to another realm of the Umbra to truly escape, praying it's better than Scar.

Storytelling Hooks: All too often, the Garou fall into the Scar accidentally. Those who seek it out usually do so to rescue a captured pack or septmate, to save a spirit bound to the assembly line, or to seek Renown by sabotaging such a soulless realm.

Special Mechanics:

- The air in Scar is massively polluted and the buildings are dim. Characters cannot attempt challenges using the Awareness skill. Characters with the Perception attribute focus lose access to any benefits of this focus, including those related to exceptional successes.
- It always takes a character five turns to try to cross the Gauntlet out of Scar. Pattern spiders have heavily reinforced the Gauntlet with webbing to prevent escape.
- Spirits in this realm have no Gnosis to spare, and often attempt to scavenge it from others, even forcefully.
- Characters increase a stage of Harano for every 24 hours they are in this realm.

Summer Country

An Eden conceived in drunken stories or vivid hallucinations, *Summer Country* is a nothing more than a fairy tale to most Garou. A place where the lamb lays with the lion in eternal summer, peaceful and whole, seems too much like someone's desperate hope for a fate other than the constant struggle of the Garou Nation. Summer Country, however, isn't an imaginary paradise dreamed into being by idealists and hopeful Garou, but is a very real utopia created for the pure of heart and mind.

Summer Country is a realm of harmony with Gaia and a reflection of the good that still exists in the Age of Apocalypse. Animals and plants long-extinct from the Material Realm still wander the earth here, mingling with and unafraid of the enlightened human emanations, shapeshifters, and spirits. Mountains and cloud aviaries exist in untouched beauty. The Isle of Self remains here as the foremost shrine to Gaia and the location of the Well of Life, which can cure any illness. Despite the encroaching influences of the Wyrm and Weaver fracturing and tainting the essence of other realms, Summer Country remains unaffected, but every one of its inhabitants wonders how long this will remain true.

The Summer Country is a purifying realm, and many Garou capable of finding it come here to cleanse themselves of dire disease and sickness. Those who realize the realm is more than an empty promise also come to protect it and keep it from falling under outside influences. The Summer Country is place of epiphany and peace: a cool stream for the thirstiest Garou and a balm for their souls.

Always difficult to reach, Summer Country became even more elusive as umbral storms wrecked Moon Bridges and anchorheads. A Garou can sometimes wander into the realm if she is at peace with her heart and soul, having reached equilibrium with herself, the world around her, and Gaia. Less-enlightened individuals sometimes find the entrance to Summer Country through the Forest of Longing, where they might transmute their bitterness, desires, and anxieties into the tranquility of self the realm requires before granting entry. Exit is immediate if the balance of soul ever shifts in one direction or another, or if a Garou is disrespectful to the realm or any of its inhabitants. If a shapeshifter ever desires to leave, an exit portal appears before her. Summer Country holds no one who does not wish to be there. Once she leaves, the bright memories of paradise eventually fade, and any of her recollections sound like the vague ramblings of the mad.

Storytelling Hooks: Summer Country offers a setting of tranquility and reflection. It is a place of healing for those poisoned by the bitterness of Harano or Wyrm Taint. It is a paradise that offers a few moments respite for the weariest of souls.

Special Mechanics:

- Those who exit Summer Country into other realms or the Material Realm may choose to return to any point in time in those realms, as long as they return to a time after they left. They can also return to any location that is not claimed by the Wyrm or the Weaver.
- If a Garou resorts to violence in Summer Country, she is immediately ejected from the realm. Any creature or spirit native to Summer Country that is killed is resurrected at dawn.
- Characters do not suffer from wound penalties in this realm.
- Characters who enter this realm are immediately restored to full health, Gnosis, and Willpower. In addition, any detrimental effects from gifts are removed.

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- Those who are in any stage of Wyrm Taint cannot enter this realm.
- Anyone who drinks from the Well of Life is cleansed of any disease, toxin effect, Harano, or other detrimental effect at the discretion of the Storyteller.

Tribal Homelands

After the initial shock of the return of umbral storms, many Garou were surprised to find their *Tribal Homelands* were pushed from the Penumbra into the Near Umbra. While some werewolves blame the chaotic nature of the storms, others believe this shift was a result of their own hubris and self-interest in the Age of Apocalypse. Those Garou whisper quietly about their losses, including their ties to their totems and tribal ancestry, lest they be heard and condemned for their pessimism.

Despite their relocation, the Tribal Homelands still exist as the spiritual home of each tribe, emanations made all the stronger by the tribal totem spirits that rule them. Each of the Homelands speaks to the nature of the totem that oversees it, continuing on as the ideal home for each tribe. For example, Bone Gnawers have vast cities they can explore, Shadow Lords look down from lofty mountain peaks as they jockey to be first in all things, and Red Talons roam back-country forests untainted by human hands. Only Silent Striders have no home, alone in their inability to place roots.

The Tribal Homelands are places the Garou come to be at one with the tenets of their tribes. Some are sent to these realms when they are found lacking, expected to learn harsh lessons from the most notable of their kind. Others seek them out as points of reconnection with their heritage and spiritual ancestry.

As the Homelands were pushed further into the Umbra, they have become difficult to enter. Only those characters with 4 or more dots of the Rank background can enter them without an escort, and those Garou must avoid the banes that patrol the paths between other realms and the Tribal Homelands. Exiting the Homelands is hindered even more greatly, as though banes can smell the presence of the Homelands, gathering at their egress gates and waiting for an unlucky Garou to emerge.

Storytelling Hooks: Connecting with ancestor spirits to gain knowledge, to learn about tribal secrets, or to seek answers about lost treasures of the tribe are all reasons to travel to the Homelands. It can also help Garou who have lost their tribal identity to relearn or reconnect with the tenets that make them who they are.

Special Mechanics:

- Only those characters with 4 or more dots of the Rank background can enter the Homelands without being supervised by another character of Athro rank or better.
- Tribal gifts and merits with limitations on their use can be used freely in the Tribal Homelands.
- Characters with the Totem or Ancestors backgrounds refresh any of those backgrounds' abilities, and regain their Willpower and Gnosis upon entering the Tribal Homelands.

How to Build a Custom Realm

Realms in the Near Umbra are comprehensive locations dedicated to ideals or other deep-seated energies. The Scar was born from the strong emotions and effects of the Industrial Revolution, while the Flux was created from chaotic Wyld energy. Realms are usually tied to a member or multiple members of the Triat and reflect their influence in some way. When building a custom realm in the Near Umbra, keep the following tips:

- Determine which member of the Triat is tied to the realm. This choice can include any combination of the Weaver, the Wyld, or the Wyrm, or may be none of them, existing entirely outside of their influence. However, those realms that exist outside of the influence of the Triat are prime territory for war to determine which member will ultimately influence the realm.
- Determine which strong emotion or archetype is reflected in the realm. For example, is the realm about an idealized notion of chivalry, or the destructive nature of greed? Unlike domains, this archetype should reflect a primal understanding of commonly shared fears or desires, and how those concepts might manifest through NPCs, locations, and other thematic elements.
- Describe the Realm. What does it look like? How do the scenery, mood, and NPCs in the realm support its theme? What spiritually enlightened people may appear here?
- Determine how a character enters and exits the realm.
- Create some specific ways in which the realm might limit or amplify the various aspects of characters within it.

Example: *Lucinda wants to create a custom realm involving what has become a very common theme within her game—the noble sacrifice. She believes there is a greater link to enlightened self-interest and martyrdom, and she is interested in allowing her players to explore their choices through a quest. Lucinda names her realm "Witness," tying it to the original*

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intent of martyrs, and basing it on the nuances and impact of self-sacrifice. Lucinda chooses not to align the realm to a member of the Triat, but tells her players they can constantly hear the sounds of battle in the distance, even if they cannot locate its source. She determines that characters can enter this realm accidentally, through traveling through the Umbra while musing about the cost of such sacrifices. She also determines they can enter it intentionally through the Dream Zone, as they explore facets of blood, death, and pain.

Lucinda describes the realm for her players, explaining that it appears as a series of beautiful and intricately carved monuments, each of them detailing the deeds of someone who sacrificed their life for another. She tells them that even the trees are hung with ornaments describing these acts, but that the realm is otherwise eerily empty, aside from a great stone castle that shimmers in the distance. In those times when the distant sound of battle subsides, the characters can hear weeping, always from a far away, unknown source. Lucinda decides the realm is watched over by an Incarna known as The Red Lady, a spirit of loneliness and loss surrounded by her field of bones. Lucinda wants this realm to be a reflection of cost, and so her players pass by some monuments that are incredibly personal to their characters, reflecting those who have passed on in the protection or service of others or parts of the characters' lives that they have sacrificed.

Lucinda allows her players to leave the realm only when they understand the cost of their lives, and know who has died for them. While in the realm, she determines that players can use gifts that benefit others without spending Gnosis. In addition, as a realm where pain is intrinsic to understanding, gifts that inflict damage have their damage output doubled.

The Deep Umbra

The Deep Umbra is a vast spiritual realm outside of the Penumbra: an immense void containing thousands of hidden umbral realms, where alien creatures of incomprehensible intellect and unimaginable power walk in the empty space between the realms. Merely traveling to this dangerous aspect of the Umbra requires a Heroic Quest.

Some of the aspects of the Deep Umbra include:

- Home of the Aetherial Realms (the dwellings of the Celestines)
- Sept of the Stars (the umbral Stargazer sept)

Mechanics of the Deep Umbra

This section contains special mechanics for each of the Deep Umbra's realms, as well as guidelines for creating custom realms.

Garou in the Deep Umbra can:

- Travel to its various realms, domains, and sub-realms.
- Speak and interact with powerful Incarna and Celestines.
- Undergo quests to achieve personal goals, such as knowledge or cleansing.
- In the Deep Umbra, outside of the realms themselves, the intrinsic nature of the different tribes shines through without doubt. For example, Silver Fang coats shine like molten silver, and Shadow Lords' fur absorbs light like a moon-dark sky.

The Deep Umbra is full of powerful Celestines and Incarna that claim vast territories within the realms and their surroundings. Spiritual minions can be found going about the work of their masters, and rarely, a terrifying creature from the depths beyond can be found making attempts to establish a foothold in true reality.

Geography of the Deep Umbra

Garou reach the Deep Umbra by flying to the highest part of the Earth's atmosphere, buoyed upward by gifts or the blessing of spirits until they can no longer feel the influence of Gaia. Once there, they must cross over the *Membrane*, a Gauntlet-like skin that separates the Penumbra from the dark things that linger in the roiling depths of the Deep Umbra.

Although the Deep Umbra was once a vast nothingness, umbral storms shifted some realms into its depths, making them more difficult to reach. These shifts have empowered those realms, their inhabitants growing more dangerous and their landscapes wildly unpredictable. Even shapeshifters who knew the realms well when they were located in the Near Umbra think twice about entering them now in their new locations in the Deep Umbra, knowing they are one easy misstep from disappearing into the belly of the unknown.

Abyss

The *Abyss* is a deep rift obscured by thick mists where every footstep is treacherous and every handhold a deceit. It is one of the most feared realms in the Umbra, where all that is lost—from Garou themselves to items both mundane and magical—can be found. Even the most powerful Garou fear to step into the Abyss, as they know it is all too easy to be lost to its pull. However, those who do not immediately retreat from the unknowable may find the deaths they fear or the glory they desire.

Three paths, their walls wet and jagged, spiral into the darkness that is the heart of the Abyss: The Golden, the

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Iron, and the Silver Paths. While it is possible to climb down the walls of the Abyss, the danger of falling into the center of the realm and never being heard from again is great. Risk is not completely mitigated by walking the Paths of the Abyss, but most Garou find them to be marginally safer.

The Golden Path is lined with veins of gold and precious gems. It is the most physically difficult path to traverse, with large gaps that must be leapt over and slick rocks to land on. Wealth, power, and forgotten secrets reward those who reach the end of the Golden Path.

The Iron Path is filled with caverns and alcoves holding the bones of lost children, Garou, and other shapeshifters who were paralyzed and then starved by the fear and madness the Abyss emanates. Rarely, a Garou driven mad is found still alive and rescued by others who walked the same path. Such an act is heroic and a source of great Renown for any who can accomplish it. The Iron Path rewards those who navigate it with lore about themselves and others.

The most mysterious and deadly path is the Silver Path. Some claim the Eater of Souls lies bound at the end of the Silver Path, while others believe that the Silver Crown lies at its end, waiting to be worn again by the next King or Queen of the Garou Nation. The Silver Path has no reward at its end of which the Garou are aware, but nevertheless, some follow it, hoping to find lost fetishes and items of power that they sometimes stumble upon as they delve deeper down the Silver Path.

The Abyss is an easy realm to discover by accident. It calls to those who are lost, and many find themselves navigating its precipice as a result of losing their way. Escaping is not as easy. The Abyss steals the will to survive from those who linger too long within it. Those who can muster the strength to escape its paths and return to the mists have the chance to leave the Abyss with whatever will they have managed to retain.

Storytelling Hooks: The Abyss is a realm full of treasures and secrets for those brave enough to wrest them from the grasp of oblivion. Lost fetishes can be found or secrets unknown to even the Celestines revealed. For those driven by material gain, they can retrieve countless gems and other wealth. Those seeking adventure can also find it, as they search for ways to navigate the onslaughts of umbral storms and to escape the hungry clutches of the Abyss.

Special Mechanics:

- Time within the Abyss wears at the will of any who enter. Every hour within the Abyss causes the loss of 1 point of Willpower that cannot be regained until the character leaves the confines of the Abyss.
- Willpower can only be regained through supernatural means within the Abyss. Any character with no remaining points of Willpower finds herself instantly removed to a cave on the Iron Path, bound in madness until death or rescue claim her.
- To begin to travel on the paths of the Abyss or to scale its walls, characters must succeed in a test using their Physical attribute + Athletics skill against a varying difficulty rating, depending on the route they choose to take. To follow the Golden Path, characters must succeed in a challenge against a difficulty rating of 6. To follow the Iron Path or to scale the walls, they must succeed in a challenge against a difficulty rating of 8, and to follow the Silver Path, they must succeed in a challenge against a difficulty rating of 10. As characters travel deeper into the Abyss, they must make additional tests as the way becomes more and more impassable. The difficulty rating of each successive test increases by 2. If a character fails a test, she falls from the path into the center of the Abyss, lost forever.

When the difficulty rating reaches 20 or higher, the character must also test to avoid entering fox frenzy to master her fear and remain on the path or to flee as fast as she can to exit the realm. If she has 3 points or fewer of Willpower when she reaches this point, she must instead make a static Mental attribute + Willpower challenge against a difficulty rating of 12. Failing this test causes the character to throw herself into the center of the Abyss. She can spend a point of Willpower to avoid making this test, but once spent, it cannot be recovered until she exits the realm.

Aetherial

High within the sky in the Umbra, above the clouds, lies the *Aetherial* realm—the home of the Celestines and their servants. Spiritual reflections of each of the planets exist within this realm, containing sights both wondrous and terrifying. Along with the different planetary Celestines, the Aetherial realm is also home to the only known caern within the Umbra itself: the Sept of the Stars.

The Sept of the Stars is a Stargazer sept, welcoming and advising those who visit regarding their explorations within the Aetherial realm. Travelers can seek out advice about the differing laws that affect each of the different planetary realms or seek suggestions about how to avoid the dangers that exist along the paths between planets. Members of the sept, seeking to better understand the powerful spirits of the Aetherial realm, consider it their responsibility to guide and advise those who come seeking the Celestines and their realms. Members of this sept also observe the three Reaches of creation: the Wyld, Weaver, and Wyrm. Some believe

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the study of these areas from the heights afforded by the Aetherial realm grants some forewarning of the works of each member of the Triat.

The rest of the Aetherial realm is made up of different planets that the planetary Celestines call home. These planets also include the asteroid belt known as the domain of Rorg, as well as the Sun and Moon of Helios and Luna. These planets each have their own laws and dangers, and some of the Celestines have an auspice affinity or an affinity for one of the different tribes of Garou. Reaching these destinations offers the unique opportunity to gain forgotten lore, create powerful fetishes, and gain alliances with spirits many have only heard of in the tales of Galliards. The challenges found in each of these areas, as well as the paths to reach them, are trials that forge those who walk them into suitable vessels for the gifts they may receive if they are tested and found true.

Entrance to the Aetherial realm comes easily to those who can fly, soaring above the clouds to stand on the Moon Bridge that leads to the Sept of the Stars. The only other way to reach the lofty heights is to scale the mountains in the Umbra that lead to the Sept of the Stars. Celestines, as a whole, are far too powerful in most cases to manifest directly before Garou. Each planetary realm is home to the avatar Incarna of each of these colossal powers.

Celestine/ Planetary Body	Incarna Avatar	Affinities
Luna – Moon	Sohkta/Phoebe	
Helios – Sun	Hyperion/ Katanka-Sonnak	Wendigo (who refer to Helios as Katanka-sonnak)
Mercury	Mitanu	Bone Gnawer/ Ragabash
Vulcan (Dark Twin of Mercury)	Hakahe	Uktena/ Theurge
Venus	Tambiyah	Black Furies/ Galliards
Gaia/Earth	Eshtarra/Danu	Fianna/ Galliards
Mars	Nergal	Get of Fenris/ Ahroun
Turog/Asteroid Belt	Rorg	Red Talons/ Ahroun
Jupiter	Zarok	Silver Fangs/ Philodox
Saturn	Lu-Bat	Children of Gaia/Ragabash
Uranus	Ruatma	Shadow Lords/ Theurge
Neptune	Shantar	Glass Walkers/ Philodox
Pluto	Meros	Silent Striders/ Galliard

Storytelling Hooks: Interacting with the Celestines is always a risky endeavor. Garou may come to beg a favor that only such powerful spirits can perform, such as restoring a Garou made Ronin to the grace of her tribe. They might also seek guidance about a particularly dangerous quest or oracular prophecy they have received. However, nothing comes without a price when dealing with rulers of entire umbral realms.

Special Mechanics:

- In order to traverse the Aetherial realm, a character must follow one of its paths. She may walk the Moon Paths, ride the Solar Winds, or trace the airts left by spirits as they move from realm to realm, but if she falls or is knocked off these paths, she finds herself falling through the clouds and returning to the Near Umbra.
- The planetary bodies must be traversed in order. While it is not necessary to enter each of the planetary realms, characters must follow the path past each in order to progress farther into the Aetherial realm. There are no direct pathways from the Sept of the Stars to Mars, for example. A character would need to travel to Mercury, Vulcan, Venus, and Earth before arriving at the entrance to Mars.
- Within the Aetherial realm, Gaian spirits are stronger. As a result, spirits that are summoned have their Stock NPC rating increased by 1, to a maximum of 5.
- For more information on the specific laws of each Celestine's realm, see **Chapter Fourteen: Allies and Antagonists, Spirits, Celestine**, page 628.

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Arcadia Gateway

Arcadia Gateway is an umbral outpost of Arcadia. Within it lies two fortifications: the Gateway Castle and the Grim Fortress. One of these exists to protect the entrance to the world of the fae from the world of the spirit; the other is a red herring to ensnare would-be interlopers. Mazes, illusions, and traps are littered throughout the realm, foiling any attempts by unauthorized guests to access the gates leading to Arcadia itself. The realm is a land of passages and gateways, usable by those with faerie blood, granting access to places in the Umbra that are difficult or dangerous to reach. Many would love to gain control of these pathways, but Arcadia Gateway keeps its secrets hidden away and protected accordingly.

Arcadia Gateway is a realm out of time, much like the fae themselves. It is divided into two realms, High Summer and Midwinter, overseen by a Seelie Lord and an Unseelie Princess. The dual rulers of the realm change the laws to suit their own whims and machinations, disregarding the cost their games on the realm. High Lord Lysander surrounds himself with an intimidating guard of oath-bound Trolls and even a few Redcaps who are, in turn, supported by Nocker engineers well-versed in siege warfare. His most trusted advisors are drawn from the Boggans and Satyrs. Princess Mariana's will is carried out by several loyal motleys of Redcaps and many Sluagh, who serve as her knives in the dark. Among her vassals can also be found Goblins, Beasties, and more than a few Ogres.

From Gateway Castle in the west to the Grim Fortress in the east, the only truth within Arcadia Gateway is that nothing is what it seems. The land is divided by roads like the old Roman highways, with the hot sun of the high summer in burning in the west, and bitterly cold nights of midwinter howling in the east. The Seelie High Lord Lysander rules and guards the warm and inviting lands of summer, while the Unseelie fae patrol the harsh winter world their Princess Mariana has shaped. Within their respective kingdoms, their will is made manifest and their word is supreme. As the land encompasses both eternal summer and continual winter, neither side has gained an advantage over the other.

The only ones who win a war of attrition are those who know how to bargain with and leverage their neutrality. The Arcadia Gateway plays host to many kinds of fae; for these lost children of the Dreaming, it's as close to home as they'll ever be again. In recent years, an influx of denizens occurred, and it is not uncommon to see the Adhene, bodiless spiritual representations from the Dreaming itself, lurking in the secret places of the Gateway, willing to barter with Garou for goods and services, selling information and promises. Arcadia Gateway is a realm full of knowledge and powerful magic. From fae-forged items of power to the gateways to the myriad realms of the Umbra, there is much to be sought within this realm. Wise or clever Garou might find access to hidden realms or the makings of a powerful fetish, if they are able to traverse the twisting effects created by any deal made with the fae.

All entrances to the realm of Arcadia Gateway are in the lands controlled by the Seelie fae, while the exits from the realm lie within the demesnes of the Unseelie. Until recently, both were on equally good terms with the Garou Nation and welcomed werewolves as guests and visitors. A significant event has caused this good will to sour, especially within the realm of Princess Mariana. No longer are even the Fianna treated with anything but cold courtesy, and they are heavily watched while within her realm. It is rumored that she protects a secret. If learned, the unfortunate person never leaves her domain in any way other than death, as she transforms any interlopers into prey to be hunted down by her fae knights.

Storytelling Hooks: Arcadia Gateway offers a wealth of information on portals and pathways long-lost to many other supernatural species. In Arcadia Gateway, Fianna may learn more about the extent of their curse. The wise also exchange riddles with beings not of this world, and the strong pit their brawn against otherworldly enchantment. Garou and Fera are both able to find treasures and magical items tucked away in hidden corners, created to overcome obstacles that seem to have no other solution.

Special Mechanics:

- Nothing is free within Arcadia Gateway. Even something as simple as directions requires a cost to be paid in gold, answered riddles, or games of skill.
- Failing to uphold agreements or oaths within Arcadia Gateway is incredibly dangerous, as nothing infuriates the fae more than an oathbreaker. This sentiment unites the Seelie and Unseelie alike to hunt down and exact retribution from those who abuse the laws of hospitality.
- Lysander and Mariana share a secret that no one else is permitted to know. As such, they are both paranoid about newcomers to the realm. Visitors are spied on and those who dwell within the realm are expected to report anyone who enters it. If caught sneaking or hiding from the residents and rulers of Arcadia Gateway, the fae immediately become distrustful of or outright hostile towards the characters.
- Members of the Fianna tribe are loved and feared in Arcadia Gateway. Residents who remember the close ties of kinship seek to help them if they can, but the distrust of their rulers makes any outright attempts at succor or friendship dangerous to all involved.

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Malfeas

Corruption and disease ooze from *Malfeas*, the spiritual embodiment of the body and the soul of the Wyrm. It is home to the Black Labyrinth, the twisted black spiral all Dancers descend, soaking their souls in madness so they might be strong. The Maeljin Incarna, potent spirits fed by the basest human desires and energized by their cruelest sins, claim territory here. They rule over fiefdoms of sickness and destruction, tormenting anyone unfortunate enough to be caught within their boundaries. Malfeas is a breeding ground for banes and the other twisted spiritual minions of the Wyrm, where they grow in power before spreading like locusts across the far reaches of the Umbra and Material Realm.

The Central Duchy, the heart of Malfeas, is a sprawling city almost the size of a continent, combining the worst facets of the entire realm. Depraved activities feed heinous desires until they flourish, blooming into acts that violate every boundary and tear soul from body, shredding skin, breaking bones, and splintering the mind. Towering spires of skulls, abyssal sewers, and dungeons full of waste and rotting flesh pockmark the Duchy. It is also the location of the Castle Cthonus, a fortress said to be the home of an unknown being more powerful than even the Maeljin Incarna. Lying within the boundaries of the Central Duchy is the Temple Obscura, an edifice that combines the look of both eastern and western religions into a twisted mockery of a building. It is one of the most heavily guarded sites within the realm, as the entrance to the Black Labyrinth waits within the temple's walls, allowing access to the twisted maze that grants the Black Spiral Dancers their power while stripping them of their sanity. Any strike that reached this mark would be victory beyond measure for the Garou Nation.

Malfeas is one of the easiest of the Deep Umbra realms to enter, as the Wyrm welcomes any who come to its call, willingly or otherwise. While spiritual guardians and an occasional Black Spiral Dancer watch over those who make use of the gates for the sake of trading that information, there is little to stop someone from making their way in. Leaving, however, is another task entirely, and few visitors depart with their sanity intact.

If one is lucky enough to discover a viable exit from Malfeas, Garou must cleanse the toxic spiritual taint that comes from spending any time within the realm. Coupled with the ease of mental corruption, those who seek to battle the Wyrm where it truly dwells and breeds often find themselves or their allies descending into the depths of madness and joining the Black Spiral Dancers. They may abandon their former allies, or worse, actively seek their deaths. While there are many exits within the different realms of the Maeljin, they are all heavily guarded and patrolled. Only the most heroic werewolves have entered into the umbral den of the Wyrm and managed to escape with any sort of victory clutched within their claws.

Storytelling Hook: Adventures in Malfeas are the height of danger for any Garou or Fera brave or foolish enough to attempt them. Some goals are worth enduring that danger. Rescuing a kidnapped or fallen pack or septmate, recovering a powerful fetish captured by the Wyrm, or uncovering the deeply hidden secrets of the Maeljin Incarna and their plots for other umbral realms are all plausible reasons to travel deep into the lair of the Wyrm.

Special Mechanics:

- Derangement traits and stages of Harano gained within the confines of Malfeas are doubled.
- The gift Awaken Minor Spirit does not function normally within Malfeas. Instead, it summons a corrupted version of the intended spirit. Using this gift causes the user's stage of Wyrm Taint to increase by one.
- Attempts to cleanse Wyrm Taint within the confines of Malfeas can never reduce the target below stage 1.

Pangaea

Pangaea is a Wyld-created realm of untold beauty, reflecting the primordial past of Gaia herself. Every conceivable type of geography and season exists in Pangaea, and spirits roam the realm, taking the form of animals and plants of all types, even those long-extinct on Earth. Tribes of human hunter-gatherers can be found within the realm's plains and forests, eking out a living among dinosaurs, wooly mammoths, and sabertooth tigers.

The realm of Pangaea is never static. Its atmosphere is ever-changing, and its paths or trails frequently change destination while being traveled. Many Garou become lost and confused in the myriad forests and swamps covering the land. Within these woods, however, lie powerful magical plants and animals long-suffused with the spiritual energy that permeates Pangaea. Everything, even the honey of bees, gains mystical properties due to the nature of the area in which it is produced. Anything of such beauty and magic harbors dangers. In Pangaea, Garou and Fera are no longer apex predators. Dinosaurs roam the land, eager to snatch up the unwary as their next meal, and great herds of bison stampede through plains, easily trampling Garou under their smashing hooves. The natural order is the only true law within the realm, and it is just as likely for Garou to find themselves prey instead of predator.

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Pangaea is one of the easiet Deep Umbra realms from which to gain entry and egress. Many Wyld-influenced glades conceal spirit gates that lead into the primordial world, and exits can be found everywhere, including by sailing far off into the ocean sunset until one encounters the edge of the realm and a cascading waterfall that drops a Garou back into the umbral wilds. It is also possible to eat certain hallucinogenic plants to fall asleep in Pangaea and awaken back within the Near Umbra or the Dream Zone.

Storytelling Hooks: Pangaea is a primal realm and a place of unity. Packs may journey to Pangaea to bond without the conflicts brought about by tribal differences and to overcome issues between members that could threaten to rend the pack. It is also a place with extinct spirits who have knowledge long-thought lost to the Material Realm, which could lend insight to modern-day problems.

Special Mechanics:

- The benefits of the regeneration Rage effect doubles while a character is within Pangaea.
- Shifting forms is easier and faster within the natural setting of Pangaea. Shapeshifting costs only a simple action to any form other than a character's breed form.
- In Pangaea, Garou experience a sense of utter unity, as all are of one tribe. No artificial boundary of affiliation lies between a Red Talon and a Glass Walker, a Silver Fang and a Shadow Lord, or a Get of Fenris and a Black Fury.
- It is easier to find spirits thought to be lost or extinct, and they can teach gifts or lead the adventurous to hidden troves of materials latent with mystical energy.

How to Build a Custom Realm

Creating a custom Deep Umbra realm uses rules that extend from the domain-creation rules listed on page 596. The Deep Umbra sits close to the powers of the Triat and, with a substantial investment of energy, whole realms can be created within its confines. These realms reflect the personality of their creators. They can be as wide and varied as the imagination that gives them birth. When building a custom realm in the Deep Umbra, keep the following tips in mind:

- Determine which themes and attributes are at the heart of the new realm. Is it a place of creation and rebirth, or a dark and twisted lair for a creature born of hatred and pain? These aspects give form to the terrain and laws that govern the realm.
- Describe the realm. What does it look like? How do the scenery, mood, and NPCs in the realm support the theme? What spiritually enlightened people may appear here?
- Determine how a character enters and exits the realm.
- Create some specific ways in which the realm limits or amplifies the various aspects of characters in it.

Shadowlands and the Dreaming

The boundaries within the numerous realms can be fragile in places. In these areas, there are places where different worlds come together. Below are rules and examples for handling interactions in areas used by different types of supernatural creatures.

The Shadowlands and the Dark Umbra

The *Shadowlands* and the *Dark Umbra* coexist within a single realm. The Shadowlands are populated by wraiths and spirits of the dead, gathered together in large settlements and cities. These areas are overtly peaceful and less likely to erupt in spontaneous violence. Outside these areas, the lands are filled with spectres and wraiths, those less willing to exist within close proximity to other ghosts. The Garou know this loose periphery as the Dark Umbra. While either area is accessible, the following rules apply to both.

No power that targets wraiths affects spirits, and no power that targets spirits affects wraiths, unless that ability is specifically stated within the power's description. A Garou cannot use Spirit Vessel on a wraith, for example, but could still target it with Master of Fire.

No power that grants access to the specific area can be used to travel beyond that area into another realm. For example, a Giovanni character using Ex Nihilo in order to reach the Shadowlands cannot then leave the Shadowlands in order to reach other parts of the Umbra.

Arcadia Gateway and the Dreaming

Arcadia Gateway is a realm known for portals and pathways leading to other umbral realms, as much as it is associated with the fae. Because only those with fae blood can use these paths, the Fianna once held an advantage provided by their relationships and shared blood with the fae. This realm was also used by the fae who traveled through the Dreaming to reach Arcadia Gateway, and from there traversed to the far realms of the Umbra.

Due to the fluctuations umbral storms have wrought on the spiritual landscape, many aspects of Arcadia Gateway have changed within the realm, affecting both Garou and the

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fae. All paths and trods that once opened to other realms have become defunct for the fae, including the gate to the Dreaming, hidden and secured in High Lord Lysander's Gateway Castle. Princess Mariana and High Lord Lysander have refused to allow any of their brethren to use the paths from Arcadia Gateway to reach other realms of the Umbra, using their authority to prevent their brethren from finding out they are trapped. They fear, and rightly so, that if the fae found out there was no exit, they may try to find their own pathways into the Umbra and open doors to things better left unnamed, unknown, and unfound.

No Garou can enter the Dreaming through the access point of Arcadia Gateway, just as no fae can currently enter the other realms of the Umbra through this realm. It is, however, possible for these two groups to interact together within the realm of Arcadia Gateway itself.

Umbral Storms

Umbral storms have forever altered how the Garou interact with the Umbra and travel through its realms. Umbral realms that were once familiar and safe are now dangerous and chaotic. Anchorheads were destroyed and Moon Bridges diverted in ways that shifted the locations of realms, pushing some into the Penumbra, while others became part of the Deep Umbra, their terrors and power growing in incomprehensible ways. Traveling the Umbra is arduous at best and deadly if you are unlucky. Only the bawn of a great caern or shard caern provides sanctuary from the storms, allowing Garou to explore the Umbra without risk. Umbral storms are unpredictable, triggered by a number of different factors. Below are some examples of actions that could trigger an umbral storm:

- Powerful ritual workings with an effect on the umbral landscape, such as some seasonal rites and the Rite of the Shrouded Glen
- The death of a Legend Garou
- The destruction of a shard seed
- The destruction of any fetish ranked 4 or 5
- Damaging an Incarna severely enough to send it into slumber

Umbral storms come in two categories: minor and major. Depending on their severity, a variety of different effects can happen to those caught within them. Umbral storms can:

- Thrust a traveler in the Penumbra into a nearby umbral realm
- Drain 3 (minor storm) or 6 (major storm) points of Gnosis from any caught within it
- Destroy a Near Umbra path, dumping any journeying along it into the Deep Umbra
- Damage or destroy an unprotected shard seed. For more information about shard seeds, see **Chapter Twelve: Caerns, Shard Caerns**, page 571.
- Inflict physical damage based on the severity of the storm and length of exposure.

Storyteller Note: These are just a few examples of events that can cause umbral storms, and the chaos they leave in their wake. Storytellers are encouraged to come up with other ideas that fit their chronicle and the story they are telling, to help ensure the players understand and respect the danger of the present-day Umbra.

Travel in the Umbra

Traveling beyond the sacred safe zones requires a Garou to undertake a Quest. In the old tongue, a journey to the spirit world was called an *aisling*, referring to an Irish genre of vision poems. With the return of umbral storms, the relative safety of the Umbra has been shattered. The level of difficulty required to travel even a relatively short distance can be daunting, and it only grows more arduous the farther one wishes to go.

When characters seek to travel through the Umbra, the Storyteller is encouraged to use the following recommended Quest difficulties:

- When travelling only within the Penumbra, characters must succeed at a Simple Quest. The distance determines the difficulty. Traveling within the surrounding territory uses a difficulty rating of 1, while traveling to the far reaches of the same continent uses a difficulty rating of 4 for the Simple Quest.
- When travelling through the Penumbra to a nearby umbral realm, characters must succeed at a Complex Quest. Travelling to any realm located within the Near Umbra uses a difficulty rating of 1 for the Complex Quest.
- Travelling to dangerous or hostile umbral realms, such as Malfeas, requires succeeding at a Heroic Quest. Travelling to a Deep Umbra realm, such as the Aetherial realm, uses a difficulty rating of 3 for the Heroic Quest, while attempting to journey to the truly terrifying realm of Malfeas uses a difficulty rating of 5.

For more examples, see **Chapter Eight: Dramatic Systems, Quests**, page 390.

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Peripheries

According to the Theurges, there have always been rare pockets in the Material Realm where the Umbra seeped past the Gauntlet to infuse the land with spiritual energy. Glades within a forest, where serenity and peace fills the soul; parks and atriums within a crowded city, where the heart of the city thumps a steady beat beneath one's feet; or cliffs where water crashes into stone, powerful and timeless, are all marks of a *periphery*.

Peripheries often serve as places of great spiritual power, such as a caern for werewolves, a node for mages, or even a haunt for wraiths. When the umbral storms ravaged the Gauntlet, the number of thin spots between the Material Realm and the Umbra increased exponentially.

Whereas the Penumbra reflects the influence of the Material Realm on the Umbra, peripheries are areas where the Gauntlet is so thin that the gnostic energy of the Umbra leaks out into the physical world. It is important to remember, however, that the Gauntlet is still present in these locations. Garou must still cross it in order to fully be within the Material Realm or to enter the Umbra, even while within a periphery.

Peripheries have the following characteristics and effects:

- Within a periphery, spirits can communicate across the Gauntlet without need of a gift or manifestation.
- Items left within a periphery, or plants and animals within its boundaries, gain an increased spiritual presence, becoming far more attuned to their spiritual natures. This effect does not automatically awaken spirits within items, but it can lower the difficulty to do so.
- With suitable preparation, a periphery can serve as an acceptable site for a shard caern. Preparing an area of the periphery to serve as a shard caern location requires the successful completion of a difficulty 5 Complex Quest.

Example Peripheries

Below are some examples of famous areas that are peripheries:

- **White Head, Ireland:** Between the limestone cliffs of White Head and the volcanic black cliffs of Black Head, the area where ocean crashes against land becomes a powerful periphery, as the different elements meet and combine.
- **Big Basin Redwood Forest:** The massive trees stretch so high that they provide a ladder to the heavens themselves. This meeting of earth and sky is a periphery, which explains some of the awe and majesty evoked by the sight of these ancient trees.
- **Notre Dame Cathedral:** One of the most spiritual sites on earth, this Parisian cathedral has been the site of countless prayers and the focus of millions of believers. No one remembers if the site was a periphery before the cathedral was built, or if the focus of so much faith has created it, but none can doubt the gnostic energy that the site possesses.

Broken Lands

Broken Lands exist within peripheries, places where the Gauntlet became so thin it tore apart, allowing the Umbra and its spirit inhabitants to directly interact with the Material Realm. Such places have become major concerns for the Garou; when they remain unchecked and unresolved, they are likely to become corrupted and transform themselves into Wyrm Tunnels. They also pose a significant threat to the Veil, as in these places, humans can interact with a spiritual world they are no longer prepared to understand.

Broken Lands can come about for a variety of reasons. Umbral storms can wear down a periphery where the Gauntlet was already weakened and rend it open. It is also possible that agents of the Wyrm can concentrate on corrupting and defiling a periphery, so that the environment becomes so anathema to net spiders attempting to repair the Gauntlet that it wears away over time until it fails. This method is most commonly used in preparation to convert a periphery into a Wyrm Tunnel.

Broken Lands have the same effects as peripheries listed above, as well as the following characteristics and effects:

- Spirits do not need to spend Gnosis in order to manifest, and they may freely interact physically with anyone within the bounds of a Broken Land.
- Humans entering into the area may cross into the Umbra, knowingly or not, and find themselves trapped, unless they can return through the shredded Gauntlet or find another Broken Land through which to escape.
- When the laws of the Material Realm and those of the Umbra clash at this level, truly strange occurrences become the norm. Spirits, strengthened one moment, can find themselves terribly weakened the next, as the Material Realm asserts itself against the Umbra. Technology can find its latent spirit awakening uncalled and may be unable to return to slumber even after leaving the bounds of the Broken Lands.

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- Werewolves do not need to spend a point of Gnosis in order to peek or cross from the Umbra into the Broken Lands, as the Gauntlet is torn too severely to offer any real impediment to a werewolf seeking to penetrate it.

Fixing Broken Lands

Broken Lands can be repaired through the dedicated work and effort of Garou. Successful completion of a difficulty 3 Complex Quest, or its equivalent in a complex scenario run by a Storyteller, returns a Broken Land to its former state as a standard periphery.

Fixing a Broken Land requires a Storyteller to determine how she wishes to allow her players to accomplish the task. She may use the Quest Generation System and allow the players to complete the objective using downtime actions, telling the story at game when the action is complete, or she may run the scenario during a game session as a full-fledged plot, or use a combination of the two methods.

A Complex Quest will take longer than one game session to complete. When using the Quest Generation System or a combination of it and action at live games, the Storyteller can prepare the Quest form in advance, outlining the objectives and requirements for the quest, and allow players to creatively determine the events that transpire based on their test results and the consequences earned. When run as a complex scenario, the action should be broken down into pieces, occurring sequentially during each game session for a number games roughly equivalent to the difficulty rating, which, in this case, is approximately three games. This division helps embody the great effort required to fix a Broken Land. Breaking this plot down into phases is equally useful when running the scenario as a combination of live games and downtime actions, since doing so may give a Storyteller the chance to run specific portions of the repair process to seed other plotlines or to hint at the repercussions of the action itself.

Repairing a Broken Land returns it to standard periphery. This change makes it suitable as a possible site for a shard seed to be planted, or if left unprotected, the periphery may become damaged once more, returning to a Broken Land again.

Example:

While processing downtime actions for her game, April observes that a pack has been dedicating actions to seeking Broken Lands within its territory. April decides to use this choice as an opportunity to seed another plot she wishes to run. When the players arrive at game, April informs them they have discovered an area that qualifies as a Broken Land. She decides to use the Quest system to handle the preparation and to run the final scenario herself at game when the quest is complete.

The goal of the quest is to repair the newly discovered Broken Land. As this Complex Quest has a difficulty rating of 3, April needs to assign two quest requirements per rating, for a total of six. She decides that the pack members need someone with Influence: Elite to cover any Veil breaches, an Adren or higher-Rank Garou to sanction the quest, a Theurge to handle the actual cleansing of the land, someone with exceptional Leadership skill to organize and coordinate the quest, a Galliard to report what happens, and finally, someone with the Umbral Tether gift to help the Garou to find their way back if they must travel through the Umbra.

When the pack has gathered the requirements at their live game session, its members make their test during their downtime actions and assign any earned consequences. After the next game session, they perform the second phase of the quest during their downtime actions, and once again make a challenge and assign any earned consequences. At the third game session, April runs the scenario she has planned, and the pack arrives to finally complete the cleansing. There, it discovers others are already present at the location, but that these Garou have more sinister motives for visiting this rend in the Gauntlet…

Example Broken Lands

- **Centralia, Pennsylvania, USA:** A fire has burned beneath this almost-ghost town since 1962, the ground burning from within. Spirits have infested the area, pouring from the scorched earth.

- **Spinalonga, Greece:** Once a leper colony, the disease and death tore a hole in the Gauntlet. Abandoned, tourists sometimes come through and swear they can speak to the dead or see strange things, but much of this activity is caused by the Broken Land allowing the Umbra to pour through.

- **Wonderland Amusement Park, China:** When this unfinished amusement park was razed to the ground, the death of dreams and uncertainty surrounding it opened a hole into the Umbra. Though the buildings are long gone, rumors abound that people can see the skeletons of the buildings shimmering into the life when the moon is full, broken down and ruined, always waiting to be used.

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Wyrm Tunnels

Wyrm Tunnels occur when a Broken Land becomes corrupted. This process can happen over time or through the concerted efforts of the minions of the Wyrm. Once a Broken Land is twisted into a Wyrm Tunnel, it cannot be changed back and instead must be cleansed and sealed. Even after such events, the vicious damage done to the spiritual aspects of the area can linger for decades, if not centuries, after the tunnel has successfully been sealed. Not all corrupted areas are Wyrm Tunnels. Only Broken Lands that have been corrupted by the direct influence of the Wyrm and its minions become Wyrm Tunnels.

The most horrific aspect of Wyrm Tunnels is the insidious growth that begins to happen once a Wyrm Tunnel is complete. Unlike peripheries and Broken Lands, once a Wyrm Tunnel is created, it continues to grow, as the corrupting nature seeks more and more energy to feed and spread. Wyrm Tunnels are self-propagating. The maliciousness that creates them draws in those who share a weakness to that particular vice, which continues to grow and feed the Wyrm Tunnel, allowing it to grow stronger and increase the range of its pull.

Wyrm Tunnels have the following characteristics and effects:

- Gaian spirits cannot manifest without spending Gnosis to do so; however, banes and other spiritual minions of the Wyrm can. Wyrm-aligned creatures can also physically interact with anyone present without difficulty or cost.
- Humans entering the area immediately gain Wyrm Taint, and they are far easier to corrupt and possess the longer they remain within its boundaries.
- Wyrm Tunnels have a sympathetic link to the realm that spawned its original corruption. The influence of Malfeas grants all minions of the Wyrm present in a Wyrm Tunnel enhanced capabilities, allowing them to regain 1 point of Gnosis per turn while inside its boundaries.
- A Wyrm Tunnel doubles in size every three months it is left unsealed, if it has access to people within the area and can continue luring them into its corrupting influence.

Closing Wyrm-Tunnels

The corruption required to twist a Broken Land into a Wyrm Tunnel makes it far more difficult to clean and restore this land to its natural state. Before any attempt can be made to restore the land, the area must be thoroughly cleansed. This act requires the successful completion of a difficulty 5 Simple Quest by a character who possesses the gift Circle of Gaia's Cleansing. However, the corrupted area's link to the Umbra alerts the minions of the Wyrm to this disturbance, and those able to come and interfere with the attempt to cleanse it are sure to do so.

Once the area is successfully cleansed, a difficulty 4 Complex Quest must be successfully completed. Doing so not only closes the Wyrm Tunnel, but restores the torn Gauntlet, rendering the area no longer even a periphery.

In order to close a Wyrm Tunnel, it must be cleansed, allowing for more complex ritual repairs to be made. This cleansing can be run as a Simple Quest using downtime actions, with five requirements, one of which must be possession of the gift Circle of Gaia's Cleansing. It can also be run as a simple scenario of equivalent difficulty during a game session. This cleansing does not purify the area as a whole, it merely prepares the area, after which more complex rituals must be performed.

Once the staging area is prepared, the Complex Quest or scenario can be attempted. Similar to repairing a Broken Land, cleansing a Wyrm Tunnel involves a Complex Quest that must be completed either through downtime actions, through Storyteller-run scenarios, or a combination of the two. The difficulty rating of this Complex Quest is 4, requiring eight total requirements to be met before the quest can begin, and up to four games to complete.

Unlike repairing a Broken Land, closing a Wyrm Tunnel is a direct attack on the Wyrm's influence, and the minions who serve it are made aware of the attempt by the spiritual emanations such actions cause to ripple through the Umbra. This threat is portrayed by the increased complexity of the quest, but it should also be taken into consideration if the events are run as a live scenario. Corrupted spirits, humans, and other antagonists in the area surrounding the Wyrm Tunnel are drawn to the site as they attempt to interfere.

Successfully completing the quest or scenario closes the tear in the Gauntlet, removing the corrupted aspects of the land and restoring the Gauntlet at the same time. This process makes the area no longer a periphery, merely another aspect of mundane reality.

Example Wyrm-Tunnels

- **Chernobyl:** One of the most famous sealed Wyrm Tunnels, the area around this disaster still resonates with the horrors unleashed by it.
- **Toxic Waste Dump:** This purposefully poisoned land reeks with the corruption of the Wyrm and grows ever-stronger through the vices and sins of the workers who toil there.

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Better to Ask Forgiveness than Permission

Heads turned as the gallery doors parted and the Escalating Interventions pack entered. Well-dressed and collected, they took a momentary survey of the room before gliding forward.

"*Is really this going to work?*" The thoughts of Eve "Valid Concern" Norskov touched the minds of her packmates, linked together through the gift of Mind Web. As a Bone Gnawer and Ragabash, she naturally kept an eye on the door and was typically the first to raise issues in these sorts of situations.

"*I think so,*" assured Reasonable Discourse. "*Anastasia has a knack for this sort of thing.*" Uncomfortable in Homid form, he hung towards the back of the group as they advanced. Born a Metis and a Glass Walker, he was no stranger to cities, but having grown up in a caern, he wasn't used to human crowds. "*Just so we're on the same page, what's the plan again?*" As the pack's Philodox, he thought it prudent to be certain.

Tyler "Impassioned Plea," a Silver Fang and the group's Theurge, chimed in. "*We're here to meet with someone who can help us with the caern situation. I know none of us are fond of vampires, but making a deal with this one may be the easiest way to solve our problems with those developers.*"

"*We went over this before,*" asserted Aleksandr, the Shadow Lord called "Final Sanction." As the group's Alpha and an Ahroun, he wasn't inclined to mince words. "*The shard caern at Lake Sammish is still recovering. They don't have the numbers or the means to fight the developers looking to turn the area into a resort community, or their vampire backers. This is how we're solving the problem. We're past the point of debate.*"

Although the Ahroun's admonishment went unheard aloud, the scene around them still began to react to the pack's presence, as the initial stages of the Curse began to take hold. Nearby people took pains to avoid walking across their path, and most of them avoided eye contact. Across the room, a clean-cut man-Friday approached the group.

"Good evening," he greeted the pack, probing. "It's a private party tonight. Do you have your invitations, or shall I check the guest list?"

"*You're up, Anastasia,*" instructed Aleksandr.

A practiced smile curved across the lips of Anastasia "Desperate Measures" Reed as she produced a business card from her attaché case. "We're from the Pendlay Group. We were in town for another event last night, but heard about this showing and extended our stay. I hope you don't mind our dropping in."

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Desperate Measures watched as the man's eyes widened. The Pendlay Group—a firm specializing in art acquisitions for old money elite—had a portfolio of services that included procurement, appraisal, and shipping, as well as customs expertise. The presence of such a firm was enough to make any gallery owner's mouth water and dollar signs dance before her eyes.

In fact, it had only taken a few calls to establish their cover. It was an unorthodox approach for most Garou, but as a Glass Walker and a Ragabash, Desperate Measures was accustomed to this sort of dealing. Knowing the right people certainly helped, and the hefty sum she made certain to spend at a different gallery showing the night before only added to their credibility. Sometimes, money was the best super-power.

With a glance at the card, the dubious man's demeanor shifted to one of delight. "Of course—Joanette—I had heard the Pendlay Group was in town. We're so glad to have you! Tonight, we're celebrating Korean-American artist Michael Joo. What can I have my associate show you from his collection first?"

Anastasia raised a hand, waving aside the offer. "Nothing just yet, but if we could get a few moments of the owner's time, I'd love to meet her."

With a welcoming gesture, the gentleman invited them up a flight of stairs. "Of course. Right this way."

* * *

"*I can't believe this is working.*" Impassioned Plea hissed his skepticism and amazement over the telepathic channel, as the group was led through the gallery. Each cluster of people the pack passed took notice of them, but eagerly stepped out of their path. The gentleman they followed stopped in front of a woman clad in a red evening gown, her hair elaborately arranged and sparkling jewels hanging at her throat. She stood still, reflecting on a sculpture.

"Natalie?" Her assistant's voice was only a gentle disruption. "These ladies and gentlemen with me are with the Pendlay Group, and they're looking for a moment of your time."

"Natalie?" interrupted Valid Concern. "We're here to meet with Melinda Rousseau."

The use of that name sent a look of concern between their escort and their hostess, as it was the one the gallery owner used in vampiric society. Valid Concern had spent a great deal of time researching the various identities of the vampire who stood before them, pretending to be a natural, living human. It was never an easy task to track down a leech, but this one had enemies deep in the sewers who were in good with the local Ratkin. Bone Gnawers and Ratkin tended to know how to help each other out.

Drawing back her shoulders, the vampire recovered from her momentary consternation. "Could you excuse us, please?" she dismissed her assistant. As he departed, Rousseau assessed each Garou in turn, taking their measure. According to the evidence presented by her nervous habit of rubbing her palms together before folding her hands, their combined presence was sufficient to make an impression. "Since when have werewolves taken an interest in art collection?"

"Consider it a recent interest, Ms. Rousseau," suggested Reasonable Interest. "We're here to talk to you about a resort development at Lake Sammish."

"What concern is that of mine?" the vampire asked with emphasized indifference. "I really don't have the time..."

"Why don't you listen to what we came here to say?" Final Sanction insisted gravely, perfectly willing to interrupt. "We wouldn't want to disrupt your soirée."

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"Oh?" the vampire retorted. "You are threatening me? I don't think you realize how many of my kind are in attendance tonight."

"If you have so many important guests here, think of the scandal some party-crashers could invite," suggested Desperate Measures with a wry smile.

"If you'd like to find out, I could use a new rug."

Impassioned Plea chimed in, his tone measured, despite the tension. "Please ma'am, I don't think either of us stands to benefit from this posturing. If you'll hear us out, I think you'll find we have a proposal that could prove mutually beneficial."

An elegant eyebrow crept towards the vampire's hairline as she regarded the group. "All right. I'm listening."

* * *

"You made a deal with a *what*?" squawked Adsila Coldeyes, the Wendigo leader of the Lake Sammish Sept. She fumed as she stood before the pack, daring them to meet her gaze.

To avoid antagonizing the Sept Leader any further, Desperate Measures took a breath. Pacifying, she explained, "We pursued an unorthodox solution that's going to keep the sept out of danger. We met with a vampire, a rival of the one who's pushing the resort development. We gave her a dossier of his holdings. Now, she's going to undermine his efforts, tying up his permits and funding."

The bristling Sept Leader snapped, "Why would she do that?"

"It's very simple," Valid Concern supplied. "Leeches are divisive and treacherous. By thwarting her rival's efforts to gain power, she stands to elevate her own position. Helping her helps us, and she has no reason to refuse."

Reasonable Discourse continued. "We also explained that should development progress, our position will be compromised, in which case, we would have no choice but to carry out violent reprisal against the vampires of Seattle. I think the ease with which we found her may have driven that danger home."

Beginning to regain her cool, the Sept Leader considered the facts. "So you're telling me," she began, "that this plan is predicated upon using the ticks' own tendency towards betrayal to our advantage?"

"That's exactly what we're doing," agreed Impassioned Plea, "and if this doesn't work, there's always the conventional method. But let's give this a chance. There's no reason for us to put the caern at risk through warfare."

"I think I've heard enough. Before I make my final decision, I'll have a moment with the Pack Alpha."

The Sept Leader brooked no argument. Reluctant and shame-faced, yet hopeful, the members of Escalating Interventions crept out of the room in a single file, leaving only Final Sanction behind with Adsila Coldeyes. Once the door to the cabin closed, the Sept Leader's concern gave way.

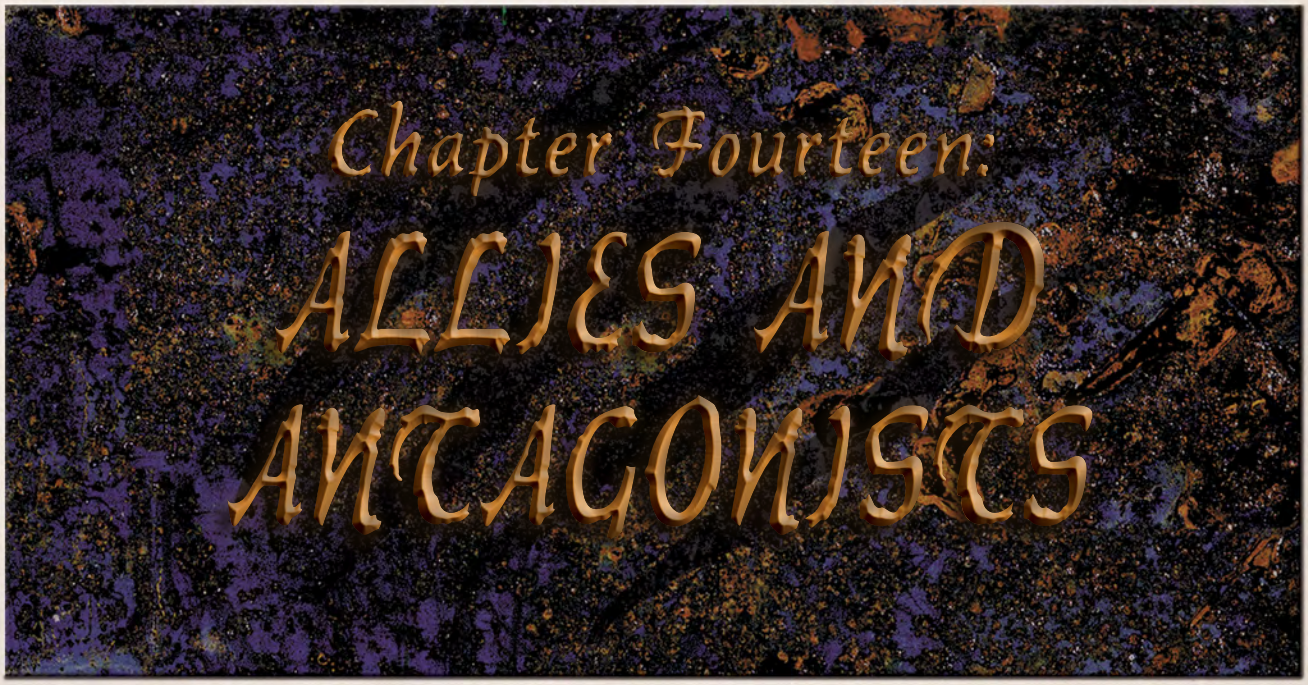
"You did well tonight," she sighed, relieved despite her better instinct. "I am not fond of this solution, but I understand these are different times. The loss of only a handful of Garou would severely compromise our position. But before I bring this to the Auspice Council, do I have your pack's commitment that you will see this matter through, should the vampire double-cross us?"

"You can trust us," Final Sanction assured her gruffly. "After all, this is what we specialize in." Reaching out through the Mind Web, he congratulated his pack on a job well done.

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Chapter Fourteen: Allies and Antagonists

"Werewolves believe they are the keepers of the earth, and the only ones concerned with her well-being. It's their arrogance and rage that makes the rest of us hesitant to offer our assistance. Their loss, really."

— Countess Annabelle McKinnon, Fae Noble

Shapeshifters are not the only supernatural creatures that prowl the **World of Darkness**. While Gaia's creatures are locked in an unending battle, the other denizens of the shadows have their own agendas to pursue. Some of these creatures are potential allies, others are eternal enemies, and still more defy the bounds of reality itself. This chapter presents basic material on some of the other supernatural creatures found in the **World of Darkness**, as well as ideas for implementing them into a **Mind's Eye Theatre: Werewolf The Apocalypse** game.

To help Storytellers utilize such extraordinary non-player-characters (NPCs) in their chronicles, we've included simple, easy-to-use rules for their creation. These Stock NPCs provide a framework for using these creatures in a game of **Werewolf: The Apocalypse**. Storytellers wishing to use specific creatures from other **Mind's Eye Theatre** source material may use those products directly instead of these rules, as best suits their chronicles.

Stock Non-Player Character Generation

Important antagonists should have detailed statistics in order to challenge your players and provide depth to their interactions. However, you don't need a complete character sheet for every bartender, police officer, or street hustler that your players meet. Sometimes, a Storyteller simply needs a few simple antagonists, monsters to fight, or victims for a complex scenario. When creating stock non-player characters, or *NPCs*, Storytellers can utilize this quick generation system.

NPC Rating

To create a Stock NPC, you must first assign your Stock NPC a rating between 1 and 5. This rating indicates the level of challenge, or difficulty, represented by that NPC.

When an NPC makes tests, the NPC's test pool is double its rating. For example, if a bartender with an NPC rating of 3 tries to punch a player-character, she uses a test pool of 6 for the opposed challenge.

NPC Specializations

Each Stock NPC has a number of *specializations* equal to its rating. Human NPCs can only possess skill specializations. Supernatural and partially supernatural creatures can purchase a combination of skill and gift specializations.

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Epic Stock NPC Rules (Optional)

Storytellers running an epic chronicle in which player-characters have a high level of XP may wish to utilize the optional *Epic Chronicle Stock NPC rules*. Using this system, Stock NPCs may have a rating between 1 and 10; Stock NPCs rated 6-10 provide an increased level of challenge.

For example, a Stock NPC with a rating of 10 uses a test pool of 20 for most opposed challenges. Other Stock NPCs with an already increased test pool, such as Celestines, simply gain 5 to their ratings.

Skill Specializations

When an NPC attempts a challenge that utilizes one of her skill specializations, she receives a +5 bonus to that test pool. For example, if a bartender with an NPC rating of 3 has a specialization in Brawl, her test pool is 11 (instead of the normal 6) in Brawl-related opposed challenges.

Gift Specializations

Supernatural creatures such as werewolves, vampires, or wraiths may choose to select specializations in gifts. Each gift specialization grants the Stock NPC access to all gifts associated with a selected affinity (auspice or tribal/Fera) equal to or lower than the NPC's rating. For example, a Stock NPC with a rating of 3 might have the Ragabash affinity; therefore, that NPC has access to all of the Ragabash-affinity gifts from levels 1, 2, and 3.

Partially supernatural creatures, such as kinfolk, may choose to select specializations in gifts, allowing them access to five gifts, limited to level 1 and 2. These NPCs cannot change shape or use gifts that require physical alterations to their shape, such as Razor Claws. For more information, see **Chapter Eight: Dramatic Systems; Kinfolk, Cubs, and Lost Cubs**, page 362.

Stock NPCs must have a reasonable justification to possess their supernatural abilities. Stock NPCs do not have attribute focuses and cannot use the focus effects for any abilities they possess.

Elder Specialization

NPC supernatural creatures may select the Elder specialization, increasing their NPC rating by an additional 3 to 5 levels. For example, a Garou Stock NPC with a rating of 5 that specializes in Elder increases her rating an additional 3 to 5 levels, reflecting an additional level of challenge or danger.

Willpower and Gnosis

With the exception of spirits, Stock NPCs do not have Willpower and cannot retest failed challenges unless they are capable of overbidding their opponent.

Partially supernatural Stock NPCs have a Gnosis pool of 5 and can spend this Gnosis activating supernatural powers. Fully supernatural creatures, such as werewolves, can hold 10 points of Gnosis.

Health Levels

Stock NPCs have health levels equal to their NPC rating. For example, an NPC with a rating of 2 has 2 effective health levels. Dealing 2 points of damage to such an NPC causes her to be knocked out of the fight, but the NPC is not necessarily dead. She may be knocked unconscious, paralyzed, or too wounded to fight, at the Storyteller's discretion.

Sample Stock NPCs

Sample Stock NPC

Jack Turner

Police Officer

Stock NPC: Rating 4

Specializations: Academics, Brawl, Dodge, Firearms

Health Levels: OOOO

Special: Jack has a test pool of 8 in most challenges. In challenges involving Academics, Brawl, Dodge, or Firearms, his test pool is 13.

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Sample Kinfolk NPC

Baron

Glass Walker Kinfolk

Stock NPC: Rating 3

Specializations: Computers, Gifts, Subterfuge

Health Levels: OOO

Gnosis: OOOOO

Special: Baron has a test pool of 6 in most challenges. In challenges involving Computers or Subterfuge, his test pool is 11. In addition, Baron has access to the following gifts: Sense the Balance, Jam Technology, Falling Touch, Marshal's Vigilance, and Predator's Insight.

Recommended Attack Limits

Monster Category	Monster Size	Challengers per Round
Alpha	A small car	May be subjected to 3 Physical attacks per round
Beta	A large car or truck	May be subjected to 5 Physical attacks per round
Delta	A semi-trailer or a house	May be subjected to 10 Physical attacks per round
Omega	A large building, such as a skyscraper	May be subjected to any number of Physical attacks per round

Giant Monsters

When creating NPCs for players to face, it is important to ensure there is variety in the creatures and monsters they find themselves up against. In addition to a wide array of creatures found in this chapter, Storytellers may choose to utilize the *Giant Monster* rules. The world of the Garou is filled with wild and terrifying creatures, some of which could pick up a Crinos Garou and toss her around like a rag doll. The increased mass of these creatures often affects a combat and can add an exciting new element to a game.

Human or Crinos-sized NPCs use the same mass combat rules as player-characters and can only be targeted up to twice per round by Physical attacks. However, extremely large antagonists can be subjected to more physical attacks each round. When the Storyteller creates a giant monster, she should determine how many physical attacks the creature can receive, based on its size. Storytellers are encouraged to adjust the number of attackers who can target Giant Monsters based on monster's description and the needs of the scene.

Werewolves and Fera

The most common NPCs found in **Mind's Eye Theatre: Werewolf The Apocalypse** are other Garou and Fera. While some of these characters have the same goals as player-character Garou, others will actively work against them at every turn. For more information about the various Garou tribes and breeds of Fera, see **Chapter Three: Tribes and Fera**, page 69.

To create a werewolf or Fera character, use the same rules for creating standard werewolf player-characters or supernatural Stock NPCs, with the following exceptions:

- Shapeshifters are supernatural creatures, not humans. As such, powers that have an increased effect on humans do not inflict those effects against a shapeshifter.
- Shapeshifter NPCs receive the bonuses from changing form, but they do not have attribute focuses and do not benefit from any effects granted by attribute focuses.
- Shapeshifters can spend Gnosis to power gifts just like characters with complete character sheets.
- Shapeshifters should track Rage like their counterparts with full character sheets. See **Chapter Eight: Dramatic Systems, Rage**, page 376 for additional information about gaining Rage.
- A shapeshifter's Rank is equal to its Stock NPC rating.

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Sample Werewolf NPC

Hunter "Sticks It" Becker

Homid Bone Gnawer Theurge

Stock NPC: Rating 3

Specializations: Brawl, Gifts: Theurge, Occult

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○

Special: Hunter has a test pool of 6 in most challenges. In challenges involving Brawl and Occult, his test pool is 11. In addition, Hunter has access to the first three levels of Theurge-affinity gifts.

Sample Werewolf NPC

Kasey "Never End" Venner

Metis Get of Fenris Ahroun

Stock NPC: Rating 4

Specializations: Brawl, Dodge, Gifts: Ahroun, Melee

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○

Special: Kasey has a test pool of 8 in most challenges. In challenges involving Brawl, Dodge, and Melee, her test pool is 13. In addition, she has access to the first four levels of Ahroun-affinity gifts.

Sample Werewolf NPC

Casper "Silent Strike" Jameson

Lupus Silent Strider Ragabash

Stock NPC: Rating 2

Specializations: Stealth, Gifts: Ragabash

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○

Special: Casper has a test pool of 4 in most challenges. In challenges involving Stealth, his test pool is 9. In addition, Casper has access to the first two levels of Ragabash-affinity gifts.

Sample Werewolf NPC

Samira "Longest Howl" Katsopolous

Homid Black Fury Galliard

Stock NPC: Rating 5

Specializations: Awareness, Empathy, Gifts: Galliard, Performance, Intimidation

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○

Special: Samira has a test pool of 10 in most challenges. In challenges involving Awareness, Empathy, Performance, and Subterfuge, her test pool is 15. In addition, Samira has access to all Galliard-affinity gifts.

Legends

Legends are the heroes of the Garou, chosen by Gaia herself to serve her directly in the most difficult and dangerous situations. At the dawning of the Age of Apocalypse, many of these Garou died in one last heroic effort as they attempted to shield their caerns from the incursions of umbral storms and the agents of the Wyrm. These werewolves are some of the most powerful within the Garou Nation; as such, they command a great deal of personal power, as well as large networks of allies who are willing to assist them at a moment's notice.

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Player-Characters Becoming Legends

Although Legends are not an appropriate character type for player-characters, there may come a time when you decide that a character in your chronicle has succeeded to the point where she has earned the title. Some players may find that after they have reached the Rank of Elder, their characters have peaked, and it would be an appropriate time to retire the character.

In these situations, a Storyteller may choose to allow a player-character to become a Legend and transition to non-player character status after the fact. This event may be the culmination of a lengthy story arc or an epic battle within your local chronicle. Although the player is no longer allowed to play the character in regular local games, she could be allowed to play the Legend as a non-player character at special events.

This story arc should only be utilized for characters who have gone above and beyond for the Garou Nation and who have exhibited strong leadership skills. It is rare for an Elder to be elevated to the Rank of Legend, so this promotion should be used sparingly and only when dramatically appropriate.

Often aloof and unapproachable, Legends tend to keep to themselves, rarely allying with any single sept, but rather traveling as they feel called to continue in their duties to Gaia. They often leave the day-to-day dealings of the nation to the rest of the Garou, preferring to spend their time and energy dealing with the bigger issues at hand. Legends who have aligned with the Wyrm are often found in massive hives, but tend to shy away from the front lines unless the war demands it. Given the volatility of Black Spiral Dancers, it is no surprise that there are very few Legends among their numbers. Given the immense power and experience a Legend possesses, they cannot be player-characters in **Mind's Eye Theatre: Werewolf The Apocalypse**.

A Storyteller should think carefully before introducing a Legend into her chronicle. With few of these Garou remaining, they are incredibly rare, extremely powerful, and can easily unbalance a game. If players too easily overcome an antagonist Legend such as a Black Spiral Dancer Legend who is leading a hive, a Storyteller risks making her players feel as though the world isn't dangerous. However, if it is too difficult for players to overcome that antagonist, that Storyteller runs the risk of slaughtering every character in her game.

These Garou can be difficult to portray accurately, given their insular nature and the experiences of their lifetimes. If you choose to portray a Legend in your game, it is best to keep in mind the lifetime of war they have experienced.

Generating Legends

With the extensive experience that Legends have, these NPCs should be created with fully fleshed-out character sheets, particularly given their rarity in the Garou Nation during the Age of Apocalypse.

To create a Legend, use the same rules for creating standard werewolf player-characters, with the following exceptions:

- Legends generally have enormous quantities of experience points to spend, as they have managed to survive and thrive through the war. As a Storyteller, you may grant the NPC as much XP as you feel is appropriate for your individual chronicle. A good rule of thumb is 300 initial XP plus the maximum possible XP earned by any character in your chronicle.
- Legend NPCs receive a +2 bonus potential attribute dots in each attribute category.
- Legend NPCs can purchase level 6 gifts of any affinity at a cost of new level x7 XP. They cannot purchase any non-affinity gift at this level.
- Legend NPCs have +3 Innate Renown traits of Glory, Honor, and Wisdom.

Level 6 Gifts for Legends

Many Legend NPCs have used their sway with the spirits to create new, unique level 6 gifts. These gifts resemble the level 5 gifts that are already available, with small adjustments. Storytellers are encouraged to create a unique gift that matches the flavor of the specific NPC possessing it. To create a Legend level 6 gift, take a level 5 gift and make one of the following adjustments:

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- Remove the cost of the power. For example, a Galliard may choose to create a Legend version of the gift Chant of Serenity, resulting in her ability to use the gift without the required Gnosis cost.

- Double one of the power's effects. For example, using the gift Heart of Fury at level 6 allows an ally to gain up to 4 points of Rage, and the gift The Artful Dodger allows you to benefit from the gift for 10 turns.

Mokolé

"I remember the rise of mankind, watching as humanity climbed from its mud hole to become something more. I remember watching as they constructed their cities of stone. I remember the pride of the Garou, and the weakness of the bête, and the slaughter of all of my kin. I work alongside Gaia's children, for that is what She would ask of me; but I will never forget what they have done."

— Kuparr Yunupingu

Gaia's children have always walked the earth in one form or another. Before the rise of mankind, the Lizard Kings roamed alongside the dinosaurs. These intelligent monstrosities ruled the earth—Gaia's only children. As her first, the Mokolé were tasked with preserving her memory. Great empires rose and fell under their claws. They watched as early man evolved and came to serve as slave labor, servants, and breeding stock. Then, with no warning, came the Wonder-Work, an extinction-level event orchestrated by the Wyrm itself. As ashes fell and dust settled, millions of species lie dead, including the Lizard Kings themselves, bringing an end to the Age of Kings.

For generations, the Earth was barren of Gaia's memory, and new shapeshifters rose up. In time, however, as man roamed the earth, new Mokolé were born and hatched. These new creatures, only shadows of their Lizard King ancestors, were unable to assume the Drachid form that had once dominated the earth. Despite their limitations, they once again rose to take on the mantle of Gaia's memory, preserving all that had ever happened in their shared ancestral memory, called *Mnesis*.

During the War of Rage, other shapeshifers feared the Mokolé and the power of their draconian forms. As the war raged on, the Mokolé found themselves a common target of the fierce Garou. Wallows were desecrated and clutches shattered as the werewolves drove the saurians to the brink of extinction. With little choice but retreat, the Mokolé withdrew into swamps and dark places, relying on the inherent fear that great lizards evoke in mankind and shapeshifters alike to protect them. Yet even in the dark recesses of the earth, mankind slaughtered those Mokolé they found.

As humanity rose, the Mokolé remained deep in their swamps, caught up in their own memories. In time, the War of Rage ended, the Garou tribes united, and the saurians slowly began to emerge. They forged a tentative peace with the Silent Striders, allying with that tribe in order to defeat the vampire Sutekh. Although the Mokolé remained outsiders to the other Changing Breeds, they turned their eyes towards the Garou Nation and the Fera, watching over Gaia's other children.

In the Age of Apocalypse, many Mokolé remain on the outskirts of shapeshifter society, avoiding werewolves, for the saurians retain the memories of the destruction the Garou brought against them. They watch and wait, knowing that in time civilization will fall again, and the Age of Kings will return. Despite the atrocities of the past, some Mokolé have crept forth to aid other shapeshifters. The Mokolé-mbembe of Africa and the Americas often work alongside the Ahadi to push back the threats the Wyrm brings to Africa. Some Mokolé have even created wallows and brought clutches near existing caerns: a show of solidarity from the notoriously insular saurians.

The Mokolé speak of a time when the Dragon's Dream will once again come to pass. They have watched as civilizations rose and fell, waiting in the background to reclaim their former glory. Yet many of the youngest among the breed find themselves moved to join the fight, actively opposing the Wyrm alongside the Garou and Fera. As more of the different species with which they can reproduce disappear, they have come to understand that they must take a stand against the oncoming storm.

Organization

Although the Mokolé live in distinctly different communities from werewolves, they are nevertheless united in service of a common purpose. Mokolé have no tribes, as their numbers would not support such a division, and they do not create packs like Garou. Within the saurian breed, they are many species, from crocodile to Gila monster. Despite these differences, all Mokolé share the responsibility to act as Gaia's memory, to record all that passes, and to hold what they learn within their ancesteral memory to pass it from generation to generation.

Although Mokolé do not form packs, they do organize themselves into familial-like groups called *clutches*. These groups include Mokolé and kin alike, and often remain in one location. They are tasked with maintaining the memory of any given area. Only rare Mokolé wander between these locations in order to unite all of Gaia's memory. A clutch often lives within a *wallow*: a safe location for Mokolé to raise their young as they work to bolster their numbers. Clutches ally into four *streams*, or places of origin, based on their geographical locations. While clutches and streams occasionally come together to assist with a particular danger, the Mokolé as a whole prefer to remain in their own insular groups.

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The Streams of the Mokolé

The Mokolé can be divided into four streams, which dictate the location and the breed, or *varna*, of the saurians:

Mokolé-mbembe: In Africa and the Americas, the Stream of Fighters hold sway. They are the largest streams by far, and they are experiencing a steady increase in their numbers, even in the Age of Apocalypse. They are known for their tenacity and martial prowess, and those found in Africa have allied themselves with the Ahadi. Their varnas include American alligators, American crocodiles, Gila monsters, Mexican beaded lizards, Nile crocodiles, and caimans.

Gumagan: The Stream of Fire is made up of Mokolé who inhabit Australia and Oceania, represented largely by Aborigines and Melanesians. They are known for their insight into the spirit world and their extensive Mnesis; their memories include the earliest days of the Earth. Their varnas include Monitor lizards and saltwater crocodiles.

Makara: The Stream of the Folk can be found on the Indian subcontinent. They are heavily influenced by religion, politics, and mysticism. The auspices of these Mokolé are determined by the seasons, and are further subdivided by the caste systems of their homelands. Their varnas include mugger crocodiles, saltwater crocodiles, and gavials.

Zhong Lung: The Stream of the Philosophers works closely with the Beast Courts, and they possess fewer memories of violent conflicts with other shapeshifters. They can be found throughout the Middle Kingdoms of China, Korea, Japan, and Vietnam, and they are known for their patience and serenity. Their varnas include saltwater crocodiles, Chinese alligators, and Monitor lizards, particularly the Komodo dragon.

Appearance

The Mokolé have three forms: Homid, Archid, and Suchid. The Archid war-form of every Mokolé is different, based on her varna and the specific memories she carries from the time when the Lizard Kings once walked the earth. While each Mokolé always retains her reptilian nature in her Archid form, the specifics vary greatly between individuals. One might be a towering monstrosity, reminiscent of dinosaurs, while another might scurry on four legs like a prehistoric crocodile. Regardless of their appearance, each Mokolé's form is terrifying, and it inflicts Delirium on those who see it. In her Homid form, a Mokolé takes on the appearance of the peoples of her Stream, and in her Suchid form, she assumes the appearance of her varna species.

Weakness

The Mokolé pay homage to both Luna and Helios, drawing their strength and wisdom from the Celestines. This has resulted in the Mokolé possessing weakness to both silver and gold. Additionally, a Mokolé must be in direct or filtered natural sunlight in order for her to regain Gnosis.

Generating Mokolé

Although some Mokolé have joined the fight against the Wyrm, these active saurians are still incredibly rare. They prefer to work on their own rather than with groups of Garou. However, they occasionally assist in a desperate situation if the need arises.

To create a Mokolé, use the same rules for creating standard werewolf player-characters, with the following exceptions:

- Mokolé may only take three forms: Homid, Archid (Crinos), and Suchid (Lupus). They automatically gain the Stock NPC Elder specialization for free.
- In Archid form, Mokolé have the same form benefits as Garou in Crinos form, except that the Mokolé gain a +8 bonus to their Brawl- and Melee-skill based attack test pools. If they have the Strength focus, that bonus increases to +10.
- The form benefits for Suchid form vary based on a Mokolé's varna. The player may choose to use the Lupus-equivalent form benefits from any two shapeshifter breeds. For example, a Mokolé player might decide to

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use the Lupus-equivalent form benefits from the Rokea (Swimming Jaws) and the Gurahl (Ursus) for her Suchid form. For a summary of form benefits, see **Chapter Eight: Dramatic Systems, Forms, Form Benefits**, page 373.

- Mokolé gain Rage in the same manner as Garou.
- At character creation, Mokolé may choose two gift specializations for free, selecting from any Auspice, Tribe, Fera, or Breed affinities. In addition, Mokolé innately possess the gift Master of Fire (see **Chapter Five: Gifts: Master of Fire**, page 283).
- A Mokolé can only purchase general merits. They gain the merit Oracular Ability for free.
- Mokolé possess an ability known as *Mnesis*. They have the ability to peer into the deep past to remember events that might be important to the future. This information is often more complete than most libraries in the world, containing lost and forgotten knowledge and lore.

Mokolé Bestiary

Sample Mokolé NPC

Watches the Hollow

Mokolé, Ahroun, Zhong Lung, Komodo Dragon

Stock NPC: Rating 9

Free Specializations: Elder, Gifts: Ahroun, Gifts: Get of Fenris

Specializations: Athletics, Awareness, Brawl, Dodge, Empathy, Intimidation, Leadership, Medicine, Melee

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○

Special: Watches the Hollow has a test pool of 18 in most challenges. In challenges involving Athletics, Awareness, Brawl, Dodge, Empathy, Intimidation, Leadership, Medicine, and Melee, her test pool is 23. In addition, Watches the Hollow has access to all Ahroun and Get of Fenris gifts, as well as the gift Master of Fire.

Watches the Hollow was hatched in Indonesia on a private game reserve. She was always large and aggressive, and her experience with the Dragon's Dream didn't dampen those qualities at all. She dedicates her existence to protecting her brethren and preserving the memories of each and every Komodo dragon that she encounters.

Sample Mokolé NPC

Professor James Hart

Mokolé, Theurge, Mokolé-membe, American Crocodile

Stock NPC: Rating 7

Free Specializations: Elder, Gifts: Silent Strider, Gifts: Theurge

Specializations: Academics, Awareness, Empathy, Investigation, Leadership, Lore, Occult

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○

Special: Professor Hart has a test pool of 14 in most challenges. In challenges involving Academics, Awareness, Empathy, Investigation, Leadership, Lore, and Occult, his test pool is 19. In addition, Professor Hart has access to all Silent Strider and Theurge gifts, as well as the gift Master of Fire.

James Hart is a Professor of History at the University of Florida, and he specializes in the history of the indigenous people of Florida. He is well known on campus for being gregarious and kind, particularly to new students. Despite his friendly personality, he is a harsh taskmaster when it comes to class, and he demands that his students leave his classroom with a greater knowledge of the world around them. He can often be found at a local pub, sharing tales of the history of the area with those around him.

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Spirits

"It's a mistake to anthropomorphize spirits. Their motivations are alien to our very understanding, since we're limited by flesh. They communicate to us through a masked filter so that we can understand their meaning, but rarely their intentions."

— Verity Argyris, Black Fury, Historian

For every thought and emotion, every person, place, and thing, there is a spirit that is its reflection. Some of these spirits stay close to Earth, preferring to spend their time interacting with those who regularly traverse the Umbra. Others spend their existence drifting through the Tellurian, with little regard to the petty matters of a single planet.

Spirits form an important bond with Gaia's chosen, and werewolves depend on this alliance to assist them in their war. The Garou believe that Gaia is the most powerful spirit in the Tellurian, with the Triat existing just below her. Godlike Celestines hold court with less power than the Triat, and the Incarna serve them. Jagglings directly serve the Incarna, and Gafflings serve them in turn. This power structure is inviolate, and each spirit understands its place in the universe.

Although spirits are often intelligent and wise, they are alien to those who are not well-versed in how they function. Their morals are different than those of humans, and the lines of right and wrong blur. While many spirits find themselves allied with Garou, there are just as many who are ambivalent or even aggressive towards them. All spirits are naturally immune to Delirium, allowing them to interact with their werewolf allies with ease. Although spirits are often willing to work with Garou, they do expect chiminage in return for their services.

In **Mind's Eye Theatre: Werewolf The Apocalypse**, spirits are a vital aspect to the story. From minor air elementals that are called on to change the direction of the wind, to powerful tribal totems that guide their children: they are integral to the world of your chronicle. Storytellers should take as much care with the spiritual landscape of their game as they do with the physical one. Normally, it is advised to create NPCs with complete character sheets for characters who play an important role in your game; however, due to the vast differences between spirits and player-characters, it is recommended that Storytellers use the Stock NPC rules to represent spirits, no matter their power level.

Gafflings

Gafflings are the least powerful spirits found in the Umbra, semi-sentient beings that exist to do the bidding of Jagglings. These spirits are simple-minded and purpose-driven creatures, lacking any true intelligence or personality of their own. Despite this limitation, they play an integral role in the world of the Garou, as they are often called on to power fetishes and act as messengers for werewolves. Gafflings are in constant communication with their masters—the Jagglings or Incarna who rule their brood.

To create a Gaffling, use the same rules for creating standard supernatural Stock NPCs, with the following exceptions:

- Gafflings' Stock NPC rating is limited to 1 through 3, and they cannot take the Elder specialization.
- Gafflings are considered to be supernatural creatures, not humans. Powers that have an increased effect on humans do not have those increased effects when used against a spirit.
- A Gaffling can spend 1 point of Gnosis to manifest in the physical world for one hour. While manifested, the spirit can attack, be attacked, and use powers on individuals in the physical world as if the spirit were a normal creature. If a spirit dies while manifesting in the physical world, it is sent into slumber, immediately returning to its home domain bound in sleep until it regains enough Gnosis to manifest once more. The higher the the spirit's rating, the faster this process occurs, assuming it has access to Gnosis.
- Gafflings have a Gnosis pool equal to twice their Stock NPC rating.
- Unlike most Stock NPCs, spirits may possess, use, and regain Willpower. Spirits have a Willpower pool equal to their Stock NPC rating. This is an exception to the rule preventing Stock NPCs from having and using Willpower. A spirit can use its Willpower to retest, but their Willpower doesn't factor into their defense test pools when resisting Mental and Social challenges.

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Gaffling NPC

Glade Children

Gaffling – Tree Spirit

Stock NPC: Rating 2

Specializations: Gifts: Theurge, Survival

Willpower: ○○

Gnosis: ○○○○

Health Levels: ○○

Special: Glade Children have a test pool of 4 in most challenges. In challenges involving Survival, their test pool is 9. Glade Children have access to the first two levels of Theurge-affinity gifts.

Glade Children are the spirits that inhabit trees. They are experts on local subject matter, though Glade Children who stray too close to Broken Lands often have a distorted view on reality. Glade Children usually exist as Gafflings, but particularly old and wise ones may be Jagglings or even Incarna.

Gaffling NPC

Ephiphlings

Gaffling – Concept Spirits

Stock NPC: Rating 2

Specializations: Empathy, Gifts: Galliard

Willpower: ○○

Gnosis: ○○○○

Health Levels: ○○

Special: Ephiphlings have a test pool of 4 in most challenges. In challenges involving Empathy, their test pool is 9. Ephiphlings have access to the first two levels of Galliard-affinity gifts.

Ephiphlings are spirits that embody concepts such as War, Art, Death, Calm, Protection, and more. Often, they are not part of any particular Jaggling's court, but they are encountered regularly in the Umbra. These spirits are nearly always Gafflings, and are often bound into fetishes.

Gaffling NPC

The Hounds

Gaffling – Servant of the Huntsman

Stock NPC: Rating 3

Specializations: Brawl, Dodge, Gifts: Ahroun

Willpower: ○○○

Gnosis: ○○○○○

Health Levels: ○○○

Special: Hounds have a test pool of 6 in most challenges. In challenges involving Animal Ken, Brawl, or Dodge, their test pool is 11. Hounds have access to the first three levels of Ahroun-affinity gifts.

The Hounds are servants of the Huntsman, a Jaggling, and often travel in packs of 10 or more.

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Gaffling NPC

Animal Spirits

Gaffling – Nature Spirits

Stock NPC: Rating 3

Specializations: Animal Ken, Brawl, Gifts: Theurge

Willpower: ○○○

Gnosis: ○○○○○ ○

Health Levels: ○○○

Special: Animal Spirits have a test pool of 6 in most challenges. In challenges involving Animal Ken and Brawl, their test pool is 11. Animal Spirits have access to the first three levels of Theurge-affinity gifts.

These spirits are the reflection of the souls of the animals they represent. Foxes are cunning and stealthy, while turtle spirits are slow but armored in defense. These spirits are focused on their natures, with the desire to hunt, mate, and defend their territory high on their lists of personal goals.

Gaffling NPC

Elementals

Gaffling – Element Spirits

Stock NPC: Rating 3

Specializations: Awareness, Science, Gifts: Homid

Willpower: ○○○

Gnosis: ○○○○○ ○

Health Levels: ○○○

Special: Elementals have a test pool of 6 in most challenges. In challenges involving Awareness and Science, their test pool is 11. Elementals have access to the first three levels of Homid-affinity gifts.

These spirits can manifest as any commonly found element, such as Air, Earth, Fire, Water, or rarer elemental representations such as Electricity, Glass, or Atomic. While these spirits are often minor Gafflings, they can also be found as Jagglings.

Spirit Bans

Spirits will sometimes require a *ban* as part of an exchange with a werewolf. For example, a Garou may have to agree to accept a ban against killing small rodents in order to gain assistance from one of Rat's brood. Garou may also voluntarily accept a spirit's ban as a show of good faith and solidarity with a spirit she is petitioning for assistance.

If a Storyteller introduces a spirit into her game, she should know what its ban is, even if she believes it will never come into play.

Garou who break a spirit's ban after they have agreed to uphold it run the risk of finding themselves on the bad side of that spirit. Characters who do this may temporarily gain the flaw Spirit Notoriety (see **Chapter Six: Merits and Flaws: Flaws, Spirit Notoriety**, page 327).

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Gaffling NPC

Net Spider

Gaffling – Weaver Spirit

Stock NPC: Rating 3

Specializations: Computer, Investigation, Gifts: Homid

Willpower: ○○○

Gnosis: ○○○○○ ○

Health Levels: ○○○

Special: Net Spiders have a test pool of 6 in most challenges. In challenges involving Computer, Investigation, or Stealth, their test pool is 11. Net Spiders have access to the first three levels of Homid-affinity gifts.

Net Spiders are popular spirits with Glass Walkers, and are often used to gather information and data from computer networks. They are particularly useful at pirating data.

Jagglings

Jagglings are moderately powered spirits that possess intelligence and self-motivation. They serve the Incarna and Celestines, with loyalty to their masters built into their nature. They often do the bidding of their spirit masters, although they do have a measure of free will in order to complete their duties. Powerful Jagglings have the ability to create Gafflings and bind them as their own minions. Many of these spirits are called upon to teach gifts to werewolves and assist them in their never-ending war. Particularly powerful Jagglings are able to summon Gafflings, small gnostic spirits who exist to provide Gnosis to other spirits or to provide Garou, and sometimes entire septs, with gifts of Gnosis.

To create a Jaggling, use the same rules for creating standard supernatural Stock NPCs, with the following exceptions:

- Jagglings' Stock NPC rating is limited to 3 through 5, and they cannot take the Elder specialization.
- A Jaggling can spend 1 point of Gnosis to manifest in the physical world for one hour. While manifested, the spirit can attack, be attacked, and use powers on individuals in the physical world as if the spirit were a normal creature. If a spirit dies while manifesting in the physical world, it is sent into slumber, immediately returning to its home domain bound in sleep until it regains enough Gnosis to manifest once more. The higher the the spirit's rating, the faster this process occurs, assuming it has access to Gnosis.
- A Jaggling has a number of health levels equal to twice its Stock NPC rating.
- Jagglings can specialize in Gnosis, which allows them to have a Gnosis pool equal to four times their Stock NPC rating.

Jaggling Bestiary

Jaggling NPC

Lune

Jaggling – Servants of Luna

Stock NPC: Rating 5

Specializations: Awareness, Gifts: Philodox, Lore, Occult, Stealth

Willpower: ○○○○○

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○

Special: Lunes have a test pool of 10 in most challenges. In challenges involving Awareness, Empathy, Lore, Occult, or Stealth, their test pool is 15. Lunes have access to all Philodox-affinity gifts.

Lunes are servants of Luna that appear as shimmering gold and blue lights. They communicate empathically with other spirits, and are quite fond of the Garou. They are intelligent and wise, though as mercurial as their mistress.

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Jaggling NPC

Stormcrows

Jaggling – Servants of Grandfather Thunder

Stock NPC: Rating 3

Specializations: Gifts: Galliard, Intimidation, Investigation, Survival

Willpower: ○○○

Gnosis: ○○○○○ ○

Health Levels: ○○○○○ ○

Special: Stormcrows have a test pool of 6 in most challenges. In challenges involving Intimidation, Investigation, or Survival, their test pool is 11. Stormcrows have access to the first three levels of Galliard-affinity gifts.

Stormcrows are the servants of Grandfather Thunder and act as his eyes and ears at all times. They often appear to Shadow Lords as avatars of their tribal totem, bearing messages across the Garou Nation for the tribe.

Jaggling NPC

Bhelwer

Jaggling – Servants of Courage

Stock NPC: Rating 4

Specializations: Brawl, Gifts: Ahroun, Gnosis, Stealth

Willpower: ○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○

Health Levels: ○○○○○ ○○○

Special: Bhelwer have a test pool of 8 in most challenges. In challenges involving Brawl or Stealth, their test pool is 13. Bhelwer have access to the first four levels of Ahroun-affinity gifts.

Bhelwer are servants of Courage that are often called on for aid in tracking down enemies and fighting beside shapeshifters who face overwhelming odds.

Jaggling NPC

The Huntsman

Jaggling – Servant of Stag

Stock NPC: Rating 5

Specializations: Animal Ken, Brawl, Dodge, Gifts: Ahroun, Intimidation

Willpower: ○○○○○

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○

Special: The Huntsman has a test pool of 10 in most challenges. In challenges involving Animal Ken, Brawl, Dodge and Intimidation, his test pool is 15. The Huntsman has access to all Ahroun-affinity gifts.

The Huntsman leads the Wild Hunt. The Wild Hunt is occasionally called by the Fianna, a manifestation of the rage and fury of the Garou. Those who participate in the Wild Hunt run the risk of being carried away with it.

Jaggling NPC

Chimerlings

Jaggling – Servants of Chimera

Stock NPC: Rating 4

Specializations: Awareness, Gifts: Ragabash, Lore, Occult

Willpower: OOOO

Gnosis: OOOOO OOO

Health Levels: OOOOO OOO

Special: Chimerlings have a test pool of 8 in most challenges. In challenges involving Awareness, Lore, and Occult, their test pool is 13. Chimerlings have access to the first four levels of Ragabash-affinity gifts.

Chimerlings are servants of Chimera, ephemeral wisps of spirits that embody enigmas and mystery. They enjoy riddles and sometimes appear offering enigmatic visions to Garou.

Jaggling NPC

Fimbul Wolves

Jaggling – Servants of Fenrir

Stock NPC: Rating 4

Specializations: Brawl, Gifts: Get of Fenris, Intimidation, Survival

Willpower: OOOO

Gnosis: OOOOO OOO

Health Levels: OOOOO OOO

Special: Fimbul Wolves have a test pool of 8 in most challenges. In challenges involving Brawl, Intimidation, or Survival their test pool is 13. Fimbul Wolves have access to the first four levels of Get of Fenris-affinity gifts.

Fimbul Wolves are servants of Fenrir that have only recently appeared in the world. These spirits of War and Revenge are said to aid Fenrir's lost children. They appear as large white wolves with blue eyes, and often travel in packs.

Incarna

Spirits that have gathered enough strength and influence to attain the level of *Incarna* are powerful advisors, soldiers, and consorts for the godlike Celestines. Although they lack some of the sheer strength of their spirit lords, these are the most powerful creatures that most Garou will ever encounter while in the Umbra. Intelligent and willful, Incarna often act of their own volition, working with werewolves or against them as their whims or nature dictate. Some of the most powerful Incarna possess their own domains in the Umbra, while others merely inhabit the homes of their masters. Many Incarna foster their power in hopes of eventually ascending to Celestine status.

The Incarna spirits that most often appear to Garou are the tribal totem spirits. Often, the creature that interacts with a werewolf is merely an avatar of the totem spirit itself.

To create an Incarna, use the same rules for creating standard supernatural Stock NPCs, with the following exceptions:

- Unlike normal Stock NPCs, which have NPC ratings between 1 and 5, Incarna have ratings between 6 and 15.
- Incarna can spend 1 point of Gnosis to manifest in the physical world for one hour. While manifested, the spirit can attack, be attacked, and use powers on individuals in the physical world as if the spirit were

Storyteller Warning: Incarna

Although Incarna can be created using the Stock NPC rules, a fair amount of planning and thought should be put into the creation of one of these spirits. They should not be made frivolously or on-the-spot. Remember, each Incarna is a singular one of its kind. It is the defining spirit for its brood. Serious consequences should befall anyone who trifles with these powerful spirits.

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a normal creature. If a spirit dies while manifesting in the physical world, it is sent into slumber, immediately returning to its home domain bound in sleep until it regains enough Gnosis to manifest once more. The higher the the spirit's rating, the faster this process occurs, assuming it has access to Gnosis.

- Incarna have a Willpower pool equal to twice their Stock NPC rating.
- Any time a character that is not an Incarna, Celestine, or member of the Triat is involved in a challenge with this spirit, the Incarna gets a free retest. This retest is in addition to any retest gained through the use of Willpower or overbidding.
- The Storyteller has the option to make any gift possessed by an Incarna into a custom power. Storytellers are encouraged to create powers that match the theme of the NPC. To create a custom power, take a standard gift and make one of the following adjustments:
  - › Remove one of the power's limitations. For example, the spirit could use the level 2 gift Burden of Doubt multiple times for a cumulative reduction to the target's Physical attack test pool.
  - › Double the numbers of one of the power's effects. For example, the level 5 gift Conduit of Pain would inflict 6 points of aggravated damage on the target when used as a custom power.

Incarna Bestiary

Incarna NPC

The Harvester

Incarna – Luna's Brood

Stock NPC: Rating 8

Specializations: Awareness, Empathy, Gifts: Theurge, Intimidation, Leadership, Lore, Occult, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○

Special: The Harvester has a test pool of 16 in most challenges. In challenges involving Awareness, Empathy, Intimidation, Leadership, Lore, Occult, or Survival, its test pool is 21. The Harvester has access to all Theurge-affinity gifts.

The Harvester appears during the harvest season to encourage farmers as they clear their fields. Legends tell of the Harvester appearing to defend farmers in their fields while they are under attack. This spirit often only appears during a Harvest Moon, but it will sometimes be sent by Luna for other occasions.

Incarna NPC

The Great Trash Heap

Incarna of Lost Things

Stock NPC: Rating 8

Specializations: Awareness, Empathy, Gifts: Ragabash, Gifts: Bone Gnawer, Investigation, Lore, Stealth, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○

Special: The Great Trash Heap has a test pool of 16 in most challenges. In challenges involving Awareness, Empathy, Investigation, Lore, Stealth, or Survival, its test pool is 21. The Great Trash Heap has access to all Ragabash- and Bone Gnawer-affinity gifts.

The Great Trash Heap is an Incarna spirit that is often called on by those who are searching for something that has been lost to them. This spirit rules over landfills, pawn shops, and gutters full of discarded items. It exists in a small, obscure realm, and some believe that this realm is a kind of psychic dumping ground, a place where Garou can go to search for any item that has been discarded.

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Incarna NPC

The Tree of Life

Incarna – Naturae

Stock NPC: Rating 10

Specializations: Animal Ken, Awareness, Brawl, Empathy, Gifts: Theurge, Lore, Medicine, Occult, Science, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: The Tree of Life has a test pool of 20 in most challenges. In challenges involving Animal Ken, Awareness, Brawl, Empathy, Lore, Medicine, Occult, Science, or Survival, its test pool is 25. The Tree of Life has access to all Theurge-affinity gifts.

The Tree of Life is known by many names throughout the world: the Cosmic Tree, the World Tree, and the Tree of Knowledge. Wise and steady, this Incarna rules over its brood of oak Jagglings and Gafflings, and it provides a place to seek wisdom and guidance for those who are willing to listen.

Incarna NPC

Animal Fathers

Incarna – Naturae

Stock NPC: Rating 10

Specializations: Animal Ken, Awareness, Brawl, Dodge, Gifts: Ahroun, Gifts: Ragabash, Investigation, Lore, Stealth, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Animal Fathers have a test pool of 20 in most challenges. In challenges involving Animal Ken, Awareness, Brawl, Dodge, Investigation, Lore, Stealth, or Survival, their test pool is 25. Animal Fathers have access to all Ahroun- and Ragabash-affinity gifts.

Animal Fathers are the Incarna of animal spirits, and they are fiercely protective of their children. Different animal groups each have their own Animal Father.

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Incarna NPC

Charyss

Incarna – Guardian of Erebus

Stock NPC: Rating 14

Specializations: Athletics, Awareness, Brawl, Dodge, Empathy, Gifts: Galliard, Gifts: Philodox, Intimidation, Investigation, Linguistics, Lore, Occult, Subterfuge, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Special: Charyss has a test pool of 28 in most challenges. In challenges involving Athletics, Awareness, Brawl, Dodge, Empathy, Intimidation, Investigation, Linguistics, Lore, Occult, Subterfuge, or Survival, her test pool is 33. Charyss has access to all Galliard- and Philodox-affinity gifts.

Charyss is the ruler of Erebus, the umbral realm where Garou go to atone for their transgressions. When a Garou enters Erebus, she encounters a series a tests. Should she pass them, she is brought before Charyss, who then judges her. If she is found to be worthy, Charyss will pass on the secrets of the realm and the secrets of atonement to the petitioner.

Incarna NPC

Coyote

Incarna – Nuwisha totem spirit

Stock NPC: Rating 14

Specializations: Animal Ken, Awareness, Brawl, Dodge, Empathy, Gifts: Lupus, Gifts: Nuwisha, Gifts: Ragabash, Intimidation, Leadership, Lore, Occult, Stealth, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○

Special: Coyote has a test pool of 28 in most challenges. In challenges involving Animal Ken, Awareness, Brawl, Dodge, Empathy, Intimidation, Leadership, Lore, Occult, Stealth, and Survival, his test pool is 33. Coyote has access to all Lupus-, Nuwisha-, and Ragabash-affinity gifts.

Wild and unpredictable, Coyote is the totem spirit of the Nuwisha. He teaches his children to be independent and to push the others around them, seeking to teach with his tricks. It was one such trick played on Luna that led her to deny the Nuwisha any auspice aside from Ragabash. In an attempt to appease her, coyotes sing to her nightly, in hopes of soothing ancient wounds.

Celestine

Celestines are the most powerful spirits werewolves are actually able to encounter in the Umbra. They are so massive in strength that their realms can span entire planetary bodies. Luna and Helios are two examples of the most powerful Celestines, holding the Moon and Sun as their representative realms. These spirits are never seen within the Material Realm, as their presence alone would shatter whole cities into writhing masses of Delirium and disbelief. If need arises, they each have avatar aspects: Incarna servants they can and do send to do their bidding or enforce their will.

Each of these spirits claims an umbral realm as its personal territory. These umbral realms reflect their temperment. (For more information, see **Chapter Thirteen: The Umbra, The Near Umbra**, page 590 and **The Deep Umbra**, page 597.) The only spirits greater in power than Celestines are the Triat themselves, and Gaia, who created all.

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To create a Celestine, use the same rules for creating standard supernatural Stock NPCs, with the following exceptions:

- Unlike normal Stock NPCs, which have NPC ratings between 1 and 5, Celestines have ratings between 15 and 30.
- Any time a character that is not a Celestine or member of the Triat is involved in a challenge with this spirit, the Celestine gets a free retest. This retest is in addition to any retest gained through the use of Willpower or overbidding.
- Celestines have access to every gift, unless the Storyteller rules a particular gift is opposed to the spirit's nature.
- Celestine have specializations in all skills, unless the Storyteller rules a particular skill is opposed to the spirit's nature.
- Each time a Celestine uses a gift, it can apply one of the following adjustments. These adjustments are made when the gift is activated and may vary between each power's use.
  - › Remove one of the power's limitations. For example, the level 5 gift Bridge Walker could allow you to bring a single passenger with you.
  - › Double the numbers of one of the power's effects. For example, the level 2 gift Jam Technology could be used to disable an item within 40 steps of you.

Celestine NPC

Luna

Celestine – Realm of the Moon

Stock NPC: Rating 30

Specializations: All

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Luna has a test pool of 60 in most challenges. In challenges involving any appropriate skills for the spirit, her test pool is 65. Luna has access to all appropriate gifts.

Luna is the Celestine that claims the Moon as her realm, a mercurial and temperamental creature whose whims change with the phases of her physical manifestation. She is often associated with insanity, and her personality changes drastically to reflect the auspices of Garou. She resides in the Aetherial realm of the Umbra, which some believe blends into the penumbral reflection of space. Luna is incredibly important to the Garou, and she blesses them with many gifts. This close tie to Luna is the reason werewolves are sensitive to silver. Luna is also especially fond of the Bastet, who know her in her aspect of Seline.

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Celestine NPC

Helios

Celestine – Realm of the Sun

Stock NPC: Rating 30

Specializations: All

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Helios has a test pool of 60 in most challenges. In challenges involving any appropriate skills for the spirit, his test pool is 65. Helios has access to all appropriate gifts.

Helios is the Celestine who claims the Sun as his realm, and he is Luna's brother. He is also a patron of the Garou and, like his sister, he grants his patronage to a few select Fera. The Corax and the Mokolé in particular view Helios as their patron, and this relationship leads to those Fera's sensitivity to gold. Helios makes his home in the Aetherial realm of the Umbra.

Celestine NPC

Tambiyah

Celestine – Realm of Venus

Stock NPC: Rating 25

Specializations: All

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Tambiyah has a test pool of 50 in most challenges. In challenges involving any appropriate skills for the spirit, her test pool is 55. Tambiyah has access to all appropriate gifts.

Tambiyah is the Celestine ruler of the realm of Venus. This realm is a lush jungle paradise, a place like the world before humanity began to destroy it. She is a spirit that cares deeply for women and children. Her handmaidens are song spirits, whose crystalline tones warn her of any seeking entry to her realm. Black Furies hold a special place in this spirit's heart, though they often refer to her as Aphrodite.

Storyteller Warning: Celestine

Although Celestines are created using the Stock NPC rules, a fair amount of planning and thought should be put into the creation of these spirits. They should not be made frivolously or on-the-spot, and their interaction within a local chronicle should be limited. Celestines are the most powerful spirits beneath the Triat themselves. They do not leave their home realms, instead relying on Incarna avatars of themselves and powerful Jaggling servants in order to enforce their will or agenda on other umbral realms or the physical world.

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Celestine NPC

Nergul

Celestine – Realm of Mars

Stock NPC: Rating 25

Specializations: All

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Nergul has a test pool of 50 in most challenges. In challenges involving any appropriate skills for the spirit, his test pool is 55. Nergul has access to all appropriate gifts.

Nergul is a Celestine devoted to violence and bloodshed. He is fierce and dedicated, a spirit who stops at nothing to achieve his ultimate goal. He is a popular spirit among Get of Fenris and Ahroun. Nergul pushes his children to their limits, always encouraging violence as a means to an end. Those who follow Nergul are assertive and strong-willed.

Celestine NPC

Meros

Celestine – Realm of Pluto

Stock NPC: Rating 27

Specializations: All

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○

Special: Meros has a test pool of 54 in most challenges. In challenges involving any appropriate skills for the spirit, his test pool is 59. Meros has access to all appropriate gifts.

Meros is the Celestine ruler of the realm of Pluto. Known as the Wanderer, Meros is beloved by Silent Striders and Galliards, who can empathize with his wanderlust and the tales he tells on his journeys. Meros has learned many secrets in his travels. Those courageous enough to brave the ice-chilled world he inhabits may earn his respect enough to learn them.

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Celestine NPC

Zarok

Celestine – Realm of Jupiter

Stock NPC: Rating 28

Specializations: All

Willpower: OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO
OOOOO OOOOO O

Gnosis: OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO
OOOOO OOOOO O

Health Levels: OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO
OOOOO OOOOO O

Special: Zarok has a test pool of 56 in most challenges. In challenges involving any appropriate skills for the spirit, his test pool is 61. Zarok has access to all appropriate gifts.

Zarok is the Celestine ruler of the realm of Jupiter. He is a spirit of rulership and justice, with an affinity for the Silver Fang tribe and for Philodox. Zarok is a powerful and dominant spirit, which abhors lies and dishonesty. He is quick to punish any who dare commit such acts in his presence.

Totems

Totems are powerful Incarna spirits that act as patrons to packs, septs, and even entire tribes as a tangible manifestation of the ancient pacts between Garou and spirits from the dawn of time. These spirits serve to help protect the Garou through their blessings, share their wisdom, and safeguard the sacred places of the Wyld. As with other Incarna, totems seldom materialize into the Material Plane, and they will not seek to directly fight the Garou's battles for them. However, they may decide to send aid to the faithful in the form of powerful Jaggling spirits.

Once a pack or caern has formed, its members seek out a totem to represent them. This totem spirit provides the pack or caern with support in the form of gifts and spiritual guidance. In exchange, the Garou dedicated to the spirit are expected to adhere to the totem's ban, in order to ensure its continued assistance and cooperation. While totem spirits often work alongside their pack or caern, they do not fight battles for them. Their purpose is to inspire and assist, not overcome challenges for the characters.

The relationship between a pack and its totem is a sacred and sometimes complicated one. It is a reciprocal bond, with each party lending strength and guidance to the other. Some packs believe that a totem spirit is theirs to own and control, though they often find out the hard way that this is not the case. A pack that disrespects and mistreats its totem often finds itself left without any spiritual guidance at all, the pack weakened until it can find another spirit willing to bond with it and make it whole in body and spirit.

Creating Totems

The following steps guide players and Storytellers through creating appropriate totem spirits. While a totem may be created utilizing the Stock NPC rules, care should be taken when creating the spirit's personality. Although they are NPCs, these spirits are integral to a chronicle.

A pack totem's Stock NPC rating is equal to the bonuses available to the totem, based on the pack diversity. For more information, see **Chapter Four: Character Creation, Step Eight: Assign Additional Backgrounds, Background Descriptions, Totems**, page 201.

Determine Totem Type

When creating any totem spirit, the first step is to determine what type of totem you would like to represent your pack or caern. Totem spirits generally fall into the category of Cunning, Respect, War, and Wisdom. The last three are loosely associated with the types of Renown. While there are any number of totem spirits available to players, they are often, but not always, associated with these categories:

- **Totems of Cunning:** Totems of Cunning have become more popular in the Age of Apocalypse as Garou have been forced to change their tactics in the war. These totems focus on trickery and stealth, though there are Totems of Cunning who specialize in waging war in the modern age. While some werewolves feel these totems are untrustworthy, they have found a great deal of purpose in the Garou Nation today. Coyote, Fox, Cuckoo, and Raccoon are all well-known totems of Cunning.

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- **Totems of Respect:** Totems of Respect embody virtue and honor, and are often called on by packs looking for assistance with leadership and diplomacy. Some of the greatest leaders within the Garou Nation have followed totems of Respect. Falcon, Bison, Grandfather Thunder, and Pegasus are well-known totems of Respect.

- **Totems of War:** Totems of War are the spirits of battle, tactics, and rage. Ancestral warriors and predator spirits are often called to serve as totems of War. Although this category is popular for packs with dedicated warriors, War also requires scouts and healers, who may also find themselves drawn to these totems. Bear, Boar, Clashing Boom-Boom, and Weasel are popular totems of War.

- **Totems of Wisdom:** Totems of Wisdom are spirits that are keepers of secrets. Werewolves often ally with these spirits in order to uncover hidden truths and information lost to the Garou Nation. Chimera, Owl, Raven, and Unicorn are popular totems of Wisdom.

Determine Totem Goals

Each totem spirit has a goal or a set of objectives that it wishes to achieve, and these goals should align with the goals and objectives of the pack or caern it represents. These goals might be as broad as "Defeat the Wyrm" or as narrowly defined as "Kill the vampire who murdered our Sept Leader."

The goal of the pack or caern should align with the type of totem chosen. For example, a totem of Cunning would be poorly suited for a pack whose goal is "Lead the Sept of Broken Tears successfully in the Age of Apocalypse."

Some sample goals for each type of totem include:

- **Totems of Cunning:** Free the Wyrm from the Weaver; infiltrate a local hive; bring the Garou Nation into the modern age

- **Totems of Respect:** Protect sacred places; guide lost Garou; teach young werewolves; locate, plant, and protect a shard caern

- **Totems of War:** Destroy agents of the Wyrm; retake a fallen caern; protect the weak

- **Totems of Wisdom:** Explore the depths of the Umbra; uncover lost Garou lore; encourage werewolves to live in harmony; find lost Cubs

Determine Totem Ban

When a totem spirit accepts a pack or caern, it always imposes a ban on those who follow it. Each spirit has a unique ban and expects its followers adhere to it. Example bans include "Never wear the color orange," or "Always sleep outdoors." Some bans may be significantly more complex and demanding, such as "Always take the opportunity to discover lost lore."

Sample bans for each type of totem spirit follows. Players and Storytellers should work together to find a suitable ban for their group. This ban should be something that characters will commonly encounter; it is intended to represent a sacrifice for the privilege of working with the chosen totem spirit.

- **Totems of Cunning:** Do not participate in fox hunts; exploit fortune and be opportunistic; always find more septs and build more caerns

- **Totems of Respect:** Do not tell the truth to anyone you do not respect; aid children of all species; always show respect for prey

- **Totems of War:** Never hunt or eat boars; never pass up the opportunity for a worthy fight; never kill vermin

- **Totems of Wisdom:** Always seek enlightenment; never kill cockroaches; carry no wealth; aid and protect the weak and exploited

Choose Totem Bonuses

Each totem bestows certain gifts to its followers: blessings that are intended to aid in the fight against the Wyrm. For additional information on the bonuses provided by pack totems and how to create a pack totem, see **Chapter Four: Character Creation, Step Eight: Assign Additional Backgrounds, Background Descriptions, Totems**, page 201.

Caern totems also provide benefits to their followers; however, these are more limited, and can only be accessed if the caern is in danger. In the Age of Apocalypse, these spirits are often much weaker and more vulnerable than even pack totems, and they must be protected. For additional information on the creation of caern totems for a specific caern, see **Chapter Twelve: Caerns, Shard Caerns, Seeding a Shard Caern, Ritual Task 2: Summon Caern Totem**, page 575.

Finishing Touches

Once your totem spirit has been built, it is time to breathe life into it. These creatures are integral to the existence of Garou, and each should have a unique personality and appearance. Although these NPCs may not come into play every game session, they should make regular appearances within any given chronicle.

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Sample Pack Totem

Neutrinos

Incarna Totem of Wisdom

Stock NPC: Rating 10

Specializations: Academics, Brawl, Computer, Dodge, Firearms, Gifts: Glass Walker, Gifts: Homid, Gifts: Theurge, Science, Security

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Totem Ban: Neutrinos' children must always carry some amount of Weaver-tech on them at any given time.

Totem Goals: Neutrinos wants to help usher the Garou Nation into the modern age by encouraging the reasonable use of Weaver technology to take the fight to the Wyrm.

Special: Neutrinos has a test pool of 20 in most challenges. In challenges involving Academics, Brawl, Computer, Dodge, Firearms, Science, or Security, his test pool is 25. Nuetrinos has access to all Glass Walker-, Homid-, and Theurge-affinity gifts.

Neutrinos is a relatively young totem spirit; he has only recently realized his potential. It is his hope to usher the Garou into the modern age and to harness the power of nuclear fission for good.

Sample Pack Totem

Narwhal

Incarna of War

Stock NPC: Rating 9

Specializations: Animal Ken, Brawl, Dodge, Gifts: Lupus, Gifts: Ragabash, Gifts: Wendigo, Intimidation, Melee, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○

Totem Ban: Narwhal's children must never hunt marine mammals and must try to stop those who do.

Totem Goals: Narwhal wants to raise awareness about the oceans, fighting those who murder and destroy its creatures when necessary.

Special: Narwhal has a test pool of 18 in most challenges. In challenges involving Animal Ken, Brawl, Dodge, Intimidation, Melee, or Survival, his test pool is 25. Narwhal access to all Lupus-, Ragabash-, and Wendigo-affinity gifts.

Although Narwhal has the potential to be a relatively gentle and benevolent spirit, he is a totem of War, and he has come to understand that his goals must be met through blood and violence. Fierce and tireless, Narwhal drives his children relentlessly. Although he asks a heavy price from his children, he is a dedicated and fierce patron.

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Sample Pack Totem

Fog

Incarna Totem of Wisdom

Stock NPC: Rating 6

Specializations: Dodge, Gifts: Ragabash, Occult, Stealth, Subterfuge, Survival

Willpower: ○○○○○ ○○○○○ ○○

Gnosis: ○○○○○ ○○○○○ ○○

Health Levels: ○○○○○ ○○○○○ ○○

Totem Ban: Fog's children must never reveal a secret to someone outside of their sept or tribe.

Totem Goals: Fog is driven to protect the secrets of the Garou Nation, not only from outsiders, but also from those outside of his children's immediate acquaintance.

Special: Fog has a test pool of 12 in most challenges. In challenges involving Dodge, Occult, Stealth, Subterfuge, or Survival, his test pool is 17. Fog has access to all Ragabash-affinity gifts.

Fog is a silent and secretive spirit, always working to teach his children the value of subtlety and patience. He is favored by Stargazers, Uktena, and Ragabash in particular.

Sample Pack Totem

Quetzal

Incarna Totem of Respect

Stock NPC: Rating 7

Specializations: Dodge, Gifts: Silver Fang, Gifts: Theurge, Leadership, Melee, Subterfuge, Survival

Willpower: ○○○○○ ○○○○○ ○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○

Totem Ban: Quetzal requires that his children honor him by never acting rudely or ignobly.

Totem Goals: Quetzal believes that through honor and respect the Garou Nation may rise in glory. He hopes to foster this belief in other werewolves and inspire others.

Special: Quetzal has a test pool of 14 in most challenges. In challenges involving Dodge, Leadership, Melee, Subterfuge, or Survival, his test pool is 19. Quetzal has access to all Silver Fang- and Theurge-affinity gifts.

Quetzal is proud and beautiful: a noble spirit who has the purest of hearts. Although he is a totem of Respect, he looks favorably on warriors and enjoys watching his children overcome their enemies in fair combat.

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Sample Pack Totem

Clashing Boom-Boom

Incarna Totem of War

Stock NPC: Rating 8

Specializations: Athletics, Brawl, Dodge, Firearms, Gifts: Ahroun, Gifts: Glass Walkers, Intimidation, Melee

Willpower: ○○○○○ ○○○○○ ○○○○○ ○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○

Totem Ban: Clashing Boom-Boom's children are expected to use their abilities to dispense justice, and they must never target anyone who is innocent.

Totem Goals: Clashing Boom-Boom believes that the Garou Nation must be careful in dispensing justice by ensuring that its members take the time to verify the guilt of the one targeted.

Special: Clashing Boom-Boom has a test pool of 16 in most challenges. In challenges involving Athletics, Brawl, Dodge, Firearms, Intimidation, or Melee, her test pool is 21. Clashing Boom-Boom has access to all Glass Walker- and Ahroun-affinity gifts.

Clashing Boom-Boom is a single-minded spirit bent on the destruction of the Wyrm. Her limited focus can make her reckless, and her packs often follow in her footsteps. Despite this behavior, she tends to choose those who are dedicated and talented.

Sample Pack Totem

Tulu the Kookaburra

Incarna Totem of Cunning

Stock NPC: Rating 6

Specializations: Brawl, Dodge, Gifts: Ahroun, Gifts: Ragabash, Investigation, Subterfuge

Willpower: ○○○○○ ○○○○○ ○○

Gnosis: ○○○○○ ○○○○○ ○○

Health Levels: ○○○○○ ○○○○○ ○○

Totem Ban: Tulu's children are charged with killing any snake they encounter, a symbol of the never-ending battle against the Wyrm.

Totem Goals: Tulu is a fierce and intelligent warrior, and she believes that the Wyrm can be defeated by taking the fight to the it in an intelligent manner.

Special: Tulu the Kookaburra has a test pool of 12 in most challenges. In challenges involving Brawl, Dodge, Investigation, or Subterfuge, her test pool is 17. Tulu has access to all Ahroun- and Ragabash-affinity gifts.

Tulu is a spirit that is always in good humor, laughing in the face of impending doom. She charges her children with taking the fight to the Wyrm while keeping a smile on their faces.

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Sample Pack Totem

Chameleon

Incarna Totem of Wisdom

Stock NPC: Rating 7

Specializations: Awareness, Gifts: Ragabash, Gifts: Theurge, Investigation, Occult, Stealth, Survival

Willpower: ○○○○○ ○○○○○ ○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○

Totem Ban: Chameleon's children must always observe their surroundings before taking any action.

Totem Goals: Chameleon wants to encourage members of the Garou Nation to observe their surroundings and to temper their Rage with wisdom.

Special: Chameleon has a test pool of 14 in most challenges. In challenges involving Awareness, Investigation, Occult, Stealth, or Survival, his test pool is 19. Chameleon has access to all Ragabash- and Theurge-affinity gifts.

Chameleon thrives on adaptation, changing himself to fit into his environment. He is an expert at seeing everything around him, and he always ensures that he thinks before he acts. He is often favored by Garou who prefer to spend their time observing and learning about their surroundings.

Sample Pack Totem

Sphinx

Incarna Totem of Respect

Stock NPC: Rating 10

Specializations: Academics, Brawl, Dodge, Empathy, Gifts: Galliard, Gifts: Philodox, Gifts: Theurge, Investigation, Lore, Occult

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Totem Ban: Sphinx's children must never refuse a riddle challenge, and they may gain their totem's ire if they lose such a challenge.

Totem Goals: Sphinx believes in using wits and cunning to fight the war against the Wyrm.

Special: Sphinx has a test pool of 20 in most challenges. In challenges involving Academics, Brawl, Dodge, Empathy, Investigation, Lore, or Occult, her test pool is 25. Sphinx has access to all Galliard-, Philodox-, and Theurge-affinity gifts.

Sphinx is strong and cunning, able to beat her foes in combat, either Physical or Mental. She chooses her children from those who excel at thinking on their feet.

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Sample Pack Totem

Weasel

Incarna Totem of War

Stock NPC: Rating 7

Specializations: Awareness, Brawl, Dodge, Gifts: Ahroun, Gifts: Ragabash, Intimidation, Stealth

Willpower: ○○○○○ ○○○○○ ○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○

Totem Ban: Weasel's children must never show fear in the face of their enemies.

Totem Goals: Weasel wants to encourage Garou to have more confidence in their actions. If they'll just take the war to the Wyrm directly, they'll surely win.

Special: Weasel has a test pool of 14 in most challenges. In challenges involving Awareness, Brawl, Dodge, Intimidation, or Stealth, her test pool is 19. Weasel has access to all Ahroun- and Ragabash-affinity gifts.

Weasel is a cunning and relentless warrior, dodging her enemy's attacks until she can destroy it. She believes she can beat anything that comes her way, and her children share her overconfidence.

Sample Pack Totem

Danu

Incarna Totem of Wisdom

Stock NPC: Rating 9

Specializations: Awareness, Dodge, Empathy, Gifts: Fianna, Gifts: Galliard, Leadership, Lore, Occult, Performance

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○

Totem Ban: Danu's children are asked to hold a moot in her honor on the solstices and the equinoxes.

Totem Goals: The future is nothing without the past. Danu wants Garou to remember where they have been and what they have done.

Special: Danu has a test pool of 18 in most challenges. In challenges involving Awareness, Dodge, Empathy, Leadership, Lore, Occult, or Performance, her test pool is 23. Danu has access to all Fianna- and Galliard-affinity gifts.

Danu is an ancient and powerful totem, once revered by the ancient Celts. She is difficult to find, and she rarely reaches out to werewolves herself. Her packs may gain her attention by howling or singing. She requires that her children remember their past as they march into the future.

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Sample Caern Totem

Great White Mouse

Incarna Totem of Cunning

Stock NPC: Rating 6

Specializations: Athletics, Awareness, Gifts: Ragabash, Investigation, Stealth, Survival

Willpower: OOOOO OOOOO OO

Gnosis: OOOOO OOOOO OO

Health Levels: OOOOO OOOOO OO

Totem Ban: The Great White Mouse charges his children to protect the vermin in their septs.

Totem Goals: The Great White Mouse wants nothing more than to infiltrate local hives and bring them down from the inside.

Special: The Great White Mouse has a test pool of 12 in most challenges. In challenges involving Athletics, Awareness, Investigation, Stealth, or Survival, his test pool is 17. The Great White Mouse has access to all Ragabash-affinity gifts.

The Great White Mouse is a wily and cunning totem, quick and fierce. He protects his septs and children through wit and cunning.

Sample Caern Totem

O'Mighty Dolla'

Incarna Totem of War

Stock NPC: Rating 7

Specializations: Awareness, Brawl, Dodge, Gifts: Glass Walkers, Intimidation, Security, Subterfuge

Willpower: OOOOO OOOOO OOOO

Gnosis: OOOOO OOOOO OOOO

Health Levels: OOOOO OOOOO OOOO

Totem Ban: O'Mighty Dolla' charges his children to use only cash currency, never using credit cards or checks.

Totem Goals: Money makes the world go 'round, and O'Mighty Dolla' looks to increase the wealth of the Garou Nation in order to combat Pentex.

Special: O'Mighty Dolla' has a test pool of 14 in most challenges. In challenges involving Awareness, Brawl, Dodge, Intimidation, Security, or Subterfuge, his test pool is 19. O'Mighty Dolla' has access to all Glass Walker-affinity gifts.

O'Mighty Dolla' is driven by greed and need, and by a desire to improve the Garou Nation through finances. His children are Glass Walkers, those who value monetary wealth, and those who are willing to use that wealth for the greater good.

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Sample Caern Totem

Meneghwo, the Patchwork Wolf

Incarna Totem of Wisdom

Stock NPC: Rating 6

Specializations: Empathy, Gifts: Galliard, Gifts: Philodox, Leadership, Lore, Occult

Willpower: ○○○○○ ○○○○○ ○○

Gnosis: ○○○○○ ○○○○○ ○○

Health Levels: ○○○○○ ○○○○○ ○○

Totem Ban: Meneghwo charges his children to never battle any other werewolves unless they are of the Wyrm.

Totem Goals: Meneghwo searches for unity between the tribes above all else.

Special: Meneghwo has a test pool of 12 in most challenges. In challenges involving Empathy, Leadership, Lore, or Occult, his test pool is 17. Meneghwo has access to all Galliard- and Philodox-affinity gifts.

Created from the essences of Chimera and Unicorn, Meneghwo is a manifestation of the dream of harmony and peace. He is a spirit made up of many different Garou. He is slow to anger, and he promotes unity between the tribes above all.

Sample Caern Totem

Mi-lo Fo

Incarna Totem of Respect

Stock NPC: Rating 7

Specializations: Awareness, Dodge, Empathy, Gifts: Galliard, Leadership, Lore, Occult

Willpower: ○○○○○ ○○○○○ ○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○

Totem Ban: Mi-lo Fo charges his children to spread wealth and to care for the less fortunate. He also demands that his followers maintain peace among themselves.

Totem Goals: Mi-lo Fo protects the less fortunate, namely kinfolk. He creates safe havens for all kin.

Special: Mi-lo Fo has a test pool of 14 in most challenges. In challenges involving Awareness, Dodge, Empathy, Leadership, Lore, or Occult, his test pool is 19. Mi-lo Fo has access to all Galliard-affinity gifts.

Mi-lo Fo fills his followers with feelings of tranquil peace, and he helps provide for their material and monetary needs. He believes that the Garou have an obligation to their kinfolk, and he is always looking for ways to ease kinfolks' sorrows.

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Sample Caern Totem

The Muses

Incarna Totem of Respect

Stock NPC: Rating 7

Specializations: Awareness, Empathy, Gifts: Black Fury, Gifts: Galliard, Lore, Occult, Performance

Willpower: OOOOO OOOOO OOOO

Gnosis: OOOOO OOOOO OOOO

Health Levels: OOOOO OOOOO OOOO

Totem Ban: The Muses charge their children with devoting their lives to art, to learning, and to defending free speech and freedom of expression.

Totem Goals: The Muses want to spread expression and performance to lighten the emotional load of the Garou Nation.

Special: The Muses have a test pool of 14 in most challenges. In challenges involving Awareness, Empathy, Lore, Occult, or Performance, their test pool is 19. The Muses have access to all Galliard- and Black Fury-affinity gifts.

The Muses are a fickle group of spirits that carefully choose the packs they sponsor, looking for those who are blessed with the arts. They often appear to packs comprised largely of Black Furies or Galliards. They frequently teach their packs crafts, but they cannot inspire creativity in those who do not already have it.

Sample Caern Totem

Elephant

Incarna Totem of War

Stock NPC: Rating 8

Specializations: Awareness, Brawl, Dodge, Gifts: Ahroun, Gifts: Uktena, Intimidation, Leadership, Lore

Willpower: OOOOO OOOOO OOOOO O

Gnosis: OOOOO OOOOO OOOOO O

Health Levels: OOOOO OOOOO OOOOO O

Totem Ban: Elephant forbids his children from wearing or carrying items made from elephant tusks, and he demands that they prevent the destruction of his species by hunting down known ivory traders.

Totem Goals: Elephant's goal is to raise awareness for endangered species and to ensure the Garou protect them as well.

Special: Elephant has a test pool of 16 in most challenges. In challenges involving Awareness, Brawl, Dodge, Intimidation, Leadership, or Lore, his test pool is 21. Elephant has access to all Ahroun- and Uktena-affinity gifts.

Elephant is majestic and powerful, and makes his enemies flee in terror at his sheer prowess. He is one of the sacred animals of Africa and Asia, and he is a popular totem spirit among the Uktena and Children of Gaia. Along with being a proud warrior, Elephant has a deep affinity for mystical powers.

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Sample Caern Totem

Frog

Incarna Totem of Wisdom

Stock NPC: Rating 6

Specializations: Athletics, Dodge, Gifts: Ragabash, Gifts: Philodox, Investigation, Stealth

Willpower: ○○○○○ ○○○○○ ○○

Gnosis: ○○○○○ ○○○○○ ○○

Health Levels: ○○○○○ ○○○○○ ○○

Totem Ban: Frog asks her children to never harm frogs or amphibians and to work to protect the disappearing wetlands.

Totem Goals: Frog wants werewolves to adapt and change to the modern age, to better fight their war.

Special: Frog has a test pool of 12 in most challenges. In challenges involving Athletics, Dodge, Investigation, or Stealth, her test pool is 17. Frog has access to all Ragabash- and Philodox-affinity gifts.

Frog symbolizes transformation and adaptability, change and stability. She is a symbol of all that is necessary for survival, and she looks for children who are able to adapt to the changing world. Her children are often dexterous and quick.

Sample Caern Totem

Boar

Incarna Totem of War

Stock NPC: Rating 7

Specializations: Athletics, Awareness, Brawl, Dodge, Gifts: Ahroun, Gifts: Get of Fenris, Intimidation

Willpower: ○○○○○ ○○○○○ ○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○

Totem Ban: Boar demands that his children never hunt or eat his earthly brethren.

Totem Goals: Boar is dedicated to rooting out the Wyrm wherever it may dwell.

Special: Boar has a test pool of 14 in most challenges. In challenges involving Athletics, Awareness, Brawl, Dodge, or Intimidation, his test pool is 19. Boar has access to all Ahroun- and Get of Fenris-affinity gifts.

Savage and powerful, Boar is feared by those who would attempt to make him prey. He is a ferocious warrior, often fighting long after others would step away from the fray. Many young war packs choose Boar as their representative, following him headlong into battle.

The Wyrm

The Wyrm is a spirit more powerful than any Celestine, whose pain and madness are the source of every drop of corruption and decay within the entirety of the Umbra and Material Realm. Trapped within the strands of the Weaver's web, the Wyrm's very movements bring it agony beyond mortal comprehension, driving it deeper into madness. As it writhes and thrashes, it leaks its twisted spiritual corruption into Malfeas and beyond, where it is spread abundantly by the many minions who serve it. Once the embodiment of entropy, clearing that which had no use and purifying it to be used in creation once more, the Wyrm now seeks only to twist and corrupt all that surround it, forcing the world itself to suffer with it in endless and soul-shattering pain.

The Age of Apocalypse sees the Wyrm continuing to focus on the spread of destruction, chaos, and darkness. Everywhere, signs of the Wyrm exist: a pervasive virus that is slowly working to bring Gaia to her knees. Its touch is enough to send a person spiraling into madness or to turn the pristine waters of a mountain lake to poisonous depths that contain dark creatures only found in one's imagination. The taint

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of the Wyrm can be found in all corners of the earth, and it only continues to spread. For additional information on the function of Wyrm Taint, see **Chapter Eight: Dramatic Systems, Wyrm Taint**, page 384.

Wyrm Affinity

Creatures that have completely surrendered their will to the Wyrm are considered to possess Wyrm Affinity. Gifts such as Sense the Balance (**Chapter Five: Gifts, General Gifts, Level 1 Gifts, Sense the Balance**, page 267) reveal that creatures with this quality are associated with the Wyrm. Some creatures (such as **Blood Vines**, page 667) can sense fellow devotees of the Wyrm.

Banes

Banes are the twisted spirit children of the Wyrm. They embody the most negative and corrupting aspects of the world itself. While Gaian spirits can become tainted reflections of their former selves, banes are born from the darkest aspects of human and supernatural natures. From the *Phantasmi*, the bane-spirit remains of fallen fomori forced to serve the Wyrm even after their physical bodies have died, to sickly *Hoglings*, elementals born of smog and pollution, banes are spirits that live to the spread the very type of corruption from which they were born. These creatures make their homes in the Umbra, just as any other spirit, and their power can range from being relatively weak elemental banes to daunting Nexus Crawlers.

Banes may be created at any spiritual power level, from Gaffling to Celestine, and they should be created in the same manner as any other spirit, with the following exceptions:

- Any bane with a spirit-rank of Jaggling or higher has the potential to inflict Wyrm Taint on Garou who are within melee range of it. If a Garou is hit by or successfully hits a bane, she finds herself Wyrm-tainted. If this taint is not cleansed, it has the potential to corrupt a Garou (see **Chapter Eight: Dramatic Systems: Wyrm Taint**, page 384).
- Banes can be defeated and sent into slumber. However, permanently destroying one requires a Heroic Quest, in which Garou must assemble the necessary components for the task and defeat the bane in its home realm of Malfeas.

Bane Bestiary

Stock Bane NPC

Ooralath

Jaggling Bane Spirit

Stock NPC: Rating 5

Specializations: Athletics, Brawl, Gifts: Black Spiral Dancer, Intimidation, Survival

Willpower: OOOOO

Gnosis: OOOOO OOOOO

Health Levels: OOOOO OOOOO

Special: Ooralath have a test pool of 10 in most challenges. In challenges involving Athletics, Brawl, Intimidation, or Survival, their test pool is 15. Ooralath have access to all Black Spiral Dancer-affinity gifts.

Ooralath are the Hounds of the Wyrm, creatures that appear to be a cross between hounds and dinosaurs. They hunt through the Umbra, looking for lone travelers and spirits that they can devour. These spirits are fierce and vicious, always looking for their next kill.

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Stock Bane NPC

Bitter Rages

Jaggling Bane Spirit

Stock NPC: Rating 4

Specializations: Brawl, Dodge, Gifts: Ahroun, Stealth

Willpower: ○○○○

Gnosis: ○○○○○ ○○○

Health Levels:○○○○

Special: Bitter Rages have a test pool of 8 in most challenges. In challenges involving Brawl, Dodge, or Stealth, they have a test pool of 13. Bitter Rages have access to the first four levels of Ahroun-affinity gifts.

Bitter Rages exist to drive Garou insane with Rage. Their goals are to goad and push the most violent urges forward until a werewolf is lost within the grip of frenzy and then push to her to fall into the Thrall of the Wyrm.

Stock Bane NPC

Phantasmi

Gaffling Bane Spirit

Stock NPC: Rating 2

Specializations: Brawl, Stealth

Gnosis: ○○○○

Health Levels:○○

Special: Phantasmi have a test pool of 4 in most challenges. In challenges involving Brawl or Stealth, they have a test pool of 9.

Phantasmi are the lingering spirits of fomori that died under the teeth and claws of Garou or Fera. The Wyrm does not let the failures of its servants go unpunished. Phantasmi have no release in death, and they are forced to continue to serve their masters' will.

Stock Bane NPC

Drattosi

Jaggling Bane Spirit

Stock NPC: Rating 3

Specializations: Gifts: Black Spiral Dancer, Occult, Stealth

Willpower: ○○○

Gnosis: ○○○○○ ○

Health Levels:○○○

Special: Drattosi have a test pool of 6 in most challenges. In challenges involving Occult or Stealth, they have a test pool of 11. All Jaggling Drattosi have have access to the first three levels of Black Spiral Dancer-affinity gifts.

Drattosi are ambush predators who are most at home in toxic or radioactive areas. While knowledgeable about the areas they call lairs, they rarely share this information. They can converse intelligently with Garou and other spirits, but they are far more interested in feeding than any conversation.

Stock Bane NPC

Wyrm Elementals

Gaffling Bane Spirit

Stock NPC: Rating 1

Specializations: Brawl

Gnosis: ○○

Health Levels: ○

Special: Wyrm Elementals have a test pool of 2 in most challenges. In challenges involving Brawl, their test pool is 7.

Wyrm Elementals come in different types depending on the aspect of corruption they embody. Smog elementals are Hoglings, Balefire elementals are Furmlings, elementals of sludge are H'rugglings, and toxin elementals are called Wakshaani.

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Stock Bane NPC

Dream Makers

Incarna Bane Spirit

Stock NPC: Rating 14

Specializations: Awareness, Brawl, Dodge, Empathy, Gifts: Black Spiral Dancer, Gifts: Galliard, Gifts: Theurge, Intimidation, Lore, Occult, Stealth, Subterfuge, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Dream Makers have a test pool of 28 in most challenges. In challenges involving Awareness, Brawl, Dodge, Empathy, Intimidation, Lore, Occult, Stealth, Subterfuge, or Survival, they have a test pool of 33. Dream Makers have access to Black Spiral Dancer-, Galliard-, and Theurge-affinity gifts.

Dream Makers are a twist on the Djinn of old, creatures that aim to grant the wishes of their masters. These banes were once powerful servants of the Weaver and the Wyld, helping to create the world, but they fell to the Wyrm centuries ago. In modern days, Dream Makers target people who are morally and spiritually bankrupt, whose wishes would further the goals of the Wyrm. These creatures are malicious and ruthless, and while they strive to grant the wishes of their human or supernatural masters, these wishes always have an evil twist. Nothing comes for free.

Fomori

Fomori are humans who have become so corrupted that banes are able to possess and then fuse with their bodies, transforming them into direct servants of the Wyrm. The nature of fomori and their powers and complications ensure that, while the process of becoming a fomor may have been unwitting, any choice the human may have had in determining her own future no longer exists. Once banes have fused with humans to create fomori, those humans are irredeemable; their bodies and minds indelibly twist into something unrecognizable. Fomori often go to great lengths to hide the deformities and madness caused by their complications, until they reach a stage of taint so deep they no longer care if they are discovered. Any bane spirit can create a fomor; however, Jagglings are most commonly found occupying the bodies of humans.

Fomori Taint Powers and Complications

Taint Powers

Fomori NPCs have access to *taint powers*, a series of abilities that make them terrifying creatures to encounter. When building a fomor Stock NPC, the Storyteller may choose to assign it one taint power per Stock NPC Rating. For example, a Rating 4 fomor may choose four of the powers below. These powers should be chosen in such a way as to complement one another and create a creature that is terrifying for Garou to face.

- **Brain-Eating:** Using this power, a fomor can steal the mental faculties of her victim. The brain must be from a sentient being and requires one full turn to devour. After consuming the target brain, a fomor with this power gains a +1 bonus to its Stock NPC rating, and she may choose one power or ability as a new specialization with full access to it for the duration of this power. A fomor can only target one victim in this manner per game session, and the bonus lasts for 24 hours. This power does not work on spirits or other creatures that do not have a physical brain.

- **Darksight:** With this ability, a fomor is able to see in complete darkness. The fomor suffers no vision penalties in any amount of light. When in complete darkness, the fomor may use the Fighting Blind combat maneuver (see **Chapter Seven: Core Systems, Complex Scenarios: Combat, Combat Manuevers, Fighting Blind**, page 344) without expending Willpower to do so.

- **Hide of the Wyrm:** With this ability, a fomor possesses supernatural armor granted to her by the Wyrm. This may manifest as a hard carapace over her body or

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as iron-lined skin. This power grants the fomor the Ballistic and Hardened protective gear qualities, and she becomes immune to Armor Piercing weapon qualities (see **Chapter Fifteen: Influences and Equipment, Equipment, Protective Gear**, page 709).

- **Mind Blast:** With this ability, a fomor is able to send a blast of energy into her target's mind, immobilizing her target with pain. The fomor must spend her standard action focusing on her target. Then, if the fomor has a complete character sheet, she must succeed in a Mental attribute + Investigation skill challenge versus her target's Mental attribute + Willpower. If the fomor is a Stock NPC, the Storyteller should use its standard test pool plus any bonus it may receive from the Investigation specialization, if it possesses it. Upon succeeding at the challenge, the fomor's target takes 2 points of aggravated damage and loses her next simple action, as her mind is wracked with pain.

- **Unnatural Weaponry:** Thanks to the bane inhabiting her body, the fomor has become as twisted and hideous on the outside as she is on the inside. She has developed natural weaponry on her body, such as razor-sharp bones protruding from her joints; curved horns jutting from her head; a vicious, barbed, elongated tongue; or even retractable claws. These natural weapons grant the fomor +1 damage on any successful melee attack when using these weapons. The damage from these attacks is always aggravated.

- **Poison Tumors:** The fomor is covered in tumors or pustules. Although they do not harm her, they may injure anyone who comes into contact with the acidic pus inside of them. If the fomor is damaged by a melee attack, the attacker is splattered with an acidic fluid that deals 1 point of aggravated damage to the attacker. If this fluid is ingested, the target takes 3 points of aggravated damage. This damage cannot be reduced or negated.

- **Roar of the Wyrm:** With this ability, a fomor releases a guttural scream that strikes terror into the hearts of those near her. The fomor must expend a standard action and spend 1 point of Gnosis to initiate the attack. If the fomor has a complete character sheet, she then must make a Social attribute + Intimidation skill challenge versus the target's Social attribute + Willpower. If the fomor is a Stock NPC, it uses its standard test pool plus any bonus it may receive from the Intimidation specialization, if it possesses it. Everyone within hearing range of the fomor must make this challenge. Should the formor spend 1 point of Willpower to retest any of these opposed challenges, she also gains that retest for the remainder of the opposed challenges without spending further Willpower. Victims who fail the challenge immediately begin to flee from the source of the sound. Once the affected target has left earshot, this power's effect ends.

Taint Complications

For every taint power that a fomor possess, she also possesses one *taint complication*. These are the embodiments of the Wyrm's influence on a human body.

- **Derangement:** The introduction of a bane into a human's soul and psyche often twists the victim's mind as well as her body. This taint functions identically to the Derangement flaw (see **Chapter Six: Merits and Flaws, Flaws, Derangements**, page 328). Where appropriate, a Storyteller may assign more than one Derangement to a fomor.

- **Inner Volcano:** Sometimes, when a bane overtakes a human, the spirit is too powerful for its host and begins to burn the human from the inside, leaving the fomor with a constant high-grade fever. Whenever the fomor is under stress or exerts herself, her fever intensifies to such a degree that she begins to cook from the inside. For every minute of hard physical labor, such as combat or lifting, or extreme emotional or mental duress that the fomor undergoes, she takes 1 point of aggravated damage. Additionally, anyone within melee range of her during this time takes 1 point of aggravated damage from her radiant heat, unless they have shielded themselves appropriately. This complication allows the fomor to be identified, as she can be seen sweating or felt changing the ambient air temperature in the room.

- **Ugly as Sin:** With this taint complication, a fomor is hideously disfigured in some manner, thanks to the extreme stress put on her body by the bane spirit that possesses it. She might be rotting away from the inside, destined to eventually succumb to the rapid deterioration. She may be so hideous that she is unable to go out in public due to her appearance. Or perhaps her body is infested with worms or other small insects, and parasites occasionally slip from her body.

- **Social Pariah:** Pair this taint complication with one taint power. Whenever the formor uses that particular power, the fomor risks suffering a permanent loss in social acumen. After a scene in which she has used that power, she must make a Social attribute + Willpower challenge with a difficulty rating of 12. If she fails this test, her appearance takes on a monstrous mien, clearly marking her as a fomor.

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- **Special Diet:** The biological changes wrought by the fomor's bane have ensured the fomor cannot gain sustenance from normal food sources. No matter how much she tries to eat, she never feels satisfied. Instead, the fomor requires a food source that is difficult and disgusting to obtain, such as fresh human flesh or livers harvested from children. Going without her food source eventually causes the fomor to wither away and die. For each day that she does not ingest her particular food, she suffers 1 point of normal damage that cannot be healed until she has eaten her fill.

- **Walking Bomb:** Pentex likes to keep track of its employees. With this taint complication, the company has taken its viligence a step further. Pentex, or another corrupt mastermind, has implanted a safeguard in the fomor—a bomb inside her head that only the company can detonate. When activated, the bomb explodes in the fomor's head, immediately killing her. Additionally, anyone within three steps of her immediately takes 3 points of aggravated damage. While only the one who implanted the bomb has the ability to detonate or disarm the bomb from a distance, an explosives expert can attempt to disable the device in person.

Creating Fomori

To create a fomor, use the same rules for creating bane Stock NPCs (see **The Wyrm: Banes**, page 643), with the following exceptions:

- Fomori exist solely in the physical world. They cannot cross the Gauntlet into the Umbra.

- When fomori purchase the Gifts specialization, they may choose Black Spiral Dancer or auspice affinity gifts. They cannot purchase gifts from any other tribes or breeds.

- In addition to gifts, fomori gain taint powers and taint complications, detailed above.

- Despite being partially human, fomori are immune to the effects of the Delirium.

- Fomori gain Rage at the same rate as Garou and also benefit from the same regeneration rules, additional damage rules, and additional actions granted as they increase in Rage. Fomori are unable to frenzy, but can continue to progress on the Rage track, ignoring any effects of anger frenzy. See **Chapter Eight: Dramatic Systems, Rage**, page 376 for additional information on gaining Rage.

- Fomori have the ability to mask their Wyrm-tainted nature by wrapping themselves in the aura of either the Wyld or the Weaver. This power does not completely mask the Wyrm Taint possessed by a fomor, but it does overpower all evidence of their corruption, save for their visible taint complications, which they are forced to hide through other means. Garou can still attempt to sense a fomor's Wyrm Taint by using the gift Sense the Balance.

- Fomori have health levels equal to twice their Stock NPC rating.

Fomor Bestiary

Stock Fomor NPC

Joannie Smith

Jaggling Fomor

Stock NPC: Rating 4

Specializations: Computer, Gifts: Galliard, Investigation, Occult

Willpower: ○○○○

Gnosis: ○○○○○ ○○○

Health Levels: ○○○○○ ○○○

Taint Powers: Brain-Eating, Dark Sight, Mind Blast, Roar of the Wyrm

Taint Complications: Derangement: Obsession, Social Pariah: Brain Eating, Special Diet: Children, Walking Bomb

Special: Joannie Smith has a test pool of 8 in most challenges. In challenges involving Computer, Gifts, Investigation, or Occult, her test pool is 13. Joannie has access to the first four levels of Galliard-affinity gifts.

Joannie Smith is a young college student who was taken over by a bane. She spends her time delving into the lore and myths surrounding the Garou, in hopes of finding additional means of fighting them. She is a remarkably intelligent researcher, and she avoids physical confrontation.

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Stock Fomor NPC

Carl Wright

Incarna Fomor

Stock NPC: Rating 7

Specializations: Athletics, Brawl, Dodge, Gifts: Ahroun, Gifts: Black Spiral Dancer, Melee, Streetwise

Willpower: ○○○○○ ○○

Gnosis: ○○○○○ ○○○○○ ○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○

Taint Powers: Brain-Eating, Dark Sight, Hide of the Wyrm, Mind Blast, Natural Weaponry, Poison Tumors, Roar of the Wyrm

Taint Complications: Derangement: Multiple Personalities, Derangement: Obsession, Inner Volcano, Ugly as Sin: Worms, Social Pariah: Brain-Eating, Special Diet: Rotten Milk, Walking Bomb

Special: Carl Wright has a test pool of 14 in most challenges. In challenges involving Athletics, Brawl, Dodge, Firearms, Melee, or Streetwise, his test pool is 19. Carl has access to all of the Ahroun- and Black Spiral Dancer-affinity gifts.

Carl Wright is a middle-aged man who previously made a living as a wrestler. He willingly accepted the bane spirit that now inhabits his body and fused with his soul in exchange for promised wealth, riches, and colossal strength. He is strong and huge, and he works as a bruiser for the Wyrm.

Stock Fomor NPC

Clementine Leif

Jaggling Fomor

Stock NPC: Rating 3

Specializations: Gifts: Galliard, Investigation, Science

Willpower: ○○○

Gnosis: ○○○○○ ○

Health Levels: ○○○○○ ○

Taint Powers: Brain-Eating, Mind Blast, Roar of the Wyrm

Taint Complications: Inner Volcano, Social Pariah: Mind Blast, Special Diet: Fomori

Special: Clementine has a test pool of 6 in most challenges. In challenges involving Investigation, or Science, her test pool is 11. Clementine has access to the first three levels of Galliard-affinity gifts.

Clementine is a child prodigy who was recruited by Pentex due to her excellence in STEM. She spends a great deal of her time in a laboratory, experimenting on Garou and other supernatural creatures.

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Stock Fomor NPC

Clint McClintock

Gaffling Fomor

Stock NPC: Rating 2

Specializations: Dodge, Firearms

Willpower: ○○

Gnosis: ○○○○

Health Levels: ○○

Taint Powers: Mind Blast, Natural Weaponry

Taint Complications: Inner Volcano, Ugly as Sin: Rotting

Special: Clint has a test pool of 4 in most challenges. In challenges involving Dodge or Firearms, his test pool is 9. Clint was an unwilling participant in his possession. The bane who forced its way into his body was a minor one, but it has still consumed his life. Against his desires and better judgement, he now acts as cannon fodder for the armies of the Wyrm.

Stock Fomor NPC

Alexander Stark

Jaggling Fomor

Stock NPC: Rating 6

Specializations: Empathy, Intimidation, Gifts: Ragabash, Leadership, Performance, Subterfuge

Willpower: ○○○○○ ○

Gnosis: ○○○○○ ○○○○○ ○○

Health Levels: ○○○○○ ○○○○○ ○○

Taint Powers: Brain-Eating, Dark Sight, Hide of the Wyrm, Mind Blast, Roar of the Wyrm

Taint Complications: Derangement: Megalomania, Derangement: Arachnophobia, Special Diet: Musicians, Social Pariah: Brain-Eating, Social Pariah: Roar of the Wyrm

Special: Alexander has a test pool of 12 in most challenges. In challenges involving Empathy, Intimidation, Leadership, Performance, or Subterfuge, his test pool is 17. Alexander has access to all Ragabash-affinity gifts.

Alexander is a musical prodigy and socialite, and he uses his abilities and his pull in human society to draw unsuspecting victims into his trap. His duty is to bring as many new potential fomori into the fold as possible and corrupt as many others as he can.

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Stock Fomor NPC

Gilda Marcus

Jaggling Fomor

Stock NPC: Rating 5

Specializations: Dodge, Drive, Firearms, Stealth, Security

Willpower: OOOOO

Gnosis: OOOOO OOOOO

Health Levels: OOOOO OOOOO

Taint Powers: Brain-Eating, Mind Blast, Roar of the Wyrm

Taint Complications: Inner Volcano, Social Pariah: Brain-Eating, Walking Bomb

Special: Gilda has a test pool of 10 in most challenges. In challenges involving Dodge, Drive, Firearms, Stealth, or Security, her test pool is 15.

Gilda is an older woman who has been a fomor for many years. She is wily and wise, and understands a great deal more than she ever lets on. Gilda spends the bulk of her time working for the Wyrm as a security expert. She uses her skills to ensure Wyrm-managed facilities stay under tight lock and key.

Black Spiral Dancers

"In another life, I was part of the nation. I praised Gaia. I fought her wars. I saw my pack fall for her misguided beliefs. And then I found the Spiral, I found my place in the world. The other me died as she waltzed through the Labyrinth, and I was reborn."

— Angel Johannsen, Fallen Black Fury

Once, there were more than thirteen tribes of Gaian Garou. The fearsome Picts, natives of northern Scotland, clashed with Vikings and Romans alike, protecting their lands from foreign incursion. Among them fought the White Howlers, a tribe of brutal and daring werewolves. But the White Howlers are no more—corrupted from within by the Wyrm, the tribe has transformed into a twisted, vile shadow of its former savage nobility. Calling themselves the Black Spiral Dancers, these werewolves devote themselves to directly serving the Wyrm and opposing the tribes of the Garou Nation. They practice dark rituals that defile their physical forms and twist their minds, causing deformation and insanity alike.

Just as Gaian Garou maintain septs, the Black Spiral Dancers have their *hives*. Hives often function in a similar fashion to Gaian septs; however, the leader of a hive tends to have absolute power, and they are willing to kill to keep their position. Hives are often found below ground, surrounded by maze-like tunnels intended to confuse and disorient anyone from the outside. Rather than a caern heart, hives possess a *pit*. Some of these pits were Gaian caerns that have since been desecrated by the Wyrm, while others have been carefully carved out by the Black Spiral Dancers. They are filled with the toxic green light of balefires that burn incessantly.

Black Spiral Dancers believe the Wyrm's imprisonment led to severe multiple-personality disorder, splitting it into three heads: the Beast-of-War, the Eater-of-Souls, and the Defiler Wyrm. The Beast-of-War is the Wyrm of Calamity, a monster of endless rage that embraces the Wyrm's love of chaos. The Eater-of-Souls is the Wyrm of Consumption, which fulfills the Wyrm's desire to unify through devouring everything. The Eater-of-Souls once nearly manifested, and it was only stopped by the sacrifice of the Croatoan tribe. The Defiler Wyrm is the Wyrm of Corruption, focusing on the Wyrm's desire to destroy from the inside.

Black Spiral Dancers as an Antagonist Faction

Some Storytellers may wish to allow Black Spiral Dancers as player-characters in a non-traditional setting. For more information on how a Storyteller might build such a custom setting, see **Chapter Ten: Storytelling, Crossover Settings: Antagonist Factions**, page 467.

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The Dark Litany

The Black Spiral Dancers have their own laws that they must obey. These laws are sacred, and the Black Spiral Dancers are vicious about punishing their own when they stray too far from these twisted beliefs. Often, the punishment for failing to uphold the Dark Litany is death, preferably preceded by torture.

- **Serve the Wyrm In All Its Forms:** Black Spiral Dancers must be willing to work with the forces of the Wyrm, such as Pentex and Sabbat vampires. Unity within the tribe is the only way they will succeed in their tasks.
- **Beware the Territory of Another:** Black Spiral Dancers guard their territory jealously. While a Dancer may be allowed to travel through the tunnels of another hive, should she endanger another hive in any way, she will be tortured and devoured.
- **Slay Those Who Will Not Join You:** Prisoners are often offered the chance to walk the Black Spiral and join the Wyrm, rather than face a lengthy torture and death. Prisoners who reject this dubious honor are destroyed.
- **Respect All Those Who Serve the Wyrm:** Some Black Spiral Dancers view this edict as a forbiddance of the death of Garou or others who may be on the road towards eventual corruption; however, others merely view it as a demand to respect those who have already pledged their loyalty to the Wyrm.
- **The Veil Shall Not Be Lifted:** The Black Spiral Dancers understand the necessity of prudence and discretion. When they act in secrecy, they can prevent Gaian Garou from discovering the nature of their plans. Although Black Spiral Dancers will work with Sabbat vampires from time to time, they vehemently disagree with Sabbat plans that call for any compromise of this secrecy.
- **Do Not Suffer Thy People to Tend Thy Sickness:** Much as their Gaian brethren, the Black Spiral Dancers do not allow the weakness of one to compromise the strength of the many. Those too weak or too insane to do their jobs are sacrificed to the Wyrm.
- **The Leader May Be Challenged at Any Time in Peace:** Any leader unable to defeat his own followers cannot be trusted to lead against their enemies.
- **The Leader Shall Not Be Challenged in Time of War:** The agents of the Wyrm must remain united against their common foe. This distinction often refers to skirmishes and battles, as the Black Spiral Dancers are always at war. There are exceptions to this law. For example, if a non-Dancer leads in battle and does so poorly, she may be killed, or if a Dancer refuses to appoint a more fit leader if she is unable to lead, she may be destroyed.
- **Ye Shall Take No Action That Causes a Pit to Be Violated:** Black Spiral Dancers hold their pits as sacred places, and only agents of the Wyrm are allowed within. Any Black Spiral Dancer who brings an outsider into a pit will be killed.

Organization

There are no camps within the Black Spiral Dancers, as all members share the same fanatical worship of the Wyrm.

Appearance

Twisted and hideous, the outward appearance of Black Spiral Dancers tends to mirror their inner depravity. Time spent

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within a hive and near radioactive balefires tends to lead to deformities in all forms; however, this sign is most evident when Dancers are not in their breed forms. The Crinos form of a Black Spiral Dancer often has a huge jaw, with pointed and hairless bat-like ears. Scars are highly coveted among the tribe, and ritual scarification is a common practice during one's Rite of Passage.

Those Garou who have left Gaia to join the Black Spiral Dancers are often less malformed than their true-born brethren, a fact that many defectors come to resent. While a fallen Gaian Garou retains the traits of her tribe of birth, she often attempts to either hide these traits through scarification or self-mutilation, or she works to enhance them into a twisted mockery of her original birthright.

While other tribes have seen a continuous decline in numbers, Black Spiral Dancers continue to grow. Their willingness—and eagerness—to create Metis, and their fanatical recruitment tactics have resulted in a tribe that is larger than all others within the Garou Nation. While the majority of the tribe is born to their fate, it is estimated that at least a third of the current Black Spiral Dancers have defected from the nation, for one reason or another.

Weakness

The tribe's eponymous initiation ritual requires each werewolf to confront various aspects of the Wyrm and oneself during a vision quest. The process invariably shatters the mind, inducing madness. All Black Spiral Dancers suffer from a permanent, incurable derangement. They may acquire and recover from other derangements, but they can never recover from their primary derangement. Black Spiral Dancers do not receive flaw XP for their primary derangement, but they do receive flaw XP for additional derangements as normal. Resetting a Black Spiral Dancer's Derangement traits places her at 1, rather than 0. For more information on Derangement traits, see **Chapter Six: Merits and Flaws, Flaws, Derangements**, page 328.

Black Spiral Dancer Merits

Cuckoo Nest (1 point merit)

You understand the necessity of secrecy and the skills required to infiltrate Gaian Garou. The downfall of the Wyrm's enemies comes in many ways, but perhaps the most satisfaction is found when they crumble from the inside. You have learned how to hide the nature of your taint from others, allowing you to seamlessly integrate yourself into any situation. With this merit, you can spend 1 point of Willpower to hide your tainted nature for 24 hours. During that time, any Wyrm Taint you possess cannot be determined. Additionally, you have managed to create an identity that allows you to easily infiltrate the Garou Nation. This merit grants you an alias equivalent to 4 dots of the Alternate Identity background. (For more information, see **Chapter Four: Character Creation, Step Eight: Assign Initial Backgrounds, Background Descriptions, Alternate Identity**, page 193.)

Danced the Spiral (2 point merit)

Although you were once part of a Gaian tribe of Garou, eventually you learned the error of your ways. Over time, you embraced your corruption, eschewing the beliefs of your family. Despite leaving behind the trappings of your past, you have maintained a small connection to your former tribe. With this merit, you can purchase gifts from your original tribe as affinity gifts in addition to the Black Spiral Dancer tribal affinity gifts.

Claws of the Wyrm (3 point merit)

Your proximity to the Wyrm has given you a special gift: physical mutations that you wear as a badge of honor. Your physical mutation has manifested as a natural weapon that exists in all of your forms. While this ability means that you cannot walk among mundane humans comfortably, you don't find that this detracts from your life. With this merit, you can apply one of the following weapon qualities to part of your body, making it a natural weapon: Accurate, Armor Piercing, Deadly, Fast, Trip, Impaling, or Reach. In addition, your natural weapon automatically has the Quick Draw quality (see **Chapter Fifteen: Influences and Equipment: Equipment, Melee Weapons**, page 706).

Black Spiral Dancer Gifts

In addition to selecting appropriate affinity gifts from their auspice or breed, Black Spiral Dancers may also select from the following list of Black Spiral Dancer tribal gifts:

• Ears of the Bat

Your ears transform, growing larger, sharply pointed, hairless, and leathery. Spirits serving the Black Spiral Dancer totem, Bat, expand your sense of hearing, allowing you to use minute sounds and reverberations in lieu of eyesight as Bat's children use echolocation to navigate through the darkest underground caves.

Affinity: Black Spiral Dancer

System

Spend 1 point of Gnosis and a simple action to activate Ears of the Bat for one hour. While this power is active, your ears become large and bat-like, allowing you to fully

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sense your surroundings using nothing but your ability to hear, even in unnatural darkness or supernatural silence. Normally, characters who cannot see while in combat must use the Fighting Blind combat maneuver, but while this gift is active, you can fight without needing the Fighting Blind combat maneuver.

Focus [Perception]

When using Ears of the Bat, you also gain the ability to recognize and track others by sound, similar to the Lupus form benefit, but using hearing instead of olfactory senses.

●● A Thousand Voices

You release the madness from the confines of your mind, allowing it to manifest in order to hinder your prey. Gibbering whispers, distant howls, and distasteful scents surround your victim, distracting your opponents with illusions generated from insanity itself.

Affinity: Black Spiral Dancer

Test Pool: Mental attribute + Subterfuge skill versus target's Mental attribute + Willpower

System

Spend 1 point of Gnosis, expend your standard action, and engage your target in an opposed challenge using your Mental attribute + Subterfuge skill versus your target's Mental attribute + Willpower. If you succeed, you surround your target with disturbing illusions, causing sounds and scents that only she perceives. Your target suffers a -3 wild card penalty to all attack test pools for the next three turns, as she tries (and fails) to separate fantasy and reality. After three turns, your target becomes more capable of separating reality from illusion; for one hour, she suffers a -1 wild card penalty. Penalties from A Thousand Voices do not apply to defense test pools.

Using this power on an individual with a derangement gives her 1 Derangement trait. Multiple uses of A Thousand Voices cannot be applied to the same target.

Exceptional Success

Your victim suffers a -3 penalty to her attack test pool for five turns, and afterward suffers a -1 penalty to all attack test pools for the rest of the game session. In addition, using this power on an individual with a derangement gives her 2 Derangement traits, instead of 1.

Focus [Intelligence]

While under the effect of A Thousand Voices, your target loses access to her Mental attribute focus. If she has more than one Mental focus, your target chooses which focus is temporarily removed.

●●● Wyrm Hide

You draw on your connection to the Wyrm, allowing it to seep under your skin and ooze out through your pores. As it fills you with noxious power, your skin toughens into a bulbous, rubbery, pustule-covered hide, protecting you from bullets and blows alike.

Affinity: Black Spiral Dancer

System

Spend 1 point of Gnosis and expend your simple action to toughen your skin into a natural, leathery armor for one hour. While Wyrm Hide is active, your skin has the Hardened and Ballistic armor qualities (see **Chapter Fifteen: Influences and Equipment, Equipment, Protective Gear**, page 709). The power is obvious and revolting to observers, and your appearance while using it may endanger the Veil.

Mundane attacks that normally pierce armor, such as a gun firing Armor Piercing ammunition, do not pierce this armor, and do not negate the effects of this power. Supernatural powers that provide the Armor Piercing quality, such as Razor Claws, function normally.

Focus [Perception]

Your Wyrm Hide protects you from Armor Piercing attacks from both mundane and supernatural sources.

●●●● Crawling Poison

You summon the Wyrm's toxic nature, thickening your saliva and fouling your breath with noxious odor. Your fangs lengthen and become coated with a mottled black and brown plaque, reminiscent of disease and decay, though your bite is as strong as ever. Your fangs become capable of delivering a concentrated disease, which can kill humans and which inhibits other werewolves' regenerative powers.

Affinity: Black Spiral Dancer

System

Spend 1 point of Gnosis and expend your simple action to fill your mouth with a disgusting cocktail of supernatural sickness and toxins, as your teeth, saliva, and breath become

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foul. For the next hour, when you successfully damage a target with a bite attack, she immediately becomes diseased.

The disease infects the target's blood and immune systems, inhibiting her ability to regenerate for the next five minutes. If a diseased target has the regeneration ability, the target's current regeneration level is reduced by one, starting at the beginning of the next Everyman round. Her current amount of Rage is unaffected, as are other benefits she may receive from her current Rage level. Only her regeneration benefit functions as though it were one level less.

For example, if your target is at Rage 7 and is receiving the benefit of Regeneration Level III, she still receives the benefit of Additional Damage II and can act on Rage rounds 1 and 2. However, at the start of her next Everyman round, she will only heal 2 points of normal damage from her Regeneration, instead of 3.

Multiple uses of Crawling Poison do not reduce the target's regeneration further, but do extend the duration of the original penalty by an additional five minutes. Crawling Poison cannot cause a target's regeneration to fall below 0.

Crawling Poison's disease affects targets without the ability to regenerate as a virility 15 blood-targeting toxin. For such targets, Crawling Poison does not fade after its normal duration; instead, the disease persists until the toxin is resisted or treated, or the target runs out of blood, as per the standard rules for drugs and toxins. For more information on toxins, see **Chapter Seven: Core Systems, Health and Damage, Damage Types, Drugs and Poisons**, page 350.

Focus [Perception]

Your Crawling Poison increases in potency to a virility 20 blood-targeting toxin and reduces your target's regeneration level by 2, instead of 1.

●●●●● *Balefire*

The hellish landscape of Malfeas is dotted with fiery pits of coalesced corruption. With a hurling gesture, you mentally force a small portion of the Wyrm's energy to manifest as a ball of stinking, sickly green flame. Where it strikes your enemies, horrific burns result. Within moments, the burnt flesh twists and morphs into ghastly mutations, causing your victims' own bodies to betray them in combat.

Affinity: Black Spiral Dancer

Test Pool: Mental attribute + Subterfuge skill versus the target's Mental attribute + Willpower

System

Making a hurling gesture, spend 1 point of Gnosis and expend your standard action to make an opposed challenge against a target within 20 steps of your location, using your Mental attribute + Subterfuge skill versus your target's Mental attribute + Willpower. If you succeed, your target is struck by what appears to be a large ball of green-colored fire, which smells of sulfur and rotting meat. Your target takes 2 points of aggravated damage and gains 1 stage of Wyrm Taint; this degredation cannot cause a target to go into the fourth or fifth stages of Wyrm Taint.

Further, the burns caused by the balefire mutate into small deformities, such as bulging blood-shot eyes, pus-filled nodules, patches of scales, or grotesque tentacles. These mutations cause your target's body to move inefficiently for three turns, causing a -3 wild card penalty to all of your target's attack test pools. The mutations dissolve after three turns, but the damage and Wyrm Taint persist as normal.

Balefire can be used repeatedly against a target; however, subsequent successful Balefire attacks in the same combat only cause aggravated damage. This is an exception to the rule that prohibits a character from using a Mental power on the same target immediately after failing.

A target can only receive Wyrm Taint from Balefire once per game session, regardless of whether or not multiple characters successfully use Balefire on that target. A target can receive Wyrm Taint from both Balefire and a Black Spiral Dancer's inherent ability to cause Wyrm Taint to Garou within melee range.

Subsequent successful uses of Balefire, regardless of whether or not they stem from the same source or multiple characters, increase the target's mutation penalties for another three turns, but the penalty remains at -3. Balefire mutation penalties cannot be applied multiple times; successful subsequent uses only increase the duration, not the amount, of the penalty.

Exceptional Success

Your Balefire causes your target's Wyrm Taint to increase two stages, instead of the typical one-stage degredation. This degredation cannot cause a target to go into the fourth or fifth stages of Wyrm Taint.

Focus [Intelligence]

Your Balefire causes 3 points of aggravated damage per successful use, instead of 2 points.

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Creating a Black Spiral Dancer

To create a Black Spiral Dancer, use the same rules for creating standard werewolf player-characters or Stock NPCs, with the following exceptions:

- Even if a Black Spiral Dancer was once part of a Gaian tribe, she can no longer possess the merits Heroic Lineage or Legendary Lineage. Her service to the Wyrm has cut her off from benefiting from familial accomplishments.
- A Black Spiral Dancer cannot retain any tribal merits from the tribe of her birth. They have new tribal merits that they can purchase, detailed above.
- The flaws Spirit Notoriety and Spirit Infamy for a Black Spiral Dancer only effect corrupted spirits, as all Gaian spirits already have an aversion to the character.
- Black Spiral Dancers gain access to the Black Spiral Dancer gift list and to the gifts from their native auspice; however, they cannot purchase any further gifts from any other tribal lists unless they possess a merit that permits them to do so.

Additional Bonuses and Drawbacks

- When a Black Spiral Dancer succeeds in damaging a Gaian Garou or Fera within melee range, the target's Wyrm Taint increases one stage. If the taint is not cleansed, it will begin to corrupt the target Garou. For more information, see **Chapter Eight: Dramatic Systems, Wyrm Taint**, page 384.
- The first time a corrupted werewolf is damaged by a Gaian werewolf or Fera in combat, the Black Spiral Dancer gains 1 additional point of Rage. This Rage gain may exceed the normal limits of gaining Rage; however, this effect can only occur once every five minutes.
- A Black Spiral Dancer can enter the Umbra in a corrupted area with one turn of focus. Entering the Umbra in any other area requires three turns of focus. Black Spiral Dancers can only exit the Umbra in a heavily corrupted area, in a fallen caern, or in a hive.
- Black Spiral Dancers are not natural, and do not have an innate spiritual connection to Gaia. They lack the ability to make werewolves through the Bite. (For more information, see **Chapter Eight: Dramatic Systems, The Bite**, page 365.)

Black Spiral Dancer Bestiary

Sample Black Spiral Dancer NPC

Angel "Smile Pretty" Johannsen

Homid Black Spiral Dancer Ragabash

Stock NPC: Rating 5

Specializations: Awareness, Gifts: Ahroun, Gifts: Black Spiral Dancer, Subterfuge, Stealth

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○

Special: Angel has a test pool of 10 in most challenges. In challenges involving Awareness, Leadership, or Stealth, her test pool is 15. Additionally, Angel has access to all Ahroun- and Black Spiral Dancer-affinity gifts.

Angel was once a Black Fury, but she chose to join the Black Spiral Dancers. Unlike many of her brethren, who are twisted and deformed, she prefers to take a subtler approach. She acts as a face for her tribe, drawing targets into her hive.

Sample Black Spiral Dancer NPC

Felix "Death Feint" Crocker

Metis Black Spiral Dancer Ahroun

Stock NPC: Rating 4

Specializations: Brawl, Dodge, Gifts: Ahroun, Melee

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○

Special: Felix has a test pool of 8 in most challenges. In challenges involving Brawl, Dodge, or Melee, his test pool is 13. In addition, Felix has access to the first four levels of Ahroun-affinity gifts.

Felix was born and raised as a Black Spiral Dancer. He is a fierce combatant and mentally unstable, and his only goal in life is to destroy Gaian Garou and everything they stand for.



Sample Black Spiral Dancer NPC

Births the Apocalypse

Lupus Black Spiral Dancer Theurge

Stock NPC: Rating 4

Specializations: Dodge, Gifts: Theurge, Lore, Occult

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○

Special: Births the Apocalypse has a test pool of 8 in most challenges. In challenges involving Dodge, Lore, or Occult, her test pool is 13. In addition, Births has access to access to the first four levels of Theurge-affinity gifts.

Births is a master of spirits, leveraging them as spies. She never strikes directly, but always acts sideways through spirits against her enemy's family and allies.

She was present to see the birth of Green Dragon at the Trinity Hive, and she has learned much from his tutelage, adding a subtle spin to it to keep from being straightforward.

Births has been blessed by Green Dragon and gave birth to a child prophesied to play a major part in the Apocalypse. She has a long-standing rivalry with Charles Rex, for he assumed control of the hive she was destined to lead.

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Sample Black Spiral Dancer NPC

Charles Rex

Homid Black Spiral Dancer Ahroun

Stock NPC: Rating 4

Specializations: Athletics, Brawl, Gifts: Ahroun, Intimidation

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○

Special: Rex has a test pool of 8 in most challenges. In challenges involving Athletics, Brawl, or Intimidation, his test pool is 13. In addition, Charles Rex has access to access to the first four levels of Ahroun-affinity gifts.

Charles Rex believes he is the reincarnation of Charlemagne. He has the tactical expertise to back this belief up to any who might dismiss him. His command of tactics led him to seize control of a hive from under the nose of Births the Apocalypse when he returned from dancing the Spiral. He prefers more direct approaches to his problems, but he is not above using some level of subterfuge to conceal his direct involvement.

Rex is the son of a Silver Fang Elder who is highly respected in his sept. As his son grew, he came to resent his father and the fame that the man boasted. The pressures of living up to his father's expectations were too much for Rex, and he set out to find a different way. In looking to stand out, he found a place where he could make his mark.

Sample Black Spiral Dancer NPC

Cadence Fairweather

Metis Black Spiral Dancer Galliard

Stock NPC: Rating 5

Specializations: Awareness, Empathy, Gifts: Galliard, Lore, Performance

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○

Special: Cadence has a test pool of 10 in most challenges. In challenges involving Awareness, Empathy, Lore, or Performance, her test pool is 15. In addition, Cadence has access to all Galliard-affinity gifts.

Cadence is an Elder Black Spiral Dancer Galliard who has survived many years in a large hive. She is intelligent and wily, and has resisted many assaults on her life. Whether she is really that talented, or just that lucky, remains to be seen.

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Sample Black Spiral Dancer NPC

Clay Farnsworth

Lupus Black Spiral Dancer Philodox

Stock NPC: Rating 4

Specializations: Brawl, Empathy, Gifts: Philodox, Subterfuge

Gnosis: OOOOO OOOOO

Health Levels: OOOO

Special: Clay has a test pool of 8 in most challenges. In challenges involving Brawl, Empathy, or Subterfuge, his test pool is 13. In addition, Clay has access to access to the first four levels of Philodox-affinity gifts.

Clay was once a Shadow Lord, but he fell to the Wyrm after his pack was destroyed. He went into the hive alone to try to take his revenge, and ended up taking a trip through the Black Spiral instead. He is a quiet Garou, dedicated to his new cause.

Skin Dancers

"They told me I would never be Garou. I was nothing more than breeding stock. I watched my husband die at the hands of the Wyrm. There was nothing I could do, and nothing I could offer. The Garou took everything from me. So I fought back."

— Caleigh Anderson, Ahroun, Skin Dancer

Skin Dancers are kinfolk who have murdered and taken the skins of five Garou in order to take by force the shapeshifting ability they believe to be their birthright. By using a twisted ritual called the *Rite of Rebirth*, they experience a mockery of the First Change. Some of these misguided kinfolk believe they are actually helping the Garou Nation, choosing to skin only Black Spiral Dancers, intending to serve Gaia and join the Garou in their war. They fail to realize that the overwhelming focus on their desire opens the door to the corruptive whisper of the Wyrm.

Samuel Haight was the first kinfolk to discover the rite. After many years feeling as though he had been cheated of Gaia's gift, he found the key to becoming a werewolf himself. The Rite of Rebirth is extremely unpleasant, and it takes a particularly depraved and angry kinfolk to enact it. Haight quickly rose to infamy as he traveled the globe, slaughtering Gaian Garou and Black Spiral Dancers alike. As he traveled, he recruited kinfolk who shared his views and bitter jealousy. He gathered followers and taught them the rite, and together they became the Skin Dancers. Haight and his followers believed they could create a new tribe: a tribe of werewolves who had proven their mettle by taking what they desired by force.

The Age of Apocalypse has emboldened the Skin Dancers. As caerns fell and chaos reigned, these kin took advantage of their Garou brethren, murdering them and taking their hides whenever possible. Through the contacts they have carefully maintained within the Garou Nation, they have discovered the secrets about the halted progress of the Unborn, and the process of using the Bite. The Skin Dancers are threatened by these new anomalies, resentful of the relative ease through which Bitten transition into werewolves.

Those who become Skin Dancers are dangerous enemies to Garou. They understand the intricacies of the Garou Nation, and they often have first-hand knowledge of the weaknesses suffered by their shapeshifting brethren. They know exactly how to strike their targets, and they are so desperate to take their place within the nation that they stop at nothing to complete their gruesome task.

Organization

Skin Dancers understand that there is strength in numbers, and that their unity may be the only thing standing between them and annihilation. While they may not always agree on the best course of action, they still remain in solidarity with one another. Although Skin Dancers are not a true tribe, it is their ultimate goal to eventually gain sufficient numbers to rival other tribes.

Skin Dancers as an Antagonist Faction

Some Storytellers may wish to allow Skin Dancers as player-characters in a non-traditional setting. For more information on how a Storyteller might build such a custom setting, see **Chapter Ten: Storytelling, Crossover Settings: Antagonist Factions**, page 467.

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The Rite of Rebirth

The Rite of Rebirth is a vile ritual that allows a kinfolk to become a werewolf. In order for her to enact this ritual, she must first kill and skin five Garou. Once she has murdered her victims, she completes the rite by stitching the skins together during an elaborate ritual, culminating in a painful and brutal First Change for the new Skin Dancer. All of the murdered Garou must be killed during the same phase of the moon in order for the ritual to succeed.

A kinfolk who has undergone this rite always carries a trace of Wyrm Taint. The only way to escape this corruption is to find five willing Garou who give their knowing consent, freely allowing the kinfolk stitch their skins together—an outcome so unlikely that it is functionally impossible.

Appearance

The majority of Skin Dancers carry with them Wyrm Taint, an echo of the corruption-laden ritual required to grant them their gifts. Skin Dancers can be found in all parts of the world. When a Skin Dancer is in any of her forms, she bears tell-tale stitch-like scars. In Crinos, Hispo, and Lupus form, her fur is particolored, showing distinct patches from each of the five Garou whose skins were used in the ritual.

Weakness

Most Skin Dancers avoid Garou, unless they are actively hunting them. While they will interact with other Skin Dancers, they understand that the majority of Garou wish to see them dead, and they are not above striking first to ensure their continued survival. Due to this practice, Garou consider most Skin Dancers to be Ronin, with all of the drawbacks that come with that moniker. Very rarely, Skin Dancers have managed to gain acceptance into a tribe, and these werewolves will take on the weakness of their new tribe.

Creating a Skin Dancer

To create a Skin Dancer, use the same rules for creating standard werewolf player-characters or Stock NPCs, with the following exceptions:

- A Skin Dancer is always in stage two, or higher, of Wyrm Taint.
- A Skin Dancer's auspice is based on the phase of the moon during which she murdered her victims, all of whom must have been killed during the same moon phase.
- A Skin Dancer cannot possess any of the following merits: Heroic Lineage, Legendary Lineage, or Tribal Affinity.

A Storyteller may choose to create a Skin Dancer as a kinfolk who is on a quest to obtain Garou skins. In this case, the NPC should be created as a kinfolk character.

Additional Bonuses and Drawbacks

- A Skin Dancer can purchase gifts with affinity to tribe she once claimed as kin, but she is not considered to be a member of that tribe. These tribal gifts are considered non-affinity gifts and are purchased at the non-affinity XP costs.
- Skin Dancers are considered Ronin werewolves, and they cannot gain Renown or rise in Rank (see **Chapter Nine: Social Systems: Renown**, page 417), unless they have the **Tribal Membership** merit, as detailed below.
- Skin Dancers are not natural, and do not have an innate spiritual connection to Gaia. They lack the ability to trigger another's First Change using the Bite. (For more information, see **Chapter Eight: Dramatic Systems, The Bite**, page 365.)

Skin Dancer Merits

Split Moon (1 point merit)

Throughout the years, Skin Dancers have discovered a means to change the Rite of Rebirth, allowing them to take advantage of more than one auspice. To benefit from this alteration, a Skin Dancer must murder six Garou instead of five: three during each phase of the moon they wish to replicate. As a Skin Dancer who completed this version of the rite, you are innately able to learn the gifts of two different auspices, both of which can be purchased at affinity cost.

Skin Bonded (2 point merit)

One of the skins sacrificed in your Rite of Rebirth ceremony bonded with you, passing along a limited affinity for a different tribe. Choose a single level 1, 2, or 3 gift that is

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normally restricted to another tribe. You can purchase that gift as an out-of-affinity gift. This purchase doesn't require a teacher to learn. This is an exception to the rule preventing werewolves from learning out-of-affinity tribal gifts.

Tribal Membership (3 point merit)

Although many Skin Dancers revel in their hated status, you understand that there is strength found among the Garou of your tribe. You have managed to hide the nature of your First Change and have found acceptance within your tribe. You are an official member of your tribe, with all of the benefits and drawbacks that this entails; however, you always run the risk of being discovered in your deception. Additionally, you are no longer considered Ronin, and you are able to earn Renown and rise in Rank.

Skin Dancer Gifts

In addition to selecting appropriate affinity gifts from their auspice or breed, Skin Dancers can purchase gifts from their tribe of birth. There are rumors that some Skin Dancers are attempting to create gifts of their own, yet another step towards bringing the Skin Dancers into their own as a tribe.

Skin Dancer Bestiary

Sample Skin Dancer NPC

Caleigh Anderson

Homid Skin Dancer Ahroun

Stock NPC: Rating 3

Specializations: Brawl, Dodge, Gifts: Ahroun

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○

Wyrm Taint: ○○○

Special: Caleigh has a test pool of 6 in most challenges. In challenges involving Brawl or Dodge, her test pool is 11. In addition, Caleigh has access to the first three levels of Ahroun-affinity gifts.

Caleigh was once a Child of Gaia kinfolk, who felt that she could take the fight to the Wyrm. Although she is no friend to the Garou Nation, she still fights the Wyrm, and the skins she took to undergo her Rite of Rebirth all came from Black Spiral Dancers.

Sample Skin Dancer NPC

Stephen Land

Homid Skin Dancer Ragabash

Stock NPC: Rating 4

Specializations: Gifts: Ragabash, Investigation, Stealth, Subterfuge

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○

Wyrm Taint: ○○

Special: Stephen has a test pool of 8 in most challenges. In challenges involving Investigation, Stealth, or Subterfuge, his test pool is 13. In addition, Stephen has access to access to the first four levels of Ragabash-affinity gifts.

Stephen had a blessed childhood as a beloved son of the Shadow Lords. When he matured and realized that he would not join his mother as a Garou, he went mad with anger and grief, and took matters into his own hands. He claimed skins from those Garou who dared to mistreat his family. Although he does not interact with the Garou Nation or his family, he always looks out for them and destroys their enemies when he is able.

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Sample Skin Dancer NPC

Morgan North

Homid Skin Dancer Theurge

Stock NPC: Rating 2

Specializations: Gifts: Theurge, Intimidation

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○

Wyrm Taint: ○○○○

Special: Morgan has a test pool of 4 in most challenges. In challenges involving Intimidation, his test pool is 9. In addition, Morgan has access to access to the first two levels of Theurge-affinity gifts.

Morgan was born and raised without ever knowing of his Garou heritage. He encountered a Skin Dancer as a young man, and the life of a powerful shapeshifter attracted him. Working alongside his new mentor, he embraced his transformation. His only interaction with the Garou Nation, besides to obtain his skins, has been to avoid them at every turn.

Sample Skin Dancer NPC

Satya Eros

Homid Skin Dancer Galliard

Stock NPC: Rating 5

Specializations: Awareness, Gifts: Galliard, Lore, Occult, Performance

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○

Wyrm Taint: ○○

Special: Satya has a test pool of 10 in most challenges. In challenges involving Awareness, Lore, Occult, or Performance, her test pool is 15. In addition, Satya has access to all Galliard-affinity gifts.

Satya travels throughout the nation, hiding her true self as best she can. Originally kin to Silent Striders, she continues interacting with her family, traveling and learning the tales of the other werewolves she encounters. She is relatively peaceful for a Skin Dancer, and she wishes to be left alone.

PENTEX

The Pentex Corporation

Perhaps the most pervasive of the Wyrm's tools is the global corporation *Pentex*. Very few employees actually understand the breadth of what Pentex is doing, but this ignorance does not stop the megacorporation from continuing to grow and pollute the earth. Pentex was initially founded under the name Premium Oil by Jeremiah Lassater, who found himself under the sway of a powerful bane when drilling released the creature. In time, the corporation changed to its current iteration: a company run by vile creatures who are focused solely on achieving the spiritual, moral, and environmental bankruptcy of the planet. With thousands of employees at its disposal, Pentex has a never-ending supply of minions to unwittingly do its bidding. Additionally, Pentex has at its disposal any number of supernatural creatures, including banes, Black Spiral Dancers, fomori, and even vampires.

Although Pentex is based in North America, its taint has spread throughout the globe, with subsidiaries found on every continent. Recent years have been kind of Pentex, and it has thrived in the wake of the Age of Apocalypse. From *Endron International*—the largest oil producer in the world—to *Tellus Enterprises*—a company dedicated to electronics—the Wyrm has found its way into nearly every home in the United States.

Pentex is a persistent enemy, and one that the Garou Nation can never hope to truly eradicate. The growth of the company and its subsidiaries is unstoppable, and all the werewolves can do is hope they can stem the wave before the war turns against them.

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Pentex Groups

First Teams

First Teams are groups of highly trained operatives that work in squads of six to ten mercenaries. They are well-equipped for any situation and are often comprised of fomori, psychics, Black Spiral Dancers, and neonate vampires. They are expertly trained for combat, espionage, and other esoteric specialties. They run special missions that might range from desecrating a Garou caern to recovering a missing scientist.

Project Aenid

Project Aenid focuses on recruiting and training for Pentex. It largely directs its attention towards finding psychics who can aid Pentex in its war against Gaia as well as finding thrill-seekers and adventurers who would make suitable fomori. Oftentimes, these recruits are placed in troubleshooting or investigative positions at Pentex's subsidiaries.

Section 12

Section 12 is a group of researchers that focuses heavily on unraveling the mysteries behind lycanthropy. Its members look to find ways to cure the cause of the disease, and sometimes, they look for ways to incite the First Change. These scientists are diabolical and stop at nothing to find the answers they seek.

Vampires

Pentex has forged a special relationship with vampires, offering them power and sustenance in exchange for their abilities. Pentex higher-ups are more than willing to turn a blind eye to employees eating the mail boy. Although there are sometimes differences in approach, Pentex has found its vampire allies to be an essential asset, as the company continues its spread throughout the world. Unsurprisingly, ambitious Sabbat vampires often find themselves working alongside the corporation.

Black Spiral Dancers

Black Spiral Dancers may work closely with Pentex when their goals align. Pentex often disapproves of the Black Spiral Dancers' violent urges, while the Dancers feel that they could win the war more quickly if they work directly against Gaia, rather than wading through the red tape that Pentex's business requires. Despite their differences, Pentex calls on its allies among the Dancers when it needs a strong hand to handle a situation.

Fomori

Fomori have long been popular minions of Pentex. Through Project Aenid, Pentex has worked to intentionally breed fomori for certain traits and behaviors. These genetically engineered fomori are nearly perfect creatures, able to function well among humanity. They often hold highly placed positions on the corporation's organizational charts.

Pentex Bestiary

Sample Pentex NPC

Karl Richter

Kinfolk – First Teams Operative

Stock NPC: Rating 4

Specializations: Athletics, Brawl, Dodge, Firearms

Health Levels: OOO

Gnosis: OOOOO

Special: Karl has a test pool of 8 in most challenges. In challenges involving Athletics, Brawl, Dodge, or Firearms, his test pool is 13.

Karl is one of the foremost kinfolk among the members of the First Teams. He is a ruthless killer, willing to go to great lengths to take care of whatever task needs doing. Raised in a hive, Karl was hired by the First Teams as a young adult, and he has risen quickly through the ranks. He now commands a team of his own, and it is often dispatched to deal with human or kinfolk opponents.

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Sample Pentex NPC

Allan Michaels

Vice President of Research, Development, Testing & Evaluation

Stock NPC: Rating 8

Specializations: Elder, Dodge, Empathy, Intimidation, Leadership, Melee, Science, Survival

Health Levels: OOOOO OOO

Wyrm Taint: OO

Special: Allan has a test pool of 16 in most challenges. In challenges involving Dodge, Empathy, Intimidation, Leadership, Melee, Science, or Survival, his test pool is 21.

Allan Michaels rose to prominence within Pentex as a young man. His ascension through its ranks was suspiscious, as he rapidly went from being an entry-level engineer to a manager within mere years. Rumors fly that scheming, back stabbing, and perhaps even murder assisted him in his ascent. When he achieved his current position of Vice President, he suddenly seemed quite content with his position within the company. Throughout the years, he has survived numerous assassination attempts instigated by his higher-ups. His position gives him access to all of the experimental technology and drugs that Pentex develops, which many attribute to his survival.

Although he is a Vice President, he has never lost his taste for experimentation. Michaels remains one of the brightest, if depraved, minds at Pentex, using whatever subjects he has at hand on which to conduct his experiments. Human, supernatural, or undead—he doesn't care what his subject's nature is, provided that it can provide him with new innovations through which to serve the Wyrm or help him survive.

Sample Pentex NPC

Janis Stein

Vampire – Project Aenid

Stock NPC: Rating 5

Specializations: Academics, Awareness, Empathy, Intimidation, Leadership

Health Levels: OOOO

Blood: OOOOO OOOOO

Special: Janis has a test pool of 10 in most challenges. In challenges involving Academics, Awareness, Empathy, Intimidation, or Leadership, her test pool is 15.

Janis spends her nights recruiting suitable candidates to become fomori, First Team operatives, or other useful Pentex employees. She is ruthless and dedicated to the cause, always looking for her next big star.

SamplePentex NPC

Jensen Flynt

Human – Section 12

Stock NPC: Rating 4

Specializations: Academics, Medicine, Lore, Science

Health Levels: OOOO

Special: Jensen has a test pool of 8 in most challenges. In challenges involving Academics, Medicine, Lore, or Science, his test pool is 13.

Jensen is one of the leading researchers for Section 12. He spends a great deal of his time experimenting on any shapeshifters he can get his hands on. He is the frontrunner scientist predicted to find the secret behind lycanthropy, although he has not yet cracked that code.

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Sample Pentex NPC

Alice Harp

Black Spiral Dancer Ragabash – Head of Human Resources for Endron

Stock NPC: Rating 5

Specializations: Empathy, Gifts: Black Spiral Dancer, Gifts: Ragabash, Leadership, Subterfuge

Health Levels: OOOOO

Gnosis: OOOOO OOOOO

Special: Alice has a test pool of 10 in most challenges. In challenges involving Empathy, Leadership, or Subterfuge, her test pool is 15. In addition, Alice has access to all of the Black Spiral Dancer- and Ragabash-affinity gifts.

Alice is the Head of Human Resources department for Endron, recruiting and hiring suitable new candidates. Although she is pleasant and cheerful on the surface, she is vicious when it comes to her job.

Wyrm Creatures

Wyrm creatures come in two different types: those that are created and those that are corrupted into service. The majority of these entities were twisted by the foul poisons and toxins of the Wyrm, causing them to become servants unwillingly. Black Spiral Dancers and Maeljin Incarna tirelessly search out other creatures from the deepest dark to bind to into service, willingly or not. Just a few of the myriad servants of the Wyrm include the *Thunderwyrms*, ancient serpentine beasts born of the Wyrm in the depths of the earth, which serve the Wyrm from the moment of their birth. Another example, *Skull Pigs* are said to be the twisted and corrupted kinfolk of the once-proud *Grondor*, wereboars that, before their extinction, were tasked by Gaia to cleanse the most dangerous elements within their own bodies. No matter how they came to be, born or corrupted, the sheer variety and number of servants the Wyrm can call to war means that its servants can take nearly any shape.

While some of the creatures used by the Wyrm were once natural animals that were twisted and corrupted, the majority of them are monsters that have lurked in the dark for centuries, slipping out to prey on the unlucky. Some of these creatures are maintained within hives by Black Spiral Dancers, who feed them in exchange for their services, while others are unknown even to the other minions of the Wyrm.

Although there are some Wyrm creatures that are well-known to the Garou, it is impossible to know how many different creatures there truly are. Storytellers are encouraged to use the sample creatures below, or devise monsters from the depths of their own imaginations.

Wyrm Affinity

Creatures that have completely surrendered their will to the Wyrm are considered to possess Wyrm Affinity. Gifts such as Sense the Balance (**Chapter Five: Gifts: General Gifts, Level 1 Gifts, Sense the Balance**, page 267) reveal that creatures possessing this quality are associated with the Wyrm. Some creatures (such as **Blood Vines**, page 667) can sense fellow devotees of the Wyrm.

Creating a Wyrm Creature

To create a Wyrm creature, use the same rules for creating bane Stock NPCs (see **Banes**, page 643), with the following exceptions:

- When a Wyrm creature purchases the Gifts specialization, she may choose Black Spiral Dancer or auspice gifts. She cannot purchase gifts from any other tribes.
- Wyrm Creatures gain Rage at the same rate as Garou. See **Chapter Eight: Dramatic Systems, Rage**, page 376.

Wyrm Creature Beastiary

Nexus Crawlers

Deep in the Umbra exist the most-feared of the Wyrm's minions: *Nexus Crawlers*. Massive spider-creatures with the power to warp the fabric of the Umbra around them, they are possibly the most dangerous of the Wyrm's many servants. More than mere monsters, Nexus Crawlers are intense forces of nature, with the ability to strike fear into the hearts of even the most stalwart Garou.

Some Theurges believe that these nightmare monsters are not native to this reality, and that they have come from some other place. Although Nexus Crawlers have exhibited some level of sentience, their minds are alien and irrational. Often, even other minions of the Wyrm find themselves uncomfortable in the presence of these creatures, a fact that the Wyrm uses to its benefit.

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The very presence of a Nexus Crawler threatens to erode the fabric of reality. In their natural states, these creatures appear as a black shimmer in the air, bringing with them a warbling vibrato sound and a feeling of general unease. They have the ability to change their form, appearing in whatever shape strikes the most fear in their enemies. Nexus Crawlers are very often seen in the form of enormous spiders, with hardened carapaces that serve as armor. Their mandibles glisten with poison, and their many-faceted eyes are rumored to be able to see into many different realms all at the same time. Storytellers are encouraged to use the **Giant Monster** rules (page 613) for these NPCs.

Nexus Crawlers have the ability to create chaos through the forms in which they manifest, although they have no comprehensible agenda. They are almost impossible to control; however, they can sometimes be lured to the site of desired destruction and mayhem. Potent Black Spiral Dancer Theurges have been able to force some of smallest, weakest Nexus Crawlers to obey them for short periods of time, allowing them to drop them like bombs into areas where they wish chaos and havoc to take hold. Whether used as a distraction or as a weapon, the use of a Nexus Crawler in this way is a double-edged sword. They are just as likely to attack their supposed allies or masters as the enemies they are directed towards.

Perhaps the most feared ability of a Nexus Crawler is its power to warp reality. Creatures of raw entropy, they can change the nature of the world around them. Some of these mutations are minor, barely blurring the lines between what is real and what is not. Others have the power to harm those around them, such as when Nexus Crawlers change the air to poison gas. Nexus Crawlers are one of the examples given regarding the importance of closing Wyrm Tunnels and repairing Broken Lands. The thought of one of these creatures managing to slip through a tear in the Gauntlet and entering the physical world has kept many a Theurge from sleeping soundly at night.

Sample Wyrm NPC

Nexus Crawler – Jaggling

Wyrm Creature

Stock NPC: Rating 10

Monster Category: Beta

Specializations: Awareness, Brawl, Dodge, Gifts: Ahroun, Gifts: Black Spiral Dancer, Gifts: Theurge, Gnosis, Intimidation, Melee, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Jaggling Nexus Crawlers have a test pool of 20 in most challenges. In challenges involving Awareness, Brawl, Dodge, Intimidation, Melee, Stealth, or Survival, their test pool is 25. Jaggling Nexus Crawlers have access to all Ahroun-, Black Spiral Dancer-, and Theurge-affinity gifts.

Nexus Crawlers have the ability to warp reality. For each point of Gnosis it spends, a Nexus Crawler can affect some aspect of reality. For example, spending 1 point of Gnosis allows a Nexus Crawler to shift the color of the sky. Spending 5 points of Gnosis permits a Nexus Crawler to throw its victim into a terrifying alternate reality, complete with dangerous inhabitants.

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Sample Wyrm NPC

Nexus Crawler – Incarna

Wyrm Creature

Stock NPC: Rating 14

Monster Category: Delta

Specializations: Awareness, Brawl, Dodge, Empathy, Gifts: Ahroun, Gifts: Black Spiral Dancer, Gifts: Theurge, Gnosis, Leadership, Intimidation, Melee, Stealth, Subterfuge, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Special: Incarna Nexus Crawlers have a test pool of 28 in most challenges. In challenges involving Awareness, Brawl, Dodge, Empathy, Intimidation, Leadership, Melee, Stealth, Subterfuge, or Survival, their test pool is 33. Incarna Nexus Crawlers have access to all Ahroun-, Black Spiral Dancer-, and Theurge-affinity gifts.

Nexus Crawlers have the ability to warp reality. For each point of Gnosis it spends, a Nexus Crawler can affect some aspect of reality. For example, spending 1 point of Gnosis allows a Nexus Crawler to shift the color of the sky. Spending 5 points of Gnosis permits a Nexus Crawler to throw its victim into a terrifying alternate reality, complete with dangerous inhabitants.

Blood Vines

Although Garou once believed *Blood Vines* had been completely eradicated, the Age of Apocalypse showed this was not the case. These semi-sentient predatory vines are similar in appearance to kudzu, save for the long, thin, flexible thorns on their vines. Blood Vines exist solely to devour and multiply, and if left unchecked, they have the ability to overrun a small town or suburb within days.

Blood Vines infect their hosts by forcing themselves into a body and devouring it from the inside. Although the host shows no physical changes during this intrusion, those who know the victim realize that she is not quite herself, as the Blood Vines are only able to mimic human actions through the simplest memories of their hosts. Once the Vines have completely devoured their host, they burst forth from their victim, leaving behind nothing more than an empty shell and looking for their next meal. Once Vines begin devouring a victim, removing them is impossible without supernatural aid.

While Blood Vines aren't difficult to kill, the challenge comes in ensuring that none escape the purge. If even one Vine remains, the cycle will continue. Alone, a Blood Vine is a relatively weak opponent. However, Blood Vines rarely grow alone. They are swift-reproducing plants, capable of growing multiple Vines in a short period of time. Each plant has three to five Vines that must be completely destroyed in order to kill the plant. Failure to eliminate every piece will quickly see the plant restored within 24 hours.

Sample Wyrm NPC

Blood Vines

Wyrm Creature

Stock NPC: Rating 2

Specializations: Awareness, Brawl

Health Levels: ○○

Special: Blood Vines have a test pool of 4 in most challenges. In challenges involving Awareness or Brawl, their test pool is 9. When a Blood Vine is destroyed, it releases a pheromone into the air that those with Wyrm Affinity can easily sense. Anyone with Wyrm Affinity within one mile of a destroyed Blood Vine is able to smell the pheromone and follow its general direction to its source.

Blood Vines are often found in large groups, and they can be formidable foes when they attack en masse.

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Sample Wyrm NPC

Blood Vines

Wyrm Creature

Stock NPC: Rating 2

Specializations: Awareness, Brawl

Health Levels: OO

Special: Blood Vines have a test pool of 4 in most challenges. In challenges involving Awareness or Brawl, their test pool is 9. When a Blood Vine is destroyed, it releases a pheromone into the air that those with Wyrm Affinity can easily sense. Anyone with Wyrm Affinity within one mile of a destroyed Blood Vine is able to smell the pheromone and follow its general direction to its source.

Blood Vines are often found in large groups, and they can be formidable foes when they attack en masse.

Sample Wyrm NPC

Blood Vines

Wyrm Creature

Stock NPC: Rating 2

Specializations: Awareness, Brawl

Health Levels: OO

Special: Blood Vines have a test pool of 4 in most challenges. In challenges involving Awareness or Brawl, their test pool is 9. When a Blood Vine is destroyed, it releases a pheromone into the air that those with Wyrm Affinity can easily sense. Anyone with Wyrm Affinity within one mile of a destroyed Blood Vine is able to smell the pheromone and follow its general direction to its source.

Blood Vines are often found in large groups, and they can be formidable foes when they attack en masse.

Sample Wyrm NPC

Blood Vines

Wyrm Creature

Stock NPC: Rating 2

Specializations: Awareness, Brawl

Health Levels: OO

Special: Blood Vines have a test pool of 4 in most challenges. In challenges involving Awareness or Brawl, their test pool is 9. When a Blood Vine is destroyed, it releases a pheromone into the air that those with Wyrm Affinity can easily sense. Anyone with Wyrm Affinity within one mile of a destroyed Blood Vine is able to smell the pheromone and follow its general direction to its source.

Blood Vines are often found in large groups, and they can be formidable foes when they attack en masse.

Sample Wyrm NPC

Blood Vines

Wyrm Creature

Stock NPC: Rating 2

Specializations: Awareness, Brawl

Health Levels: OO

Special: Blood Vines have a test pool of 4 in most challenges. In challenges involving Awareness or Brawl, their test pool is 9. When a Blood Vine is destroyed, it releases a pheromone into the air that those with Wyrm Affinity can easily sense. Anyone with Wyrm Affinity within one mile of a destroyed Blood Vine is able to smell the pheromone and follow its general direction to its source.

Blood Vines are often found in large groups, and they can be formidable foes when they attack en masse.

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Heart Eaters

Heart Eaters serve as information-gatherers and spies for the Wyrm. Normally they appear almost human in form, if such a shape were to be missing every inch of its skin and be more flexible than rubber. Heart Eaters' horrifying forms are specifically crafted to fit within the flayed skin of their victims, allowing them to impersonate their prey. Devouring the hearts and minds of their targets grants a Heart Eater access to their most recent memories, and donning their victims' skins makes the deception complete. Of course, the Wyrm does not mind if its servants spread misery and corruption in their wake during a mission.

Heart Eaters are among the cruelest of the Wyrm's creatures: minions that thrive on pure emotion and suffering. A Heart Eater often targets lovers or others who are in close relationships, choosing one to attack and devour. It adopts the personality of its victim as it flays its skin and wears it as a seamless costume. Once it has been disguised, a Heart Eater works to cause the most pain and suffering it can among those who loved the victim. Often, a Heart Eater leaves its victims' loved ones alive, in hopes that their sense of betrayal and suffering grows into something worse. Fear, sorrow, and bitterness often spiral into rage, frustration, and devastation, making its secondary victims more vulnerable to corruption.

Heart Eaters are cowards, preferring to deal in emotional trauma rather than physical harm. Their purpose is to corrupt from the inside, not to murder. While they frequently target humans, Garou and other supernatural creatures may also attract a Heart Eater's attention, as these targets' isolation from humanity makes the betrayal of a loved one that much more painful. This behavior also grants a Heart Eater the chance to learn as much as they can about possible enemies, including their strengths, weaknesses, and defenses.

Heart Eaters are often used specifically to target kinfolk. They take over the mates or children of Garou, both for the information they may already have about a sept and its defenses, as well as for the opportunity to wreak more suffering before abandoning a Garou to the misery of finding a dead family member, devoured by the Wyrm.

Sample Wyrm NPC

Heart Eaters

Wyrm Creature

Stock NPC: Rating 5

Specializations: Awareness, Empathy, Investigation, Performance, Subterfuge

Health Levels: ○○○○○

Fomori Taint Power: Poison Tumors

Special: Heart Eaters have a test pool of 10 in most challenges. In challenges involving Awareness, Empathy, Investigation, Performance, or Subterfuge, their test pool is 15.

After making a successful Physical attack, a Heart Eater can poison her target using her Poison Tumors taint power. Additionally, Heart Eaters share the following ability: they can mask their Wyrm-tainted nature by wrapping themselves in the aura of either the Wyld or the Weaver. This power does not completely mask Wyrm Taint possessed by a Heart Eater, but it does overpower it. Garou may still attempt to sense a Heart Eater's Wyrm Taint by using the gift Sense the Balance.

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Sample Wyrm NPC

Heart Eaters

Wyrm Creature

Stock NPC: Rating 5

Specializations: Awareness, Empathy, Investigation, Performance, Subterfuge

Health Levels: OOOOO

Fomori Taint Power: Poison Tumors

Special: Heart Eaters have a test pool of 10 in most challenges. In challenges involving Awareness, Empathy, Investigation, Performance, or Subterfuge, their test pool is 15.

After making a successful Physical attack, a Heart Eater can poison her target using her Poison Tumors taint power. Additionally, Heart Eaters share the following ability: they can mask their Wyrm-tainted nature by wrapping themselves in the aura of either the Wyld or the Weaver. This power does not completely mask Wyrm Taint possessed by a Heart Eater, but it does overpower it. Garou may still attempt to sense a Heart Eater's Wyrm Taint by using the gift Sense the Balance.

Sample Wyrm NPC

Heart Eaters

Wyrm Creature

Stock NPC: Rating 5

Specializations: Awareness, Empathy, Investigation, Performance, Subterfuge

Health Levels: OOOOO

Fomori Taint Power: Poison Tumors

Special: Heart Eaters have a test pool of 10 in most challenges. In challenges involving Awareness, Empathy, Investigation, Performance, or Subterfuge, their test pool is 15.

After making a successful Physical attack, a Heart Eater can poison her target using her Poison Tumors taint power. Additionally, Heart Eaters share the following ability: they can mask their Wyrm-tainted nature by wrapping themselves in the aura of either the Wyld or the Weaver. This power does not completely mask Wyrm Taint possessed by a Heart Eater, but it does overpower it. Garou may still attempt to sense a Heart Eater's Wyrm Taint by using the gift Sense the Balance.

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Skull Pigs and Voodoo Pigs

Skull Pigs appear to be very large wild boars with thin, pale flesh covering their heads, lending them the appearance of having a head that is nothing more than a skull. It is rare to see a Skull Pig traveling alone, since these creatures tend to travel in packs of three to seven. They are carrion eaters, subsisting largely on flesh, garbage, and toxic waste. Their unique diet gives them their abilities. A Skull Pig that has managed to devour bones from a Wyrm-tainted creature gains an abnormal intelligence and the ability to learn gifts. These terrifying creatures are known as *Voodoo Pigs*.

The flesh of Skull Pigs is toxic, and it is dangerous to anyone who bites them. Anyone who successfully bites a Skull Pig becomes poisoned with a virility rating 15 toxin. For more information, see **Chapter Seven: Core Systems, Health and Damage, Damage Types, Drugs and Poisons**, page 350. These creatures rarely attack humans, and the Delirium allows them to pass unseen among them. While some Skull Pigs have little more than animal cunning, there are some who possess a much higher intelligence, and they adjust their attacks accordingly.

Skull and Voodoo Pigs are most often found in places where they can scrounge the bones of the deceased and devour them for power. This behavior leads them to graveyards as well as other places where they will not be disturbed seeking their meals. These pigs do not care if the bones they desperately wish to devour are still moving when the eating begins. They are useful as both shock troops or as guardians for locations the Wyrm finds useful. Inherently lazy creatures, they do so love it when food comes to them.

Sample Wyrm NPC

Skull Pigs

Wyrm Creature

Stock NPC: Rating 5

Specializations: Brawl, Dodge, Gifts: Ahroun, Intimidation, Survival

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○

Special: Skull Pigs have a test pool of 10 in most challenges. In challenges involving Brawl, Dodge, Intimidation, Stealth, or Survival, their test pool is 15. Skull Pigs have access to all Ahroun-affinity gifts.

Skull Pigs often travel in packs, making them difficult foes. The flesh of the Skull Pig is toxic and dangerous to anyone who bites them. Anyone who successfully bites a Skull Pig is poisoned with a virility rating 15 toxin. For more information, see **Chapter Seven: Core Systems, Health and Damage, Damage Types, Drugs and Poisons**, page 350.



Sample Wyrm NPC

Voodoo Pigs

Wyrm Creature

Stock NPC: Rating 10

Specializations: Brawl, Dodge, Gifts: Ahroun, Gifts: Black Spiral Dancer, Gifts: Ragabash, Gifts: Theurge, Intimidation, Occult, Stealth, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Voodoo Pigs have a test pool of 20 in most challenges. In challenges involving Brawl, Dodge, Intimidation, Occult, Stealth, or Survival, their test pool is 25. This sample Voodoo Pig has access to all Ahroun-, Black Spiral Dancer-, Ragabash-, and Theurge-affinity gifts. Other Voodoo Pigs may possess other gifts, depending on what they have eaten recently.

Voodoo Pigs often travel with packs of Skull Pigs, making them difficult foes. The flesh of the Voodoo Pigs is toxic and dangerous to anyone who bites them. Anyone who successfully bites a Voodoo Pig is poisoned with a virility rating 15 toxin. For more information, see **Chapter Seven: Core Systems, Health and Damage, Damage Types, Drugs and Poisons**, page 350.

Storyteller Note: If you are using **Mind's Eye Theatre: Vampire The Masquerade** rules, you may opt to replace a Voodoo Pig's gift affinities with paths of Thaumaturgy.

Thunderwyrms

Thunderwyrms are gigantic worm-like creatures that tunnel through the bowels of the earth, spreading destruction in their wake. They are used both as tools in unexpected ambush attacks on key sites and as beasts of burden to hollow out caverns and tunnels below ground for Black Spiral Dancer hives and pits. The Uktena believe that these monsters were first spawned from radioactive soil at nuclear test sites, though they have evolved since their first appearance. While these creatures used to only be seen in rural areas, they have expanded into urban and aquatic environments as well. Thunderwyrms resemble giant earthworms, with massive maws lined with rows of jagged teeth. Aquatic Thunderwyrms look like massive leeches and lurk along the bottom of bodies of water.

Thunderwyrms pose a unique threat to the Garou, because they are massive creatures that are often very difficult to find and kill. Their penchant for burrowing deep within the earth makes it challenging to find their trail, until they surface and wreak havoc above ground. Garou have observed that Thunderwyrms are quite intelligent, and that they have learned to use their burrowing ability to create new hives and tunnels under the surface. Due to their massive size, Thunderwyrms have double the usual number of health levels. Storytellers are encouraged to use the **Giant Monster** rules (page 613) for these NPCs.

The Wyrm has many uses for these gigantic beasts. They carve out large sections of earth as secret bases for other minions, and they can be used to destroy even the strongest defenses. The most intelligent of these creatures are even known to create massive labyrinthine lairs that connect to natural cave systems, sleeping with their jaws wide. Many an unfortunate soul has found herself exploring the depth of a Thunderwyrm's stomach instead of the caves and caverns she expected.

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Sample Wyrm NPC

Thunderwyrms

Wyrm Creature

Stock NPC: Rating 10

Monster Category: Delta

Specializations: Athletics, Gifts: Black Spiral Dancer, Gifts: Ahroun, Gifts: Galliard, Brawl, Dodge, Intimidation, Lore, Melee, and Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Thunderwyrms have a test pool of 20 in most challenges. In challenges involving Athletics, Brawl, Dodge, Intimidation, Lore, Melee, or Survival, their test pool is 25. Thunderwyrms have access to all Black Spiral Dancer-, Ahroun-, and Galliard-affinity gifts.

Thunderwyrms tend to focus their attacks in rural areas, and will often travel alone.

Sample Wyrm NPC

Thunderwyrms

Wyrm Creature

Stock NPC: Rating 14

Monster Category: Omega

Specializations: Athletics, Black Spiral Dancer, Ahroun, Galliard, Brawl, Dodge, Intimidation, Lore, Melee, Survival

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○

Special: Thunderwyrms have a test pool of 28 in most challenges. In challenges involving Athletics, Brawl, Dodge, Intimidation, Lore, Melee, or Survival, their test pool is 33. Thunderwyrms have access to all Black Spiral Dancer-, Ahroun-, and Galliard-affinity gifts.

Thunderwyrms tend to focus their attacks in rural areas, and often travel alone.

War Wolves

War Wolves are the result of twisted experiments undertaken on captured Garou, wolves, and dogs, deep within Pentex labs. These emaciated wolves have an air of desperate hunger eternally surrounding them. They are feared for their immunity to the Delirium, for their enormous fighting power on par with any Garou, and for their abominable monstrosity. They seem to be hunger itself, given form.

War Wolves hunt in packs, always seeking the flesh of Garou or kinfolk to temporarily slake the worst of their pressing hunger. They look like mangy, starved wolves and dogs, and they exhibit a variety of coat colors. While they do carry Wyrm Taint and often have a sickly odor, many kinfolk fail to realize the danger of these creatures until it is too late.

War Wolves are not Garou, but they do possess some similar qualities. They are vulnerable to silver, and they are able to shift into Crinos form. When in Crinos form, they have the same bonuses as Garou in that form. Thankfully, however, they only have these two forms, and are unable to assume Homid, Glabro, or Hispo forms. They have a feral intelligence, sufficiently allowing them to be trained to act as guards and to follow simple instructions, but their strength lies in their ferocity and hunger, not their brains.

War Wolves are used by the Wyrm when muscle is required, but when the full force of Black Spiral Dancers does not need to be brought to bear, or when other creatures may be too noticeable. They use their mangy Lupus forms to appear as wild dogs or neglected pets and accompany other agents on dangerous missions. At their leader's command, they can instantly shift into their Crinos forms and rain destruction down upon whatever hapless victims have incurred the wrath of the Wyrm.

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Sample Wyrm NPC

War Wolf

Wyrm Creature

Stock NPC: Rating 3

Specializations: Brawl, Dodge, Survival

Health Levels:OOO
Willpower: OOO

Special: War Wolves have a test pool of 6 in most challenges. In challenges involving Brawl, Dodge, or Survival, their test pool is 11.

War Wolves have the ability to shift into Crinos form, including all of that form's Garou bonuses. War Wolves gain Rage and benefit from it though they are Garou, but they do not have access to Gnosis or gifts. Additionally, they suffer from the same vulnerability to silver as their Garou opponents.

Sample Wyrm NPC

War Wolf Pack Leader

Wyrm Creature

Stock NPC: Rating 5

Specializations: Athletics, Brawl, Dodge, Stealth, Survival

Health Levels:OOOOO
Willpower: OOOOO

Special: A War Wolf Pack Leader has a test pool of 10 in most challenges. In challenges involving Athletics, Brawl, Dodge, Stealth, or Survival, its test pool is 15.

War Wolves have the ability to shift into Crinos form, including all of that form's Garou bonuses. War Wolves gain Rage and benefit from it though they are Garou, but they do not have access to Gnosis or gifts. Additionally, they suffer from the same vulnerability to silver as their Garou opponents.

Zmei

Shazear. Goluko. Gregornous. Illyana. Rustarin. Trevero. Sharkula: these are the seven names of the dragons of legend. Their names alone inspire despair in the hearts of Gaia's children, both because of the havoc they have wrought before and out of fear of the possibility that they may return to freedom. These mythical beasts—the *Zmei*—have remained bound, hunted down, and restrained since the Silver Fang tribe struck ancient alliances with kinfolk born as mages. Too powerful to destroy entirely, the Zmei were bound and hidden away deep within the earth to be forgotten and lost for eternity.

From 40 to 100 feet long, clad in armor-like scales and whose wingspans stretch wide, these monsters have fangs the size of daggers and talons that resemble swords. In addition to their immense physical prowess, they each possess their own unique powers, making them some of the most dangerous threats in the Wyrm's arsenal against Gaia.

Sharkula, one of the seven, is the only Zmei to have been destroyed. The others, save for Shazear, were captured, bound, and sealed beneath the most powerful hidden sacred sites, keeping them guarded and forever locked away from the world. Shazear alone managed to escape this fate, hidden from discovery by the Garou. He spent his time hiding within the broadening swirl of humanity in an effort to prevent hints of his existence from reaching modern loremasters. In the aftermath of the Siege of the Dark Brigade and the death of so many caerns, Garou Elders have begun to worry if the myriad creatures they bound beneath the earth may soon escape their seals.

Since his disappearance, Shazear has taken command of an army of minions, and the likelihood of his siblings' return grows greater. They are disasters merely looking for a crack through which to emerge, though these savage beasts possess a cunning intelligence that makes them far more dangerous than most Wyrm creatures. If they were to ever combine their strength and align their goals, Gaia only knows the havoc they could unleash.

Zmei have the following attributes and abilities in common:

- Zmei make take two forms: Homid and Great Serpent. In Great Serpent form, Zmei become dragons of ancient myth, with powerful wings capable of flight. They fly at three times normal movement rates.
- Zmei regenerate 3 health levels every turn, on their Everyman initiative, as long as they remain alive.
- Zmei in Great Serpent form can spend an entire turn and 10 points of Willpower to rend a hole in reality.

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Storyteller Note:

Zmei are incredibly potent and powerful, possibly even chronicle-ending threats, on par with Celestines. As such their use should be very carefully considered. These creatures' capture was achived by whole tribes, causing high casualties. Storytellers should use the **Giant Monster** rules (page 613) for Zmei, and should only include them in their chronicles with the utmost forethought and care.

This rift leads directly back to their home in the Deep Umbra realm of Malfeas, and the rift closes after 10 turns.

- Zmei scales are formidable armor, infused with primal forces. They automatically reduce the damage of a successful Physical attack by 2 points of damage.

Shazear

Zmei

Dragon Wyrm Creature

Stock NPC: Rating 25

Monster Category: Delta

Specializations: All

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Shazear has a test pool of 50 in all challenges. Due to their primal connection, Zmei have access to all gifts.

Shapeshifting: Shazear has the ability to perfectly take on the shape of another creature, mimicking its natural form and abilities. His long life and history of infiltration has given him more than enough information to pass as one of even the most reclusive supernatural creatures, given enough planning.

Shazear is completely immune to detection, mind-reading, or emotion-manipulating powers. This power is always active.

Shazear is the General of the Dark Brigade. He is a master infiltrator and manipulator, and loves to personally sow chaos in the homes of his targets before sending his minions in to finish the job. He knows the location of Illyana's resting place, and he has the power to awaken her, possibly learning where their other siblings are entombed as a result. However, he fears that if his siblings were to discover that he remained unbound without assisting them, their vengeance would be terrible. Therefore, he has saved the option to free Illyana and the other Zmei as a last resort.

In serpent form, Shazear is the smallest of the Zmei, measuring only 40 feet long from tip to tail. His scales are a shimmering grey that reflects light like crystal.

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Trevero

Zmei

Dragon Wyrm Creature

Stock NPC: Rating 25

Monster Category: Delta

Specializations: All

Willpower: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Gnosis: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Health Levels: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○○○○○○ ○○○○○ ○○○○○ ○○○○○

Special: Trevero has a test pool of 50 in all challenges. Due to their primal connection, Zmei have access to all gifts.

Poison Spray: Trevero can expend 3 points of Gnosis to breathe forth a sizzling mist of poison gas at any number of targets, so long as they are within 15 feet of each other. If he succeeds in an opposed challenge using his test pool of 50 versus a target's Physical attribute + Dodge skill, the gas inflicts 3 points of aggravated damage from poison on the target. In addition, for the next three turns, at the beginning of the afflicted target's Everyman initiative, she takes 1 point of aggravated damage.

The most brutal and bloodthirsty of the Zmei, Trevero fondly remembers bearing one of the Maeljin Incarna into battle during a war against the Garou long ago. He is a devout servant of the Beast-of-War aspect of the Wyrm, and he is glorious in bloodshed and battle. His release from captivity would result in an explosion of violence never before seen or even contemplated.

Trevero is the most physically intimidating of the zmei, measuring a total of 70 feet long, including a 20-foot-tail, in his serpent form. Most impressive is his sheer muscle mass, unlike the sleeker but longer Zmei. His blood-red scales bear serrated edges, making his whole body a weapon of war.

Other Denizens of the World of Darkness

The **World of Darkness** is filled with creatures big and small. Some of these factions work alongside the Garou; others work counter to them. For all of the knowledge that the Garou Nation possesses, there is still much that is unknown about these other creatures. Even those werewolves who have dedicated their existences to uncovering the secrets of these strangers lack all of the facts. Below, you will find information about the various creatures in the **World of Darkness.**

Hunters

Hunters are humans who have been touched by the supernatural world. Some have unique powers that they have honed for hunting the creatures that have hunted them now and in the past. As careful as the Garou are to maintain the Veil, there are humans who inevitably discover the truth of the world. The world of werewolves is often violent and messy, and not all messes can be cleaned up. Those humans who discover the truth sometimes feel that it is their duty to rid the world of the monsters they have seen in the darkness. Thus, a hunter may rise.

Hunters come in different creeds and castes. Some are born to families with centuries of experience hunting the monsters of the wide world. Others awaken to the supernatural in horrific ways, learning how to best combat the creatures that hunt them battle by battle. Whether as individuals or in groups, hunters use any and all tools at their disposal in a fight for survival, and they strive to protect humanity from learning the awful truths that they have discovered.

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With the violence inherent in werewolves, those who choose to hunt Garou often band together to find safety in numbers. The Age of the Apocalypse and rising numbers of Lost Cubs have inspired even more hunters for Garou to try to avoid. More people have come to realize that monsters exist, and these humans are becoming increasingly dangerous to the Garou and their cause.

Werewolves are divided on the issue of hunters. In some ways, they appreciate humanity's attempts to assist Gaia's chosen warriors in eradicating minions of the Wyrm, but they also condemn humans for failing to realize the Garou are their allies, not their enemies. Many werewolves feel hunters should be wiped out, purged as they were before. Most Garou, however, would rather stay out of their way and point them at the real enemies whenever possible. If hunters are going to exist, at least they can be useful.

The Inquisition

The Inquisition was founded in the 12th century. Initially formed as a Catholic secret society dedicated to ridding the world of werewolves and other supernatural creatures, it has gone through many iterations since its birth in Europe. Today, it is known as the *Society of Leopold*, a group of scholars and researchers who know more about the supernatural than any other group in the world. Although the Society of Leopold claims to be purely interested in the research and cataloging of the supernatural, its membership is made up of many of the world's most successful hunters, who are always looking for a new way to rid the world of dangerous monsters.

Although the Garou have a just duty in the world, they are still mercilessly hunted by this society. In the 13th century, many Garou kin were taken and tortured, forced to give up the names and whereabouts of their werewolf brethren. While the society is not above stooping to these tactics today, the Garou Nation is wiser than it once was, and it takes more care protecting those kin who are well-informed about werewolves.

Under the tutelage of the current head of the society, Ingrid Bauer, the Society of Leopold has thrived. Her "means to an end" attitude has resulted in a resurgence of some of the medieval techniques that were once thought to be anathema to the group. Torture is widely regarded as a viable tactic when it comes to dealing with the creatures of the night, and the society has opened multiple training camps throughout the world in order to hone hunters' skills. There, Inquisitors are taught combat techniques and methods for neutralizing and destroying werewolves, along with other supernatural creatures they may encounter.

The advent of the Age of Apocalypse has not gone unnoticed by the Society of Leopold. They are aware that werewolves have suffered, and they have taken advantage of this fact. Many Garou, uprooted from their defunct septs, have found themselves cornered and destroyed by hunters. Additionally, the Inquisitors are aware of Lost Cubs, and they have begun to develop methods to hunt down these wayward werewolves in hopes of putting them down before they can pose a threat to humanity.

Inquisition Specializations

Inquisition hunters can specialize in one particular type of *numina*, or magic wielded by mortals: True Faith. NPCs who specialize in True Faith gain 1 dot of that numina per their level of NPC rating. For example, a rating 3 Stock NPC who has True Faith as one of her specializations gains access to the first 3 dots of True Faith. True Faith does not count towards the Gift specialization limit (see **Stock Non-Player Character Generation, NPC Specializations, Gift Specializations**, page 612).

True Faith

Those who are truly faithful to their religion, even beyond the zealotry of belief, are occasionally granted special blessings and abilities through their deep connection to the divine. The numina of *True Faith* is rated on a scale of 1 to 5. The powers afforded to the faithful depend on this rating, as described below:

- Any character with True Faith can attempt to ward off werewolves by brandishing a holy symbol or similar sigil. To do so, the NPC must succeed in an opposed Social challenge against her opponent, using the NPC's rating x2 (+5 if the NPC possesses the Intimidation specialization) versus the werewolf's Social attribute + Willpower. If the werewolf loses this challenge, she must flee for the remainder of the scene.
- •• Any character with a True Faith rating of 2 or more can immediately identify any Garou, Fera, kinfolk, or Skin Dancers. Upon encountering one of these character types, she is filled with a feeling of uneasiness that recognizably indicates the presence of a supernatural being. This feeling is amplified when she encounters any creature that possesses Wyrm Taint.
- ••• A person with a True Faith rating of 3 or more is immune to all Mental and Social Garou gifts.

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•••• A person with a True Faith rating of 4 or more may cause a werewolf's gifts to fail. Any Garou who is touched by the faithful or hears her pray, preach, or recite holy words must make a static Mental attribute + Willpower challenge against a difficulty rating of 20. If she fails, she is unable to use any of her gifts for one turn. Additionally, the werewolf cannot take actions targeting the individual with True Faith, although she may defend herself. If the Garou succeeds in this challenge, she may act normally.

••••• A person who has achieved this level of True Faith is so sacred that her mere presence can temporarily cut off a werewolf's connection to Gaia. Any Garou who is touched by the faithful must make a successful Mental attribute + Willpower challenge against a difficulty rating of 30. If she fails, she immediately reverts to her breed form. Additionally, her current Rage falls to 1 point, and any gifts that have been activated by her or are currently active on her immediately end. Finally, she increases 1 stage of Harano until her connection to Gaia has been restored. This loss of connection persists for one hour or until the Garou has visited a caern and regained at least 1 point of Gnosis, whichever is longer.

Remember that these ratings are guidelines; Storytellers may amend them as required to fit the tone of the Stock NPC's faith or to add drama to a chronicle.

Note that a character with True Faith cannot receive the Bite or ever go through the First Change. In addition, someone with True Faith can pray for an instance of direct divine intervention. On rare and inspiring occasions, the deity answers such a prayer with a miracle. Such miracles should be dramatic and extremely rare, never more than one per story or a few per chronicle. Prayers that are selfless or seek to aid others have the best chance of being answered. Miracles should be specifically tailored to each unique situation.

The Arcanum

In the 19th century, an elite group of occult scholars founded a human society dedicated to supernatural research and academics. *The Arcanum*, as the group came to be known, first arose from two warring groups in Paris in the late 1800s. Harsh words and mystical in-fighting drove many of their greatest away. These dissidents later united to form the Arcanum.

Although the Arcanum is relatively young as an organization, this group thrives in the modern age. It is believed that the inner circle of the Arcanum, known as the White Monks, first learned of the Garou from members of the Inquisition. Despite this knowledge, the Arcanum has never been officially connected to the Inquisition, and its members do not actively hunt supernatural creatures. The Arcanum has dedicated itself to study, not destruction.

The Arcanum currently operates five known foundation houses, and its members are recruited from among the top of intellectual society. Despite the fact that the Arcanum prefers to focus on observation rather than action, some Arcanists possess significant power of their own, and the order itself has access to great stores of arcane knowledge. Potential members of the Arcanum are carefully screened, as security is of utmost importance to its existing members. Focused and driven, this group cast their eye towards recovering the lost lore of the past to battle evil in the present. For many years, it believed that werewolves had died out entirely, although the upheaval of the Age of Apocalypse has given them insight into the true nature of the battles Gaia's children fight.

The 1910 decimation of the Boston foundation house resulted in increased activity within the Arcanum. Prior to that event, the organization guarded its findings fiercely, refusing to share its knowledge even with other hunters who lurked in the shadows. Today, the Arcanum remains on the outside of active conflict with the supernatural communities; however, they are willing and sometimes eager to share their information with more militant hunters.

Arcanum Specializations

Many Arcanum hunters have access to *hedge magic*, a rudimentary, elementary type of sorcery available to certain types of scholars. To simulate hedge magic, Arcanum hunters can purchase can purchase gift specializations, as though they were partially supernatural creatures (see **Stock Non-Player Character Generation, NPC Specializations, Gift Specializations**, page 612).

Hedge magicians utilize a resource called *mana*. Mana is intrinsic to hedge magicians, and it is spent like Gnosis to power their magic. NPCs with hedge magic have 5 points of mana and can spend 1 point of this resource per turn. An NPC can regain 1 point of spent mana by meditating for one hour.

Project Twilight

Perhaps one of the greatest threats to the Garou Nation, outside of the Wyrm itself, is *Project Twilight*. This elite group of operatives works within the United States government, finding its members in positions at all levels of government.

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From state troopers to NSA operatives, these agents have access to all of the power and monetary backing that the U.S. government has at its disposal.

Project Twilight devotes the bulk of its time to investigating supernatural incidents, using their considerable resources to cover up those incidents, and hunting down the ones responsible. Their authority has only swelled in recent years, as laws stealthily passed by Congress have given them unprecedented authorization to rifle through e-mails, licenses, and other private information about citizens and businesses. While Project Twilight does not have the significant occult resources of the Inquisition or the historical perspective and lore of the Arcanum, it does possess a number of parapsychologists researching the potential of *psychic numina*. Some agents are even trained to utilize such abilities.

Project Twilight has access to a bevy of research facilities scattered across the country. In these facilities, operatives research and study the supernatural creatures that they have captured. Here, they have developed a serum that allows Project Twilight operatives to fight off the effects of Delirium. There are rumors that these scientists are nearing a breakthrough in the cure for lycanthropy.

Project Twilight Specializations

Many Project Twilight hunters have access to psychic numina. To simulate psychic numina, Project Twilight hunters can purchase gift specializations, as though they were partially supernatural creatures (see **Stock Non-Player Character Generation, NPC Specializations, Gift Specializations**, page 612).

Psychics utilize a resource called *focus*. Focus is intrinsic to a psychic, and it is spent like Gnosis to power magic. NPCs with psychic numina have 5 points of focus and can spend 1 point of this resource per turn. An NPC can regain 1 point of spent focus by meditating for one hour.

Sample Hunter Stock NPCs

Sample Hunter NPC

Special Agent Nathan Linden

Project Twilight Hunter

Stock NPC: Rating 4

Specializations: Awareness, Psychic numina, Stealth, Subterfuge

Health Levels: OOOOO

Focus: OOOO

Special: Special Agent Linden has a test pool of 8 in most challenges. In challenges involving Awareness, Stealth, or Subterfuge, his test pool is 13. In addition, Nathan has access to the following gifts: Sense the Balance, Jam Technology, Falling Touch, Marshal's Vigilance, and Predator's Insight.

Special Agent Nathan Linden joined the FBI after college. He was attacked and turned into a vampire ghoul shortly after joining the Bureau, and he discovered what truly lurked in the darkness. After his regnant was destroyed, he was sought out by other members of Project Twilight and was brought into their fold. He has joined an elite team of hunters who search for rogue Garou.

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Sample Hunter NPC

Father Jonas

Inquisition Hunter

Stock NPC: Rating 5

Specializations: Academics, Awareness, Empathy, Leadership, True Faith

Health Levels: OOOOO

True Faith Rating: OOOOO

Special: Father Jonas has a test pool of 10 in most challenges. In challenges involving Academics, Awareness, Empathy, or Leadership, his test pool is 15. In addition, Father Jonas has access to five levels of True Faith.

Father Jonas joined the Catholic church as a young man, and is incredibly devout in his faith. He joined the Society of Leopold after witnessing the murder of several members of his flock at the hands of a Black Spiral Dancer. Since that time, he has devoted his life to uncovering and destroying the things that lurk in the darkness.

Sample Hunter NPC

Sister Mary-Elise Vance

Inquisition Hunter

Stock NPC: Rating 4

Specializations: Dodge, Firearms, Melee, True Faith

Health Levels: OOOO

True Faith Rating: OOOO

Special: Sister Mary-Elise has a test pool of 8 in most challenges. In challenges involving Dodge, Firearms, or Melee, her test pool is 13. In addition, Sister Mary-Elise has access to the first four levels of True Faith.

Sister Mary-Elise is the brawn to Father Jonas' brain, and she spends her time working alongside him. While he is the researcher, she is the one who takes down the creatures they encounter.

Sample Hunter NPC

Maritza Vasquez

Arcanum Hunter

Stock NPC: Rating 5

Specializations: Academics, Awareness, Hedge Magic, Lore, Occult

Health Levels: OOOOO

Mana: OOOOO

Special: Maritza has a test pool of 10 in most challenges. In challenges involving Academics, Awareness, Lore, or Occult, her test pool is 15. In addition, Maritza has access to the following gifts: Sense the Balance, Fight or Flight, Mother's Touch, Circle of Gaia's Cleansing, and Withering Gaze.

Maritza is a bright young woman who was recruited into the Arcanum while she was still in high school. She spent a great deal of her time working with her foundation house, specializing in uncovering ancient lore related to the Garou Nation.

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Vampires

Frozen on the boundary between life and death, *vampires* are embodiments of the tainted nature of the Wyrm mixed with the static calcification of the Weaver. They do not eat, do not breathe, and their hearts do not beat unless they will them to do so in order to fool the unwary into their vile clutches. Some vampires vainly struggle to retain what little is left of the human within them, while others descend fully into the monstrosity that their natures call them to embrace. For ages, Garou and vampire, life and death given form, have slaughtered each other whenever they could, adversaries to the end.

For their part, the ancient and mysterious vampires have long found themselves locked in competition with Garou. While the undead prefer their courtly intrigue, their machinations have clashed with lupine interests on more than one occasion. In particular, the vampires' treatment of humanity often leaves a bad taste in the mouths of shapeshifters. The relationship between the Garou and the vampires is strained at best, although both groups have always avoided outright war.

Once, the Garou believed all vampires were of the Wyrm. As such, the undead were thought to be just another irredeemable aspect of the nemesis of Gaia. Recent nights have shown that while these creatures do carry an ever-present air of Wyrm Taint, they also carry the mark of the Weaver, as they are locked forever in stasis, stuck at the moment of their mortal demise. In the desolate lands of Russia, Garou have reported that a faction of Clan Gangrel has been indispensable to the werewolves' efforts. At the dawning of the Age of Apocalypse, these vampires came to the aid of Garou as they defended one of the last remaining great caerns. It was only through their assistance that the caern remains undefeated. The alliance offered by these vampires has not been forgotten by the Garou Nation.

Just as Garou have reason to distrust vampires, the undead also find themselves loathe to place their lives within reach of lupine claws. With their short tempers and terrible rage, most werewolves can easily destroy an unsuspecting vampire. Yet despite their differences and misgivings, some alliances have been forged between vampires and Garou. Even amid the political pressures of the Concordat of Stars, an alliance between Ratkin, Bone Gnawers, and Nosferatu continues to thrive.

Creating Vampire NPCs

To create a vampire, use the same rules for creating standard werewolf player-characters or Stock NPCs, with the following exceptions:

- Vampires on the Path of Humanity are considered to always be in the first stage of Wyrm Taint. Vampires

Vampire Blood

The blood of vampires is incredibly potent and addictive, but it carries with it heavy side effects. For the next 24 hours after a Garou drinks a point of vampire Blood, she begins each combat with 1 additional point of Rage, cumulative with any other bonuses she may possess.

However, her Wyrm Taint also increases by one stage. Unlike most sources of Wyrm Taint, the taint from drinking Blood fades on its own, provided the Garou is not exposed to another source of taint. After two weeks or one game session, whichever is longer, Wyrm Taint gained from drinking the Blood of a vampire fades away. It cannot be removed sooner by other means.

If a Garou drinks the Blood of a vampire who possesses a Path of Enlightenment merit, the Wyrm Taint gained from this act does not fade, and it must be removed after two weeks or one game session has passed. Usual cleansing methods, such as the Circle of Gaia's Cleansing work normally to remove the taint after the time period has elapsed. As an exception to this rule, drinking Blood from vampires on the Path of the Feral Heart is treated as though the vampire did not possess a Path of Enlightment merit.

Garou and Fera are not immune to the blood bond. If a shapeshifter drinks from the same vampire on three different occasions, she becomes emotionally bound to the vampire's will and is in her mental thrall. For more information, see **Mind's Eye Theatre: Vampire The Masquerade, Chapter Seven: Dramatic Systems, Blood Bond**, page 295.

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with a Path of Enlightenment merit are considered to have Wyrm affinity and to be creatures of the Wyrm, with the exception of vampires on the Path of the Feral Heart.

- Vampires have a resource called *Blood* and can spend it as a Garou spends Gnosis. A vampire has a Blood pool of 10 and can spend 1 point of Blood to heal a point of normal damage.
- Vampires take aggravated damage from flaming weapons and incendiary ammunition. When exposed to sunlight, they take between 1 and 5 points of aggravated damage per turn at the Storyteller's discretion.
- Vampires are always considered to have a Rage rating equal to their NPC level. This Rage rating doesn't increase or decrease, and the NPC suffers none of the ill effects of having high Rage.
- A vampire may choose to select the Rage specialization. Doing so increases her effective Rage by 3 points. Vampires do not suffer any of the ill effects of having high Rage.
- A vampire may select the Gifts specialization (see **Stock Non-Player Character Generation, NPC Specializations, Gift Specializations**, page 612).

For detailed information and crossover mechanics using rules from **Mind's Eye Theatre: Vampire The Masquerade**, please see **Chapter Ten: Storytelling, Crossover Settings: Antagonist Factions, Vampire Crossover Chornicles**, page 467.

Sample Vampire Stock NPCs

Sample Vampire Elder NPC

Cosmus

Tzimisce Sabbat Vampire – Pack Ductus

Stock NPC: Rating 8

Specializations: Awareness, Brawl, Dodge, Elder, Gifts: Ragabash, Gifts: Theurge, Investigation, Occult

Health Levels: OOOOO OOO

Blood: OOOOO OOOOO

Rage: OOOOO OOO

Special: Cosmus has a test pool of 16 in most challenges. In challenges involving Awareness, Brawl, Dodge, Investigation, or Occult, his test pool is 21. In addition, Cosmus has access to all of the Theurge- and Ragabash-affinity gifts.

Cosmus is the Ductus of a large pack that travels the United States, searching for suitable talents to Embrace. The pack's members are incredibly picky about the people they choose to gift with their blood, and they look for those who have strong personalities and mental proclivities: those who would make fine candidates for the Sabbat. The pack often wipes their recruits' memories to ensure their loyalties.

Although Cosmus lacks his long-term memories, he is an incredible asset to the Sabbat, with a strong tactical mind and deep knowledge of the sect. Using this knowledge and his innate strength, Cosmus and his pack look to reshape the leylines of the United States in order to bolster the strength of the Tzimisce and the Sabbat as a whole.

Cosmus has no love for Gaian Garou, and he has worked alongside Pentex on more than one occasion. His Embrace has lent him a personality similar to that of a feudal lord, and he views humans as his serfs. This mindset has helped further the goals and desires of Pentex.

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Sample Vampire Elder NPC

Miniluv

Malkavian Vampire – Scion of the Ankou

Stock NPC: Rating 8

Specializations: Awareness, Brawl, Dodge, Elder, Gifts: Philodox, Gifts: Ragabash, Investigation, Melee

Health Levels: OOOOO OOO

Blood: OOOOO OOOOO

Rage: OOOOO OOO

Special: Miniluv has a test pool of 16 in most challenges. In challenges involving Awareness, Brawl, Dodge, Investigation, or Melee, his test pool is 21. In addition, Miniluv has access to all of the Philodox- and Ragabash-affinity gifts.

Embraced during the Age of Ruin, Miniluv believes that the Ankou chose him alone to bring forth terror, chaos and destruction in the world. This vampire holds nothing sacred, save for his mission, abandoning long ago any notion of humanity or mercy. His fractured mind refuses to allow him to take anything seriously (at least outwardly), though those who cross him quickly find that his incessant laughter is the last thing they ever hear.

The corruption and denegration of Garou has become an obsession for this elder vampire. Miniluv has come to hate werewolves for their devotion to Gaia and refusal to let the world burn. He has come to think of Garou as his special prey, taking exceptional delight in his varied attempts to corrupt them away from their sacred task.

Sample Vampire NPC

Shay Stuart

Toreador Camarilla Vampire

Stock NPC: Rating 5

Specializations: Gifts: Galliard, Gifts: Philodox, Investigation, Leadership, Performance

Health Levels: OOOOO

Blood: OOOOO OOOOO

Rage: OOOOO

Special: Shay has a test pool of 10 in most challenges. In challenges involving Investigation, Leadership, or Performance, her test pool is 15. In addition, Shay has access to all of the Philodox- and Galliard-affinity gifts.

Socialite and bon vivant, Shay Stuart is well-known for her poetry. She is a very old vampire; however, she refuses to give her exact age—it's rude to ask a lady how old she is, after all. Fiercely dedicated to the Ivory Tower, Shay is always looking to enhance the Camarilla's hold in the world.

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Sample Vampire NPC

Big Z

Gangrel Anarch Vampire

Stock NPC: Rating 4

Specializations: Brawl, Dodge, Gifts: Ahroun, Survival

Health Levels: OOOO

Blood: OOOOO OOOOO

Rage: OOOO

Special: Big Z has a test pool of 8 in most challenges. In challenges involving Brawl, Dodge, or Survival, his test pool is 13. In addition, Big Z has access to the first four levels of Ahroun-affinity gifts.

Big Z is a young vampire who, by all accounts, is nearly feral. He can be vicious in combat, and he tends to work for whomever can give him what he wants. He is an Anarch, and he frequently runs with a group of other Anarchs, known as the Foundation.

Sample Vampire NPC

Ophelia Giovanni

Giovanni Independent Alliance Vampire

Stock NPC: Rating 5

Specializations: Empathy, Gifts: Silent Strider, Gifts: Theurge, Leadership, Occult

Health Levels: OOOOO

Blood: OOOOO OOOOO

Rage: OOOOO

Special: Ophelia has a test pool of 10 in most challenges. In challenges involving Empathy, Leadership, or Occult, her test pool is 15. In addition, Ophelia has access to all of the Theurge- and Silent Strider-affinity gifts.

Ghosts are Ophelia's specialty, and she's very good at what she does. Like many of the Giovanni, she is ruthless and dedicated to her work—gathering souls to tithe to Venice. She has had more than one run-in with Silent Striders who look to put the restless dead to sleep. She is a member of the Independent Alliance, and she holds no loyalty to the Camarilla or the Sabbat.

Abominations

Abominations, known as the "Pale Ones" or "Undying Creatures," are werewolves that have been Embraced by a vampire. Provided they survive this traumatic experience, they awaken with their Garou abilities intact along with additional abilities granted to them by their vampiric vitae. Abominations who survive their creation almost invariably fall to the Wyrm. The self-loathing and hatred within their hearts due to their very nature easily opens the door for the corruption they had previously fought so hard against.

Even Black Spiral Dancers consider becoming an abomination a fate far worse than any death in service to their master. While they may seek to make any use of them, Abominations are never trusted or welcomed as one of the Wyrm's own. Nor are they accepted by other vampires, who see only their former lives as werewolves, rightly fearing what such a twisted combination does to the mind of any who survive long enough to endure it. Cursed by the Wyrm, these creatures live a half-life, doomed to stalk the earth as vampires, hunted both by those who they once called family and by many members of the ilk that made them.

Most Garou do not survive the Embrace. The very lucky ones die immediately, but others linger for hours or even days as their connection to Gaia seeks to reject the Wyrm- and Weaver-tainted blood and allow a merciful death. Those werewolves who survive the Embrace are dubbed Abominations, and rightly so—what little of their psyches remain are as likely to be as dead as the shells that now house them. Even Pentex is known to eschew such creations as unstable and counter-productive.

Although it is rare, some werewolves who fear death seek out a vampire and beg to be Embraced, even knowing the possibility exists that they will die in the attempt and the certainty that they will be hunted for the remainder of their existence. More often, Abominations are created when power-hungry vampires capture a Garou and attempt to Embrace her in the hope of gaining a terrifying ally or thrall.

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Abomination Player-characters

Abominations make excellent antagonists for **Mind's Eye Theatre: Werewolf The Apocalypse** stories, but Storytellers should take great care before they allow them as player-characters. The sheer power of this character type, as well as the unpredictable reaction to it by other Garou, leads to far more antagonism in a game than is usually healthy. For detailed information and crossover rules for Abomination player-characters run with **Mind's Eye Theatre: Vampire The Masquerade**, please see **Chapter Ten: Storytelling, Crossover Settings: Antagonist Factions, Vampire Crossover Setting**, page 467.

Those Abominations who survive are incredibly powerful, and many of them quickly fall into insanity, degenerating into bestial creatures whose rage and need for blood threatens the Veil at every turn. The rare few who retain their sanity become dangerous hunters who often attack vampires and Garou alike. The Age of Apocalypse has seen a rise in the prevelance of these creatures, with more of them surviving the Embrace. There is no clear answer regarding what has changed to make Abominations more likely to survive, but some Theurges believe it is just another indication that the Apocalypse draws ever closer.

Organization

It is rare for an Abomination to survive the Embrace, let alone thrive afterwards. Often, these creatures are killed by either vampires or werewolves immediately after they have turned. When they do survive, they stick to the outskirts of humanity, living a life of solitude. Some Abominations feel that they must atone for their crimes and seek out others of their kind to kill in hopes of regaining Gaia's favor. Aside from these bloody encounters, Abominations avoid one another as readily as they avoid all other supernatural creatures.

Appearance

Abominations retain much of their appearance from before their Embrace; however, they also take on aspects from their new vampiric nature. Storytellers should refer to **Mind's Eye Theatre: Vampire The Masquerade** for additional information about the vampire clans and how they manifest.

Weakness

While Abominations retain both their werewolf and vampiric abilities, the drawbacks are massive. Once the Embrace is complete, an Abomination loses all of her connection to Gaia and to her former tribe. She can still access the gifts she had previously learned, including tribal gifts, but any new ones must be taught to her by a bane spirit. Additionally, an Abomination is fully blood bound to her sire, and she has all of the weaknesses of both vampires and Garou. She retains her tribal weakness and gains the clan weakness of her vampiric sire.

The Embrace

When a Garou is Embraced, she undergoes an excruciating change that often lingers for days or even weeks. The spiritual aspect of her personality fights the vampiric blood attempting to invade her body. Garou who are particularly powerful often find the experience blessedly brief, if extraordinarily painful.

The longer a Garou lingers on the cusp of life and death, the more likely she is to spiral into madness, as the vampiric blood takes over her body.

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Creating an Abomination NPC

To create an Abomination, use the same rules for creating standard werewolf player-characters or Stock NPCs, with the following exceptions:

- Abominations are a blasphemy against the will of Gaia, being both dead and alive as vampires and werewolves. They are Wyrm affiliated-creatures, corrupted and forever marked with Wyrm affinity.
- Abominations are considered neonate vampires, with all of the associated penalties. They have a resource called *Blood*, with Blood pool of 10, and they can spend 1 point of Blood per turn, as a Garou spends Gnosis. Abominations can spend a point of Blood to heal a point of normal damage. They take aggravated damage from flaming weapons, incendiary ammunition, and from silver. When exposed to sunlight, Abominations take between 1 and 5 points of aggravated damage per turn, at the Storyteller's discretion.
- If Storytellers are using the **Mind's Eye Theatre: Vampire The Masquerade** rules, at character creation, Abominations gain a free dot of one discipline, and they may purchase up to 3 additional dots of up to three separate vampire disciplines at in-clan costs. This selection results in a total of 4 dots between one or more disciplines. These disciplines must be selected from the following list: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Presence, or Potence. Abominations do not have access to techniques or elder powers. For Stock NPCs, this effect may be simulated by granting the Abomination a single bonus tribal or Fera gift affinity. For more information, see **Chapter Ten: Storytelling, Crossover Settings: Antagonist Factions, Vampire Crossover Setting**, page 467.
- Abominations gain and lose Rage normally, succumbing to anger frenzy as normal Garou do. Stock NPCs may purchase the Rage specialization.
- Abominations can only purchase gifts from their auspice affinity. Stock NPCs can only specialize in a single auspice gift affinity, but are otherwise restricted from obtaining additional affinity specializations. In addition, they cannot purchase or specialize in any tribal or breed gift affinities, unless they using this choice to simulate a vampire discipline.
- As pariahs, Abominations cannot possess any sect or faction-specific merits or flaws detailed in **Mind's Eye Theatre: Vampire The Masquerade**. An Abomination cannot possess any merits or flaws that reflect social standing, such as the werewolf merits Heroic Lineage, Legendary Lineage, or Tribal Affinity; or the vampire merit Reputation. Abominations can possess tribal and clan merits, with the exception of the Caitiff merit Auspicious; fate does not look kindly upon such horrors. Abominations cannot take the Thin Blooded flaw.
- Abominations are able to shapeshift like typical werewolves. They suffer all of the effects of the Curse, Seethe, and Delirium, and enter play with a vampiric Humanity rating of 2. Having already succumbed to the Wyrm, they do not suffer the effects of Harano.
- If a Storyteller chooses to create a complete character sheet for an Abomination instead of using Stock NPC rules, these Abomination characters gain beast traits and are susceptible to vampiric fear, hunger, and anger frenzies. They can also gain and lose Humanity.
- An Abomination may enter and leave the Umbra by spending one turn focusing within a Wyrm-tainted area. Crossing the Gauntlet in a Wyld or Weaver affinity area requires three turns of focus.
- When an Abomination succeeds in damaging a Gaian Garou or Fera within melee range, the target becomes tainted by the Wyrm. If the taint is not cleansed, it begins to corrupt the Garou. For more information, see **Chapter Eight: Dramatic Systems, Wyrm Taint**, page 384.

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Sample Abomination NPC

Akar-Neferu/Antef Wind-Runner

Silent Strider/Follower of Set Abomination

Stock NPC: Rating 5

Specializations: Brawl, Dodge, Gifts: Ahroun, Gifts: Silent Strider, Rage

Health Levels: OOOOO

Blood: OOOOO OOOOO

Gnosis: OOOOO OOOOO

Rage: OOOOO

Special: Antef has a test pool of 10 in most challenges. In challenges involving Brawl or Dodge, his test pool is 15. In addition, Antef has access to all levels of the Ahroun- and Silent Strider-affinity gifts.

Born to English Romanichal kinfolk who immigrated to the U.S. during WWII, Antef joined a nomadic biker gang, the Lowroad Growlers, and headed for Route 66, to explore Mexico. The gang came across a Temple of Set in Death Valley and decided to investigate the vampire nest during the day. Only Antef survived the massacre that ensued. He was tortured for nearly a decade and then taught Set's truth by Typhonic priests. To complete his corruption, the priest sired Antef, who adopted the Setite name Akar-Neferu, meaning The Lovely Killer.

Akar-Neferu now believes that Gaia must already be dead and that her shell must now be destroyed to ease her passing into Duat. The Garou are only prolonging her death throes, torturing her spirit. This Abomination has a secret haven in Las Vegas and makes yearly excursions to disrupt the septs and sow discord.

Sample Abomination NPC

Karin Lester

Silver Fang/Ventrue Abomination

Stock NPC: Rating 4

Specializations: Gifts: Silver Fang, Intimidation, Leadership, Rage

Health Levels: OOOO

Blood: OOOOO OOOOO

Gnosis: OOOOO OOOOO

Rage: OOOOO

Special: Karin has a test pool of 8 in most challenges. In challenges involving Intimidation or Leadership, her test pool is 13. In addition, Karin has access to the first four levels of the Silver Fang-affinity gifts.

Karin was Embraced by her father, who was distraught at the thought of his child dying while he never aged. She survived the attempt and has thrived despite her new lot in life. She maintains a hatred for vampires, and she understands that any werewolf who encounters her will shoot first and ask questions later.

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The Fae

Perhaps the Garou's nearest ally among the other supernatural denizens of the world are the *fae*, magical creatures who live their lives caught between two worlds.

These entities have the ability to harness immense magical powers fueled by emotions and dreams. This magic can sometimes inspire madness in the people—supernatural and mundane—they encounter, when a victim finds herself unable to discern reality from the *Dream* harnessed by the fae.

In the Age of Apocalypse, there exists tension between the Fianna and the fae, altering the close relationship the tribe has always fostered with its cousins. The spurned fae princess has forbidden interaction between the fae and the Garou. Though many have different theories as to the reason for her orders, none know for sure what has happened. In protected places, some fae insinuate that her outrage is merely a cover, and that she is fostering a pretense to conceal the identity of another who has been wronged by the Garou. Some fae still maintain old alliances with Garou in secret places, away from the prying eyes of their monarch. These relationships are often brief and filled with the intense emotions for which the fae are so well known. Despite this passion, there are rare instances of lasting friendships that have been maintained between the two groups.

Even as the Garou have found their society shifting, so too have the fae changed, and not necessarily for the better. Those who knew of them before the Age of Apocalypse have noted a darkness that has fallen over the beautiful and mythic creatures. Their magic is most indicative of this change; gone is much of these creatures' playful joy, replaced by a cunning found in fairy tales of old. Those among the fae who know the truth of their fate are not discussing it. What is known, however, is that once the fae had among them a number of very young ones—their childlings—who seem to have all but disappeared.

Fae spend much of their time masked as mortals, hiding among the common folk of the world, attempting to blend in and live their lives. When one does choose to reveal her true form, she is an unearthly creature of power, myth, and glorious presence. Some are regal and exquisitely beautiful, while others are hideous and gruesome monsters. No matter what their appearance, these creatures are striking and unforgettable in their true forms.

Even among the Fianna, little is known about the intricacies of their customs and society. While some Fianna can boast of close relationships with fae, even going so far as to being invited into their freeholds to participate in their revels, more is still unknown to the Garou than that which is understood by them. Some werewolves recognize that the fae appear to function as a pseudo-feudal society, with their rulers taking on titles such as Count, Duchess, or Queen. Fae activity seems to increase during certain times of the year, particularly equinoxes and solstices, and primitive festivals call them from hiding.

Faeries encountered in a werewolf story can be compelling allies or terrifying antagonists. While the fae understand and empathize with the duties of the Garou, between the short, violent lives of werewolves and the edicts of their princess, fae are often reluctant to help their werewolf allies very much. When a fae does make the decision to assist a Garou, she does so with the knowledge that she risks her very existence in the process. Fae tend to look at their Garou counterparts with equal parts fascination and sorrow, and they can relate to the loss that every werewolf feels. Garou find the fae to be beautiful and mysterious kindred spirits.

Creating a Fae NPC

To create a fae, use the same rules for creating standard werewolf player-characters or for creating Stock NPCs, with the following exceptions:

- Fae utilize a resource called *Glamour*. Glamour is used to fuel fae magic, similar to the way that werewolves use Gnosis for their effects. All fae have a Glamour pool of 10. They can spend up to 1 point of Glamour per turn, and they automatically regenerate 1 point of Glamour every 10 minutes. Fae regain Glamour by experiencing the Dream, or by inspiring humans to acts of creativity, such as art or music.
- Fae take aggravated damage from pure iron weapons. Alloys that include iron, such as steel, do not inflict aggravated damage on fae.
- A fae can spend Glamour to heal herself or any friendly character within one step of her location, healing 1 point of damage, normal or aggravated, for each point of Glamour expended for that purpose.
- Fae are always considered to have a Rage level equal to their Stock NPC rating. This Rage level doesn't go up or down, and they suffer none of the ill effects of having high Rage.
- A fae may choose to select the Gifts specialization (see **Stock Non-Player Character Generation, NPC Specializations, Gift Specializations**, page 612).

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Sample Fae NPC

Countess Annabelle McKinnon

Seelie Fae Sidhe Socialite

Stock NPC: Rating 5

Specializations: Empathy, Gifts: Philodox, Leadership, Lore, Subterfuge

Health Levels: OOOOO

Glamour: OOOOO OOOOO

Rage: OOOOO

Special: Countess Annabelle has a test pool of 10 in most challenges. In challenges involving Empathy, Leadership, Lore, and Subterfuge, her test pool is 15. In addition, Annabelle has access to all of Philodox-affinity gifts.

Countess Annabelle has been a Sidhe for many years, and she has always ruled her people with a kind and fair hand. She is calm and steady, and works to maintain a good relationship with the local Garou, although she must do so in secrecy.

Sample Fae NPC

Robert Barker

Seelie Fae Troll Knight

Stock NPC: Rating 4

Specializations: Brawl, Dodge, Gifts: Ahroun, Melee

Health Levels: OOOO

Glamour: OOOOO OOOOO

Rage: OOOO

Special: Robert has a test pool of 8 in most challenges. In challenges involving Brawl, Dodge, or Melee, his test pool is 13. In addition, Robert has access to the first four levels of Ahroun-affinity gifts.

Proud and noble, Robert is the epitome of knightly honor. Strong and brave, he fights for those in need.

Sample Fae NPC

Marla Stoke

Unseelie Fae Sluagh

Stock NPC: Rating 4

Specializations: Gifts: Ragabash, Security, Stealth, Subterfuge

Health Levels: OOOO

Glamour: OOOOO OOOOO

Rage: OOOO

Special: Marla has a test pool of 8 in most challenges. In challenges involving Security, Stealth, or Subterfuge, her test pool is 13. In addition, Marla has access to the first four levels of Ragabash-affinity gifts.

Marla is one of the Unseelie fae, a creature that lurks in the dark corners of the night. She is silent and stealthy, and has a knack for getting into places where she shouldn't be. She isn't evil by any means, but she eschews the courtly ideals of the Seelie fae.

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Sample Fae NPC

Theo Graves

Unseelie fae Redcap

Stock NPC: Rating 5

Specializations: Athletics, Brawl, Dodge, Gifts: Ahroun, Melee

Health Levels: OOOOO

Glamour: OOOOO OOOOO

Rage: OOOOO

Special: Theo has a test pool of 10 in most challenges. In challenges involving Athletics, Brawl, Dodge, or Melee, his test pool is 15. In addition, Theo has access to all of Ahroun-affinity gifts.

Theo is ruthless, a cold-stone killer who cares little for anyone. He's a Redcap who will eat anything, but he has a special taste for the flesh of young women. Despite this predilection, he has his own sense of honor and has dedicated his existence to opposing werewolves at every turn, due to their actions spurning his princess.

Mages

Mages are humans who possess the talent and insight necessary to harness true magic by shaping the very strands of reality. Their magic tempts the dangers of *paradox:* the fundamental resistance of the universe fighting against them, as they alter the natural world to suit their whims. There is a deep-seated mistrust between Garou and mages, whom werewolves often refer to as "Namebreakers," although the two groups have come together in the past to destroy common enemies.

The Garou know little about mages, though they understand that there are different factions found among them. Some of these will-workers are heavily connected to the Wyld and are slightly unhinged or unpredictable. Others are heavily connected to the Weaver, adhering strictly to the laws of paradox. Still others are connected to the Wyrm, and these creatures embrace the insanity of their corruption. Very unbalanced mages may even seek out places of power and drain them completely, an act that is even more harmful in the desperate times of the Age of Apocalypse. Werewolves and mages draw their power from the same source, and with the loss of so many caerns, conflict arises over the few remaining avenues of power. The birth of shard caerns has attracted the renewed interest of mages who are interested in finding ways to claim their own share of the newly-growing power.

Mages can be incredibly powerful, performing awe-inspiring feats that bend reality. However, most prefer subtle effects that do not draw down the ire of paradox, using coincidence and disbelief to cover their tracks. Very few mages resort to fireballs or powerful, obvious alterations of reality.

Some Garou believe that paradox is a punishment from Gaia, levied on the mages who believe they can change the natural order of the world. Small pockets of Ragabash have even attempted to harness the power of paradox spirits in hopes of using the wild power for their own needs. This experimentation has proven to be largely fruitless, as very few werewolves are able to use these spirits in any meaningful way.

There are those who believe that the reason werewolves and mages get along so poorly is their common downfall—pride. Mages are proud in their belief that they can change reality to suit their whims, and Garou are proud in their belief that they can win an impossible war. Despite this fundamental conflict, werewolves have worked with mages on occasion, particularly when the sacred, powerful spaces that both honor are threatened. Although they are able to harness a great deal of power, mages are still simply human. They are undetectable by Garou and often go about their daily lives as any other human would.

Mages within a **Werewolf: The Apocalypse** game can make interesting and challenging antagonists or powerful allies. Alliances are rare, but may be fostered when a major threat occurs. More likely, these groups will conflict, be it over places of power in the world or over where the boundaries of nature should reside.

Creating a Mage NPC

To create a mage, use the same rules for creating standard werewolf player-characters or Stock NPCs, with the following exceptions:

- Mages are considered to be supernatural creatures, not humans. Powers that have an increased effect on humans do not enact those increased effects when used against a mage.
- Mage NPCs utilize a resource called *Quintessence*. Quintessence is used to fuel gifts in the same way werewolves use Gnosis. All mages have a Quintessence

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pool of 10. They can spend up to 3 points of Quintessence each turn, and they automatically regenerate 1 point of Quintessence every 10 minutes.

- Mages can concentrate for one turn, taking no other action, and spend a point of Quintessence to heal 1 point of normal or aggravated damage.
- Mages may choose the Gifts specialization (see **Stock Non-Player Character Generation, NPC Specializations, Gift Specializations**, page 612).
- Mages possess the ability to cross the Gauntlet by expending a point of Quintessence, using the chart from **Chapter Thirteen: The Umbra: The Gauntlet**, page 585.
- Whenever a Mage uses a gift, she is at risk of incurring paradox. She must make a static Mental attribute + Willpower challenge versus their Stock NPC rating + level of gift used. Failure on this test causes them to incur 1 point of normal damage. If the gift used is of a higher level than the character's Stock NPC level, she takes 1 point of aggravated damage. The Storyteller may choose to waive this test or give the character a wild card bonus when gifts are used in a manner that doesn't seem to bend reality. For example, using Airt Perception to listen to spirits would not incur a paradox challenge, while using Master of Fire to shoot fire at an enemy would.

Sample Mage Stock NPCs

Sample Mage NPC

Avery Madden

Order of Hermes Mage

Stock NPC: Rating 5

Specializations: Academics, Awareness, Gifts: Philodox, Lore, Occult

Health Levels: OOOOO

Quintessence: OOOOO OOOOO

Special: Avery has a test pool of 10 in most challenges. In challenges involving Academics, Awareness, Lore, or Occult, her test pool is 15. In addition, Avery has access all of the Philodox-affinity gifts.

Avery is a young mage: a member of the Order of Hermes. She is a dedicated researcher, and she specializes in dealing with spirits. Although she doesn't mean harm, she often crosses the Garou because the Umbra is not her native place, and she lacks the innate connection shapeshifters have with spirits.

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Sample Mage NPC

Bear Donnely

Verbena Mage

Stock NPC: Rating 3

Specializations: Empathy, Gifts: Theurge, Medicine

Health Levels: OOO

Quintessence: OOOOO OOOOO

Special: Bear has a test pool of 6 in most challenges. In challenges involving Empathy or Medicine, his test pool is 11. In addition, Bear has access to the first three levels of Theurge-affinity gifts.

Bear is a mage of the Verbena order, who specializes in healing and cleansing. He is a fairly new mage, but his talents in medicine and healing are innate. He gets on well with most werewolves he meets, largely in part due to his inherent respect for them and their duties.

Sample Mage NPC

Leon Storm

Euthanatos Mage

Stock NPC: Rating 4

Specializations: Dodge, Gifts: Ahroun, Firearms, Melee

Health Levels: OOOO

Quintessence: OOOOO OOOOO

Special: Leon has a test pool of 8 in most challenges. In challenges involving Dodge, Firearms, or Melee, his test pool is 13. In addition, Leon has access to the first four levels of Ahroun-affinity gifts.

Ruthless and powerful, Leon Storm is a mage of the Euthanatos order who focuses on combat. His purpose is to protect other mages. Any threats to those who he calls his own will be removed.

Sample Mage NPC

Charlie Potter

Virtual Adept Mage

Stock NPC: Rating 5

Specializations: Computer, Gifts: Homid, Gifts: Ragabash, Investigation, Security

Health Levels: OOOOO

Quintessence: OOOOO OOOOO

Special: Charlie has a test pool of 10 in most challenges. In challenges involving Awareness, Computer, Investigation, or Security, his test pool is 15. In addition, Charlie has access to all of the Homid- and Ragabash-affinity gifts.

Charlie is a Virtual Adept: a computer expert who is quite close to a small pack of Glass Walkers. They work together on occasion, and Charlie helps with their local troubles. He can be a formidable foe, however, as he is quite dedicated to his friends and will actively attempt to ruin the lives of anyone who bothers them.

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Wraiths

Wraiths are the souls of the dead who refuse to rejoin the cycle. They are not ancestor spirits: those willing souls that remain within the Umbra to guide and nurture future generations. Instead, wraiths refuse to release the tenuous grasp they retain on the Material Realm. Wraiths can be a boon or a burden to the Garou, and Silent Striders have a passion for understanding and dealing with both good and troublesome souls who become ghosts. Wraiths can be sources of valuable information to their friends or allies. However, they can also be continuous sources of frustration and danger to their enemies, or to those who obstruct them in their search for even a taste of the life they have lost.

Wraiths generally remain in the *Shadowlands:* grey wastelands that contain reflections of the living world. The laws of the underworld are psychological; echoes and manifestations of the real world hold substance only if they have emotional meaning. Within this bleak landscape, wraiths struggle to remember their purposes and fulfill them, always seeking to find peace and transcend beyond death into the unknown.

Wraiths are intangible beings, creatures who are rarely encountered by most werewolves. Only the Silent Strider tribe retains any significant relationship with them. These Garou understand ghosts in a way that few others do, and they dedicate much of their existence to assisting uneasy wraiths to move on in the afterlife. The relationship between the restless dead and Silent Striders can be a dangerous one. Inside each wraith exists a darkness, a *shadow* within her that is akin to the rage that can consume a Garou. When the shadow takes over, the wraith becomes a slave to the passions that drive her inner psyche. If she cannot resist her shadow, she risks becoming a *spectre*—little more than a cruel, mindless spirit bent on destruction.

Wraiths can be an interesting addition to any **Werewolf: The Apocalypse** game, although their implementation is limited, due to the fact that Silent Striders are the only characters who can reliably interact with them. However, these creatures can be compelling NPCs: ghosts who are looking for a way to cross over or spectres who are looking for revenge against one who harmed them in life.

Creating a Wraith NPC

To create a wraith, use the same rules for creating standard werewolf player-characters or Stock NPCs, with the following exceptions:

- Wraiths are considered to be supernatural creatures, not humans. Powers that have an increased effect on humans do not enact those increased effects when used against a wraith.
- Wraith NPCs utilize a resource called *Pathos*. Pathos is used to fuel gifts and to heal, in the same way that werewolves use Gnosis. All wraiths have a Pathos pool of 10. They can spend up to 3 points of Pathos each turn, and they automatically regenerate 1 point of Pathos every 10 minutes.
- Wraiths typically exist in the Shadowlands, where they may view—but not interact with—the real world. Wraiths cannot attack or use powers on individuals in the real world unless the wraith manifests in it.
- Due to their intangibility, wraiths may have great difficulty traveling, as they cannot interact with physical vehicles. There are echoes of old conveyances within the Shadowlands, but these are neither reliable nor free to utilize.
- A wraith can spend Pathos to manifest in the physical world for one hour. While manifested, the wraith can attack or use powers on individuals in the physical world as if the wraith was a normal creature of the Material Realm. A wraith has a number of health levels equal to the amount of Pathos spent initially for this purpose, to a maximum of 5 health levels. If a wraith runs out of health while manifesting, she is forcibly returned to the Shadowlands. A wraith cannot spend Pathos after manifesting in order to gain more health levels, though she may use Pathos to heal, as described above.
- A Wraith may choose the Gifts specialization (see **Stock Non-Player Character Generation, NPC Specializations, Gift Specializations**, page 612).

Shapeshifter Souls

When a shapeshifter dies, her spirit returns to the cycle of death and rebirth, awaiting its next incarnation. Some Garou choose to avoid this fate, becoming ancestor spirits and guiding their descendants and other shapeshifters from the different Tribal Homelands or other umbral realms. Due to the twin nature of spirit and material that makes up all shapeshifters, they do not become wraiths.

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Sample Wraith NPC

Ambrosia

Wraith – Spectre with a grudge

Stock NPC: Rating 4

Specializations: Brawl, Dodge, Gifts: Ahroun, Melee

Health Levels: OOOO (while manifested, as per Pathos spent to manifest)

Pathos: OOOOO OOOOO

Special: Ambrosia has a test pool of 8 in most challenges. In challenges involving Brawl, Dodge, or Melee, her test pool is 13. In addition, Ambrosia has access to all of Ahroun-affinity gifts.

Ambrosia is a restless ghost, a spectre, who has unfinished business. After being murdered by her husband, she has an unslakable bloodthirst that leads her to want to kill abusive husbands. If she happens to kill a few good ones too, that's just part of the process.

Sample Wraith NPC

JJ

Wraith – The Recently Deceased

Stock NPC: Rating 2

Specializations: Awareness, Gifts: Theurge

Health Levels: OO (while manifested, as per Pathos spent to manifest)

Pathos: OOOOO OOOOO

Special: JJ has a test pool of 4 in most challenges. In challenges involving Awareness, his test pool is 9. In addition, JJ has access to the first two levels of Theurge-affinity gifts.

JJ is new to the world of the dead, and it shows. He tends to watch and wait to see what is going to happen.

Sample Wraith NPC

Lulu

Wraith – Ancient Spirit

Stock NPC: Rating 5

Specializations: Awareness, Gifts: Philodox, Leadership, Lore, Occult

Health Levels: OOOOO (while manifested, as per Pathos spent to manifest)

Pathos: OOOOO OOOOO

Special: Lulu has a test pool of 10 in most challenges. In challenges involving Awareness, Leadership, Lore, or Occult, her test pool is 15. In addition, Lulu has access to all of Philodox-affinity gifts.

Ancient and wise, Lulu takes on the mantle of mother and leader for many of the young wraiths she encounters. Many look up to her and follow her lead.

Sample Wraith NPC

Creed

Wraith – Not-So-Friendly Ghost

Stock NPC: Rating 3

Specializations: Brawl, Gifts: Ahroun, Leadership

Health Levels: OOO (while manifested, as per Pathos spent to manifest)

Pathos: OOOOO OOOOO

Special: Creed has a test pool of 6 in most challenges. In challenges involving Brawl or Leadership, his test pool is 11. In addition, Creed has access to the first three levels of Ahroun-affinity gifts.

Creed is an angry ghost who hates what he's become. Although he hasn't quite become a spectre yet, he is on the way there. He is vicious and brutal, looking to find peace with his family.

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Distant Relations

A sandy breeze began to stir as Alexander "Death's Herald" Qena stopped at the western edge of a rugged canyon. Overhead, the sun blazed, unforgiving in its trek across the desert sky. Alexander took a moment to clear the specks of sand from his eyes. As a Silent Strider, he was no stranger to the elements. Indeed, the sun and the wind were among his oldest friends. In the blistering sands of the Chihuahuan Desert, they were his steadfast companions—present every step of the way.

The trail he followed led unmistakably downward and further east, into the canyon. While no stranger to the outdoors, he was unfamiliar with this area. More than a week ago, he had set out to track a thief who had stolen a number of fetishes from the Master of the Rite of the Sept of Tranquil Sands. The powerful fetishes were crafted to combat the Followers of Set: the ancient enemies of the Silent Striders. Alexander had set out after him immediately, but the thief eluded him, setting out at a nearly impossible pace across the desert. But Alexander was determined and more than accustomed to a few nights outdoors.

After the first day, signs of the thief had become increasingly scarce. Only a combination of conventional and scent tracking, along with some educated guesses, had enabled the chase to continue. Alex had been rewarded late one evening with the recovery of one of the fetishes, a funerary jar whose workings the thief likely couldn't discern, and thus had left discarded.

After three days, the pursuit showed few signs of letting up. The thief seemed well-provisioned and wasn't making any of the mistakes that would have otherwise ended the chase prematurely. If the thief was Garou, he had wisely chosen the Homid form to traverse the desert. A foolish wolf or a city-born Homid may have attempted to flee in Lupus form, believing an animal form better-suited to the outdoors. Even as Cubs, Silent Striders knew better than that. Sweating and managing excess heat were one of the things humans did better than any other creature; it was far better to walk on two legs and keep covered than to walk on four and risk exhaustion.

Still, Alexander had a variety of means at his disposal. After coming across a dried-up riverbed, he had summoned a tiny Gaffling who told him of a forgotten watering hole at the base of a canyon nearby. But along with the advice came a warning—the source sought was considered sacred to Coyote. The events of the past few days began to make sense.

On the fourth day, Alexander ignored the apparently random course his quarry's trail would have led him across, and instead set his bearing for the canyon. Travelling throughout the night, he had come across a hastily abandoned campsite in the early morning hours, indicating he'd nearly stumbled on his quarry. The canyon was undoubtedly his destination.

Seeing the canyon trail before him, Alexander saw no reason to hurry. He took a few minutes to stretch his tired legs and began to check his gear. He had enough food for another three nights, but only a half a day's supply of water. When that ran out, he could push himself another day or two before heading back to the sept, using gifts to prolong his stamina, but doing so would require him to spend days in recovery. His boots, thoroughly covered in dust, still held up, and the curved sword at his side, Helios's Kiss, had faithfully retained its edge. While the weapon fetish was best suited to fighting the undead, it would nonetheless serve well against other foes. Alexander hoped he wouldn't have to resort to violence to recover the missing fetishes, but he was not willing to return without them.

Fully prepared, Alexander carefully set down the winding trail. As he neared the base, he noticed a bearded figure attempting to cool himself in the heat. His sense of satisfaction grew as he approached. He had found his thief.

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Standing next to a rock formation at the base of the canyon, Grim "Scale Balancer" Grayson wiped beads of sweat from his brow. Removing his eyepatch, he carefully dabbed at the skin surrounding the socket with the cuff of his sleeve. The effort was a futile one, as afternoon heat showed no sign of abating, and the wound that rendered his eye inoperable stung. Forced to abandon his vehicle past the eastern edge of the canyon, the climb to the bottom had left him drenched in sweat. The tactical fetish hammer he carried hadn't made the descent any easier, but he wasn't about to be caught without it. The desert was no place for a Get of Fenris, but Grim was there with a purpose, though he hoped to finish his task as quickly as possible.

Earlier in the week, he had received word that Donnie "Snare Dancer," a notorious fetish thief of the Nuwisha, had been seen in the area. Grim had been tasked with apprehending the coyote, who had helped himself to a collection of fetishes belonging to the Sept of the Steel Wings. The relics he had stolen were created by the Get of Fenris for their battles against the Cult of Jörmungandr, vampires devoted to bringing about the end of the world. With relations with the Fera in a delicate state following the onset of the Apocalypse, his tribe asked Grim to resolve the situation. Unlike most of the Fenrir Philodox, he was known for his restrained approach, which had earned him some measure of respect. Yet even his patience was running short after spending the past several weeks in what seemed to be a futile pursuit.

Throughout that time, he'd traversed across several states, following a series of leads. He had been heading to the Sept of the Tranquil Sands to investigate their thefts until he'd received a set of GPS coordinates, anonymously sent to his phone. The location was a canyon not far away. *Perhaps the coyote finally wanted to talk?* Weeks wasted in fruitless searching had left Grim with a strong desire to bash in the coyote's skull, but he was willing to entertain an alternative. The theft of the fetish had caused uproar among his people, and its return was his main priority. Honor demanded redress for the crime, but Grim could make some allowance for a willing surrender.

A sudden shift in wind brought a new presence to Grim's attention, as the breeze carried with it the hint of perspiration. Peering in the distance, he made out a lean figure among the rocks, coming his way. He was tall and bearing an ornate curved sword, currently sheathed. Grim's hand reflexively went to the hammer hanging from his pack, and he saw the stranger's hand move to his own weapon. The figure stopped and Grim froze, struggling to maintain composure in the heat.

"You're no coyote," the Fenrir said, squinting against the sun.

The figure nodded to the giant hammer hanging from Grim's pack. "I don't expect you are either, carrying a weapon like that."

The two stood for a moment, each taking the other's measure, but neither provoking a direct challenge. Grim decided to break the tension. "My name is Grim Grayson, called 'Scale Balancer.' I am a Philodox and an Adren of the Get of Fenris, and I would have the *Honor* of hearing your name."

The lean figure before him nodded, bound by primal urge and the laws of Renown to reply in kind. "I am Alexander Qena, a Silent Strider and Elder Theurge, known to the Nation as 'Death's Herald.'"

Any hope of further conversation ended as the sound of laughter echoed throughout the canyon. A lithe little man emerged from behind the nearby rock formation. "You wolves and your formalities. I bet you haven't even figured out why you're both here…."

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* * *

Donnie "Snare Dancer" had spent the last several months putting it all together. Coyote had come to him in a vision and warned him of a baleful presence in the lands surrounding the canyon. For centuries, an ancient vampire had slept beneath the sands: a priest who had fallen out of favor with the rulers of the Toltec Civilization to the south. Fleeing destruction, he took the remnants of his followers north, where they fell into a deep slumber.

In the time since, the legend spread, and that part of the desert gained a reputation for its many canyons peppered with hidden springs. During the course of several centuries, various outlaw groups fleeing the authorities frequented the area. Followers of Coyote came to see the area as sacred, and they called on the trickster spirit to aid them in their flight.

With the onset of the Apocalypse, the world's energies began to shift. Coyote had told Donnie that the vampire stirred, and that he must find a way to preserve the sanctity of the desert. Donnie was perplexed. He had been a thief most of his life, and had no idea how he was going to destroy a vampire. But when he pleaded with Coyote for help, the spirit laughed and told him that begging, much like fighting, was better left to the dogs.

Donnie's plan was audacious. He visited the Sept of the Steel Wings and stole a number of their fetishes during a moot. He had no idea what most of them did, but if they were old, they were likely powerful, and it was all for a good cause. The Garou's response was decisive, but much more restrained than what he'd expected of the Get of Fenris. He had to avoid them while he sought out additional help. Evading capture was typically a synch, but one of their Philodox somehow matched his likeness to an old mug shot from back when he was seventeen. Well, Coyote never said it would be easy.

At the Sept of Tranquil Sands, Donnie had impersonated the Master of the Rite, helping himself to a few items. Donnie had intended to confine his theft to those fetishes that he knew would work against vampires, but a few others caught his eye. Afterward, when he learned that they had sent an Elder after him, he nearly freaked. Fortunately, his escape route was well-prepared, and he had a number of supply points stashed in familiar locations in the Umbra. Even then, his head start almost wasn't enough. Fortunately, he was able to make it to the canyon, and a quick text to his first pursuer was all it took to bring them together. Everything had fallen into place.

Hiding behind the rock formation, Donnie could hear the two of them talking, likely engaging in some bizarre display of crotch-sniffing. The hilarity of it all got to him, and he couldn't contain his laughter any further. He stepped out from behind the rocks, revealing himself.

* * *

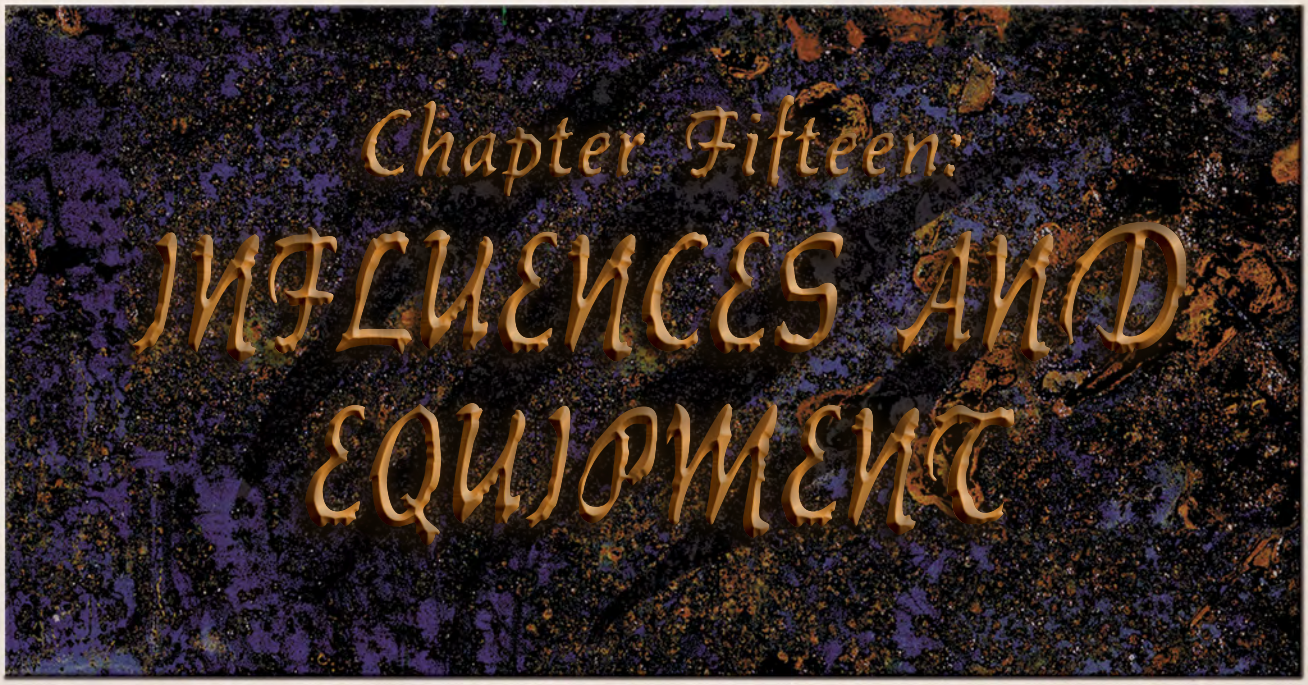
"You wolves and your formalities. I bet you haven't even figured out why you're both here."

Looking at the snarling figures standing across from him, he gulped and hoped Coyote was watching over him. "Now, now, gentlemen," he assured them, playing it cool. "I've got your fetishes right here. There's no need to get upset over a few material things. I'm sure once you hear what I'm proposing, everything will make sense. After all, we're all family…"

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Chapter Fifteen: Influences and Equipment

"Leadership is influence."
— John C. Maxwell

Influence

Werewolves have lived on the fringe of human civilization since the dawn of time. Through their ability to change forms, they have walked among mankind, watching humanity's progress with curious interest. Through their observations, they've learned that humans, much like herd animals, can be made to move in unison if the right steps are taken. Some of the tribes, most notably the Glass Walkers, have spent generations building networks of influence among the human population, the better to drive them towards a desired end.

The *Influence background* mechanically expresses the series of social connections, business transactions, and personal favors that make up a werewolf's influence in the human world. Utilizing this kind of pull is not the same thing as having direct control. Rather, werewolves use a great deal of subtle manipulation and changing patterns of behavior to affect the nuances of the human world, rather than beating on it with the hammer of their will. A savvy predator must be precise if she wishes to turn small changes into significant control. A werewolf who tries to force her will on society in an obvious manner will be discovered—and likely destroyed—by agents of the Wyrm hiding among the human population.

Influence Categories

There are two broad categories of influences: *Elite* and *Underworld*. Each influence category is a unique background that must be purchased separately. (You may purchase between 1 and 5 dots.)

- **The Elite:** You have influence over the upper crust: those who are wealthy, hold legitimate power, own corporations, or control noteworthy institutions. These individuals live in a world of wealth and affluence.
- **The Underworld:** You have influence over those who work outside of the law: working-class people looking the other way and those who live on the street, rule gangs and drug cartels, run networks of thieves, or control intricate cultural bureaucracy. These individuals live in a world of rumors, whispers, and lies.

Influence Specializations

For every dot of influence that a character possesses, you must choose one category in which to specialize. These specializations help to define the nature of your character's social network: the types of people who owe her favors and where she wields her subtle control.

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It's possible to have the same specialization in both influence categories. Having a police specialization in Elite might mean that your character knows the most prestigious detectives, spends time with the head of the Special Operations division, or regularly contributes to the commissioner's "election fund." Having a police specialization in Underworld would instead mean that your character knows corrupt cops, undercover agents, or the poor guy who pulls the graveyard shift in the evidence room. Anything that can be defined as a close-knit, influential society can potentially be a specialization. Storytellers are encouraged to allow a wide variety of influence specializations, but should not allow too broad a generalization. Your Storyteller must approve your influence specializations, and she may deny them if you choose too broad a group. For example, specializations, such as "doctors," "government employees," or "business" are too general, but might be allowable if they were narrowed down to "pathologists," "city hall bureaucrats," or "the University of Southern California."

A few sample specializations are:

- Internet bloggers
- Television stations
- Banks
- Street gangs
- Fashion industry
- City airports
- Steel mill workers
- Theatre
- Teamsters
- The homeless
- Video game companies
- Catholic churches
- Morticians
- Taxi drivers

Influence Actions

Each dot of an influence background gives your character one *influence action* per month. If you have an Elite influence of 3 and an Underworld influence of 2, then you have 5 influence actions to spend within the calendar month. Record these influence actions separately; although influence actions are occasionally interchangeable, their origin often makes a difference regarding how that influence action can be spent.

There are two types of influence actions: *targeted* and *general*. Targeted actions affect other influences: your own or those belonging to other individuals. General actions affect the world around your character, providing tangible benefits or causing events to happen (or not happen). Influence actions cannot be "banked," or held over from month to month. A character must be able to spend the full amount of influence actions required for a given result within a single month.

Targeted Influence Actions

Targeted influence actions can perform the following activities:

- **Attack:** Temporarily reduce another character's total influence levels.
- **Block:** Prevent other characters from taking certain influence actions.
- **Boost:** Temporarily loan your influence actions to another character.
- **Defend:** Lessen the impact of attacks against your influences.

Attack

You can spend influence actions to attack, and potentially reduce, another character's influence level. To lower an influence in the same category (Elite to Elite, or Underworld to Underworld) you must spend 2 influence actions for each point you wish to remove. To lower an influence in the opposing category (Elite to Underworld, and vice-versa), you must spend 3 influence actions for each point to be removed.

Example

Kasia is an Athro Fianna with an Elite influence of 4. She wishes to attack Jacqueline's influences, and she must decide how best to do that. If Kasia wishes to reduce Jacqueline's Elite influence by 1, she needs to spend 2 influence actions. If she wishes to reduce Jacqueline's Underworld influence by 1, Kasia needs to spend 3 influence actions. If Kasia intends to reduce Jaqueline's Elite influence by 2, she would need to spend all 4 of her influence actions. She could perform any of those attacks.

If Kasia wanted to reduce Jacqueline's Underworld influence by 2, she would need to spend 6 actions—2 more actions than Kasia possesses in a month. Therefore, Kasia cannot perform such an attack against Jacqueline's Underworld influence, without help.

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To attack another character's influence, you must have witnessed the target character interacting with her influences within the past month, or you must have investigated the results of that character's influence action. For example, you can target someone's influence if you overheard a telephone call between her character and police officers that represent her Underworld influence. You can also target someone's influence if your own influences were attacked by that character's influence. You do not need to be able to identify the owner of the influence you are attacking, only that the influence exists.

If your influence is reduced by an attack action, you lose both the appropriate influence levels and an equal number of unspent influence actions. If you possess fewer actions than the total lost, you lose all remaining actions. If you already spent influence actions during that month, you lose levels of influence, but any previously expended influence actions are not affected.

Influence levels (and their associated actions) reduced as the result of an attack are lost for two games or one month, whichever is longer. After that time has elapsed, lost levels of influence return, but actions lost in this manner are lost forever.

Defend

By spending influence actions to defend, you protect your influence from attacks for one month. Each defend action you spend reduces a potential influence loss by 1 level.

Actions spent to defend an influence apply to all incoming attacks during that month. For example, an action spent to defend your Underworld influence protects against the loss of 1 level from every incoming attack on your Underworld influence for the rest of the month. If an attacker attempts to reduce your Underworld influence by 2 levels, her attack is reduced by your defend action expenditure, and your Underworld is only reduced by 1. If a second individual performed another 2-level attack later in the same month, the results would be identical, as your defend action is still active.

An action spent to defend only protects the influence category from which it originates; Underworld actions defend your Underworld influence, and Elite actions defend your Elite influence. Spending an Elite action to defend doesn't prevent attacks from reducing your Underworld influence.

Defend actions must be logged with your Storyteller before attack actions are logged against you; spending an action to defend after an attack has been made does nothing to protect an influence. Storytellers are encouraged to allow a grace period at the beginning of each month, so that players can log defend actions before processing any attack actions.

Block

You can spend influence actions to increase the difficulty of general influence actions. A block action might to make it harder to conceal a crime, acquire black market guns, or to perform occult research about a specific situation. When you establish a block, you must choose one influence category to affect, although actions used to establish a block do not need to originate in the category being blocked.

Each action spent on a block removes 1 action from attempts to use influence to perform the specified activity. If you spend 2 actions to block the acquisition of firearms through the Underworld influence, anyone attempting to use the Underworld influence to acquire a gun needs to spend at least 3 actions: 2 to overcome your 2-point block, and 1 to acquire the firearm. However, a character using Elite influence to acquire a gun is not be affected by your block. Block actions only affect general influence activities. You cannot block targeted influence actions: attack, defend, block, or boost.

Boost

You can spend targeted actions to temporarily increase another character's influence level. By working together in this manner, a group of characters can achieve extraordinarily high levels of influence for a short period of time.

To boost an influence, you must spend a number of influence actions equal to the level possessed by the receiving character. For example, to boost a receiving character's influence from level 5 to level 6, one or more donating characters must provide a total of 5 influence actions.

Players can work together to boost an influence up to a maximum level of 10. To do this, the donors must to boost the receiver's influence multiple times, and that requires a large number of donated actions. If the receiver's Elite influence is naturally at level 5, donating characters need to provide 5 + 6 + 7 + 8 + 9 actions (a whopping total of 35 donated influence actions) to raise the receiver's influence through the various levels until it reaches 10. The boosted character only receives the actions from her temporary level, not the actions that others spent to get her there. For example, if Edward's pack boosts him to level 10 in Underworld, this boost gives Edward 10 influence actions that month.

Boost actions cannot cross influence categories. You cannot spend Elite actions to boost a player's Underworld influence and vice-versa. In addition, a character gains no benefit from using influence actions to boost herself.

All actions to boost an influence must be spent within the same month. Boosting a player's influence lasts until the

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end of the month, at which point the receiver's influence reverts to its normal level.

General Influence Actions

In addition to targeted actions, players can also use their influences for *general actions*. Each influence category has its own list of general actions, delineated by the level of influence required to perform specific activities. To achieve the result for a specific level from a general influence category, you must expend 1 influence action. For example, if you have 5 levels in Elite, you get 5 influence actions to spend. If you wish to achieve the results of Level 3: Bureaucratic Errors, you must expend 1 of those influence actions.

Because the two influence categories are distinct, a certain task may require different levels of influence based on which influence category you use. This variation reflects each influence's sphere of authority.

Each influence category allows you to perform a number of special actions based on your total influence level. You can perform one of these actions only if you have equal or more levels of influence. When a character's influence has been boosted by donated actions, those temporary influence levels count for the purpose of determining the level of general actions you may perform.

If you can justify an activity as appropriate for your influence specializations, your influence is considered 1 level higher when performing a general action. For example, it is easier for you to get tickets to the policeman's ball if you have an influence specialization defined as "police."

General influence actions cannot be spent across categories. Actions from one influence category, either Elite or Underworld, have no effect on general actions in the other category.

Indirect Influence Attacks

General influence actions are best used when interacting with plots, but players occasionally use the benefits of general influence actions to cause trouble for other characters. This type of *indirect attack* is different from a targeted attack action. When a character is targeted by an indirect influence attack, the Storyteller may choose to roleplay the results in a side-scene with the affected player, or she may simply apply a mechanical penalty to the affected character.

If the Storyteller chooses to apply a mechanical penalty, the target of an indirect attack loses 1 downtime action for every 2 levels of influence used for the general action. If the affected player does not have enough downtime actions to pay this penalty, she loses all of her available downtime actions. For every 2 levels of influence that were not paid in this manner, the Storyteller may reduce one of the targeted player's other backgrounds by 1 dot (choosing the most appropriate background based on the circumstances of the indirect attack). If the character has no other backgrounds to reduce, the Storyteller may lower that character's starting Gnosis by 3 points.

The effects of indirect influence attacks last for two games or one month, whichever is longer.

Elite Influence

Level 1: A Friend in Need

You've got a reputation for having lots of money and influence, so naturally people want to give you stuff for free. Or at least, they feel comfortable letting you borrow some of their stuff on occasion, as long as you say nice things about them.

You can spend 1 influence action to "borrow" the resources of a wealthy friend, a corporation, or the government up to the maximum rental value of $1,000 per level of Elite influence you control. For example, you might want to borrow someone's fancy yacht to host a party, a penthouse for a private meeting, or a forest preserve to hold a private hunt for the evening.

Level 2: Gossip & Insider Trading

Whispers swim like koi fish in the elegant pond of the upper crust, tracing the ebb and flow of high society. These are people in the know, and a few "useful tips" can make the difference between living on the cutting edge and being rendered obsolete.

By spending 1 influence action, you gain information about any recent use of the Elite influence (within the last three months) that touches on your Elite specializations. You discover the name of any human institutions or individuals that were involved, as well as how the actions were spent. However, you do not learn the identity of any character (or characters) responsible for that influence expenditure. You can use this knowledge to assault those influences with a targeted attack action. Storytellers may also choose to pass along information about local plots or unusual events within the area.

Level 3: Bureaucratic Errors

The workday's hell when your 9-5 job is something more like 6-12: mountains of paperwork, power meetings over expensive dinners, handshake agreements, and knows-too-much nods. Don't worry, I'm sure we can do something about that little problem of yours. You'd do the same for me...right?

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By expending 1 influence action, you manipulate the system, acquiring expensive (and mostly legal) favors. You can alter government paperwork, "modify" incident reports, detain a human on trumped-up charges, cause a major police effort to investigate a locale or individual, gain a legal (registered) weapon, acquire falsified identification or other paperwork, or otherwise use the system to your advantage.

Level 4: Smooth Over

Trouble comes in all shapes and sizes, but cold, hard leverage clears up any problem. Hey, everybody's got secrets. I'll hide yours, if you hide mine. It's just a favor between old friends. Right?

By spending 1 influence action, you can smooth over inconvenient or embarrassing problems, making them disappear. Witnesses get paid off, news stories get squashed, alibis materialize, and Veil breaches simply disappear.

Level 5: No Party Crashers

It's a private party. Very exclusive. Unless you're on the guest list, you just can't get in. The upper crust take security very seriously, especially when it comes to things they'd rather keep secret. The guards won't ask questions, and no paparazzi need apply.

With the expenditure of 1 influence action, you can secure an area the size of a manor house or small office building. For one 24-hour period, you control all security protocols, the amount (or lack) of police response to the area, and general access within a half-mile radius of the site. Helicopters cannot fly over the area, nor can unknown persons pass through without the use of supernatural powers such as Blur of the Milky Eye. With your go-ahead, the location can be made almost completely Veil-safe and protected from hostile incursions. Further, anyone using influence to cause trouble in the area must overcome a level 5 block (see **Targeted Influence Action: Block**, page 701).

Level 6: Everything Has a Price

Pulling strings, buying integrity, sabotaging innocent lives for a small advantage—those are just the breaks, kid. The world is divided into "haves" and "have-nots," and you can guess which one I am....

You can spend 1 influence action to manipulate the human world, acquiring a major favor that isn't necessarily legal. Through your control over the wealthy and the powerful, you can arrange things like jail breaks, acquire a large amount of illegal drugs, plant a false news article (with evidence and witnesses to back it up), gain an illegal weapon (no serial number), or cause someone trouble on a personal scale.

Level 7: Private Collection

Arranging a "private showing" of the world's most coveted and protected items is no easy task. Fortunately, you know the right people to manipulate, and they're more than willing to do as you say.

By spending 1 influence action, you gain temporary access to a rare or unique item. For example, an artifact might disappear from a museum for a few days with no questions asked. If you lose, steal, or damage the object, your influence is reduced by 2 levels for the next four games or two months, whichever is longer. This action cannot be used to acquire items owned by player-characters, although it can be used to acquire items from important NPCs with the Storyteller's permission.

Level 8: Pop Star Meltdown

One minute, everything's fine. The next, it's like the whole world descended on this place, scratching at an itch and yelling for attention. It's like a train wreck; they just can't look away.

Expending 1 influence action allows you to arrange for a city-wide incident. You can distract news agencies, focus philanthropic attention, or cause significant disruption. You might persuade an influential businessman to sell a popular sports team, have the city planners construct an enormous statue, cause the police to go on strike, arrange for the health department to quarantine a large area, or any other such concentration of human attention.

Level 9: The Power Behind the Throne

If you don't do exactly as I say, the "pooled resources of the Silver Fangs" won't be enough to buy a doughnut in this town! Do you understand?

By using 1 influence action, you arrange a situation with significant, long-term effects. You could choose the next mayor; cause nearly all of the city's police to go off duty at the same time; prohibit fire departments or other emergency responders from answering a call; indelibly frame someone for a crime they didn't commit; close down all major highways; have a rival's home, territory, or office building demolished; or other such manipulation.

Level 10: Regional Influence

Those with tremendous pull can shift culture and society on a wide scale, manipulating thousands of individuals through a chain of circumstance that begins and ends with their will. With this amount of influence, you can change the world in a significant and long-term manner.

You can choose to have the results of your general influence actions applied to the entire region (typically a large state, a

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major territory, or small country). This ability has no effect on targeted actions.

Underworld Influence

Level 1: Free Travel

Robberies, muggings, drug deals: some parts of town are simply too dangerous to walk through without friends.

You can spend 1 influence action to freely travel through any part of the city without being harassed by gangs or the criminal element. As a bonus, law enforcement generally looks the other way, giving you relatively safe and unmonitored passage through the slums.

Level 2: Word on the Street

Whispers flow through the gutters and churn in the streets, keeping tabs on the goings-on of the common man. Secrets thought to be hidden, shredded by circumstance, can be rediscovered with some invisible tape and a little patience. If you know who to ask, you can always get a useful answer.

By spending 1 influence action, you gain information about any recent use of the Underworld influence that touches on your Underworld specializations. You discover the name of any human institutions or individuals that were involved, as well as how the actions were spent. However, you do not learn the identity of any character (or characters) responsible for that influence expenditure. You can use this knowledge to assault those influences with a targeted attack action. Storytellers may also choose to pass along information about local plots or unusual events within the area.

Level 3: Illegal Favors

Nobody pays attention to the scum that drifts in the shadows, and even fewer people care when things go wrong or laws get broken—as long as nobody gets caught. If you need something done, you know just the people to do it.

You can spend 1 influence action to manipulate the human world, acquiring a major favor that isn't necessarily legal. Through your control over the wealthy and the powerful, you can arrange things like jail breaks, acquire a large amount of illegal drugs, plant a false news article (with evidence and witnesses to back it up), gain an illegal weapon (no serial number), or cause someone trouble on a personal scale.

Level 4: Airing Dirty Laundry

Folks love reality television. They'll stick to it like glue, even as their stomachs churn. There are plenty of idiots, ingrates, and incompetents who will do anything for attention; the trick is knowing which piece of meat to throw in front of the dogs.

Expending 1 influence action allows you to arrange for a city-wide incident. You can distract news agencies, provoke civil rights marches, and cause significant disruption. You might persuade a major mafia leader or gang head to start a war against rivals; cause a series of unexplained arsons; convince corrupt officials to shut down area-wide utilities; re-appropriate vaccinations, donated blood, or other medical supplies from the needy; assassinate a Stock NPC (with a rating of 4 or less); or any other sort of shady affairs.

Level 5: Lockdown

Gangs control territories, mafia dons claim cities, and even the homeless maintain areas where common citizens fear to tread. You know who "owns" what in the shadows of the city, and you can make deals to ensure that certain areas are under a complete protection.

With the expenditure of 1 influence action, you can secure an area the size of a large warehouse or small office building. For one 24-hour period, you control all security protocols, the amount (or lack) of police response to the area, and general access within a half-mile radius of the site. Helicopters cannot fly over the area, nor can unknown persons pass through without the use of supernatural powers such as Blur of the Milky Eye. With your go-ahead, the location can be made almost completely Veil-safe and protected from hostile incursions. In addition, anyone using influence to cause trouble in the area must overcome a level 5 block (see **Targeted Influence Action: Block**, page 701).

Level 6: Pulling Strings

Through a combination of cunning manipulation and suave business acumen, you can gain expensive favors and moderate benefits. You've heard the expression "friends in low places," right? Well…you're that friend.

With the expenditure of 1 influence action, you manipulate the system, acquiring expensive (and mostly legal) favors. You can make sure money flows in the right direction, sway a city council vote, target a major police effort to investigate a locale or individual, gain a legal (registered) weapon, arrange raves and major urban events and festivals, or otherwise use the system to your advantage.

Level 7: Look the Other Way

Survival in the city means knowing when to stay the hell out of things that aren't your business. You've got people trained not to ask questions and not to volunteer information when the authorities come sniffing at their doors.

By spending 1 influence action, you can smooth over inconvenient or embarrassing problems, making them

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disappear. Witnesses get paid off, news stories get squashed, alibis materialize, and Veil breaches simply disappear.

Level 8: Want. Take. Have.

There's always a hole in security systems: a person willing to take a bribe or look the other way. You know the right palms to grease and the right blackmail to use to open doors. It's not hard for you to get what you want, even at someone else's expense.

By spending 1 influence action, you gain access to a rare or unique item. For example, an artifact might disappear from a museum for a few days with no questions asked. You may lose, steal, or damage the object with no detriment to your influence—although such misappropriations may gain the unwanted attention of authorities. This action cannot be used to acquire items owned by player-characters, although it can be used to acquire items from important NPCs with the Storyteller's permission.

Level 9: An Offer You Can't Refuse

Look, pally, this situation goes a whole lot deeper than you can imagine. You got a nice life, great pack, plenty of Rank and Renown. Are you sure you want to cock all that up by messing with me?

By using 1 influence action, you arrange a situation with significant, long-term effects. You could make prostitution or gambling legal in your state (or repeal such a law), discredit religious leaders with scandal, create widespread riots, indelibly frame someone for a crime they didn't commit, move jobs or corporate headquarters overseas, fix the outcome of major collegiate-level athletic events, or other such manipulation.

Level 10: Regional Influence

Those with tremendous pull can shift culture and society on a wide scale, manipulating thousands of individuals through a chain of circumstance that begins and ends with their will. With this amount of influence, you can change the world in a significant and long-term manner.

You may choose to have the results of your general influence actions applied to the entire region (typically a large state, a major territory, or small country). This ability has no effect on targeted actions.

Props, Weapons, and Armor

Mind's Eye Theatre: Werewolf: The Apocalypse encourages players to wear incredible costumes, create authentic props, and (when it's safe to do so) carry ornate weapon representations. The majority of items in the game are solely decorative, having no real combat capacity. However, items such as swords, guns, and armor have bonuses that increase a character's combat potential; therefore, those advantages must be quantified.

For obvious reasons, real weapons should not be allowed in **Mind's Eye Theatre** games. Even nonfunctional weapon representations can be dangerous and should be carried only with advance Storyteller permission, especially if they are at all realistic and could be mistaken for actual weapons. The **Mind's Eye Theatre** system does not use any kind of weapons, nor are participants allowed to strike one another for any reason, at any point in the game.

Weapons and other items used in opposed challenges should be represented with an *item card*. Typically, an item card is a 3x5" index card, on which the item's statistics have been written. If possible, such cards should also contain a picture or description of the item. All item cards should be reviewed, approved, and signed by the Storyteller before entering play.

Items such as weapons and armor can be gained by spending downtime actions. For more information on using a downtime action to acquire items, see **Chapter Eight: Dramatic Systems, Downtime Actions**, page 387.

Equipment

In order to allow both flexibility and simplicity, **Mind's Eye Theatre** uses an equipment generation system. First, determine the kind of item to be created, and then build it using the system below. To begin, choose one of the following equipment categories:

- **Melee Weapons:** Hand-to-hand combat weapons, such as swords, knives, and clubs.
- **Ranged Weapons:** Weapons capable of inflicting damage at a distance, such as pistols, rifles, flamethrowers, and bows.
- **Protective Gear:** Equipment that protects a character from damage, such as armor or shields.
- **Miscellaneous Gear:** Equipment for use in non-combat challenges, such as lockpicks, a laptop, or a vehicle.

After you've chosen the item's equipment type, you may choose special qualities for the item from the associated list of bonuses. Cheap, easily obtained, or improvised gear has only one special quality. Standard-grade or expensive equipment has up to two special qualities. No item can have more than two qualities.

Characters cannot use two weapons or receive bonuses from anything but the weapon in their primary hand, unless

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they possess the Ambidextrous merit. For more information on the Ambidextrous merit, see **Chapter Six: Merits and Flaws, General Merits, Ambidextrous**, page 317.

Changing Equipment

In some cases, equipment qualities can be altered. For example, a shooter can change her gun's silver ammunition out in order to reload it with incendiary ammunition. However, not all weapons can be so easily tweaked; a metal, silver-plated axe cannot simply be set on fire to provide a torch-like flame. At the Storyteller's discretion, players can spend at least 10 minutes of time in-game altering their equipment's qualities, but only as long as those quality changes make sense. Note that more difficult alterations may take longer to perform.

Melee Weapons

Unless otherwise modified by its equipment qualities, a *melee weapon* requires one hand to wield and inflicts 1 point of normal damage. Most melee weapons are somewhat archaic or unusual, and carrying one openly can attract unwanted attention.

When building a piece of melee equipment, you may choose up to two qualities from the following list:

- **Accurate:** You receive a +2 wild card bonus when using this weapon. This bonus applies both for purposes of determining whether or not your test pool is greater than your opponent's and whether or not you score exceptional successes.
- **Antique:** This weapon was created generations ago. While it may have some minor negatives (it may be more fragile or more difficult to use), it is also rarely considered a weapon by standard law-enforcement individuals. You can usually convince humans that the weapon is nonfunctional, purely a prop or artistic, and thus can more easily smuggle it into otherwise weapons-restricted areas. A weapon with this quality sells for three times normal value.
- **Armor Piercing:** This weapon ignores the bonuses and special abilities of protective gear.
- **Artisan:** This item is an exquisite, artistic example of its kind. Characters with 3 or more dots of a Crafts skill who score an exceptional success while creating this item may add the Artisan quality; characters with 5 or more dots of a Crafts skill can add the Artisan quality without needing an exceptional success. Adding the Artisan quality in the latter manner does not consume a quality slot. A weapon with this quality sells for three times normal value.
- **Balanced:** This weapon is balanced for throwing. You can hurl such a weapon at any target within 10 steps by making an opposed challenge using your Physical attribute + Athletics skill versus the target's Physical attribute + Dodge skill.
- **Brutal:** If you win—not tie—the final test in a challenge while using this weapon and your test pool is greater than your target's pool, your attack scores an exceptional success. This effect occurs even if you lost or tied on a previous test in that challenge. This is an exception to the rule requiring you to win all tests in a challenge in order to be eligible for an exceptional success. Items with this quality require both hands to wield and cannot be wielded ambidextrously with another weapon. This weapon cannot possess the Concealable quality.
- **Cold Iron:** This weapon is made from cast, poured, or "pig" iron: iron that has never "known the heat of a forge." This weapon inflicts aggravated damage against fae and other individuals who are vulnerable to cold iron.
- **Concealable:** This item is unusually small for its type and easy to miss on casual inspection. When in its sheath, in a pocket, or otherwise hidden, this weapon is impossible to notice visually. You must be physically patted down, targeted by supernatural powers, or targeted with an electronic detector in order for the weapon to be revealed. Weapons that require two hands to wield cannot benefit from this quality.
- **Deadly:** When comparing test pools to see if you achieve an exceptional success when using this weapon, you gain a +5 bonus to your test pool.
- **Disabling:** This weapon is designed to remove an opponent's weapon from her grasp. While using this weapon, it does not cost Willpower to use the Disarm combat maneuver; however, as per any use of that combat maneuver, you deal no damage during a turn in which this maneuver is used.
- **Fast:** This weapon is extremely aerodynamic in its use. You receive a +3 bonus to your initiative when fighting with this weapon.
- **Flaming:** The weapon is on fire, such as a torch or a lit flare. Even if a weapon is capable of having this quality, the quality is not always active. A character must spend a simple action to light the weapon on fire. Once lit,

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the weapon burns for 5 full turns, inflicting aggravated damage. While the weapon is on fire, characters wielding it suffer a -2 penalty to attack test pools.

- **Masterwork:** This is a magnificent, one-of-a-kind item. It may have one story-related (non-combat) effect, such as the ability to sever chains or create a soft musical sound when wielded. Characters with 5 or more dots of a Crafts skill who score an exceptional success while creating this item may add the Masterwork quality to that item. The Masterwork quality does not consume a quality slot. A weapon with this quality sells for five times normal value.

- **Trip:** This weapon is designed to trip or knock people to the ground. While wielding this weapon, you can perform the Knock Down combat maneuver without spending Willpower. You can only use this benefit once per fight.

- **Impaling:** This weapon is designed to pierce and impale organs. While wielding this weapon, you can perform the Pierce the Heart combat maneuver without spending Willpower.

- **Reach:** This weapon is particularly long, like a halberd or a staff. You can strike targets standing up to four steps away, rather than two. Items with this quality require both hands to wield and cannot be wielded ambidextrously with another weapon. This weapon cannot possess the Concealable quality.

- **Quick Draw:** This weapon is specifically designed to be drawn quickly. You do not need to expend a simple action to draw this weapon, although you must still wait for your turn in the initiative order. Weapons that require two hands to wield cannot also have the Quick Draw quality.

- **Silver:** This weapon is edged with, plated with, or made of silver. This weapon inflicts aggravated damage against werewolves, Fera, and other characters who are vulnerable to silver. For more information regarding the effects of carrying silver weapons, see **Chapter Eight: Dramatic Systems, Silver**, page 360.

- **Staking:** When fighting a vampire who has damage in her Incapacitated wound track, you can use this wooden weapon in combination with the Pierce the Heart combat maneuver to stake that vampire. You must still pay all costs for the Pierce the Heart combat maneuver.

- **Strange Composition:** This weapon is edged with, plated with, or made of some unusual material. It may inflict aggravated damage on creatures that are vulnerable to this material, at your Storyteller's discretion. Otherwise, it just looks cool.

Ranged Weapons

Unless otherwise modified by its equipment qualities, a *ranged weapon* requires one hand to wield and inflicts 2 points of normal damage. Ranged weapons can have up to 12 shots of ammunition capacity; note that certain weapons can carry fewer bullets than others at your Storyteller's discretion. Reloading a ranged weapon requires you to be carrying the appropriate type of ammunition for that weapon, and it requires the expenditure of a simple action. By default, all ranged weapons have a range of 50 steps. When building a piece of ranged equipment, you may choose up to two qualities from the following list:

- **Accurate:** You receive a +2 bonus when using this weapon. This bonus applies both for purposes of determining whether or not your test pool is greater than your opponent's and whether or not you score exceptional successes.

- **Antique:** This weapon was created generations ago. While it may have some minor negatives (it may be more fragile or more difficult to use), it is also rarely considered a weapon by standard law-enforcement individuals. You can usually convince humans that the weapon is nonfunctional, purely prop or artistic, and thus can more easily smuggle it into otherwise weapons-restricted areas. A weapon with this quality sells for three times normal value.

- **Ammo Capacity I:** This weapon holds up to 30 rounds, rather than the default maximum of 12.

- **Ammo Capacity II:** This weapon holds up to 100 rounds, rather than the default maximum of 12. Items with this quality require both hands to wield and cannot be wielded ambidextrously with another weapon.

- **Armor Piercing:** This weapon ignores the bonuses and special abilities of protective gear.

- **Artisan:** This item is an exquisite, artistic example of its kind. Characters with 3 or more dots of a Crafts skill who score an exceptional success while creating this item can add the Artisan quality; characters with 5 or more dots of a Crafts skill can add the Artisan quality without needing an exceptional success. Adding the Artisan quality in this manner does not consume a quality slot. A weapon with this quality sells for three times normal value.

- **Automatic:** By expending 6 rounds of ammunition in a single burst, you can spray an area rather than targeting an individual. Choose up to three targets within three steps of each other. When targeting multiple enemies

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with this quality—up to three targets—you must make a separate opposed challenge against each of the defenders. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend a point of Willpower to retest after some challenges are resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively. You inflict your victory condition on every target you defeat in this challenge. Weapons with the Automatic quality cannot also have the Spread quality.

- **Brutal:** If you win—not tie—the final test in a challenge while using this weapon, and your test pool is greater than your target's test pool, your attack scores an exceptional success. This effect occurs even if you lost or tied on a previous test in that challenge. This is an exception to the rule requiring you to win all tests in a challenge in order to be eligible for an exceptional success. Items with this quality require both hands to wield and cannot be wielded ambidextrously with another weapon.

- **Cold Iron:** This weapon carries ammunition made from cast, poured, or "pig" iron: iron that has never "known the heat of a forge." This weapon inflicts aggravated damage against fae and other individuals who are vulnerable to cold iron.

- **Concealable:** This item is unusually small for its type and easy to miss on casual inspection. When in its holster, in a pocket, or otherwise hidden, this weapon is impossible to notice visually. You must be physically patted down, targeted by supernatural powers, or targeted with an electronic detector in order for the weapon to be revealed. Weapons that require two hands to wield cannot benefit from this quality.

- **Deadly:** When comparing test pools to see if you achieve an exceptional success when using this weapon, you gain a +5 bonus to your test pool. This weapon requires two hands to wield and cannot be wielded ambidextrously with another weapon.

- **Fast:** This weapon is extremely aerodynamic in its use. You receive a +3 bonus to your initiative when fighting with this weapon.

- **Incendiary Ammunition:** This weapon fires incendiary bullets or releases a narrow gout of flame. In either case, it inflicts aggravated damage on creatures vulnerable to fire, such as vampires. Shapeshifters are not as vulnerable to quick bursts of flame as vampires. When a shapeshifter is hit by incendiary ammunition, the first point of damage is aggravated. All other damage is normal.

- **Knockback:** This weapon inflicts a serious amount of impact on its target. On a successful hit with this weapon, the attacker may choose to move her target up to two steps away from the point of impact. In addition, targets that are not Stamina-focused are knocked prone.

- **Long Range:** This weapon has an exceptional range and an integrated scope. You can target individuals up to one-half mile away from your location. This weapon requires both hands to wield. Weapons with the Long Range quality cannot also possess the Spread quality.

- **Masterwork:** This is a magnificent, one-of-a-kind item. It may have one story-related (non-combat) effect, such as the ability to create a thunderous, frightening noise or a bright light when fired. Characters with 5 or more dots of a Crafts skill who score an exceptional success while creating this item can add the Masterwork quality to that item. Adding the Masterwork quality in this manner does not consume a quality slot. A weapon with this quality sells for five times normal value.

- **Quick Draw:** This weapon is specifically designed to be drawn quickly. You do not need to expend a simple action to draw this weapon, although you must still wait for your turn in the initiative order. Weapons that require two hands to wield cannot also have the Quick Draw quality.

- **Rapid Reload:** You do not need to expend a simple action to reload this weapon, although you must still wait for your turn in the initiative order.

- **Silenced:** When fired, this weapon can't be heard by individuals who are more than five steps away from your location. Characters with supernaturally augmented senses can hear the weapon if they are within 25 steps.

- **Silver Ammunition:** This weapon carries ammunition plated with or made of silver. This weapon inflicts aggravated damage against werewolves, Fera, and other characters who are vulnerable to silver. For more information regarding the effects of carrying silver weapons, see **Chapter Eight: Dramatic Systems, Silver**, page 360.

- **Spread:** You can spray a small area rather than targeting an individual. Choose up to three targets within one step of each other. When targeting multiple enemies with this power—up to three—you must make a separate opposed challenge against each of the defenders. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend the

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Silver Ammunition and Regeneration

When a werewolf is shot by a silver bullet, her regeneration ability normally expels the silver from her body before it can start to cause negative effects beyond those inflicted by the initial shot. If, for some reason, a werewolf is unable to regenerate, she begins losing Gnosis every turn until the silver is removed; such removal requires succeeding in a challenge using one's Mental attribute + Medicine skill versus a difficulty rating of 12.

Willpower to retest after some challenges are resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively. You inflict your victory condition on every target you defeat in this challenge. This weapon cannot hold more than six rounds, unless it also has the Ammo Capacity quality. Weapons with the Spread quality cannot also have the Automatic or Long Range qualities.

- **Staking:** When fighting a vampire who has damage in her Incapacitated wound track, you can use this weapon in combination with the Pierce the Heart combat maneuver to stake that vampire. You must still pay all costs for the Pierce the Heart combat maneuver. A ranged weapon with the Staking quality requires both hands to wield and has an ammo capacity of 1. In addition, ranged weapons with the Staking quality cannot benefit from qualities that increase ammo capacity.
- **Strange Composition:** This weapon is edged with, plated with, or made of some unusual material. It may inflict aggravated damage on creatures that are vulnerable to this material, at your Storyteller's discretion. Otherwise, it just looks cool.

Protective Gear

Unless otherwise modified by its equipment qualities, *protective gear*, including armor, provides no bonuses or advantages. A character can only wear one type of protective gear at a time, although that gear may provide up to two qualities. By default, protective gear is noticeable unless actively concealed under bulky outerwear, such as a trench coat, cloak, or heavy-weather clothing. Protective gear only functions when it is being worn. Removing or equipping protective gear requires three standard actions. When building a piece of protective gear, you may choose up to two qualities from the following list:

- **Ballistic:** This type of protective gear applies a +3 bonus to your defensive test pools when resisting Ranged attacks from firearms. In addition, it applies a +1 bonus to your defensive test pools when resisting Brawl, Melee, and thrown weapon Ranged attacks.
- **Chest Plate:** This type of protective gear has a hardened piece of metal over your chest and another over your upper back, effectively shielding your heart from damage. You cannot be targeted by the Pierce the Heart combat maneuver.
- **Concealable:** This armor is small and form-fitting, designed to be worn under normal clothing. You must be physically patted down, targeted by supernatural powers, or targeted with an electronic detector in order for the protective gear to be revealed. Protective gear with the Concealable quality cannot also have the Full Body quality.
- **Full Body:** This type of protective gear applies a +3 bonus to test pool comparisons for the purpose of avoiding exceptional successes from Brawl, Melee, or Firearms attacks. However, Full Body armor is extremely obvious and cannot be covered with bulky outerwear. Anyone glancing at you can easily tell you're wearing this type of protective gear.
- **Hardened:** This type of protective gear applies a +3 bonus to your defensive test pools when resisting Brawl, Melee, or thrown weapon Ranged attacks. Further, it applies a +1 bonus to your defensive test pools when resisting firearms Ranged attacks.
- **HazMat:** This quality indicates that the equipment is specifically designed to shield against a certain type of hazardous environment. When you create this armor, choose one perilous circumstance, such as heat, methane gas, or deep-water pressure. While wearing this gear, you are protected from this type of environmental hazard. (Storytellers should use common sense as to the limitations of this quality.) Note that HazMat gear isn't designed for combat use. If you are successfully hit with a piercing or slashing attack, such as those from bullets, claws, or swords, the HazMat protection stops functioning until the gear is repaired.

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- **Impact Absorption:** You are not affected by the Knockback quality of Ranged weapons, and you are unaffected by the Knock Out or Knock Down combat maneuvers.

- **Rugged:** This quality indicates that the gear is particularly hardy and capable of absorbing damage. The first time you are hit by a Physical attack while wearing this armor, the damage dealt by that attack is reduced by 2 points. This reduction occurs before the reduction caused by Aegis of Rage or similar supernatural powers is applied. Rugged armor can absorb normal or aggravated damage. The player wearing the armor may choose which damage is absorbed, if more than 2 points are dealt. Once its benefit is expended, Rugged armor must be repaired or replaced before this effect can be used again.

Miscellaneous Gear

Miscellaneous gear is non-combat equipment that can be used in other types of opposed challenges. This category of equipment includes items such as musical instruments, computers, craft-making tools, or scientific equipment, as well as many other things. Bonuses provided by miscellaneous gear cannot be used in any sort of combat challenge. You cannot gain bonuses from more than one piece of miscellaneous gear at a time. When building a piece of miscellaneous gear, you may choose up to two qualities from the following list:

- **Antique:** This item was created generations ago. While it may have some minor negatives (it may be more fragile or more difficult to use), it is also rarely considered useful. You can usually convince humans that the item is nonfunctional, purely prop or artistic, and thus can more easily smuggle it into otherwise restricted areas. An item with this quality sells for three times normal value.

- **Artisan:** This item is an exquisite, artistic example of its kind. Characters with 3 or more dots of a Crafts skill who score an exceptional success while creating this item can add the Artisan quality; characters with 5 or more dots of a Crafts skill can add the Artisan quality without needing an exceptional success. Adding the Artisan quality in the latter manner does not consume a quality slot. A weapon with this quality sells for three times normal value.

- **Concealable:** This item is unusually small for its type, and easy to miss on casual inspection. When in its sheath, in a pocket, or otherwise hidden, this item is impossible to notice. You must be physically patted down, targeted by supernatural powers, or targeted with an electronic detector in order for the item to be revealed.

- **Customized:** This piece of equipment is specifically customized to give you a bonus in a specific circumstance, which must be narrower than the overall utility of a single skill. For example, your computer might be customized for hacking, defended against virtual intruders, or optimized for graphic design. When using a piece of customized gear in this specific circumstance, you receive a +2 wild card bonus in that challenge. This bonus does not stack with the bonus granted by the Superior quality, although an item can possess both qualities; your computer could gain a +1 Superior wild card bonus for general usage or instead gain a +2 bonus for being Customized for specific hacking challenges. You cannot benefit from the Customized quality if you do not have the appropriate skill to perform the related task.

- **Flashy:** This piece of gear is curious and notable, gaining attention easily. When you are using this gear, it may distract nearby individuals, causing them to forget to ask other questions or be unable to concentrate on what you are saying or doing. While this is not a supernatural effect, such items can be very useful in redirecting the attention of humans so they do not notice nearby threats to the Veil.

- **Masterwork:** This object is a magnificent, one-of-a-kind item. Characters with 5 or more dots of a Crafts skill who score an exceptional success while creating this item can add the Masterwork quality to that item. Adding the Masterwork quality in this manner does not consume a quality slot. An item with this quality sells for five times normal value.

- **Nondescript:** This item is somewhat common to look at, with no particular distinguishing features and no signs of exceptional quality or value. When other things around it are stolen or destroyed by random causality, this particular item has a way of avoiding notice, managing to remain completely overlooked.

- **Secure:** This item is exceptionally hard to compromise. If it has a lock, hidden compartment, computer protocols, or other protective functions, the item gains a +3 wild card bonus to resist all attempts to discover or gain access to the secure area.

- **Silver:** If an individual who is vulnerable to silver carries a silver item on her person, she loses 1 point of Gnosis every 10 minutes. For more information regarding the effects of carrying silver objects, see **Chapter Eight: Dramatic Systems, Silver**, page 361.

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- **Streamlined:** This piece of equipment is optimized to perform its function faster than most tools of its type. When using this item for its intended purpose, you can use a simple action to perform a test that would ordinarily take a standard action to complete, or you can finish a downtime action task in half the time the task would ordinarily require.

- **Stylish:** Your equipment, clothing, or other gear is stylish, expensive-looking, and utterly cutting-edge. Those who recognize and value such items consider you very important, and they are more likely to allow you access to reserved seating, restricted areas, or private rooms. They may also give you the benefit of the doubt, allow you to bypass lines, or attempt to impress you.

- **Sturdy:** This item is a particularly solidly-built object of its type. While other items shatter if they take a significant impact, this item can suffer 5 health levels of damage before becoming nonfunctional.

- **Superior:** This piece of equipment gives you a +1 wild card bonus to your test pool when used for its intended purpose. For example, a Superior set of lock picks gives you a +1 bonus when using the Security skill to pick a lock. A Superior computer gives you a +1 bonus when performing any standard Computer skill challenge. You cannot benefit from the Superior quality if you do not have the appropriate skill to use this item. This quality may be applied multiple times to a single item.



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Sample Equipment

These are some examples of simple equipment that can be found in the World of Darkness. By expending the appropriate downtime actions, crafting, or otherwise taking reasonable effort, a character can acquire one of these items.

Two-Handed Axe

Qualities: Brutal, Deadly

Two-Handed Sword

Qualities: Accurate, Brutal

Katana

Qualities: Accurate, Fast

Silver Dagger

Qualities: Concealable, Silver

Throwing Knife

Qualities: Balanced, Accurate

Spear

Qualities: Staking, Reach

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Wooden Stake

Qualities: Concealable, Staking

Shotgun

Qualities: Spread, Accurate

Elephant Gun

Qualities: Brutal, Deadly

Pistol (Dragon's Breath)

Qualities: Accurate, Incendiary Ammunition

High-Caliber Rifle

Qualities: Accurate, Brutal

Sniper Rifle

Qualities: Accurate, Long Range

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Machine Gun

Qualities: Automatic, Ammo Capacity II

Gaming Laptop

Qualities: Superior, Customized: Video Games

Sports Car

Qualities: Flashy, Stylish

Wall-Safe

Qualities: Secure, Concealed

Alchemical Set

Qualities: Antique, Streamlined

Table Leg Club (Improvised)

Quality: Staking

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Fetishes

More than a mere tool or weapon, a *fetish* is a sacred object containing the essence of a spirit. Through the gift Forge of the Fetish (see **Chapter Five: Gifts, General Gifts, Level 3 Gifts, Forge of the Fetish**, page 282), ritual coaxing, and chiminage, a werewolf can persuade a spirit to inhabit a mundane object, infusing it with spiritual energies. The result is a powerful relic with often-supernatural capabilities.

A fetish can take nearly any form and has a variety of possible uses. They are deeply personal items and often hand-crafted. Items with simpler functions are relatively easy to make, requiring less effort and lesser spirits to empower them. More powerful fetishes require stronger spirits that demand greater services in exchange for their aid and, often, more elaborate items to serve as their vessels. Most fetishes bear the trappings of their creators' cultures, as well as a few personal touches specific to each creator. They are seldom loaned and are often made specifically for a single individual.

Anatomy of a Fetish

Fetishes have a number of characteristics that define what they are and what they're able to do.

- **Name:** This is the name of the fetish: either a description of the item, or a specific name given to it by its creator.
- **Description:** A short breakdown of the item's appearance and basic function.
- **Level:** All fetishes have a level from 1 to 5. Lower-level fetishes are easier to make, but carry only minor effects. Higher-level fetishes have more powerful effects, but are more difficult to make. Once a fetish is created, it cannot be altered or upgraded to a higher level.
- **Type of Fetish:** Fetishes come in three types: *talens*, *fetishes*, and *weapon fetishes*.
- **Creator:** The name of the fetish's creator is recorded at creation.
- **Cantrips:** As part of creating a fetish, the creator is able to imbue it with minor enchantments. These lesser properties become a part of an item's magical nature. Once chosen, the cantrips cannot be changed during the life of the fetish.
- **Qualities:** These are the mundane qualities of an item. An item made into a fetish retains any mundane qualities it already possesses from the **Melee Weapons** (page 706), **Ranged Weapons** (page 707), **Protective Gear** (page 709), or **Miscellaneous Gear** lists (page 710).
- **Fetish Qualities:** These are the fetish qualities of the item chosen from the lists below. When a fetish is made, its creator spends a number of points equal to its level to buy fetish qualities. In some cases, multiple points can be devoted to a single quality for an enhanced effect.
- **Attuned To:** Fetishes must be attuned to be fully utilized. Each fetish can only be attuned to a single user at a time. Should a new user attune to a fetish, the previous user is no longer attuned to it.

Using Fetishes

With the exception of talens, all fetishes (standard fetishes and weapon fetishes) must be activated prior to making use of the fetishes' magical properties. Their mundane properties, however, remain active at all times. A fetish knife is still sharp, even without activation, and a fetish suit of armor still offers some protection if worn.

A Garou who has attuned to a fetish or weapon fetish can activate it by spending 1 point of Gnosis and by expending a simple action to touch it, awakening the spirit within. The fetish remains active for 1 hour, during which the individual to whom it is attuned (and only that individual) can make full use of its fetish qualities. It may also have other immediate effects, such as healing or Gnosis restoration, which are permanent.

Alternatively, a werewolf who is not attuned to a fetish can activate it by spending 3 points of Gnosis and a simple action, forcefully awakening the spirit inside. Doing this allows her full use of the fetish for five turns. Activating a fetish in this manner, however, is considered extremely disrespectful to the spirits, justifiable only in pressing circumstances. Activating a fetish in this way earns the user the flaw Spirit Notoriety (see **Chapter Six: Merits and Flaws, Flaws, Spirit Notoriety**, page 327).

Attunement

The spirits that power fetishes are unique; even two fetishes with the same qualities have their own particular quirks of operation. A Garou must take time to learn to use a fetish correctly, in a way that honors the spirit dedicated to its function. This is done through *attunement*.

The act of attuning a fetish involves a period of prolonged meditation, during which the werewolf and the spirit align their spiritual energies. Attunement must occur between

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game sessions, but does not require a downtime action. Once attuned, the werewolf becomes aware of a fetish's cantrips and qualities. For the purpose of a power's function, the most recent person to have attuned with the fetish is considered its owner.

The total point value of fetishes attuned cannot exceed a player-character's number of dots of the Fetish background. For details on the Fetish background, see Chapter Four: **Character Creation, Step Eight: Assign Initial Backgrounds, Background Descriptions, Fetishes**, page 195.

Types of Fetishes

Talens

Talens are one-time use items that can produce a variety of temporary or single-use effects. They are made more easily than regular fetishes and are produced in small quantities. Talens can impart qualities directly to the user, taking the form of ointments, oils, packets of herbs, and other consumable items that render their effects when applied. While a fetish that grants defensive properties would normally need to be a piece of defensive gear, a potion or salve could provide the same effect on a temporary basis if it is created as a talen.

Talens do not require attunement or Gnosis expenditures in order to activate them. Rather, anyone who understands a talen's function can use it by spending a simple action. This act involves using the object in a typical fashion, such as drinking a tincture or applying a salve. Talens can also be applied to willing parties who are within one step from the user. Once activated, the effects of a talen last a single hour unless the talen's description says otherwise. (Some effects, like healing, are permanent.) If a talen has multiple effects, all of them are activated at the same time; the user cannot save some qualities to apply later.

The magical energies conveyed by talens do not combine well. Fetish qualities (or mundane qualities) granted by talens are not cumulative with those from other sources or from other talens. Neither can a person have multiple talens active if both talens grant qualities, even if they don't grant the same qualities; if the user consumes a second talen within the span of the original talen's duration, the effects of the original talen end. For example, if you have a talen active that gives you the Accurate quality, you can make use of talens with the Restorative quality without issue. If you consume a second talen that grants the Ballistic and Hardened qualities, you lose the Accurate quality from the original talen.

Talens are created according to the following table. Additional information about the process of creating fetishes can be found in **Fetishes: Fetish Creation**, page 732.

Talens Chart

Level	Difficulty Rating	Quest	Cantrips	Fetish Points
1	10	Simple Quest, Difficulty Rating 1	0	1
2	13	Simple Quest, Difficulty Rating 3	0	2
3	16	Simple Quest, Difficulty Rating 5	1	3
4	19	Complex Quest, Difficulty Rating 1	1	4
5	22	Complex Quest, Difficulty Rating 3	1	5

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Funerary Tea

This concoction is a mix of wine and herbs used as part of Ancient Egyptian mummification rituals. Ingesting the talen causes the person who drinks it to be identified by the spirits of the dead as one of their own.

Level 3 Talen
Created by: Alexander Khalid "Walks with the Dead"
Cantrips: Exclusive (Silent Striders)

Healer's Poultice

A small collection of aromatic herbs: when applied to an open wound, they have the power to bring strength back to the weary.

Level 3 Talen
Created by: Johnathon Blackfeather
Fetish Qualities: Restorative (2), Purifying

Thunder's Bane

This thick black salve is rubbed onto the skin, allowing a temporary transmutation to grant the qualities of stone.

Level 5 Talen
Created by: Roadless
Cantrips: Eerie (Carries the smell of overturned dirt)
Fetish Qualities: Hardened, Shielded (Electricity), Warded (Blinding Attack)

Embalmer's Salve

This fragrant paste is applied to the recently deceased, preparing their bodies as part of the final sacrament.

Level 3 Talen
Created by: Last Rites
Cantrips: Ceremonial
Fetish Qualities: Additional Cantrip, Repulsive (Wyrm Spirits)

Spirit Honey

When opened, this innocuous pot of liquid is intoxicating to the spirits of the Wyld and draws them out into the open. However, the scent is abhorrent to Weaver spirits, who prefer the surroundings of the city.

Level 4 Talen
Created by: Queen Moon-Moon
Cantrips: Eerie (glows like moonlight)
Fetish Qualities: Captivating (Wyld Spirits), Repulsive (Weaver Spirits)

Riot Juice

This potent drink has become increasingly popular during Midwinter celebrations. Known for its invigorating properties, the ingredients remain a closely guarded secret.

Level 4 Talen
Created by: Chuck Farmer
Cantrips: Eerie (bubbles mysteriously)
Fetish Qualities: Brutal, Impact Absorption, Hazmat (extreme cold)

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Standard Fetishes

Fetishes are durable objects capable of performing their functions multiple times. While they can be made from items with multiple components, fetishes are holistic constructs that cease to function if their core components are separated. A fetish pair of boots will not function without both boots, but it will endure new laces. Likewise, a suit of armor requires that each of its pieces be worn, but it holds up to routine maintenance and repair.

Fetishes are created according to the following table. Additional information about the process of creating fetishes can be found in **Fetishes: Fetish Creation**, page 732.

Fetishes Chart

Level	Difficulty Rating	Quest	Cantrips	Fetish Points
1	10	Simple Quest, Difficulty Rating 2	1	1
2	14	Simple Quest, Difficulty Rating 4	1	2
3	18	Complex Quest, Difficulty Rating 2	1	3
4	22	Complex Quest, Difficulty Rating 4	2	4
5	26	Heroic Quest, Difficulty Rating 2	2	5



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Sample Fetishes

Watchmaster's Plate

This customized set of armor is enchanted by a spirit of vigilance who works to ensure the wearer is seldom caught unawares.

Level 3 Fetish
Created by: Fenris Claw
Cantrips: Named
Qualities: Rugged, Full Body
Fetish Qualities: Exceptional (Hardened), Warded (Blinding Attack)
Attuned to:_____

Monkey Puzzle

This small wooden box has a variety of interlocking wooden panels. The exact sequence to unlock is it difficult for anyone but its owner to discern.

Level 3 Fetish
Created by: Gideon Ghostwalker
Cantrips: Dedicated
Fetish Qualities: Concealing (human)
Attuned to:_____

Amulet of Aegis

This beautifully crafted amulet hangs on a chain to be worn as a necklace. The artistic rendering is based on the legendary shield used by Zeus.

Level 5 Fetish
Created by: Selene Bekyros "Takes No Prisoners"
Cantrips: Ornamental
Qualities: Masterwork, Stylish
Fetish Qualities: Exceptional (Ballistic), Negating (Brawl)
Attuned to:_____

Gnosis Bag

This small leather pouch appears to be a mundane medicine bag; however, the spiritual energy it contains is more potent than any medicinal herbs.

Level 4 Fetish
Created by: Osmand "Bears the Pain" Steiner
Cantrips: Bonded, Supportive
Qualities: Sturdy
Fetish Qualities: Abundant (4)
Attuned to:_____

Tin Can Compass

Bone Gnawers are known for creating something out of nothing. This functional compass is created from half a tin can and a mounted, magnetized nail. A hungry Bone Gnawer can activate this fetish to not only be guided towards the nearest source of abandoned food, but also to make it safe to eat.

Level 2 Fetish
Created by: Benjamin Reed "Ear to the Ground"
Cantrips: Exclusive (Bone Gnawers)
Qualities: Nondescript
Fetish Qualities: Divining (food), Purifying
Attuned to:_____

Bracers of Athena

The Black Furies know that remaining unencumbered in combat is as important as being well armored. These bracers appear decorative, but when activated, a spirit of protection keeps the bearer safe.

Level 3 Fetish
Created by: Artemis "Crushes the Spiral"
Cantrips: Ornamental
Fetish Qualities: Exceptional (Hardened)
Attuned to:_____

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Weapon Fetishes

Weapons that are made into fetishes gain access to a powerful set of effects. While a user must activate a weapon fetish to make use of its fetish qualities, its mundane qualities still function even if the item is not activated; a fetish sword remains sharp, and a fetish bow still fires arrows. Ranged weapons, such as a gun or a bow, can be made into weapon fetishes, but ammunition cannot. Fetish points from weapon fetishes may be spent on standard fetish qualities in addition to weapon fetish qualities.

The use of any weapon fetish to fight in a non-lethal altercation is considered especially grave among Garou, who reserve such weapons only for lethal combat or serious duels. Brandishing a weapon fetish to intimidate someone outside of structured combat is a form of social aggression and may initiate a Staredown challenge. Additional information about initiating a Staredown can be found in **Chapter Nine: Social Systems: Challenges: Staredowns**, page 427.

Sorcerous Attacks

A *Sorcerous Attack* is a characterized by a discharge of magical energy. This attack can take a variety of forms, such as a blast of ice, a fiery discharge, or a wave of force. Making a Sorcerous Attack requires a weapon fetish with the Sorcerous cantrip. Once activated, these fetishes are able to make an attack from range. The user can target anyone within her field of vision using her Mental attribute + Occult skill versus the target's Physical attribute + Dodge skill. By default, successful Sorcerous Attacks inflict 1 point of damage and incorporate the weapon's fetish qualities as part of the attack. They also incorporate the item's mundane qualities, if applicable. If an exceptional success is scored, the attack does an additional point of damage. As attacks made with the Sorcerous quality do not count as Unarmed, Melee, Firearms, or Thrown attacks, the Ballistic, Hardened, and Full Body defensive qualities do not provide a defense against them.

Hexing Attacks

A *Hexing Attack* is characterized by the infliction of a powerful curse. This attack can take a variety of forms, such as a voodoo doll, an enchanted holy symbol, or a cursed idol. Making a Hexing Attack requires a weapon fetish with the Hexing cantrip. Once activated, these fetishes are able to inflict their harmful qualities via a powerful curse at range. This action involves brandishing the weapon fetish at the target in a display of power. The user can target anyone within her field of vision using her Social attribute + Occult skill versus the target's Social attribute + Willpower. Hexing attacks do not cause damage, but do inflict the weapon's fetish qualities as part of the attack, and they also incorporate the item's mundane qualities, if applicable. If an exceptional success is scored, the effects of the negative qualities are doubled during the standard duration of the effect. For example, if a weapon fetish had a quality that would cause a -2 penalty to her target's initiative for the next round, it instead causes a -4 penalty to initiative for the next round, as a result of the exceptional success.

Weapon fetishes are created according to the following table. Additional information about the process of creating fetishes can be found in **Fetishes: Fetish Creation**, page 732.

Weapon Fetishes

Level	Difficulty	Quest	Cantrips	Fetish Points
1	10	Simple Quest, Difficulty Rating 3	1	1
2	15	Complex Quest, Difficulty Rating 1	1	2
3	20	Complex Quest, Difficulty Rating 3	1	3
4	25	Heroic Quest, Difficulty Rating 1	2	4
5	30	Heroic Quest, Difficulty Rating 3	2	5

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Klaives and Tribal Weapons



Klaives and tribal weapons are among the rarest and most powerful weapons available to the Garou. These fetishes are carefully guarded, and their loss is considered a serious breach of honor. Both Klaives and tribal weapons require a special vessel to create, must be crafted according to certain specifications, and must be a level 4 or 5 weapon fetish to be considered truly worthy. While it is possible to create a weapon that has the shape and heft of one of these fetishes, if it does not meet the accepted requirements, it is considered an inferior imitation or at best a decorative piece, beneath the honor of a werewolf to wield. All Klaives and tribal weapons receive the Epic cantrip for free.

Klaives and the more powerful *Grand Klaives* are powerful bladed weapons traditional to the Garou. While they are preferred by Silver Fangs, over the ages they have been borne by warriors of all of the various tribes. Even Red Talons have come to respect the power of such weapons.

To create a vessel suitable to become a Klaive, the creator must have a weapon-smithing Crafts skill specialization, as well as the Klaive-smithing Crafts skill specialization, and she must succeed in a static challenge using a test pool of her Mental attribute + highest smithing Crafts skill versus a difficulty rating of 20 to create the vessel. As Klaive-smithing is a rare and difficult art to master, it can only be purchased with your Storyteller's approval.

Standard Klaives are created as level 4 weapon fetishes. This category includes unique Klaives, such as Stormbringer Klaives. Grand Klaives, larger and more powerful, are created as level 5 weapon fetishes. The vessel for any Grand Klaive must have the Masterwork quality. All Klaives are bound with a spirit of war, and one of the qualities selected for it must be the Aggravated quality.

Tribal weapons are stylized weapons preferred by many of the tribes. Some, but not all, of them have a unique type of weapon that they consider proprietary. The Black Furies are known for the Labrys: a powerful double-bladed axe. Da'sais are curved, bladed weapons proprietary to the Silent Striders, and the Get of Fenris hold a special reverence for Ironhammers. A number of the Fera have their own specialized weapons that are also considered tribal weapons.

To create a vessel suitable for a tribal weapon, its creator must have a weapon-smithing Crafts skill specialization, as well as a Lore specialization about the tribe whose weapon she's creating. She must also succeed in a challenge using a test pool of her Mental attribute + highest smithing Crafts skill versus a difficulty rating of 16 to create the vessel. For example, creating a vessel for a Da'sai requires the Lore skill specialization: Silent Striders. Tribal weapons created as level 4 weapon fetishes are considered the standard variety. Legendary tribal weapons are created as level 5 weapon fetishes; examples of such weapons include Jarlhammers and Bronze Labryses. The vessel for any tribal weapon at level 5 must have the Masterwork quality.

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Sample Weapon Fetishes

Lightning Rod

This wooden baton has a charred exterior, as if it has been struck by lightning. When activated, it discharges a powerful blast.

Level 3 Weapon Fetish
Created by: Namaria, Princess of Wolves
Cantrips: Ceremonial, Sorcerous, Utilitarian (can serve as a power source for nearby electronic devices)
Qualities: Accurate, Concealable
Fetish Qualities: Additional Cantrips, Encumbering (2)
Attuned to:_____

Old Reliable

This simple pistol is the longtime favorite of the Glass Walker who uses it. The spirit she has brought in keeps it in working order in the face of gifts that may stifle it.

Level 1 Weapon Fetish
Created by: Unknown
Cantrips: Anonymous
Qualities: Accurate, Concealable
Fetish Qualities: Insulated
Attuned to:_____

Dead Rabbit Doll

This worn and tattered doll of a sad-looking rabbit is missing its right leg. The buttons that once made its eyes are gone, each leaving an 'X' patterned in thread.

Level 3 Weapon Fetish
Created by: Visions of Fire and Brimstone
Cantrips: Eerie (when left unattended, it will not be found in the same position in which it was left, as if trying to escape), Hexing
Qualities: Accurate, Fast
Fetish Qualities: Additional Cantrips, Encumbering, Harrying
Attuned to:_____

Helios's Sun Spear

They say the Sun Spear was given to one of Helios's favored children, created when he plucked one of his rays of light and sharpened it on the hardest stone he could find.

Level 5 Weapon Fetish
Created by: Queen Moon-Moon
Cantrips: Named, Aesthetic
Qualities: Masterwork, Accurate, Eerie (glows brightly)
Fetish Qualities: Returning, Sundering, Skillful (Blinding Attack)
Attuned to:_____

Branch of the Sacred Tree

This sturdy quarterstaff is carved from an unknown dark wood, with an intricate network of interlocking vines. Its original purpose was to provide a way to quickly disable a frenzying ally, knocking her to the ground and lessening her rage.

Level 4 Weapon Fetish
Created by: Ronan Blake "Pardons the Sin"
Cantrips: Bonded, Named
Qualities: Masterwork, Reach, Trip
Fetish Qualities: Pacifying, Unbreakable
Attuned to:_____

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Sample Klaive Fetishes

These renowned weapons are named and known throughout the Garou Nation.

Szilánk, Splinter of the World Tree

Made of a sliver of a mysterious grey-colored wood, legends abound that this Klaive was crafted from a splinter of the World Tree itself. Impossibly sharp and unbreakably strong, its existence gives credence to the enduring resilience of Gaia. The power of life permeates this klaive, boosting the vitality of its wielder.

Level 4 Weapon Fetish (Klaive)
Created by: Haldor Hemmingson
Cantrips: Crystalline (blade of impossibly sharpened wood), Utilitarian (when plunged into the ground, it accelerates the growth of nearby plants), Epic (Wisdom)
Qualities: Accurate, Brutal
Fetish Qualities: Unbreakable, Aggravated, Draining, Restorative
Attuned to:_____

Shelter

This Klaive is unusually old, rumored to have been crafted shortly after the Silent Striders' exile from their ancestral homelands. The name it bears is something the ancient Striders would have found in short supply—Shelter. Unlike most Klaives, this blade has the capacity to protect its bearer and is rumored to have thwarted a myriad of curses throughout the ages.

Level 4 Weapon Fetish (Klaive)
Created by: Ankhsenpepi
Cantrips: Exclusive (Silent Strider), Ceremonial, Epic (Wisdom)
Qualities: Accurate, Fast
Fetish Qualities: Aggravated, Negating (Occult)
Attuned to:_____

La Avispa

This distinctive Klaive was once the property of Adsila "Golden Eyes," a legendary Uktena Ragabash. Named La Avispa, or "The Wasp," this Klaive is known for its blinding speed and debilitating sting. Legend has it that its former owner once challenged a boastful Iron Rider Ahroun to a duel and severed her opponent's trigger finger before he could so much as reach for his pistol.

Level 4 Weapon Fetish (Klaive)
Created by: Adsila "Golden Eyes"
Cantrips: Named, Exclusive (Uktena), Epic (Glory)
Qualities: Accurate, Fast
Fetish Qualities: Aggravated, Disruptive (Physical), Skillful (Burst of Speed)
Attuned to:_____

Dirge Bringer

The Klaive known as Dirge Bringer has made numerous appearances throughout history. Made of impossibly solidified moonlight, it's believed to be sharp enough to cut apart the barrier between the living and the dead. Rumors speculate that the blade was crafted by a Galliard who returned home one day to find his pack slaughtered and his caern destroyed. Lacking proper materials to make a traditional weapon, he instead forged a weapon made of pure sorrow.

Level 4 Weapon Fetish (Klaive)
Created by: Februus Gravebinder
Cantrips: Eerie (hums mournfully when it takes a life), Crystalline (moonlight), Epic (Glory)
Qualities: Brutal, Deadly
Fetish Qualities: Aggravated, Devouring
Attuned to:_____

Hawk's Attending Umbrage

This weapon once served the now-deceased queen of House Unbreakable Hearth. Armed with this powerful Klaive, she fought valiantly in defense of the Great Lakes Caern during the early battles of the Apocalypse. Once believed lost, its recovery has been seen as a fortuitous omen for the Silver Fangs.

Level 4 Weapon Fetish (Klaive)
Created by: Margaret Standing Stone
Cantrips: Aesthetic, Bonded, Epic (Honor)
Qualities: Masterwork, Accurate, Fast
Fetish Qualities: Aggravated, Unbreakable, Exceptional (Deadly)
Attuned to:_____

Killer Banes

The Klaive known as Killer Banes was forged in preparation for dire battles during the Age of Apocalypse. Its intent was to be a powerful tool against the resurgent minions of the Wyrm, yet its creator perished before ever having the chance to wield it. It was taken up by another among the Silver Fangs, and its presence became a decisive factor in the survival of the Sept of the Crescent Moon.

Level 4 Weapon Fetish (Klaive)
Created by: Greyfist
Cantrips: Sorcerous, Exclusive (Silver Fangs), Epic (Glory)
Qualities: Brutal, Deadly, Quick Draw
Fetish Qualities: Aggravated, Avenging (Wyrm), Returning
Attuned to:_____

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Owl's Cleansing Talon

Sharp, swift, and deadly, this blade strikes its foes with the shearing power of the winds. Owl's Cleansing Talon is reviled among the Followers of Set, as it is believed to have once slain a Setite Methesulah. With the ability to cleanse its wielder and her allies, is it said to offer protection against the Setites' powerful venoms.

Level 4 Weapon Fetish (Klaive)
Created by: Ianthe Desert Rose
Cantrips: Exclusive (Silent Striders), Supportive, Epic (Wisdom)
Qualities: Accurate, Fast
Fetish Qualities: Aggravated, Draining, Forceful, Purifying
Attuned to:_____

Uanna

This Klaive is named for a legendary sage who studied both the way of the judge and the shaman. The blade itself is said to impart a portion of his good sense and sound judgment. Throughout the years, it has been entrusted to a number of Philodox and Theurges who have used it to pursue those criminals who have dishonored spirits.

Level 4 Weapon Fetish (Klaive)
Created by: Namkuzu "Vigilant Star"
Cantrips: Ceremonial, Hexing, Epic (Wisdom)
Qualities: Accurate, Brutal
Fetish Qualities: Aggravated, Skillful (Disarming), Returning, Harrying
Attuned to:_____

Fate Cutter

The Klaive known as Fate Cutter has been highly sought after throughout the years. A powerful fetish, defeat at the hands of this weapon is rumored to be inevitable. Indeed, each of its wielders has earned a series of great victories, only to perish unexpectedly, often at the height of their power. In spite of the dangers, there remain many Garou willing to put their fate in its hands.

Level 4 Weapon Fetish (Klaive)
Created by: Domari "Fate's Servant"
Cantrips: Utilitarian (the sword can cut through grave soil with ease), Exclusive (the weapon only bonds with a new owner once its previous one has died), Epic (Glory)
Qualities: Fast, Brutal
Fetish Qualities: Aggravated, Warded (Blinding Attack), Exceptional (Armor Piercing)
Attuned to:_____

Final Lesson

The fearsome Klaive known as Final Lesson has brought swift end to numerous criminals and betrayers of the Garou Nation. This fearsome weapon has the power to sunder a werewolf's Rage, leaving its opponent unable to draw on her full power. One of the few Klaives intended to combat other Garou, its bearers have typically commanded a wide berth.

Level 4 Weapon Fetish (Klaive)
Created by: Sariya Carcassone
Cantrips: Ceremonial, Named, Epic (Honor)
Qualities: Accurate, Fast
Fetish Qualities: Aggravated, Pacifying
Attuned to:_____

Bane Hunter

Reliable and precise, the Klaive known as Bane Hunter has been entrusted to the strongest Uktena warrior of each generation. Forged centuries ago, this blade was believed to be instrumental in carving a path through the hordes of Wyrm spirits surrounding the Storm Eater, and it has since been used to hunt down errant banes powerful enough to escape imprisonment.

Level 4 Weapon Fetish (Klaive)
Created by: Yellow Fur
Cantrips: Ceremonial, Bonded, Epic (Glory)
Qualities: Accurate, Deadly
Fetish Qualities: Aggravated, Avenging (Wyrm), Harrying
Attuned to:_____

Silver's Promise

Forged during the Age of Man, the wielders of Silver's Promise are destined to be at the forefront of any war against Black Spiral Dancers. Legends abound that the mere sight of this weapon strikes fear into the hearts of werewolves fallen from Gaia's grace. Some believe that Silver's Promise was created by the last White Howler shortly before his fall to the Wyrm. This devastating Klaive can strike a painful, forceful blow at enemies typically out of reach of its owner.

Level 4 Weapon Fetish (Klaive)
Created by: Unknown
Cantrips: Anonymous, Ceremonial, Epic (Honor)
Qualities: Brutal, Deadly
Fetish Qualities: Aggravated, Forceful, Painful
Attuned to:_____

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Sample Grand Klaive Fetishes

These legendary weapons are named and revered throughout the Garou Nation.

Shadow Blade

This bizarre piece of weaponry appears immaterial, yet it carries a mighty heft. As it slices through the air with astonishing ease, it resonates with the cries of the hungry dead.

Level 5 Weapon Fetish (Grand Klaive)
Created by: Constantine
Cantrips: Crystalline (Shadow), Eerie (creates a dull moan as it slices through the air), Epic (Glory)
Qualities: Masterwork, Fast, Brutal
Fetish Qualities: Aggravated, Returning, Exceptional (Deadly), Painful
Attuned to:_____

Summary Judgment

This Grand Klaive is famous for exposing the corruption infecting the Dalton line of Shadow Lords. Legend tells that when the last fallen Dalton died, the blade exploded into light, remaining that way ever since. Summary Judgement has since been used to persecute a crusade against Garou who fell for the Wyrm's lies. The spirits bound to this weapon hate those within the Grand Klaive Shadow Penance, and whenever these two weapons are close together, they almost always end up in conflict.

Level 5 Weapon Fetish (Grand Klaive)
Created by: Alex "Pride in his Blood" Morningkill
Cantrips: Exclusive (Silver Fangs), Crystalline (blade of hardened sunlight), Epic (Honor)
Qualities: Masterwork, Brutal, Deadly
Fetish Qualities: Unbreakable, Aggravated, Draining, Avenging (Wyrm)
Attuned to:_____

Shadow Penance

Legend has it that this Grand Klaive not only rends flesh, but also pierces the soul, revealing any doubt or secret shame. It is infamous for being used to horribly murder the mad Silver Fang Alexander "Pride in his Blood" Morningkill. The spirits bound to this weapon hate those within the Grand Klaive Summary Judgment, and whenever these two weapons are close together, they almost always end up in conflict.

Level 5 Weapon Fetish (Grand Klaive)
Created by: Enver "Sidewinder" Dalton
Cantrips: Exclusive (Shadow Lords), Eerie (targets hear accusatory whispers), Epic (Honor)
Qualities: Masterwork, Accurate, Brutal
Fetish Qualities: Aggravated, Forceful, Harrying, Unbreakable
Attuned to:_____

Fragarach: "The Answerer"

This Grand Klaive historically has been lost and reclaimed countless times. Each time its bearer has risen to greatness within the Fianna tribe, if not the Garou Nation as a whole. It serves not only as a powerful weapon for war, but also as a focus for some of the most difficult and taxing rites. Bearers of this Grand Klaive are said to have the blood of Manannan mac Lir running through their veins.

Level 5 Weapon Fetish (Grand Klaive)
Created by: Manannan mac Lir
Cantrips: Exclusive (Manannan's bloodline), Named, Sorcerous, Ceremonial, Epic (Wisdom)
Qualities: Masterwork, Brutal, Deadly, Quick Draw
Fetish Qualities: Additional Cantrips, Aggravated, Returning, Unbreakable, Skillful (Blinding Attack)
Attuned to:_____

Thunder's Ire

Thunder's Ire is a Grand Klaive well known throughout the Shadow Lord tribe. The ability to bear this fetish is seen as a blessing from Grandfather Thunder himself, and each strike's echoing boom seems to give truth to this claim. This elegant weapon dances in the hands of the bearer before landing devastating strikes that leave the target feeling dazed and weakened.

Level 5 Weapon Fetish (Grand Klaive)
Created by: Brittany Crossley
Cantrips: Aesthetic, Eerie (each strike lands with the sound of thunder), Epic (Honor)
Qualities: Masterwork, Accurate, Fast
Fetish Qualities: Aggravated, Devouring, Harrying
Attuned to:_____

Memento Mori

Where this Grand Klaive goes, death has always followed, granting it the name it bears to this day. None know who originally crafted this chilling weapon, but whenever great battles or large body counts arise, Memento Mori is found. Some say that this weapon was forged in secret by a Thuerge who wanted it for dark purposes and purposely bound spirits that would prevent anyone from ever learning her name.

Level 5 Weapon Fetish (Grand Klaive)
Created by: Unknown
Cantrips: Anonymous, Bonded, Epic (Glory)
Qualities: Masterwork, Deadly, Fast
Fetish Qualities: Aggravated, Exceptional (Brutal), Painful
Attuned to:_____

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Guardian Stance

A Grand Klaive that supports its allies as much as it damages foes, Guardian Stance can sap the will to fight from those it strikes. When carried into battle, this powerful weapon gives the bearer the ability to curse enemies that seek to do them harm.

Level 5 Weapon Fetish (Grand Klaive)
Created by: Heinrich Krebs
Cantrips: Hexing, Bonded, Epic (Glory)
Qualities: Masterwork, Accurate, Brutal
Fetish Qualities: Unbreakable, Aggravated, Pacifying
Attuned to:_____

Cantrip Qualities

Cantrips are creative quirks and minor enchantments that a creator can use to personalize her fetish. Each fetish or weapon fetish may be created with a number of cantrips, depending on its level. Additional cantrips can be purchased with the Additional Cantrip quality.

When selecting a cantrip, choose from the following list:

- **Aesthetic:** The process of bonding the spirit to the fetish has imbued the object with a special beauty or allure to the senses that it retains even when it is not activated. A fetish harp may sound especially beautiful, or a talen drought of wine may carry a superb taste. This experience is sufficient to trigger the clan flaw of Toreador vampires.

- **Anonymous:** The spirit inhabiting the fetish is deceived as part of the fetish's creation, and retains no memory of the creator. This means that someone using the gift Forge of the Fetish cannot determine the identity of the creator of this fetish.

- **Bonded:** Once this fetish has been attuned, its owner can locate it up to one mile away. If another user attunes the fetish, this ability lingers for another three months. This is an exception to the requirement that fetishes be activated before their qualities can be used.

- **Ceremonial:** This item has been specially prepared to assist its user in conducting rites. Whenever it is used as part of a rite ceremony, its user receives a +2 wild card bonus to her test pool in any Rites challenge.

- **Crystalline:** The item takes on a composition that would be impossible under the normal laws of nature. Even compositions as fantastical as crystallized moonlight or solidified shadow are within the realm of possibility, provided they're complimentary to the fetish and the original nature of the item. One of the item's mundane qualities can be switched for Strange Composition, even if it is normally not allowed for that item type. Fetishes created with this cantrip are considered a stable form of whatever their substance is. Weapon fetishes with this cantrip do not cause aggravated damage unless additional qualities are purchased (such as Strange Composition or Aggravated), even if the substance from which they are made normally causes aggravated damage or if it is used against creatures who normally take aggravated damage from that substance.

- **Eerie:** The fetish has an odd or otherworldly property to its function, which appears as strange or unnatural. A statue may cry tears on the anniversary of a great battle, or a weapon may possess an otherworldly glow. In the case of talens, this cantrip can also grant an unusual effect to the user, such as turning their skin bright red, though these effects are not sufficient to serve as a disguise. Overt or impressive effects may pose a danger to the Veil.

- **Epic:** In the martial culture of the Garou, truly powerful weapons command a special respect. Choose a type of Renown at creation. Once this fetish is attuned to the user, she receives a bonus trait of the chosen type of Renown whenever she bears it. The bonus trait is spent identically and is subject to the same restrictions as Innate Renown. Only level 4 and level 5 weapon fetishes can possess this quality (see **Fetishes: Weapon Fetishes, Klaives and Tribal Weapons**, page 722).

- **Exclusive:** The fetish can only be attuned by members of a certain tribe, Fera type, or biological bloodline chosen at creation. Alternatively, the fetish can only be attuned under certain conditions, such as if the previous user is slain, or by devout followers of a particular totem. This cantrip cannot be selected for talens.

- **Hexing:** Imbuing an item with this cantrip turns it into a weapon capable of delivering a powerful curse. You can use the fetish to make Hexing Attacks, inflicting its qualities with every successful attack. (See **Fetishes: Weapon Fetishes, Hexing Attacks**, page 721).

- **Named:** The fetish bears an unalterable mark of its identity: either its own name or that of its owner. The specific mark cannot be counterfeited, making the item easily identified. If the fetish is taken from its owner through the gift Taken the Forgotten or a comparable mind-altering power, the owner

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remembers the fetish is hers, though she may not remember the details of the theft.

- **Ornamental:** This cantrip allows a piece of jewelry or ornamentation to function as a fetish, conferring a fetish quality directly to the user. For example, a set of bracers could grant the Full Body or Hazmat qualities, or a ring could give the user the Deadly quality. When activated, this fetish will either glow, hum, or reveal itself as overtly magical in some other way.
- **Supportive:** An item with this cantrip can be activated to convey its effect or fetish qualities to a single willing individual or object within five steps of its wielder, instead of the user herself. A fetish can only convey the benefit of its qualities to a single individual at a time. Should the fetish be reactivated, its user may choose a new target for its benefit, in which case, the previous benefits immediately end.
- **Sorcerous:** Imbuing an item with this cantrip turns it into a weapon capable of a discharge of mystic energy. You can use the fetish to make Sorcerous Attacks, inflicting its qualities with every successful strike. (See **Fetishes: Weapon Fetishes, Sorcerous Attacks**, page 721.)
- **Synchronized:** As part of its construction, this fetish is supernaturally connected to another fetish or place. As part of that connection, the fetish exhibits a minor effect. A set of Klaives may glow or hum when in proximity to one another, a set of fetish radios may be able to communicate regardless of distance, or a pair of fetish boots may always know the way home. To have this quality, the connected objects must be created together, or in the case of a location, on site.
- **Utilitarian:** This item can be used for an additional purpose beyond its mundane capabilities. For example, a lightning wand could charge your cell phone, a flat shield could turn into a cooking surface, or a fetish knife can indicate north when placed in water. The chosen function cannot be combat-related.

Talen Qualities

Every talen has a set of magical properties referred to as *talen qualities*. When a talen is created, its creator purchases qualities for the item, choosing the powers she wishes the talen to have. Each quality has a point cost according to its level. For example, a level 3 talen has 3 talen points. These could be spent in one of the following ways: three level 1 talen qualities, a level 2 and a level 1 talen quality, or a single level 3 talen quality.

When purchasing qualities for talens, choose from the following list:

Level 1 Talen Qualities – 1 Point

- **Additional Cantrips:** The creator can select up to two additional cantrips for the item.
- **Conveying:** When this talen is active, once per round, the user can take an additional step when she uses an action for movement. This talen quality can be selected multiple times, allowing the user to take additional steps. For example, if this talen quality is purchased three times, the user can take an additional one, two, or three bonus steps when she uses an action for movement, or she can save any number of them for subsequent movement actions in the same turn.
- **Divining:** During creation, the creator chooses a mundane substance or phenomenon, such as water, gold, or radiation. Abstract concepts such as truth or corruption cannot be chosen. When activated, if the object or substance is within one mile, the object gives some sort of indication depending on its nature, leading the user to the nearest source of the chosen phenomenon.
- **Hazmat:** As per the equipment quality **Hazmat**, page 709. Unlike the mundane quality, this quality does not cease if the user suffers damage.
- **Impact Absorption:** As per the equipment quality **Impact Absorption**, page 710.
- **Purifying:** When activated, this item removes any mundane or supernatural poison from a quantity of liquid placed within it, or in which it is placed, up to one gallon. Alternatively, it can be used to create a talen that ends the effects of any active mundane or supernatural poison.
- **Restorative:** You can devote additional talen points to this quality. For each talen point you dedicate, this item heals 1 point of normal or aggravated damage when activated. This quality can only be activated once per hour.
- **Warded:** When this talen is created, choose a single combat maneuver. When activated, this talen negates the effects of a single successful combat maneuver used against you, but not the damage the maneuver would have caused. When calculating damage, apply any penalties that would normally occur. A user can only benefit from a single use of this quality once per hour, even between different fetishes and/or talens.

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Level 2 Talen Qualities – 2 Points

- **Accurate:** As per the equipment quality **Accurate**, page 706.
- **Armor Piercing:** As per the equipment quality **Armor Piercing**, page 706.
- **Ballistic:** As per the equipment quality **Ballistic**, page 709. This quality can be overcome by the Armor Piercing quality.
- **Brutal:** As per the equipment quality **Brutal**, page 706.
- **Deadly:** As per the equipment quality **Deadly**, page 706.
- **Captivating:** Spirits of a single affinity (Weaver, Wyrm, or Wyld) or animals of a single type find this talen irresistible. Once activated, any of these creatures or spirits that are located within 100 feet of you must spend a point of Willpower to act normally for the next hour. Otherwise, they must spend at least one action each round moving towards the talen, stopping to cluster three steps away from it.
- **Hardened:** As per the equipment quality **Hardened**, page 709. This quality can be overcome by the Armor Piercing quality.
- **Repulsive:** Spirits of a single affinity (Weaver, Wyrm, or Wyld) or animals of a single type find this talen detestable. Once activated, spirits within 100 feet must spend a point of Willpower to act normally for the next hour. Otherwise, they must spend at least one action each turn moving away from the talen until they are 100 feet away.
- **Shielded:** When this talen is created, choose a mundane element or type of energy, such as fire, electricity, or radiation. When activated, this talen negates the effects of a single successful attack of that type used against you, even if the source is supernatural, such as the gift Electroshock. A user can only benefit from a single use of this quality once per hour, even between different fetishes and/or talens.

Level 3 Talen Qualities – 3 Points

- **Masquerading:** When the talen is created, choose a specific creature or spirit type, such as human, vampire, or Weaver spirit. When activated, this talen allows the user to appear indistinguishable from that selected spirit or creature type for one hour. While the talen does not grant any of the powers of the spirit or creature, the user appears as genuine to all forms of mundane and supernatural detection.
- **Fast:** As per the equipment quality **Fast**, page 706.
- **Full Body:** As per the equipment quality **Full Body**, page 709. This quality can be overcome by the Armor Piercing quality.
- **Knockback:** As per the equipment quality **Knockback**, page 708.

Fetish Qualities

Every fetish has magical properties referred to as *fetish qualities*. When a fetish is created, its creator purchases fetish qualities for the item, choosing the powers she wishes the fetish to have. Each fetish quality has a point cost according to its level. For example, a level 3 fetish has 3 fetish points. These could be spent one of the following ways: three level 1 fetish qualities, a level 2 and a level 1 fetish quality, or a single level 3 fetish quality.

When purchasing qualities for a fetish, choose from the following list:

Level 1 Fetish Qualities – 1 Point

- **Abundant:** This fetish has the capacity to store 1 point of Gnosis. If the user is attuned to the fetish, she can activate it to add to or withdraw the Gnosis at a rate of 1 Gnosis per simple action. Activating the fetish to withdraw its energy does not require the expenditure of Gnosis, but the user must spend her Gnosis to add it to the fetish's store. This quality can be selected multiple times; each selection increases the storage capacity of the item by 1 point.
- **Additional Cantrips:** The creator can select up to two additional cantrips for the item.
- **Conveying:** With this fetish active, once per round, the user can take an additional step when she uses an action for movement. This fetish quality can be purchased multiple times, allowing the user to take additional steps. For example, if this fetish quality is purchased three times, the user can take an additional one, two, or three bonus steps when she uses an action for movement, or she can save any number of them for subsequent movement actions in the same turn.
- **Divining:** During creation, the creator chooses a mundane substance or phenomenon, such as water, gold, or radiation. Abstract concepts such as truth

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or corruption cannot be chosen. When activated, if the object or substance is within one mile, the object gives some sort of indication, depending on its nature, leading the user to the nearest source of the chosen phenomenon.

- **Insulated:** This item is immune to the gifts Jam Technology and Ghost in the Machine. You can only assign this fetish quality to machines and electronic devices.

- **Perpetual:** Once activated, this fetish continues to carry out its mundane mechanical function without depleting its fuel source. If the object requires any sort of mundane fuel, as long as it has some when activated, it continues to function. This quality has no effect on objects that do not require fuel, and it cannot support biological processes, such as digestion or fermentation.

- **Purifying:** When activated, this fetish removes any mundane or supernatural poison from a quantity of liquid placed within it, or in which it is placed, up to one gallon. Alternatively, it can be used to end the effects of any mundane or supernatural poison active upon the user.

- **Restorative:** You can devote additional fetish points to this quality. Once this fetish is activated, you can use it to heal 1 point of normal or aggravated damage. You can target yourself or another target located within one step of your location. You can use this quality this at any time without spending an action. This quality can only be used once per hour for each fetish point invested.

- **Warded:** When this fetish is created, choose a single combat maneuver. When activated, this fetish negates the effects of a single successful combat maneuver used against you; however, you still receive any damage the successful maneuver would have caused, if any. A user can only benefit from a single use of this quality once per hour, even between different fetishes and/or talens.

Level 2 Fetish Qualities - 2 Points

- **Captivating:** Spirits of a single affinity (Weaver, Wyrm, or Wyld) or animals of a single type find this fetish irresistible. Once activated, any of the creatures or spirits chosen that are located within 100 feet of you must spend a point of Willpower to act normally for the next hour. Otherwise they spend at least one action each round moving towards the fetish, stopping to cluster three steps away from it.

- **Exceptional:** This fetish gains one of the following mundane qualities at creation: Ballistic, Hardened, Hazmat, Impact Absorption, Nondescript, or Secure. The quality chosen cannot be one that the fetish already possesses. See **Protective Gear** and **Miscellaneous Gear**, pages 709-710.

- **Repulsive:** Spirits of a single affinity (Weaver, Wyrm, or Wyld) or animals of a single type find this fetish detestable. Once activated, spirits or creatures of that type located within 100 feet of you must spend a point of Willpower to act normally for the next hour. Otherwise, they must spend at least one action each turn moving away from the fetish until they are 100 feet away.

- **Shielded:** When this fetish is created, choose a mundane element or type of energy, such as fire, electricity, or radiation. When activated, this fetish negates the effects of a single successful attack of that type used against you, even if the source is supernatural, such as the gift Electroshock. A user can only benefit from a single use of this quality once per hour, even between different fetishes and/or talens.

Level 3 Fetish Qualities - 3 Points

- **Baleful:** The wielder of this fetish inspires doubt and uncertainty. She cannot be the target of a Physical attack unless the challenger spends a point of Willpower. If the Willpower point is spent, this fetish does not prevent the challenger from physically attacking the user for the next hour, even if the fetish is reactivated within that time. The wielder of this weapon may still be targeted by non-Physical attacks without requiring that the challenger spend a point of Willpower.

- **Full Body:** As per the equipment quality **Full Body**, page 709. This quality can be overcome by the Armor Piercing quality.

- **Masquerading:** When this fetish is created, choose a specific creature or spirit type, such as human, vampire, or Weaver spirit. When activated, this fetish allows the user to appear indistinguishable from that specific spirit or creature type for one hour. While the fetish does not grant any of the powers of the spirit or creature, the user appears as genuine to all forms of mundane and supernatural detection.

- **Negating:** When this fetish is created, choose a skill, such as Intimidation, Animal Ken, or Occult. When activated, this fetish negates the effects of a single successful opposed challenge of that type used against you. A user can only benefit from a single use of this quality once per game session, even between different fetishes and/or talens.

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Weapon Qualities

Every weapon fetish has magical properties referred to as *weapon fetish qualities*. When a weapon fetish is created, its creator purchases qualities for the item, choosing the powers she wishes the weapon fetish to have. Each quality has a point cost according to its level. For example, a level 3 weapon fetish has 3 fetish points. These could be spent one of the following ways: three level 1 fetish qualities, a level 2 and a level 1 fetish quality, or a single level 3 fetish quality.

When purchasing weapon qualities, choose from the following list:

Level 1 Weapon Fetish Qualities – 1 Point

- **Additional Cantrips:** The creator can select up to two additional cantrips for the item.
- **Aggravated:** All damage from this weapon is aggravated.
- **Draining:** Once per turn, after successfully damaging a target, the weapon heals its wielder for 1 point of normal damage.
- **Encumbering:** You can devote additional fetish points to this quality. When you successfully strike a target with this weapon, she receives a -2 penalty to her next turn's initiative for each point invested. Multiple applications of this effect are not cumulative.
- **Forceful:** The use of this weapon generates a powerful wave of force, allowing melee weapons to attack from a distance, conveying their full effects and qualities. You can devote additional weapon fetish points to this quality. For each point invested, this weapon can attack from an additional two steps away. This weapon fetish quality is cumulative with the Reach quality.
- **Harrying:** A target struck by this weapon takes one fewer step the next time she spends an action to move. Multiple applications of this effect are not cumulative; a target can move again normally after she spends one penalized action for movement.
- **Insulated:** This item is immune to the gifts Jam Technology and Ghost in the Machine. You can only apply this fetish quality to machines, such as guns and electronic devices.
- **Returning:** This fetish can be instantly returned to its owner's grasp by expending a standard action, at a range of up to one mile. It also gains the Quick Draw quality.
- **Skillful:** Choose a single combat maneuver during creation. Once per hour, the user can perform that combat maneuver without spending Willpower.
- **Unbreakable:** Both mundane and supernatural effects are unable to break this item or compromise its physical integrity. This quality is always active, even if the fetish is not active.

Level 2 Weapon Fetish Qualities – 2 Points

- **Avenging:** Choose an affinity upon creation: Weaver, Wyrm, or Wyld. When targeting opponents of that affinity, this weapon deals an additional point of damage.
- **Disruptive:** Choose a single attribute category for this weapon fetish quality during creation. Targets struck by this weapon suffer a -1 penalty to test pools that involve the chosen attribute category until the end of their next turn. Multiple applications of this quality affecting the same attribute are not cumulative.
- **Exceptional:** This weapon gains one of the following qualities at creation: Accurate, Armor Piercing, Brutal, Deadly, Rapid Reload, or Fast. The quality chosen cannot be one that the weapon already possesses.
- **Painful:** This weapon always inflicts 2 points of base damage when it successfully hits its target. This damage cannot be increased by bonuses such as Rage or exceptional successes, or reduced by powers such as Fortitude or Aegis of Rage. This quality has no effect if the weapon is being utilized as part of a combat maneuver. The Rugged quality functions normally against this quality, incurring 2 points of damage against the bonus health levels when struck. This quality's benefit cannot be combined with a Hexing attack.
- **Unerring:** This quality can only be applied to firearm and projectile weapons. Once per round, you can activate this quality by spending 1 point of Gnosis. This is an exception to the rule that allows you the use of a fetish's qualities through normal activation. When this quality is active, the next attack made with this weapon automatically achieves a normal success. This success cannot be upgraded to an exceptional success through the use of any additional effects or powers.

Level 3 Weapon Fetish Qualities – 3 Points

- **Devouring:** Targets struck by this weapon lose 1 point of Gnosis, Blood, Glamour, or another point of resource appropriate to their creature type. Should a target

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possess multiple types of these energies, she loses 1 point of each.

- **Knockback:** This weapon inflicts a serious amount of impact on its target. On a successful attack with this weapon, the attacker may choose to move her target up to two steps away from the point of impact. In addition, targets that are not Stamina-focused are knocked prone.
- **Pacifying:** Targets struck by this weapon lose a single point of Rage. A target can only be affected by this quality once per turn, regardless of the number of times she is hit with a Pacifying weapon in each turn.
- **Sundering:** If you achieve an exceptional success while using this weapon, you may choose to render inoperable either the weapon your opponent is carrying, or the armor she is wearing. Anyone seeking to repair the object must expend a downtime action and succeed in a static challenge using her Physical attribute + Crafts skill versus the attacker's Physical attribute to repair it. If the weapon or piece of armor chosen has the Unbreakable quality, this quality has no effect. This quality cannot be used in conjunction with Hexing or Sorcerous attacks.

Fetish Creation

Fetish creation is never a simple task. The act of creating one is a spiritual undertaking, requiring no small amount of time and work taking place during downtime actions.

Overview of Fetish Creation

The creator should review the appropriate table for the type of fetish she wishes to create and then complete the following tasks:

1. Determine the qualities she wishes to give the fetish.
2. Spend a downtime action and win a static challenge with her test pool from the gift Forge of the Fetish versus the corresponding difficulty in the **Talen chart** (page 717), **Fetish chart** (page 719), or **Weapon Fetish chart** (page 721) to contact the appropriate spirit to ask for its aid.
3. Complete the appropriate quest as chiminage for the spirit to secure its aid.

Once she has completed her task, she spends a number of fetish points equal to the fetish's level to purchase qualities and assign the appropriate number of cantrips for the newly created fetish.

Step One: Fetish Selection and Planning

The creator first determines the type of fetish she wishes to create: talen, fetish, or weapon fetish, depending on the qualities she wishes to purchase. She then determines the level of the item she wishes to create, and takes note of the qualities she wishes to purchase.

Step Two: Engaging the Spirit

The creator must seek out an appropriate spirit to inhabit the vessel. This search requires one downtime action and a static challenge, in which the creator uses her Mental attribute + Occult skill + Rank background versus a rating proportionate to the fetish she is seeking to create. Success means the creator makes contact with a spirit of the appropriate type, which can enable the desired qualities. Failure means the downtime action is spent and the creator must try again, using subsequent downtime actions.

Once contacted, the spirit considers if the item is an appropriate vessel. The Storyteller determines if the spirit sees the item offered as appropriate, taking into consideration the nature of the fetish. The Storyteller is encouraged to reject concepts that she feels are silly, unbalancing to current plots, or disruptive to the state of the game. After all, spirits can be capricious, and they are always within their rights to refuse. Alternatively, she may choose to approve a potentially suspect item, leaving the matter of policing its creator to other player-characters.

If the spirit refuses the item, the creator may offer another one, if she has one on hand. If she does not, the offer is rejected. She must find a more appropriate item before continuing the fetish-creation process, but she can contact the spirit again without the need for another challenge or downtime action.

Step Three: Quest for Chiminage

If the item is satisfactory, the spirit still requires some form of chiminage: a token or service granted in exchange for powering the fetish. The nature and scope of the chiminage required varies according to the spirit's nature and power level. Weaker spirits require simple acts or small tokens, whereas more powerful spirits require quests in exchange for their power. All spirits demand a form of chiminage in accordance with their natures. Each level and type of fetish has a different quest requirement associated with it. For details, see the **Talen chart** (page 717), **Fetish chart** (page 719), or **Weapon Fetish chart** (page 721).

Justin Miller (Order #10312875)

Fetishes and Misuse

Although traditionally the Theurge auspice is charged with communication with the spirits, Philodox enforce contracts between Garou and spirits. In the wake of recent tragedies, many Philodox have renewed their commitment to ensuring equitable dealings with spirits when it comes to fetishes, for fear that the Garou may see their ability to create them diminished.

In particular, Philodox are especially vigilant of those who produce fetishes solely for profit. While it is certainly within a Garou's right to receive payment for her services, the act of creating and storing fetishes en masse for the purpose of profitable exchange is seen as a sacrilege. Any Philodox who becomes aware of such an abuse will seek to confiscate the stockpile and repurpose it to serve a more fitting end.

A growing number of Theurges, however, claim that the Philodox go too far, confiscating caches of fetish supplies intended for caern and sept defense. Some very keenly note that these confiscations seem much more common across tribal lines, calling them little better than glorified power-grabs. While the legitimacy of fetish confiscation remains in dispute, this claim may have some truth. Philodox of the Silver Fangs have been known to be especially zealous when it comes to dealing with Theurges of other tribes.

Example of Fetish Creation

Rebecca "Soaring Souls" has the gift Forge of the Fetish (see ***Chapter Five: Gifts, General Gifts, Level 3 Gifts, Forge of the Fetish****, page 282) and is looking to create a fetish that can repel harmful spirits. She has crafted a rattle made from a buffalo horn that she wishes to give the Repulsive quality. Working with her Storyteller, the player declares her intent to create a fetish. As the Repulsive fetish quality costs 2 fetish points, it will be a level 2 fetish.*

Rebecca spends her downtime action and makes a static challenge with her Storyteller versus a difficulty rating of 14. She succeeds, and her Storyteller determines she finds a spirit of courage willing to power the fetish. Her crafted item is of sufficient quality for the spirit, and it agrees to help if Rebecca completes a Simple Quest as chiminage.

Later, Rebecca successfully completes the Simple Quest. Satisfied, the spirit of courage inhabits the rattle. The fetish gains the Repulsive quality, and the player chooses to have it repel bane spirits. The Storyteller creates an item card describing the fetish, noting its level and quality.

Rebecca has 2 dots of her Fetish background that are not yet assigned to fetishes (see ***Chapter Four: Character Creation, Step Eight: Assign Initial Backgrounds, Background Descriptions, Fetishes****, page 195). She spends the next night attuning the fetish rattle. She is now the fetish's owner and can activate it to repel banes.*

Fetish Forms

Name: _____

Description: _____

_____

Fetish Type: _____

Created by: _____

Cantrips: _____

Qualities: _____

Fetish Qualities: _____

Attuned to: _____

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Name: _____

Description: _____

_____

Fetish Type: _____

Created by: _____

Cantrips: _____

Qualities: _____

Fetish Qualities: _____

Attuned to: _____

Name: _____

Description: _____

_____

Fetish Type: _____

Created by: _____

Cantrips: _____

Qualities: _____

Fetish Qualities: _____

Attuned to: _____

Name: _____

Description: _____

_____

Fetish Type: _____

Created by: _____

Cantrips: _____

Qualities: _____

Fetish Qualities: _____

Attuned to: _____

Name: _____

Description: _____

_____

Fetish Type: _____

Created by: _____

Cantrips: _____

Qualities: _____

Fetish Qualities: _____

Attuned to: _____

Name: _____

Description: _____

_____

Fetish Type: _____

Created by: _____

Cantrips: _____

Qualities: _____

Fetish Qualities: _____

Attuned to: _____

Name: _____

Description: _____

_____

Fetish Type: _____

Created by: _____

Cantrips: _____

Qualities: _____

Fetish Qualities: _____

Attuned to: _____

Jusan Miller (Order #10312875)



Justin Miller (Order #10312875)



By Night Studios extends its heartfelt thanks to our generous and patient Kickstarter backers, who made this book possible.

"Inquisitor" Edward Neil
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Adam Albaugh
Adam 'Claws Run Red' Bartlett
Adam Kuuspalu
Adam Lake
Adam Malkmus
Adam Tapper
Addy Ahmed
Adrienne Lockhart
Aeterna Nox
Ailke Havel, Confidante of Crows: Shadowlord Homid Fostern Ahroun
Ainvar Harkinson
Aisling O'Gara
Akuna Leaps the Crocodile (Octavian Düm)
Alana "Seals The Breach"
Alec Bitter-Moon-Marked-Defiant
Alex Croxford
Alex Gruesser
Alex 'Pedro' Watson
Alex White
Alex Whiteclaw
Alexander "Pride in his Blood" Morningkill
Alexander Finds-The-Words
Alexander Kratochwill
Alexander Molsbee
Alexander Tvarivich
Alexander Wolf
Alexandra Travis
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Alvadore Cram
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Amanda Scroggins
Amy "Yee Tsun" Morgan
Amy Dances-on-Pidgeons Clark
Andrew "Min Carves-the-Path" Cummings
Andrew and Cari Allen
Andrew and Monica Marlowe
Andrew Balenko
Andrew Behrens
Andrew Boynton
Andrew Laliberte
Andrew Logan
Andrew Ring
Andrew Sayman
Andrew Tabo Deller
Andrew Wilson
Andy Kwong
Andy Lambert
Angela Rexwinkle
Anglee Leviner
Anna "Loki" Hays
Anonymous
Anya 'One who sees truth'
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Archon Jonus, KCB
Ariel Kaiser

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Aron Hoskins
Aron Tandyre, Swift-Wind, Silent Strider Ahroun
Arthur "Matti 'Rises from the Ashes' Joukanen" Mandelin
Arthur "Torakhan" Dreese
Aryn Orwig
Audra Lee Kelley
Austin Haught
Avabunnie
Baits the Hook
Baron Saterbak
Bartole Family
Bastion Christopher Ravenhurst
Batness
Becky Smith
Ben Piotrowski
Bennosuke
Bentley W. Chism
Bert "Silent Bob" Sanders
Bert Wooten
BHab
BJ McManus
Blair McLachlan
Blue Spirit
Bob Ellis
Brad and Bea Witzel
Brandi Davidson
Brandon Daniels
Brandon Grinslade
Brant Bosworth
Brantly Medders
Brendan 'Guides the Tracks' Kently
Brendan Whaley
Brennan Sarpas
Brennan Willingham
Brett "SwiftOne" Ritter
Bri Crossley
Brian "Chainsaw" Campbell
Brian Christopher Delk
Brian Gates
Brian Johnson
Brian M. Gang
Brian Murphy
Brian Rooker
Bridge of Ashes
Brin, Lili, & Rory - Never Again
Brom Jensen "Cancels Ragnarok"
Bryan & Sarah Himebaugh
Bryan Hayden
Bryan Himebaugh
Bryan Lee Briggs
Bryan Patraw
Byron McCullough
C Kelly Pohl
C.W.Richeson
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Callie Hoskins
Can't Make Change
Cara Nardone
Caroline Jensen
Carolyn Neumann
Carries the Heart
Casey Corbin
Cassandra Wire
Cassie Gegax
Cathy "Little Mother Wolf" Modine
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Charles and Ashley Oliver
Charles Oldham
Charles Rieser
Charlie Rose
Charlyne Lees
Chases Midnight
Chattanooga
Chayde
Chelsea Keen
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Chris Renz
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Christopher Angelo
Christopher Bertell
Christopher Campione
Christopher Digaaz Ward
Christopher Earl
Christopher J. Williams
Christopher Krug-Iron
Christopher Minchella
Christopher Run's in Rain
Christopher Urbanczyk
Christopher Wall
Chuck Childers
Cillian Green
Civitas de Immortalis
CJ Romer
Clayton Weeks
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Clutch & Don Tale Teller
Coal
Colin Douglas
Coll & Col
Connell 'Special Ale' Brannigan
Conor S.
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Cris Hundley
Cruciare
Crystal A. Chappelle
Crystal Mazur
Cyberhunter
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Dak Kristensen
Damien Starlurker
Damon Edwards
Dan Chase
Dan M.
Dan Pipoly
Dances in High Skies
Daniel "Scooby" Abreu
Daniel Angelo Monaco
Daniel Ashfinder
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daniel wright
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Danny Vigilante
Darcey W.
Darkuwa
David "Explodey Boom-Boom" Stegbauer
David and Patricia Fowler
David C Allen
David Mercer
David Merriam
David N Dow
David Peters
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Derrick Joyner Jr.
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director of awesome
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Domain of Pending Doom
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dunerat
Dustin Bridges
Dustin Hammonds
Ebrech Sage
Ed Mouchet
Ed Reinhardt
Edward Monical-Vuylsteke
Eicats
Eidolon
Einar "Walks the Blade" Randofson
Elldaryck
Elzo Benzaquen
Emily Mentrek
Enid Black
Enraged Incorporated
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Eric "Thor's kid" Pridgen
Eric "Vinshalya" Schuler
Eric '12' Kabrel
Eric Grab
Eric LaRue
Eric Olson
Erin Ashburn McCandless
Erin Keever
ErinG
Erol Mazhar "Croc" Aksoy & Efe "Dayı" Kurtuluş
Erwin B.
Eugene Davis
Ewan "Still Standing" Johnstone
Eyes of the Midday Sun
Eyes-Among-Reeds
F. Stober
Facknights
Fallen Spear
Fang 'n' Gun
Father's Shame
Feels the Silver
Fights-With-Fierce-Teeth
Finland and Joan, of Gaia's Teeth
Fisher of Day's Last Light
Flokki "Hand of Justice" Gunndersson
Flys-By-Night
Forges the Undiscovered Country
Frankie Mundens
Freddie 'Fureddi' Cameron
Frédéri "Volk Kommissar Friedrich" POCHARD
G. Brian Shaw
Gabe "Ten Steaks" Villagomez
Gabriel Bélanger
Gabrielle, She who fights above her station
Gaia's Merciful Embrace
Garrett Alspach
Garrett Wulfson
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Gary McCandless
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Gillian T.
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Greedy Mcgreed
Greg Berry
Greyfur, Earthborn, Steadfast-Fury, born to Wolf under the full moon to the Children of Gaia
GunBunny
Gunnar
Gustavo Brown Inzunza
H.L. Dewey
Hadrian "Claws-Of-Lightning" Drake
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Ivan Zalac
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Lucky, Ragabash Extraordinaire
Luzbhel
M. Alan Thomas II
Mad Dog
Maddie Spiller
Madmac Magraw
Magus
Maiken Hansen Klünder
Malachai
Malachai Khepera
Malcolm Stryborn
Marbolo “Danger Mouse” Red
Marc Collins
Marc Piñol
Marcin werewolf43 Kosiedowski
Marcus “Bites the Klaive” Glowczak
Maria “Skirts the Shadows”
Maria Cambone
Maria Jose Espinosa
Marina Skoogh
Marius Kane
Mark “The Completionist” Owens
Mark “Thunderhowl” Brunsdon
Mark & Brandi Darbe
Mark Z
Marlo ‘The Iceman’ Tacla
Martin J Manco
Martin Howls-Fury
Master Marglar
Mathieu Poulpe Filipic
Matt Betts of Black Hole Trebuchet
Matt Blank
Matt M McElroy
Mattheau Fain
Matthew Barrett
Matthew Dimalanta
Matthew G Payton
Matthew Keith Førde Passingham
Matthew Lynn
Matthew Orwig
Matthew Sanderson
Matthew T Millard
Matthew Wehner
Max Vaillancourt
Maya “Walks the Line” Nikolas
Megan Ortiz (RBMidknight)
Melissa Clark
METAGAMUS!!!!
Micah Mogle
Michael “Kolomaq” McDonald
Michael “Wars-on-all-Fronts” Anders
Michael and Brian Goubeaux
Michael C. Riedlinger
Michael Corrigan
Michael D. Blanchard
Michael Dietz
Michael Downey
Michael Dyer
Michael Gearman
Michael Giosia

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Michael Jacobson
Michael Letsch
Michael Romagano
Michael Rosenblum
Michael Silverlake
Michael Smith, Get of Fenris Theurge
Michael Stands-Ready
Michael Trial by Fire
Michael Zanfardino
Michel Foisy
Michelle Flamm
Mike "Wolf Papa" Holland
Mike & Aldea Boaz
Mike Nash
Mike Rilee
Mikhail Kerrigan
Millman
Miranda Graves
Miranda Rosenblum
Mirgonael
Mirko a. mitta
Mischief the Ragabash
Mizter Mofongo
Molly Reed
Moor Hound
Morgan & Amber Godat
MSU Role Playing Association
Muçurana de Troca de Peles
Muddy Paw
Nathan (Shiro) Grainger
Nathan and Erin Brown
Nathan Marzolf
Nathan Pulley
Nathan Wetzel
Nathan Whitestone
Neeters & Scarabus
Never Cry - Wendigo Philodox
Nicholas D. Dragisic
Nick "Tricks the Wyrm" Thompson
Nick Brunskill
Nicolas Villatte
Nicole Porter
Nifaust
Nikika Giovanni
Nilty
Nimya
no thanks
No-Verbal-Filter AKA Unfiltered - Corax
Odin's Bane
OmNom NomNom
Or Oz "Web Memory" Glass Walker Fostern
Oubliette
Owen "Oswald the Gurahl" Raine
ParisRose
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Phil Merrow
Philippe "Sildoenfein" D.
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Praetor Canis
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Pumchu
Qaletaqa Yas Mohingen
Queen Moon-Moon
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Ralph C. Lacy IV
Randall Crawford
Randy (Marphos) Burkhart
Randy A Duncan Jr
Raven Michelle Meyers
Ravnos Phantom
Ray Heyberger
Raye Weaversong
Rebecca Catan
Rebecca Stoner
Rebecca Talldeer / Glade's Fury Reclaims that Which was Lost
Red Bull
Remwald Librod
Renee Ritchie
Reuben
Ria Surface
Richard Dold
Richard May
Richard Starkweather II
Richard van den Heever
Riley Crowder
River Linthicum
Rob Paul
Robb Stone
Robert C. Haas
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ROBERT L SWAN
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Robert Tucker
Roberto Hiroshi Kina Filho
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Robin MacAllister
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Rohel Terrazas
Rolf Bradley 'Brawls-with-Bear'
Ron "Liza Lover" Edens
Ron Martin
Rory Chambers
Rory Hughes
Rosa Annasdottir, Fenrir Skald (Katie Harwood)
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Rusty Howls at Dawn
Ryan and Fran Mulderig
Ryan Blackstock
Ryan Chenoweth
Ryan D. Beach
Ryan Holdbrooks
Ryan Patterson
Ryan Powell
Ryan Schmidt
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Samiel Asher
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Sean "Sunchaser" Ashcraft
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Shane Downey
Shane Freund aka Jasper Scorched Silver Rathbone
Shane Ogre Coble and Family
Shane Rogers
Shaun Bailey
Shawn "Sutekh" Glass
Shawn Rossello
Shawna Dunsirn
Shay McAulay
Shea Anderson
Shera Breaks-the-Maze-Walls Taggart
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Shimon Klein
Shoshana Kessock
Simon Denis
Sir Major Evelyn Winstan, III
Skot Holcombe
Sleeps in dumpsters
Song of the Myst
Sparks the Leeches
Speaker of the Dead
Speaks with the Weave
Splits the Sky with the Fires of Rage, Metis, Theurge
Squatting Dog
S'rae Newman
Stephan Stormcloud
Stephanie King
Stephanie Williams
Stephen Brown
Steve Gibson and Melissa Hendrix-Gibson
Steve Lord
Steve Tisdale
Steve Zelenty
Steven 'Pholtus' Jones
Steven Sachleben
Stewart Wieck
Stickman
Stoney
SudburyByNight
Sudiptya Banerjee
Sven Stormcrow
Swift Talon
Tabitha Tipper
Tanya Telson
Techno Weasel-Words
Ted Pertzborn
TeoWolf82
Teppen Wilhelm Von Hagen
The Gathering Storm pack
The Hidden Parlor
The Millennium Cauldron
The Miracles
The Nikki Monstr
The Players of Horizon
The United States Army
The Wolf who sings a mournful song
Thiara Urmen
This Space Intentionally Left Blank
Thomas "Cosmus" E. Metcalfe
Thomas R. Tipps
Thundersnow
Thutmose Speaker For The Dead
Tiago Marinho
Ticviking
Tim Boser
Tim MacLaughlin
Tim miller
Timothy L Hamilton
Tito Betancourt
Toad
Tobias Bodlund
Todd Baughman
Tommie Boatwright
Tommy Svensson
Tony (MFGreth) Picknell
Tony Parisi
Tony Perry
Travis McLaughlin
Trevor E Schrock
Trevor Mayes
Treyton & Shayla
Troy Benton Games
Tug Brice
Ty Elrod
Tye Graham
Tyler Brooks
Tyler Huffman
Tym Keeney
Ukko Seppa
Ulfar "Signs with Rage"
Uncle Rorry
Uri Osadczyk
Uther Stormhammer
Valerio Rossi & Roberto Porcelli
Victor Levandoski
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Vidya
Vilhjalmr
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Voice of the Dead
Wade Jones
Wade Yorke
Wagner “Fianna” Schmit
Walking Sin
Walter F. Croft
Warren Morrison
Warsong
Watches the Wind
Wepwawet-Khem “Runs-with-Spirits”
Werkelwut
Wes Divin
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MIND'S EYE THEATRE

WEREWOLF THE APOCALYPSE

Name:
Archetype:
Chronicle:

Tribe:
Breed:
Auspice:

Attributes

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical OOOOO OOOOO
Bonus Attributes OOOOO
☐Strength ☐Dexterity ☐Stamina

Social OOOOO OOOOO
Bonus Attributes OOOOO
☐Charisma ☐Manipulation ☐Appearance

Mental OOOOO OOOOO
Bonus Attributes OOOOO
☐Perception ☐Intelligence ☐Wits

Skills

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics OOOOO
Animal Ken OOOOO
Athletics OOOOO
Awareness OOOOO
Brawl OOOOO
Computer OOOOO
Crafts OOOOO
Crafts OOOOO
Dodge OOOOO
Drive OOOOO
Empathy OOOOO
Firearms OOOOO
Intimidation OOOOO
Investigation OOOOO
Leadership OOOOO
Linguistics OOOOO
Lore OOOOO
Medicine OOOOO
Melee OOOOO
Occult OOOOO
Performance OOOOO
Performance OOOOO
Science OOOOO
Science OOOOO
Security OOOOO
Stealth OOOOO
Streetwise OOOOO
Subterfuge OOOOO
Survival OOOOO
_____ OOOOO

Merits & Flaws

(Buy up to 7 points of merits and recieve up to 7 points from flaws.)

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Gnosis

(Every character begins play with a Gnosis pool of 10.)

☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Gifts

(Choose 3 rank one gifts that match your Tribe, Breed, or Auspice affinities.)

Name	Level

Health Levels

(Incapacitated characters lose their simple action.)

Healthy ☐☐☐
Injured ☐☐☐
Incapacitated ☐☐☐

Common Pools

Unarmed Combat: Physical [ ] +Brawl [ ] +Misc [ ] – ○

Dodge: Physical [ ] +Dodge [ ] +Misc [ ] – ○

Attribute [ ] +Skill [ ] +Misc [ ] – ○

Attribute [ ] +Skill [ ] +Misc [ ] – ○

Attribute [ ] +Skill [ ] +Misc [ ] – ○

Attribute [ ] +Skill [ ] +Misc [ ] – ○

Attribute [ ] +Skill [ ] +Misc [ ] – ○

Attribute [ ] +Skill [ ] +Misc [ ] – ○

Rage

(Garou begin combat with 1 point of Rage, and gain an automatic point of Rage on each successive Everyman round. All Rage effects are cumulative.)

Regenerate 1/turn	+1 Damage	Additional Rage Action	Regenerate 1/turn	+1 Damage	Additional Rage Action	Regenerate 1/turn	+1 Damage	Additional Rage Action	Regenerate 1/turn
1	2	3	4	5	6	7	8 Frenzy I	9 Frenzy II	10 Frenzy III

(Slide a paperclip along the bottom of the character sheet to track your Garou's current rage.)

Difficulty Scale: Easy –5, Standard –8, Difficult –15, Challenging –20, Epic –30

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MIND'S EYE THEATRE

WEREWOLF THE APOCALYPSE

Homid

- None
- **Homid-breed:** can decrease Rage

Glabro

- Aggravated damage with claws
- +1 bonus to Brawl, Melee, and Firearms
- +3 bonus to Dodge
- **Dexterity focus:** Dodge bonus becomes +5

Crinos

- Aggravated damage with teeth and claws
- Can bite without grappling
- +4 bonus to Brawl and Melee
- **Strength focus:** Brawl and Melee bonus becomes +6

Hispo

- Aggravated damage with teeth and claws
- Can bite without grappling
- +4 bonus to Brawl
- **Stamina focus:** 3 additional health levels

Lupus

- Can track using scent
- Can bite without grappling
- **Lupus-breed:** can decrease Rage

Harano

There are five stages of Harano, each representing a graduation of this condition, with debilitating effects.

☐**First Stage**
Nagging doubts and inexplicable sorrow plague your heart over trivial matters. Motivation and attention to detail is difficult. You suffer from all of the penalties of the Flaw: Careless (see Chapter Five: Merits and Flaws, Flaws, Careless, page 323).

☐**Second Stage**
Rest or concentration feels impossible as you experience an adrenaline-soaked sense of potent hyperawareness, always preparing for yet-another battle or ambush that might occur at any moment. You suffer from insomnia, and you appear tired, irritable, and withdrawn to others. When testing for anger frenzy, you receive a +2 penalty to your current Rage level, as though you have 2 additional points of Rage. For example, if you have 6 points of Rage, you would be in anger frenzy: stage 1, but benefit from Rage level 6 on the Rage track. However, after accounting for your +2 penalty to your Rage level, you enter anger frenzy: stage 1, as though you had 8 points of Rage, instead of 6 points.

☐**Third Stage**
Anxiety and flashes of traumatic memories alter your perception of the world, transforming life into a series of disappointments and derogations. When presented with a reminder of one of the traumatic experiences that led you to Harano, you suffer from the Derangement: Incapacitated: Traumatic Event.

☐**Fourth Stage**
You know in your heart that Gaia is gone and the world is lost, because you and your kin failed. Food and drink lose their taste. There is no joy in this life, only regret. You cannot regain Willpower until you have recovered from this stage of Harano.

☐**Fifth Stage**
Your spirit has completely dissociated from your body. You have no joy, nor anger–only the comfort of nothingness. You are unable to take any action, even feeding yourself, unless forced by another.

Wyrm Taint

There are five stages of Wyrm Taint, each representing a degradation of the soul, dissolution of the covenant with Gaia, and acceptance of the Wyrm.

☐**First Stage**
You feel unclean, as though there is something wrong with your flesh, and your soul feels heavy and listless. You might find that your skin itches, as though you're suffering from a rash, and you always feel on edge.

☐**Second Stage**
The corruption of the Wyrm is now visible on your flesh as you appear pale, ill, and clearly uncomfortable in the presence of untainted servants of Gaia. This malefaction has begun to penetrate your soul. You now take twice as long to recover Gnosis as you would normally (see Gnosis: Recovering Gnosis, page 376).

☐**Third Stage**
The siren call of the Wyrm is now almost subliminal in your mind. Your perception alters, causing you to see the world in a continual state of decay. You believe it is your purpose to help it along. You gain the Derangement: Destruction: Call of the Wyrm.

☐**Fourth Stage**
Your spiritual orientation has shifted away from Gaia to the Wyrm. You can no longer recover or gain Gnosis in the usual fashion, but rather you must be located in a Wyrm affiliated zone or in the presence of a creature affiliated with the Wyrm to regain Gnosis. In addition, werewolves without Wyrm Taint gain a point of Wyrm Taint if they are in your presence for longer than five minutes.

☐**Fifth Stage**
Your spirit has almost completely surrendered to the Wyrm, and now your flesh reflects this this state. Your body has begun to mutate, featuring putrid pustules, weeping sores, and other deformities associated with the Black Spiral Dancers. You can exchange any tribal merits or gifts with any Black Spiral Dancer merit or gift of the same cost or level while you remain at the fifth stage of Wyrm Taint.

Fetishes

Name:_____
Description:_____
Type:_____ **Created By:**_____
Cantrips:_____
Qualities:_____
Attuned To:_____

Name:_____
Description:_____
Type:_____ **Created By:**_____
Cantrips:_____
Qualities:_____
Attuned To:_____

Seethe Traits

The test pool for a static challenge to resist frenzy is Mental attribute + current Willpower versus 12 + the number of Seethe traits currently possessed.

(Some of the ways a Garou might gain a Seethe trait include: struck by silver, loss of all Gnosis , loss of face, anger frenzy, etc.)

☐☐☐☐☐ ☐☐☐☐☐

Totem Pack Bonuses

☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____

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THE TIME TO RAGE IS NOW!

Mind's Eye Theatre: Werewolf The Apocalypse is a new edition of a classic game that draws on more than two decades' worth of material from the iconic World of Darkness setting. The rules are designed and adapted specifically for the Live Action Roleplay environment, while maintaining the fidelity of the original game. Whether you're a veteran player or discovering live-action roleplaying for the first time, this book contains everything you need to create and play a werewolf character or create your own live-action chronicle.

- This is a **complete game**, containing everything you need to enjoy Werewolf The Apocalypse in one of its most thrilling formats.
- A **streamlined character creation system** that is quick, yet comprehensive.
- A new **cinematic yet mathematically-balanced rules system** developed specifically to support the story and style of a live action environment for Werewolf The Apocalypse.
- An **updated story** that frames the epic tale of the Garou for the 21st century.
- **Dynamic new systems** covering everything from social roleplaying to spirits, **plus a brand-new Quest system** designed to help you tell big stories quickly and easily.
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