

A SOURCEBOOK FOR WEREWOLF: THE APOCALYPSE

Shattered Nation



WEREWOLF
THE APOCALYPSE



WEREWOLF

THE APOCALYPSE

THE SOCIETY OF THE GAROU UNVEILED

Once the Garou tribes were united in one mighty Nation, ready and willing to fight for Gaia whenever and wherever they needed to. Now as the Apocalypse rages, the mightiest bulwark that should have defended against it is in tatters. The Garou Nation lies shattered.

Shattered Nation is a setting book for **Werewolf**, detailing the ruins of the Garou Nation and how they can be used concretely in **Werewolf** stories but it also details opportunities the players' pack has in Garou politics, to leverage their Renown for power and influence.

Shattered Nation lets both players and Storytellers:

- Explore pack dynamics (including new Pack types)
- Take action as a pack
- Use, learn, and portray the Rites of the Garou, including 20 new Rites
- Run and participate in Moots
- Deal with the enemies
- Choose one of 7 new Loresheets for their character

Shattered Nation is a sourcebook for **Werewolf: The Apocalypse**, a Storytelling Game of Spiritual and Environmental Horror.



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WEREWOLF: THE APOCALYPSE





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LOW GROWL SPEAKS:

LAST NIGHT, THIS MOOT OPENED WITH A GRAND TALE OF WOE. A GALLIARD SPEAKING WITH THE VOICE OF THE MOST BEAUTIFUL OF SONGBIRDS - YES, YOU THERE, HI - TOLD US OF THE FINAL DAYS OF THE GAROU NATION. THE LAST GRAND CONVO... CONCO...

(SOMEONE SHOUTS: CONCOLATION!) YES! THAT. ONE OF THOSE REALLY BIG MOOTS WHERE THE IMPORTANT ISSUES FACING ALL GAROU WERE DECIDED. BEAR WITH ME, OKAY? I'M TRYING TO TALK FANCY SINCE THIS IS A MOOT AND YOU'RE ALL SO ELOQUENT.

(LAUGHTER, NOT ALL DERISIVE.)

THE LAST CONCOLATION WAS WHERE KING ALBRECHT WAS SUPPOSED TO HAVE NOMINATED A SUCCESSOR. INSTEAD, HIS RULE WAS CHALLENGED BY THE SHADOW LORDS, THE RED TALONS, THE GALESTALKERS, EVEN THE HART WARDENS - TO SAY NOTHING OF THE SEPTS AND PACKS CLAMORING FOR ACTION. SO MANY YOUNG GAROU WHO'D NEVER BEEN TO SUCH A MOOT BEFORE, EAGER TO HEAR FROM THEIR KING.

I WASN'T THERE, AND THE FIRST I HEARD OF ALL THIS WAS YESTERDAY. YOU-

(LOW GROWL POINTING AT THE GALLIARD IN THE AUDIENCE.)

-PUT THIS IN SWEETER WORDS, BUT WHAT I HEARD WAS THAT A BITTER OLD MAN HAD NOTHING TO OFFER THOSE WHO WERE NOT EVEN BORN IN HIS GLORY DAYS.

WHY DID THE GAROU NATION FALL? WHY DID THAT CONCOLATION BECOME THE LAST TIME WE'D COME TOGETHER?

DON'T ASK ME! I WAS BORN A WOLF, SO ALL THESE STORIES FROM THE YOUTH OF OUR ELDERS ARE ANCIENT HISTORY TO ME!

SO, WHEN I TALK, I'M NOT TALKING ABOUT RESTORING SOMETHING I NEVER KNEW. I KNOW ONLY THIS: WE'VE BEEN SCATTERED TO THE FOUR WINDS, BUT OUR ENEMIES ARE STRONGER THAN EVER. THE ENEMIES OF GAIA HERSELF, ENEMIES THAT DESTROY ALL THAT WHICH MAKES LIFE LIVABLE.

RUN IN THE FOREST AS A WOLF, AND YOU'LL SEE THAT THE POPULATIONS OF OUR KIN BECOME SMALLER AND SMALLER. WE'VE BEEN SO REDUCED THAT WE'RE DEPENDENT ON HUMANS ACTING OUT OF KINDNESS TO PRESERVE OUR WOLF BRETHREN. WE DEPEND ON THEM!

[GROWLS, BOOING.]

YEAH, I HATE IT TOO. BUT WHAT ARE WE GOING TO DO ABOUT IT? WALLOW IN OUR BITTERNESS, REMEMBERING PAST FAILURES LIKE LOST KING ALBRECHT?

OR COME TOGETHER LIKE THE WOLVES WE ARE?

THERE ARE THREATS OUT THERE NO PACK CAN DESTROY ON THEIR OWN. FOMORI AND BANES TO BE KILLED, HUMANS DOING GOOD WORK TO BE PROTECTED...

[MORE GROWLS AND BOOS.]

DAMMIT! IF SOMEONE IS PROTECTING YOUR WOLF COUSINS, YOU HELP THEM EVEN IF IT'S EMBARRASSING. FUCK YOU, I'LL FIGHT YOU ON THIS!

WHAT I'M SAYING IS THIS: WE HAVE TO FIGHT TOGETHER, SEPT AND TRIBE, EVERY PACK, EVERY SINGLE GAROU. WE HAVE TO. OTHERWISE, WE HAVE NO HOPE. I'VE SEEN THE FACE OF THE ENEMY AND SO HAVE YOU.

DO WE FIGHT FOR OUR GRIEVANCES, OUR PETTY VENDETTAS, OR DO WE FIGHT TO WIN?

[MURMURING IN AGREEMENT.]

GOOD. IN THAT CASE, THERE'S SOMETHING I COULD USE HELP WITH. IF THERE ARE SOME AMONG YOU BRAVE ENOUGH...



INTRODUCTION

Making the challenge

Once, the Garou Nation was a mighty force. Now, after the last disastrous conciliation bringing all the Nation together to deliberate on its challenges under the rule of King Albrecht, it is no more. Shattered into individual tribes and septs, the memory of the Nation still haunts the Garou. Why can't they bring themselves to work together and fight the real enemy?

Shattered Nation is a book about Garou society in ruins. Yet all is not lost. Or so the Garou must believe because to do otherwise is to fall into harano.

From the perspective of older werewolves, the Garou Nation fell but yesterday. But for the young, it's just a story told at moots—irrelevant to be agonizing over something they have never personally experienced. To them, what matters is now: To strike, to attack, to fight back against the darkening of the world and the rising tide of filth engendered by the Wyrm.

YOUR FIGHT

The purpose of this book is to help you use Garou society as part of your chronicle. The essential use case is to make it possible for the players' characters to do just what Low

Growl is doing in the story that started this introduction: To go to a moot and appeal to the sept and other packs for aid against a titanic enemy too big for any individual pack to face alone.

This is the ultimate test for whether the Garou might snatch victory from the jaws of defeat or if they're ultimately doomed. Older Garou have proven that they didn't have what it takes to keep the Garou Nation together to fight the Wyrm in any successful way. It falls on the young to prove themselves and show that there is yet hope among those with fire in their bellies and the vision of a thriving Gaia shining before their eyes.

For many, standing in the ruins of the Nation, the path to victory, no matter how unlikely, starts with the ability to imagine what it looks like. Yet the odds are stacked against such visions of unification and common purpose. Modern communications technology means that Garou can talk to each other easier than ever before, and so have realized that their immutable traditions and culture are often actually entirely local. Other Garou in other places do things differently.

How to bridge such distances? How to win against such a challenge? That is up to the players' characters. ■



CHAPTER ONE

Strength in THE PACK

Little Sister: I heard this story from a galliard I know about a Galestalker called Liu Aihan. They say she had her first change in orbit and doesn't have an auspice. They call her the Returning Maiden. It sounds so magical to think that we could really go up to Luna...

Ilona Korányi: Ridiculous.

Little Sister: What do you mean, ridiculous?

Ilona Korányi: No auspice means no purpose. What is the role of this Returning Maiden in a pack?

Little Sister: But the story about her makes me think that there are things beyond...

Ilona Korányi: That sounds like Stargazer talk. Are you sure she's not one of them?

Little Sister: I don't think so...

Ilona Korányi: The role of the other auspices is to support the ahroun. My sister and I are the tip of the spear. The rest of you are there to make sure we can kill. Each must fulfill their purpose.

Little Sister: Is that all there is to it? You see us as nothing but glorified helpers?

Ilona Korányi: Yes. But don't worry. There is glory and honor in being a helper, as you say.

Little Sister: And you wonder why I found the story of the Returning Maiden appealing.

– A dialogue between Little Sister and Ilona Korányi



A pack is the nucleus of the werewolf way of life, at once a social group, a support network, and a fireteam. Every werewolf, even those who work alone, has a desire to be in a pack. Whether that's an instinct that arises after the First Change or simply a result of the natural social inclinations of humans and wolves is up for debate, but the feeling is undeniable. If all Garou society were to collapse tomorrow, if every single tribe dissolved and their members were scattered to the winds, the pack would remain.

This chapter takes a deep look at the pack, the members within it, and how it fits into the world around it. It also introduces pack creation, allowing troupes to further define and customize their pack for their preferred playstyle.

EXAMPLES OF PACK DYNAMICS

A pack is more than a collection of werewolves working together. It's a gestalt of personalities, worldviews, resources, and actions. These combinations ensure every pack is unique. The packs in any given sept are often different to the point where a pack may wonder how in the world their peers get anything done. Some packs are only held together by the importance of their designated task or the sheer will of the elder werewolf that brought them together, and it shows.

While there's no such thing as a typical pack, certain dynamics tend to emerge. These occur in four different arenas: how the pack members work with each other; how the pack interacts with the Umbra and its inhabitants; how the pack approaches their friends, loved ones, and acquaintances; and the role the pack plays as part of a sept, should it belong to one.

While these example dynamics are presented below as unchanging and applied to the entire pack, packs shift dynamics as their experiences change, and two or more within the same arena may apply. One member's found family is another's band of rivals, and a pack that's an integral part of the sept's day-to-day function won't always be so.

You can use the breakdown of pack dynamics presented here as the basis of a discussion during your chronicle's session zero to work out what kind of a game the players are interested in. The players can talk through different types of pack options to see what sounds like it would be most fun to play. Similarly, the Storyteller can use these examples to make sure that packs of supporting characters are interesting and varied.

AMONG EACH OTHER

While many mission-oriented Garou prefer a structure where the pack leader gives orders and the other packmates follow them, the reality of pack dynamics is more complex. The relationships between individual members, no matter who ends up in charge or how they get there, are often on sliding scales of affection versus ambivalence, trust versus mistrust, and understanding versus confusion.

Three common dynamics among packmates are:

* **The Family:** The pack is something akin to a familial unit. While these are often found families, some packs are family by blood. The pack members look to each other as a source of stability, something in short supply after the First Change. When a member becomes the pack leader, they take on a parental or older sibling role.

At their best, packs in the form of a family provide emotional support and a strong sense of loyalty. At their worst, family packs resent members with more perceived authority or might let a pack member's severe errors slide in hopes of maintaining "family unity."

* **The Team of Rivals:** The pack members see each other, in some way, as competition. Each member's worldview, lifestyle, or plans of action have something the others disagree with. They criticize each other's ideas harshly, and many of their decisions are teased out through debate and negotiation. Paradoxically, this is their strength. When they finally agree on a plan, it's often rock solid and very successful. When a member becomes the pack leader, it's often temporary and born out of compromise.

At their best, packs driven by rivalry force each other to self-reflect and cover each other's shortcomings. At their worst, their bickering leads to inaction, or one member browbeats the others into making a grave mistake.



* **The Professionals:** The pack is dedicated to its purpose, and outside of working toward it, members have little to do with each other. If being Garou is a full-time job, these pack members are workaholics. If any of them are friends, their conversations are closer to having a nice chat with a co-worker at the water cooler than having a heart-to-heart with a close friend. The pack makes up for its lack of emotional bonds with its sheer efficiency. They get the job done because they wouldn't exist otherwise. When a member becomes a pack leader, it's by mutual agreement, and leadership often changes based on the nature of the pack's latest task.

At their best, professional packs aren't distracted by the drama of more emotionally connected packs and achieve their goals faster and more competently than any others in the sept. At their worst, each pack member comes away from each mission feeling lonelier than before, or the pack's purpose is soon fulfilled, and the pack struggles to find a reason to continue existing.

THE PACK AND THE WORLD OF SPIRITS

Few werewolves are prepared for the Umbra or for meeting spirits after their First Change. Whether they were born human or wolf, their perception of the world shifts dramatically, and not always for the better. Becoming a werewolf and experiencing the physical changes this entails is shocking enough, but to find out that there really are spirits all around the world we inhabit? For many, that's hard to take in.

Depending on how each pack member approaches the Spirit Wilds, pack dynamics concerning the spirit world are often on sliding scales of wonder versus terror, delight versus disgust, and aiming for negotiation versus aiming to intimidate spirits. Three common pack dynamics when they're in the Umbra are:

* **The Cautious:** The pack members encourage each other to approach the Umbra and the spirits with the utmost care. They swap horror stories of what happens to those who don't respect the denizens of the Spirit Wilds, and each member is sure that one of those stories will happen to them. They never step sideways without a plan, an escape route, and leaving a note for their next of kin. When the pack encounters a spirit, they always have an offering at the ready. A simple negotiation is a matter of life and

death, and the pack intends to come out alive. The pack leader might speak to spirits a bit too formally.

At their best, cautious packs have the best reputation among their local spirits and might even have their respect. At their worst, spirits see them as pushovers or suspect the pack hides a sinister intent.

* **The Curious:** The pack members encourage each other to explore the Umbra and deal with spirits to their heart's content. The Spirit Wilds are dangerous and unmappable, but that's what makes exploring there so fascinating to the pack. They talk to every spirit that comes their way. They aren't afraid of dead ends and loops because they always find their way home. If there are no visible signs of the Wyrm growing rampant around, every part of the spirit world still contains something new to learn. Their pack leader might speak to spirits like old friends, even if they're only meeting for the first time.

At their best, curious packs are trailblazers and forge relationships with many spirits. At their worst, spirits see them as mouthy and disrespectful trespassers or someone easily manipulated.

* **The Problem Solvers:** The pack members encourage each other to view the Umbra as a realm filled only with problems to be solved. They understand the world faces the Apocalypse and apply this methodology to the Spirit Wilds and its denizens. They ruthlessly seek out anything that seems out of the ordinary and try to stamp it out as soon as possible. They intervene in every power struggle between spirits, lash out at the first sign of a Bane spirit's presence, and keep spirits around the sept in line. Some pack members may even see spirits as a kind of spiritual machine rather than a force of nature. Their pack leader might speak to spirits like they were a teacher or even a law enforcement officer.

At their best, problem-solving packs are proactive and often stop crises before they start. At their worst, spirits see them as condescending fools or might plot ways to demand the pack's respect or even make an example of them.

THE PACK AND THE VEIL

The pack is usually the most important social unit in a werewolf's life, but many still keep connections to the people in their former lives. Even packs fully dedicated to serving Gaia rarely sever all ties from their past. After all, keeping in touch with human contacts or wolf brethren connects individual Garou to the wider web of life and helps keep them sane amidst the pressures of a losing war.

Packs often approach the world outside the Garou on sliding scales of truth versus deception, compassion versus indifference, and utility versus hindrance.

Three common pack dynamics when dealing with their associates are:

* **Veil Lowered:** The pack members encourage each other to completely keep their human or wolf connections in the dark about who they are and what they do. They make sure to meet each other in places their friends and family would never expect them to be. They help each other make alibis. When they use their human assets, it's in roundabout ways, trying to keep the humans they know from realizing the true purpose of what they do.

At their best, they ensure the safety of themselves and their sept. At their worst, they feel alienated from their peers and might spend more time keeping their lives secret than doing their duties as Garou.

* **Veil Parted:** The pack members encourage each other to keep their nature a secret but find ways to bring their associates and loved ones into the fold without violating the Litany. The pack understands that no one needs to know the full details of why the sludge-clogged lake needs cleaning or why the company responsible needs to be taken down a peg. Members are present in each other's personal lives to avoid suspicion. The pack might present as a small environmental activist group or even as friends who hunt together.

At their best, they enjoy healthier social lives and use non-Garou assets to their fullest extent. At their worst, they misjudge how close is too close, and a loved one learns something terrible at the worst possible time.

* **Veil Lifted:** As packs and septs wrestle with how to approach the Litany in the days of a shattered Garou Nation, a few packs eschew the Rule of the Veil entirely. They invite their friends and family to share in the knowledge of their true nature and even directly involve them in pack activities. The only time the pack thinks about secrecy is to keep what they've done from any fellow sept members. Their pack leader might be a kind of gatekeeper. They make sure humans they bring into the know keep silent to everyone else and find ways to ensure their Garou peers never need to know that they count humans among their pack.

At their best, they live an honest life without fear. At their worst, they've exposed their loved ones to danger and might face the wrath of their sept for blatant disregard of the Litany. Furthermore, the Delirium remains a reality and few humans are immune to it. They may have been told about the Garou but that doesn't prepare them for the shock of actually witnessing a werewolf change shape. All involved may attempt to be careful but mistakes still happen and things can go wrong.

THE PACK AND THE SEPT

Much like members of a pack, sept members don't have to be friends or even like each other. Many have been thrust together by the accident of geography and common purpose. When a pack joins a sept, they're not necessarily meeting like-minded individuals. Septs have unique cultures that packs might not fully understand until after they've joined. How the pack fits into a sept is a dynamic of its own. A pack might behave very differently among their sept peers as opposed to operating by themselves.

Three common pack dynamics when the pack works in a sept are:

* **The Linchpin:** The pack members work together in hopes of becoming an integral part of the sept. They go the extra mile in defending the caern, setting up Rites, and organizing moots. This could be because they admire their peers and want to give them their very best, because they're angling for soft power in the sept, or because they aim to become elders. They hope their efforts are appreciated and sometimes expect rewards for them. Their pack leader might be a busy werewolf, managing both their pack and their efforts to help the sept.



At their best, they ensure the sept runs smoothly and hold everyone together. At their worst, they become backbiters, bitter that their efforts aren't paying off.

- * **The Iconoclasts:** The pack members work together to challenge an ideology or tradition the sept has that they don't approve of. They investigate the origin of the offending idea and check in with the rank and file to see if they have allies. This could be because they find the tradition objectionable or because they see it as an unnecessary blockade for the Garou's mission. They believe that getting rid of it only strengthens the sept. Their pack leader might be a rabble-rouser, leading the pack to challenge the caern's elders.

At their best, they're a necessary tool for change and a sign of hope for the future. At their worst, they're unaware that what they fight was created for a reason.

* **The Outsiders:** The pack members work together to navigate a sept that doesn't understand or trust them. They try to participate in the sept's customs and find common ground with its packs. They push through any hangups the other packs have about them. They attempt to find a balance between being a team player and being their own pack. Perhaps the pack is made up of escapees from fallen tribes or had to flee their old sept without staying for goodbyes—either way, they're received with suspicion. Getting accepted is an uphill battle, but it's one the pack wants to win. Their pack leader might serve as their ambassador; perhaps they're the only member who has a good rapport with the other packs in the sept.

At their best, they're a force that opens the sept to new perspectives and makes everyone stronger for it. At their worst, they're a clique, judging their septmates as they feel they've been judged.



THE TROUPE PACK SYSTEM

If no two packs are alike, the players' characters' pack is the most idiosyncratic. Much of the fun in role-playing games, and especially in games like *Werewolf: The Apocalypse*, is discovering how the players' individual characters coalesce into a functioning group. Some troupes might find that discovery harder than others. An ex-special forces agent, an anti-war protester, an escapee from the wolf exhibit at the zoo, and a home-maker and father of three make for quite the werewolf quartet, but how do they all come together at the table?

Collaborative character creation or simply talking out how the pack works together are great ways to find a direction for the pack, but some troupes might want a method for understanding the pack that's easy to read and ready to use at the table.

PACK ELEMENTS

The Troupe Pack isn't interested in measurements of tangible things, such as the size of a territory or how well it's secured. Instead, the system denotes the state of a pack's environment and the members' general relation to the physical and spiritual worlds. It also adds more connections, responsibilities, and assets to the chronicle.

The Pack breaks down into the three elements of Territory, Community and Spirit in addition to Pack Backgrounds and Flaws. The three elements, Territory, Community and Spirit, are all limited to the pack's territory, defining and describing it. For more on how to allocate these points, see p. 19.

Territory

Territory measures the overall health of the land the pack claims. Health for this element isn't just how pristine the land is, though that's often a visual representation of it. A territory's health is determined by the harmony of its natural and developed assets, the safety of all its inhabitants in the physical world, and whether the area's spiritual reflection is as it should be.

The higher a Territory's rating, the healthier the land is. Having a low Territory rating means having territory on land in imbalance that the players need to get into shape. A high Territory rating translates to a healthy balance but doesn't mean the pack's domain is perfect or free from problems. In fact, such a well-kept territory might serve as a temptation for neighboring packs, packs from fallen tribes, Bane spirits and fomori, or even ordinary land developers.

If the pack is nomadic and doesn't have a stable territory, the rating is always zero.

The Territory's Size

Though the Troupe Pack system avoids providing an estimate of the pack's territory size, there are times when it's necessary to know how much of an area the pack operates in. Perhaps the custom in the area is that Garou clearly define their territories so as to avoid conflict, or maybe it's just necessary so the Storyteller knows how thin the players' characters are spread. The troupe might be using a map of a real region, wants to determine the distance between septs or territories in the physical world, or needs to know when Territory dice bonus (p. 15) doesn't apply.

The following is a list of suggestions for determining the starting size of a pack's territory. Pick the one that's right for your troupe, or create your own:

- * The territory starts from the pack's caern at the center, with a one-kilometer radius in all directions. The territory has significant overlap with other territories connected to the caern if the pack belongs to a sept.



- * The territory starts as an amount of land equivalent to that which the pack can safely traverse by foot (in any form) in a single night.
- * The starting territory is the triangulated (or quadrangulated, quintangulated, or more depending on the size of the troupe) space between the pack members' residences. This territory is most likely very difficult to defend.
- * If the pack uses a Safe House, their starting territory is a one-kilometer radius in all directions from the center in rural areas, or it's the city block where the Safe House is in urban areas.
- * The starting territory is a square kilometer of land near the caern, as determined by its elders when the pack formed.

The troupe should agree as to the territory's size before playing. No matter what form it takes, any caern the pack manages or has access to is always considered a part of their territory.

MECHANICAL EFFECTS

Territory is rated between one and five dots. Once per session, the rating can be applied as a dice pool bonus to all tests to search or investigate or move to the Umbra within the pack's territory. This bonus may stack with any other bonus the player has toward the test if the character remains within the pack's defined Territory limits, except in the case of caern bonuses. Caern bonuses and Territory bonuses don't stack. Instead, use the more advantageous one.

EXAMPLE: *Wanderer-of-the-Planes is hunting for the whereabouts of a Pentex First Team on their territory. The pack has Territory 2, giving their player a two-dice bonus toward the test to find the team. They also invoke the Investigation Specialty "Pentex Operations" for an additional bonus. Their player rolls their dice pool with three extra dice. If Wanderer's player were starting from their territory and searching outwards, only the Specialty would apply.*

Table 1: Territory

Rating	Narrative Description	Examples
None	No territory	The pack doesn't have a permanent residence or area of operation, most likely because they're nomadic
.	Sickly or in dire straits	Waste dump, ghost town, Bane spirit-devastated spiritual landscape
..	Adequately surviving	Average forest, ordinary urban area, some disorder in the spiritual landscape
...	Surviving	Lush Forest, well-managed urban area, very little disorder in the spiritual landscape
....	Thriving	Diverse and active ecosystem, efficiently running urban area, only hints at disorder in the spiritual landscape
.....	Pristine	Vibrant, lush greenery or an exemplary case of urban management with almost no sign of disorder in the spiritual landscape

Community

Community measures the pack's overall connection to humans and their interests. It isn't a measure of the pack's social ability or their understanding of humanity, but how well most humans would understand or approve of the pack's purpose and its activities.

The higher Community dot rating, the more comfortable humans feel when they first encounter the pack. A low Community rating won't immediately convince a human that a pack member is anything supernatural, but it might put them on edge. A high Community makes humans feel at ease around the pack, but this too invites problems; the more comfortable humans feel, the higher the risk the Veil lifts.

MECHANICAL EFFECTS

Community is rated between one and five dots. Once per session, one pack member may use their Community rating as a dice pool bonus toward Social tests made toward human Storyteller characters the pack member meets for the very first time in the context of their community. This bonus may stack with any other bonuses the player has, and the effect lasts for the entire scene the Storyteller character first appears.

Table 2: Community

Rating	Narrative Description	Examples
•	Suspicious or unnerving	A pack with little to no regard for human customs
..	Fascinatingly odd	A pack immersed in outsider culture
...	Face in the crowd	A pack in the guise of an affinity group
....	Well-accustomed	A pack in the guise of a formal social club
.....	Wolf in human's clothing	A pack using a small business as a front

Spirit

Spirit is the counterpart to Community and measures the pack's overall connection to spirits and the Umbra. It's not a measure of the pack's ability to interact with spirits or their understanding of the Spirit Wilds but of whether a spirit gets a sense of competence from the pack.

The higher Spirit dot rating, the more confident a spirit feels about the pack when they first encounter them. This is entirely a spirit's "gut feeling" and has nothing to do with any amount of Renown the pack members might have. A spirit won't reject a low Spirit pack outright but might act condescendingly toward them or feel they have more leverage. Packs with higher Spirit have an easier time getting a spirit's initial respect but will also be subject to higher expectations, even if the pack wouldn't be capable of meeting them.

MECHANICAL EFFECTS

Spirit is rated between one and five dots. Once per session, one pack member may use their Spirit rating as a dice pool bonus toward Social tests made toward any spirit the pack member meets for the first time. The bonus stacks with any bonuses applied by Skills or Advantages but not with any applied by Renown. A werewolf must decide whether to let their bearing or their deeds make the first impression. The effect lasts for the entire scene the spirit first appears.

Table 3: Spirit

Rating	Narrative Description	Examples
•	Bemusement or apathy	A pack with little to no regard for spiritual intelligences
..	Mild interest	A pack with an occasional presence in the Umbra
...	Cordial respect	A pack with a regular presence in the Umbra
....	Genuine respect	A pack with the favor of multiple spirits in the Umbra
.....	Utmost confidence	A pack greatly familiar with a spirit's ways or the Umbra



PACK BACKGROUNDS AND FLAWS

Packs can hold certain Backgrounds and Flaws in common. These are Adversary, Ally, Contacts, Enemy, Fame, Mask, Mentor, Resources, Spirit Pact, and Talisman. These are purchased with pack pool dots (p. 19) at the same costs as purchasing a Background or taking a Flaw for an individual character. If you’re using a Relationship Map, any major figures these Backgrounds and Flaws create should be placed on it as well as those from individual ones.

Each pack member can use a pack’s Backgrounds with the regular rules, but they belong to the pack, not to any individual character. If the pack splits up for a lengthy period, or if a member gets expelled from the pack, they can’t take any of the pack’s Backgrounds with them. They also don’t stack with an individual character’s Backgrounds of the same kind, and they don’t scale with the size of a pack. For example, Resources with a rating of three provides the same liquid funds to an individual as it does a pack.

Optional Changes

Backgrounds aren’t difficult to scale up for a pack, but some troupes might want to consider the following shifts for these Backgrounds:

- * **Fame:** In addition to its usual definitions, the Infamous Partner Flaw could also refer to ex-pack members or former close friends of the pack.
- * **Mask:** Masks could also be a pack’s front operation, which could be anything from a loose organization to a formal business.
- * **Spirit Pact:** When a whole pack makes a pact with a spirit, it could become the pack’s Guiding Spirit. Less than a Patron Spirit but more than the subject of an ordinary Spirit Pact, this spirit has a strong reason to work with the pack and has an active interest in its success. At the Storyteller’s discretion, Guiding Spirits at three dots or above may provide the pack with a minor version of a Favor and Ban for as long as the pact exists. The Favor is a one-die bonus to a single kind of test in the spirit’s purview once per session. The Ban is a separate action related to the opposite of the spirit’s purview that requires spending a Willpower point to perform it after invoking the Favor. For example, a flame spirit might grant a one-die bonus to withstanding moving through a burning environment but might require spending a Willpower point to put out any of those fires.

PACK CREATION

Whether pack creation occurs before or after individual character creation, at some point it’s good to discuss together what the players’ characters’ pack is going to be like. This section presents options that can also be applied to an existing pack if you already have a chronicle going. Pack creation gives players a greater stake in their characters as a team and indicates to the Storyteller what kind of chronicle they’re interested in playing.

If the troupe’s already created a Relationship Map, have it handy through the Pack Creation process. Not only is it possible that new Storyteller characters could be added to the map, it’s also likely that a Storyteller character attached to an individual character’s Background also works well when the Pack takes its version of the Background.

Step One: Concept

Just like an individual character, the pack needs a pitch. This is usually an action or an identity, such as “dedicated to battling the Cult of Fenris,” “The Sept of the Three Horns’ greatest detectives,” or “sworn to protect humans who fight for Gaia.” If the characters are willing to fight and die in the name of this action or identity, it should be something of great importance to every character.

If the troupe already knows their individual characters’ strengths, bring those into consideration when making your concept. Remember, the pack doesn’t have to be friends, but they do have to work together. The pack’s concept is something that every character contributes to, even (and especially!) if it creates dramatic tension.

OPTIONAL: SELECT A PACK TYPE

For faster pack creation, the troupe might want to consider selecting one of the pre-created pack types later in this chapter (p. 20). These pack types cover a wide variety of chronicle genres and tones. They also provide both structure and space for further customization.

If the troupe chooses to use a pack type, follow the instructions in that section and skip ahead to Step Five (p. 19).



Step Two: Form the Pack Pool

Now that the players have a strong concept, it's time to gather their resources.

The pack is built with a pack pool, a set of dots exclusively for spending on Pack Elements. There are two ways to build the pool:

- * The players convert points from those allocated to Advantages into the pack pool, each contributing as they feel appropriate. Points are converted on a one-on-one basis.
- * The characters receive a starter allocation of dots, as per Table 4. These may be supplemented with points allocated from the Advantage points of individual pack members.

The second method results in more powerful characters. For example, a troupe of three players would have six pack pool points to distribute, at two points per player as shown on Table 4.

Table 4: Pack Pool Dot Contribution

Number of Players	Dots Contributed to Pack Pool Per Player
Two	Three
Three	Two
Four and Above	One

The pack pool can also be increased by adding Flaws during Step Four.

The Pack Elements can be improved later with Experience, at 3 points per additional dot.

Step Three: Determine Pack Elements

As a group, all players must now distribute dots in the pack pool among the three Pack Elements: Territory, Community, and Spirit (p. 14).

Each Pack Element must have at least one dot in it, with the exception of Territory which may be zero for a nomadic pack. The maximum at Pack Creation is three dots for any individual Element.

Step Four: Add Pack Backgrounds and Flaws

Now, all players must distribute any remaining dots into Pack Backgrounds (p. 18). The entire pack pool should be spent during this step. If the players still have remaining dots and either cannot or do not want to spend them, they may move on to Step Five. Any leftover pack pool dots after this step are lost.

If the players feel they don't have enough dots in the pool for their concept, they may take Pack Flaws. For each dot's worth of Flaws taken, the pack gains an equal

amount of dots in the Pack Pool, to a maximum of four. Every player must agree to take a Flaw, and the pack may have no more than four dots added to the pack pool through Flaws.

Step Five: Personalize

Now, it's time for the entire troupe to flesh out the details. Create and name any Storyteller characters attached to the pack through Backgrounds and Flaws or attach already existing Storyteller characters to them. If you already have one, remember to revise the Relationship Map as necessary. If you haven't made a Relationship Map yet, make a list of the Storyteller characters' names to have ready.

Finally, if the pack doesn't already have a name, give it one. The pack's ready to go!

Table 5: Pack Names

Roll twice or choose to make up a pack name. Alternatively, you can make up a name of your own.

D10		
1	Moon	Guards
2	Night	Warriors
3	Forest	Prowlers
4	Death	Oracles
5	Silver	Guerrillas
6	Apocalypse	Children
7	Monkeywrench	Killers
8	Winter	Machine
9	Raging	Shadows
10	Claw	Commandos

Pack Advancement

The pack can advance during play. New Pack Background dots are bought at the same cost as new dots for individual characters. Only one player needs to spend the Experience required, but all players must agree to the change. Points spent here are subject to the same respect as those spent on individual Advantages (*Werewolf: The Apocalypse*, p. 97). Players can pool available Experience to share in the cost of an Advantage.

A pack's Territory, Community, and Spirit can only rise or fall through gameplay. At the Storyteller's discretion, a Pack Element may increase when a pack successfully takes measures to improve at it and may decrease when the pack takes a major risk in a situation involving the Element and fails. Outside of extraordinary circumstances such as the dramatic loss of territory or a major breakup in the pack, Pack Elements may not be increased or decreased by more than one dot per story.

PACK TYPES

Whether the pack chose each other or were placed together by an outside force, they have a purpose for existing. Some of these purposes are simple tasks, such as “keep watch over the caern at night and clean it in the morning.” Others are noble quests, like “find the home of the storm spirit that devastated the coast and subdue it.” No matter the stakes of a pack’s purpose, it drives them into action and conflict. When a Storyteller isn’t sure where to take the story next, the pack’s purpose is something to fall back on.

The following pack types provide a wide variety of pack purposes, perfect for troupes that want to jump right into playing. They are by no means the only pack types in the world; there are as many types of packs as there are social groups. **Werewolf** has a couple of ideas for packs on p. 45.

Choose one of the pack types below or create your own using these types as a template. When selecting one of the listed pack types, first add the dot rating of the type’s Flaws, if any, to the troupe’s pack pool. Then, subtract the listed costs of every Pack Element except for its Flaw from the pool.

If the pool isn’t large enough to cover the cost of every Element, prioritize the pack type’s Territory, Community, and Spirit costs for what the pool can cover, and start collecting contributions from any player’s unused Advantage dots for the remaining costs. If that’s not possible, consider buying new Flaws to cover the remaining costs. If that still isn’t enough, ensure your Territory, Community, and Spirit each have at least one dot and stick with the values your pack has for now. Consider what hasn’t been purchased yet as a road map for improving the pack during the chronicle. New dots for the pack are purchased at the same Experience value as Advantage dots.

If you have leftover dots in your pack pool after selecting a pack type, you may use them to either increase any listed value, purchase anything from the “possible extras” lists, or purchase new Advantages if appropriate.

ACTIVISTS

Activists fight for political or social change in the human world. They believe that a better human society, whatever the pack believes it to be, opposes the Wyrm by shutting down the injustice, inequality, prejudice, and hatred that feed it and corrupt the world. This may be a cause a pack member was passionate about before their First Change or one that a pack member took up because of a tactical decision or a recent life experience. By far, the most common human cause among the Garou is the environmentalist one, as it ties so closely to the war for Gaia.

Every player should agree on what the pack’s political or social cause is when selecting this pack type. While Activists, if only by nature of being werewolves, aren’t necessarily peaceful, troupes more interested in playing dirty for a cause may want to consider being Monkeywrenchers (p. 23) instead.

- * Territory ••
- * Community •••
- * Spirit •
- * Allies (•••, humans dedicated to the same cause, Effectiveness 2, Reliability 1)
- * Enemies (••••, a group severely opposed to the cause, adds two dots to the pack pool)

Possible Extras: Contacts, Fame, Resources





AVENGERS

Avenger packs were formed out of tragedy. Perhaps it was a universal tragedy, like the murder of a fellow comrade at the hands of a Black Spiral Dancer pack. Or they could be brought together by different tragedies united by a single theme, such as each having lost a loved one to a fomor. No matter their origin, the pack agrees: someone has to pay.

If whoever caused the pack's problems is still out there, they hunt them down with vigor. When they finally get justice, or if it's too late to right the wrong, these packs often stay together to ensure that what they experienced never happens to anyone else ever again.

- * Territory ••
- * Community •
- * Spirit •••
- * Spirit Pact (•••, a vengeance spirit or a spirit that has the same goal the pack does, Power 2, Companion)
- * Enemies OR Adversaries (••••, a group involved with what the pack is fighting against, adds two dots to the pack pool)

Possible Extras: Allies, Contacts, Mentor

BANISHERS

Banishers are specialists in combating spiritual possession. While most of their activities are dedicated to dealing with Bane spirits, who are most likely to possess people, animals, and objects long-term, they also handle the times when other kinds of spirits take a host and refuse to leave. They often track down rumors of cryptids and reports of unusual behavior in hotbeds of spiritual activity, as well as getting in touch with regular contacts in the Umbra for any sign of trouble.

Upon finding a possessed host, the pack convinces or forces the spirit to leave it. If that's not possible or if the host is a fomor, they make sure its death is clean and quick. At least one member of the pack either knows the Rite of Abjuration (*Werewolf*, p. 180) or is in the process of learning it.

- * Territory •
- * Community ••
- * Spirit •••
- * Mentor (••)
- * Adversaries (••••, a Garou from a fallen tribe that serves a spirit the pack once crossed, adds two dots to the pack pool)

Possible Extras: Allies, Spirit Pact, Talisman

CAERN GUARD

Caern Guards are the first—and often last—line of defense these places of power have. If the caern belongs exclusively to the pack, they're the only ones who can keep it safe from attack and corruption. If the pack is part of a sept, every member is expected to contribute to the caern's safety, but this pack is either in charge of organizing the sept's security activities or the one the sept expects to step up in a major crisis. This pack is prepared for assaults from all sides, both in the material and in the Umbra.

- * Territory ••
- * Community •
- * Spirit •••
- * Talisman (••)
- * Adversaries (••••, a powerful pack from a fallen tribe or a powerful Bane spirit, adds two dots to the pack pool)

Possible Extras: Human locals as either Allies or Contacts, Mentor

COURIERS

Couriers traverse the open roads of the physical realm and the confusing, secretive paths of the Umbra to keep the remains of the Garou connected. Following Garou nature, they move in packs, often living permanently on the road in caravans or other vehicles.

Couriers use septs and caerns as waypoints. They have the best knowledge of the locations of places of power, and they're the few werewolves capable of forming a bigger picture of Garou society. These packs get by with odd jobs, and they'll often exchange favors with a local sept for a better place to stay or supplies for the road ahead. They serve as messengers, bringing word from distant septs and calling for Great Hunts when the need arises.

- ✿ Territory •
 - ✿ Community ***
 - ✿ Spirit ..
 - ✿ Contacts (••)
 - ✿ Enemies (****, highway patrolmen suspicious of the pack's activities, adds two dots to the pack pool)
- Possible Extras:** Allies, Resources, Spirit Pact

DIPLOMATS

Diplomats are neutral parties the Garou rely on to make judgment calls when werewolves get into disputes that local elders cannot or will not arbitrate themselves. They often travel from sept to sept to take on these cases. They also serve as their local sept's ambassadors when dealing with outside parties like fallen tribes, moon cults, shifters, and even other supernatural denizens. Diplomats also represent the sept in spiritual matters, traveling to the Umbra to make and renew deals with spirits.

- ✿ Territory ***
- ✿ Community •
- ✿ Spirit ..
- ✿ Mentor (••)
- ✿ Adversaries (****, a Garou who ended up on the bad side of a deal the pack negotiated, adds two dots to the pack pool)

Possible Extras: Contacts, Spirit Pact, Talisman

EVANGELISTS FOR LUNA

Moon Cults dedicate themselves to the service of Luna, the spirit of the Moon and Gaia's sister. They venerate her in the same way that other Garou do Gaia, and some even go as far as to declare that doing so is the only natural response if Gaia is indeed dead or dying. While Moon Cults aren't considered fallen or actual enemies, to say that theirs is a controversial belief among Garou society is an understatement.

Some septs outright forbid Moon Cults from visiting their caerns, let alone joining them. Still, Moon Cults are on the rise with younger Garou, and rumor has it at least one sept is made up entirely of Moon Cult packs. When the troupe chooses this pack type, every player must decide on three beliefs about Luna that the pack holds. This is their Moon Cult doctrine. This doctrine is

not universal; while Moon Cults respect each other, they tend to have their own beliefs about Luna, her new role in the world with Gaia's decline, and how Garou should best serve her.

- ✿ Territory ..
- ✿ Community •
- ✿ Spirit ***
- ✿ Spirit Pact (••, a spirit related to the cult's doctrine, Power 2, Host)
- ✿ Spirit Pact Flaw: Pact Condition (•, adds one dot to the pack pool)
- ✿ Adversaries (••, a rival Moon Cult or an orthodox pack that despises the pack's doctrine, adds one dot to the pack pool)

Possible Extras: Allies (Human adherents who don't know the truth), Mentor, Resources

HELL RAISERS

Hell Raisers are part of a local counterculture scene, a nightlife movement, or another subculture. They might be a band, concert organizers, a comics creator collective, a writers' group, drug dealers, a biker gang, or some other integral part of their chosen subculture. They have strong ties to humanity, which can be both a blessing and a curse in more remote septs, where hiding among the throng of humanity is harder.

While most members were in the scene before their First Change, some fell into it as a way of reconciling their new werewolf identity or to police a fertile ground for Wyrm activity. The scene may provide an unique angle in the war for Gaia, but it may also be the source of difficult conflicts of interest. What do you choose, if push comes to shove? Your human friends and community, or the Garou? Every player should agree on the scene the pack belongs to when choosing this type.

- ✿ Territory ..
- ✿ Community ***
- ✿ Spirit •
- ✿ Fame (•, fans in the subculture)
- ✿ Ally Flaw: Stalkers (•, someone too interested in the pack and getting closer to discovering they're werewolves, adds one dot to the pack pool)
- ✿ Enemies (••, a jealous human rival of the pack, adds one dot to the pack pool)

Possible Extras: Allies, Contacts, Resources



MONKEYWRENCHERS

Monkeywrenchers commit crimes for a good cause. To protect the environment, they engage in sabotage, infiltration, and other law-breaking actions upon the machinery and infrastructure of hostile actors. Pack members might also be members of the Monkeywrencher movement (*Werewolf*, p. 295), but they don't have to be. The important thing is the focus on sabotage and direct action.

While Monkeywrenchers also help with regular activist work, they're often disconnected from human political movements, seeking to affect change directly instead. Troupes interested in participating in human political action may want to consider being Activists (p. 20) instead.

- * Territory ••
- * Community •••
- * Spirit •
- * Allies (••)
- * Mask Flaw: Person of Interest (••, adds two dots to the pack pool)

Possible Extras: Contacts, Fame, Mask

OCCULTISTS

Occultists are fascinated by the connections between the mundane and the fantastic. They study how physical environmental harm becomes spiritual environmental harm and find ways to solve the problem from both sides of the Gauntlet. Their proactive nature often makes them a sept's early warning sign for strange occurrences around the territory.

Some packs' paranormal interests go beyond those known to the Garou, especially if they were interested in high strangeness before their First Change. These packs often find themselves encountering some of the countless other mysteries of the World of Darkness and the denizens within it.

- * Territory •
- * Community ••
- * Spirit •••
- * Talisman (••)

* Fame Flaw: Dark Secret (•, a violation of the Litany or other sept rules done in the name of occult research, adds one dot to the pack pool)

* Enemies (••, paranormal investigators who suspect the pack is up to no good, adds one dot to the pack pool)

Possible Extras: Allies, Mentor, Spirit Pact

PENITENTS

Penitents did not join their pack by choice. In the old days, when a sept believed a werewolf violated the Litany, aided and abetted enemy forces, or committed some other act the group disapproved of, the violator was ostracized out of their pack. This was considered a milder punishment than death, and it allowed the possibility of redemption. In septs with multiple violators, elders would organize these werewolves into their own pack, hoping that working together for redemption would be better than working alone.

Though the Litany is no longer the universal law of the land, many Penitent packs are still active today, and some septs still create them. When a troupe chooses this pack type, everyone must decide what crime put them in the pack. The werewolf does not have to be guilty of this crime; many members of Penitent packs were framed, or their "crimes" were only considered such in the sept's eyes.

It's common for a Penitent pack to be sent to fight the most dangerous enemies. Members of such a pack often seek out such foes of their own volition to prove themselves to the sept once again. For this reason, Penitent packs are often grim, and other Garou may assume they don't have long to live.

- * Territory •
- * Community •••
- * Spirit ••
- * Mentor (••, the pack's supervisor)
- * Fame Flaw: Infamy (••, the pack's real or believed crimes, adds two dots to the pack pool)

Possible Extras: Allies, Contacts, Spirit Pact





REFORMERS

Reformers seek to imagine and build a new Garou Nation. These packs could be trying to only restore the Nation to what it was before it shattered, but most aim higher. The Nation failed for many reasons, which these packs attempt to solve. They push for changes in how septs are run, open lines of communication between tribes while avoiding the gaze of the surveillance state, and might even plot ways to bring fallen tribes back into the fold. Where Moon Cults tend to focus on their own smaller communities, reformers have a vision for all Garou.

Each Reformer pack has different ideas on what should replace the Nation. Some have members who don't even agree with each other on what should be done; their desire for change is enough to keep them together. No matter what a Reformer pack believes, they're in for an uphill battle.

Typically, a Reformer pack has come together for the express purpose of fulfilling this vision, its members recognizing the commitment they share even if they don't agree about the particulars. Because the pack is politically motivated, its members can be much more different with each other than in a typical Garou pack. They may feel the need to be particularly virtuous as Garou, leading others by example. This may lead them to a fall when their ideals get compromised by reality.

- * Territory •••
- * Community •
- * Spirit ••
- * Talisman (••)
- * Adversaries (••••, a single powerful Garou or a pack that vehemently opposes the Reformer pack's goals, adds two dots to the pool pack)

Possible Extras: Mentor, Resources, Spirit Pact

SCAVENGERS

Scavengers make their territory in ruined buildings, abandoned tunnels, and other places humanity abandoned. In rural areas, they take shelter in the remains of cabins, empty outposts, and former logging stations. They're the guardians of these desolate places and their Umbral reflections. They eke a living scouring their lands for useful tools and objects and have a knack for seeing value in what many consider trash. Their field survival and urban exploration prowess make them popular choices when a sept wants to discover a lost

caern or track down a missing comrade.

The task of the Scavenger pack is often a thankless one: They are the first to make their way to a territory that hasn't had a Garou presence in a while. They find potential caerns, establish rudimentary support networks for other Garou among the humans and then, after they've successfully made their presence felt, they get supplanted by other, more high profile and respectable Garou.

- * Territory •
- * Community •••
- * Spirit ••
- * Allies (••)
- * Adversaries (••••, a rival pack trying to claim territory on the Scavenger pack's stomping grounds, adds two dots to the pack pool)

Possible Extras: Contacts, Mentor, Spirit Pact

VEIL KEEPERS

Veil Keeper packs don't just make sure the Veil isn't lifted, they nail it down and rip off the arm of anyone who tries for good measure. Even septs who don't rely on the Litany understand the need for secrecy and call upon Veil Keepers to cover up a pack's tracks if there's ever a risk of exposure. They cover up disappearances, especially those caused by spiritual possession and eventual slaying. They also handle rare humans who weren't affected by the Delirium, convincing or intimidating them into silence.

Veil Keepers are just as likely to cover up their own actions as those of their peers. Knowing how to repair tears in the Veil isn't the same as knowing how to prevent them, especially when Rage and the crinos form are involved.

- * Territory ••
- * Community •••
- * Spirit •
- * Allies (••, humans who unknowingly help with cover-ups)
- * Enemies (••••, a group of monster hunters who have caught on to the pack's methods, adds two dots to the pack pool)

Possible Extras: Contacts, Mask, Resources

WATCHERS

Watchers keep a close eye on their peers, surveilling them for any signs of corruption or potential infiltration from fallen tribes or other bad actors against the sept, to say nothing of the dangers of harano and hauglusk. In the days of the Garou Nation, Watchers also looked for violations of the Litany. This aspect of the pack type has fallen out of favor with the Nation's shattering, but some packs haven't seen the need to change.

Watchers are often called to other septs, especially when another pack feels their sept may be compromised. Depending on the situation, Watchers might disguise themselves as another pack type when operating outside their sept.

- * Territory ***
- * Community *
- * Spirit **
- * Talisman (**) (Note: Adversaries (****, a Garou the pack successfully made a case against, on the run and out for revenge, adds two dots to the pack pool)

Possible Extras: Contacts (human relatives and friends of sept members), Mask, Mentor

PACK ACTIONS

Perhaps there once was a time when two armies could rush each other, the forces of the Garou Nation in glorious battle against the neatly arrayed troops of the Wyrm. Who knows? That's certainly not what fighting corruption looks like today. The enemy is everywhere and nowhere, permeating modern human society at every level.

This is a war that must be fought on many fronts, as a war of will, of connections and alliances, as a series of attacks that strike at many enemies over and over again until the great, undulating mass of life-devouring greed and darkness is weakened, until the world can breathe and balance be restored. One day. Or until there are no fighters left.

These are some of the actions a pack can take to weaken the grip of the Wyrm. If the pack is attempting to spark a Great Hunt (see p. 65), they may also be able to assign these actions to other packs who accept their leadership.

ORGANIZE AN AMBUSH

A good commander knows that the outcome of a battle is as determined by strategy as force. Letting an enemy walk into a trap will almost always have a better outcome than going straight to them. And with careful planning, Garou can utilize their connection to the land and the Umbra to make that trap a deadly one.

For an ambush, Stealth and Survival are useful Skills.

Necessary Preparations

Map out the movements of your enemy: where they plan to go and when. Perhaps you can observe them discreetly from the shadows or need to ally yourselves with someone who can? Gather intel on their weaknesses and potential allies with a Resolve + Investigation test.

Decide on a location for your ambush. Knowing where your pack will be able to melt in with your surroundings, where the underground is slippery and soft or the cliffs give way to a sudden drop, will be invaluable. Perhaps you want to lure your target to a location where the border between the physical world and the Umbra is thin or make a pit to trap them in with a Wits + Survival test.

Make sure you each understand your role in the operation. Who observes and who signals for attack? Do you have any allies who can help or warn you when an enemy is approaching? Will you be making Molotov cocktails in advance, prepare yourselves with a Rite, paint yourselves with dark-red war paint? You can see how well preparations are made with an Intelligence + Leadership test.

Plan your escape route. How do you get out and away after you've dealt with your target? What do you do if everything goes wrong? Where will you meet up with each other if you lose contact in the chaos?

Possible Complications

No matter how careful you've been in your observations, the enemy shows with a surprise. They have scouts and informants who've warned them of your movements. One of you loses their shit and rips the head off the first foot soldier you see, starting a chain reaction that blocks your passage to the leader you were going for. Maybe someone you trusted shouldn't have been trusted at all.

Follow-Up Actions

If the ambush is successful, perhaps you'll get away with it. Or you've caused a commotion, and now the cops start looking into the bloodbath on Highway 55, and more Bane spirits come through, looking for you. You



can take steps to protect yourselves against repercussions and suspicion, find a place to hide, or you can strike again while the enemy is still licking their wounds.

RECONNAISSANCE

If you know how your enemy works, their habits, their strengths and weaknesses, it'll be easier to stomp them out. There are creatures who can jump from body to body, who spit poison, who are already dead. The being you think you're dealing with may not be what it seems. So, preparing for confrontation by getting to know what you're up against can be a good place to start.

For reconnaissance, Stealth, Investigation and Survival are useful Skills, as are Persuasion and Streetwise.

Necessary Preparations

Decide on your means of gathering intel. Depending how well you already know your enemy, you may want to seek advice from elder Garou, who've dealt with something similar before, or look for answers in books and records. Then, are you going to find a way to get a visual of your enemy's base of operations, their nest, their hiding spot? Do you have a contact who can help you gather intel electronically or can you do it yourself with an Intelligence + Technology test?

Infiltrating enemy territory may require disguises, forging documents, or the ability to blend in with your surroundings with a Dexterity + Stealth test. In some places, sure, you can just walk in, mistaken for a scraggy dog, or you can throw on a yellow vest and a protective hat to gain invisibility (in human form, at least). In others, you'll need to look a certain way and know the lingo. There's a huge difference between getting a good look at a local lumber mill and trying to get access to the high-rise headquarters of a trading company.

Make sure you have the right equipment. It sucks not having a rope when you need to rappel or a flashlight when you need to signal in the dark. Do you want to be able to gather evidence? Take pictures? Plan ahead.

Possible Complications

The enemy have scouts of their own, traps, and mystical safeguards in place. You make it into their warehouse, but the doors lock behind you and trap you inside. There could be an unexpected alarm system or normies you don't want to have to hurt if things go sideways. It's not like the agents of the Wyrm have qualms about using bystanders as flesh shields. What will you do if you're trapped, and the only way out is through innocents?

Follow-Up Actions

Decide what to do with the gathered information. Sharing intel with allies could make for coordinated action. You could also try to use it to convince new contacts to work together or get through to Garou who haven't so far taken you seriously as a pack.

GUARD LOCAL HUMAN ENVIRONMENTAL ACTIVISTS

In times of catastrophe, when screaming fleeing people block the way, when you smell selfishness, greed, and the smoke of many fires in the air, look for the helpers and fighters. They may not be many, but they persist. They're working to take down a whaling ship in the North Pacific, hunting poachers in India, Zimbabwe, and Texas, protesting a pipeline in North Dakota, advocating for the indigenous peoples of Peru and Cameroon. They are Earth liberationists, anarcho-primitivists, and green anarchists fighting to stop deforestation, oil drilling, the coming of the end.

When the work of human activist groups aligns with the goal of the Garou, it makes sense to protect them, to help them keep fighting. Politics can be a very useful Skill to understand the big picture. Awareness may alert of an incoming attack and Medicine help keep humans alive in its aftermath.

Necessary Preparations

Decide if you want to establish a relationship with the activists or protect them without revealing yourselves. It's probably not realistic to tell them what you are, but people are good at finding explanations for strange things. If the group's been promised that you and your friends keep them safe when the storm comes, as long as they stay inside, they may argue and complain while you're having the conversation—but when it's dark and loud, and there are monsters at their door, they're likely to stay the fuck inside and be thankful. To establish social connections, a Charisma + Etiquette or Persuasion test may be useful.

Make sure you have a way to get news about potential threats to the group. Having a direct line of contact with them is one way, guarding the perimeter of their camp area is another.

Possible Complications

The activists start asking too many questions, reacting to their feelings that something is off about you. They could risk revealing your identity to the larger community you live in. You discover that you disagree with the methods of these particular activists. Conflicts arise between different activist subgroups, especially if they've been stuck together for some time, and those conflicts could attract unwanted attention and ruin everything. And of course, there'll be enemies, fighting their efforts at every opportunity.

One of the most common disagreements between human activist groups and the Garou arises from the fact that werewolves tend to be much more comfortable with violence than your average environmentalist, even the ones engaged in direct action.

Follow-Up Actions

With human allies, your pack may get intelligence on potential threats and adversaries you weren't aware of and can now make plans to go after. You may also get access to a broader platform—the press, globally-spanning activist networks—that you can use to spread information or get messages through to other allies.

KIDNAP A LOCAL POLITICIAN

You see the dough-faced comb-over with the glazed eyes in his suit that's clearly too big for him, slack in the shoulders, slave-labor woven fabric pooling at his fat hands. Bile rises in your throat; he's talking a five-year profit plan where the future is other peoples' problem. Lust for more sleek hardwood boats is what you see sailing in his soulless eyes as another drop of sweat works its way down his forehead and into that small groove above the lip, where it simmers in the heat; just more disgusting excess of self-indulged greed escaping from the pores of his skin. You wonder...

Sometimes, direct action feels like the best way to disrupt the corrupt systems that enable the forces of the Wyrm. The fastest, most satisfying way, anyhow. Kidnapping a crooked politician who spearheads unscrupulous policies can send a powerful message and possibly create a ripple effect that shakes the foundations of their regime. Potentially. In the short term, at least you can make some solid demands for his return.

Useful Skills for this purpose may include Politics, Stealth, Driving, Etiquette, Intimidation and Streetwise.

Necessary Preparations

Successfully kidnapping a politician who has any prominence requires planning, the right connections, or extreme luck. Probably your only option is the first one. Gather intel on your target's routines, security measures, and possible weaknesses with a Resolve + Investigation test. You'll want to know if your politician has health concerns unless you want his blood on your hands, for instance. You may also want to establish safe houses, get equipment such as restraints, and coordinate with allies who can provide assistance or diversions.

Decide in advance what to do when you have him. What will your demands be? How will you avoid being discovered and caught? An Intelligence + Politics test may help scope out the political landscape for effective messaging.

Possible Complications

Kidnapping public figures is risky business, no shit. They have security details, connections in high places, and—if they're the kind of politicians you'd like to kidnap—they probably also have alliances with a Bane spirit or two. There may be bystanders if they don't spend much time alone. Law enforcement most likely gets involved. And the kidnapping may not work out as intended—if anything goes wrong, it could make a martyr out of your guy, influencing public opinion for the worse. It could also give him a platform to stand on when he's back out there. Finally, this kidnapping might not be popular with other Garou, who want to keep humans—especially humans like these—far away from their camps. ...Then, it could all go just fine.

Follow-Up Actions

Congratulations. You have a fundamentalist politician strapped to a chair in your aunt's Airbnb. Now it's time to expose his corruption, state your demands, negotiate his release, and hope to Luna the vacation rental won't get booked. The repercussions of the kidnapping may be far-reaching, so prepare yourself for retaliation, increased scrutiny, and the arrival of various dark forces on your doorstep. However, if all goes well, you'll have seriously proven a point, and you may start seeing a lot more taking action among the local population. You can continue to stoke that fire, and maybe in time, you'll get your town, your territory, back to what it was before everything went to shit.



BLOW IT ALL UP

Is this a good idea? Probably not. Are you going to do it anyway? You tell me.

You've found a particularly fortified, infested location where the forces of the Wyrm have entrenched themselves, self-satisfied that no one can get to them. You know this because of the disturbances in the Umbra, because of the toxic fumes rising from the factory, or because it's a fucking cryptocurrency server farm, and it's obvious. You want it all to come crashing down. You want to undertake a high-risk mission to obliterate a stronghold or structure under the Wyrm's influence, disrupting any operations there and sending a message far and wide that you've had it.

Technology is a useful Skill for explosions, as are science, Crafts and Firearms. See **Werewolf**, p. 197.

Necessary Preparations

Blowing up buildings requires meticulous planning and preparation. Gather intel on the target location, including facility layout, security measures, and the presence of people and other beings with a Resolve + Investigation test.

Coordinate with like-minded groups or individuals to enhance the effectiveness of your action with an Intelligence + Leadership test. Perhaps someone on the inside can help get normal workers out of the building by setting off the fire alarm or something like that.

Acquire or create explosives and other tools for efficient demolition. Making your own is risky and requires careful research, so maybe you want to seek out an ally who can help if no one in your pack happens to be a former military explosives expert. Recipes are not hard to find, however. The spinners seem to have another tool of death tucked away in every corner of the internet; they hide behind the endless dicks and the girls in your area who want to meet.

Plan your escape. Even a Garou has trouble healing when he's spread over a half-mile area.

Possible Complications

First, the bomb fizzles out. Then it explodes, after all, taking you with it if you were dumb enough to go back. There may be (other) unintended casualties. Law enforcement tries to find you; local politicians may declare a state of emergency. Other Garou turn against

you if they disagree with what you did. And then there's the consequences in the Umbra: spirits stirring, landscapes changing. Agents of the Wyrm could also exploit your actions in unforeseen ways, for example by tracing explosives.

Follow-Up Actions

If you've dealt a significant blow to the enemy, maybe it's time to deal another. Be ready for retaliation, stay hard to find, and consider supporting the local community if they were affected.

CLAIM AND SECURE YOUR TERRITORY

Garou are the watchers and guardians of their territory. By claiming an area, you take responsibility for it, so secure it and get to know it better than your own skin. Make peace with its spirits to strengthen your connection to the land and make unwelcome visitors less likely to stay for long.

You may want to mark the perimeters with signs that only you and other Garou understand, make an intricate system of trigger traps, and install a warning system nearest to your homes. Certain Rites can be helpful if you've settled near a caern or a potential caern site, like the Rite of Caern Building, the Rite of the Shrouded Glen, and the Rite of the Whispering Field.

Occult is always a useful Skill when dealing with spirits. Awareness helps figure out potential issues. Animal Ken helps with the animals in your territory.

Necessary Preparations

Identify significant landmarks, areas vulnerable to attack, and what creatures already inhabit your territory. If you're in the countryside, maybe all you have to worry about are animals, nature spirits, and a few farmers or game hunters. If you've chosen or been forced to establish yourselves in the city, mapping out your pack territory might be a much bigger project, but you'll save some time if you talk to the local shopkeeper who's lived down the street for near 40 years.

Gather the necessary tools for any Rites you wish to perform, such as herbs and sacred objects. Seek out teachers if none of you know the Rites already. Politely introduce yourself to local spirits.

Familiarize yourselves with your territory in the Umbra. Perhaps there are weaknesses mirrored there you weren't aware of or spirits hiding nearby that you should know of.

Coordinate with other Garou in the greater territory to combine your efforts to protect it.

Possible Complications

Other Garou contest the claim, leading to territorial disputes and battles for dominance. You fail to notice a vampire's presence in the area until it returns from whatever sinister business it's been conducting. You disagree internally among the pack on how to protect your territory or where you each should live. You have picked a territory that turns out to be complicated to defend.

Follow-Up Actions

Re-secure the area on regularly if you plan to stay for long. Plan how best to watch its borders and decide how to deal with trespassers. State your claim at the next moot, or call your own if none is planned. Deal with enemies who try to build their nests within your area, and don't let them return.

CALL A MOOT

If you have discovered an enemy too big to take on by yourselves or you want to propose a common strategy in the war against the forces of the Wyrm, you can attempt to call a moot. If you're a young pack, it may be more favorably viewed for you to attend an existing one, but if the Garou around you won't plan one, what are you to do but plan your own? In some territories, packs are few and far between, elders rare, and collaboration rarely done. Stepping up and taking initiative may be the only way forward, regardless of what the dead traditions of your broken nation say.

You can use a moot to bring up important matters, strengthen the bonds between different packs and tribes, perform more powerful Rites, and share intel and plans. They're also spaces to make friendships and lift your spirits despite the fights that tend to break out.

Perhaps the most useful Skill at moots is Leadership, although Performance, Persuasion, Etiquette, Insight and Subterfuge can be practical too.

Necessary Preparations

Settle on a suitable location. It could be a caern, but it doesn't have to be as long as it is meaningful and well-hidden.

Send out invitations to neighboring Garou. Find them first if you don't know them. If this is the first time you call a moot and you do not have much Renown, you may want to deliver the invitations personally to show respect.

Prepare the agenda, gather supplies, and decide on mediators and peace keepers to maintain order during the gathering.

Possible Complications

You have unknowingly invited two old enemies, and fighting breaks out the moment they meet. Conflicting interests and opinions lead to an unproductive gathering where no one gets along, and you have to work hard to get everyone to calm down and be able to listen. Enemies attempt to infiltrate or disrupt the moot, and you'll be blamed if you didn't do enough to guard the area. Werewolves you thought were sympathetic to your cause change their mind or grow distrustful of you suddenly. And who knows if the Garou with the green eyes you hit on last night is the overly jealous type.

Follow-Up Actions

After the moot, you'll hopefully be able to follow up on decisions made or new information brought to light. If you have made new allies, take action to maintain the alliance by showing you stand by your promises and holding them to theirs.

SABOTAGE THE INFRASTRUCTURE OF ENTROPY

The enemy rides in a great war machine, a technological hydra spawning out of every part of human society, always hungry, always growing more heads. But it's still a machine; it can be halted, the gears and cogs disturbed.

In a war against an overwhelming enemy, sabotage is one of the most effective weapons in your arsenal. A freight train carrying tons of pesticides can't reach its destination if there are no tracks for it to run on. The chemical manufacturing plant can't function with the power cables cut. The diggers, drillers, and bulldozers, busily preparing the way for a new multi-story car park in the old reserve, won't drive with just a little water in the tank. The cement for the new highway won't set if there's enough sugar in the mix.

Remain undetected and strike in many little ways to live and strike again. Disrupt their progress without revealing your own, and meanwhile, work to figure out where the real monsters are hiding so you can rip them apart with your claws and teeth.

For sabotage, useful Skills include Larceny, Stealth, Streetwise and Technology.



Necessary Preparations

Do your research. Figure out what tools and operations your enemy is reliant on for the ongoing success of their venture. Make observations of the usual schedule and acquire the specialized knowledge to disrupt and dismantle it efficiently. A Resolve + Investigation test helps with the groundwork. A Wits + Streetwise test may be needed to acquire tools.

Possible Complications

Factories are usually guarded well, building sites and railroads not so much. But just because the builders leave at night and don't get paid enough to care doesn't mean there aren't any dangers in an active building site. People possessed by Bane spirits also tend to feel less committed to leaving work on time and going home to their families — why spend the night in a living room with throw pillows and children when you can fester cozily in the middle of the toxic waste you like the best?

The first act of sabotage will likely be the easiest; after that, security systems will be updated and privately hired guards with orders to shoot to kill posted around the perimeters.

Follow-Up Actions

Acts of sabotage can be a useful way to distract an enemy while you attack them more directly elsewhere. They can also delay the progress of corrupt operations enough that you'll have time to contact the authorities or help you gather evidence to convince new allies to join you in the fight.

FORM AN (UNLIKELY) ALLIANCE

Sipping her turmeric tea, Granny mumbles about the dawn of time when all Garou lived as one great tribe of many septs and packs, united in their pledge to Gaia. There was harmony between the shapeshifters then, Granny says, slurping. Not so anymore.

Trust is hard won in the Apocalypse, even for packs with common goals and shared caern territory. Making alliances with those you should trust is hard enough; why would you even begin to consider working with your natural enemies? Well, maybe you don't have much of a choice.

A Pentex-controlled investment company is buying up all the property on the block, forcing out the homeowners and allowing an infestation of Drattosi to move in and build their lairs while the company is waiting to force out the final, stubborn residents. You've

never spoken much, but you know a raven-shifter squats in one of the houses.

The fomor you want to take down seems to have made an enemy of a magic user.

A lone werewolf pack has settled some days travel north, and you suspect they can help you with a Rite you want to learn.

A group of Stargazers has camped near the edge of your territory, and you have word a possessed flock of elks is headed your way.

For whatever reason, you want to form an alliance — even if just for a short while.

In the formation of alliances, useful Skills include Etiquette, Persuasion, Insight, Leadership and Subterfuge.

Necessary Preparations

Identify potential allies who possess complementary skills, resources, or influence that could help solve whatever problem you're currently facing. Be prepared to offer something for their collaboration.

Establish contact and build trust by finding common ground or ensuring that neither side can turn against the other without mutually assured destruction.

Discuss within your pack how you'll deal with potential provocations from your ally. Should one of you sit out the meeting to make sure no one gets their throat ripped out?

Possible Complications

Are you effortlessly patient, open-minded, willing to compromise, and in control of your feelings? If not, expect to deal with a series of confrontations based on conflicting interests and mutual distrust. Working with a natural enemy is likely to sow discord within your pack. Enemies may try to exploit vulnerabilities in your alliance, and your ally may turn on you at any time. And you may be asked to make compromises that go against everything you believe in, to set aside your honor for your goal.

Follow-Up Actions

When the shared work is done, prepare for what happens next. Will you maintain the relationship to be able to cooperate again in the future? Or has your ally become an enemy you'll have to deal with? ■

Rite Formulae

Garou Rites can take many forms. Different septs and tribes have their own versions of the Rites commonly used at moots and among packs. Some are part of a tradition handed down from Ritemaster to Ritemaster. Others have been invented by erstwhile Garou with no one to teach them how they were performed in the past.

This sidebar and the others like it through this book are all about what the Garou actually do when they perform a Rite. What are the words, the howls they utter? What kind of symbolic roles do they have? In terms of game mechanics, a specific Rite always works the same, but for the Garou, they can look and feel starkly different. At the end of each chapter, you'll find examples from the fragmentary notes of Garou theurges.

Rite Notes of the South Chicago Pack

These are Rites performed by a destitute young pack just on the edge and in the gaps of a major metropolis in the Great Lakes area. They're scrawled together from hearsay, communications with spirits and misunderstood traditions.

Fast-Paw is a Bone Gnawer ragabash. Presley's a Bone Gnawer ahroun, Yuga's a Ghost Council philodox, Abbie's a Bone Gnawer galliard, and Lang is a Bone Gnawer theurge. Yuga and Abbie lead the pack together.

RITE OF ANCESTOR AWAKENING

DON'T KNOW SHIT ABOUT WHAT WE'RE DOING. ABBIE'S DREAMS HAVE GOTTEN SCARY. AND THAT THING WE SNIFFED OUT... CALLED ON HELP FROM OLD TRUCKER, OUR GAROU ANCESTOR. AS YOU CAN SEE, HE ANSWERED. I'M WRITING IT DOWN BEFORE I FORGET.

LANG (THAT'S ME): PRESLEY, FAST-PAW, YUGA, ABBIE. GUYS. PRAYER TIME. I'M SCARED. I KNOW YOU ARE TOO. BUT WE'RE GONNA DO THIS. I'M GONNA DO THIS SPIEL NOW.

ABBIE: I VOUCH. WE'VE HAD A BLOODY OMEN WITH SNAKES, A POTAWATOMI TRUCKER FROM THE 50S CALLED LEWIS BELMONT DAVIS, APOCALYPSE, AND MARY WITH GAIA'S SHROUD. FACE IT, WE'RE MORE CLUELESS THAN NOT. NOW, THESE ANEMIA BANES? THIS IS THE SHIT THEY CALL REAL. SO, HUDDLE UP AND LET'S LEARN, PUPPIES. LET'S INVITE OLD TRUCKER IN, YEAH?

LANG: OHH. HESH. OHH. HESH. THIRTEEN BREATHS FOR THE MOTHER.

(CAPITAL WORDS ARE REPEATED BY THE WHOLE PACK. WE'RE IN GLABRO. THE PRIMAL TONGUE IS ALL WOLFEN GROWLS AND YIPS AND HOMID THROATS JUST DON'T CUT IT.)

(WE GATHER, TEAM-HUDDLE STYLE.)

(KEEPING THE RHYTHM ON BEATS ONE AND THREE.)

LANG: HESH. IESU. MARY AND ST. CAREY. THE COREDOGS ARE HERE. RUHNACHAROH. RUHNACHAROH. RUHNACHAROH. RUHNACHAROH.

(REPEAT RHYTHMIC BARKING AND HOWLING AS THE GROUP PICKS UP SPEED.)



LANG: WE CALL BACK TO THE BLACK ROOMS BLACK ROOMS AND TO LEWIS BELMONT DAVIS OF THE POTAWATOMI NATION AND THE RUHOOINAH SEPT, LEGEND OF GREAT RENOWN. DANCE WITH US. WE ARE YOUR HORSES. RIDE US.

[IMPROVISED PRAISING AND BECKONING FROM PACK, HOWLED OR SPOKEN.]

[WE INTENSIFY THE RHYTHM, IMPLORATIONS ON THREE OUT OF FOUR BEATS. DANCING CONTINUES. THERE'S DRINKING AND SMOKING. YUGA GETS MORE AND MORE SILENT.]

[HONEY AND SWEET DRIED MEAT GETS PASSED AROUND AND BLED ON BEFORE BEING PRESENTED TO TRUCKER. ABBIE TAKES A BITE.]

ABBIE: SWEET FLESH WE HUNTED. TOCH AROUH. OUR LIFE. HUMANS CALL IT "ANIMISM" OR SOME SHIT. WE CALL IT TRADITION. SO COME, OLD TRUCKER. WE KNOW YOU. WE KNOW THE OLDEST HOWLS. OK, SOME OF THE OLD HOWLS. LOOK PAST OUR COLONIALIST ANCESTORS' FAULTS. I WAS TAUGHT OUR WAYS ARE THE FIRST, OLDER THAN THE BEEF BETWEEN US, THE WYRM-COMERS AND THE POTAWATOMI - MAY THE CRIMES OF MY BLOOD ANCESTORS BE REPAYED IN TIME.

LANG: BUT COME ON! THE LAND KNOWS YOU. THE LAKES KNOW YOU.

PRESLEY: WE KNOW YOU, BELMONT.

ABBIE: WE KNOW YOU, LEWIS.

YUGA: WE KNOW YOU, DAVIS.

LANG: AND WE KNOW YOUR NESHNABEMWEN SPIRIT NAME-

YUGA/OLD TRUCKER: STOP. I'LL NOT HAVE A BUNCH OF CHEMOKMANEK MANGLE MY NAMES. AND TRADITION? IT'S LOCAL BUT ALWAYS THE SAME: THE ANSWER TO THE QUESTION. WHAT INHUMAN RELATIONSHIPS MUST WE UNEQUIVOCALLY COMMIT TO, AS BROTHERS OF TWO WORLDS AND IN BETWEEN, TO MAINTAIN ANY HONEST RELATIONSHIPS WITH THE TRUTH - TO THE AILING MOTHER OF THE LAND IN ITS TOTALITY? TRADITION IS RELATIONAL, PERMISSIONAL, LIKE THE ACT OF ALWAYS ACQUIRING PERMISSION FROM THE CORRECT SPIRITS BEFORE WE COMMIT VIOLENCE WITH IMPUNITY. BEFORE WE CUT A TREE, PUT DOWN A BUFFALO, OR BURN A FACTORY FULL OF CHEMOKMANEK BACK TO THE DIRT.

ABBIE: HE'S TALKING TRADITION. WE KNOW TRADITION, RIGHT?

LANG: LIKE THE PISS, WE TAKE EVERY HARD-MOON NIGHT WHERE ROWAN - REMEMBER ROWAN? WHERE HE TOOK OUT THAT FLAKY-SKINNED FOMORI CREEP.

LIKE US GOING TO MASS, LIKE OUR MOTHERS, WHILE HONORING THE THREE. [MAKES A SIGN.]

LIKE THE BAPTISM BY FIRE, THE FEEDING OF THE TRASH FOXES, AND THE RITE OF CONTRITION. THE KNIFE ON THE BARED ARTERY ASKS FORGIVENESS IN SUBMISSION TO THE INVISIBLES.

OLD TRUCKER: YES. TRADITION IS WHAT MAINTAINS OUR REALITY IN RELATION TO THE COUNTY OF LIVING THINGS AND ALSO TO SOME NOTABLE DEAD THINGS OF WORTH.

LANG: TO THE SPIRITS OF THE MOTHER AND THE THREE FACES OF HER CHILD GOD OR GODDESS.

OLD TRUCKER: THEIR NAMES ARE FOR YOU TO FIND. YOU KNOW FOX. GOOD START. RESPECT AND BLESS AND

COMMUNE WITH THE SPIRITS, DEAD AND DYING, AS WE DID, TO OUR PROFIT BACK WHEN THEY WERE BIRTHING AND GROWING. IT'S A HUNT THAT TAKES UP THE SPACE OF NIGHT AS WELL AS DAY. YOU JUST PERFORM NEEDS. NOT ENOUGH. PERMISSION. RESPECT. RELIABLE REPETITION. ANYTHING ELSE IS A WASTE OF GOOD VEST SKIN ON SHOES.

TRADITION IS THIS ACTIONABLE COMMITMENT TO THE SPIRITS THAT, THROUGH THEIR RELATIONSHIPS AND CONSTANT NEGOTIATIONS, CONSTITUTE THE TRUTH OF THE LAND, AND THUS AND ONLY BY ENACTMENT OF TRADITION DO GAROU BECOME CITIZENS OF THE COUNTRY WHERE THEY WALK. YOU KNOW LITTLE OF THE PARTS YOU CLAIM. IGNORANT EVEN OF THE BLOOD-RED MOON. YOU ARE QUESTS IN THE TWO WORLDS OF THE LAKES. BECOME CITIZENS.

PRESLEY: TRADITION IS WHAT GOES AROUND HERE. WHAT GOES ON AROUND HERE.

LANG: I GOT THIS. KARRCH. YOU LOST THE WOLF, OLD GHOST? TOO CHICKEN TO COME PLAY IN THE REAL

WORLD? MAKE A REAL CHANGE? I CARRY THE RITES OF THIS PACK, AND YOU KNOW IT.

ALL THE VOICES OF THE LAND THAT IS OUR PACKS' TO WATCH ARE CALLED SHEPH [QUICK EXHALATION] IN THIS OUR FIRST TONGUE GEHRAU [THROATY]. IN A FULLER MOON SOON CHOIOHARR [WHIMPERS, GROWLING], WE LEAVE THIS CORE, THIS SHEPKH HRHAK [TEETH UNASH] TO FIGHT, TO KILL, AND DIE FOR OIAH [SOFTTEST HOWL].

ABBIE: MAY ST. ABILE INTERCEDE ON OUR BEHALF AND WHISPER TO MOTHER MARY, WHO IS ATTENSEK, WHO IS GAIA DEAD AND DYING. ASSIST ME, MOTHER OF THE WORLD AND OF THE HOLY SPIRIT, AS I SET ASIDE YOUR NAMES TO WATCH OVER US AS WE CALL ON THE OLDEST TRADITIONS IN THE OLDEST WORDINGS. HOWLS THAT WAITED HATEFUL IN THE GARDEN BEFORE MAN PICKED THE FORBIDDEN FRUIT. THE GARDEN KNEW MAN WAS SHIT. KNEW THE WORM WAS GONNA GET 'EM ALL. SO, THE GARDEN KEPT THE WORDS FOR GOD.

SO, SHE COULD BE ALLIN ON CREATION.

OLD TRUCKER: NOT A FALSE DESCRIPTOR. THESE PRIMAL WORDS WERE KEPT INCOMPLETE AMONG THE WALKING WOLVES OF ALL LANDS, BUT IN PARTICULAR RIGHT HERE IN OUR NATION. BY THE SPIRITS AND MEN OF THIS LAND. THIS KANIEN'KEHAKA NATION. ANYWAY, IN THIS CORNER OF TURTLE ISLAND, AS YOU SAY, THE GEHRAU [WHISPERED GROWL TONE] LIVING AMONG THE PEOPLE OF OH [FLINT] KEPT THE PRIMAL TONGUE FOR CENTURIES WHILE YOUR OVERSEAS ANCESTORS LOST PRETTY CENTRAL PARTS OF IT, AS YOU LOST YOUR SOULS. THE HOWLS OF THE HUNT WERE GONE, REPLACED BY WORDS SCAVENGED FROM THE HUMANS.

HERE, THEY WERE CONSERVED IN ORAL TRADITION. WE ABIDED BY THE IMPERGIVUM ON THIS SIDE OF THE OCEAN, AND SO WE HONORED THE WOLF, RATHER THAN SLAUGHTERING IT, LIKE MEDIEVAL MAN WAS WONT TO DO, IN SEARCH OF ARABLE LAND.



FAST-PAW: SO, THEN US EUROPEANS CAME AND WE LEARNED THE WORDS BACK!

ABBIE: NO. REMEMBER COLONIALISM 101? WE KILLED THEM ALL BEFORE THEY TAUGHT US. FIRST NATION'S ELDERS CALL US WYRM-COMERS FOR A REASON. SO YES, THE SPIRITS KNOW MORE WORDS THAN US. NOW SHUT UP, STUPID AHROUN!

OLD TRUCKER: NOT QUITE MADE FOR LUPUS JAW OR CRINOS THROAT, ARE THEY, THESE OUR DISMEMBERED REPLACEMENTS FOR THE TRADITIONAL SOUNDS OR HOWLS?

PRESLEY: AHROUN. THE FULL MOON ASPECT. YEAH. IT WORKS...

LANG: BUT PUT IT NEXT TO ROHHN [LOUD BARK]. YEAH. LET'S HEAR IT!

ALL: ROHN [LOUDEST BARK].

LANG: IT MEANS SOLDIER, ROHN, IT MEANS DEATH AND TO KILL, IT MEANS ABSOLUTE JOY IN THE MOMENT OF DYING. ROHHN. WAR. ROOHHN. WAR. ROOHHN.

OLD TRUCKER: THE SPIRITS AND ALSO I, AS ONE, HAVE TAUGHT AND WILL TEACH PRIMAL WORDS, A RIVER OF WORDS, AND TONIGHT WE SHALL SING THEM IN HOMID, GROWL THEM IN GLABRO, BELLOW THEM IN HISPO, AND HOWL THEM IN THE FIRST FORM.

LANG: WE SHALL KNOW THE NAMES OF DANGEROUS SPIRITS IN OUR NATION. WE SHALL LEARN WAR SONGS FROM FULLY AUTOMATIC-WEAPON SPIRITS AND CATTLE GHOSTS AND CALL TO US GIFTS OF MASS DESTRUCTION!

OLD TRUCKER: GOOD. NOW CLOSE THIS RITE AND GET TO WORK, RITEMASTER. I'LL WAIT IN THE BLACK LODGE.

LANG: BY THE FATHER HROHWAK [GROWL WHIMPER], THE SON UKOKCH [AS TWO FAST BARKS], AND THE HOLY MOTHER SPIRIT ACHOV.

[I BLOW SMOKE IN YUGA'S FACE. THE CHANT CONTINUES.]

[THE TEMPO IS RISING. WE DANCE UNTIL COLLAPSED. YUGA SCREAMS AND RETCHES AND IS QUIET.]

ABBIE: GOOD JOB, YOU FUCKING STINKDOGS. NOW, KEEP YOUR PISS IN YOUR BLADDER, STRIP OFF EVERYTHING YOU DON'T WANT BLOOD ON, SHOOT UP, DO YOUR VOCAL WARMUPS, AND GRAB SOMETHING SHARP. WE'RE GOING OLD-SCHOOL TONIGHT.

AND - IN CASE I WAS UNCLEAR DURING THE RITE - AS FAR AS I KNOW, NONE OF US HAVE EVEN A SPECK OF POTAWATOMI IN US. PREPARE SOME SCARS OR ATONEMENT AND BE READY TO EXERCISE THAT COLONIALIST GUILT BY THE PINT. BRING KLAIVES.

-

CAN'T QUITE GET HOW TRUCKER SPEAKS. BUT I GUESS IT'S BECAUSE HE'S NOT SPEAKING AMERICAN AT ALL, BUT A PRECISE GAROU CANT FOR WHAT HE DEALS WITH. RITUAL SHIT. IT'S USEFUL FOR A WOLF TO BE PRECISE WHEN DEALING WITH INVISIBLES. REAL LAWYERS, SOME OF THEM.



CHAPTER TWO

Among WOLVES

Wolves are social creatures, and the Garou are no different. This presents a challenge to the Storyteller: How much of Garou society do they need to sketch out so that Werewolf's septs and tribes feel like a living, breathing environment for the players' characters to explore?

The players are not entirely without responsibility in this equation. They create their characters and their pack, and in the process, they lay out Allies, Contacts, Touchstones, Mentors, and other supporting characters that give the Storyteller an idea of what they're interested in. A good starting point for fleshing out the setting is to consider what's needed for everything related to the players' characters to make sense and function properly.

LAYERS

Like humans, the Garou navigate between different layers of social organization. The smallest unit is not the individual but the pack, a group of Garou who look after each other, act together, and share a common purpose.

Some packs go at it alone, with only tenuous connections to the wider Garou society. Most, however, are connected to a sept. A sept essentially consists of the local Garou in a given territory, such as a town.

Often organized around a caern, the sept holds moots, gatherings where the Garou come together to make decisions, conduct Rites, and party.

The tribes form another layer of organization. They're larger than the septs, Garou organizations defined by their spirit Patrons and a common ethos and purpose. The tribes are global but not evenly distributed. Some areas have a lot of Glass Walkers, while others have none. Often, a tribe's purpose and culture determine where its members are mostly found, but there are always exceptions.

Some septs feature Garou from two, three, or more tribes. Others consist of members of a single tribe only. The latter are more unusual, often connected to campaigns waged by members of that tribe related to their specific goals.

Above and beyond the tribes and the septs, there used to be something called the Garou Nation. It was understood that all Garou were united in their war against the forces of the Wyrm.

Some dispute whether this was ever really true. Were the Garou of old really united in a global nation in the mythical prehistory of Garou legend at a time when humans had barely managed to get from one continent to another?



Or even recently, was King Albrecht really recognized by all Garou everywhere in the world, ruling from an estate in southern Vermont?

Perhaps it doesn't matter. The Garou Nation has collapsed, cooperation between septs is at an all-time low, and entire tribes have gone rogue. A Garou can no longer expect to automatically receive a friendly welcome, and individual septs may have strange Rites of their own.

Sometimes, when you arrive at a sept, you may even discover that they've forsaken Gaia entirely or engage in some sort of a vile exchange with Black Spiral Dancers or other creatures of the enemy.

Table 6: Sept Grievances

The Garou Nation came apart because of a thousand grievances. Here's a selection of reasons why another sept doesn't want to cooperate with another.

No.	Grievances
1	Strife Between Tribes: One sept has a lot of Glass Walkers, another boasts many Red Talons. They don't get along.
2	Wounded Honor: The leader of a sept lost a challenge against a prominent member in another sept many years ago and has nursed a grievance about it ever since.
3	Shared Tragedy: The two septs joined forces for a major assault years ago and it went terribly wrong. Both septs blame the other.
4	Past Transgressions: Memories of the moot where a pack from another sept got drunk, insulted everybody, and stole the car of a local elder are still fresh.
5	Suspicions: Nothing has been proven, but many at the sept have heard the rumors that Garou at another sept have been seen with Black Spiral Dancers.
6	Ancient Divisions: In 1997, a major sept split because there were two contenders for leadership and neither backed down. The Garou of the two resulting septs still hate each other.
7	Strategic Disagreement: The Garou of one sept are very big on targeted strikes against companies engaged in egregious pollution while those of another favor trying to heal local spirits. Both accuse the other sept of being useless and possibly downright dangerous.
8	Something Petty That Has Grown and Grown: It started with a cutting remark made by a ragabash at a moot. Since then, members of both septs have always found new reasons, some real and some made up, to hate each other.
9	Betrayal: You promised your aid! They killed our young! Where were you?
10	Spirit Mysteries: The spirits associated with the sept truly detest the spirits of another sept, for confusing reasons of their own. Nobody really understands why, yet the problem must be resolved for anything to happen.

GENERATIONS

Garou tend to live short, violent lives. This has a strong impact on the shape of werewolf society. Legends are born and die in quick succession, and becoming a hero whose story is told at moots across the land doesn't necessarily take decades. You can be a famous Garou warrior at 22 the same way you can be a famous athlete while still being quite young. In terms of purely physical performance, many ahrouns peak in their twenties.

The First Change may occur at different stages in the life of a human. For a successful Garou who experiences it as a teenager, events might progress something like this:

Age 17: First change.

Age 18: Rite of Passage, joining Garou society.

Age 19: First major successes gain notice at moots.

Age 21: Sole survivor of a catastrophic fight, forming another pack.

Age 23: Training younger Garou, helping with their Rites of Passage.

Age 27: Being named into an important office in the local sept.

Age 35: Becoming a respected elder.

Age 40: Death at the hands of the enemy.

The quick succession of generations means that a Garou in their thirties might already be considered a grizzled veteran, someone who survived when so many did not. At a typical sept, only a minority of the Garou make it past ten years as a Garou. Because of this, those elders who survive are valued greatly because their experience is essential for transmitting traditions and values across generations. Someone who became a werewolf later in life might be sent to lead a dangerous mission on the assumption they're much more experienced than they really are.

While Garou society is technically hierarchical with a lot of importance placed on the commands of sept elders, in practice, young packs often work according to their own priorities. The elders can't micromanage everything, and even if they wanted to, ruling over a society composed of people characterized by their Rage is difficult at best. This is why the most successful elders focus on inspiring rather than controlling.

From a game perspective, this means that the players' packs often have a lot of leeway to prioritize their time and actions as they like. Elders typically avoid being too controlling for fear of losing their authority, giving



You know what I find annoying about being Garou? All the sincerity. It's really the worst. I was at a moot with that Gaia First girl, Aino, you know, the one who's suddenly become all the rage. I fail to see why. She kept berating us about working with humans to help Gaia, fighting the war on all fronts, equally in the Umbra, on the battlefield, in human politics, and in people's minds. She was pleading!

It was terrible. I mean, sure. I believe all those things, too. But why does she have to be so strident about it! It's a moot - there's a lot to put up with already. Red Talons stinking of wet fur. Bone Gnawers hitting me up for charity. Some godawful Children of Gaia striking up one of their hippie songs.

Wake up, the Sixties ended over fifty years ago! We're all about the end times now, the planet and its destruction-

What am I saying? Now I sound like that annoying Aino Metsälä.

You know what she did at the end? She hit us up for money for her stupid human organization!

What could I do? She put me on the spot. I was the only Silver Fang there - always a mistake, incidentally.

Always a mistake.

Anyway. I had to make a show of giving her more than anyone else. Anything other would have been an insult to our tribe's honor.

- DOMINIQUE "DEATH-IN-WORD" OMAR,
CHATTING AMONG FRIENDS

players the chance to decide where their characters want to go.

The Garou are creatures of the present, their traditions built on oral storytelling. This means that factual accuracy is often not considered particularly important as long as the broad outlines fit what the crowd at the moot wants to hear. The stories of Garou from the '80s and '90s are already ancient history, having happened before most Garou today were even born.

Garou legends are notoriously difficult to date accurately. When was the War of Rage or the Impergium? In the Middle Ages? In the Stone Age? Who knows, and the spirits are no help either. Their sense of time is so different that it's impossible to translate into human reckoning.

The story of a famous hero from "just a few generations ago" can be someone who lived in the '70s, or perhaps the 19th Century. Unless there's political or technological context to the story, who can tell? And even such context often changes according to the galliard telling the tale.

New legends are created all the time. A typical moot features stories of achievements and tragedies that happened just a few weeks ago in addition to tall tales of ancient werewolves.

Creating Experienced Characters

What if your characters are not novices who became Garou just recently? You can also make a chronicle where the characters are veterans, perhaps struggling to maintain their motivation in the face of overwhelming odds. In such cases, all the players' characters in the pack should be made with the same rules for the same level of experience.

Young (Cliath): No changes

Experienced (Fostern):

Each player spends 15 Experience Points

Veteran (Adrath):

Each player adds 2 Renown

Each player adds 2 points of Advantages

Each player adds 2 points of Flaws

Each player spends 35 Experience Points

Each player checks one box of Harano or Hauglok

The Truth and the Lies

The mutability of truth in Garou society provides many opportunities for interesting stories in play. When the players' pack arrives at a new sept, they hear all about the amazing achievements of the local elders. To hear them tell it, they personally almost vanquished the Wyrm in epic battles fought across the Umbra. But once they get to know them, they start to realize that not everything is as it seems and some of those old stories might not be entirely true.

Here are a few story ideas playing on the theme of truth and legend:

- * A legendary Garou inspires packs in the local sept with the story of his great victories against the Wyrm. The players' pack discovers that the stories are lies, made to obfuscate a cowardly truth. Do they reveal the lies and disappoint the elder's audience or keep the truth to themselves, letting younger Garou believe in inspiring lies?
- * The two warring septs in the region used to be one before they were sundered by an ambitious elder condemning those who consorted with the enemy to exile. The pack discovers that the elder lied and that the exiled packs never did what they were accused of. Do they try to expose the lies and heal the rift, or would that endanger ongoing operations against the Wyrm?
- * It's rare, but sometimes tragedies and losses are exaggerated for the sake of legend. The pack has always heard that a neighboring sept was wiped out in a horrifying loss to the forces of the Wyrm. But by accident, they discover this is not the case. Only, it looks like perhaps the other sept managed to negotiate some sort of unholy deal with the enemy, making the truth a lot more complicated to navigate than the simple story of loss would have been.

Join Up

How do you know what tribe you're going to join, which auspice you are? This is where it's very important that newly changed werewolves are met with others of their kind. Otherwise, they have no reference points for what's happening to them beyond what they've seen in the movies.

Werewolf society places a premium on trying to find either the newly changed or those still to experience their First Change. This is why the Rite of Kinseeking is so important.



Talking Wolf To Wolf

The Garou have the same problems with communication as any human organization routinely engaged in illegal, violent activities. If they're not discreet, law enforcement may become interested in what they're doing.

Much of the ordinary business between the Garou happens using everyday human methods of communication. You can use the phone, send an email, or post on social media. Although many Garou are suspicious that using such tools gets them flagged by a government agency, werewolves send a lot of perfectly innocent messages as part of their lives. ("Can't come to babysit the kids because I broke my leg.")

Still, sometimes you do need to conduct business that would land you in jail if the police or someone even more dangerous were to find out. For this purpose, burner phones, anonymous online accounts, physical mail, couriers, dead drops, and even wolf howls are routinely used. Teaching new Garou how to communicate is one of the first tasks of getting them to join a sept.

Older Garou tend to be more diligent about secrecy while younger and less experienced ones are more prone to mistakes. The Garou have a written language of sorts in the form of Garou glyphs but its use represents another generational rift. Many young Garou don't bother to learn the glyphs, limiting their utility.

The Rite of the Forgetful Record (**Werewolf**, p. 182) is extremely useful for making sure that you don't become a person of interest for a law enforcement agency, and almost every pack active in populated areas make use of it.

In ideal circumstances, a newly arrived young werewolf would have a clear grasp of the society they're entering so that they'd be able to make their own choices with a clear head. In practice, this happens rarely, if ever. Some young Garou are recruited to a particular tribe right off the bat and only later realize they might have had a choice. Others only hear about two or three tribes, those represented at their local sept.

For a **Werewolf** game, this means that your character may have tension between who they are and the tribe they belong to. Some Garou are excellent fits for their tribal culture, but others are not, and this can be a fruitful source of story potential. A player's character might end up switching tribes, a scandalous event among most septs.

A werewolf only really becomes accepted as Garou after completing their Rite of Passage, something that packs tend to do together. (See **Werewolf**, p. 187.) Their auspice gets affirmed, and they can participate at moots as fully-fledged members of society.

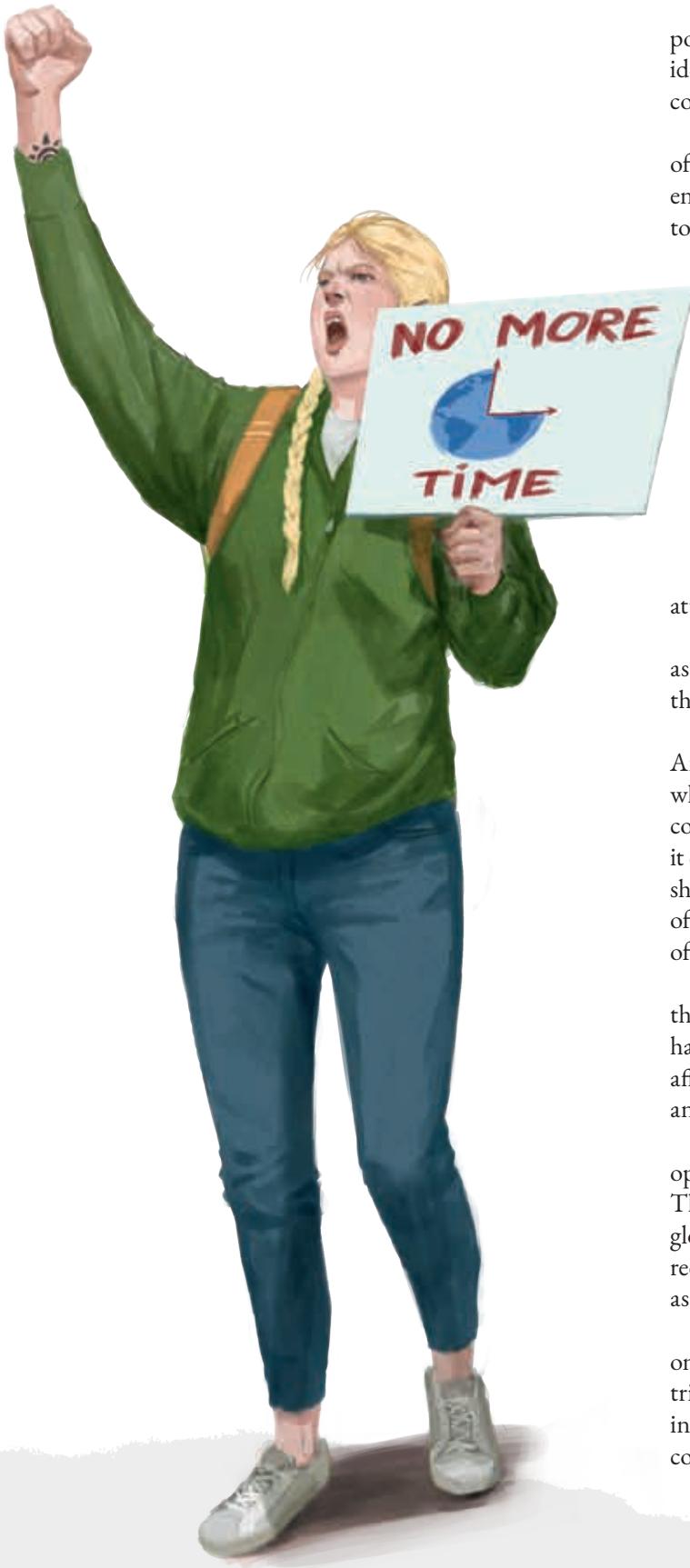
Most Garou experience their Rite of Passage while fairly young. However, it sometimes happens that a First Change is never noticed and that a werewolf goes for years before discovering others of their kind. Sometimes, these werewolves too get inducted into a sept, although they tend to have more difficulties fitting in.

Howls of the Garou

The Garou, like wolves, can communicate over long distances by howling. These howls can contain a great deal of both information and emotion, and sometimes even basic sensory impressions. While the howls vary from one place, pack, or tribe to another, the major howls are known in some form everywhere. Every Garou who has completed their Rite of Passage would know the Howl of Introduction, most werewolves would know at least a few, and galliards should be familiar with all the major ones. A particularly knowledgeable galliard may even be able to place the tribe or homeland of another Garou based on the nuances of their howls. Here is a selection of common howls.

Anthem of War: In the mouth of an ahroun, this is the call to war. From the throat of a galliard, it is a rallying cry. Apart from signaling the attack and boosting morale, it can also communicate a rough idea of the enemy's location and numbers, or the need for reinforcements.

Call for Succor: This howl is used to summon one's packmates to aid in great danger. The prouder kind of Garou find it embarrassing, as it sounds like the barking of a distressed puppy. It can also convey an impression of the kind of danger at hand.



Call to Hunt: A long, low howl that tells the pack the position of their prey. Nuances in its ululation can also identify the prey, whether and how it is wounded, and coordinate pack tactics.

Chant of Challenge: A howl that begins as the Howl of Introduction but then switches into a mockery of an enemy's deeds, personal habits, and ancestry. It is meant to initiate a duel, and every Garou hearing it understands the precise reasons for the challenge. Among Hart Wardens, the Chant of Challenge has been elevated into a satirical art form.

Curse of Ignominy: An insult to violators of the Litany. As more Garou add their voices to the discordant whine, it becomes increasingly painful to listen to until the listener joins in. It speaks in mocking tone of all the failures and shortcomings of its target. Those sharing in the howl can memorize every detail of the accusations.

Cry of Elation: A series of sharp barks signaling an attempt at an act of great glory. Essentially, "Witness me!"

Dirge for the Fallen: A low, mournful howl that acts as a requiem for the honored dead. The higher the status of the fallen Garou, the longer the howl.

Howl of Introduction: "Respect the Territory of Another", the Litany says. It is good form to utter this howl when entering the territory of another. At its most curt, it communicates the Garou's name, tribe, and auspice, but it can also tell their purpose in coming or why attention should be paid to them. Silver Fangs sometimes add details of their lineage. This is not a threatening sound, consisting of high-pitched howling and short, low barks.

Howl of Unity: A simple howl to the skies shared by the pack, the sept, or even the attendees of a particularly harmonious moot, affirming community, life, and even affection for one another. Not everything is about blood and rage.

Snarl of Precedence: A howl used to claim an opponent in single combat, marking them as their prey. This is used to coordinate tactics in battle as well as gloryhounding. A higher-ranking Garou does not need to recognize the snarl, but most will regard "stealing the kill" as bad form.

Song of Mockery: More of a pitch or an improvisation on a theme than a howl in its own right, this is a ragabash trick to add a tone of mockery to a howl. It is usually intended to insult and taunt its target into losing their composure.

Wail of Foreboding: Used as a warning of natural disasters, strange phenomena in the Umbra, or other odd things that need closer investigation. Not for warning about an attack—that's the Anthem of War.

Warning of the Wyrm's Approach: A sharp howl that warns of the presence of the Wyrm's minions. The warning may include descriptions of the creatures, and its listeners will have sensory impressions of their nauseating foulness.

Glyphs

When Garou speak of glyphs, they do not mean any ordinary pictograms. Glyphs are primal signs whose meaning can be interpreted only by Garou and spirits. While most glyphs do have names in the human languages of a given sept, they are not language as such. A closer analog would be traffic signs or hobo signs. They communicate simple things and specific concepts, such as “danger”, “thin Gauntlet”, “caern”.

Spirits, including Banes, appear to have an instinctive understanding of glyphs. Garou, being only half-spirits, do not. They recognize glyphs for what they are, but their meanings must be learned. Some fomori, other shifters, or Stolen Moons share this imperfect comprehension. Others have none. When Garou use them, they are traditionally carved with claws or klawes.



Caern Glyph



Luna Glyph



Umbra Glyph

POSITIONS IN GAROU SOCIETY

Garou society generally revolves around the pack and the sept. As they expand, their members often develop a need for formal titles and positions. Although these vary between different septs, some roles are relatively common. Most smaller packs and septs simply have a leader, acknowledged or not. In such cases, the leader might pull double or even triple duty as a Warder or Rite Master.

Titles like this are often fluid, changing with the seasons and composition of the packs and sept to suite those best to a role at any given time. Of course, less traditional packs and septs – particularly New Moons – may have wildly different social hierarchies and titles.

In general, septs of less than a dozen members have one or two formal positions at most (excepting those modern versions lead by a council without a clear leader). Once that number comes closer to two dozen members, a more formal council might also be adopted. By the time a sept has three dozen or more members, most of these positions might exist, but one formal title for every five or six members of a sept is a good rule of thumb.

As a game, some **Werewolf** players may want to ascend the ranks – and not just Silver Fang characters! Clear titles can be helpful in these instances but are not always necessary nor do they always make narrative sense. Storytellers should use their judgment when crafting septs and packs.

There are some titles and roles that are common across a wide swathe of septs. Here are a few:

Caern Warden: Handles security for the caern. Large septs may have a number of lesser deputies assisting the Warden. Term warder is also in vogue, as warden suggests a prison. *Variations: Warder, Guardian, Bawnlord, Master of the Bawn*

Caller of the Wyld: A Garou who speaks for the caern's patron spirit. They may embody the best aspects of the patron, or just be assigned the role in Rites. The usefulness and necessity of the position depends heavily on the patron spirit. *Variations: Shining One, Speaker*

Councilor: A member of the council of elders. There's an inclination is to fill the council with one member of each auspice, or one member representing each local tribe. Sometimes this plays out but it's rare as there usually isn't enough Garou to make such a neat system. Sometimes each council position is given a title, and positions which are on a council in one sept may be independent of it in others. Often, a council is just the few surviving elders whose collective wisdom the sept leader relies on. It can also be composed of local pack



leaders. *Variations: Council of Auspices, Council of Tribes, Council of Elders; Advisor, Fool or Trickster (Ragabash), Master of the Rite or Seer (Theurge, see also Rite Master), Truthcatcher or Arbiter (Philodox), Talesinger or Master of the Howl (Galliard), and Wyrmfoe or Master of Claw and Fang (Abroun)*

Den Mother/Father: Rarely a formal position, a Den Parent looks after the mental and physical wellbeing of the sept. Sometimes this role is assigned specifically to watch over a pack for a time or until the pack has performed a deed to demonstrate they can function independently. *Variations: Auntie/Uncle, Older Brother/Sister, Mentor, Nana*

Elder: Few Garou live to become Elders these days. Elders are almost always determined based on their age and renown. *Variations: Veteran*

Intercessor: When humans cause trouble—or the Garou have caused trouble to humans—it is often an Intercessor who helps deal with the fallout. These Garou scrub security footage, cobble together masks, provide alibis, and bribe or influence the human authorities. Intercessors differ from Shepherds as they are primarily protecting the sept, rather than humans. *Variations: Cleaner, Janitor, Sweeper*

Keeper of the Land: Septs with expansive territory or caerns with a large bawn may have a separate position dedicated to keeping the land and its spirits (occasionally its humans) healthy. *Variations: Gardener, Chief Horticultural Officer, Groundskeeper*

Master of Challenges: Particularly large, traditional septs may employ someone to ritually oversee the transfer of power between those with titles and those seeking to attain them. For septs that avoid direct contests of violence, the Master of Challenges may be set to create grueling physical challenges or tests of cunning and guile to determine who should hold a position of authority within the sept. *Variations: Referee, Gamesmaster*

Rite Master: Knows many rites and ensures they are performed properly. A Rite Master often, but not always, has a place on a council where one exists. *Variations: Rite Master, Ritualist, Spirit-Speaker*

Ringmaster: A Garou specifically tasked with running one or more moots. *Variations: Moot Organizer, Moot Master*

Sept Leader: When one person is needed to make decisions, that person is the sept leader. Sometimes a sept leader is also the strongest voice on a sept council, but the two are often distinct, with a council giving advice to the leader. *Variations: Director, Matriarch, Papa/Mama, Shepherd*

Sheepwolf: Most septs are interconnected with human society at least to some degree. The Garou have relatives and friends among humans, and rarely even supporters. A sheepwolf is someone who's task is to keep their ear to the ground as regards the human world, look for potential future Garou who haven't yet changed and anticipate threats from the community or law enforcement. *Variations: Shepherd, Apetender, Apeherd*

Truthcatcher: An arbiter and judge, a Truthcatcher mediates disputes between the Garou. Often the role is combined with the Master of the Challenge or a position on an advisory or ruling council. Sometimes it is just the eldest philodox. *Variations: Judge, Arbiter*

Kin

On the face of it, the role of Kin among the Garou is straightforward. The Kin are humans who could become Garou, once they have their First Change. Before that, they're just humans. However, there are many ways this picture can be complicated:

Stalkers: The Rite of Kinseeking has revealed a potential werewolf. After the least discreet, most ham-fisted pack of the local sept tried to speed the First Change along, the Kin got scared, escaped, and is now making social media videos about the monsters who are harassing them.

Blessed Inheritors: A local Silver Fang is absolutely convinced that their child is Kin and is going to become a powerful werewolf. Members of a local sept go along with this. Could be true and the Silver Fang is a powerful warrior. Unfortunately, it's not true at all and at some point the unfortunate Kin will realize that they've been told stories of a glorious fate which is never going to arrive.

Wannabes: A local Gaia Cult has a surprisingly good grasp of who the Garou are and what they do, due to past indiscretions among werewolves of a local sept. Members of the Cult believe that they too can become werewolves if they just pass the necessary tests, typically involving murdering the perceived enemies of Gaia, such as a local fast food franchise owner. In reality, the cultists have no chance of becoming Garou since they're not Kin at all and their murderous actions are going to lead to tragedy unless stopped.



AMONG HUMANS

In theory, a werewolf can live among both humans and wolves. In practice, as wolf habitats disappear and humanity fills every last corner of the globe, most werewolves have at least some kinds of human lives. Some have identities, the same as any human, while others are invisible to the system, living where they can and using cash when they have to buy something.

The tribes are not equal when it comes to integration with the human world. Among the Silver Fangs or the Glass Walkers, it's not unusual to have a job and to own property. Members of other tribes, like the Red Talons and the Bone Gnawers, have a significantly higher tendency to end up off the grid or start there to begin with.

Fighting Wyrm creatures is not conducive to stable employment. A lot of Garou end up working odd jobs because few employers understand that their recent hire needs to quit a shift yet again for no discernible reason. Because the Garou need to go to where the enemy is, they often become drifters, some turning to crime to finance their mission.

The Garou drive cars, use cell phones (burners or not), and go to the supermarket. They shop for clothes. Some have homes, while others are itinerants. Septs often involve interactions with the human world as well. It's very convenient if someone in the sept owns the land where a caern is located, for example. The sept may even exist as an incorporated entity of some sort, so it can own land directly. The fanciest Silver Fang septs are sometimes set up as charitable foundations, giving a solid legal basis for their claims to wealth and property.

Most septs and caerns have no such legal protections. They're on public land, in nature preserves, in parks, at the mercy of redevelopers, industrialists, and other exploitative humans. This makes them vulnerable in a way that's very difficult for many Garou to fight. How do you stop a hotel that's planned on top of your caern if you're a wolf-born Garou with no fixed address?

There's tension between Garou who have integrated into human society and those who haven't. Still, when the caern of a sept of mostly wolf-born Garou is rescued by a Glass Walker lawyer capable of challenging a plan to remove the protections of a nature preserve, most are able to swallow their pride and grant Renown where it's due.

As Garou grow older, many settle for some kind of a stable human life. They have homes and jobs, often somehow related to their lives as werewolves. Some work at national parks. A more academically oriented Garou

might become an environmental scientist. The advantage of going to business is that you have resources that can be used to benefit your pack and sept.

Moots and other Garou gatherings need venues. Especially in areas with a lot of human habitation—it's not really feasible to hold a moot in a park where somebody could just walk in. That's why such gatherings are often held on the private property of an elder werewolf, someone with a ranch or even just a cabin.

A new Garou with resources may be a great asset to a sept, depending on how well off they are. A sept where Silver Fangs adopt new Garou and pass on great inheritances is not going to be wanting for much, but a small rural sept might benefit from something as trivial as a new member who has a car. Influence is also important: Garou who work in law enforcement, politics, or city administration can wield surprising influence when needed.

Gaia Cults

Sometimes, knowledge of Garou culture leaks and influences human communities, especially on the margins of human society. This can lead to the birth of Gaia cults, built on garbled and confused ideas from the Garou about spirits, the Triat, and the need to serve Gaia. Most Gaia cults are harmless, but some become dangerous if their beliefs veer into an extremist direction. Actions that Garou can pull off become suicidal for a human.

A typical genesis for a Gaia cult is when religiously inclined humans become exposed to the Garou and witness something definitely supernatural. This makes true believers out of them, and they then spread their ideas to humans who don't have first-hand knowledge of the Garou.

Unfortunately, this sort of dissemination of Garou knowledge to humans is not limited to the warriors of Gaia. There have also been instances of cults formed around Banes or the hateful ideology of the Black Spiral Dancers.

OPINIONS ON THE SHATTERED NATION

Views about the Garou Nation and its fall vary sept by sept, pack by pack. This is a selection of opinions from werewolves of different tribes, although no tribe is unanimous on the topic.

Let it burn. What was the use anyway?

- WREN, BLACK FURY RAGABASH

The Garou Nation was never really our Nation. How many Bone Gnawers did you see in positions of power? Still, we went along with it because we understood the necessity of cooperation. But now that the charade is over, perhaps we can focus on the real fight instead? The Wyrm and its spawn have many secrets and those secrets need to come out.

- ALEJANDRO "VAPORFANG" MENDOZA, BONE GNAWER GALLIARD

Look, can't we just all get along? Why are we fighting?

- LITTLE SISTER, CHILDREN OF GAIA THEURGE

Looking down from space, the Earth is a jewel of green and blue in a vast sea of nothingness. The Garou Nation was always a vain conceit, a fiction to satisfy the vanity of a handful of those among us who failed to see Gaia as she truly is. A wonder drifting in a void.

- LIU "RETURNING MAIDEN" AIHAN, GALESTALKER OF NO AUSPICE

I was too late to see much of the Nation. Too young. But I feel sad about us losing this bit of our heritage too, even when so many have nothing but bitter memories. We're losing who we are, losing secrets that had to do with the Nation that just vanish when our elders die.

- DYANI LAST BORN, GHOST COUNCIL PHILODOX

The Garou Nation was old thinking. In fact, so much of what the Garou have done in the past has been old-fashioned and pointless. The only way we can achieve anything is by embracing the structures of the modern world and making them work for us!

- OBA "TRAILBLAZER" MAKINDE, GLASS WALKER THEURGE



I don't know all that much about the Garou Nation. What I know is that we have septs and packs, and we have friends and allies. We have people and we need to take care of those people.

- SHIRO, HART WARDEN GALLIARD

There's no time for recriminations or infighting. The Nation is history at this point. We should have our eyes to the future, to the fights we can still win. That's our purpose, that's what we need allies for. Perhaps the true failure of the Nation was to imagine that it was us, Garou, who'd win this, when in reality we need humans too, in fact everybody who cares about Gaia, to do their part.

- AINO "LIL GAIA" METSÄLÄ, RED TALON RAGABASH

Was the Garou Nation really for Gaia? Or was it for the egos of the Silver Fangs who pretended to lead? We have a war to win and no more time to lose on pointless ceremony. Every wolfborn Garou understands that we are already close to extinction. Let's build something new that can win us this fight!

- ILONA KORÁNYI, SHADOW LORD AHROUN

I never knew the Garou Nation. When I joined my first sept, it was already over and done with. Everyone sounds so bitter when they talk about it so maybe it was bad. But I do know one thing: We have to fight together to win. We need each other, whether as a Nation or something else.

- LOW GROWL, SILENT STRIDER PHILODOX

We don't understand what we lost. My beautiful, perfect realm! The Garou Nation, the home for all of our kind. We could focus our energies on fighting the Wyrm, following the tenets of the Litany. Everyone was taken care of, everyone had their place. Why did it all have to end? Why did these traitors in the Cult of Fenris think they could do it better without us? Why don't these young cubs understand the value of tradition?

JONAS ALBRECHT, SILVER FANG AHROUN

TOUCHSTONES

Werewolves have Touchstones to connect them to life around them. Otherwise, they're in danger of being lost to their Rage. In play, Touchstones offer an excellent opportunity to flesh out how the players' characters relate to the community around them.

The Garou themselves don't use the word Touchstone. It's a game term and many werewolves would balk at the idea that they need humans for anything. Still, there are many who purposefully hold onto their human connections because they fear being lost in the world of war, death and destruction otherwise.

The simplest Touchstones relate to a player's character's life before their First Change. If the First Change is experienced as a teenager, these relationships are typically family, neighbors, and school friends. For someone who's First Change comes at a later age, there can be a wider range of potential Touchstones.

It's sadly common that many Garou experience a First Change so destructive that they cannot maintain a relationship with the people they knew before. The reason could be that they're dead, or just that the character is now a wanted criminal and has to escape their own life. Some Garou cut ties to their old lives to protect loved ones.

Even those who manage to keep relationships intact often experience some sort of a break. Perhaps their priorities change suddenly, leaving their family confused. Or maybe they end a promising romantic relationship due to the stress of suddenly becoming a shapechanger.

Nevertheless, sometimes it happens that you borrow your uncle's cabin because you want to hold a small moot with a friendly pack, and he decides to spontaneously drop by just as you're in the middle of a Rite. Dodging inquisitive relatives is part of the fabric of life for many septs and packs. Sometimes, a human friend or relative even actually catches on and becomes a supporter of the Garou cause, although this is fairly rare and may be considered a blatant break of the veil.

Sometimes, the relationship between a player's character and their Touchstone is fairly one-sided, with the Garou checking in every now and then to see how they're doing. However, sometimes Touchstones can take the initiative:





Secrets Revealed: The Touchstone figures out that their friend belongs to some kind of extremist environmental group. They might try to talk the player's character out of it. Conversely, they might be delighted that finally someone is doing something about global warming and ask to join!

My Child Has Joined a Cult: A parent Touchstone forms their own theory about why their child, the player's character, is behaving so strangely. They must have joined a cult! The parent is entirely wrong about the specifics of the cult they're imagining, but their emotional distress is real. Unfortunately, it manifests as public demands for the police to do something to curb cult activity.

Trouble Every Day: The Touchstone has a propensity for getting into human trouble. Maybe they borrow money from the mob or piss off the cops. Perhaps they try petty crime and get caught or imagine they could have an MMA career only to get crushed in their first fight. They could even have a knack for ending up in the worst romantic predicaments imaginable, requiring their friend, the player's character, to extricate them.

Sample Touchstones

Here's a selection of sample Touchstones:

Mona “MMMBEAU” Barriscale: A college student and a streamer, often talking about political topics. Relationship to the player's character could be parasocial, with Mona barely aware that the character even exists.

Peter Coughlan: A player's character's neighbor when they were growing up. A friendly man who was always working in his garden, fussing over his flowers. Lied to protect the player's character at a crucial moment.

Natalia Kwan: A player's character's old high school nemesis. A popular girl who liked to bully those who couldn't fight back. Fell on hard times after finishing school and failing to get into college and is now struggling to find a direction for her life. Once drunkenly called the player's character to apologize for what she'd done.

Daniel Martínez: A rookie cop with a naive idea of what law enforcement is supposed to be. Has the combination of bravery and foolhardiness to become a whistleblower, possibly leading him into serious danger from his former colleagues.

Alberto Molla: The manager of an animal shelter, locally famous because he once had to

The Good Life: The Touchstone is happy. They just got a raise, found a wonderful romantic partner, and do a lot of emotionally fulfilling volunteer work. They won the lottery and managed to sell a script in Hollywood. You can use positive developments in the life of a Touchstone to create a contrast between them and a player's character. Perhaps the Touchstone is worried for their friend: Given their own success, they want to help their friend get out of whatever it is that they're mixed up in.

Immune: A Touchstone is immune to the Delirium. This is extremely rare, but not impossible. Obviously, this becomes apparent at the worst possible moment: When the player's character shifts into crinos, perhaps to protect them from an enemy. How does the character explain what happened when the Touchstone clearly remembers what they saw?

If the players feel that their Touchstones have lives of their own, they're working as intended. This way, they contribute to a feeling of a living, breathing world.

deal with a wolf someone brought in, mistaking it for a dog. Known for his kindness and rapport with animals.

Yoshinori Sumi: A childhood friend of a player's character who protected them from bigger and meaner kids. Suffers from a degenerative disease but refuses to be confined at home despite difficulties with mobility.

Nem Sundberg: An aspiring stand-up comedian and neighborhood celebrity, they were a role model for a player's character growing up. It was good to see someone remake themselves and assert their identity in a community prizes conformity.

Xenia Trifanova: A sex worker with a side business in handmade jewelry, with a propensity to poke her nose into other people's business even when it's really unwise. Helpful and generous but not always nice about it. Can be a childhood friend or someone who helped the player's character out before their First Change.

Aimée Zaror: A rash direct-action activist who's gotten arrested seven times, has chained herself to a forestry machine, and likes to mouth off to large men with big guns. Has all the virtues of a Garou but is just a fragile human.

PATHS TO BECOMING GAROU

What does it look like when you become a Garou, a werewolf inducted into the society of those who fight for Gaia? Here are a few example paths:

Little Sister, Children of Gaia Theurge

A working-class kid from Illinois, Little Sister had her First Change in high school. She had been bullied and ostracized by her classmates, and when she first became a werewolf, her Rage exploded in a staggering display of violence against the girls who had made her life miserable.

Shocked, guilty, and terrified at what had happened, Little Sister ran away from home, leaving her old life behind. The tragedy and her disappearance eventually led to the breakup of her parents' marriage.

Because of her background, Little Sister doesn't have a viable human identity anymore. She never uses her original human name because she feels it's better for everyone if that person no longer exists. She also feels guilt for the deaths she caused, although the police investigation never seriously considered her as a suspect because of how implausible it was that a teenage girl would have caused such carnage.

Traveling as a homeless teenager in the American Midwest, Little Sister eventually found other recently changed werewolves and formed a pack. She had her first experiences with spirits and the guidance they could provide. Visiting her first Garou moot was a life-changing experience for her, as she became aware of the wider mission to save Gaia.

Little Sister welcomed the task the Garou have taken for themselves. Suffering from crushing guilt from her First Change, she found relief in the idea that there was purpose driving werewolf society. She needed to feel that she could do something good, and this was it.

Among the Garou she met, there were a couple of older Children of Gaia who particularly impressed her. Their words spoke to her guilt and need to deal with her Rage in a constructive way. Thus, she became one of their tribe.

Although Little Sister took to Garou life, she was not universally liked. Her discomfort around violence and desire to seek peaceful solutions led her to be called a coward and even suspected of having fallen to harano.

However, during her Rite of Passage and very first visit to the Umbra, Little Sister distinguished herself, as she was able to find rapport with spirits previously hostile to the local sept. After her return, she was accepted as a Garou and a theurge.

Since then, she has continued to cause controversy in the septs she and her pack have visited due to her habit of questioning violent solutions and advocating for peaceful options.



She is a coward! Just an embarrassment. I cannot imagine why we tolerate someone like her. She's too dumb to use words like pacifist, but that's what she is. Showing her throat to the Wyrm. Ugh.

- DOMINIQUE "DEATH-IN-WORD" OMAR ON LITTLE SISTER



Ilona and Karola Korányi, Shadow Lord Ahroun

The legend of the Korányi twins fuels Garou hopes that victory could still be possible. It's a powerful propaganda weapon in favor of the Shadow Lords and against the Silver Fangs. The argument goes that while the Silver Fangs squabble over their diminishing power and resources in the aftermath of the fall of the Garou Nation, the Shadow Lords are poised to lead a new, resurgent Garou force to final victory! As proof of the favor of Gaia, the Shadow Lords point to the improbable fact that the spirits have blessed their tribe with twin sisters, both powerful ahroun able to take on any Wyrm creature.

Does it matter that it's all a lie if it gives the Garou hope?

The Hungarian Baron Sándor Korányi is a wealthy Shadow Lord elder. Seeing opportunity in the splintering of the Garou Nation, he decided that he needed a modern legend, a myth for his tribe to rally around.

Thus, using the Rite of Kinseeking, he set out to find two girls of the same age and similar appearance who could be molded, trained, and recreated as the Korányi twins. It took him seven years and considerable resources, but eventually he was successful.

Both Ilona and Karola had their First Change as teenagers, provoked by the Baron. He abducted them from their families, using the shock of the First Change to break them down and rebuild them as his perfect warriors.

Everything the girls did was designed with the myth in mind: Their Rite of Passage, challenging and winning against powerful Silver Fang champions, the destruction of horrifying Wyrm entities. And indeed, one thing about the myth is true. Ilona and Karola are incredibly well-trained, powerful ahroun. They are impressive singly but truly come on their own when they fight together, coordinated to anticipate each other perfectly.

Originally, the Baron's story was that he found the orphan twins and trained them himself. Since then, vanity has led to a change in the tale, and now he says that they really are his children, blessed by the spirits to become the mightiest warriors of the Apocalypse.

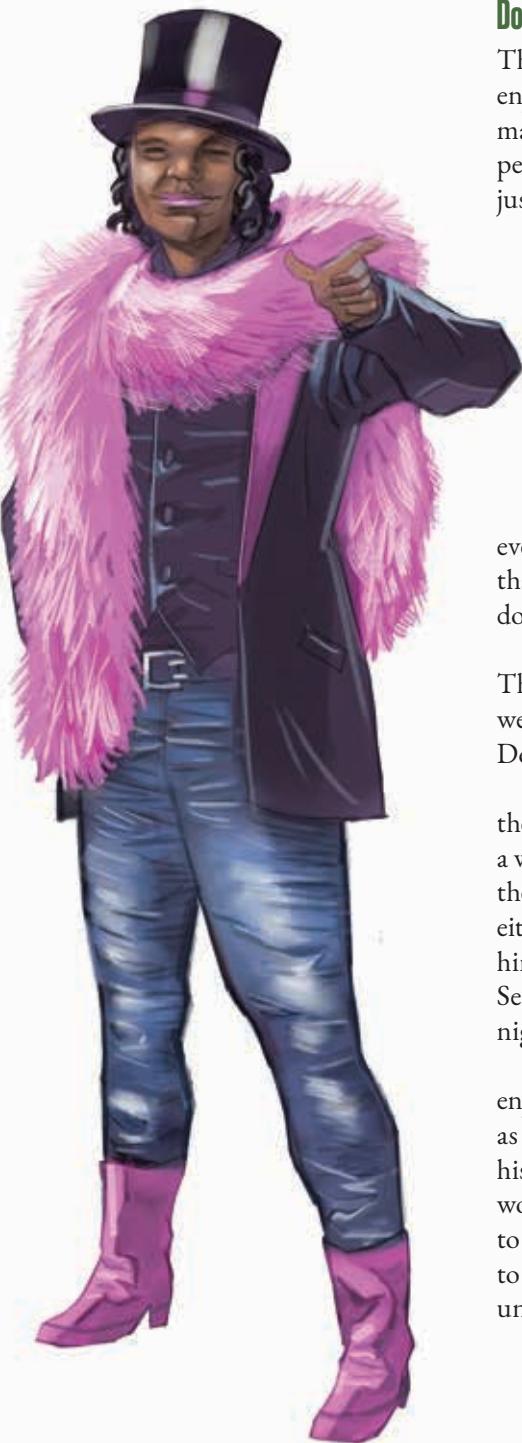
Unfortunately, while the sisters are physically extremely powerful, relentless fighters, their background has left them dependent on the Baron for guidance, scared of forming their own opinions. They vaguely remember that they were going to have different lives once upon a time before they were taught to accept the higher truth of the Shadow Lord legend.

It's an open question what happens when they meet other Garou, as is bound to happen increasingly often when they participate in joint attacks against the Wyrm. Perhaps they'll suffer a mental collapse from the paradoxes they've been told to accept, or maybe they'll escape the influence of the Baron. Or perhaps truth doesn't matter, and they really will vanquish the enemy in the final battle, leading the Shadow Lords to preeminence among the Garou.

You're going to accuse me of being disloyal to my tribe, aren't you? But the thing is... I've seen them fight. And I don't mind telling you, they were pure poetry in motion, destroying fomori flesh as if they'd had a choreographer on call.

— DOMINIQUE “DEATH-IN-WORD”
OMAR ON THE KORÁNYI SISTERS





Dominique "Death-In-Word" Omar, Silver Fang Ragabash

The son of a wealthy Black family in Boston, Dominique enjoyed life as a trust fund twink new to New York and its many pleasures. Once described by an ex as a deeply unserious person, he always felt that was accurate. Nothing in the world justified distraction from its many joys.

His First Change is something of a blur to Dominique. He was coming home from a party, high as a kite. There was some sort of incident, maybe even a fight. Blood. Death.

But the memories are fragmentary, and the Silver Fangs who came to see him the next day assured him nobody was seriously hurt. One of them had sustained injuries, but that's not so bad when you heal like a werewolf.

Dominique decided to believe them on this and everything else they told him about the Garou. It was easier than trying to find out what really happened. What he had done.

The motivations of his new tribemates were obvious: They wanted to find new, young, sophisticated, and wealthy werewolves who could sustain the traditions of the tribe. In Dominique, they felt they had found just such a person.

In many ways, they were not wrong. Dominique enjoyed the richness of tradition among the Fangs, even if becoming a werewolf was a blow to his self-image. He didn't relish the idea of being a towering hirsute monster and preferred either homid or lupus. He liked the attention his beauty got him at parties, flirting with every man he took a fancy to. Seeing himself in the mirror in glabro for the first time was a nightmare.

After his Rite of Passage, Dominique found that he really enjoyed being a ragabash. It gave him license to be as catty as he liked, cutting down the mighty and the powerful of his own tribe as well as of others. Sometimes, his tribemates wonder whose side he is on, but at least his commitment to fighting the Wyrm is not in question. Dominique tends to describe the Wyrm and all it represents as just ugly and unattractive.

I've been called conceited, vain, self-important. I must confess, all this flattery is doing wonders for my self-esteem. Some of us are just better than others. A Red Talon brute kills with claws. The only thing I need is a word.

- DOMINIQUE "DEATH-IN-WORD" OMAR ON HIMSELF

Shiro, Hart Warden Galliard

Born in Osaka and moving with his family to Tokyo while he was still young, Shiro was left to his own devices through much of his childhood. He was the fourth child in an unusually large brood, his parents both working at a restaurant to keep the family afloat.

From a young age, Shiro felt that there was something inside him that needed to come out, some sort of a violent, self-destructive impulse. A hapless student rarely seen in class, he channeled his rage and anxiety into music, forming a series of punk bands with his friends, usually only playing a gig or two with each.

That's where Shiro's First Change occurred, on stage in a tiny Tokyo venue hiding in a sub-basement of a sleepy residential area. With cigarette smoke clouding the air and the cheap sound-system blasting the distorted aural assault of one of their songs, Shiro's voice became a growl and then a howl.

The Delirium took hold among the audience.

Shiro woke up in a holding cell, having been arrested for wandering naked through the streets of Tokyo. People in the audience had been injured in the panic following Delirium, and perhaps because of his claws. The club had to close because of the incident.

The first few months after his First Change were a time of heedless joy for Shiro. He'd always felt there was something, something... And now it was out. He could change and Rage, and finally, he was himself!

Still, the community he'd been part of through his music had always been his real home, and causing it damage made him feel deeply ashamed. Perhaps because of this, when he was found by a local sept, the tribe he ended up with was the Hart Wardens. It's an unlikely choice for someone so comfortable with visceral aggression, but Shiro had always believed in taking care of his own.

After his Rite of Passage, enough time had passed after his First Change that Shiro formed another band and returned to performing, screaming and growling almost naked on stage, as was his habit. The Garou of his sept expected it of him; he is a galliard, after all.

The spiritual mission to save Gaia is something Shiro accepted as part of belonging to Garou society, but his real passion is in the deep, internal experience of being a wolf.

I saw one of his shows in New York. Just a tiny venue and really not my kind of a scene. A naked man screaming deliriously on stage while the rest of the band looks like they're trying to murder their instruments. One thing I'm certain of is that I prefer this guy to be standing there between me and the Wyrm!

- DOMINIQUE "DEATH-IN-WORD"

OMAR ON SHIRO





Low Growl, Silent Strider Philodox

The greatest embarrassment of her life was when Low Growl discovered that the Mexican wolf pack she'd been part of before her First Change had actually been part of a population released into the wild as part of a rewilding program. A few generations ago, they'd all been captive, practically dogs!

She liked to remember how simple things had been when all she'd known was the life of an ordinary wolf, but that's not entirely true. She'd had her fill of complications, from being hunted by drunken soldiers across the Mexican countryside to growing sick on tainted meat. Once she changed, she found she was

able to understand the problems she was facing in a completely new way.

Her embarrassment at what a simple internet search told her about the origins of her wolf family has compelled her to keep close to her wild heritage. She has refused to take on a human name or identity. It took a few years before she met another werewolf, living sometimes as a wolf and sometimes in homid doing odd jobs, working as a courier. She has a knack for evading pursuit and capture.

When she finally did meet another werewolf, it was a Silent Strider who took her to her first moot. It was a complex experience for her. She immediately took to the Silent Striders, not even feeling she needed to hear about the other tribes. She'd ranged far as a wolf and she'd continue to do so as a werewolf. But she was also dismayed to see so many of her brethren adapt themselves to human lifestyles. Of course, they were human-born, but she didn't like it.

Eschewing the pack structure of the Garou, she went at her Rite of Passage alone, infiltrating a meat processing plant as a simple worker for the purpose of finding ways to sabotage it and kill the fomori junior management.

She almost died on this mission, captured, interrogated, and tortured. She was rescued by another pack on their Rite of Passage.

The experience changed Low Growl. She realized no wolf should go alone, not even her and not even a Silent Strider. Humbled by her failure, she fell in with a pack and soon succeeded in passing their Rite of Passage as part of a wolf family.

Low Growl still believes that most Garou should stick closer to their wolf natures, but she's no longer content to go at it alone. She travels from sept to sept, taking messages and encouraging human-born Garou to explore being wolves. She believes her auspice of philodox means she must work to keep the wider pack of all Garou together, no matter what people say about the loss of the Garou Nation.

Come on! Being a werewolf doesn't mean you have to be a brute! I know for a fact that wolf-born Garou are every bit as smart as the rest of us. They have no excuse to keep sniffing each other's butts or whatever it is that they do.

— DOMINIQUE "DEATH-IN-WORD"
OMAR ON LOW GROWL

BUILDING A SOCIAL ENVIRONMENT

Packs. Septs. Tribes. The world of **Werewolf** extends beyond just going on missions to defeat agents of the Wyrm. Especially in longer chronicles, the players' characters can explore the social environment of the Garou. If they are extraordinarily successful, they can even turn the tide of malaise and restore fighting spirit to the remnants of a shattered Nation!

As the Storyteller, before you can design a setting for your players' characters, you have to figure out what your goals are. Once you know what you want to achieve, you can move onto the specifics.

Scale

The scale of the setting is an important consideration when you plan a chronicle as a Storyteller. There are a number of things you may wish to consider:

Your Own Interest: Do you enjoy crafting a setting? If yes, feel free to go for a broad milieu with a number of septs and a lot of supporting characters? If no, keep the action limited to a single sept and a small number of Storyteller characters.

The Players' Interest: Are the players mostly interested in action-packed games of killing as many Wyrm-spawn as possible? If they are, a streamlined, limited setting works great. But if they want to lean into the tribal society of the Garou, play politics and participate in moots, a broader setting can come in useful.

Duration of Play: Are you planning a single-session game or a chronicle? The longer the game, the more it makes sense to flesh out the social setting. If you need to keep your players engaged just for a few hours, you might not need more than a few supporting characters.

Once you have an idea of your requirements, you can make a choice of how big a milieu to aim for.

Nonexistent: The players' pack only interacts with a few individual Garou. They might hear stories of septs and moots but never experience them. Typically, this choice pairs well with a very strong focus on assaulting the enemy, so much so there isn't much time for anything else.

Small: The players' pack belongs to a small sept. Perhaps there are a few grizzled Garou elders and another pack to act as rivals. This is a good choice for a single-session game where you want to have some inter-Garou politics.

Regional: You have one big sept with four or five packs where the Garou of a wider region come together.

Alternatively, you start with a single small sept and then introduce one or two more septs as the players' characters get to know the world better. At this scale, you can play on the differences between various Garou factions, feature moots of significant size and complexity, and casually showcase interesting visiting Garou or packs.

The Nation in Ruins: Your players' pack may visit multiple septs in a wide geographic area, perhaps spanning different countries and continents. You'll need a wide variety of supporting characters, from young pups who look up to the players' characters to cautious elders worrying their plans lead to catastrophe. The characters can explore the ruins of the Garou Nation, contrasting septs, strategies, and leaders in terms of the culture they foster and the way they fight the Wyrm.

During a **Werewolf** chronicle, it's not unheard of to start at Nonexistent and then work your way up the scale as the story progresses, making up new septs and packs for the players' pack to encounter session to session. It's the rare Storyteller who has the capacity to whip up dozens of individually realized packs before session zero!

Note that the size of your game's social environment has nothing to do with physical territory in your setting. Some septs, especially in urban environments, are very local. Others span large territories. A Garou can drive over to the next county the same as anyone else.

How Many Wolves?

How big is a pack? How big is a sept? The answer to these questions depends on the needs of your chronicle. Most **Werewolf** games have from three to five players, making the size of the player's pack the same as the number of players in the troupe. Packs of Storyteller characters tend to be of similar size, some even managing the ideal of having a Garou from each auspice.

Still, if you need a pack with seven members, you can do that. Or you could have a pack with two Garou, the only survivors from a terrible defeat.

A sept consisting of a few packs could have 5–10 members. A slightly larger sept with Garou from a wider area could be 10–20 or even more. At this point, the sept tends to become somewhat unstable as young, ambitious Garou want to make their mark and challenge the leadership. It's not uncommon for larger septs to break into two smaller ones as a result of such a challenge.





Geography

When considering the milieu you're planning for your chronicle, scale in terms of social groups matters more than physical territory. If your players' pack encounters seven other packs in the first session, you have a lot more work to do to make them distinctive than if you have them visit both the city and the countryside.

One way to look at the physical setting of your game is to consider the wolf. A Garou may spend time as a wolf as easily as they spend time in human form. What's the experience of the wolf in different environments?

City: The wolf has a hard time in the city. Perhaps the best bet is to be mistaken for a dog, but for many Garou, their sense of pride doesn't allow for such charades. Cities often have septs with a lot of members but a small geographical territory, sometimes just a single neighborhood. The biggest cities in the world tend to feature multiple septs, often stringently opposed in terms of ideology and tactics. Everyone wants to fight the Wyrm, but what does that mean?

Town: The wolf has some freedom of movement in a smaller town. Nature is closer, and it's easier to move in the open space. A smaller town tends to mean greater distances between packs and septs. Any other Garou you know might live in the next town over. A setting like this makes it easy to incorporate elements like strip malls, industrial plants, and mines. The characters drive around anyway, so their range of movement is broader. Someone living an hour away is basically a neighbor.

Countryside: There may be a few wolf packs here and enough space to run free through the forests and the fields. Hunters might come after you, but you're no ordinary wolf. You can fight back and protect your brethren. Humans live on farms and isolated settlements. Septs may cover broad territories, packs coming together at caerns only for moots. Garou travel significant distances to see each other. The open wounds of Gaia are there for all to see, from strip mining to logging. The fights against the Wyrm are fierce when there's no one to witness them.

Wilderness: Human habitation is limited or nonexistent. Wolf packs roam free. There's not a lot of open wilderness left in a world infested with humanity, but something still remains. Canadian and Alaskan wilderness, Siberia. Remote, inhospitable areas where capitalism has failed to turn a profit. Garou society is more wolf-like than anywhere else, and moots are sometimes spent entirely in lupus. Paradoxically, it's in the wilderness where some of the most heinous crimes against Gaia are perpetrated. That which is pristine can still be despoiled.

Either a town or countryside setting is probably the most natural for **Werewolf**, letting you play the wolf while still getting



the most use of a wide human social environment. A city setting makes for a very particular **Werewolf** chronicle, focused on urban ills, foregrounding tribes like Glass Walkers and Bone Gnawers and giving characters access to centers of real power in the form of corporate headquarters and political assemblies.

A wilderness setting works best if you want to really focus on the wolf side of being a werewolf. It may also be suitable for chronicles of mythic proportions because of the grandeur of the landscape, where all the stakes are directly visible.

Function

A sept can provide many different experiences depending on the needs of your game. Is social play among the Garou the main substance of your chronicle, or are visits to the caern just quick stops between missions? Does playing a Rite at a moot involve careful description or is it just quickly glossed over?

Here are a few different experiences you may be going for:

Belonging: The sept is welcoming, at least for the players' pack. They participate in the Rites, are honored at moots, and the basic vibe is essentially communal. The sept is a safe harbor from the ravages of the Wyrm and the travails of the war, which of course makes it all the more devastating when something happens to it.

Opposition: The players' pack have their own ideas, and they're not shared by the sept. Maybe they've uncovered evidence of treason among the local elders or just want to agitate for action against the enemy. Whatever the case, they need to fight at every moot to get their point across.

Rebellion: The local sept is staid, set in its ways. Its elders have discreetly fallen into harano and can no longer be trusted. It's time for a revolution! If the characters make their case, other packs may join them. To make rebellion possible, the sept has to be in a state that makes it feel necessary.

Rivalry: The players' characters are but one pack. There are others who are hungry for Renown and quite capable of upstaging the players' pack. The elders of the sept foster the rivalry, playing the packs against each other to spur them into greater deeds.

Betrayal: The players' characters start to realize that there's something very wrong at their own sept. When the betrayal eventually comes, they're left homeless to wonder whether any other sept ever feels entirely safe again.

Politics: The Garou have different opinions on how the war should be waged. A charismatic philodox can

potentially arouse an entire sept into a grand effort against the Wyrm. For this to be possible, you need to know who the power players are and how they could potentially be convinced.

Romance: The Garou are creatures of emotion, constantly experiencing danger and living on the edge on a daily basis. Often, tensions get released at moots, and those tensions might well be romantic or sexual. That's what happens when young, hyped, and purpose-driven people are given license to cut loose.

In each case, the simplest way to make sure a sept is amenable to a specific theme is to have a few supporting characters interested in it. Rebellion happens easier if another pack starts egging the players' characters on. Romance is easier to set up if the Storyteller characters are already hooking up.

Sept Types

There are many different types of septs. The culture and atmosphere of the first sept the players' characters interact with provides the tone for the rest of the chronicle. It's their initial introduction to Garou society and showcases what it's all about.

Closed Sept: The sept has an insular culture, and visitors are not welcomed or wanted. Even those in need are told to leave, and attempts to gain access are resisted with force. There are many reasons for sept to separate itself from the rest of the Garou. Perhaps they've had bad experiences with other septs or maybe they're hiding a terrible secret.

In a chronicle, a closed sept works best when the players' characters are outsiders, trying to figure out why the locals are so reticent. Is the sept actually a compromised sept or do they have a good reason to keep everyone out? It's even possible the players' pack comes to realize the closed sept is closed for a reason, and now they too have to fight to protect the secret.

Compromised Sept: Something isn't quite right here. If this is the characters' home sept, they might not even realize something is wrong until they get points of comparison by visiting other septs. The problem might not be immediately apparent, but after the characters get to know the sept, they realize it's on the verge of being lost.

So, what's wrong? One obvious possibility is that the sept has fallen under the influence of the Cult of Fenris, the Black Spiral Dancers, or even the Stargazers. Not all members have gone over, but the malignant seed of the enemy is sprouting in the shadows. Or perhaps the issue is simply harano, sept members losing faith in the fight for Gaia.

Enemy Sept: The sept belongs to the Cult of Fenris, or perhaps it's a Black Spiral Dancer Hive. It's not somewhere the Garou typically would have reason to visit except in extreme and unusual circumstances or under the aegis of war. If a Garou does visit, the experience is probably worrying because, despite all the differences in worldview, it's still a werewolf sept with the Rites and practices that entails.

If you want to make an enemy sept into a place where the characters can actually talk to people and not just kill them, consider a story involving diplomacy or infiltration. This way, the players' characters have to try to adapt to strange, offensive practices to fulfill their mission while also trying to hold onto their moral standards.

Failing Sept: The sept won't be here much longer. Its members are dying, falling to harano, or perhaps just joining other, bigger septs. Often, a sept fails because of a confluence of reasons, events conspiring to bring it down. If the players' characters start at a failing sept, it gives them a number of important decisions to make: Do they stay to turn around the sept? Do they abandon ship and join a more successful sept. Or do they establish a sept of their own?

You can also use a failing sept as a side story, part of the milieu you're building. Perhaps the players' characters' sept is joined by a few survivors of a failed one, demonstrating the dire straits Garou society is in.

Legendary Sept: Some septs are famous. They're the homes of legendary heroes, the sites of storied battles or terrifying defeats. Some are known for the heroism of their Garou, but there's an equal if not bigger number known for awful catastrophes. The examples on p. 48 of *Werewolf* are legendary septs. If you create one, remember to lay out the legend the sept is known for. It shapes how Garou think of the sept.

Note that ancient doesn't necessarily correlate with famous among the Garou. It can, but it doesn't have to. Stories of a sept can spread among the Garou like wildfire, making something new as well-known as that which has existed for centuries. It's true that tradition is important for the Garou, but it's not the only thing, especially on the eve of the Apocalypse.

Modern Sept: The Garou need to change with the times. Besides, when everyone at the sept is under thirty and most under twenty, how do you enforce some hoary old standard of behavior nobody believes in?

The modern sept doesn't question the need to fight for Gaia. Rather, they question whether moots always need to be organized the traditional way or whether packs have

to engage in macho competitions. A modern sept may face flimsy accusations of being in league with the Weaver or the Wyrm just because its members have decided to do things their own way.

Moon Cult Sept: The existence of moon cults (see *Werewolf* p. 40) is not something most Garou wish to contemplate. They imply that it's not necessary for werewolves to dedicate their lives to the futility of battle. Unlike the septs of the Cult of Fenris, those belonging to moon cults are not usually considered anathema among the Garou, just distressing and sad.

Starting your chronicle in a moon cult sept gives an unusual starting position for the players' characters. They are not immediately inducted into the war for Gaia but encounter it from a neutral position. On the other hand, an ambitious Garou philodox might decide that it's time for the moon cults to get back in the fight and go on a mission to visit their septs and convince them of the righteousness of the cause.

Open Sept: People come and go. Open septs tend to be big, central, and at the center of events. A lot of Garou from other septs come by for grand moots and other important events or just to see friends and tribemates. While open septs are theoretically vulnerable because so many Garou come through, in practice they're well-defended because of the numbers of werewolves they can call upon. An attack on an open sept tends to be taken seriously by neighboring septs, too.

Using an open sept as the home sept of the players' characters is a good choice if you want to plunge them directly into the heart of Garou society. It makes it easier to play on politics, tribal relations, and grand assaults on the enemy. Open septs are typically located in populous, easy-to-reach areas like major cities.

Reclusive Sept: The sept is located in a remote place, such as deep in the Alaskan wilderness or far up the mountains in Nepal. Its Garou are secretive and like their isolation, many having originally come to the sept for that very reason. They distrust outsiders and are leery of joining any sort of a common cause.

In a game, a reclusive sept can work as the initial sept of the players' characters if you want to keep the world of the Garou small and mysterious. Werewolves from other septs appear threatening and strange. Alternatively, the players' characters are those outsider werewolves visiting the reclusive sept in search of something. They might discover that the sept they thought was a possible ally actually belongs to the Stargazers.



Staging Area Sept: Most septs are communities. Some big, some small, but all important to the packs that constitute them. However, a few become nothing more than staging areas in the war against the Wyrm and its minions. This can happen to caerns, newly wrestled from the enemy, which become waypoints for Garou on their way to strike at the enemy. It can also happen to small septs, which suddenly find themselves swamped by events beyond their control. If multiple packs of Garou descend on a sept of just a handful of werewolves, it's possible their culture and practices won't survive.

Septs that become staging areas in the war don't tend to last long. They appear as the enemy shows new vulnerabilities and disappear when the war shifts elsewhere. Starting a chronicle at a staging area thrusts the players' characters directly into the war and its most important operations.

Traditionalist Sept: The Litany is the foundation on which Garou culture rests. The sept is very big on werewolf culture and tradition and judges visitors largely based on how well they know Garou practices. Of course, matters are complicated by the fact that there is no universally accepted true Garou tradition. Different septs have their own interpretations.

Because of the differences in tradition, often the greatest enemy of a traditionalist sept is another traditionalist sept who do things just a little bit differently. If you follow the Litany, surely that means you do things exactly like we do! If you don't, something must be wrong.

Tribal Sept: The sept consists of the members of a single tribe and identifies as a stronghold of that tribe. Tribal septs are not typical, but they exert an outsize influence because they tend to shape the culture of each tribe so strongly. That said, many Garou never visit a tribal sept of their own tribe, even when their tribal identities are important to them.

A tribal sept is the obvious milieu for a chronicle where all players' characters belong to the same tribe. Some tribal septs still feature a few members of other tribes as well, even though they're dedicated to a specific, single Patron Spirit. For example, a Glass Walker sept may have a few Bone Gnawer members. Such a sept is interesting to use as the chronicle's base setting or just as a place for the characters to visit because it highlights the differences between the tribes. Will the Glass Walker character stand up for their packmates of other tribes when they get casually disrespected at a Glass Walker sept?



They keep talking about the Garou Nation and all these old so-called heroes. King Albrecht - who's going to replace him? Well, who cares? I'm old! I ain't going to save you, and neither is anyone else like me. The one to replace all these elders is you. We'll be saved by you, the young and the true.

- HATTIE THUNDERWIFE,
CHILDREN OF GAIA AHROUN

SEPT OF THE MOON'S BLESSING

For many young Appalachian Garou, the sept of the Moon's Blessing is the location of their first moot. They come in, wondering at the Cumberland Falls like any human tourist, and meet new Garou, perhaps with the expectation of dancing, drinking, and howling long into the night.

It might be a disappointment to some that, often, the first thing a newcomer has to do is peel potatoes. The sept's philosophy is that everyone contributes, from the rawest of newly-changed cubs to the most storied elders. Everybody makes the moot together.

Some young ahroun believe that such tasks are beneath them. Making broth when they should be killing enemies of Gaia! Yet, the sept has a strong reputation in the region, and there's always plenty of Garou willing to come to its defense should it be threatened.

The sept is organized around a caern at Cumberland Falls in Kentucky. Such a location has its upsides and downsides. It's a famous natural wonder, with symbolic power reminding the Garou of what they're fighting for. It's also a tourist destination, forcing the Garou of the sept to be wary of hikers and other random passersby every time they hold a moot.

History

In terms of the encroachment of human industry, the history of the area is a history of timber and coal. Fortunately, the caern and the sept's territory is protected because it's in the area of the Cumberland State Resort Park, giving it legal shelter from whatever capitalist ambitions might otherwise loom over it.

The sept has always been a meeting place, with a variety of packs calling it home at one time or another. For the last forty years, one constant has been the leadership of the Children of Gaia elder Hattie Thunderwife. She's way too abrasive to be universally loved, but even her enemies tend to acknowledge she's kept the sept on an even keel.

Culture

The sept is something of a hub for the region, with moots attended by Garou near and far. It has a welcoming reputation, its packs taking the time to help newcomers figure their place among the Garou. However, you'll discover that after the welcome, you'll be put to work. No freeloading young layabouts tolerated here!

Old Hattie Thunderwife believes in engaging with the community, and that means idle Garou risk being tasked with helping locals, humans and Garou alike. Particularly with young packs, these tasks may sometimes almost feel like hazing, but that's just the Moon's Blessing way of teaching each new pup that the only way to succeed in the fight for Gaia is through community and compassion.

There are advantages to the sept's work culture too. Its moots are legendary — each participant is deeply invested in the communal Rites because everyone has worked together to prepare for them.

Characters

Hattie Thunderwife (Children of Gaia Ahroun): An old crone of a woman, Hattie is in her 70s, wiry, tough, and unwilling to accept any bullshit whatsoever. She's still physically formidable even in her advanced years, with an angry, no-nonsense attitude at odds with the reputation of her tribe. She's very community-minded, both among the Garou of the region and the downtrodden humans she sees as her people. Hattie comes from a union family and takes organizing seriously, giving a lot of her time to young Garou who are new to the sept.

Billy Jo Russel (Silent Strider Galliard): A 19-year-old local boy, big and heavy, with experience in the regional amateur wrestling promotions. A showman at heart, Billy Jo likes to tell tales and create legends of himself and others. He's popular at local moots, often heard griping of the culture of work imposed by Hattie Thunderwife. The way he sees it, the local young Garou heroes risk their lives every day to fight against the Wyrm. The elders should serve them, not boss them around!

Stories

Rebel Pack: A young pack visiting the sept for the first time refuses to participate in its traditions, demanding the right to come to the moot as honored guests instead of glorified dishwashers. Do the players' characters side with them, or do they believe in the traditions imposed by Hattie Thunderwife?



Poisoned Communities: Visiting locals, the pack learns of a local businessman who's been buying up land for mysterious reasons. The cops have been called to his estate a number of times because of strange disturbances and gunshots in the night, but it has never come to anything. Some of the local girls work parties there sometimes as catering staff. Perhaps they might know more?

I remember the night when the boat I was on sank. There were twenty of us trying to cross from Libya to Italy on this sad little vessel. I didn't understand it at the time, but I had my First Change in the waters as I was struggling to breathe.

I alone made it to Italy. All the others were lost. I realized I had been given a gift. Next time someone is drowning in the sea of death, I have to be there so they can grab my hand.

— SABAH TAHER,
HART WARDEN PHILODOX

SEPT OF THE WATER'S BIRTH

The sept owns a small private harbor at a somewhat inconvenient spot off the Sicilian coastline. It's a ramshackle, small affair, suitable for a few midsize boats and not much else, rarely visited by the authorities unless they're conducting an anti-immigrant police raid.

There tend to be people at the sept: humans rescued from the Mediterranean by the sept's ships. Soon, they'll move on, but today they're helping out with the cooking and anxiously trying to find news of their friends and relatives lost to the sea. Eventually, most continue somewhere else in Italy and Europe, but for now, this is where they sleep.

The Garou of the Sept of the Water's Birth are all activists, some veterans, others with less experience. The sept was formed for the purpose of trying to keep people from dying in the sea; its members radicalized by the easy acceptance of death in the human society around them.

The sept is friendly to newcomers, but it has a purpose. Its members are not willing to spend much time on anything that distracts from this purpose.

History

Thousands of people trying to cross from Africa to Europe have died by drowning in the Mediterranean. This is the simple fact that led to the establishment of the Sept of the Water's Birth five years ago. The sept's packs have two former fishing trawlers they use to attempt to rescue migrants from sinking ships and aggressive coast guard actions.

In the years since the sept was established, all of its members have been arrested at least once. It had lost a ship to the Libyan coast guard and an entire Garou pack to an assault by the Cult of Fenris. They believed that the Sept of the Water's Birth had to be stopped because they were allowing potentially Wyrm-tainted people into Cult territory. The fact that the people saved by the Sept are not more Wyrm-afflicted than any other random selection of people doesn't seem to matter to the Cult.

Culture

Work hard and play hard is how things work at the sept. Its members go out to sea on rusting, obsolete little boats to save people, facing down everything from the weather to actual warships. At shore, its Garou dance, drink, and party themselves to oblivion until the time comes to go out again.

The sept has a few human activists who have stayed to help and support them. The sept tries to keep the Veil, but it's likely the humans have realized there's something strange going on. The Garou are not particularly subtle after they return from a successful mission.

The sept has encountered more than one Garou who had their First Change in the water as they attempted to cross to Europe. The sept's members hold such werewolves in high regard, believing that they have been blessed by the spirits and given a special role in the service of Gaia.

Characters

Ida "The Captain" Becker (Hart Warden Ragabash):

Often called just The Captain, Ida is the owner of one of the sept's ships and its longtime captain. In a previous life, she used to take tourists on tours of the Greek islands, but witnessing the bodies of migrants washing ashore changed her and motivated her to fully embrace the Garou heritage she had tried to escape. Ida fully believes that she's going to go down with her ship on one last rescue mission as the coast guard or navy ship of a Mediterranean nation guns her down.

Sabah Taher (Hart Warden Philodox): Sabah tried to cross to Europe from Libya when he was 19 years old in search of a better life for himself and his family. He had some education and a talent for languages, so he figured whatever he needed to be in Europe to succeed, he could become that person. Instead, he arrived in Sicily a werewolf, changed by his brush with death, with the conviction the spirits of the sea had saved him for a singular purpose.

Stories

Lost at Sea: The sept has lost radio contact with one of their ships. They scramble to send out the other, asking for help from any Garou who might be present. The lost ship could have fallen to an anti-migrant naval operation, a private vessel used by a Pentex front, or the returning Cult of Fenris.

I sacrificed everything, do you hear me? I lost everything! I even dreamed I died. I fought the Wyrm and all of our enemies, and I won. Didn't I? Tell me I won!

- JONAS ALBRECHT, SILVER FANG AHROUN

SEPT OF THE NORTH COUNTRY

There's a massive, ancient tree shading the grounds of the estate, rising behind the manor. If the players' pack visits, they'll have to leave their car on the other side of the building and walk. No contrivances of the Weaver are allowed so close to the holiest of holy places, the onetime seat of power of the Garou Nation.

The King of all Garou sat here once — on the wooden throne fashioned from the living trunk of the tree. Or so they say. Now the tree appears sickly, the throne splintered, and the King just a king of the sept, if even that.

The Sept of the North Country used to be big, one of the most important Silver Fang septs in North America. Perhaps the most important. Now it's haunted by the ghosts of the past, with only a few last faithful stragglers holding onto a shattered dream.

History

The Morningkill family is one of the most important dynasties of the Silver Fangs. Its members adopt promising young Garou, bringing them both into the tribe and the family. The family has provided many of the kings of

the Silver Fang tribe and, by extension, the entire Garou Nation, including the last one, Jonas Albrecht.

The Sept of the North Country is predominantly a Silver Fang sept, with its home in the Vermont estate of the Morningkill family. It's the self-styled center of the North Country Protectorate, although many young Garou don't know what that means anymore.

Once upon a time, many grand Silver Fang tribal moots were held here, Garou fighting duels and debating the best course for the tribe and their people. Now, even many of the younger Silver Fangs shun the sept, seeing it as marked by ill luck.

Culture

This sept is the focus of magnificent, grand traditions and has only a few Garou to enact them. There are Rites supposedly handed down from Falcon himself, performed every year by the best and the mightiest of the Silver Fangs. They're performed still, but instead of dozens of great warriors, there are only the King and a few old, lame loyalists.

The thing is that pretty much all the Rites and customs of the sept have genuine power, no matter how hard that is to believe in the current, degraded times. Odds are those Rites really were handed down by Falcon. The players' pack might realize that there's still something to salvage here, ancient strength they could use and repurpose for their own fights.

As it stands, the sept stands firmly in the past, its members reliving old victories and tragedies.

Characters

King Jonas Albrecht (Silver Fang Ahroun): One of the greatest Garou heroes of modern times, now reduced to an old, bitter wreck. King Albrecht is in his sixties. He's a big, powerful man slumped over as if he can't quite carry his own muscled bulk. He has a habit of demanding obedience and hitting people with the walking stick he carries if he feels they're insufficiently respectful. Sometimes he weeps. See p. 136.

Princess Mari Albrecht (Silver Fang Philodox): An eighteen-year-old Lebanese teenager from New York found by a pack still loyal to Albrecht. She used to have another name and another family, but after her First Change, she was brought here and renamed after an old packmate of the King. She's confused and lonely, having trouble understanding what happened to her and why King Albrecht seems to believe she'll be his successor as the queen of the Garou Nation.

Stories

Glories of the Past: Despite the fall of the Garou Nation and the current reduced state of its king, many conservative Garou still remember his past glories. The pack comes to the Sept of the North Country to seek out Albrecht and see if he could still inspire. In doing this, the greatest obstacle proves to be Albrecht himself.

Trophies of Past Glories: Sometimes, the ancient relics of the past, mighty items of power needed to win against the Wyrm aren't lost in the Umbra or the inaccessible vastness of the wilderness. They're located in a box in the basement of the manor at the Sept of the North Country. The only trouble is that the deluded elders at the sept still have the strength to protect what they have.

From the Ruins: For a unique Silver Fang chronicle, the players' characters are all members of the tribe, newly recruited and brought to the sept. One of them is Princess Mari Albrecht, and the others are her pack, her honor guard. They're new to being Garou, but they're not stupid. They soon realize that they've inherited ruins. The question is, what do they do with them? How can you prepare for being crowned the queen of a dead kingdom?



Don't let our reputation scare you off. You're Garou. You want to fight the Wyrm, the same as we. Join us at the caern, and we'll share stories of our victories. We'll howl in honor of your great deeds and the great deeds to come.

- ATTICUS REED, CULT OF FENRIS PHILODOX

SEPT OF THE BITTER FROST

The pack arrives at the forest clearing after sundown, the forest dark, vast, and alive all around them. They hear the hardcore pounding out of the sound system of a pick-up truck idling next to a bonfire and feel the sweet smell of the deer being roasted. As they step closer, someone hands each a beer, and they're welcomed into the circle, the hardened warriors of the Cult of Fenris making them feel like real heroes in the fight for Gaia.

Some Cult septs are forbidding and hostile to members of other tribes. Not the Sept of the Bitter Frost. No, here the Cult of Fenris argues that all are needed to join the fight against the enemies of Gaia... And the fight against the cowards and traitors who make it so hard to win.

The sept is all about welcoming young Garou into their midst, making them feel valued and appreciated as they try to recruit them into cannon fodder for their war. If it feels wise to do so, they might not immediately reveal that the sept belongs to the cult, instead posing as just another Garou sept until the time is right to swear fealty to Fenris.

History

Located in the state of Washington near the Canadian border, the Sept of the Bitter Frost's caern is found deep in the forest, two hours by car from the nearest town of any size. It's an old caern, lost in the '90s as the sept which used to tend to it was wiped out by an assault perpetrated by a private security company hired by a Pentex front.

The caern was reborn under the newly created Sept of the Bitter Frost just a few years ago. They prefer to tell the history differently, pretending that the Fenrir have always held the caern and that the current members of the sept inherited it from their elders.





Culture

The atmosphere at the sept changes a lot depending on whether its members are trying to make a good impression on newcomers or not. If they are, the sept is overwhelmingly positive and warm. Visitors are cheered, their exploits told and retold. Young and insecure Garou are showered with approval. The sept's members are clever enough to customize their approach to each individual. Those who want camaraderie find themselves dancing and wrestling with the Fenrir. Others who want to do good get validated on how much they've already helped Gaia.

If there are only sept members present and everyone belongs to a Cult of Fenris pack, the culture changes to the hierarchical, violent, and aggressive norm for the tribe. If there are visitors who seek to challenge the cult, its members turn nasty, seeking to humiliate and possibly kill the challengers.

Characters

Atticus Reed (Cult of Fenris Philodox): Born to a ranch in Texas, Atticus used to be a Hart Warden before his desire for control led to the crimes that got him exiled from his original sept. He came north, reinvented

himself, joined the Cult of Fenris, and became a small-town sheriff. He funds Cult activities by dipping into the drug trade. He has an uncompromising, violent reputation among both the Garou and the mortals. He tries to keep himself in check when he's talking young Garou into joining the Cult.

Julia (Cult of Fenris Ragabash): A pale teenage girl with a filthy pink hoodie hanging from her narrow shoulders, Julia looks unfocused and spaced. She has a habit of shooting herself in the arm or hand. When this happens, Atticus Reed grabs her gun and hits her on the head with the butt, confiscating the weapon for the rest of the day. Julia's specialty is suicide bombing. So far, she's survived four attacks.

Stories

Cleansing the Weak: The players' characters are partying at a moot held at the sept, oblivious to the true nature of the cult until at midnight, the Fenrir reveal that the players' pack has the honor of making the sacrifice at a Rite. A sacrifice which consists of killing a weeping, drugged member of the Children of Gaia, accused of being a coward and an enemy of the fight against the Wyrm. Do the characters go along with it, or do they risk angering the whole sept?

Rescue: The players' characters have a friend, a young Garou, who wants to be tough and respected. They disappear, and rumors say they went to a moot at the Sept of the Bitter Frost. The characters can't take on the Fenrir, but can they pretend to be friendly until they get a chance to take their friend aside and talk them out of joining the cult?

GREAT HUNTS

Every once in a while, there's a threat so big, so significant that it calls for all Garou in a wide area to come together to defeat it. In recent years, there have been more Great Hunts than ever before, to somewhat mixed results. They've led to great victories but also decimated the Garou populations of many areas, leaving septs empty and caerns untended. Typically, they're tools of desperation, the last Garou flinging themselves onto a mighty enemy in an attempt to crush it through sheer force. It's a successful tactic when you look at a single challenge, but that victory deprives a dozen other Wyrm threats of anyone to oppose them.

Many young Garou are energized by the concept of a Great Hunt, loving the idea of Garou coming together from all over to fight monstrous Wyrm spirits or private security companies protecting fracking operations deep in the wilderness. Or typically both, since the enemy has to be formidable to justify something as grand as a Great Hunt.

Stories from such campaigns fuel the imaginations of the young, repeated at moots all over. Still, more cautious Garou tend to speak against them because of the extraordinary losses they typically involve. They also have a tendency to involve the Cult of Fenris, hauglosk-maddened Garou ignoring the problems they've had with the Fenrir banding together with them for an orgy of violence and death. This makes many a Great Hunt a potent recruiting tool for the cult, survivors from other tribes joining them instead of returning back home, addicted to grand gestures in the face of systematic defeat.

RUNNING A GREAT HUNT

There are several challenges to using Great Hunts successfully in your **Werewolf** chronicle. If you want to have your players' characters in the middle of the action, you might conceivably have to detail dozens of Storyteller characters and run massive battles involving scores of combatants. That can quickly bog down the action and make for tedious play.

This is why the best way to run a Great Hunt is to consider carefully what sort of scenes it might involve and how exactly the players' pack is going to participate.

Here are some examples of possible scenes:

Call to Action: How do the players' characters hear about the Great Hunt? Perhaps they meet a galliard at the local sept, who tells them about the glory to come. Or maybe they hear rumors of a magnificent battle to which only the best warriors are invited. A Garou elder might cajole and convince them to come, or they themselves may be enticed to demand to participate if the hunt sounds glorious enough. You can seed motivation by making other supporting characters speak of it with desire and anticipation.

Preparatory Moot: The players' characters meet others participating in the Great Hunt. To keep the scale of the scene in check, you may wish to say that operational security demands that only a few packs meet and hold moots to enact Rites so that the enemy can't make out a full picture of the operation.

Training: Some parts of the operation to come may require training. Maybe the players' characters need to work together with another pack to execute a difficult, precise task, such as rappelling up a cliff to an enemy base to attack it from an unexpected direction. If so, training sessions may be in order, giving the players' characters a chance to get to know some of the other Garou participating in the Great Hunt.

Preparatory Action: The Great Hunt itself may need something to be accomplished first to be successful. Maybe there's a Talisman that needs to be stolen from a museum or crucial information that requires infiltrating a corporate office. This stage often works best if the players' characters do one such mission while packs of Storyteller characters do the others, since this heightens the feeling of a great collective effort.

Action: The operation itself. This works best if the Storyteller breaks it down into specific action scenes where the players' characters have concrete goals suitable for a pack. Different packs supporting each other and working together leads to a successful operation. If a pack fails, the whole Great Hunt may be in jeopardy.

Aftermath: What does the battleground look like after the violence is over, assuming the players' characters were successful? Who did the characters kill in their bloodlust? Did their allies commit atrocities the players' characters don't have a stomach for? This is a good moment to spend a little time looking at what the effects of violence are. Perhaps the characters regret allying with the Cult of Fenris, even if they really needed the muscle the Fenrir provide.





Celebration and Loss: After the operation is over, it's time to retreat, reconvene at a caern, and hold a moot in celebration. Even though these moots tend to be raucous, delirious affairs where Garou build their own legends and tell stories of victory, it's hard not to notice that so many among them never made it. The reality is that many Great Hunts are planned sloppily, with fervor and fanaticism taking the place of proper analysis of tactics or chance of victory. Garou lives are too few to be wasted, yet in these grand offensives, they often are.

Roles

The running of a full-blown Great Hunt involves many tasks and roles. The characters may participate the same as any pack, doing their part. However, it's also possible that it's a player's character who calls the hunt in the first place. Perhaps this is the culmination of your chronicle, a grand finale in which your players' characters travel from sept to sept calling for aid for one final, desperate assault.

To make that possible, they need to figure out how these things are organized. A lot has to do with the roles that have emerged to make a Great Hunt happen:

Intelligence: The job of a ragabash, more often than not. Someone needs to collate everything there is to know about the object of the Great Hunt. Without good information, plans can't be made and the hunt is doomed to failure.

Rites: For the Garou, a Great Hunt is more than just a big operation. It's a spiritual task for the purpose of serving Gaia. To make it successful, proper Rites have to be observed, spirit allies supplicated, and the participating Garou whipped into a fervor. That is obviously the task of the theurge.

Strategy: Someone has to formulate the aims of the Great Hunt. Who is the enemy, what is the operation meant to accomplish? Often, this requires intelligence and an analysis of the problem at hand. For example, it may be unwise to assault an oil refinery because if it explodes, it may cause even greater devastation. Many a philodox ends up formulating strategy.

Tactics: How will the operation actually be carried out? Who attacks where and how? Which packs are kept in reserve, and what's a priority target? A good battle-plan is essential for success, often made by an ahroun.

Inspiration: It's common for a Great Hunt to have a single charismatic figurehead. This person might be the leader or just a face fronting the real planners of the operation. Garou war heroes and legendary warriors are common inspirational figures, but there are other types too. Sometimes an inspirational figure can symbolize the



innocence of unspoiled nature or the fortitude of those who have survived the assaults of the enemy. Garou culture is very good at making people into legends, larger-than-life figures around whom swirls a galaxy of stories of their greatness. This is often a job for a galliard.

Leadership: Typically, when a Great Hunt is called, the leaders interact with individual members of participating packs. The pack leaders or representatives then make sure that their pack does their part. Capable pack leaders might be given supplementary roles in helping with the essential core tasks, such as infiltrating an enemy facility to gain intelligence. The players' pack may find that they don't need to do everything themselves and some tasks may well be delegated.

FAMOUS GREAT HUNTS

The most famous Great Hunts are not just legends from ages past. Most are recent, things that happened in the last few decades, maybe even just last year. The Apocalypse is now, after all.

War of Rage: Garou legends tell of other shapechangers—those who could take on the aspect of the cat or the bear, the raven or the rat. In times past, all shapechangers fought for Gaia in their own way, each bringing something unique to the battle. Most stories agree that the War of Rage was initiated by the Garou but differ on why and whether it was justified.

Maybe the Garou felt that the other shapechangers were undermining their efforts to save Gaia or keeping secrets from them. Maybe it was envy or hubris. Whatever the reason, the end result was a massacre, a great campaign of hatred on the part of the Garou to exterminate all other shapechangers.

The Garou were not entirely successful. Individual shapechangers of other types still exist, sometimes even in small communities. Still, they're extremely rare compared to the werewolves. For most Garou, the War of Rage is an abstract topic, something they might have heard about but which doesn't really connect to their daily lives. The surviving shapechangers of other kinds tend to remember it much more vividly and are often unwilling to help the Garou as a result.

Dating the War of Rage is difficult. Based on the legends available, it could have happened at any time between prehistory and the Middle Ages.

The Storm Eater: A Bane of massive proportions, the Storm Eater went on a rampage across the American West in the 19th Century, causing vast destruction and loss of life. Often told as a story of unity, the Great Hunt

against the Storm Eater required the different tribes and communities of the Garou to set aside their differences against a common foe.

For the Legendary Rite involving the Storm Eater, see p. 107.

The Amazon War: The Amazon is being killed by deforestation, greedy corporations armed with mercenary troops devastating the land and destroying the lungs of the world. In the '90s, a legendary Cult of Fenris war leader called Golgo Fangs-First called a Great Hunt to fight against the Pentex fronts operating in the Amazon, starting the Amazon War, which is still the largest concentrated war effort organized by the Garou in modern times.

In hindsight, the Amazon War foreshadowed many of the developments that led to the extremist turn among the Cult of Fenris and the shattering of the Garou Nation. Golgo Fangs-First was a tyrannical war leader, instituting extreme discipline and demanding that all who participated follow his command or die. He ended up fighting local shapechangers in addition to Pentex fronts, and despite the success of the Great Hunt in terms of its stated goals, left many Garou disillusioned.

The Amazon War is sometimes held up as an example of how not to organize a Great Hunt: By privileging foreign fighters, ignoring the needs of the locals, executing Garou accused of cowardice, and sending younger werewolves on suicide missions. It left local Garou communities in shambles.

The Dead Purge: Most Garou consider vampires to be servants of the Wyrm and agents of the enemy. While suspicion and hatred of the undead have always been part of Garou culture, it has escalated greatly in the last 10 years. Perhaps the reason is that, at a time when the enemy appears invincible, vampires present clearly defined targets that can be destroyed without too much soul searching, even if they are evasive and devious by their very nature.

The Dead Purge has been gathering steam, first in North America and now across the globe, as more septs and packs become convinced that if only the world was rid of the undead, everything would be alright again.

The Breath of Gaia: Despite the successes of the Amazon War, Pentex and its many fronts and other companies and corporations routinely carry on their destructive work across the world. The Breath of Gaia hunt is a new attempt to learn from the mistakes of the Amazon and start a broad Garou uprising against Pentex and its ilk, informed by years of fact-finding work and reconnaissance.

The Breath takes place mostly in the southern states of the U.S., with a parallel operation in the Mediterranean in Europe. In both cases, it has targeted areas where cheap, exploited labor is used in industrial farming, meatpacking plants, heavy industry and other sectors with a significant negative impact on both the environment and human communities.

The hunt is highly idealistic, operating on the assumption that, with good planning and the right target, the Garou can set aside their internal divisions and fight together. The Breath has raised the ire of the Cult of Fenris in particular because they see it as a competing operation to their own, challenging the idea that only the Fenrir can challenge the enemy at scale.

Many Garou elders predict the Breath of Gaia will end in miserable failure, but some hope it'll undo their decades of mistakes.

Example Great Hunt: Coldwater Drilling

The players' characters have a major operation in the Canadian Arctic where the oil company Endron International is drilling for oil with a rig off the coast of Newfoundland. Endron has a skeevy reputation for flouting safety guidelines, transporting crude oil in leaking, aged supertankers and drilling illegally. What's more, the characters have found that this particular oil platform is drilling deep into the final grave of some kind of monstrous spirit creature trapped in the world of flesh and stone in ages past. It seems increasingly likely that at least some in Endron's management understand the spiritual dimensions of what they're doing and are drilling at this specific location on purpose.

To fight Endron and its security forces, to say nothing of the vile Banes infesting the oil platform, more than a single pack is needed. In fact, the situation is so dire it calls for a Great Hunt: Even without the ancient spirit, an oil spill would cause vast devastation in the Arctic. With the spirit, who knows what kind of terrors Endron is going to unleash unless stopped?

The characters decide to call a Great Hunt. In practice, the way this works in the game is that they take a number of sessions to reconnoiter the enemy, gathering information from Endron offices and interrogating employees and subcontractors. They tour nearby septs, making the appeal at each and perhaps performing small favors for the locals to get them on board.

As the forces at their command grow, the characters start to give out tasks, delegating smaller preparatory missions to the most eager among the packs who volunteered. They have to deal with inter-sept politics, making sure nobody feels slighted or ignored among the proud warriors they have mobilized.

At the same time, they must find a symbol for their hunt. Either one of the players' pack members has to take on the role of an inspirational leader, or they have to figure out something else. A successful Great Hunt requires something to believe in, and the characters must figure out what that is.

Finally, everything is in place. They have their allies lined up, battle plans have been drawn, and the enemy is in sight. Note that for the players to be able to create a battle plan, they have to be able to get proper information on the enemy. Without information, planning devolves into lucky guesses.

A key part of the plan is what the characters intend to do themselves during the assault. Do they want to remain at the back, directing the effort? Or do they want to plunge deep into the center of the action?

If the players want action, you can introduce a capable elder Garou Storyteller character to act as a battle leader. This way, the players' characters can do something exciting without having to feel like they've abandoned their posts.

(The reason the choice between leading from the back or the front is not interesting from an in-game perspective is that the motivations for different options are in large part on the player level, not the character level. Players want to be in the thick of it because it's fun to play, possibly more fun than waiting for the results at the headquarters.)

To keep things moving, the action in a larger operation should be impressionistic and resolved with quick tests, which give an idea of how things are going. If the players wish to direct the action, a lot of Leadership tests are going to be required. You may wish to slow down to normal combat speed for a final, climactic confrontation.

Eventually, the massive operation either succeeds or fails. Often, failure results from a series of tests that went badly, betrayals, losses, and cowardice. If an operation planned by the players' characters ends in failure, the follow-up should be properly prepared so events continue in an interesting way. If they succeed, you can stop for a moment to let them enjoy their victory before the harsh realities of the war against the Wyrm reassert themselves. ■



RITE NOTES OF THE SOUTH CHICAGO PACK, CONTINUED

RITE OF PATRONAGE - YRTH N UCHHEYNA

[WEREWOLF, P. 184]

SWITCHING FROM RAT TO HORNED SERPENT

THIS IS A MAJOR RITE.

TIME: AT THEURGE MOON.

REQUIRES: FASTING (NO PROTEIN FOR 3 NIGHTS).

SPIRIT GIFTS: OLD SPIRIT VESSEL, RATTIE (PRESLEY'S PET RAT), AND NEW SPIRIT VESSEL, A HORNED RATTLESNAKE.

(SNAKY?)

WHERE: IN THE QUARRY SOUTH OF THE I36. SNAKE COUNTRY. ALSO RAT COUNTRY, SO GOOD FOR THE SWITCH.

PREP: FEED RATTIE WELL AND TAKE HIM OUT FOR A LAST BENDER. WHEN THE MOON RISES AND WE'RE PROPER LOOSE

(IF NO PORTENTS FROM RATTIE), WE BEGIN.

POSITIONS:

RATTIE WITH FAST-PAW IS RAT. STANDS IN THE MIDDLE. SPEAKS FOR RAT.

WHOMEVER/WHATEVER THE UCHHEYNA RIDES IS HORNED SERPENT.

I LEAD THE CHOIR. SONGLINES REPEAT UNTIL THEY STICK, AND NO SLIPS. THIS IS
DENOTED WITH [X TIMES]

CELEBRATORY DANCE TO RAT, STAMP FEET ON EVERY BEAT/SYLLABLE.



ALL [X TIMES]: YRTH MWONA,
MWONA YRTH, YRTH MWONA

PATRON RAT OF OURS, RAT THAT IS
OUR PATRON

ALL [X TIMES]: YRTH OIHNA
RHARGUL

YOU LET US PERCEIVE AND NAVIGATE THE
CITY

ALL [X TIMES]: RUHN MWONAKKI
YRTH

FINDER OF WAYS, WE'RE GRATEFUL TO
YOU, GREAT SPIRIT RAT

ALL [X TIMES]: MWONUSHAI,
RHEKNOYH, THARANTH AIBOODL

FIRST OF PATRONS, FIRST IN MEMORY;
WE BID YOU HONORABLE FAREWELL

ALL [X TIMES]: LOWRECH CHASLA
MWONA, UCHEYNA RUHNACH

FACE THE HORNED SERPENT, THE ONE
THAT COMES AFTER YOU.

YUGA LETS THE SNAKE OUT. YUGA
SPEAKS FOR UCHEYNA AND PERFORMS
THE SPIRIT BITE IF THE ANIMAL DOESN'T
COOPERATE/REJECTS UCHEYNA. YUGA
SPEAKS FOR THE HORNED SNAKE.

ALL [X TIMES]: RUHA HEYNAA
CHERCH RUHA

NEW SNAKE-SPIRIT, CONNECT AND EAT
US INTO YOUR WISDOM

ALL [X TIMES]: AHUR RUHA MWONI
YRTH

[DANCE UNTIL SNAKE KILLS RAT OR RAT
KILLS SNAKE.]

[ON THE KILL, ALL FALL DOWN, PLAY
DEAD]

[LYING DOWN, HOWLED TOWARDS THE
MOON.]

ALL: RUHUR ONDACH, VHUR YECH

EAT THE PAST. FEED THE FUTURE.

(THE KILL IS SPLIT. THE HORNED SERPENT (AND YUGA)
FIRST. THEN ABBIE. FAST-PAW LAST. HE MUST
EAT RATTIE OR WE RISK LINGERING RAT BEEF.)

(WITH EACH BITE, THE ONE BITTEN SHOWS THANKS
WITH THE OLD LODGE GREETING FOR SNAKE.)

ALL: UCHEYNA VHUR, UCHENYA KRECH

(THE SNAKE BITES FAST-PAW FIRST. HE FALLS
DOWN, SEES RAT, AND SAYS GOODBYE.)

(THEN THE SNAKE BITES THE PACK, AND WE MUST NOT
FLINCH. IF WE'RE READY FOR THE GHOST-ADDER, WE'LL
MEET THEM IN THE SHADE AND COMPLETE THE RITE THERE.
I WILL BE UNBITTEN AND WATCH OVER THE BODIES. IN
THE SHADOW, OLD TRUCKER LEADS THE RITE. IF EVERYONE
COMES BACK OK, WE HAVE A NEW PATRON SPIRIT!)

ABBIE IS DEAD, KILLED BY ONE
OF THE ANEMIA-BANES.



CHAPTER THREE

Rites of THE MOON



I was there at that last concilation, the great moot meant to establish the direction of the Garou Nation. My tribal elders took me there soon after I'd gone through my Rite of Passage. Perhaps they hoped it'd make me take things more seriously.

They wanted me to witness the grandeur of the Garou Nation. Instead, I saw it fall apart. The saddest was the Renewal Circle, which some of the king's last allies attempted on the final day when almost everyone had already left. I would have gone, too, but the packmate I was sharing a ride with wanted to be there until the end.

An old Rite master tried to set up the Renewal Circle, but King Albrecht was so lost in Rage he couldn't keep still. Eventually, he stomped off, and the Rite tapered off, the last participants getting up and leaving in embarrassment.

I still remember the look on the face of that Rite master, staring into emptiness as his Rite collapsed around him.

- DOMINIQUE "DEATH-IN-WORD" OMAR,
SILVER FANG RAGABASH

For many Garou, Rites are at the center of their culture. There are Rites for many purposes, both practical and social. Sometimes, Garou make up impromptu Rites to commemorate an occasion or even just to have fun. For many, the great collective Rites performed at moots are the highlights of those events.

There's a selection of Rites in **Werewolf**, p. 180. This chapter contains more Rites, as well as ideas for how to use Rites in your stories.

MYSTICAL RITES

Mystical Rites are supernatural in character, often performed to accomplish a particular effect.

Rite of the Borne Word

Before the advent of modern communications technology, spirits provided the Garou with a swift and secure way of sending messages. In this time of the Apocalypse, where electronic surveillance makes mundane communication fraught, many Garou have returned to using spirit messengers. Though not as convenient as a phone call, the Rite is favored where the risk of leaks outweighs its effort and cost. And, while any spirit on good terms with the Garou can deliver a message to the best of their abilities, this Rite endows the spirit with the means to find the recipient even if their exact location is unknown.

Pool: Honor + Etiquette

System: The Rite's participants must have found or summoned a spirit that can travel swiftly, typically a lune, a bird-spirit, or a wind-spirit. However, any swift-moving spirit that isn't bound to a particular location will do in a pinch. If the spirit favors the Garou, no test is required for the Rite to work. Otherwise, a Rite test against a Difficulty 3 (or higher, if the spirit is hostile) is required. A total of three points of Willpower from the participants must also be spent, regardless of other circumstances.

The message sent cannot be longer than a few sentences, and the longer the message the higher the risk of it being distorted or confused on delivery. If the location of the recipient is unknown, the spirit must track them down with a Resolve + Streetwise or Survival test (depending on surroundings of the target) against Difficulty 2, or resisted by the target if they are actively trying to hide. In the latter case, the spirit isn't bound to disclose the location of the recipient to the sender, though it may be part of a bargain made outside the purview of this Rite.

Rite of the Broken Sun

Performed during a solar or lunar eclipse, this Rite subdues a Garou's connection to their spirit nature and restricts their ability to participate in communal events like Rites. Most packs reserve this Rite as a punishment for Garou, who repeatedly create problems for the larger community. It's used for those who've undergone the Rite of Shame multiple times and not learned their lesson. This Rite is sometimes called the Rite of the Broken Son, particularly by the exiled Cult of Fenris.

Pool: Honor + Occult

System: The Rite's Difficulty is equal to the highest value of Renown of the Garou being punished. The Rite is usually only performed on Garou who've previously undergone the Rite of Shame at least once. The subject is the target of the Rite but not part of performing it. The subject must be physically present for the Rite to take effect, but they do not need to be willing or even conscious. When complete, the subject loses the ability to shapeshift and may no longer gain the benefits of any mystic Rite other than the Rite of Contrition (which erases the effects of this Rite). They can still use Gifts available to them in their natural form, as well as Rage and Rage dice (for better or worse). A Brutal outcome on the Rite test locks the subject in a different natural form than they were born with. (Lupus for human, homid for wolf-born.)

Rite of Caging

This Rite hampers a creature of the physical world from interacting with the Umbra. In some cases, the Rite of Caging can even eject a creature of flesh from the spirit world. To enact the Rite, the Rite master must have in their possession an item of some emotional resonance from the target.

Pool: Wisdom + Awareness



System: The Rite's Difficulty is equal to the local Gauntlet rating; an active caern might be 2, an urban alley 3 or 4, whereas a sterile lab environment might go as high as 6. The Rite master must score a number of successes equal to the target's highest Renown or 3, whichever is higher. If the Rite master is successful, the target's spiritual balance is disrupted. The target must score an additional success on all tasks that deal with spirits or the Umbra (including all Rites and uses of Gifts). This means that in the Umbra, you should add +1 to all Difficulties.

This Rite cannot target spirits but may target Garou and other supernatural creatures with strong connections to the Umbra.

Rite of Chiminage

Spirits think differently than physical creatures. This gulf can make interactions difficult and fraught. This Rite allows the participants to gain a sense of the wants and needs of a particular spirit, thereby providing some direction in how to properly address and supplicate it.

Pool: Wisdom + Etiquette

System: The Rite must be performed in the presence of the spirit being addressed. The base Difficulty ranges from 2 for minor gafflings to 6 for near-godlike entities like Celestines. A successful performance provides a hint about the type of offerings the spirit in question appreciates, with a higher Margin yielding more or better clues. The offering the Rite suggests can come in the form of a specific item, performance, or service. Once provided, the offering lowers the Difficulty on further social tests by 1 (or 2 in case of a critical win on the Rite). Note that this assumes that the spirit is unwilling or uninterested in communicating with the pack in the first place, and that the Rite does not bestow the ability to speak to – or understand – the spirit on other topics.

Rite of the Grim Reach

This Rite makes a large area more hostile and outright dangerous. Shadows grow unnaturally long, thorns and edges grow sharper, and the wildlife more aggressive. Although mainly used to discourage unwelcome visitors to rural caerns, it can be used to similar effect in urban environments, albeit with greater difficulty.

Pool: Glory + Survival

System: The Rite must be performed at the approximate center of the area that is to be affected, and the Difficulty

The Forsworn

Those Garou who renounce their original tribe are known as the Forsworn. There are many other names for them – ronin, strays, unchosen, apostates, and of course, traitors, but the most common usage in modern Garou society is Forsworn. Garou say that the Forsworn “walk the lightless path.” Those who complete the Rite of Supplication and are adopted into a new Tribe are said to “emerge from the lightless path.”

While still rare, the number of Forsworn increases every year. It’s a sad state of affairs, but a Garou that renounces their tribe is more likely than not to remain Forsworn for the rest of their lives.

Mechanically, Forsworn characters are not subject to Bans or Favors. They may only learn new Native and Auspice Gifts and even then finding spirits to teach them may prove difficult. They keep all their learned Gifts and Rites but may not learn new Tribe Gifts while walking the dark path.

is equal to the Gauntlet Rating. Once performed, any physical or mental test within the area is done at +1 Difficulty, and any failure on those tests is counted as a total failure, usually with Health or Willpower damage as a consequence. Only those that already inhabit the area or performed the Rite are immune to these effects. The Rite affects an area roughly 500 meters in diameter and lasts for a lunar month. Each success in the margin can extend the diameter by 100 meters or add another week to the duration. On a brutal outcome the effects are similar, except those that performed the Rite are subjects to its effect like any other trespasser for the duration.

Rite of the Living Tale

This Rite adds an olfactory dimension to the recounting of a story to make it more vivid and relatable, especially to wolf-born Garou. Tribes with their roots in wolf populations, such as the Red Talons, place a premium on stories told with this Rite.

Pool: Wisdom + Survival



System: This Rite is performed by a single person only. If the Rite is used for embellishment, no test needs to be made. If the Rite master is trying to copy a specific scent, such as that from a person or a previously encountered unknown substance, they must make a test at Difficulty 2 (or higher, depending on scent complexity.) Anyone experiencing the story gains two bonus dice to Survival tests for tracking or recognizing the original scent while in lupus form, while a Brutal outcome yields a musky stink — inflicting Wisdom Chagrin to the tale-spinner.

Rite of the Moon's Fickle Grace

This Rite asks Luna to favor the performers with luck. Luck, however, is an unreliable ally, as this favor can both causes success to soar or turn minor failures into catastrophes.

Pool: Glory + Performance

System: The Rite can only be performed under a full moon, and the Difficulty is 3. While active, every critical win yields two additional successes (in total, not for every double 10), but no dice can be re-rolled for any reason, including the use of Willpower, and any failed test is

treated as a total failure. This Rite lasts until the next time the moon rises. On a Brutal outcome on the Rite, only violent actions benefit from the critical win bonus, though the other effects remain the same.

Rite of Renunciation

This Rite allows a werewolf to leave their tribe while causing the least amount of offense to their former tribemates. Perhaps they chose their tribe poorly, their approach to life has changed, or they committed a crime against the values of the tribe that they cannot forgive themselves for. In those cases, the Rite of Renunciation may be the only way forward.

This Rite is always a sorrowful affair permeated by a sense of loss and failure. The Garou in question stands silently in a circle of candles, quenching each one with their own blood. The Garou then announces they renounce their tribe and the tribe's Patron. The words, "I am unmarked. I am unclaimed. I am alone," concludes the Rite.

Pool: —

System: There is no test necessary. After the Rite is concluded, the Garou becomes Forsworn.



Rite of the Sacred Scar

With this Rite, a Garou becomes marked with a glyph in the claw language of the Nation. The glyph can represent just about any noun or verb (and sometimes adjectives), though glyphs specific to the Garou and their culture are the most popular. Scars, brands, and tattoos added through this Rite are more than just markings. They are vectors for the marked Garou to channel their confidence into mystic outcomes.

Mundane tattoos and ritual scars are common in Garou society, but the markings created using this Rite are especially potent.

Pool: Any appropriate Renown + Craft

System: This Difficulty is equal to the recipient's highest Renown, but never less than 2. The recipient may not help in the Rite's process. As the Rite begins, the Garou must recount the event that makes the recipient worthy of accepting the mark. Allied spirits are then requested to join the ceremony and tithe a small amount of their essence into the process.

For the Rite to work, the recipient must spend five Experience points.

When completed, the marked Garou enjoys an additional point of Renown on all Gifts and Rites appropriate to the glyph they've been marked with. Players are encouraged to work with the Storyteller to identify scenes when the glyph might apply — very similar to how Specialties might apply. A glyph for "forest" might serve as a Renown point when the Garou is in a forest or, perhaps when activating a Gift because of an encounter with forest-related spirits. Likewise, a glyph for "strength" might grant the additional die in a situation where a Gift is needed to overcome a physically superior foe.

There are a few caveats. First, the "Garou" glyph has no effect (and hasn't since Gaia's Howl). Additionally, glyphs from the marked Garou's tribe and auspice only work when dealing with other Garou from those backgrounds (no free always-on Renown point, sorry). Thus, a Silver Fang marked with their tribal glyph only uses the additional point of Renown when they are activating Gifts or participating in a Rite that targets (or aids) other Silver Fangs.

Rite of Shared Fury

This Rite allows the participants to pool their Rage. The Rite can take many forms, but it always places violence and confrontation at the center of the process. Some packs transfer their Rage using mosh pits or feats of

physical prowess, while others favor slam poetry sessions or lyrical battles.

Pool: Honor + Politics

System: The base Difficulty of the Rite is equal to the number of participants, though never less than 3. Participants pool their Rage and then redistribute the collected Rage points among the participants according to the Rite master's direction. All participants must end the Rite with at least one Rage point.

SOCIAL RITES

Social Rites are about Garou community, interpersonal rather than supernatural.

Rite of the Ban Shared

With this Rite, the participants agree to adhere to a tribal Ban not of their own. Following a Ban in this way incurs no mechanical impact outside of roleplay. This Rite is often used as a way for a Garou to repay a debt incurred to a member of another tribe or to show respect to a particular Tribal Patron.

The Adopted Responsibility Rite is quite simple. All that is needed is a public pledge to the Patron and the destruction of small but appropriate sacrifice.

Cleansing Rite

This Rite uses sacred materials to cleanse the spirit (and body) of the Garou. The materials should have personal or cultural significance for the Garou and their tribe, such as incense, salt, soap, rice, lavender, smudging herbs, chalk, crystals, etc. Water is also commonly used on its own or in conjunction with other materials.

Many packs expect this sort of Rite following encounters with the Black Spiral Dancers or powerful Wyrm entities. Some packs even cleanse themselves after run-ins with the Cult of Fenris and Stargazers or after extended time in the Umbra.

The Long Vigil

Usually performed no more than once every few years, multiple packs put their animosities aside for a single full-moon night to come together. Gathering at a neutral location, they spend the day decorating the site with victory trophies collected during the previous year.

As the sun retreats, the Rite master(s) chant praises to Helios and ask for his wisdom in the coming winter years. Then they praise Luna, begging her aid in the long nights to come. The galliards highlight the packs'

victories as they describe the great sacrifices paid to collect each of the trophies. The philodox make impassioned arguments to Luna and Helios about what the Garou are owed for their accomplishments.

The tale-telling lasts all night; as dawn approaches, the Rite master invokes Luna and Helios one final time and promises that the gathered Garou maintain their costly vigil to the last. As the Rite concludes, the Garou hurl their trophies into the bonfire, destroying their hard-earned mementos in acknowledgment that those victories have not been enough to forestall Gaia's demise.

Pledging Rite

With this Rite a Garou or pack establishes a particular goal above and beyond whatever victory they seek (for example, "I will find and kill the Black Spiral witch," "I will be the first to the top of the tower," or "I will steal the Fenrir's hammer that killed our sister!"). The pledge is performed in a ritual fashion, preceded by a short recitation of the Garou's notable deeds.

If the Garou accomplishes the mission, the Storyteller may agree to grant additional Glory or, perhaps, mitigate chagrin.

The Renewal Circle

Life as a Garou is emotionally taxing. No one, wolf or human, is really prepared to take on the deep spiritual and physical demands that come with being Garou. The Renewal Circle helps ease the burden placed on individual Garou by letting a group share their grief, self-doubt, and frustration that comes with being a werewolf.

A Garou who needs help or is struggling with their emotions is the focus of the Rite. They are technically the Rite master in a Renewal Circle, even though they may not have initiated the process. Their friends and allies sit in near-darkness and do not speak until spoken to. They're expected to be as patient as the Rite master needs. While they may not speak, the friends can approach the ailing Garou and offer signs of support: a hand on a shoulder, a nod, or as is especially common for wolf-born, simply lightly leaning against them. The ailing Garou can break the silence whenever and however they want, but only one of the supportive participants can speak at a time and only when directly addressed. The Garou in focus has the right to end any conversation at any time.

The Rite finishes when the participants all agree.

Rather than a cure-all, Renewal Rites are intended to be just one step in the process of healing and acceptance. It should also be noted that the intentions of the Rite are not always borne out in reality. Rage has a habit of surfacing at inopportune moments, perhaps especially when trying to deal with difficult emotions. This is why the Renewal Circle sometimes breaks down into recriminations and even physical conflict.

MINOR GAROU SOCIAL CUSTOMS

As a distinct subculture, the Garou Nation saw rise to several subtle but common social customs. Many of these arose to mitigate the Garou hyper-aggressiveness that can undermine the strength of a pack or sept if left unchecked.

One common custom is to bare one's throat to signal respect. To bare one's throat, the nose is raised, the head is tilted back, and the chest points toward the locus of respect. The gesture is equally valid in homid as it is in any of the other forms. Like the human social custom of bowing or shaking hands, it's a sign of deliberate vulnerability. In modern Garou society, the custom also evolved into a gesture of respect in less confrontational interactions, such as when a friend makes a particularly impressive point or to acknowledge an astute move in a sports match.

Another common custom is for a Garou to de-escalate an excitable moment by clearing their throat, coughing, or sneezing. The difference between "happily excited" and "murderously excited" can be razor-thin for a werewolf. By occasionally sneezing (in lupus and hispo) or clearing one's throat (in homid and glabro), the Garou signals a stable mental state. Sneezing and clearing throats are also used to remind others that you're there, especially when it's important to avoid surprises.

STORY-WEAVING WITH RITES

Rites can be used as moments of light and hope, a respite from the horrors that haunt your troupe. They can also go terribly wrong. Finding the balance between the two helps you set the tone and intensity of your chronicle.

Below are some quick concepts focused on social Rites to use as hooks for your storytelling.



The Pack Trial

A newly-formed pack sets out to test the strength of their pack bond and prove themselves worthy to bear the name of Garou and formally join their territory's sept. They are not the only pack going through the Rite of Passage at this time—another is as well. Initially, the players' pack feels kinship with the other pack, but as strange things start happening, they begin to suspect the other wolves are not their friends.

No Purpose Without Pain

As a part of a Rite of Passage, the players' pack goes after a local mining operation that's started destroying the forest surrounding a holy site. The once peaceful woods have become black and twisted in the Umbra, the branches bleeding thick tar, the earth webbed with wounds. When the pack makes it to the heart of the operation, they find it being led by a former lover, friend, or family member. The face from the past has been contorted in hate, the features reshaped by the touch of the Bane that drives them. They're still somewhat recognizable—if you stop to look.

To heighten the anguish, you can also use this twist after one of the pack members has sworn to take down an as-of-yet unidentified fomor in a Pledging Rite.

An Enemy Within

During a Rite of Accomplishment, as a tribe mate is being celebrated for their actions in a recent battle, another speaks up against them, accusing them of being a coward and a liar who secretly fights for the Wyrm. The tribe thought their warrior a hero, the accuser thinks them a danger. Will the players' pack be able to find out the truth before it's too late and the enemy is upon them?

No Peace Without Justice

At a Gathering for the Departed, the pack and tribe mates of a fallen ahroun share stories of her deeds in life, of her beauty and strength, her resilience and courage. But as the stories flow around the fire, it becomes increasingly clear that the warrior's death wasn't as it first seemed—a simple fall in battle. Perhaps she was poisoned or possessed when she died—and the danger is far from over.

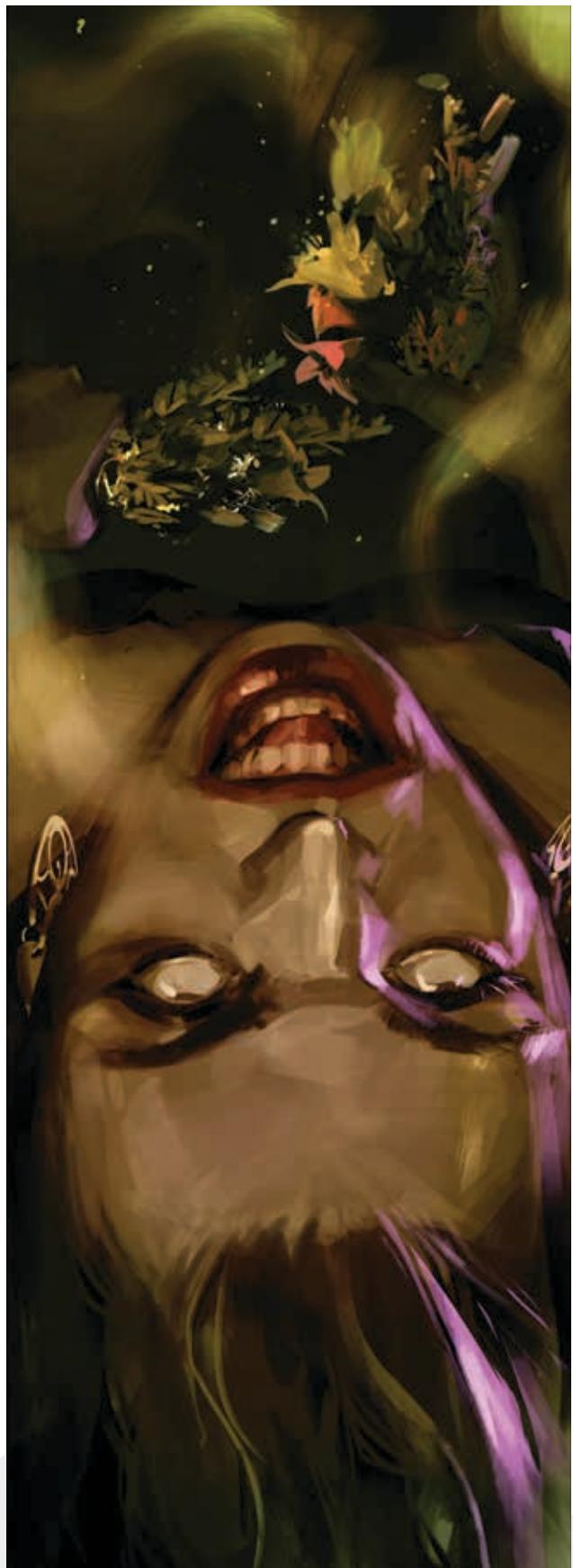
A Cancer or a Curse

A mentor to one of the pack members is sick with cancer and has invited them to help him through the Rite of the Winter Wolf so he can avoid the humiliation and injustice of a slow death. However, as the pack prepares for the Rite, word reaches them that several members of their sept have lately been getting sick in much the same way as their mentor—symptoms appearing and worsening rapidly. If these cases are not just the natural way of all life but connected to a sickness of the land, attacking Asklepians, perhaps there's still a chance for the mentor?

The Dishonored Dead

During a fight against a group of Black Spiral Dancers, a pack ally falls amid the bloodshed, the sight of their innards soaking the grass stoking the Rage of the packmates. Battle is no time for grief, which comes later. But when the packmates change back from crinos, they realize that the body of their friend has gone missing. Only when it's been reclaimed from the Dancers will the spirits give them peace to perform the Gathering for the Departed.





He Who Laughs First

At an otherwise serious moot, where several packs are gathered to discuss a common enemy, one spluttering ragabash instigates a Rite of Satire. Some are angry at the change of focus, others relieved to get a chance to laugh, but none can deny that the caricature he's painting is pretty funny. The players' pack are laughing too, perhaps, trying to figure out who's the target of the ridicule. It's one of them, of course.

The Friend of My Friend?

One or several players' characters go through the Rite of the Ban Shared to show respect to a packmate's tribe, and in return, they're invited to stay with the local tribe community for a while—perhaps the weather is harsh, or a blood moon is about to bloom. Being close to the tribe, they begin to discover signs of a hidden enemy within it—someone who's bringing in the influence of the Wyrm and threatening the sanctity of the community for all. If the traitor is a close friend of the packmate, this has the potential to cause internal drama in the pack—especially if their guilt is hard to prove.

The Sept of Young Wolves

The players' pack arrives in a new werewolf community, a sept led by a coupled pair of Hart Wardens, who are warm and familiar in welcoming them, offering them seats at their night fire. The community seems strangely deserted, and their hosts explain that a Rite of the Winter Wolf is underway—eventually inviting the pack to take part in honoring the dying. After all, they share kinship and their fight is the same.

The words and actions of the gathered Garou are genuine and moving, but it does not take long for the pack to realize that in this community, it is not just those who wish to die who undertake the Rite of the Winter Wolf but every Garou over the age of 45. Perhaps someone they know is among them. Will the pack respect the custom or interfere?

The Haze of Celebration

Two tribal communities of Garou are about to be on the brink of open conflict. They're both in service of Gaia and have until now been allies, but tonight, the leader of one mates with the partner of another in a night of battle-drunk celebration no one fully remembers tomorrow. If the players' pack doesn't



find a way to stop it, the mistrust and jealousy spreads like poison in the tribes until it seems the smallest provocation sets either off.

I Close My Eyes, but I Still See

After a harrowing encounter with something vile, the pack performs the Cleansing Rite to purify their spirits and bodies. However, as they breathe in the smoke of the herbs they've gathered to burn, something comes through from the Umbra, and the words of a spirit start flowing through one of the pack members. As they speak, the player's character sees visions of terrible things come to pass — of a slithering, a darkening that harms their packmates one by one.

As the vision begins to manifest in reality and the first of the terrible things come to pass, will the pack find a way to stop the inevitable?

You can experiment with heightening the horror of the prophecy by making it self-fulfilling, meaning that the actions the pack takes to stop it only lead to its fulfillment. Don't overdo this, as players who lack agency also quickly lack motivation.

The Wrong Rite

A member of the players' pack is seeking to learn a Rite they don't know too well. They have no reason to suspect their teacher would mislead them on purpose, but something must've gone wrong in the process of learning the Rite because when it becomes time to perform it, the expected results do not appear while an offended spirit does.

The Wrong Rite Masters

Young werewolves may doubt that they really need to learn a Rite to lead it. What are the words of elders except for the sound of self-indulgent blabbering? Others may not know that they're meant to have a teacher. They attempt to perform a Rite, and the spirits meant to help ignore them. But something else is listening and watching, something waiting below, filled with bitter hunger for revenge.

Promise Me a Show, a Shiny

Someone's listening in on the Boasting Rite, amused by the promises made by the wolves born of men. A promise is a pact is a present that can't be taken back.

The gathered Garou may not be fully conscious of it when their Rite is disturbed by an uninvited visitor — a fae or a fox spirit with an itch to play — who, for reasons

of their own, decide to challenge the boasting Garou to bigger and stranger tasks. If the Garou are proud, they may struggle to resist the temptation to agree to do whatever the visitor suggests.

Worse, something more sinister may also be listening, eager to make the path forward as treacherous as possible for the unsuspecting werewolves.

Preparing for the Eclipse

In expectation of a coming lunar eclipse, when the theurges say that even Luna covers her face in grief for Gaia, the pack receives word from their sept that there's to be a Long Vigil to honor her passing. At the same time, the leader of one of their tribes issues a challenge to fight side by side the night of the eclipse in a great attack on an underground arms factory that's finally been located. Will the pack grieve Gaia or fight for her to hold on a little longer?

Stolen Rituals

A Black Fury theurge has been driven out of her mind by the horrors she's seen, her pack killed in front of her, some possibly at her own hands, claws; she's no longer sure of anything. She wants nothing but to return to the comfort and clarity of her pack rituals, to gather at their secret meeting place and sing to Luna like they used to. Their Rites, the specific way they did them, were private. Now, she's convinced the players' pack has stolen one of those secrets, that they're performing the Rite she shared with her sisters, preparing to, at least.

Can the pack help her let go of the visions of carnage that haunt her, free her from whatever Bane spirit is influencing her, convince her that they're innocent — or will they have to meet fury with violence?

The Stranger in a Strange Fur

During one of their more lighthearted Rites, the gathered Garou are interrupted by the arrival of a stranger, a werewolf who seems lost. They cannot tell if this is simply a young werewolf who's gone through their First Change without guidance or someone whose mind has been messed up. Maybe, out of mercy, they let the stranger participate in their Rite and share their shelter. If they do, they'll soon discover that it's a Stolen Moon who's entered their camp and now counts on their protection (See **Werewolf**, p. 282).



Knowledge Most Precious

An old galliard, wrinkled as an apple left on the top of the stove, is expecting she'll soon cross to the other side for good. She's made her peace as best she can but is afraid the knowledge she's collected will be lost. So many of her cubs have been taken before their time.

When the pack meets her, she's eager to teach them the Rites she knows. They may be more interested in those of a mystical nature (silly, foolish cubs). But the galliard knows you cannot learn the greater secrets if you do not first understand those of connection and community. To learn a mystical or Rite from Granny, any Garou must first learn the traditional way to perform two social Rites or prove to her they already possess that wisdom.

USING SOCIAL RITES IN PLAY

Here are some ideas for how to incorporate social Rites in your character's background and play.

The Failure

Despite having tried several times, your character still hasn't succeeded in the Rite of Passage. The sept can't afford for a member not to contribute to their shared goals, but some things are barred from you — such as speaking at the Moot on equal footing as other Garou. The desire to prove yourself is great. You'll have to wait for the next chance to participate in the official Rite, but perhaps you could find and slay an enemy powerful enough to convince the elders you've passed in this way?

The Difficult Success

You passed your first Rite of Passage, but the things you experienced scarred you mentally. You haven't told your packmates what you're going through. There's no need, you're telling yourself, it'll pass, you'll get it under control. But you're having trouble sleeping, and certain smells, sounds, and colors shoot needles of ice through your veins. More than once, it's taken everything you had in you not to panic shift and charge.

The Burden of a Coward

Being Garou is supposed to mean you're not afraid. You may be isolated, lonely, or terrible to look at — depending on perspective — but you're not supposed to be frightened. You are, though. You can still get real angry, and you have. But even when you're Raging, you feel the cold-sweat adrenaline of panic somewhere underneath



the fury. Is there a Rite to take the fear away, you wonder. Not just for a short while but for good? Could it be worth searching for? Could it be done without anyone finding out how you feel?

Awakening the Wolf

Use the Satire Rite to provoke another Garou who seems to be headed towards harano. Taunt and tease them about their failures, remind them of their victories and the fire they once held, and make them see that their community still expects great things from them — why else bother mocking them for their failure to achieve them? Perhaps you can irritate them into fighting. And if they'll fight you, why not the Wyrm?

Someone to Look Up to

Very early in your life as Garou — probably before you even had earned yourself that name — you were present at a Rite of Accomplishment held for a hero of your people. This Garou was no one you knew personally, but you'd left behind your role models, and you needed someone to look up to. Hearing the long list of their deeds and accomplishments made you feel full of purpose, maybe for the first time ever. You've never forgotten it. You carry yourself a mental list of deeds you want to commit. Only when you've achieved them all will you truly consider yourself a worthy warrior for Gaia.

The Boastful One

During a Pledging Rite, surrounded by allies, by brothers and sisters who howled at the sky, who raised their voices in triumphant boasts about the things you will each achieve, you felt your chest expand, your claws extend to enclose the world, and yelled a promise at the sky that you now realize will be almost impossible. Especially without help. But you won't give up. You'll do what it takes and succeed — or die with honor.

Soon We Die

Accepting that your life's task will sooner or later get you killed (probably sooner), you've made it a personal goal to learn to lead the Gathering for the Departed according to the customs of each tribe you and your packmates belong to. Your packmates may find it morbid, but you're simply acknowledging reality: that your time is limited. The only thing you hope for is that you'll get to make a difference before you go — and maybe that you'll go last, so none of the others have to cross over without guidance.

Remolded Memories

Being Garou has not deleted every memory you have of human culture, just removed your ability to ever really be a part of it again. Some human rituals may still feel meaningful to you, and it's nothing strange if you feel an ache on birthdays — a longing to do something meaningful at Christmas, Hanukkah, or Eid Al-Fitr. Search for comfort and community in the Rites offered by the Garou to find out if they'll provide peace or sharpen the pain of your isolation to the point of being unbearable.

LEARNING NEW RITES

Despite the dissolution of the Nation, the Garou are still beings of tradition as well as instinct. Their Rites are powerful because they are manifestations of their bond to those who came before, the spirit world, and Gaia herself — a bond that was always strong in the past but which is far from what it once was. This is why the art of leading Rites must be taught, along with the stories of why they are meaningful. They lack true power unless they're done with the weight and purpose of timeless history.

Seeking Knowledge

Some Garou may have taken part in Rites in dream visions before they ever had their First Change. They may have been among the lucky ones, found by the Kinseekers and taught Garou culture before they needed to know. More common now are those who are shocked into the change by a sudden awakening in violence, ripped from a life without much mysticism to be thrown into the dance between the Umbra and reality as into a cold bloody bath. For both, and all other kinds, Rites aren't fully learned until the whole truth of them has been revealed. They cannot merely be glimpsed or recreated from participation; they must be taught.

To learn to lead a Rite, a werewolf must first find a teacher. In the times of the Garou Nation, the young werewolf would approach an elder, asking them to share their knowledge, offering a gift or a favor as thanks. Depending on the Rite, they would spend days or weeks with the elder, listening to the story of its journey through time and the ways the ancestors performed it. And then, Luna willing, they'd practice it until they mastered it.



In the wreckage of what used to be communal Garou culture, there's no guarantee you'll be able to find a living elder who knows the rules of the Rite you wish to learn, much less its history. You may find yourself far away from signs of other Garou communities, part of a pack of young werewolves with no one to turn to. Or the community you belong to simply doesn't respect Rites as much as they once did, connecting them to the failure that was the Garou nation, and most of the knowledge has been lost.

So, seeking a teacher may well be a long journey, requiring a Garou to leave behind everything they know and enter foreign territory. Even then, the elder who can help them might not actually want to. In that case, certain spirits could be inclined to teach, especially ancestor spirits and Patron Spirits who have a relationship with the Garou. A gift of some sort, of course, will still be expected.

Mastering a Rite

Any Garou has the potential to learn any Rite. Different auspices may be better suited to different Rites, and the theurge and philodox generally have the most relevant skills. But if you really want to learn to perform a Rite—even one that goes against your nature—you can. Provided you can find a teacher.

Rites are still learned primarily by spending time with a teacher who recounts the history of the Rite, what it was created for, and the most important things it's been used for. How long that takes depends on the temperament of the teacher and the seriousness of the Rite. A Rite of Caern Building is no easy trick to pick up—the Rite itself takes an entire month, and learning it most likely takes at least as long, requiring the Garou to camp out near their teacher until the process is complete. Meanwhile, the Cleansing Rite takes only as long as it takes the teacher to explain its background.

The other part of learning how to lead a Rite is practicing it, experiencing it, and finally performing it. For the more mystical Rites, the full truth of them is often only felt once a Garou has been transformed and transported by taking part in them, lifted by the spirits that empower it. Usually, this means that a Rite master does not fully know a Rite until the first time they've performed it. But they'll formally have learned it when they've gone as far in their practice as possible.

Rites can be performed—and learned—in the Umbra as well as in the physical world. Spirit teachers may wish to import necessary information about the Rite's past through visions, snap shot memories of past Rites



and Rite masters, rather than attempt to communicate in words, which do not say as much anyway.

As per **Werewolf**, p. 110, the cost of learning a Rite is 5 experience points and a period of time at the Storyteller's discretion.

Every Rule Has Its Exception

Some things you just know. They sing in your bones; they whisper their ways in the rush of your beating pulse. When a packmate dies, you don't need to have learned the Gathering for the Departed to mourn the things they won't get to do and celebrate those they did. The pack may yearn to return to their tribes, to seek advice from their sept on how to mourn the way the spirits recognize, but for the moment, as they sit around the embers of

the rustling fire, telling quiet stories about their friend, the Rite is very real. Going through the stages of grief together, bargaining with Luna, with Gaia for the lost life. Such Rites bring comfort and cost nothing but that which has already been paid.

Many minor social rituals need not be learned. There can be a right way to do them, or they can be whatever the Garou participating in them make of them. A Rite of Passage or a Rite of the Winter Wolf, you'd probably want to get right. A celebration of the summer solstice, a ritualized brawl between pack brothers with too much energy, or a playful reenactment of a lovers' quarrel performed in wolf form can grow naturally out of a need for them to happen, even if the group has no teachers to turn to. ■

New message

To prezzbro220lbs@sunburst.com, sonicpaw420@hushmail.net

Subject Rite of the Blood Red Moon

Rite Notes of the South Chicago Pack, Concluded

We're doing it.

We need to be full pack for this one. Bring blades. Make sure Yuga isn't packing. Plus, one spotter with the tranq.

Yuga IS gonna lose it, so this message is not for him. Control him. Just say this war is payback for Abbie. He'll buy it. Partial truth. I talked to Old Trucker about the city, the leeches. Apparently this ain't the first time the packs of the nation rage across downtown Chicago.

Trucker was like, "Call this Rite by a referential name, a recent name too soon lost, call this Rite the Blood Red Moon. This is a re-declaration of war. A second commencement of an original species-wide war that your generation has almost obliterated."

Guess it comes down to us hating the monkeys for killing Mother so hard, so blind, we didn't see the literal undead Wyrm-beasts hiding inside some tight monkey-skin suit. Yeah, was a fucking baby dracula that killed Abbie.

It's time to chew dead flesh. We all know who's first. But there'll be more. This fight never ends. Never should end from what we saw in there, right?

Far as Old Trucker knows, the anemia banes have always been here, but us colonialist Wyrm-comers (God, I miss Abbie) have brought some really shitty ones over from the old countries. They steer shit from hiding. Illuminati is them, misunderstood. Would not bat an eye if I learned a solid 37.6% of climate change was due to their fucking centuries-long monkey-farming schemes.

All they want is their juice monkeys, NGYYH, drugged, dense, passive, and isolated. They're just a kind of recurring immortal city bane, really. A fucking ancient plague of virus fomori shitbags with good hair. So, no more of Abbie's "new nation steps back and thinks" shit. That's what they want. They're demon snakes.

Send ▾ A ⌂ ⌄ ☺ 📸 🎥

New message - ✎ ✕

To prezzbro220lbs@sunburst.com, sonicpaw420@hushmail.net
 Subject Rite of the Blood Red Moon

So next step is this: We do the Rite. We hope the packs north of Gary hear of it and let the streets run red. Eat dead flesh till we puke it out mixed with scotch deep in the city as we've ever been, all the way up in Wicker Park! But first, we do the Rite so no one doubts or chickens out.

Leeches look and sound like monkeys, so we need the spirits and Davis to help show the sept what they really are. It goes off Friday night.

Basically, the leech is gonna freak and lose it when we cut it enough or when the sun comes up. Then, the rest of the sept will see what it is.

Shopping list:
 You won't find all of this in Jewels, bro. 2500 micrograms (all of it) of Abbie's primo acid from the RV, 2-gallon bowl, ceramic (no silver nitrate glazing); 2 gallons of pig's blood, stakes (hawthorn, sharp), 6 x 2-ton capacity lashing straps, Mariah's klaive, J's DJ setup to mask noise, tranq. gun, and the .308 for the trip sitter.

Prep:
 We do it as far in as we dare go. Everything on the L line is tooth-fairy town, and they can smell us, so birth forms only. Trickle in. At sundown, three German shepherd barks to gather.
 Set up in the prairie by Primaverde, by the grove, you know those three sycamores near the wall? Been there forever. That's our ground.
 Swifter bled there. I think Presley got ass there as well, so good vibes. And the sycamores? No one will dig them out. Good sign of good land and good odds for spirits. And Rat's always there.
 We start howling and marking there on Tuesday and do the cleansing on the day before go time.

Go time:
 Down acid. Bring the staked leech out of the car 5:20, 30 mins before sunup, and tie it up. Place the bowl in front of it. Strap limbs with lashing straps and fix the body to the central tree. Don't let the feet touch the ground and bind the left leg up, foot to knee.

Positions:
 One in each corner and make sure the sitter has a clear view.
 Shift corner at each stage. The one at the north corner has the stake and klaive. The rest of us cheer on and howl the quire and wait our turn. We are the spirits for this Rite. The one who begins in the east is HOOLHE (Helios), the others take prosopopoeic forms as OIHOHOO (Luna), YECHK (Worm) and YOOLE (Wild).

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New message

- ✎ ✕

To prezzbro220lbs@sunburst.com, sonicpaw420@hushmail.net

Subject Rite of the Blood Red Moon

Cuts/phases:**FIRST PHASE**

North: YOOLE

I am life. You are death. I bleed you.

UHHYNA. YHGRHYNA. WHYYGLA.

(Cut deep)

SECOND PHASE

West: YECHK

I am death. I live in you. You serve me.

UHGRHYNA. WHUHHYNA. YGRHIU.

(Cut deep)

THIRD PHASE

South: OIHOHOO

I am moon-born. Your bane by night.

YHLOURUH. GHRYNYYYYH.

(Cut deep)

FOURTH PHASE

East: HOOLHE

YHOOLHE. YECHREOWR.

I am sun-born. I bless this hunt.

(Cut deep)

FIFTH PHASE

All: RUHN

RUHN, HYYGHLA, OIHOHOO.

War, Blood. Moon.

(All repeat and cut until the sun comes up and we shiv ash.)

RUUHHNNN

(Huddle up and howl one last time for Abbie and then disperse. 50/50 homid/lupus.)

Then war.

Send





CHAPTER FOUR

Saga of THE WOLF



As werewolves get together, they feel a deep connection to their shared history and mythology. This is reflected in the moots and the Legendary Rites performed therein.

MOOTS

The moot is one of the best-loved cultural institutions among the Garou. Although no tradition is universal among the werewolves, not even this one, it occurs in one shape or another across a vast variety of septs. The moot is a ritual celebration and a meeting of different packs, septs and individual Garou to decide upon urgent matters, reaffirm the caern's ties to the Umbra, settle disputes and challenges, perform Rites, as well as share stories and drinks over an open fire.

Werewolves of specific tribes, auspices, packs, caerns, septs, religions, ideologies, and orientations hold their own moots, but there are also larger moots for Garou of a specific area. When the Garou Nation still maintained at least the illusion of cohesion, its grandest moots were called concolations. In truth, these too tended to attract mostly regional participation, with smaller delegations from further away.

Attending their first moot is when many young Garou encounter new perspectives on what it means to be a werewolf. They offer a new werewolf a chance to broaden their horizons and discover what other Garou beyond their immediate circle think.

While all moots are different, this chapter provides an outlook of some of their common features as well as story opportunities tied to them.



Running a Moot

Organizing a moot is a complex task that usually requires everyone at the local sept to pitch in at least to some degree. Although moots differ, ceremonial howls, formal arbitration and frenzied Rites are all common components of a moot.

Smaller moots may be called to make just one decision or ruling or to perform a single Rite reaffirming the bond with the spirit protecting the caern. A moot like this may seem like a great party, an annual meeting of an organization, a sports match, Lunar New Year, the session of a legal court, an Eid celebration, or a concert, depending on the Garou present.

Larger weekend-long moots are planned with a wide variety of topics for arbitration and several different kinds of Rites, as well as performances, contests, possibly even market stalls by enterprising Garou, and entertainment and distraction for the family members and non-Garou allies of the moot participants. This kind of moot can look like anything from a casual rock festival or Mardi Gras Tuesday to a Sangeet Festival or Pow-Wow.

Anyone who's ever thrown a party understands that organizing a moot takes time and effort. Common practical considerations include the need to have enough food and drink for everyone, communicating information, setting the mood, making sure there's something to do, and for a longer moot, making sure people have a place to sleep. For smaller moots, the venue is typically a caern, and one key reason to have the moot is to vitalize it with the Rite of the Living Caern.

The Garou who organizes the moot is commonly known as the Ringmaster (alternate titles include the Master of the Moot and simply and less glamorously the lower-case moot organizer), and they typically receive both praise and criticism for their efforts. If there's money to be made on the moot, the Ringmaster pockets it, and they also assign other roles such as the Master of the Howl, or at least try to. The Ringmaster is often a well-known local Garou elder, but at the time of the Apocalypse, almost any Garou can step in and call a moot if the circumstances are right.



It was the biggest moot I'd ever been to and the first time I got to participate in one of the Legendary Rites. I'd been wanting to do that ever since I heard about them. I tried to be cool, but I think everyone saw I was into it.

The Rite we were doing was the Quest for the Silver Crown. It's about old King Albrecht in his glory days. Not the Rite I would have chosen, but some old-school Garou Nation loyalists were at the moot and they wanted to do it.

As you know, the Rite has King Albrecht leading the good guys and Arkadi the Pretender as the villain. I was on the side of King Albrecht, of course.

I'd never met them before, but the Korányi sisters were there too, and they claimed the right to take on Arkadi's role. They said the Rite would be weak if those loyal to Gaia fought second-rate opponents.

I guess it made sense. But the Rite itself was a catastrophe. The way they did it, the duel between Albrecht and Arkadi was expanded into a fight with all the rest of us against the sisters, and they still just murdered us. I remember feeling the instinct to change into crinos, but before I managed, Karola Korányi had already slammed me to the ground, torn out one of my ribs, and used it to stab a friend of mine in the eye.

Next time, I'll try to discreetly stack the odds in favor of Gaia's victory. If we can't win even in our own Rites, how will we do it in real life?

- LOW GROWL, SILENT STRIDER PHILODOX

If a player's character is the Ringmaster, an Intelligence + Leadership test determines how well the moot is organized (see Table 7). The test should be made at the start of the moot so that players and the Storyteller can use its result to guide their play. If the test results in fewer successes than necessary, something is missing—perhaps the food runs out because of bad planning or the cops storm in due to moot participants who went on a drunken rampage. Extra successes mean there is a bit of extravagance—a surprise musical performer or a gala dinner. A Brutal outcome means the moot is a complete catastrophe on the scale of Fyre Festival (look it up), and its intention is not fulfilled.

A particularly well-organized large moot may net its Ringmaster an opportunity to purchase Honor with experience points. If the circumstances warrant it, the Storyteller may grant such a purchase a narrative discount of their choosing.

Table 7: Moot Difficulties

This table shows the Difficulties involved in tests made to determine how successful a moot is.

Difficulty	Moot Size
2	Small, only a few packs
3	Medium, packs from at least two septs
4	Large, involves multiple septs
5+	A grand concilation

Common Roles at a Moot

There's a lot of local variation in what kind of roles appear at moots. They're often assigned by the Ringmaster, but sometimes they're performed by whoever happens to accept the job. Many Ringmasters have discovered that even among the Renown-hungry Garou, the prospect of having to actually do the job makes many aspirants vanish. For more on roles in Garou society, see p. 43.

Caller of the Wyld: A role often related to specific, unusually important Rites which seek to strengthen the connection of the Garou to the Wyld.

Fool: A role typically given to a ragabash who's task it is to ridicule and question other Garou at the moot, especially powerful ones. Also sometimes known as the Defier, the Devil's

THE OPENING HOWL

Once everyone has settled in, changed out of their traveling clothes, or perhaps changed into a different form altogether, it's time to open the moot. The Ringmaster gathers everyone in the same place, wishes them welcome, explains a few practical matters, and then introduces the Master of the Howl.

The Master of the Howl fills the area with a simple atonal howl to which the others can easily join. The pitch is soon raised or lowered, rhythm is added, and eventually, unearthly atonal modulations fill the area, echoed by dozens of Garou voices.

Apart from beauty, the Howl has meaning. The Master of the Howl sings of past events, the history of the caern, and the spirits they must thank. The participants introduce each other, their voices rising one by one above the others in the order of hierarchy, until the lowest newcomer has had their chance. Then, the Master of the Howl sings of the reason for the moot and perhaps potential outcomes or portents for the future.

After this, the voices rise to a wolf-like pitch, many singers even changing into lupus form, until one by one, the Garou grow silent. The moot has been opened.

Each Garou taking part in the Opening Howl heals 1 point of lost Superficial Willpower. If the Master of the Howl is a galliard, they may incorporate a Song Gift into the Opening Howl. If the duration of the Song's effect is

Advocate, the Challenger of Tradition, the Mocker, or the Satirist.

Master of the Howl: The Garou who initiates and leads shared howls.

Master of Challenges: If challenges are a bit part of the local moot culture, there can be a Master of Challenges who's task is to oversee them and make sure everyone plays fair.

Rite Master: Particularly larger moots may have a single Rite Master or even several who's task is to keep Rites running and make sure they're performed in the appropriate way.

Ringmaster: The individual in charge of organizing and running the moot.

Truthcatcher: A serious political role, the purpose of which is to lead arbitrations and discussions of a more formal nature. Similar to the chair of a meeting.



shorter than the moot, it will be extended to the duration of the entire event.

The Fool

Sometimes, another element to the Opening Howl is conducted by the Fool. They question each assertion made by the Master of the Howl, who refutes the Fool's claims in turn.

This is a ceremonial call-and-response battle of wits, which the Master of the Howl is expected to win. (Opposed rolls of Wits + Performance can be used.)

Should the Master of the Howl lose, the Fool must take their place and direct the entire moot in a different direction, satirical or opposite of its original intent. By then, spirits are already involved, moods are riled, and it is too late to stop the moot, no matter how dangerous or misguided it may now seem to some.

Inner Sky

An almost mandatory element in moots held at caerns is known as the Inner Sky, where the connection to local spirits and the Umbra is renewed. The Caller of the Wyld usually leads the participants in the Rite of the Living Caern (**Werewolf**, p. 182). When a moot is only for the sept members, this is the most common reason to have it in the first place and will happen on a monthly basis, perhaps on the first day of the full moon or the second Monday of each month.

Foregoing this Rite can cause the caern to decay and attract unwanted spirits.

Sometimes, the Inner Sky is a mere formality at the start of each moot, but it can also be a grand ritual, depending on the wishes of the Ringmaster.

Other Rites performed during the Inner Sky gain a two-dice bonus.

Cracking the Bone

One of the key reasons to call a moot is to discuss some topical matter and make a ruling on it. This is called Cracking the Bone because it's difficult, but the hard layer conceals the sweet marrow of truth or justice. The Truthcatcher oversees this part of the moot. If there is no Truthcatcher, sometimes the same role is performed simply by a sept leader.

At many septs, this is when policy is decided upon, grievances are aired and settled, personal conduct is addressed, and judgments are pronounced. Even when the sept is led by a single individual, they may wish to open a subject up for discussion at a moot to gain broader acceptance for whatever decision comes out of the process. The Truthcatcher calls for all Garou to speak their mind on these matters, but a single elder may represent a whole sept or tribe at larger moots. (A younger member speaking against their elder risks losing face.) A decision is then made in a manner decided by the Truthcatcher. The ruling of the moot cannot be disputed, even if it would seem unfair to some.

Typical ways of arbitration include asking the spirits to guide or decide, choosing a judge (usually a pack leader, elder, or the Truthcatcher themselves), a formal challenge, or the whole moot raising their voices in howls for first one party and then the other. The Storyteller may choose whichever seems most interesting for the game and most true to the setting.

At smaller moots, this may be a fairly quick procedure where only one or two matters are decided upon. At larger moots, a game of political intrigue, bribery, blackmail, threats, and barter revolves around the various decisions, and several figures may try to sway the Truthcatcher to choose a method of arbitration favorable to them.

Rites

Whether the Rites are for welcoming young Garou into a tribe, recognizing recent great deeds, or honoring the dead, moots are a common place to have them. Depending on the size of the moot, there may be a Rite Master, or even several different Rite leaders.

All social Rites from **Werewolf** p. 187 are relevant here, as are the ones in this book on p. 77. Examples are the Rite of Passage, Satire Rite, Rite of Accomplishment, Gathering for the Departed, and the Rite of the Winter Wolf.

Other relevant Rites are the Rite of Shame, the Rite of Celebration, the Rite of Kinseeking, the Rite of Contrition, and the Rite of Abjuration. For the Rite of Kinseeking, the entire moot is considered the Rite performers' pack and does not increase the Difficulty.



Challenges

Various challenges between werewolves are common events at any Garou gathering. They can range from deadly duels to friendly competitions. They often include a performative element, and dance contests, storytelling competitions, or tests of strength can be part of the moot's entertainment rather than challenges of deadly seriousness.

Just as often, the challenges can be formal judicial events used to resolve minor crimes and disputes that do not violate the Litany. The conflicting parties engage in a challenge where the defending party chooses the type of contest. The loser may be ordered to perform restitution to the victor, but usually, basking in the glory of victory is enough.

The most serious challenges are those of dominance, where a Garou disputes another's authority. The higher-ranking Garou chooses the type of contest, and afterward, the victor is considered superior to the loser.

Formal challenges are issued and dealt with during the cracking of the bone and arbitrated by the Truthcatcher. Informal challenges can take place before, during, and after the moot, even during lunch breaks and on the dance floor. At larger moots or when challenges are a big part of the local tradition, there can be a separate role for a Master of Challenges.

Typical types of challenges are the facedown, gamecraft, flyting, and dueling.

THE FACEDOWN

The most common form of dominance challenge among the Garou is the facedown. Two Garou stare into each other's eyes until one of them looks away, baring their throat. This challenge is always informal but may still happen during one of the arbitrations of Cracking the Bone.

Facedowns can be done in either human or wolf form, and they occur daily in the sept as a simple way for resolving conflict.

A quick facedown can be resolved as an opposed Composure + Intimidation test. If the Storyteller feels that a more dramatic form of resolution is called for, particularly if the facedown is between two players' characters, they may opt to use a more detailed method, assuming the players are comfortable with prolonged eye contact.

Each player secretly rolls a character's Composure + Intimidation test, showing the result only to the Storyteller. The players then stare each other in the eyes, each explaining what their character does to intimidate



the other and how they react to the other's intimidation while never breaking eye contact. If one of them does look away, they lose. (Sometimes, a player may choose to have their character lose on purpose, be too overcome by emotion to continue, or realize challenging their superior was a really bad idea.) Should eye contact last, the Storyteller says "one," and anyone who rolled no successes must turn away. Then players again describe their actions while keeping eye contact, the Storyteller describes time passing and says "two," and those who rolled only one success turn away. This continues until the winner has been established.

To avoid a double role in a situation where a player's character challenges a Storyteller character, the Storyteller may deputize an uninvolved player to handle the role of the supporting character.

For a more relaxed version, or with online games, the players involved may simply describe their actions without eye contact as the Storyteller slowly counts up.

Staredown and similar Gifts grant +2 to their user's dice pool when successfully used. A Garou of high status is likely willing to spend a lot of Willpower to win this contest. A Brutal outcome means the Garou loses their temper and ups the stakes by turning the conflict physical—not into a ritual duel but a ferocious brawl.

The losing Garou takes Superficial Willpower damage equal to the victor's success margin. If a Garou of high status loses to one of much lower status (whose Total Renown is at least three less than the loser's), they'll lose 1 point of Glory to chagrin and may intend to punish their challenger later. Similarly, when winning a facedown against a Garou whose Total Renown is at least the same as theirs, the victor gains 1 point of Glory.

GAMECRAFT

Various games and competitions are a friendlier way to challenge someone without either party losing Glory. Informal contests of arm wrestling, dunking, pie eating, hunting, or video gaming can occur almost anywhere—at safe houses, caerns, on streets, in the wilds, or at moots. Sometimes, an audience is called for, and gamecraft competitions can even be in the official program for a moot, as much anticipated entertainment in between more serious topics.

Gamecraft can be just for fun or to display dominance, but it can also be used to settle a dispute, typically on a philosophical concept or an ideological principle.



While usually low-stakes, gamecraft has been known to expand onto a grand scale, such as two Glass Walker businesspeople executing competing corporate takeovers. Sometimes, gamecraft challenges have resulted in large moot-like events built around massive scavenger hunts or sports tournaments.

Typically, the win conditions are clear at the start of the challenge, and whoever meets them first is the winner. Although such challenges may seem frivolous or playful, they tend to be one Brutal outcome away from escalating into something more serious.

The losing Garou likely takes 1–3 points of Superficial Willpower damage equal to the victor’s success margin and suffer whatever punishment was at stake. (In a completely friendly challenge, there’ll be no damage; in a deadly serious match, there can be Superficial damage.)

The victor qualifies for spending Experience points to increase Wisdom by winning a gamecraft competition against a Garou whose Total Renown is at least the same as their own.

FLYTING

Rap battles, dance contests, riddle duels, fiddle competitions, political debates, and other performance challenges are a vital part of moot entertainment and often a good way to settle disputes. The word *flyting* refers to ancient verbal duels conducted through insulting the opponent and proving one’s wisdom. Flyting is almost invariably performed in homid form and in front of an audience.

Sometimes an honor system is enough to determine the winner with the help of the crowd’s cheers, howls, boos, and roars. At other times, a jury is appointed by the Ringmaster (typically including themselves) to determine who told the best joke or was the better dancer.

Contested tests of Charisma + Performance are the ones most likely used here, but Intelligence + Insight or Wits + Streetwise or some other combination may be useful for specific types of contests. However, a jury or an audience doesn’t only consider the quality of the show but also the popularity and status of the contestants, bribes, and threats, and how well the performance ties with the general mood of the moot. If the singer is a misogynistic lout, he won’t have much success at a Black

Fury moot, no matter how well he hits his notes.

If a Garou of high status loses to one of much lower status (whose Total Renown is at least three less than the loser’s), they’ll lose 2 points of Wisdom to chagrin. The victor gains the opportunity to use experience points to gain 1 point of Wisdom when winning against a Garou whose Total Renown is at least the same as their own.

DUELING

The most serious and formal type of challenge is combat, ritualized as a duel. Duels are always permitted and their necessity acknowledged, but different septs and tribes have different rules governing them, and these rules are always made crystal clear by the Truthcatcher before the fighting starts.

Sometimes weapons are allowed, sometimes not. Sometimes, the duel is to first blood, sometimes until one side yields. Sometimes, champions are used. Only one rule is constant: No one may interfere until the duel is over.

The duel ends when the loser bares their neck to the winner in submission. The victor is expected to ceremonially place their teeth on the loser’s neck, not rip their throat out. Not that it has never happened. If the loser remains defiant and refuses to bare their neck, the winner may kill them without losing Honor.

Duels are dealt with according to *Werewolf*’s standard combat mechanics. A high-status Garou is likely willing to spend a lot of Willpower to win the contest to avoid the embarrassment of a loss.

In addition to the Physical damage, the losing Garou takes 1–3 points of Aggravated Willpower damage. If a Garou of high status loses to one of much lower status (whose Total Renown is at least three less than the loser’s), they’ll lose 2 points of Glory to chagrin, as if they’d suffered the Rite of Shame. Similarly, winning a duel against a Garou whose Total Renown is at least the same as their own, the victor gains the opportunity to spend Experience to improve Glory.

Stories and Songs

Stories are told around the campfire, jokes are shared in the line for dinner, ballads are sung under the moon, important news revealed on the podium, and gossip whispered in the forest. Moots are a great place to trade knowledge and lore, with most of it happening informally.

Tales can also be told in flyting competitions and news shared at opening or closing howls, but this is just a fraction of all the storytelling that happens at moots. Some moot participants may record these stories for their



podcasts or social media channels or simply to preserve an important part of Garou culture. Sometimes, such efforts may lead to censure because they endanger the Veil.

Silent Striders are known to occasionally organize moots focused completely on storytelling. These narrative moots are for epic tales of the past and cautionary moral fables but also for boisterous, rollicking tall tales told simply for the pleasure of it. One Silent Strider begins their story with, “I realize you might find this hard believe, but it’s absolutely true,” and the next Garou continues, building on the yarn and attempting to surpass the previous speakers. Eventually, the entire moot is roaring with hysterical laughter.

When it fits the mood, individual stories can be told by players’ or the Storyteller’s characters in detail, or they can be truncated into a few sentences. They can also simply be described abstractly, the Storyteller saying, for example, that the evening was passed with stories and songs.

Ideas for Specific Moots

While moots often share common elements and structures, traditions change and adapt as needed. Many of these moot types would not be considered moots at all by more traditionalist Garou. But what do they know?

- * The monthly moot of the local sept at their caern when someone’s birthday is celebrated
- * A sit-down by the Gaia First organization in the middle of the motorway with Aino Metsälä (see p. 134)
- * A moot reserved for Garou of Indigenous backgrounds
- * Zoom moots during Covid that everyone hated
- * Wolf-born moots in lupus form
- * Pride moot with Ross the She-Wolf (see p. 139)
- * Elders’ moot, no pups allowed
- * Omniscient shareholders’ annual meeting with Trailblazer (see p. 138)
- * A Seder moot for Jewish Garou
- * Mooncake Festival moot in China with Returning Maiden (see p. 137)
- * A northern Midsummer moot where the sun never sets

Parties and Feasts

A moot is more than an excuse to party, but a moot with no party feels cold indeed. Parties can range from sharing a beer and listening to rock on the radio after an energetic howl to dancing the night away in various physical forms as the hottest Garou DJs lay down their beats. Some Ringmasters are known for their well-planned parties or delicious feasts, while others prefer to let the participants organize their own.

What precedes the party is vital in determining the nature of the party itself. The party after a fertility ritual may be a beautiful orgy. The party at a war moot will be frenzied and aggressive. The elders’ moot features classic hits all the way from the ‘80s as the grizzled elder Garou try to relive their youth.

For some troupes, the party itself can take up a whole session with intricate social roleplay with various factions and characters. “Hi, can you ask your friend if they’re interested in me?” is a good way to get things going in terms of social play if the players don’t take the initiative, especially followed by a “Why were you talking to my husband?” This kind of roleplaying requires that the Storyteller is able to provide details of several or even all Garou present at the party, preferably with pictures. Different kinds of Social tests may be necessary, but the fun is usually in making hard decisions and ending up in the middle of complex dramas (see the sidebar Social Play).

Alternatively, parties can be glossed over, with the outcome of the evening described very briefly: “You wake up hungover, and someone has puked on your good shoes.”

Food at moots can be just pizzas ordered online or spaghetti made by the Ringmaster’s packmate, or it can be an important cultural feature in itself. Many feasts involve roasting recently hunted game over an open fire—or ripping raw flesh right off the carcass. Moots hosted by hard-line Galestalkers or Red Talons can require that the guest hunt their own prey and eat it raw, while feasts offered by urbane Glass Walkers or Children of Gaia might provide a full selection of beers, wines, non-alcoholic drinks, bread, cheeses, salads, sauces, fruit, cakes, ice cream, hookahs, and digestifs, with dietary preferences taken into consideration, be they halal, FODMAP, kosher, low carb, or vegan.

Longer moots, parties, lunches, and feasts are also excellent chances to talk to the Truthcatcher, a jury member, or some other important figure in order to sway them to a favorable decision. Of course, they might ask for something in return...

Social Play

Sometimes, it's fun to roleplay social interactions even if they don't directly contribute to the characters' goals or the story. A moot is a great place for the players' characters to meet and interact with a wide variety of supporting characters and, as such, presents an opportunity for the Storyteller to let players enjoy a bit of social play.

The easiest and most natural context for social play is between the players' characters. You can get things going by asking another character for their personal opinion: "What did you think of the Bone Gnawer we met?"

Moots present a complex social situation with a lot of opportunities for building connections with supporting characters. Here are a few things you can do as a player:

Be a Fan: You decide to be a fan of a veteran warrior or a mysterious theurge. Every time they do something, make a big deal out of it!

Fall in Love: You decide that your character falls in love with someone. To make it more interesting, they can fall for someone from a rival pack. If you want to play a tragedy, you can attempt to love the enemy, although among the Garou, this can become a grisly business.

Cringe Comedy: If you're tired of playing your character as a cool werewolf who's ruffled by nothing, consider what would be the most

embarrassing yet funny situation for them to end up in. Then play in that direction.

As the Storyteller, you can foster social play:

Someone Takes an Interest: A supporting character takes an interest in a player's character. This interest can be romantic, friendly, or even the start of a potential rivalry. Maybe they just want to hang out.

Losers and Braggarts: Social play becomes more difficult when every encounter is fraught with tension. You can make it easier by occasionally presenting low-stakes situations, possibly involving Garou who are distinctly less capable than the players' characters.

Opportunities to Meddle: Everything doesn't have to be about the players' characters. They can also be invited to take part in the social intrigues of supporting characters. Perhaps two ahroun have a love-hate relationship, each approaching various players' characters to involve them in the drama. How do the characters navigate this embarrassing social mess?

Some players like social play, while others prefer to focus on other aspects of the game. If there's a mismatch between the tastes of the group, you should discuss it to make sure the game works for everybody.

Legendary Rites

Some legends are so big they are not only told but also lived through Legendary Rites. By the time a Garou takes part in a Legendary Rite, they have already listened to the story a dozen times, told it, read it, and heard from previous participants of the Legendary Rite.

Legendary Rites are "side quests" during a moot, a separate story element distinct from the play of the moot itself, and are described in further detail on p. 105.

The Revel

Bigger moots traditionally culminate with the Revel, a passionate and mystical combination of a party and a hunt. For many Garou, everything until then has been foreplay, its main purpose to build up toward the Revel where physical, emotional, and spiritual energy is finally released in Dionysian fervor.

When the time of the Revel is near, stories, songs, Rites, and challenges all become more impassioned, charged with eager anticipation. All the Garou instinctively gather around a central place, usually outside, and kick each other into higher and higher gear, stirring each other's souls to a fever pitch.



The werewolves try, and barely manage, to control their Rage as they wait for someone to start the Revel proper. This person is usually an experienced warrior and elder, sometimes the Ringleader or Master of the Howl, someone whom the others respect. Often, the initiator is decided beforehand, but sometimes it happens organically, or several elders go at the same time. If a young Garou at their first moot were to embarrassingly try to go first, it would lead to laughter or even a reprimand.

The Revel is kicked off when a revered elder changes into lupus and howls. Then the others, already roused and impatient, join the howl, and one by one, they all assume the wolf form. This is a release of their pent-up energy and an orgasmic embrace of their Rage.

Mock battles, howls, bites, and mating can occur spontaneously as the exhilarated Garou prepare for the run. All are drawn to their own ways of getting past the point of no return, and then the excited Garou follow the elder on a run around the caern and its surroundings. The aim of the run is to clear the area of enemies, but it's as much a hunt as it's looking for trouble. Many change into glabro as they embrace their Rage.

Innocent bystanders, both human and animal, can get wounded or killed during the Revel. In small towns, this has led to horror stories of full moon fever and a great fear of wolves. In larger cities, these instances are usually labeled as gang warfare and lead to more and more surveillance cameras being set up. Delirium engulfs the surviving witnesses.

At some point, the Garou become less frenzied and the Revel winds down into swapping stories, playful challenges, dancing, sex, drinking, sitting quietly by the campfire, or sleeping.

The Revel echoes the Inner Sky in the beginning and strengthens the connections between the caern and the Umbra. If for some reason the Rite of the Living Caern could not be performed during Inner Sky, it's conducted during the Revel.

Any Garou taking part in a revel heal a point of lost Willpower, Aggravated or Superficial.

The Closing Howl

Everyone is exhausted after the Revel, and the event ends at noon the following day at bigger moots. But at smaller ones, the tired Ringmaster and Master of the Howl will do a quick ending ceremony just after the Revel.

Whether big or small, the Closing Howl is conducted by the Master of the Howl with the Ringmaster and is a simple Rite closing the mythical and official parts of the moot. Some Rites may still be performed during it.

After that, the Ringmaster may give practical advice on when the bus leaves, what time to check out of the hostel, where the lost-and-found is, and when and where the next moot is. Moots may be mystical events attended by supernatural predators, but they still require practical organizing. The Ringmaster may also introduce any volunteers in charge of decoration, food, and so on so the participants can howl their thanks.

One of the older participants often also decides to thank the Ringmaster and the other key personnel, and there'll be an even louder howl in their honor. Assuming everything went well, that is. If things went badly or especially when the test determining the overall success of the moot ended in a Brutal outcome, the moot may instead end with recriminations, protests and even challenges. The Ringmaster is often blamed for everything, even things outside their control.

Eventually, the Garou exchange contact information, hug their old friends, pack their belongings, and begin to head home, feeling tired but filled with purpose and a sense of connection.





Small Moot

One day with a handful of Garou

- ❖ Stories and songs
- ❖ The Opening Howl
- ❖ The Inner Sky
- ❖ Cracking the Bone
- ❖ Rites or challenges
- ❖ Stories and songs
- ❖ Legendary Rite or the Revel
- ❖ The Closing Howl

Large Moot

Three days with dozens of Garou and associated humans

DAY ONE:

- ❖ Arrivals and getting settled
- ❖ The Opening Howl
- ❖ Challenges
- ❖ Rites
- ❖ Stories and songs
- ❖ The Inner Sky
- ❖ Party

DAY TWO:

- ❖ Cracking the Bone
- ❖ Challenges
- ❖ Feast
- ❖ Legendary Rite
- ❖ The Revel
- ❖ Party

DAY THREE:

- ❖ Challenges
- ❖ Stories and songs
- ❖ Rites
- ❖ The Closing Howl
- ❖ Packing up and saying goodbyes

MOOTS IN PLAY

There are a thousand ways to use moots in stories, but primarily they provide a way for the players' characters to meet other Garou socially. This can mean social roleplaying, exchanging information, performing Legendary Rites, or causing or settling conflicts. Or for a longer moot, all of the above!

Roleplaying a moot can take up an entire session or be over in one scene, depending on the interests of the players and the Storyteller and the needs of the story. But for those interested in exploring relationships between Garou, moots provide an excellent platform for it.

Conflicts at Moots

These are examples of conflicts that may occur at moots.

Sore Loser: A huge Shadow Lord ahroun challenges everyone he meets to a match of arm wrestling. He wins against all challengers. He also challenges the characters and takes on someone much smaller after one or two victories. He won't take no for an answer and might be drunk. It's easier for them to just agree to wrestle. The ahroun is clearly the stronger of the two, but somehow, he loses. He blames the winning character for cheating and demands a formal duel. (Actually, one of his packmates was bitter at him for an earlier slight and used a Rite or a Gift to help him lose.)

Let's Make It Interesting: A Ghost Council philodox disagrees with the characters on a political or philosophical issue, or perhaps they represent regional septs with opposing interests. The philodox wants to solve the issue through a competition where the Garou present ask them riddles until one of them gets three right and wins the gamecrafting challenge.

No One Can Defeat Me! A Glass Walker galliard boasts loudly that she's the best musician at the whole moot. She dares anyone to try to match her skills. If a character agrees, this results in a flying challenge where they must play an instrument before the rest of the moot. The volume of supportive howling determines the winner.



Socializing at Moots

These are examples of social issues which may come up at moots:

Moot Politics: Two elders have opposing points of view on how the moot should decide an essential issue. Both go around the moot looking for supporters, and they talk to the players' characters too. One of them, a Galestalker theurge, is willing to offer bribes or favors to the characters, asking if there's anything they need. The other, a Red Talon philodox, is well aware of the characters' weaknesses and threatens to exploit them if they don't howl in his favor. (The weakness can even be related to someone at the moot, in which case the characters can try to help them.)

Domestic Issue: A young Silent Strider ragabash has been crying and is still distraught. His girlfriend is abusing him and he needs you to hide him. Whether the characters help him or not, a violent-looking Silver Fang philodox approaches them, asking if they've seen her boyfriend. She's worried he'll get into trouble without her looking after him. Will the characters help her find the boyfriend? Or confront her?

Story Seeds at Moots

These are examples of stories which may be instigated at moots:

Start-Up: A Bone Gnawer philodox is the founder of a start-up and wants to recruit the characters (and everyone else) as advisors she can use in her pitch deck. An advisor does not need to do anything other than lend their credibility to the company, proving there is a wide variety and versatility of talent preliminarily attached. The start-up seems unconnected to other events in the chronicle, but further investigation reveals familiar forces at play. Perhaps one of the investors is a mysterious figure the characters know from before or the start-up has secret goals related to the Umbra. If the characters can help the founder find new investors, she'll be willing to divulge almost any information she has access to.

I'm Sure You're Wondering Why I've Called You

Here: The Ringmaster who called the moot did so for a very specific reason. It is here and now that the attending Garou should put away their differences and talk about how to reforge the shattered Garou Nation into a once-again mighty force against Wyrm. But for many attendees, their differences are, indeed, too great, and the grievances, even amongst tribemates, can be bitter. If no one helps mend these bonds, the Garou Nation remains broken. But perhaps the characters can unofficially approach tribe and sept leaders and ask them what it would take for them to bury the hatchet.

The Murdered Howl: After the first night of the moot, the Master of the Howl is found with his throat slit open, clearly by werewolf claws. Who killed him and why? Several attending Garou had the means, the motivation, and the opportunity to do so, but all of them seem to have an alibi. Someone must be lying. To make matters more interesting, this story can start with someone accusing the characters of the murder, and they'll have to prove their innocence!

Something Rotten in the Umbra: Something seems to go wrong during the Opening Howl. The spirits are wailing in anguish and the Rites do not go according to plan. The Ringmaster interrupts the Opening Howl and compels everyone to find out what is wrong. She suspects some outside influence is trying to interfere, but the Master of the Howl confides in the characters that something might be wrong in the Umbra. The characters must find out what it is, perhaps travel to the Umbra, and solve the issue.

Outsiders! Local kids, police patrols, or even Hunters have seen that something strange is going on and are hiding in the bushes, trying to find out more. If they're Hunters, they're prepared to shoot at the Garou with silver bullets, but the others end up unwitting victims at worst or in the throes of Delirium if they're lucky.



Stories At Moots

The Garou tell stories of their exploits at Moots. Use these tables to quickly generate stories told by Storyteller characters. The Enemy tells you the antagonist of this tale, the Complication points to the difficulties experienced and the Accomplishment is what happened in the end.

Table 8: The Enemy

Roll	Enemy
1	Black Spiral Dancers
2	Cult of Fenris
3	Stargazers
4	Banes
5	Fomori
6	Corporation
7	Human law
8	Garou tradition
9	Forsworn
10	Stolen Moons

Table 9: The Complication

Roll	Complication
1	The enemy is not who they seemed
2	Betrayal at the hands of allies
3	Victory turned into defeat
4	Surprise assistance from an unusual quarter
5	The enemy is much stronger than initially seemed
6	Garou elders suffered from cowardice
7	An ally suffered from Harano
8	An ally suffered from Hauglusk
9	The Rage took over
10	The enemy's crimes were much worse than initially seemed

Table 10: The Accomplishment

Roll	Accomplishment
1	Glorious victory! The enemy has been rent apart
2	Costly victory as the enemy was defeated but not without losses
3	A glorious death, as a Garou died fighting for the cause
4	A bitter defeat, but not without its lessons
5	Ironic victory where the fight was won but the battle was lost
6	Victory over the lethargy of Garou elders
7	Discovery of new information with grave implications
8	Escalation in the operations of the enemy
9	Revelation of bitter rot among the Garou
10	A moral quandary too difficult to solve



FAILED MOOTS

Sometimes moots end up in miserable failure. This has become more common in recent years as the ties binding different septs together have frayed and snapped.

"The worst moot I ever attended was this Silver Fang affair. It was this old sept, led by a pack with only three members left. They'd invited all the Garou in the region and they had money to burn. They had a lodge in the forest, barbecue, free booze. They were generous and people liked that. But the way they talked was just awful. They wanted us for an audience for their fantasies of a resurgent Garou Nation, led by themselves.

I was too nice to make fun of them but others were not as restrained. There was a ragabash who kept heckling them until one finally challenged him to a fight. The ragabash was young and fit and beat the old man in less than a minute. It was so sad, people just left afterwards."

- LITTLE SISTER

"You won't believe the moot I attended last weekend. Some of those young packs are full of Garou so dumb, I don't know how they tie their shoelaces. Maybe they just go barefoot. I don't know. On the first day, they got drunk and went on a rampage in the town. Two got arrested. Then the site of the moot was raided by the cops because someone was firing illegal fireworks. Couple of the ahroun tried to fight the cops and then we had to stop it before someone got killed. Just a complete disaster!"

- DOMINIQUE "DEATH-IN-WORD" OMAR

"A fool of a Hart Warden challenged me because I'd broken the arm of his human relative. To the death, he said. He was crying and sputtering, outraged and terrified. I tore out his spine. The party ended. His fault, not mine. Don't challenge your betters."

- ILONA KORÁNYI



LEGENDARY RITES

Werewolf tradition holds many sagas and stories from Garou history, the Umbra, and legendary prehistory. Some of these have become codified into Rites performed periodically at moots. These Legendary Rites include vision quests to ask the tribal Patron Spirit to approve of a prospective member and war dances, where victories of the past are re-enacted. Others are performed to periodically renew an ancient pact between a pack and a spirit.

Legendary Rites are not stories that are told; they are lived, embodied experiences where participants take on the roles of key figures in that legend. They act as themselves but are also possessed by the spirits of those they represent, either symbolically or for real.

In roleplaying terms, Legendary Rites can be thought of as small stories or side quests where the participants enter the Umbra — there, metaphors become real, and the past, present, and future coexist. In the Umbra, the participants face several obstacles that they must pass for the Legendary Rite to be successful. The characters are expected to use their own Skills and Gifts during a Legendary Rite.

Each player's character is expected to take on the role of one of the characters in the legend. All roles should be filled, but if there are more Rite participants than roles, the rest will be unnamed accomplices of the hero or the villain.

Embodiments of Legend

If a character has the same tribe or the same auspice as their role, they get +1 die to all rolls during the Legendary Rite.



Running Legendary Rites

In terms of roleplaying, Legendary Rites are unusual in that the characters are playing too. They know the story of the Rite in advance, and they're enacting specific roles from it, whether heroes or villains.

The purpose of Legendary Rites in **Werewolf** is to make the history of the Garou playable. In a sense, the Rite is a mini-game played inside your normal chronicle: a ritualized sequence where the participants take on the roles of exaggerated caricatures of past Garou and act out scenes from the chosen legend.

Here is a bit of advice for running a Legendary Rite:

Introducing the Story: As the characters start the Legendary Rite, go through the main story beats quickly. The characters probably know the Rite, but if they (or the players) don't, someone has to explain it to them before it begins so they can play their roles properly.

Pacing: You should run a Legendary Rite much faster than ordinary roleplaying scenes. Since the story is less interactive than usual, the whole Rite should take perhaps an hour or two of game time at the most. Scenes involving less choice and roleplaying can be summarized quickly, while combat and other scenes that may affect the Rite's outcome can take longer.

Supporting Characters: If the Rite is run at a moot, it may involve supporting characters, perhaps many of them. You can give each a small character moment to show how they feel about the Rite and their role in it. Perhaps an ordinarily peaceful member of the Children of Gaia suddenly relishes the role of a villain.

Making Changes: You can remind the players that their characters change the Rite if they so choose. They can shift the story or adjust their roles, but these are in-game choices. Storyteller characters know the Rite as it's usually performed and notice adjustments. Whether they like them or not depend on how well the players' characters pull them off. If the character playing the villain throws the fight and loses on purpose, that's generally considered inauspicious. What's the point of winning a fight when there's no resistance?

When running Legendary Rites, you as the Storyteller may watch your players and see whether they're getting into it. If they relish being legendary Garou heroes spouting cartoony one-liners, you can feature more Legendary Rites. If they seem uninterested, you can bypass them quickly, mentioning that such a Rite was enacted at a moot, without going into too much detail.

Ross the She-Wolf Fights Union Bromide

In the Umbra, legends live forever. So it was that the Union Bromide chemical company operated a pesticide plant in the city of Nagpur in India. They leaked poisonous chemicals into the air, land, and the Nag River, killing thousands of people and causing morbidity and premature death for tens of thousands more, not to mention what it did to the plants and the beasts.

Union Bromide Corporation, a Pentex front, tried to dissociate itself from legal responsibility, and the issue was clearly going to be stuck in the Indian judicial system for years.

As Union Bromide's fomor president was visiting India, Ross the She-Wolf captured him, ran with him to the polluted Nag River, and threw him into his own chemical waste. The Bane spirit managed to empower the president's dying body, forcing him to swim to the shore and attack Ross the She-Wolf. Ross changed into crinos to fight the fomor, and she won.

The Supreme Court of India forced the Union Bromide Corporation to pay billions of dollars in compensation, and the company was banned from operating in the country. A need for enforceable international standards for environmental safety became apparent.



DRAMATIS PERSONAE

- * Ross the She-Wolf, a Silent Strider philodox
- * Lance Trevors, President of Union Bromide and a fomor Indian judge.
- * Locals

ROLEPLAYING

This is a one vs. one Rite where one character has to take on the role of the villain, Lance Trevors. They're expected to play as if they were possessed by the Wyrm, but the magic of the Legendary Rite protects them from actually becoming possessed by a Bane. Usually.

One of the other participants plays a judge, and the rest are afflicted locals.

BEFORE THE RITE

The roles should be handed out. This is both an in-game and off-game process: Both the players' characters and the players themselves have to know who they're playing during the Legendary Rite.

STEPS

1. Poison: The scene is Nagpur, India, where Lance Trevors personally pours poisonous chemicals from a factory into the Nag River. This represents Union Bromide's actions over the years and is not a literal version of the events. (The character with the role of Lance Trevors must make a roll of Strength or Manipulation + Larceny to see how much they manage to pollute the environment. Make a note of this number.)

2. Crimes Continue: The locals complain about Union Bromide and Lance Trevors to an Indian judge. She considers the matter and asks Lance Trevors about his views, but he explains nothing is wrong. (Lance Trevors must make a roll of Intelligence + Performance, Wits + Subterfuge, Manipulation + Science, or some other combination that makes sense. This will be used as his Health score.)

3. The Hero Appears: Ross the She-Wolf has heard the anguished cries of the locals and arrives to help them. They cheer! Ross grabs Lance Trevors right from the courtroom and drags him away. (They make contested rolls of Strength + Brawl. If Lance Trevors is successful, he manages to beat up Ross the She-Wolf before being taken away. Ross takes Physical damage accordingly.)

4. The River: Ross the She-Wolf throws Lance Trevors into the Nag River. The pollution hurts him horribly and burns away his skin. (Subtract half of Lance Trevors' pollution from his Health. If he dies immediately, the Bane spirit inhabits the judge's body.)

5. The Attack: Lance Trevors swims to the shore and attacks Ross the She-Wolf. They fight to the death. (Both characters should do their utmost to win. Losing on purpose while playing a Wyrm entity is dishonorable because it belittles the accomplishments of the legendary figures who are the subject of the Rite.)

6. Ross Wins: If Ross the She-Wolf wins, the pollution is stopped, and Union Bromide has to pay billions in reparation to the people of Nagpur. All participants get + 1 Experience Point and the character playing Ross the She-Wolf gains 1 additional. If they have lost Glory due to chagrin, they regain it.

7. Trevors Wins: If Lance Trevors wins, the pollution continues, and Union Bromide pays nothing to the people of Nagpur, who continue dying by the thousands. All participants get + 1 Experience Points, and the character playing Lance Trevors gains 1 additional. If there are Brutal outcomes involved, the Bane spirit inside Lance Trevors lingers on after the Legendary Rite and seek a suitable body to infest, forcing the Garou to fight it for real.

The Tale of the Storm Eater

In the Umbra, legends live forever. So it was that a powerful Bane called the Storm Eater ravaged the American frontier in the 19th Century. A new pack was formed to bind the Storm Eater, consisting of Garou of wildly different backgrounds and tribes. In a deadly face-off at high noon, they managed to shoot many of the Banes protecting the Storm Eater and perform the Rite of the Still Skies, giving their lives for Gaia.

DRAMATIS PERSONAE

- * Proud Speaker, an Indigenous Ghost Council galliard
- * Elizabeth Sojourner Washington, an escaped slave Children of Gaia ragabash
- * Isaiah Morningkill, a settler Silver Fang theurge
- * Annalee Walks-Among-Men, a wolf-born Silent Strider philodox
- * Earl Cotten, a hillbilly Bone Gnawer ahroun

ROLEPLAYING

The characters have to determine how seriously they wish to portray their roles in the Rite. A philodox may assume a more serious attitude while a ragabash might go for a ridiculous Western accent.

BEFORE THE RITE

- * The roles should be divided among the characters.
- * Each role is equipped with a firearm of some sort, and accordingly, all characters should take a talisman to represent this. The talisman can be as simple as a stick, but in the Umbra, it will be a gun.
- * At least one of the participating characters must know the Rite of Patronage and the Rite of Shadow Passage.

STEPS

1. The Vision: The Storm Eater wreaks havoc in the American West. Proud Speaker has a vision of how to stop the Storm Eater, but he cannot do it alone. Proud Speaker makes a Rage test and, if he fails, must take 2 points of Superficial Willpower damage.

2. Reluctance: Proud Speaker approaches each of his future accomplices in turn, and all are reluctant. Earl Cotten is too cantankerous, Walks-Among-Men does not trust men, Elizabeth Sojourner is focused on freeing enslaved people, and Isaiah Morningkill is on the run. Although each opposes initially, they all decide to come along. (All characters should describe their appearance. After each meeting, the previous role is also involved in meeting the next one. These meetings can be roleplayed for quite a while, and the roles can even challenge each other to a fight. The conflict between the characters should not be resolved yet.)

3. Gunmen: A handful of Storm Eater's gunmen attack the group in Earl Cotten's mountain hide-out, and they have to defend each other. (Play out the gunfight according to the usual **Werewolf** rules.)

4. The Two Moons: They agree to form a temporary pack called the Two Moons. They perform the Rite of Patronage, choosing a Patron Spirit. (The characters must actually perform this Rite. The spirit is chosen from among the Patron Spirits of the participating characters.)

5. The Shadow: Proud Speaker instructs the characters to enter the Umbra, and they perform the Rite of Shadow Passage. In the Umbra, they must traverse the unbounded desert. They suffer from thirst, heat, vultures, poisonous springs, cacti, rocks, and scorpions. (All characters must

make a Stamina + Survival roll and take 4 Health damage minus the result.)

6. Coyote: In the shadow of a butte, they meet a coyote. Only it's not a coyote; it's an Incarna. She teaches them the Rite of the Still Skies. The Rite requires all of them to be at separate caerns to perform it, and it comes with a terrible price: They all die doing it.

7. The Storm: That is when a massive Umbral storm darkens the skies and scares away the coyote. It is the Storm Eater. The characters shoot at it, but this is useless. Nothing can stop it, save maybe the Rite. The characters must escape! (All characters make a Dexterity + Athletics test to run from Storm Eater or Composure + Occult to leave the Umbra immediately. Escape requires four successes, and those who fail take 3 points of Superficial Health and Willpower damage.)

8. The Still Skies: The Rite roles each visit separate caerns to perform the Rite of the Still Skies. (In the Legendary Rite, they can still see each other, as if standing in different corners of the same room, even though the caerns are spread all around the West. All characters should describe their chosen caern to the others: What is it like and where is it?)

9. Sacrifice: All characters make a test of Resolve + Honor. On a roll of 3 or more, they can sacrifice themselves. On a roll of less than that, they waver and are attacked by the Storm Eater before they can manage to do it, resulting in 2 points of Aggravated Health and Willpower damage. (If they die because of this, it does not count as self-sacrifice.) On a Brutal outcome, they leave the caern in shame and lose 1 point of Glory to chagrin.

10. The Storm Eater Loses: If at least one character sacrificed themselves, the Rite of Still Skies is successful, and the Storm Eater is bound for at least a century. All the participating characters gain 1 Experience Point and those who sacrificed themselves gain 1 additional. If they have lost Honor due to chagrin, they regain it.

11. The Storm Eater Wins: If all the characters died or fled before sacrificing themselves, the Rite of Still Skies is unsuccessful, and the Storm Eater continues to ravage the West. This is a significant event in the Umbra, and it means elder Garou have to perform this Legendary Rite again in order to bind the Storm Eater. In the worst case, it could mean the Storm Eater emerges to attack outside the Umbra. All the participating characters gain 1 Experience Point. All participating characters lose 1 point of Wisdom to chagrin.



The Quest for the Silver Crown

In the Umbra, legends live forever. So it was that a pack of Black Spiral Dancers murdered Queen Morningkill, and Lord Arkady, a Silver Fang in league with the murderers, took the throne. To challenge Arkady, Jonas Albrecht had to travel far and wide with his pack to find the Silver Crown, a long-lost talisman considered to confer indisputable kingship to its wearer—and kill any wearer unfit to rule.

Captured by Black Spiral Dancers, Albrecht was made to look for the crown on behalf of Dagrack, their leader, who wanted it for herself. With Falcon's help, he found it in New York, but Lord Arkady and the Dancers had allied with each other and ambushed him. Using a silver knife, they skinned him alive. First, Dagrack put the crown on, but it burned into her skull. Then, Arkady and the skinless Albrecht fought for it, and when Albrecht managed to put it on, it deemed him worthy. Falcon healed his wounds, and with the Silver Crown's power, Albrecht ousted Arkady from the Silver Fangs and ordered the Black Spiral Dancers to release their captives. Under his rule, Falcon proclaimed, the Garou would now be joined, following the Tenets of the Litany, and the Garou Nation would prosper.

Queen Morningkill

Dominique “Death-in-Word” Omar: *We'll need someone for the role of Queen Morningkill. Who wants to get assassinated?*

Little Sister: *Wait, ‘Queen Morningkill’? I thought it was King Morningkill, Albrecht’s father, who was killed?*

Dominique “Death-in-Word” Omar: *Who’s running this Rite? You or me?*

Little Sister: *You.*

Dominique “Death-in-Word” Omar: *That’s right. If I make her into a queen, she’ll be a queen.*

DRAMATIS PERSONAE

- ＊ Jonas Albrecht, a young Silver Fang ahroun
- ＊ Lord Arkady Iceclaw, a Silver Fang ahroun
- ＊ Dagrack, leader of the Black Spiral Dancers
- ＊ Queen Morningkill
- ＊ Falcon spirit
- ＊ Black Spiral Dancers
- ＊ Albrecht’s packmates

ROLEPLAYING

This Legendary Rite requires a large number of participants and contains lots of battles between the Garou. Thus, it’s also a very energetic and entertaining Rite.

BEFORE THE RITE

- ＊ The roles should be divided among the participants.
- ＊ Dagrack should have some kind of stick that can represent the silver knife.
- ＊ There should be a band that can represent the Silver Crown.

STEPS

- 1. The Attack:** Black Spiral Dancers attack Queen Morningkill and Albrecht’s packmates. The battle ends with the death of Morningkill and the attackers fleeing. (This battle, like all the battles in this Legendary Rite, should be roleplayed with regular combat rules.)
- 2. The King:** Lord Arkady and Jonas Albrecht arrive at the murder scene, and Arkady proclaims himself king. Jonas Albrecht disputes this and takes his pack to look for the Silver Crown.
- 3. The Search:** Jonas Albrecht and his pack look for the crown everywhere but do not find it. (The characters should describe where in the world they go to look for the talisman. The pyramids? The rainforest? The North Pole? Rolls of Wits + Survival should be made, and on a result of two or fewer successes, characters take 2 Superficial Physical damage.)
- 4. The Ambush:** Black Spiral Dancers ambush the pack. Another combat ensues. (The Black Spiral Dancers get to start with surprise attacks.)



- 5. Albrecht's Pack Is Defeated:** If Albrecht's pack is defeated, they're taken to the Black Spiral Dancers' lair to meet with their leader, Dagrack.
- 6. Albrecht's Pack is Victorious:** If Albrecht's pack is victorious, they can force the Black Spiral Dancers to take them to meet with their leader.
- 7. Hostage:** Dagrack takes Albrecht's pack hostage and orders Albrecht to bring her the Silver Crown.
- 8. The Search Continues:** Albrecht continues to search for the crown. (The characters should come up with three new locations, and Albrecht now needs four successes on a Wits + Survival test to not take damage.)
- 9. The Spirit:** A Falcon spirit appears and directs Albrecht to an abandoned subway tunnel in New York. There, Albrecht finds the crown.
- 10. The Second Ambush:** Before he can touch the crown, he is again ambushed, this time by Lord Arkady and the Dancers. The fight ends with the capture of Jonas Albrecht.
- 11. Skinning:** Dagrack appears and tortures Albrecht by skinning him alive with her silver knife and pulling off his teeth. (Jonas Albrecht takes 6 points of Superficial physical damage and loses 2 points of Glory to chagrin.)
- 12. The Crown:** Dagrack takes the crown and puts it on her head. She screams in pain until she dies.
- 13. The Fight:** Arkady and the skinless Albrecht fight for the crown.
- 14. Albrecht Wins:** If Albrecht wins, he can put on the crown. The Falcon spirit appears and heals his wounds. His lost Glory is restored. He ousts Arkady from the Silver Fangs and orders the Black Spiral Dancers to release their captives. The Falcon explains that the Garou will prosper. All the participants gain 1 experience point, and their wounds are healed. If any participant has lost Honor to chagrin, it's restored.
- 15. Arkady Wins:** If Arkady wins, he can put on the crown, and it doesn't hurt him. What will he decide regarding the fate of Albrecht, his pack, the Black Spiral Dancers, and the entire Garou Nation? The Falcon says the future of the Garou Nation is very much uncertain. All the participants gain 1 experience point and their wounds are healed. If any participant has lost Wisdom to chagrin, it is restored.

The Last Battle

In the Umbra, legends live forever. So it was that King Jonas Albrecht led his tribe and many famous Garou to battle the forces of the Wyrm during the Apocalypse. They encountered their nemeses, Margrave Yuri Konietzko and Tamara Tvarivich, and their combined forces, all sworn to the Wyrm.

Albrecht fought the Wyrm's forces, but when Zhyzhak arrived with Wyrm itself, the Garou went berserk and attacked their King instead. Jonas Albrecht, mortally wounded, managed to use his Silver Crown to kill Zhyzhak, but in doing so, destroyed the crown. Collapsing from his wounds, he managed to escape the Umbra, broken and barely alive. Thus, the Garou Nation and Jonas Albrecht were shattered.

This is not a positive story but an important part of recent history that must be remembered and learned from.

Riding the Wyrm

Little Sister: Wow, the Wyrm was there? Like, in person?

Dominique “Death-in-Word” Omar: Sure, of course. King Albrecht defeated it, and we all lived happily ever after.

Little Sister: But—

Dominique “Death-in-Word” Omar: If you ever become the topic of a Legendary Rite, I'll make sure you'll be riding a dragon and waving a sword twice your size.

Little Sister: I don't think I'd ever be the subject of a story like that.

Dominique “Death-in-Word” Omar: That's not typically for you to decide. These Rites are created by those who come after.

DRAMATIS PERSONAE

- ＊ Jonas Albrecht, a Silver Fang ahroun, King of the Garou Nation
- ＊ Margrave Yuri Konietzko, a Shadow Lord theurge
- ＊ Tamara Tvarivich, a Silver Fangs theurge
- ＊ Zhyzhak, a Black Spiral Dancer ahroun, the most powerful werewolf alive
- ＊ The Wyrm
- ＊ Albrecht's packmates

ROLEPLAYING

This is a tragedy where we know the hero will fail. Most characters will be playing Wyrm entities or Garou possessed by them, but the magic of the Legendary Rite protects them from actually being possessed by Banes. At least, it should.

BEFORE THE RITE

- ＊ The roles should be divided among the participants. The character playing Jonas Albrecht should have some sort of band around their head to represent the crown.
- ＊ At least one participant needs to know the Rite of Shadow Passage.



STEPS

- 1. The Apocalypse:** The Apocalypse is upon us. Jonas Albrecht leads his packmates into the Umbra with the Rite of Shadow Passage. (The characters should actually perform this Rite.)
- 2. The Crown Appears:** In the Umbra, Albrecht's band becomes the Silver Crown, which grants its wearer double Health and double Willpower.
- 3. The Fight:** Jonas Albrecht encounters Margrave Yuri Konietzko and Tamara Tvarivich. They fight. (The characters should actually fight for a round or two.)
- 4. The Wyrm:** Zhyzhak arrives riding on the Wyrm itself. All characters must take a Frenzy test.
- 5. Assault:** Albrecht's allies go berserk and attack him. (Another round of combat is played where everyone is against Albrecht.)
- 6. The Crown Kills:** Jonas Albrecht is defeated and dying, but he manages to use the Silver Crown to kill Zhyzhak. The Crown is also destroyed, weakening him even further. Without the Crown, he'll now have only half of his original Health and Willpower.
- 7a. Albrecht Is Alive:** If Jonas Albrecht is still alive, he escapes the Umbra. All characters receive 1 point of Experience and 1 point of Rage. If they have lost Glory due to chagrin, they regain it.
- 7b. Albrecht Is Dead:** If Jonas Albrecht died, he remains in the Umbra. All characters receive 1 point of Experience. If they have lost Wisdom due to chagrin, they regain it. If there was a Brutal outcome somewhere or if Albrecht died before he killed Zhyzhak, the Wyrm spirit is strengthened, giving 1 point of Harano to all participants. ■



Rite Notes of the Primal Red Talon Pack

These are Rite notes from a pack of Red Talons, most of them wolfborn, with their own ideas of how they should deal with the human world.

Rite of the Hunt

At a New Model Army gig.

This is the Rite I see us do at Roadhouse 13.

Enter on “The Hunt” and take positions.

Rhythmic warmup. Circle the floor unseen, counter-moon direction.

On “Between dog and wolf” start moshing hard. Crashing chests. HOOH. HOOCH. HOOH. Big breaths. Clash. Crash. Breathe together. Huff together. Big lungs. Then strut around, chest out. Lose each other, find each other. Come apart. Come together.

On refrain, we crouch to the floor and watch each other between the monkey feet. Yes. Like this. Predator eyes meet. Their legs are trees, this is our woodland playground.

Down here we shift to glabro and let screamhows fly. Sounds unheard since the great ice.

Changing back as we jump up and start going hard till we are the circle in the circle. Vestigial Delirium drives most away. Not all. Elbows sharp. Rip piercings, throw a punch if you need to get the monkeys away from the middle. This Rite is not for them.

They are playing for us. Look at the eyes, the circular off-focus refraction of animal eyes. It’s a Gift placed on him. He sings across the veil between our species. Transforms lyrics to howls.

Pogo hard till it hurts, but before security is called. During “Master Race,” howl the name of the ruiner. The one we hunt.

We let things simmer. During “Between Dog and Wolf” we growl and moan the names of those he felled.

Hard again on the last song.

A monkey bleeds right before the end. Not much. Just a nick. But there must be blood.

We can now walk out bloodied during the applause for the encore. Hippie-summoned lost spirits swirling in the thermal change from AC sweat inside to Post-Apocalypse-Height Ashborough heat.

OR we just do it in a clearing. Clash. Chaos. Gather. Order. Clash. Order. Pack. Kill. Those are the beats. The music in our major aorta is the only beat we need to wolf Rite and wolf play. Good to see it in homid. Wolves playing monkeys.

Day Rites I see my pack observing. Wolf ways we do without thinking. My role is not to lead, just to join and nip at the ones straying. Our ways are mandatory and the human-born must be wolves too. So, I put human words to put myself outside my wolf brain.

BITING THE STRETCHED NECK

A CHALLENGE [IN JEST?]. NOT A DAY WITHOUT A CUB OVERSTEPPING, GROWLING TO QUESTION AN OLDER PACK MEMBER. THEY ALMOST ALWAYS BACK DOWN IN THE FACEDOWN/ROAST. IF NOT, THERE’S A DARE ISSUED INVOLVING LAYING CLOSE, SILVER, CLAWS, OR DEALS WITH DIRTY SPIRITS, AND WE GET A FUCK OR A KILL OUT OF THE RIVALRY: HEALING. MONKEY SCIENCE CALLS THIS “DOMINANCE DISPLAYS” AND IT IS A WAY OF THE WOLF.

OTHER HOWLS

Phonetics through letters inadequate and will not teach, but the names of the claw marks for the howls are marked in human letters like this. Howls are Rites started by one throat and completed when taken up by every throat.

OIHNE: The howl to the rising moon.

CHREEKRA: The howl of initiating playful challenge.

MHRWIO: The mewling of sunbathed fall-glen, inviting others to rest.

HE: The soundless panting breath of moon-mother: 13 full lung breaths deep with fragrance, 13 breaths fast to bring rage. Alternate until the moon rises in your inner sky. (Breaths are also howls, but silent to the fleshed ghosts.)

CHECHANWA HURUL: The howl of arrival, performed at the highest point.

OCHHANWA UHL: The bark of secret arrival. 13 Labrador barks to signal the position of a member of this pack.



CHAPTER FIVE

Speaking with THE ENEMY.



Like all of you, I've heard stories of our kind making deals with destructive companies, corrupt politicians, and worse. I've heard the excuses:

Our common enemy is the Wyrm, not the Weaver.

We can affect positive change from the inside.

We have to get to know the enemy and can't shy away from them.

We're Garou, but we too have to make a living in a capitalist society.

All of these are self-serving justifications, nothing more. Excuses to betray future generations. Excuses to dither while we lose Gaia. Excuses to draw a paycheck and avoid a fight.

I ask you this: If we, as Garou, can't commit to something as basic as fighting the Black Spiral Dancers, what can we do?

- AINO "LIL GAIA" METSÄLÄ, SPEAKING AT A MOOT

Garou society is not an island. Much like how one ecosystem is a part of a greater landscape, werewolf society is one thread of a greater social tapestry. In better days, as the Nation, the Garou had a stronger understanding of the world beyond their septs. While no one can truly understand everything about the world around them, there was a time when galliards reminded their brethren of long-standing pacts forged by intrepid philodox and when theurges found plenty of open invitations within the Umbra. As the Nation fragmented and Gaia weakened, much of this knowledge and trust was lost or burnt away.

Now, the Garou find themselves in a dark forest, surrounded by outsiders. Some are strangers with familiar faces, such as the lost tribes, spirits, and shifters. Others, like werewolf hunters and the forces of the Wyrm, are age-old enemies. A few, the other supernatural creatures of the world, have become more shrouded in mystery than ever.

The Garou cannot navigate this forest by tearing through it. For all the violence a werewolf inflicts, their society is on the back foot. In an age where cameras capture everything and territory shrinks with each passing year, it's clear that physical domination can't solve every problem. Septs find that diplomacy—sometimes even with their enemies—means their best chance of survival.

Don't consider the descriptions of the political relations between the Garou and outsiders in this chapter as a permanent state of affairs but as a kind of base disposition that can and will change depending on the stories the troupe tells. While werewolf society as a whole isn't likely to change their views from these defaults without events worthy of an entire chronicle, many septs diverge from them in essential ways, and individual packs could diverge even further. As always, the thematic needs of your story come first.

THE ESTRANGED

The Garou Nation didn't shatter all at once. The first signs of what was to come occurred with the corruption of the White Howlers into the Black Spiral Dancers, at least according to the legends sung by some galliards. That spark became a flame in recent years as fanatics conclusively took over the Cult of Fenris and Stargazers chose to secede. At first, the differences were minor, with only a few capable of seeing the thin splits. Pressure from within and without the Nation expanded the fissures, and those who saw disaster on the horizon were falsely assured or forced into silence. Then, the ruptures finally

came, and the bottom fell out just as the Garou realized the extent of the catastrophe.

The final breakup of the Garou Nation occurred at the last concilation, a grand moot that was supposed to affirm the Nation's future direction. Instead, it exploded into acrimony, with septs and tribes leaving rather than attempting to find common ground.

Though the splits are definite, with no sign of reunion in sight, connections to Garou society can still be found with the estranged tribes that were once part of the Nation. Certain septs saw warning signs before a tribe departed and formed loose pacts to ensure a smoother fallout. A pack might have a former member of a lost tribe that joined the Nation while it still existed but keeps contact with their former comrades. These lines of communication are tenuous, and in some cases doomed, but some Garou hope that perhaps the sliver of solidarity survives within their lost brethren.

Black Spiral Dancers

The Black Spiral Dancers are ideologically incompatible with the Garou. As the lost tribe tells it, their eyes were opened to the truth within the Black Labyrinth. Any chance at restoring Gaia is not only impossible, it's selfish. The Garou may call the Dancers ghoulish and monstrous in their attempts to hasten the decay of the planet and everything on it, but from the Dancers' point of view, the servants of Gaia are embracing a rotting corpse, hoping it'll reciprocate their affections. It's only when the Wyrm completes its duty that anything can heal. When all returns to root, something greater springs forth. If their peers won't see reason, then they'll have to join their spiritual mother in death.

In turn, the Garou see the Black Spiral Dancers as utterly deceived by the Wyrm. For every werewolf that mourns the White Howlers for their tragic last stand against the forces of decay, another lambasts the former tribe for breaking so easily. They see the tribe's fall as a matter of misplaced pride. Instead of owning up to their failure and reaching out to the Nation for help once they escaped the Labyrinth, they offered their former Patron Lion to Bat in sacrifice, swearing allegiance to the Wyrm.

Some, inspired by how the Cult of Fenris rose into prominence, propose that the Black Spiral Dancers are a tribe in harano, albeit a kind that inverted the tribe's fighting spirit as opposed to destroying it. Instead of it being a matter of stubborn pride or the Wyrm simply being that good at corrupting people, witnessing the Wyrm in its full glory is what broke the tribe's spirit.



With these deep, irreconcilable views of each other, the tribes shouldn't have any relations besides bloody conflict. And yet, opportunities arise.

Some Dancers invoke old agreements made with the White Howlers, claiming themselves as direct descendants. It has happened that these agreements are honored by a sept in hopes that they can use them to keep the Wyrm adherents in check or seek a way to bring them back to the Garou. It's probably unsurprising that such a choice is massively controversial among the Garou.

When Fly's followers think they can push around Bat's tribe, the Black Spiral Dancers might propose a temporary alliance with a local sept to remind corporate fomori where they belong on the food chain. In areas where the megaconglomerate is dominant, that's often an offer too good to pass up.

Then, there are always the escapees. Some Black Spiral Dancers, especially those forced into the tribe as opposed to being willing converts, try to find a way to devote themselves to a new Patron and start fresh with a new pack. If the Dancers come after them and the Garou truly believe they seek redemption, their new pack might negotiate with the Dancers to ensure the escapee's safety if they can't just tear apart any naysayers.

In all these situations, the Garou must take great caution. The Black Spiral Dancers, like their master, are corrosive by nature. There is little, if any, good faith to be found among them. Any alliance is an opportunity to twist a sept into obeying the Wyrm, and even a supposed escapee could be a die-hard acolyte, looking for the right openings to turn the heart of the pack that took them in.

Black Spiral Dancers often appear in characters' lives as Adversaries (*Werewolf*, p. 104). They enjoy finding someone to torment, as it breaks up the monotony that comes with a life dedicated to nihilism and desecration. Some Dancers become particularly obsessed with a specific Garou. Maybe they've developed a twisted affection for them, or there's something about their spirit that they have a particularly irresistible compulsion to corrupt. Such a Dancer tends to stick around in a character's life as an Adversary (*Werewolf*, p. 104).

Depending how active they were in the tribe, a former Dancer character (see the Loresheet The Black Spiral in *Werewolf*, p. 299) has either Dark Secret or Infamy (*Werewolf*, p. 103).

Black Spirals and Moon Cults

The Black Spiral Dancers are ideologically opposed to Garou who fight for Gaia. But Garou who belong to moon cults may have entirely different allegiances, so what about them?

The views of Spirals concerning moon cults vary depending on the individual. Many are confused by them, finding it difficult to place them in their mental framework. In this, the Spirals find common ground with Gaia-following Garou who are often similarly confused.

Three common perspectives are:

Moon Cultists Are the Enemy: For some Spirals, every Garou who's not part of their tribe is the enemy and nothing changes that.

Moon Cultists Are Allies: Other Spirals argue that moon cultists are allies in the fight to bring forth the Apocalypse and should be allowed to live.

Moon Cultists Are Intriguing: Some few Spirals look at the moon cults and see a different way to live. Perhaps they themselves might still step off the Spiral and follow Luna?



COMMON ARCHETYPES

Characters could meet the following archetypes in a social setting.

Dancer Escapee (Homid Form)

She says she wants out. She claims that the Dancers found and drafted her after her First Change, and now that she knows there's hope in Gaia, she wants to embrace it. Whether she seeks redemption or a well-intentioned pack to prey on is a question only time and a skeptical mindset can answer.

General Difficulty: 3/2

Standard Dice Pools: Physical 5, Social 4, Mental 4

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Athletics 6, Streetwise 5, Awareness 5

Notes/Other Traits: She knows Catfeet (**Werewolf**, p. 147) and Staredown (**Werewolf**, p. 147).

Suspicious Negotiator (Homid Form)

He's the best dressed out of his pack, who came with him to the caern. He says he's not here to cause trouble, which is why he arrived in the full light of day. He wants to strike at a mutual enemy, or maybe the Dancers are looking for a truce (hah!). He's not to be trusted, but that doesn't mean he's lying.

General Difficulty: 4/2

Standard Dice Pools: Physical 4, Social 6, Mental 5

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Etiquette 7, Persuasion 6, Subterfuge 6

Notes/Other Traits: He knows Sense the Truth Form, Command the Gathering (**Werewolf**, p. 157), and all Native Gifts.

In Chronicles

* The players' pack discovers an abandoned caern. What should be a cause for celebration takes a turn for the worse when a Black Spiral Dancer pack arrives. They claim the land is rightfully theirs; they found the location while poring over old texts connected to the White Howlers. The usual solution would be to attack the Dancers, but they have numbers on their side. Perhaps it would be possible to pursue why they remember their White Howler past instead.

- * The pack is charged by the sept with observing an ex-Dancer who arrived on their territory. He wants to abandon his old ways, but adjusting to the sept's ways is a challenge, and few other Garou trust him. Lately, he's been seen chatting with strange figures at night, which could be his old Dancer pack. Can the players' pack turn things around, or is it already too late?
- * While raiding the facility of a Pentex front, the pack comes across an eviscerated werewolf healing himself. He's a Black Spiral Dancer, and he's relieved to see the Garou here. His corporate allies double-crossed him, and he's willing to let bygones be bygones for the sake of revenge. He can't be trusted. But could he be useful?
- * Everybody knows the Dancers are too far gone to convincingly pretend to be members of other tribes. Right? Only, is that really true? It turns out that a new member of the sept still looking for a pack of their own has been seen in some suspect company. Do they just have a knack for dealing with Banes or are they actually an infiltrator? And what if they are on the level after all? Among the Rage-filled Garou, a false accusation may have awful consequences.

Cult of Fenris

The fall of Wolf's tribe is an event that still frustrates the Garou to this day. As the legends tell it, the irony of the Cult's coup was that it came out of an attempt to prevent another fall. When they spoke of their plans at that fateful grand moot, even their peers in Wolf's tribe felt the eerie comparisons to the White Howlers' great declaration of intention before their descent into the Black Labyrinth. The Cult did not take kindly to those who pointed out this obvious fact. "It will be different," they declared, "because the White Howlers were only one impure tribe." They claimed that this time, with a coalition of the most morally pure Garou, they would resist the Wyrm's temptations and emerge victorious. The other tribes knew better, and the rest is tragic history.

In broad strokes, the Cult of Fenris and the Garou have the same goals. They seek to bring the Wyrm to heel and restore Gaia to a healthier state. Their operations are similar; a Fenrir pack and a pack of Garou are equally likely to strike on a reckless mining operation or a den of fomori. Both factions wish to turn the tide of battle from its current, dire trajectory.

Anything beyond that is separated by a wide gulf. The Cult's worldview, once a secret doctrine within



Wolf's tribe and exposed for the Nation to see at the final conciliation, is that the Wyrm is in everything, non-Fenrir included. The Impergium, the only time the Nation ever came close to winning the war, didn't go far enough. The Wyrm's victory was assured once the wolves relented. Only the Cult of Fenris has a heart hateful enough to do what needs to be done. They know there's no such thing as collateral damage and that bringing so-called allies in line is sometimes far more critical than fighting an always-present enemy. There's nothing to live for in this Wyrm-cursed world, and so it's better to slaughter and rage, taking out as many living things as you can until you stop drawing breath.

The Garou know better. While most tribes are against the Cult's doctrine on moral grounds ("They include innocents in their killing sprees!") or from a more self-centered perspective ("Like hell, I'm a Wyrm servant!"), the strongest opposition often comes from certain members of the Red Talons who have a utilitarian bent. As the closest to the Cult ideologically, their problem isn't that they're committing violence; it's that they're committing useless violence. Indiscriminate murder provides an opening for the truly wicked to escape. The Fenris cultists aren't serious proponents of a modern-day Impergium. They're pups having a temper tantrum because they didn't get their way.

Despite this extreme divide, the Garou and the Cult do occasionally have relations beyond the latter denouncing and sabotaging the former. The Fenris cultists still claim to fight the Wyrm and occasionally do come through in that regard. A Garou pack and a Cult pack may come together to take on a deep Bane spirit infestation in their area or raid a Pentex front. These alliances are very brief and almost always end in violence. Once the mutual threat is gone, a Fenris cultist isn't about to let the opportunity to take out "inferiors" pass them by.

Another kind of relation is one that Garou speaks about in hushed tones. Just as the Cult is known to manipulate younger wolves into undertaking rash actions to disrupt their enemy's plans or even to recruit them, certain werewolves manipulate Fenris cultists to harm or even destroy their enemies in other tribes. It's an effective and often undetectable means of bypassing Garou's traditions to get your way, but it comes at a price. Anyone foolish enough to try this needs leverage over the Cult, and that doesn't last long.

Like the Black Spiral Dancers, there are also escapees from the Cult of Fenris, though they are even fewer in number. Most of Wolf's tribe who refuse to accept the

Cult's doctrine fled long ago or are too inexperienced to make it safely away. Still, every so often, a lone wolf arrives at a sept begging for sanctuary. Recorded escapees include those freshly recruited after their First Change before they realized they had other options and those who abandoned the Nation to join the Fenrir and soon regretted it. Unlike the Dancers, the risk of taking these escapees in isn't that they could deceive the Garou; it's that the Cult of Fenris only accepts one way for a member to leave the tribe: death. If an entire sept must die with the escapee, so be it.

A character with Caern Pariah (*Werewolf*, p. 98) might be a potential target for Cult recruitment; the Fenrir can offer them restoration of access if they let the Fenrir take the area for themselves. Those old enough to have been alive when the Cult completed their coup might have a member as an Infamous Partner (*Werewolf*, p. 103). This makes the character suspect among their own, the partner suspect among the Cult, and their relationship an incendiary one. Those who forsook Wolf might have an Adversary (*Werewolf*, p. 104), a former friend furious at their betrayal.

COMMON ARCHETYPES

Characters could meet the following archetypes in a social setting.

Doomsaying Preacher (Homid Form)

She can't be kept away from the sept. No matter who's on guard, she always finds a way in during a moot. She's not violent when she's here, and rumor has it she used to roll with some of the older Garou, so they let her talk. It's always the same spiel: the packs here are cowards, they're unwitting agents of the Wyrm, and they don't deserve this caern. And yet, she does nothing more. Why?

General Difficulty: 3/2

Standard Dice Pools: Physical 4, Social 6, Mental 5

Secondary Attributes: Health 4, Willpower 5

Exceptional Dice Pools: Stealth 8, Intimidation 7, Performance 6

Notes/Other Traits: She knows Howl of Assembly, Eyes of the Cobra (*Werewolf*, p. 159), and any appropriate Native Gifts.

Secret Operative (Homid Form)

He lets the wretched, Wyrm-tainted Garou think he works for him. He raids the homes of the wolf's enemies and intimidates them into doing his bidding. He's even killed a member of the sept or two under this command. Make no mistake: the Fenris cultist isn't getting played. No, he's just waiting for the right opportunity to reveal the Garou's misdeeds and slay him.

General Difficulty: 4/2

Standard Dice Pools: Physical 5, Social 5, Mental 5

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Brawl 6, Melee 5, Stealth 7

Notes/Other Traits: He knows Rapid Shift (**Werewolf**, p. 161), Wind Claws (**Werewolf**, p. 163), and any appropriate Native Gifts.

In Chronicles

- ✿ A fellow sept member discovers a young woman who he suspects underwent her First Change. He asks the players' pack to help track her down and bring her up to speed. They find her, but so does a pack of Fenris cultists. She seems very familiar with them and open to their philosophy. Can the pack convince her to join the Garou, or is it too late?
- ✿ A powerful Bane spirit blights the pack's territory. It's an old enemy of the sept, and the elder members know a great warrior who can help them fight it. When they call in a favor, the warrior arrives. It's clear he's not only a former member of the sept, but now also a member of the Cult of Fenris. He's dedicated to the task for his old friends' sake but makes his feelings on the rest of the sept, including the pack itself, very clear. The pack must find a way to work with him and prepare for the inevitable betrayal.
- ✿ A well-respected member of the sept is murdered by a Fenrir pack. As the sept prepares for war, the pack discovers evidence that this wasn't a random killing. Someone else in the sept told the cultists when and where that sept member would be. The pack must find the responsible party and uncover the reason they did it.



Stargazers

The Stargazers were the last to leave the Nation before it dissolved, and the wounds are still fresh. Unlike the Black Spiral Dancers and the Cult of Fenris, no corruption or sudden coup led to this fracture. While there were certainly signs in hindsight, they were far from the red flags that a few members of other tribes could identify in the other two tribes. The corruption of the White Howlers was a tragic inevitability; the rise of the Cult of Fenris was met with scornful acceptance. When the Stargazers declared their resignation at the final conciliation, it was met with pure shock. The white-hot anger came later.

They were always the strangest tribe in the Nation. They were organized loners, genuine wisdom seekers who never quite seemed to reach the level of pure Rage the other tribes were capable of. They were voices of reason, or at least of neutrality. They always approached the world with logic and rationality. Deciding to go it alone, even to the point of ending their pact with their Patron Spirit, felt like the absolute opposite of logic to the Garou. Why abandon the community when they're needed the most?

When the Stargazers announced their departure, it was cryptic and brief: "We seek another way." The tribe sticks to this claim. Those who maintain contact with them have gleaned some more detailed reasons,



though they can't be sure if it's the truth or simply their attempt at appeasing those who ask. They relate that the Stargazers believe following the path of war only leads to further war. Striking at the Wyrm with tooth and claw traumatized humanity, drove two tribes away, and alienated the denizens of the Umbra. While they'd never accuse their peers of advancing the Wyrm's agenda as the Cult of Fenris does, they will say that when you kill something, it rots. The Garou do a lot of killing.

So, the Stargazers seek understanding, hoping that that is what will defeat the Wyrm. Once they know how and why the Despoiler takes root in the world, they can focus on solving those underlying causes. If they can solve those causes, the Wyrm will cease acting the way it does, all without them having to extend a claw.

To the Garou, this is all sanctimonious nonsense. They do know how and why the Wyrm sets its hold upon the world; they've seen it every day of their lives. The Wyrm isn't going to go away if you build a soup kitchen; it'll just ooze itself into the soup. While few disagree that openings for the Despoiler to take hold should be closed, that's best achieved by making sure its forces are eliminated first. That way, the rebuilding can happen before those forces regroup.

If the Stargazers can't understand this, some Garou say, they've lost themselves. All their wisdom has blinded them to the battlefield in front of them. That's if they're telling the truth, of course. What seems more likely is that they're using flowery language to hide their true intentions. They say that the Stargazers became so uncomfortable with their duties that they chose to forsake them. They can't own up to who they are, so they're just going to waste everyone's time navel-gazing. At best it's naivety; at worst it's betrayal.

The Garou's feelings toward the Stargazers are made more complicated by their generally cordial relations. The tribe isn't present in Garou septs anymore, but they run in the same territories. When they cross paths, it's often over the same issue the Garou face. The Stargazers are willing to offer help, but only on their terms, and always in exchange for something: new information, temporary access to a caern, or a promise to keep out of the Stargazer's other agendas. Some werewolves recommend their peers reject their offers on principle, saying no one should pay the tribe's "sanctimonious prattle" any mind.

As a truly neutral party, the Stargazers can also serve another purpose. For those willing to play by their rules, they provide access to factions and peoples beyond the local sept. The tribe spends their time exploring the planet and connecting with faraway packs of all factions, including beings the Garou are barely aware of. Even those who feel betrayed can begrudgingly see the opportunity. Though they've abandoned their post, the Stargazers still find ways to keep themselves useful.

Though Stargazers avoid the furious, bloody lifestyle of the Garou, they can be very present in a character's life. They're often Contacts, especially if they're someone the character knew back before the tribe left the Nation. In rare cases, like if they see an opportunity to advance some agenda, a Stargazer might become a Mentor to a Garou. Depending on how others see the tribe, this could put the character under suspicion. If a Stargazer is an Adversary, it's either for personal reasons or because the player's character gets in the way of their agenda, whether they know it or not.

Stargazers and Moon Cults

For many Garou, the difference between Stargazers and moon cults is an esoteric one. They view both groups as deserters at best and traitors at worst. Both have renounced the orthodox position that the task of the Garou is to fight the Wyrm.

Yet from the viewpoint of the Stargazers, the situation looks different. They typically don't find any particular common cause among the moon cults. After all, the Stargazers are still in the fight, albeit with different tactics and with more of a focus on the Weaver rather than the Wyrm.

Still, individual Stargazers may find particular moon cults to be interesting, particularly if there are unique or unusual theological points to be explored. Who knows, perhaps the followers of Luna have a point? It would be stupid to dismiss them without finding out what they're all about.

COMMON ARCHETYPES

Characters could meet the following archetypes in a social setting.

Smooth Talker (Homid Form)

Officially, they're *persona non grata* in the region's septs. They're called a traitor and a coward, and that's when the elders are being nice. It's the sort of feelings you'd expect toward someone who used to be very close to those Garou. One thing's for certain: they can talk their way out of almost anything. Maybe that's why they stick around.

General Difficulty: 3/2

Standard Dice Pools: Physical 4, Social 7, Mental 5

Secondary Attributes: Health 4, Willpower 5

Exceptional Dice Pools: Etiquette 6, Persuasion 5, Investigation 7

Notes/Other Traits: They know Spider's Song, Pulse of the Prey (*Werewolf*, p. 150), and any appropriate Native Gifts.

Worldly Traveler (Homid Form)

She set up shop on the pack's territory a few weeks ago. She swears that she's only here for a few weeks, then she'll be out of their hair faster than they know. She tries to make a good impression with the stories she tells about faraway places and things she's seen. That doesn't change the fact that she's been speaking to the local spirits in secret. She's planning something with them, but what?

General Difficulty: 3/2

Standard Dice Pools: Physical 6, Social 5, Mental 5

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Survival 5, Insight 7, Streetwise 6

Notes/Other Traits: She knows Sight from Beyond (*Werewolf*, p. 153), Umbral Tether (*Werewolf*, p. 154), and any appropriate Native Gifts.

In Chronicles

* The sept is torn apart by a feud. One pack mocked another during a moot, and it unearthed numerous acerbic feelings between the two. The other packs are taking sides or getting interrogated as to why they're not. One of the members, tired of the fighting, approaches the pack and gives them the location of someone who could peacefully end the feud. That

someone is a Stargazer, and while they're hesitant to dive back into petty Garou dealings, they're willing to help. Their price? Help the floor workers of a known Bane-spewing industrial complex form a union.

- * As the pack prepares to raid and destroy the local branch of a Pentex front, they find a pack of Stargazers ready to stop them. The Stargazers claim they've been trying to rehabilitate the spirits in the area, and destroying the building would set back months of hard work. They promise to purify the area; they just need more time. During those months, the Umbra around the branch has grown worse and leads to disaster if the branch's noxious influence isn't halted. The Stargazer pack isn't willing to back down from their planning. They'll fight if it comes to it.
- * A Stargazer arrives at the sept, representing a group of raven shifters. The shifters propose an alliance to prevent the destruction of a nearby forest, where many of their brethren reside. The sept agrees, and the pack joins the Stargazer to meet the shifters. As they travel, the Stargazer becomes more taciturn and hesitates to answer the pack's questions as to what the raven shifters need them to do. Is this a trap? If so, who's setting it up and who is it for: the pack, the raven shifters, or the Stargazer himself?

THE LESSER ESTRANGED

When the Garou think of the breakup of the Nation, their thoughts tend to go to the great tribes like the Cult of Fenris and the Stargazers. Yet the unraveling of Garou society has occurred on the individual level too. There are lesser estranged out there, Garou who have abandoned their brethren either by choice or because they've been forced to.

The Forsworn: Sometimes a Garou forsakes their tribe and decides to go out alone (see the sidebar The Forsworn on p. 75). This can happen because they're seeking to join another tribe, but it's also possible for a werewolf to remain tribeless. In Garou society, these lone wolves are seen as sad figures, lost souls without the companionship and support of a pack, tribe and sept.

Associating with the Forsworn is often frowned upon, as if their solitary bitterness was contagious. Nevertheless, they don't quite have the same enemy status as Black Spiral Dancers, for example.

Members of Lost Tribes: Usually there's a consensus among the Garou on what the tribes are. Even hated tribes like the Cult of Fenris have histories that are part



of Garou legend. Still, there are whispers of other tribes too, either lost in the tumult of history or dreamed up by those who have spent too much time in the Umbra. One example of such a lost tribe is the White Howlers who, according to legend, fell to the Wyrm and became the Black Spiral Dancers.

If a young pack encounters a lone wolf in the wilds who tells a story of being the last White Howler, how do they know if they're telling the truth or have simply fallen to delusion? In any larger setting, such as a sept, skepticism tends to carry the day when such figures introduce themselves, although not always.

Starving Remnants: These Garou who were lost in the Umbra after their First Change are objects of fear and pity to those who understand what they are. They are reminders to the Garou of a fate worse than death, that however horrifying their First Change was, at least it didn't result in that. Some septs regard it as a sacred duty to end their tortured existences. As the starving remnants have lost their physicality, they are beyond saving, regardless of the occasional theurge's attempts to coax one into reason. Aren't they?

HOSTILES

One of the ways of measuring the strength of a people is in how they handle their enemies. As far as the Garou are concerned, these hostile groups harbor the greatest enmity toward them and always will. Nevertheless, sometimes even the deadliest foe is open to parlay.

Stolen Moons

All Stolen Moons have done something terrible to gain their power, all of them suffer because of it, and all of them despise the Garou. It's not the best foundation to establish relations, but there's no challenge a werewolf won't try.

Garou packs make deals with Stolen Moons on a case-by-case basis. The one who shifts by donning werewolf flesh gets made into a smear on the wall, but the one who made a poorly worded pact with a wolf spirit gets a chance. These deals are always transactional. The Stolen Moon must cease their enmity toward the Garou, and the pack will teach them what they can or ease their curse. Few take the deal, and even fewer commit without falling back into the same patterns of murderous rage and envy, but there are rare successes. They'll never be Garou, let alone a member of any functioning sept, but they could serve as pack lookouts, bodyguards, or contacts in obscure occult circles.

Leeches

Many Garou have heard stories of vampires hiding among the humans in cities. Typically in these tales, the so-called leeches are all servants of the Wyrm, spreading poison wherever they go. For this reason, destroying bloodsuckers is not particularly controversial among werewolves. It's usually seen as part of the fight against the Wyrm.

However, when a Garou meets a vampire, there isn't necessarily anything particularly Wyrm-like about the undead. They are hunters the same as the werewolves and some might even agree to the Garou agenda, or at least pretend to. Because of this, it sometimes happens that the Garou end up talking with the enemy.

IN CHRONICLES

- * An iconoclastic Glass Walker comes up with a radical new plan: Use the resources of the enemy against them! Vampires are known to be selfish and craven, but they also apparently have a lot of political connections. Would it be possible to strong-arm or bribe vampires to use their clout to sink legislation sought by a Pentex front?
- * Both the vampire and the werewolf feel the forbidden attraction of getting intimate with the enemy and start a forbidden liaison. If one of them is a player's character, feel free to complicate things to your heart's content as both vampire and werewolf societies seek to judge, terminate or exploit the love story the moment they find out about it. Remember too that a vampire who professes undying love may well be lying, as is their habit.
- * A desperate vampire is seeking shelter from the local sept. They tell a story about how they were made into a vampire against their will and then got condemned to be destroyed simply because the city had too many vampires. They'd heard something about werewolves from another vampire, and decided to seek them out. After all, every other leech seemed afraid of them. For the Garou, this presents a puzzle. They can destroy the poor bloodsucker, but perhaps there is a way to benefit from their plight?

Humans

Some humans know about the Garou and wish them ill, but that doesn't mean the Garou can't talk with them. The question is, what can be accomplished through such interaction?

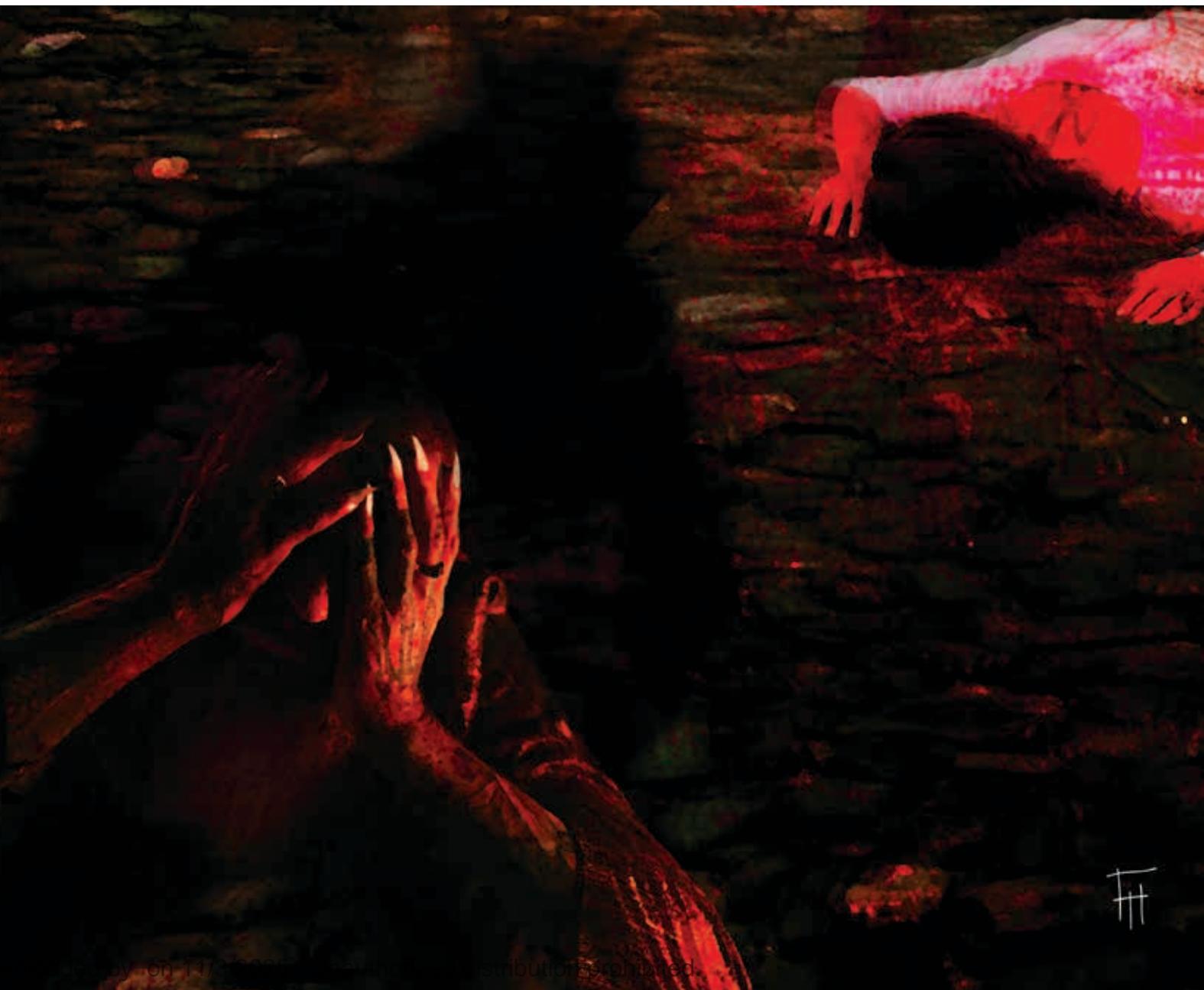
MONSTER HUNTERS

Of all hostiles, monster hunters are the easiest to establish relationships with, although doing so isn't without complications. Not all hunters are hunting werewolves specifically, and sometimes encounters occur when both parties are on the trail of the same enemy. Charisma and carefully explaining the Garou's situation could even convince a hunter to join their cause.

Some hunters belong to organizations and are only in it for the paycheck. Packs and septs with solid ties to human institutions can make collaboration worth a hunter's while or even influence or infiltrate their organization. In these cases, hunters can work with the pack as their eye into the world of other supernatural creatures, a helpful if ignorant ally during a hunt, or as an early warning system for hunters looking for werewolves.

Partnerships with monster hunters are highly dangerous. A hunter may not be hunting werewolves today, but that changes tomorrow. The "understanding" monster hunter only needs to see their ally go into Frenzy once before changing his mind on the feasibility of an alliance. Organizations follow the money, and the sept is raided weeks later. Some hunters cannot be reasoned or bargained with but can still pretend to be friendly to catch a pack with its guard down.

Like in all relationships with hostiles, a werewolf must accept that, at best, collaboration with a hunter is only temporary. A Garou who cannot harden their heart toward monster hunters at a moment's notice will see it torn apart by silver-tipped buckshot when they least expect it.





Project Twilight: The FBI's Special Affairs Division used to have something called Project Twilight (see **Werewolf**, p. 289) before it was officially shut down. Yet somehow, it seems like Project Twilight is still operating. It boasts the best knowledge of the Garou among any law enforcement or intelligence agency, although their ideas of what the werewolves are are still garbled and confused.

Although Project Twilight is as much of an official enemy as the Garou have, an enterprising philodox might still attempt to reach out. After all, it would be nice if all those government hit squads would go and trouble the Black Spiral Dancers instead of the Garou. A truly brave or overconfident ragabash might even consider trying to infiltrate Project Twilight for the purpose of changing its aim from within. Only, what happens when they realize that a Project Twilight analyst has a kid who's actually Kin?

CULTS

Humanity doesn't necessarily need the Garou to interact with the supernatural. These encounters leave a mark that often gets rationalized or explained away, but not always. It's possible for humans to get just far enough to form the basis of a cult.

Of course, there are cults aplenty with no supernatural component at all. Still, sometimes there really is something out there that the cult has glimpsed in its own erroneous way. The more benign, from a Garou perspective, of these are the Gaia cults (see the sidebar on p. 45) based on imperfect knowledge of the Garou themselves. Others may involve Banes or even trying to purposefully twist oneself into a fomori.

Dealing with these cults has its complexities because while they often act against Garou interests, their lack of knowledge gives the werewolves new options. An enterprising ragabash or theurge might consider playing into the cult's theology and impersonating a supernatural entity to change the direction of the cult completely.

Sometimes both members of Bane and Gaia cults turn out to be Kin, ensuring that they enter Garou society with a lot of confused notions concerning what it's all about.

Enlightened Society of the Weeping Moon: A secret society with all the pageantry that entails, with roots going back to the 19th Century in both the U.S. and Europe. Although the Society is well past its prime, individual chapters of often elderly members still keep it going. The Society has a spiritual framework focused on the image of the Moon as a purifying presence which will one day descend to the Earth.

From a Garou perspective, the trouble is that in practice what sounds like a cult devoted to Luna is in reality based on garbled ideas from the Black Spiral Dancers, with the Wyrm itself replaced by the figure of the Moon.

The Society tends to have one of two faces: Deluded cultists who are easily impressed by any sort of real supernatural power, especially from creatures such as the Garou, traditionally associated with the Moon. Or alternatively, aged Bane-worshipers whose genteel politeness hides a virulent hatred of anything that comes between them and the destroying power of their pale deity. The first can be dealt with without bloodshed. With the second type, it's a lot harder.

COMPANIES

Sometimes it happens that Garou in their human life, a friend, or a relative is an employee someplace harmful. Everyone must eat, and one cannot always afford to be picky. Such a company does not need to even be a Pentex front. Plain human greed and hunger for power is quite enough motivation for skirting environmental regulations, abusing the workforce, circumventing embargoes to dictatorships, or engaging in financial graft. This is true in both public and private sector and every industry from arts and entertainment to mining and manufacture.

To some hardliners, such employment is anathema and living homeless off the land (or the street) is preferable to being an accomplice to the slow murder of Gaia. Most take a more pragmatic approach, rationalizing to one extent or another. Whatever damage the company is doing, it would do anyway, and the rent doesn't pay itself. There is no ethical consumption under capitalism.

And some take a more cunning approach — after all, employment means access. It means keys, passwords, and knowledge of where the CCTV cameras are and who works late. A friend on the payroll is an asset. Being there oneself means being in that much better position to sabotage and destroy. Some particularly enterprising Glass Walkers could even seek to rise high enough to subvert the company.

Of course, Garou are nothing if not beings of rage, and a werewolf working a humiliating job for a boss who enjoys abusing their power is gambling with their self-control. Not coincidentally, it has also been the setup for more than one First Change.

SPIRITS

Spirits, at least the sapient ones, are social creatures. They interact, they organize, and they plan. They have friends, or they at least play favorites. They hold rivalries and grudges. Each spirit is its own individual, even if they're bound to certain aspects tied to their nature. In the Umbra, no one lives in a vacuum.

Werewolves do not truly belong in the Umbra, just as they don't belong among the humans and wolves they were cleaved from. Still, the connections a sept makes in its local portion of the Spirit Wilds can define it just as much as its connections to the physical world.

The Social Landscape of the Spirit Wilds

Just as there's no place in the physical world that's completely one thing, there's no section of the Umbra that's only spirits of envy or lightning. In a reflection of a pasture, animal spirits exert their influence on their physical reflections and re-enact the cycle of predator and prey. They negotiate with the spirit of a nearby stream to ensure their charges are nourished. They work with the field spirit to coax a passing wind spirit to send a breeze to spread grass seeds to a new patch of land.

Add in spirits that are reflections of concepts, and the landscape diversifies. Hunting spirits watch the predations of animal spirits with glee. An emissary of Helios dries out another patch of land just in time for the breeze to spread more seeds to it.

Even deeper in the Umbra, where the environment is less defined by the physical realm, spirits form communities. Spirits of the very concept of knowledge keep sprawling libraries of inhuman architecture inhabited by spirits of emotions, spirits of actions, and pattern spiders to keep things organized. The Celestines have their palaces from which they mobilize the lesser members of their hierarchy. The Triat have places in the Spirit Wilds to call their own—as much as anything in there can be a place—where servants of all kinds do their bidding. How else could something like the Black Labyrinth exist?

The Umbra cannot be mapped out, and there certainly aren't any borders dividing it aside from arbitrary ones created by spirits of division (or nationalism, or walls, or anything that separates.) Still, many Garou refer to the hierarchy of spirits in their vicinity, usually centered around a caern for ease of reference, as a court or something similar.

Courts are not only subject to the existing spiritual hierarchy but also organized into a looser social hierarchy.

Unless a court is entirely populated with free-willed spirits, who tend to organize in ways similar to human governance systems, this social structure is an elaborate order of operations determining which spirit gets the first shot at fulfilling their duties. Spirits with the strongest reflections in an area get priority, then any regulars, and then passersby. Spirits obey this hierarchy until it gets in the way of their job, upon which they'll resort to negotiation, threats, or searching for ways to achieve a higher status in the hierarchy.

Courts are always in flux. The Umbra changes both in response to physical reality and its own internal shifts. If someone builds a condominium on a pasture, a legion of new spirits pour in and evict those who can't find an excuse or a way to stay. A Bane spirit's arrival always heralds a turn for the worst in a court. Any responsible sept member must keep a close eye on these changes; no one knows when they could be dangerous for the Garou.

The Court and the Sept

A functioning sept is familiar with its court, but the inhabitants of a court don't have to be familiar with the sept. They likely prefer not to be. Garou are dangerous beings. They're just as likely to tear spirits apart as they are to let them be. Worse still, they can trick or force a spirit out of their defined tasks and onto some new patch of land or a physical object to be used into perpetuity.

Spirits are ambivalent toward werewolves for historical and personal reasons, but that doesn't mean they don't see them as useful. They act in both worlds, giving spirits access to things they'd otherwise have to possess something physical for. They're willing to fight, which is a boon to spirits that either don't want to or are utterly incapable of it. Most importantly, werewolves depend on spirits to learn or enhance their spiritual powers. Even the humblest jaggling discerns how much leverage they can bring to a negotiation. Therefore, there are always spirits in a court willing to make deals with sept members. In turn, a newly formed sept will want to establish relations with the spirits of a court as soon as possible. No one is closer to the pulse of the land than the spirits on it. They can be the sept's eyes and ears or the canary in the coalmine in more dangerous lands.

An ideal relationship between a court and a sept is based on mutual respect, which is rare. Balancing the desires of a court's spirits is tricky, as they're often contradictory or even appear immoral to a sept's packs. A pack accidentally offend some court member they weren't aware of until they crossed it. Some spirits may decide to pull a deal because of a change in season or purely for



fun. In the old days, large septs grew arrogant, treating spirits as little better than cattle. The spirits of these courts haven't forgotten the past, and new septs might have to deal with the baggage of what came before the Garou Nation's decline.

In practice, the relations between the spirits of a court and the packs of a sept are a never-ending power play. A court with the gentlest spirits is always aware that the sept are just guests in their territory. A sept with the kindest werewolves always remembers that they have the monopoly on violence when push comes to shove.

Bonds and Gifts

While relations between courts and septs are often chilly, things warm up between individual spirits and werewolves. No two spirits within a hierarchy are alike, even if they have the same exact function and no free will of their own. Each has its quirks and desires. The spirit of a lake takes a break from its toil to watch humans jet ski across it and wonders for a moment what the sensation of speed must feel like. A thinking machine spirit within a printer jams its charge when a particular employee comes along because he always puts his coffee far too close to the control panel.

These unique qualities are the basis of a bond between a werewolf and a spirit. The Garou can relate to them or at least use them to enter a spirit's good graces. This is most true with free-willed spirits with full personalities and desires extending beyond their domain. Offering to fulfill a long-held desire or noticing how an individual spirit is different from the rest is a great way to get their attention.

If a werewolf wants to establish a bond with a spirit, especially if they'd like to receive the spirit's Gift, getting its attention is only the first step. Spirits best understand action and duty, so they often test strangers by asking for things. These could be tasks to make the spirit's task easier, experiences or objects they've wanted for a long time, a path to climb the spiritual hierarchy, or a sign that the werewolf will treat the spirit with respect.

Lower-ranked spirits are easily impressed, and one task is all it takes to make a bond. Higher-ranking spirits might want two, three, or more tasks done before considering a werewolf's request. Either way, the spirit learns more about the werewolf and vice versa. Elements of the spirit's nature leak into the developing relationship: a competition spirit treats the werewolf as a friendly rival or a knowledge spirit sees the werewolf as a pupil.

Under ordinary circumstances, a spirit teaches a Gift when it's ready and no sooner. A spirit could be threatened or coaxed into teaching the werewolf, but if that wasn't supposed to be how the Gift is taught, they won't forget what happened. If it occurred in the court, word might get around. A werewolf could lose their Renown or a pact the sept made could be broken because of it.

Spirits teach Gifts in ways relevant to their nature. A cat spirit might teach a Gift by inviting the werewolf for a prowl. A havoc spirit pulls a prank, leaving behind clues for the werewolf to piece together how to do it. When a werewolf learns a Gift, it's a sign that both wolf and spirit have made an informal pact.

While a werewolf no longer needs to speak to a spirit once they've obtained their Gift, most maintain relationships with them. In the harsh Umbra, allies are hard to come by. Some even take their bond further, making a full pact that allows the spirit to come to the wolf's aid when summoned. From there, the relationship between a werewolf and a spirit can take all sorts of directions, from a master-student relationship to a formal partnership or even a kind of friendship.

In Chronicles

- * A visitor from another sept arrives to help end a long-time feud. She accidentally offends a powerful animal spirit in the pack's local court. The spirit influences its charges to attack innocent people, and it won't stop until the visitor is humiliated and banned from returning to the sept. The pack must find a solution that eases the spirit and finally ceases the feud.
- * The sept's caern survives a terrible fire thanks to the pack's efforts. The physical recovery is going well, but the court is falling into chaos. Incoming growth spirits are clashing with still-remaining devastation spirits, and the locals are jockeying to see who rules the new social hierarchy. A spirit known by the pack asks them to help restore order to the court.
- * After the death of a sept member, a nearby river stops flowing. The pack investigates and discovers its spirit taught the deceased member a Gift, and they've known each other for years since. It's experiencing grief for the first time in its existence, and it doesn't know how to process it. Can the pack help it manage its newfound emotion and get the river flowing again?



FF



Bane Spirits and Fomori

As servants of an out-of-control Wyrm, Bane spirits and fomori are the Garou's greatest enemies. The idea of speaking to them, let alone making deals with them, is the subject of years of cautionary legends. It's well established in Garou society that it's folly.

Like all things Garou society considers folly, this means werewolves try it anyway.

It's not a completely terrible idea. Bane spirits seem compelled to do the Wyrm's bidding, but they often have other, more exploitable desires and impulses as well. Some fomori are sapient enough to see reason. Legends tell of the possibility of reverse possession. A Bane spirit tries to take a human, but either fails to wholly consume the human's mind or is consumed by the human's mind instead. The result is no less monstrous and most likely still serves the Wyrm, but a human's personality might be easier to work with.

When Garou establish relations with Bane spirits and fomori, it's done in utmost secrecy. They're either "snitches" for the Wyrm's forces, victims the pack knows personally and hopes to redeem, or subjects for scholarly Garou to interrogate about the Wyrm's current state. In any case, it's a dangerous ploy. Expulsion from a sept is the lightest punishment if these relations are discovered, and it's very possible the Wyrm's spawn are luring the pack into a false sense of security.

OTHER SHIFTERS

There's little love found between the Garou and the mysterious shifters living in the secret corners of the earth. In the days of the united Garou Nation, there were overtures at organizing shifters into an auxiliary army to align with the grand goal of saving Gaia. This was based on the myth that every kind of shifter once served a purpose in Gaia's war against the Wyrm. Combining their talents with those of the Garou to slay the Despoiler's spawn should assure victory. But these efforts were doomed from the start. Some shifters already had organization and weren't interested in the rigid boxes Garou tradition brought with them. Others had vastly different views on the Umbra and the Triat — some not even believing in such concepts. Even many Garou questioned the myth's validity, openly speculating which galliard should be held responsible for spinning such tall tales. The failed effort to become one army and defeat the enemy is one way to explain the state of things.

Others believe the shifters keep their distance because of a great wrong brought upon them by the Garou long ago. The bear-shifters say their people were massacred in an ancient war led against them by the Garou in alliance with other shifters. Others, like the rat-shifters, suggest that much of their society and beliefs were stolen from them and others like them.

Whether their peoples were diminished by murder, theft, or forceful attempts at assimilation, elder shifters have long taught their young to keep their guard high around the Garou. The Nation's shattering hasn't eased these tensions, but it's opened opportunities that weren't there before.

Shifters follow their own agendas first and foremost, but when these align with the Garou's, they're not above establishing temporary alliances. Younger shifters are most comfortable with this idea. While they won't join a local sept anytime soon, a pack or an individual werewolf might have a shifter Contact or have cordial ties with a single shifter or shifter pack in an area.

Any Garou willing to deal with shifters should take great care to apply the same caution that the shifter exercises. With rare exceptions, shifters are fair-weather friends on good days, deadly enemies on bad ones, and might serve the Wyrm on the worst ones.

You can find information about crow and spider shifters in [Werewolf](#).



Bear Shifters

Bear-shifters flip from fantastic allies to dire liabilities in the blink of an eye. They're slow to anger, but when the rage finally boils over, it ends in collapsing buildings or mountains of corpses. Precisely what that boiling point is depends on the shifter. For most, it's when someone threatens their territory or loved ones, which they'll defend with their very lives. For older bear-shifters, other shifters quickly push them to their limit, especially the Garou.

Bear-shifters often have a knack for healing, and legend states that Bear herself gave them a Rite that resurrects the dead. It was this, the older ones say, that the shifters of the world craved and slaughtered them to near extinction for. Whether this Rite exists or is an exaggeration of their medical prowess is a mystery.

General Difficulty: 4/3

Standard Dice Pools: Physical 7, Social 6, Mental 5

Secondary Attributes: Health 6 (Enhanced), Willpower 5

Exceptional Dice Pools: Brawl 8, Gifts 6, Medicine 7

Notes/Other Traits: The bear-shifter knows the following Gifts: Defy Death (*Werewolf*, p. 160), Mother's Touch (*Werewolf*, p. 153), and Snarl of Challenge (*Werewolf*, p. 162).

Bear Form: The bear-shifter can transform into a bear as a minor action. In this form, the shifter gains a three-dice bonus for all Strength-based tests but suffers a three-dice penalty for all Resolve-based tests.

Hibernation: The bear-shifter falls into a deep sleep for a number of days equal to its current Willpower, healing 2 Aggravated physical damage for each full day slept. Only taking physical damage of any kind awakens the target. The shifter may induce this healing coma in others; using it on unwilling targets requires a successful Gift test versus the target's Wits + Occult. If induced in werewolves, the duration is a number of days equivalent to their Rage rating when they fell asleep, and they awaken at Rage 0. This may only be used once per story and violence awakens the target in this instance as well.

Rat Shifters

There is never just one rat-shifter. When a Garou's flashlight catches one pair of glittering eyes in the darkness, two or more aren't far behind. Rat-shifters find each other in ways only known to them, and they live as packs in underground networks, abandoned homes, and anywhere else that's beneath most people's notice.

Rat-shifters share many ideas with Garou society, including a belief that the Apocalypse is either imminent or has already arrived. They're not interested in fighting it; they plan to outlast it. They snatch up spiritually powerful territories and turn them into nests, robbing them from other shifters if necessary. When it's all over, and the Triat returns to normalcy — whatever that may be — the rat-shifters emerge as survivors, maybe even rulers.

General Difficulty: 4/3

Standard Dice Pools: Physical 5, Social 6, Mental 5

Secondary Attributes: Health 5 (Enhanced), Willpower 5

Exceptional Dice Pools: Animal Ken 5, Gifts 6, Streetwise 7

Notes/Other Traits: The rat-shifter knows the following Gifts: Beast's Fealty (*Werewolf*, p. 156, for rats), Between the Cracks (*Werewolf*, p. 167), Odious Aroma (*Werewolf*, p. 166).

Rat Form: The rat-shifter can transform into a rat as a minor action. In this form, the shifter gains three dice for all Dexterity-based tests save for any action requiring the precise use of human hands. In exchange, the shifter loses three dice to Charisma-based tests.

Keening: By winning a Gift test at Difficulty 3, the rat-shifter calls a number of packmates equivalent to the margin to aid them, at minimum one. They arrive at the start of the next turn. If it's narratively impossible for other packmates to arrive, the shifter calls a swarm of rats instead.

IN CHRONICLES

- * A Cult of Fenris raid on the players' pack left an ally critically injured. The pack gets word of a rural doctor nearby who works nights and treats patients, no questions asked. If the pack can avoid the still-lurking Fenris cultists and get to him, the bear-shifter doctor is willing to provide treatment. He might need some extra incentive when he learns they're Garou, though.
- * The players' pack tracks a fomor into a sewer and finds a new obstacle: A group of rat-shifters has made this section of the pipes their nest, and they see the werewolves' presence as an invasion. Can they clear up the misunderstanding before the fomori escapes?
- * A spider-shifter arrives at the pack's home caern, searching for a long-gone sept member who used to live there. The member pledged to aid the shifter years ago in exchange for safe haven at their caern,

and it's time to pay up. Hunters raided the spider-shifter's last home, and if that sept member can't help them find a new one, the pack's caern will have to do.

From the "Van Hausen" Rite Notes

Notes from a genteel, traditionalist pack with a storied past among the Garou.

RITE OF THE SHADOW PASSAGE

(WEREWOLF, P. 182)

A high place where Falcon sees. Three old mirrors broken by accident. The pack placed at cardinal points, divide shards and lay them as streams of silver –intoning with each placement.

Use a language of your choice, but old is better. Each wolf speaks one word in turn. After the word, a shard is laid down.

If two speak at the same time, all shards are removed, and you begin again from FALCON. No other words.

The last shard must be bloodied by wolf or sacrifice.

When the last shards meet and you look into pack eyes and repeat the ten words again, we are in shadow.

FALCON, UMBRA, WINGED, DEEP, SILVERFEATHER, EARTHBLOOD, SPIRITEYE, MOONSHADOW, PATH-OPENER, TURN US INSIDE OUT.

When concentration flags, remember the breath of Gaia and use sage to purge before and after.

RITE OF TALISMAN DEDICATION

Night. Auspice Moon is best. Pack strips naked, and the wolf in question places her raiments in a running stream.

The celebrant wolf washes herself downstream from the raiments, beginning with her feet, intoning the appropriate words. As she speaks, the pack all touch a paw (left) to the stream upstream from the garments, echoing the words in howls.

FALCON (hands), MOON (face), [celebrant's AUSPICE] (heart), HELIOS (head), [PREY- SPIRIT] (abdomen), OAK (legs), GAIA (feet).

The return howls begin soft.

When the celebrant wolf is clean, the Ritemaster bleeds/spits/urinates into the water upstream, so the essence of the raiments wash over the wolf celebrant mixed with the pack-scents.

The naked celebrant wolf shifts form to lupus, gnawing and tearing the raiments while whining to PEACOCK, CUCKOO, CHAMELEON, NESTING BIRD, or appropriate other spirits.

The celebrant wolf shifts to homid and bleeds/spits/pees on raiments while intoning:

SPIRITSKIN, WEAVE-PELT, ARMOR, DRAGONSkin, STREETSKIN, MEATSKIN, TALISMAN

The return howls are more violent now and the pack tries to steal nip, tear, and rend the raiments. They must be vigorously defended.

The celebrant wolf dons the first raiment, fending off the attackers, intoning GAIA (shoes/socks). She re-names them: "By Gaia I name you HINDPAW." Continue until all raiments are named after the wolf body.

The howling and mock attacks become increasingly aggressive until the last garment has been donned. Then, it stops abruptly. The pack remain naked and greet the celebrant wolf as a packmate according to station in the wolf way; signifying that the clothes are now the celebrant's fur.

Clothes in a shade matching the fur of the celebrant in lupus form is always easier to make a Talisman.



APPENDIX

SYSTEMS

NEW MERITS AND FLAWS

LOOKS

Flaw (•) Stench: Your breath and body odor are supernaturally foul, reminiscent of wet dog and sweat socks. Even Bone Gnawers object to your stink. You can take minor steps to minimize the stench, such as splashing on plenty of cologne, but that causes other problems. Lose one die from seduction and similar Social dice pools, and lose two dice from Stealth pools against opponents who can smell, unless you are upwind.

Flaw (•) Transparent: For whatever reason, you aren't a good liar, and it shows. You either have a terrible poker face or your parents instilled in you a strong urge to be truthful even when it hurts.

Lose one die from any pools requiring Subterfuge. You cannot gain dots in Subterfuge.

RITES

- **Improviser:** You suffer two dice less penalties for performing Rites in suboptimal conditions.
- **Moot Caller:** Select 5 social rites, you've mastered them. If allowed during a moot, you can assist in any rite so long as it is performed at a moot or substantially similar gathering of Garou.

•• **Rite Master:** You add +1 die to any dice pools involving Rite knowledge or performance.

OTHER

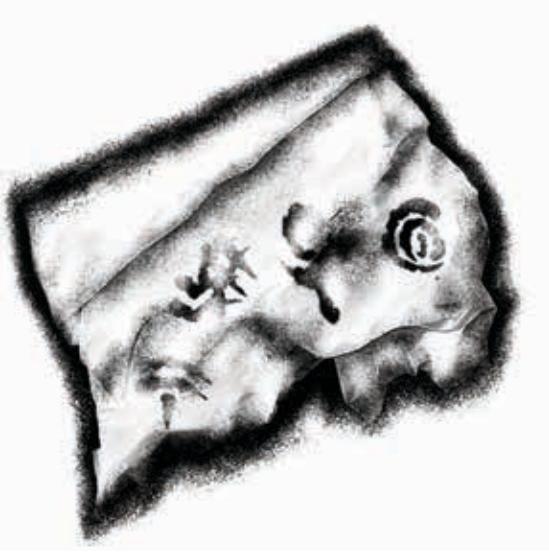
Flaw (•) Knowledge Hungry: You always feared that you wouldn't have the time to learn everything you wanted about what's truly important. Well, that's one problem solved. The time to learn is not always now, though—you regretfully put a bookmark in your studies and attend to more life-threatening matters.

At character creation, pick a topic that your character hungers to study. When your character comes across books, tutorial videos, college seminars, or other methods of learning about their chosen subject, make a Willpower test at Difficulty 3 to resist chasing their obsession.

MYTHIC FLAWS

Flaw (••) Additional Ban: Whether you renounced your tribe, tried to join a second, or have just been touched by a tribe's patron, you labor under a second Ban.

Choose another tribe and suffer its Ban as well as the one from your actual tribe. The Storyteller can prohibit this Flaw if the second Ban would cause problems for, or lack impact in, the chronicle.



PACK MERITS AND FLAWS

These Merits and Flaws are usable with the Pack system.

• to •• Bolt Holes: The pack's territory covers an unusually large (or confusing) area. While controlling so much territory can be a logistical challenge at times, the advantages far outweigh the drawbacks. Every dot in the Bolt Holes Merit (to a maximum of three) gives the Pack a bonus die when trying to escape detection or evade pursuit when within their territory.

This Merit may play into other dice pools at the Storyteller's discretion.

Flaw (•) Bullies: Your pack is associated with a dangerous time when a tyrant or madman held some authority within the sept. Whether willingly or not, your pack enforced their will and many have not forgotten. The pack has a one-die penalty on all Social dice pools (except Intimidation) when dealing with other Garou in the region. This Flaw does not apply to dealings with their old master's cronies and henchmen.

Flaw (••) Custodians: The pack has a particularly odious or inconvenient responsibility within the sept. While they gain no renown or compensation for taking on these duties, if they ever fail or shirk this responsibility, they risk chagrin or even death. The exact nature of this responsibility is left up to the pack and the Storyteller to devise but common custodial tasks include cleaning up after sept parties or the caern(s) in general, checking on weakened or ornery elders, babysitting young Garou, or placating local spirits.

If the pack should ever fail at their task or refuse to do it, they all suffer from chagrin.

Flaw (••) Under Siege: Your territory is under attack and the sept seems content to let you handle it without their

aid. The nature of your antagonists is up to the pack and Storyteller to decide: Black Spiral Dancers, the Cult of Fenris, a Pentex front, werewolf hunters, vampires, or perhaps a rival pack. These invaders constantly test your defenses and capture key pieces of your territory without resorting to open violence or lifting the Veil. Once per story, the Storyteller can reduce your pack's Territory to one dot or deny the usage of one of your pack Merits or Backgrounds as your rivals attempt to chisel your territory out from under you.

NATIVE GIFT

Total Renown 1

THE HOWL CARRIES

Many wolfborn who eschew technology send messages the old fashioned way, by howling. With some supernatural assistance, their families in the area carry that howl for miles. For the informational potential content of the howls, see the relevant section on p. 41.

Renown: Wisdom

Cost: 1 Willpower

Action: Free

Pool: —

System: The Garou steels themselves and howl loudly. That howl is picked up and repeated by mundane wolves who travel some distance and then repeat the howl until the sun next rises or sets. Any Garou within a few miles recognizes the howl as unusual (including Garou unknown to the howler), as do some spirits. Humans, however, have no chance of intercepting the message. The message is heard sporadically, and the supernatural force of the Gift ensures the howls carry further than normal to the Garou's ears.

If the Garou also makes a Rage check while howling, the effect can be limited to the bawn of a caern they are within.

This Gift is taught by a wolf spirit or any spirit known to be loud or communicative.

Duration: Until dusk or dawn

LORESHEETS

These Loresheets detail well-known Garou. If a player's character has Advantages from one of these Loresheets, consider featuring that character in your game. All of these Loresheets are to be used at the discretion of the Storyteller, depending on what fits into their chronicle.





AINO "LIL' GAIA" METSÄLÄ

A Red Talon Ragabash, this Finnish activist had her First Change only recently but has already become legendary in the fight for Gaia. Even before she knew her true nature, she was telling as many people as she could to put aside their hunt for success, professional achievement, happy picket-fence family life, and new pop-star controversies to focus on the only thing that truly matters: stopping climate change and biodiversity loss before it's too late. Becoming a werewolf has turbocharged her mission.

Aino has successfully advocated for her goals both among humans and with the Garou. Her NGO, Gaia First, has plenty of members, and they organize demonstrations, civil disobedience, and social media campaigns to inform the populace and to demand that governments and corporations act according to their aims.

Aino considers the Weaver a bigger threat than the Wyrm. Some claim she's a Stolen Moon. Others say there's no proof of this; it's just prejudice against her uncompromising nature. Many have seen her change into a tawny Eurasian wolf. She considers Trailblazer a traitor to Gaia.



- **A Gaia First Member:** Apply a bonus die to all tests when working against the Weaver or its agents. If you travel by plane, litter, pollute, or eat industrially manufactured meat, you take a one-die penalty to all tests for the rest of the session, cumulative with similar penalties from this Loresheet.
- **Networked:** In any city, you can call on the Gaia First network for a Safe House for one night or local insight. The network is worth two dots in Allies. Any attempts to find you by the authorities or your enemies get a one-die penalty. But they'll try because this also counts as a Flaw: Dark Secret (-).
- **Devotion to the Cause:** If you have another engagement

- (such as a date or a work shift) you skip to fight the Weaver or the Wyrm, you gain a two-dice bonus to all tests during that scene. You also suffer whatever repercussions come from taking a raincheck (breaking up, losing the job), of course. If you travel by plane, litter, pollute, or eat industrially manufactured meat, you take a two-dice penalty to all tests for the rest of the, cumulative with similar penalties from this Loresheet.
- **Committed Activist:** You can call on the Gaia First network to raise a protest the shape of which depends on the circumstances. In a city you'll have people on the streets with placards while in a forest you'll have activists shackling themselves to forestry machines. The protest

involves a maximum of 30 people and is non-violent. The activists try to escape if the conditions became life-threatening. This can be used once per story and requires a Difficulty 3 Charisma + Politics test.

- **Fire Marshal:** You're Aino Metsälä's confidante, and a fully-fledged member of the board of Gaia First. Once per story, your influence decides what attacks, demonstrations, sit-ins, or smear campaigns are directed at the enemies of Gaia First. These assaults range from distracting to debilitating, but Storytellers are encouraged to embrace their impact. You maintain plausible deniability over these attacks but the target know's it was you, even if they can't legally prove it.



ALEJANDRO "VAPORFANG" MENDOZA



The Wyrm has its nasty, corrupting tentacles in every aspect of society, from schools and churches to militaries and governments. This taint is hidden under many layers of secrecy, classified documents, password-protected files, and locked vaults. Usually, they remain unknown forever. Unless someone like Vaporfang, a Bone Gnawer galliard, comes along, hacks into databases, and leaks information to the public.

Some consider him a traitor to his country. Others consider him a hero of free speech and democracy. For most Garou, the question is much more clear-cut: He was protecting Gaia from the Wyrm. (But some Glass Walkers say he was attacking the Weaver and actually making everything worse, which means his relationship with his old pal Trailblazer is strained at best.)

Vaporfang grew up in Bolivia and changes into a maned wolf. He is currently serving 35 years in prison in the United States, sentenced for nineteen crimes, including espionage and conspiracy.

You need to have at least two dots in Technology to take this Loreshow and cannot work for the government or a Pentex front.

- **/access:** Once per session, you can add two additional Rage dice to Technology rolls related to computers, the internet, coding, data mining, hacking, networks, phones, or surveillance systems, or to Investigation tests if the investigation is conducted online.
- **/join:** You know the right protected forums and anonymous group chats for asking about very specific things. Once per session, you can ask for people in there to conduct a Denial-of-Service attack, a character assassination, rumor spreading, or even phish a password. You obviously need to be able to get online to do this. For this purpose, these contacts are considered three-dot Allies.

- **/whois:** You can find out almost anything about anyone or anything through your contacts, your access to databases, and your ability to hack networks and social media accounts. Once per story, you can add four additional dice to an Investigation test if the investigation happens online.
- **/override:** You can talk to machine spirits in digital devices as if you had the Glass Walker Gift Control Machine. They will attempt to follow your wishes once per story with no test required, as long as no harm comes to machinery. The Storyteller has the final say in what they are able to perform.
- **/chmod:** Once per story, you can publicize any piece

of information (false or accurate), and it will be spread on internet forums, stored on wikis, published on the front pages of newspapers, discussed on talk radio, and joked about on television. This can have serious effects on politics, brands, public images, personal relationships, and many other things, at the Storyteller's discretion — whilst falsities may be eventually discredited, the damage never truly fades. Whoever controls the media controls the world.





JONAS ALBRECHT

Born to a family of poor Polish immigrants in Vermont, he worked in oil refineries across the United States. When his change came upon him, it forever altered him. He became Jonas Albrecht, a fearless Silver Fang warrior, protecting other Garou and fighting the forces of the Wyrm, including his former employers.

Jonas Albrecht, a Silver Fang ahroun, quickly rose in the ranks of the Garou and finally became the legendary king of the Garou Nation. Stories of his exploits are sung at moots around the world, and several Legendary Rites allow werewolves to follow in his footsteps.

He epitomized the glory of the Garou Nation. He was the Garou Nation. And then, as the Garou Nation was broken, he broke, too. Now he exists as a remnant of better times, barely alive, too weak to change, and fallen to harano. Few even know he still lives. All his followers have forsaken him, save for the handful who still believe the Garou Nation could be remade, and try their best to convince Jonas Albrecht to believe this as well.



- **Memories of a Broken Nation:** You wallow in nostalgia for the glorious past of the Garou, which you know will never return. Once per session, you can add your Harano score to your dice pool.
- **Sharing the Dream:** You tell stories of Jonas Albrecht and the Garou Nation, seeking the support of others in finding inspiration there. You share your memories and dreams with them. Build confidence and relationships. Find the lingering flame within them and help them heal. Once per session you can take 1 point of Harano for yourself from someone else. When assisting a skill test, add two dice instead of one.
- **A Slim Chance:** You set small goals and plan for Jonas

- Albrecht's return as one of his lieutenants. Once per session you may make a Harano test, suffering Aggravated Willpower damage equal to the number of failed dice, and heal 1 point of Harano. When defending the old ideals of the Garou Nation, Jonas Albrecht, or some similar goal, you gain one additional die for all tests.
- **Fighting Spirit:** You have already lost everything, so you can go all the way. Return and rematch as you, the champion, return to the ring to reignite the flame as Jonas Albrecht's general. Once per session, you can take 1 point of Harano and change it into Hauglusk. When defending the old ideals of the Garou Nation, Jonas Albrecht, or some similar goal, you gain two additional dice for all

tests. (This does not stack with A Slim Chance, above.) You have followers locally worth two dots in Allies.

- **Mended Nation:** All true Garou look to you for leadership and gladly join in your cause, which was the cause of Jonas Albrecht before you and the previous kings and queens before him. Will you be the one to mend the nation? Will you be the monarch of the reforger Garou Nation? Once per session you can take 1 point of Harano or Hauglusk to gain a four-dice bonus to any test.



LIU "RETURNING MAIDEN" AIHAN

Liu Aihan grew up in Shanghai and trained as a physician and a pilot. With the ascent of the China Manned Space Program, she became a taikonaut on one of the Shenzhou flights. She changed into a Mongolian wolf for the first time when orbiting the Moon and felt an immense connection to Luna herself. Since then, she's dreamt of a great pilgrimage, a trip to the surface of the Moon where she'll finally touch the face of Luna. Perhaps one day.

Her wolf name, Returning Maiden, references the Chinese moon goddess Chang'e.

The Galestalker Liu Aihan has no auspice since lunar phases only exist in relation to Earth. When orbiting the Moon, they all exist simultaneously. Some consider her a theurge in service to Luna, others a galliard spreading the wisdom of science, but she has a ragabash way of questioning otherwise accepted truths, renders judgment like a philodox, and is fierce in battle like an ahroun.

When off-duty from the space program, she travels the world, teaching other Garou about Luna and how they can shed the limits of their auspices. Some call her a Moon cultist or a Stargazer; others call her an enlightened teacher. According to the rumors, she never suffers the pangs of rage.



- **Moon Cultist:** You've heard Returning Maiden talk and have found wisdom in her words. You may learn one Gift from those of another auspice, either instead of your starting Native Gift or by spending Experience during a chronicle.
- **Constant Flux:** You are able to count as another auspice for the purpose of a Rite, Legendary Rite or other ceremonial purpose, though any auspice-related test required is done at a +1 Difficulty.
- **Lune Speaker:** By meeting Liu and speaking to her at length you have gained a closer understanding of spirits associated with Luna. Gain two bonus dice on any test related to lunes and other spirits of Luna (including Luna herself), except when in conflict with them.
- **Mercurial:** There is something deeper in your relationship with Luna than usual among the Garou. Once per session, and on one, single attack, you may treat damage dealt by silver as if it were Superficial.
- **Moon Path:** During the full moon, while in the Umbra, you may travel between two caerns anywhere in the world in as little as a day and a night. This requires a test of Composure + Occult at Difficulty 3, +1 for each Garou brought along on the journey. If you haven't visited the destination before, you need to possess an object that has previously been part of it. On a failure, you encounter one or more obstacles or hazards on your journey, escalating with the margin of failure. A Brutal outcome means that you also need to fight the path's guardian, usually a powerful spirit associated with the destination.





OBA "TRAILBLAZER" MAKINDE

Trailblazer, a Glass Walker theurge, is a Nigerian-born entrepreneur who lives in Silicon Valley. Ever since his change into a golden wolf, he's been more interested in the Weaver than in Gaia, claiming to want to change the system from within. If not for his occasional successes, he would have probably been killed already by other Garou, but there's something persuasive about his arguments and plans. If you could turn the enemy's weapons against them, wouldn't that be a great triumph? But then, that is a big if...

Trailblazer has managed to become the CEO and CTO of a Pentex front, Omniscent, which provides AI-based surveillance solutions to the military-industrial complex in several countries, including the US, China, Russia, Brazil, Israel, and Turkey. Data scavenged from social media and mobile devices is being used to sniff out and remotely assassinate dissidents, journalists, opposition politicians, and activists around the world. Sometimes Garou are also targeted.

Trailblazer is often defamed and challenged by Aino Metsälä and Vaporfang, but he still keeps pushing onward.



- **Loved Me as a Loser:** You are an Omniscent freelancer and have access to digital tools that can help infiltrate and monitor Pentex fronts, as well as the associates of Vaporfang and Aino Metsälä. You get a bonus die to any such rolls.
- **I Don't Like What Happened:** As an Omniscent trainee, you have a low-level job worth one dot of Resources. You have access to information about Pentex fronts and several other potential Wyrm organizations. You have limited access to Omniscent's main product and can gain a three-dice bonus once per story to locate almost anyone worldwide if they have a digital footprint.
- **Now You're Worried That I Just Might Win:** You have a nice job at Omniscent worth two dots of Resources. You get a two-dice bonus to all Finance tests against Pentex fronts, other Wyrm organizations, fomori, and people working for them.
- **Twenty Years of Boredom:** You have a great job at Omniscent worth three dots of Resources. You have a trusted co-worker within the company comparable to a two-dot Contact and the Day Job merit. Your time spent in the trenches of the Weaver and Wyrm has given you a permanent point of Harano or Hauglusk (player's choice).
- **Guided by the Beauty of Your Weapons:** You are in the top echelons of Omniscent, and your position is worth four dots of Resources. You have great connections to Weaver- and Wyrm-influenced individuals, politicians, and businesspeople, comparable to a three-dot Contact. Trailblazer is a personal friend of yours. You gain a level of Aggravated Willpower damage if you attempt to harm Omniscent, Trailblazer, or any of their business partners, including Pentex and its fronts.



ROSS THE SHE-WOLF JACKSON

Aproud gay man in human form, the Silent Strider philodox Ross Jackson is said to change into a female coyote and lead a pack of coywolves, coyote-wolf hybrids. Whether this is true, who can say? He's dedicated his life to fighting environmental pollution in all its forms and is particularly known for the Union Bromide attack in Nagpur, which is the topic of a Legendary Rite.

He has adopted a human infant, which he carries with him in a baby carrier when he's got hands and by its clothes when equipped with paws. The baby seems to be a regular human who gets along with both species, except it seems immune to the Delirium.



- **Pollution Down to Zero:** You have a special ability to notice pollution of the environment. Once per session, you may smell an area to tell how badly the environment and wildlife suffer from pollution, and whether it stems from toxins, radiation, or some other source.
- **Change Is in the Air:** Inspired by Ross, you gain a one-die bonus to the first test you make after changing shape to glabro, crinos, or hispo.
- • **The Power is Yours:** You fought with Ross at Nagpur, and the experience taught you much. When directly preventing pollution you gain a four-dice bonus any single test, once per session.
- • • **Trans wolf:** Just like Ross, you can change your sex as you change shape. This requires an additional Rage check and the expenditure of 1 Willpower. You keep the sex until this ability is used again, regardless of future (regular) shapeshifting.
- • • • **Pride:** You are a member of a minority group. Once per story, If you spend a scene hanging out with members of this community, you recover all lost Willpower. As with Ross, you are expected to help and protect this group, and if you ever refuse a call for help from someone in this minority you sustain three points of Aggravated Willpower damage and lose this trait until you have provided said help.





VANDANA "THE IMPRESARIO" PURI

Born a slender, red-furred Marathi wolf, the Impresario has become the master of change and the master of events. Indeed, she started out by facilitating Rites of Passage focused on change but is now widely recognized as the best Garou event organizer. Moots where she's the Ringmaster are talked about for years. She makes her living planning weddings and other parties for humans.

The Impresario, a Hart Warden galliard, prefers to take either hispo or glabro forms and despises Stolen Moons, having lost too many friends to these debased killers.



- **Killer Organizer:** You get a two-dice bonus to organizing any event, negotiating any wages, fees, or rents, and getting the word out these events via newspapers, social media, leaflets, posters, television ads, word of mouth, scent trails, howls, or any other way.
- **Find the Thief:** You can smell Stolen Moons from miles away, sometimes literally. You gain two bonus dice on any test to locate or track a Stolen Moon.
- **Preferred Partner:** You have three one-dot contacts who are performers, cooks, venue workers, or restaurant employees. You also have two dots in Fame as a party planner, as well as a two-dot Adversary in the form of a rival Garou in the event business.
- **Catch the Thief:** Your disgust for these blood thieves rivals that of the Impresario herself, letting you take a voluntary Frenzy test whenever you discover one. If you succumb to Frenzy you increase damage dealt to the Stolen Moon by one, while also reducing any damage received from them by one for the duration of the Frenzy.
- **Protégé:** As the Impresario's protégé, you are a legendary party planner yourself, giving you four dots in Fame. You can get an invitation to your events delivered to anyone in contact with human or Garou society, and assuming they are not under perceived threat or busy running a country, they will try to attend. (Note that this does not necessarily mean that you know how to find them, only that you know who to talk to in order to send the message on its way.) If they suspect they'll be walking into a trap, they'll take necessary precautions but might still attend.





CAERN SHEET

Caern Name	Caern Value
Location	
Description	Sept
Spirit Guardian	Packs
Power OOOOO	
Caern Leadership	

Traits

Notes



PACK SHEET

Pack Name	Pack Type	
Sept	Members	
Caern	Name	Tribe
Region		
Chronicle		
Territory OOOOO		
Community OOOOO		
Spirit OOOOO		
Territory Description		
Pack Advantages and Flaws		
Safe House or Hangout		
Chronicle Tenets	Pack Goals	

VAMPIRE

THE MASQUERADE

HUNTER

THE RECKONING

WEREWOLF

THE APOCALYPSE

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