



A STORY FOR WEREWOLF: THE APOCALYPSE

RED TUNDRA

WEREWOLF
THE APOCALYPSE



HUNTED FOR SPORT

You've been away from your home town for a few years and it feels good to be back visiting the old stomping grounds with your pack, meeting old friends. But all is not well. The very rich have a new hobby out here in the Canadian wilds: shooting wolves from helicopters.

You're Garou, werewolves and sworn protectors of the earth. You must protect your wolf cousins from this cruel sport!

- * Learn the basics of **Werewolf: The Apocalypse**
- * Discover what it feels like to run with your pack through the forest
- * Strike back at those who would destroy your brethren
- * Face difficult moral choices between your human and wolf communities



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WEREWOLF

THE APOCALYPSE

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A STORY FOR WEREWOLF: THE APOCALYPSE



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Introduction

You run through the forest with the wind in your fur, jumping past fallen trees, bounding through the undergrowth in pursuit of your quarry. You are not alone: Your pack is right there with you, hounding the prey, driving it this way and that, tiring it out, giving you the chance to bite.

Sometimes you wish this would be all there is: the pure, instinctive existence of the wolf. Unconcerned with the troubles of the humans or the world around you.

Yet even the wolf must be concerned with what's happening all around them. Forests being destroyed, the summers growing hotter and hotter, wildfires raging all across the land.

You're blessed and cursed with the instincts of a wolf and the understanding of a human. You're a werewolf, trapped between two worlds, not truly at home in either. Among humans, you're acutely conscious of their limited natures, their destructive instincts, their greed and hatred. Among wolves... Sometimes you just miss hot sauce and streaming television.

Fortunately, one important factor holds true, whether a wolf or a werewolf: your pack. Your friends, allies, closest companions.

THE ROLEPLAYING GAME

Werewolf: The Apocalypse is a roleplaying game of spiritual and environmental horror. Your troupe plays a pack of werewolves, fighting a sacred mission to stop the destruction of the earth. The werewolf is straddled between human and wolf, flesh and spirit, able to interact equally with the physical world all around us and Umbra, the spirit world, home of strange creatures, from mischievous fox spirits to terrible Banes.

Each werewolf is ruled by Rage, the fire burning in their hearts, making it possible for them to change shape. Rage is both a blessing and a curse. It makes it possible for the werewolf to fight, to persist, to win against impossible odds, yet it also makes their lives difficult as they try to keep their anger in check among their friends and loved ones.

Characters can be human or wolf born. They can belong to various tribes such as the urban Bone Gnawers or the vengeful Red Talons. Depending on the phase of the moon they experience their First Change in, they take on different roles in werewolf society.

Werewolves are always from one of the five Auspices:

Ragabash: The tricksters, thieves and liars. The ragabash are allowed much that would cause instant censure to someone from a different Auspice.

Theurge: The mystics and shamans with the closest connection to the world of spirits. Also often responsible for enacting Rites, used to parlay with the spirits and keep werewolf society functioning.

Philodox: The judges, diplomats and adjudicators among the Garou, given the unenviable task of trying to keep a society governed by Rage in check.

Galliard: The tale-tellers, singers and entertainers among the werewolves, the Garou, making sure that each werewolf remembers the stories of those who came before.

Ahroun: The mightiest warriors among werewolves, the weakest of whom is already a powerful enemy.

The players play a pack of werewolves building their own legend, fighting against impossible odds to preserve some last scrap of the unspoiled world before it's lost for good.

THE APOCALYPSE IS NOW

The Garou have long told stories of the Apocalypse. In the stories of the werewolves, the spirit world is governed by three forces: The Wyld, the source of unchecked creation. The Weaver, which creates pattern and order in the chaos. And the Wyrm, the force of destruction trimming off all that's not needed. Yet the Triat is not in balance, with the Weaver running amok, the Wyrm gone mad in its webs.

The Garou have long known that the unchecked ravages of the Wyrm would lead to an Apocalypse, a total destruction of Gaia, the earth.

These are legends. The destruction of the earth is a concrete physical fact. This is why many, perhaps most, Garou believe that the Apocalypse is now.

It's not a question of faith. You just have to witness the destruction caused by the spilling of oil into the Bay of Mexico or the poisoning of the skies above cities full of people breathing fumes every day of their lives.

Human greed, avarice and thoughtlessness has caused for the natural balance of the world to tilt and collapse, creating a mass extinction of species and habitable environments.

The Garou see themselves as the final line of defense in a hopeless war to preserve something, anything, from the forces of capitalism, war and exploitation turning the planet uninhabitable. Sometimes the Garou call this the war against the Wyrm, but the true cause of the destruction is not in the spirit world. It's right here.

The only question is, what can be done about it? This torments the Garou. They can kill a corrupt cop possessed by a Bane, a Wyrm-spirit. But can they stop a vast corporation from logging in the Amazon?

THE SYSTEM

Werewolf's system is based on dice pool tests which determine success or failure. They are typically composed of an Attribute, a Skill and a possible situational modifier. For example, let's say Ashley Greeneyes is trying to sneak past a security guard. The Storyteller decides the situation calls for a Wits + Stealth test with one extra die because Ashley knows the forest well. With Wits 3, Stealth 1 and the bonus, Ashley gets five ten-sided dice to roll.

Rolls of 6 and above are successes. Thus, if Ashley's player gets 4, 4, 9, 9 and 6, the result amounts to three successes. Difficulty is expressed as the number of successes required to pass the test. In this situation, the Storyteller asked for three successes, meaning Ashley wins the test.

If you wish to learn more about **Werewolf**, its setting and system, check out *Werewolf: The Apocalypse*.



Red Tundra

Wolves are being hunted from helicopters in the wilds of Canada. You have to put a stop to it without sacrificing a person dear to you employed by the hunters. Before this is over, the tundra will be red with blood!

TOWN, PACK, AND SEPT

The story is set around a very small town called Winter Creek in the Canadian Northwest Territories. This area is known for its sublime natural beauty, which often unfortunately goes with vast natural resources. Nature reserves, First Nations Dene people, hunters, mining companies, farmers, Garou, and many others try to assert their views over the right use for this land.

The town is remote and unemployment is a major issue. This is why many of the characters in the players' pack have left for the big city. The human-born characters knew each other from school where Coach MacKenzie (see p. 7) was an important figure for them when they were growing up. In addition to the local kids, children from outlying areas also had to come here for school because it's the only one around.

After their First Change, some of the characters joined the only local Garou pack, the Lunabombers. After violent disagreements with the pack leader Marcus Oakheart over the tactics and ethics of their actions, the characters left and founded their own pack: The Band. All the players' characters eventually joined that pack before leaving town.

Now they are back, visiting the old home town after years of living in the south.

The pack is made up of up to six Garou. Find the pre-written characters on p. 19.

Shelley "Moonshadow" Le Borgne is a former ice hockey player prowling the streets at night, teaching the songs of the moon to the other Garou.

Darius Van Detta was born a wolf and after his First Change, he has understood spirits better than humans.

Ida "Ratbrain" Fong threw away her promising future after her First Change. She now constantly questions every authority and challenges every tradition, so at odds with her environment she's become a disillusioned drug addict.

Ashley "Fernfur" Greeneyes is a wolf-born gardener who lives on the outskirts of town in a lovely cottage with her wife, and will defend both fiercely.

Jonas "Sparks" Beaulieu grew up on a small Reserve among the Dene people and became a talented repairman, but after his First Change, he has been a mediator and student of law.

Jared Tierney grew up as a farmer and hunter, but when he changed into a merciless murder machine, he ended up killing his whole family.

STORYTELLER CHARACTERS & LOCATIONS

The key Storyteller characters in this story are Marcus Oakheart, Jana Goodhowl, Coach MacKenzie, Olivia Moreau, Greta, and two wolves.

MARCUS OAKHEART

The driven leader of the Lunabombers pack is a Red Talon ahroun, and has always been a relentless, uncompromising warrior. Many of the players' characters were

in his pack previously, and now have complicated feelings about him and his pack. Extreme even when the players' characters knew him, he's since been lost to Hauglosk and absolutely refuses to negotiate or compromise on any issue of significance. After the players' pack left, Oakheart has led the Lunabombers to ever increasing extremes of ecological terrorism, not shying away from outright murder. Physically he is fit and ferocious in all forms, his hair short, dark, and grizzled, and in human form he's always dressed for the outdoors.

JANA GOODHOWL

The oldest member of the Lunabombers and a voice of reason, Jana is a Red Talon philodox who has always preferred more constructive solutions to outright violence. Ironically, her habit of avoiding conflict is perhaps what has kept her so close to Marcus Oakheart even after his descent into Hauglosk: she is afraid to confront his extreme views and to remind him of the tenets of the Litany. She is a graying woman who wears glasses and a long overcoat in human form.



COACH GORDIE MACKENZIE

Sometimes a grown-up can make a powerful impression on kids by being present, reliable, and a good listener. Coach MacKenzie was such a person, and still is. All players' characters of human origin either participated in his gym class or were in the hockey team coached by him. Because of school budget cuts, Gordie MacKenzie had to find new work and luckily found employment at the FOMO Hunting Company.

OLIVIA MOREAU

The CEO of FOMO Hunting Company, organizing trophy hunting trips for corporations and millionaires. Her greed and lack of ethics have attracted a Bane spirit to possess her. She is charismatic and has a good sense of humor, easily putting aside any qualms her customers might have about poaching wolves. She dresses in expensive hunting gear and loves to show off her collection of unique guns and hunting trophies. She is the main villain of this story.

GRETA

The bartender at the Silver Saloon. A motherly figure well-liked in the town, and able to throw out any drunk. The general consensus in the town is that she is not to be trifled with.



NAHANNI

The leader of the local Trout Lake wolf pack, known as a wolf who always looks after the weakest in the pack, making sure everyone gets to eat and no one is left behind. Jonas and Ashley were previously in his pack and know him well.



TUCHO

A wolf in Nahanni's pack and a latent werewolf. As a wolf, she is a builder and a problem solver, making nests and even cleverly disarming simple traps with her claws. If the First Change happens during the story, it happens under the full moon, making her ahroun, a warrior werewolf. She will appear in the form of a black-haired woman in her thirties and her understanding of human society is based on past observations as a wolf. She's smart and adaptable but still may need to learn some human basics. If the change happens because of rage, she will attack whoever brought it upon her.

GETTING STARTED

As you get ready to play *Red Tundra*, explain the following to the players:

- * Winter Creek has been the hometown of all the characters, for most of their lives or at least a few crucial years growing up. It's a small settlement in the Canadian north.
- * The town is remote, populated by tough, self-reliant people.
- * There's a significant wolf population in the area and some of the characters may be wolf born.

Most of the characters left for the big city few years ago. At this point, you can distribute the characters or let the players take their pick. You can find the characters at the back of this booklet.

As a troupe, consider the following questions together after everyone has their character:

- * Did everyone leave for the big city or do some of the characters live in town?
- * Coach MacKenzie has been an important person in each of the character's lives and they're on their way to meet him to get back in touch after a long absence. What kind of memories do they have of him? How has he been present in the lives of wolf-born characters?
- * Do the characters still think of themselves as a pack?

Once the players have discussed these questions to a satisfactory degree (15 min should be enough), you can start with Chapter One.

CHAPTER ONE



Setting the Scene

This first chapter of the story introduces the basic elements and dramatic tensions of *Red Tundra* and gives the players a chance to try out the mechanics of **Werewolf** as well as bring out the personalities of their characters.

LIKE TRASH IN THE WIND

Trash blows in the wind and the northern sun hangs low in the evening sky.

You are on your way to the Silver Saloon to meet Coach MacKenzie. To get anywhere in town, one has to walk through the church parking lot. It's the informal central square of your old home town. It's a place where bakes sales happen by day and drug deals are conducted at night. The lot is fairly empty save for a few functioning cars and a wreck which should've been towed away years ago.

The parking lot is bordered by the church and the cemetery behind it, the Silver Saloon bar, your old school, and a nearby gas station. A billboard advertising FOMO Hunting Company's wilderness safaris has been defaced with graffiti.

The town pastor is leaving the church, walking to his car. You've avoided him since your First Change, fearing your suddenly changed priorities would be hard to explain. Do you wish to avoid him now as well?

To evade the pastor, each player must make a Dexterity + Stealth test. To pretend to be people the pastor doesn't know, it's a Manipulation + Performance test. To hide behind the wreck or vault over a fence, it's a Dexterity + Athletics test. In all cases, the Difficulty of the test is 2. This is a chance for players new to **Werewolf**'s system to try out a basic roll.

The players' characters are also free to meet the pastor, which might be annoying, but not dangerous.

If the characters fail to avoid the pastor, or choose to meet him, this leads to a short scene. He complacently tells them it is nice to see them back home again and asks if they have been working or studying. If Ida Fong is in the group, the pastor tells her everyone is so worried, and that she can talk to him any time. Soon the pastor tells them he is expected at home and walks to his car.

This is a good chance for the players to introduce their characters to one another. Ask them to list their name, Tribe, Auspice, and describe how they are dressed, what their mood is, and what they expect from the meeting with Coach MacKenzie. The wolf-born do not know him from before.

MARCUS OAKHEART

The Pastor drives his car carefully out of the parking lot and you continue on your way toward the Silver Saloon. But before you manage to even leave the lot, a loud growl pierces your ears and a massive creature of sharp claws, tearing fangs, and bristling gray fur drops in your midst. This is a werewolf in the crinos war-form, consumed by Rage, about to tear out your throats. It's only by chance that there are no passerby.

This starts a short battle scene against Marcus Oakheart, a ferocious Red Talon ahroun. His first target is the character with the highest Health, likely Jared Tierney or Shelley Moonshadow. The attacked character immediately gains 1 point of Rage, as do all characters hurt in the fight.

The Storyteller makes a Strength + Brawl + 4 test (the bonus granted by the crinos form), giving Oakheart a pool of eleven dice. The defending character's player can make Strength + Brawl or Strength + Melee test to fight back or Dexterity + Athletics test to defend without dealing damage. The difference between the results is the amount of superficial damage Oakheart inflicts on the character (or, possibly, the character on Oakheart). Claws in crinos inflict an additional +3 damage.

The damage is superficial unless otherwise specified, so divide it by two (rounded up) and subtract it from the victim's Health tracker.

After this initial attack, everyone else may act.

Each players' character can also change into crinos, a minor action requiring two Rage checks (see *Werewolf*, p. 137). However, if they do so they also escalate the situation and make it likelier that the Veil is endangered.

The first to be resolved is close combat between already engaged combatants in this case Oakheart and the character he is fighting. Next is ranged combat but it's unlikely to occur in this scene. Third comes physical combat initiated this round, such as other characters entering fighting range with Oakheart, and finally anything else, such as calling on spirits. If necessary, break ties by comparing Dexterity + Wits or, if equal, by dots of the Skill used.

This should not be a lethal battle, but rather an exercise in how to use the fighting skills. Oakheart has plenty of Health. His next target should be one of the other characters close to him.

After two rounds read this:

A loud whistle pierces your ears and the huge werewolf transforms into human form, backing away from the fight. His hair and stubble are still grey and grizzly, but his eyes now have a sense of bewildered understanding. He seems able to control his Rage, if only barely. You know him as Marcus Oakheart, leader of the Lunabombers pack. He is known for having fallen into Hauglusk, a fanatical state of zeal, but he doesn't seem to be an immediate threat anymore.

Some characters used to be in this pack, and know Oakheart quite well. They left when Oakheart went into Hauglusk and became completely fanatical. They know he's a veteran Red Talon ahroun. The characters are not members of the same sept as the Lunabombers because they left, but if they choose to stay, they could rejoin it. Currently the sept consists of only one pack, but if the characters stay, it is expanded to two packs.

You hear the sound again and a tall woman holding a whistle and wearing a long coat walks across the parking lot. This is Jana Goodhowl, the voice of reason and wisdom in the Lunabombers. The philodox steps confidently, controlling the situation and Oakheart.

"There's no reason to spill Garou blood tonight," she says as much to you as to her leader. "Try to remember, Marcus, and the rest of you as well. These are the tenets of the Litany: Respect the territory of another, the Veil shall not be lifted, and the leader may not be challenged during wartime. So please, what are you doing here?"

You aren't sure if this is wartime, and Oakheart is not your leader, but perhaps that is a debate for another time.

"Did you come back to fight the Wyrm with us?" asks Marcus Oakheart, still panting from the fight. "The Wyrm's spawn is killing wolves. It can't go on unpunished."

"It's the FOMO Hunting Company," Jana Goodhowl explains. "They organize hunting trips for tourists where they shoot at wild wolves from helicopters."

The characters might question how something like this can happen in territory controlled by the Lunabombers. Such a question visibly aggrieves both Marcus and Jana, but Oakheart insists he will put an end to it.

"Marcus, we should go," says Jana Goodhowl.

"Just a minute," replies Marcus Oakheart, and turns back to you. "We must kill everyone who works for the company and all their hunters too. And you must join us. Meet us here the day after tomorrow when the crescent moon meets the sun."

"So around ten o'clock," Goodhowl clarifies.

With that, Oakheart and Goodhowl leave.

THE SILVER SALOON

Like almost all buildings in town, the Silver Saloon is low and wide. Its interior is painted beige and dark brown, lit with beer ads and bottle-packed fridges. A television on the wall shows ice hockey and there are a pool table, a jukebox, and a dart board for additional entertainment. There's beer on tap, you can order shots and get a burger if you're hungry. Before your First Change, the stuffed polar bear in the corner was just a regular hunting trophy, but now it makes you slightly queasy.

You see some regular faces, mostly middle-aged guys with mustaches and baseball caps, enjoying their beers. They give you a brief glance as you enter, and then turn back to their drinks. Coach MacKenzie is not here yet. What do you do?

The characters are free to order food and drink, patch up their wounds, play a round of pool, choose a song on the jukebox, look around the bar, search stuff online, pick a fight, mess with the stuffed polar bear, or explore their relations and the environment in any other way. If nobody does anything, the bartender, Greta, calls for them to come to the bar to order something.

Looking around the Silver Saloon is a Resolve + Investigation test.

TABLE 1: SEARCHING THE SILVER SALOON

Successes	Description
1	You find an almost full pack of cigarettes with a small packet of a dubious white powder inside.
2	You see someone has drawn a Lunabombers tag on the toilet wall.
3	You find a flier for FOMO Hunting Company. See ad on p. 13.
4+	You find a crumpled twenty-dollar note under a bench. Take it to the bartender and earn a +1 to all tests involving her for the rest of the story.

The characters can also browse a newspaper or search the net for more information on FOMO Hunting Company. This is an Intelligence + Investigation test. The test also provides all the information a lower result would have yielded.

TABLE 2: LOOKING FOR INFO

FOMO Hunting Company WILDLIFE ADVENTURE & Guided Wolf Hunt

\$9500.00 per hunter

Price includes: Transportation, Guide services, Rifle training, Camp experience with lodging & meals, Licenses & tags, Trophy care (skinned & salted), Photography, Dinner & Drinks

Our areas are in Alberta, NW Territories, Ontario, and Alaska, in beautiful, game rich environments. These wilds provide the largest wolves North America has to offer. These are not baited hunts where you sit in a box blind all day and hope to catch something. These are organized hunts where we guarantee you will see whole packs of wolves!

Firearm and ammo available at extra price. Each hunter is allowed to harvest 1 wolf. Must be 18 or older.

555-FOMO

Successes	Description
2	You discover the FOMO Hunting Company offers helicopter hunting trips all around Canada and Alaska.
3	You find a FOMO ad on a newspaper or website banner. See ad on p. 13.
4	You find out the company's CEO is Olivia Moreau, a beautiful, imposing woman who likes to pose in expensive hunting gear. Something about her rubs you the wrong way.
5 +	You discover Olivia Moreau has a habit of supporting politicians who oppose the preservation of the earth.

Is wolf hunting even legal? This is a complicated question that requires an Intelligence + Academics test.

TABLE 3: IS IT LEGAL?

Successes	Description
2	Wolf hunting and trapping seems to be legal in Canada.
3	Wolf hunting and trapping requires a license. Non-residents may only hunt with a licensed outfitter such as FOMO Hunting Company.
4	Wolf hunting and trapping on the ground is legal with a license, but aerial hunts may be a different thing.
5 +	Short answer: Hunting wolves from helicopters is not legal. Long answer: See box on p. 13. + 1 die to future rolls requiring knowledge of the hunts' legal status.

THE COACH

When the characters have settled in, read the following:

There weren't a lot of role models to look up to, growing up in this town. But sometimes a grown-up can make a big impression by just being present, reliable and willing to listen to your worries. Coach MacKenzie was such a person in your lives, and still seems to have those qualities.

These memories are awakened as he walks in, slightly older, with a little more of a belly and a little less hair, but in every way the warmhearted coach you remember from gym class or ice hockey practice.

"Oh my, you've grown since I last saw you," he says, smiling happily. He offers you hugs and handshakes and suggest you sit together at one of the tables.

The characters are free to strike up a conversation. If they don't, Coach MacKenzie asks each of them what they have been up to in the big city. He also asks the characters what they think of each others' life choices. The goal is to have the players roleplay and interact with each other, not just one-on-one with the supporting character.

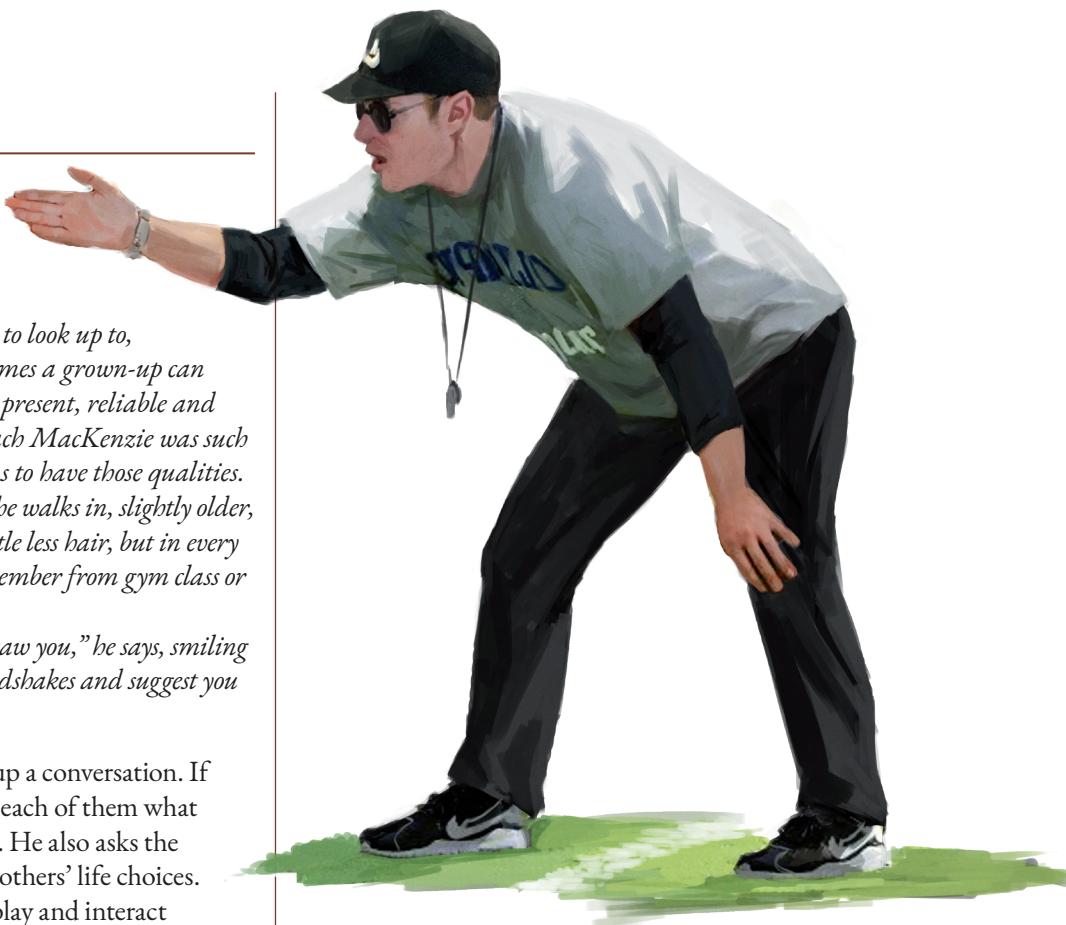
All the human-born players' characters know the Coach, but the wolf-born need to be introduced to him. The Coach is friendly with them too and acts as if he's known them all his life. Any strange behavior on part of the players' characters is shrugged off as young people behaving the way young people do.

If asked about his current employment or the FOMO Hunting Company, Coach MacKenzie tells the characters this:

"Well, I guess you know the school budget was cut a few years ago. The cuts hit even physical education and I'd been looking for a new job." He takes a sip from his beer. "I hit a rough patch, I don't mind telling you, but I'm much better now. I got work organizing hunting trips for rich tourists. It's not what I was trained to do, but it pays the bills. So I'm in a good place now."

Yes, he is working for the FOMO Hunting Company.

Characters might wonder where Coach MacKenzie's values lie when he's working for such an employer. A Manipulation + Insight test (Difficulty 3) can be used to trick him into saying more than he intended, or a Charisma + Persuasion test (Difficulty 3) may be used to ask him just the right questions. Winning the test has him reveal he's



not thrilled by having to cater to rich clients who, in his view, don't respect the locals. Five successes reveals he thinks there's something off with the leadership of the hunting company, but he doesn't have the context to grasp what.

Appropriate Advantages, Gifts, or Rites may also be used. Darius Van Detta may use the Shadow Sense Gift to determine there are no supernatural elements or creatures in the bar, except for the players' characters. Jonas may use his Gift Sense the True Form to determine the Coach is a regular human.

Regardless of any tests, Coach MacKenzie gladly reports that he will be guiding a hunting group the day after tomorrow and it is the only one they have that day. If the players do not figure it out, tell them their characters realize Lunabombers intend to attack this group and the Coach with it. He also confirms that yes, FOMO doesn't just organize baited hunts where the hunter sits in a blinded box waiting for the wolf to approach the bait, but also aerial hunts from helicopters. If a character wins a Charisma + Persuasion test (Difficulty 4), he also tells them the hunters intend to cull the Trout Lake wolf pack (which the wolf-born characters recognize as their original pack before they changed) and the company's

CEO Olivia Moreau is going to join the hunt, flying at the same time as the clients.

It's not impossible to persuade the Coach to abandon his new line of work, but it is very difficult. A Manipulation + Persuasion test (Difficulty 5) is needed to convince him (if the characters have found out it is illegal, + 1 die). Otherwise he good-naturedly shrugs away any attempts, saying he's not as old as he looks and that he can handle a bit of roughing it in the wilderness. Besides, people have always hunted in these parts. If one of the characters does manage to convince him, read this:

"I've had my doubts about the company, and I have to admit, it's not really sportsmanlike to shoot at poor, defenseless wolves from a helicopter. Where's the thrill of adventure? Maybe I should call in sick..."

The characters are welcome to stay in the bar and talk with the Coach longer if they wish, but the main substance of this encounter is over. Those with the Coach as a Touchstone may now lower their Rage by 1 (see *Werewolf* p. 108).

NIGHTFALL IN TOWN

When you exit the Silver Saloon, the sky is growing dark and so are your hearts. Wolf hunting for fun

and trophies is something you cannot tolerate. It must be stopped. You walk in contemplative silence across the church parking lot.

You don't want to see Coach MacKenzie get hurt, and perhaps there are other innocents working there, too. Marcus Oakheart doesn't see it that way, of course; he would gladly kill all of them. You have tomorrow to act, and then Oakheart will kill them all or die trying. Neither sounds good.

The characters are free to visit the shops, which are still open for fifteen more minutes, or do whatever else they wish. They might wish to sit together for a while and make some plans. Eventually, night falls and they should go to sleep.

Shelley, Ashley and Jonas have homes to go to. Darius Van Detta usually spends his nights in wolf-form. Jared and Ida have to bunk with one of their packmates, sleep in the streets, or in the wilds as wolves. Ashley's house sometimes acts as an informal clubhouse where characters are welcome to sleep, eat, and hang out.

If nothing else is decided, the Storyteller can suggest the characters decide to reconvene at Ashley's house for breakfast. If Ashley is not in the group, they need to find some other place to meet, perhaps Shelley or Jonas's house, or a diner.

Legal Status

Wolf hunting and trapping is legal in Canada in order to protect caribou from predators. In some areas, hunting wolf and coyote is legal during the winter season, in others, around the year. Some areas are completely off limits to hunters. The government sometimes offers bounties for killing wolves. Hunting wolves requires purchasing a wolf tag.

Aerial culls have been organized by the local government. In such cases, wildlife officers or trained professionals are hired to hunt wolves from helicopters. However, having armed civilians on an aircraft is prohibited by federal law. Needless to say, this also excludes organized aerial hunting trips, such as the ones offered by FOMO Hunting Company.

Canada has a wolf population of about 30,000, with roughly 7,000 eliminated annually.

The grey wolf is considered an endangered species in some U.S. states, and hunting or trapping it there is illegal. In others, it is legal during a specific season or around the year. In Alaska, it is illegal to shoot a wolf with a rimfire rifle because they are classified as big game, but aerial shooting is allowed.

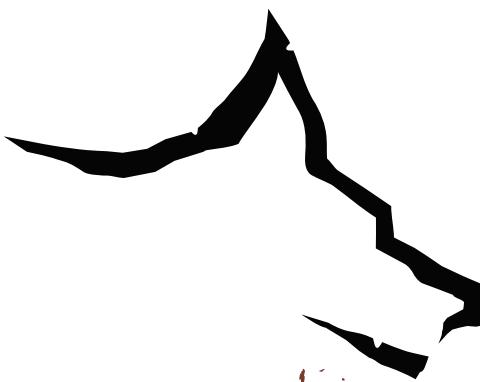
Environmentalist groups wish for stricter limits on hunting predators, claiming their numbers would even out through a natural process.

Several acts to protect wolves and other wildlife have been introduced in Canada and the United States not only for the sake of the animals themselves, but also to attain a broader ecological balance. The concern is that artificially boosting the populations of game species may lead to them destroying their own habitats. Predators are an important part in protecting entire ecosystems.

Wolf hunting is controversial in Europe, but laws differ radically country to country. In France it is illegal to kill wolves, in Bulgaria culling is encouraged with bounties. Russia is the only nation where poison is legally used to kill wolves.



CHAPTER TWO



Things are Now in Motion

In this chapter, the players' characters should be well aware of the stakes at hand: wolves are being hunted by a nefarious company, their Touchstone, Coach MacKenzie, is working with them, and the leader of the fanatical Lunabombers pack intend to kill all of them. The wolf hunting should be stopped, but ideally the Coach, and other innocents, should live. The characters need to find out more about those involved and come up with ways to protect the wolves and any humans they deem innocent.

WAFFLES AND PLANS

What is the plan? At this stage, the characters have various ways to investigate the FOMO Hunting Company. Alternatively, they can decide to attack it with Marcus Oakheart's pack while trying to somehow save Coach MacKenzie.

A planning scene like this can be boring to play. You can make it livelier by drawing attention to where the

planning takes place. If it is Ashley's place, her wife is there making waffles that she serves with maple syrup and different fresh greens and fruits from their garden. You can ask Ashley's player to describe their house to the group. If it's a diner, play the staff coming in and out, potentially interrupting the conversation. Ask the players if their characters drink tea or coffee.

The idea is not for the players to make a perfect plan or to go through every possible permutation of future events. The players just make a choice: What do they want to do next? Then, if it becomes necessary, you can later come back to planning, and ask, for example, "Where did you leave your getaway car?"

This is also a good time to perform Rites in preparation for what is coming. The Rite of Dedication is particularly useful since it allows the Garou to change from homid into any other form and back, and still keep their clothes on. Note that if the Rite of Dedication wasn't in use in the parking lot fight, the clothes worn by players' characters may have been damaged.

If the characters want to find out more about the FOMO Hunting Company or the legality of the hunts, use the investigation tables on p. 11.

Possible plans include:

- * Infiltrating the FOMO field office
- * Meeting hunting tourists at the airstrip and stealing their tickets and equipment
- * Finding the local wolf packs and warning them
- * Calling the cops
- * Finding and sabotaging the FOMO helicopters
- * Biding their time and preparing for the assault with Marcus Oakheart
- * Sabotaging Marcus Oakheart's murder spree

There is no telling what players' characters come up with and what happens when things do not go as planned, but places where things might happen include the airstrip, the local wolf pack's territory, and the FOMO field office. Several possibilities are available at each, and they will also be relevant when Marcus Oakheart attacks.

Calling the Cops

This is not a big city where the police patrol the streets. This is a small town in Canada and law enforcement is not available on a moment's notice, sometimes not even a day's notice.

One of the possibilities is the Indigenous Policing constable from the nearby Dene community where Jonas grew up. Basically anyone can call the constable, but they have no jurisdiction outside Dene lands, and FOMO Hunting Company does not work on Dene lands. If Jonas invokes his contacts among the Dene, it's highly likely they object to the operations of FOMO Hunting Company but they're limited in what they can do.

The other option is the Royal Canadian Mounted Police (RCMP), but there are only 21 detachments in the vast Northwest Territories. If the characters try calling them, someone in the capital Yellowknife picks up, and tells them they'll look into the matter, but cannot promise to send any detachments.

A Manipulation + Politics test (Difficulty 5) makes the RCMP take the matter more seriously and results in a promise to send a fly-in detachment at first opportunity. It still won't be soon, but it does have an effect on the story.

If the characters have found out that aerial hunts are illegal, they get +2 dice to the test above.

FOMO FIELD OFFICE

The FOMO Hunting Company has their field office in a luxurious log cabin an hours' drive from town. They call it a cabin, but it's more a cross between a lodge and a manor. A well-kept lawn separates the lodge from the woods surrounding it, and two helicopters stand ready on the pad. There are several guards with stun guns and sunglasses patrolling the perimeter. How do you approach the building?

Essentially, the characters have three options: Sneak in, bluff their way in, or attack the guards. Sneaking in will be the easiest of these, bluffing the hardest.

To sneak in, the character with the lowest pool should test Dexterity + Stealth (Difficulty 3) to see how well the pack can avoid being spotted. 1 or 2 successes mean the guards grow suspicious, and are on the alert next time, leading to -2 dice to future Stealth tests in the lodge. No successes means the character are caught red-handed trying to sneak in. For this, see the section Getting Caught.

To bluff their way in, they could pretend to be clients who came in early, plumbers coming to repair the toilets, wildlife officers performing a routine check, or something else. This requires a Manipulation + Subterfuge test. A convincing disguise, tickets to the hunt, or a clever backstory each grant +1 dice. On a result of 4+ successes, the guards let them in and players get +1 die to future Stealth tests in the lodge. On a result of 1-3 successes, the guards say they are not allowed to send anyone in without authorization and turn the characters away. On 0 successes, the guards see through them right away, and attempt to take them in for questioning. For this, see part Getting Caught.

If the characters decide to abandon the smooth approach and attack the guards physically, check the Guard stats on p. 18. They fight two Guards initially and one more if the fight takes more than two rounds. Future Stealth tests in the lodge come at -2 dice, but the characters can take the keys from the defeated Guards. If the characters also take their uniforms, the ones wearing them in homid form get +2 dice to future Stealth tests instead of -2.

If defeated but still alive, the guards can be questioned. A Manipulation + Intimidation or Charisma + Persuasion test (Difficulty 2) compels them to answer any one question the characters ask (one more question for each success in the margin.). They know all the information available on the FOMO computers, see p. 16.

INSIDE THE LODGE

The musky aromas of fur and old wood are mixed with the stench of something more nefarious and turgid. The lodge is an exuberant log castle from the inside, and even more so from the outside. Pelts and hunting trophies line the walls; this is clearly meant not just as a field office, but also a place to entertain guests.

The characters are encouraged to search the lodge or visit the office, which they can find fairly easily. Guards and other personnel work inside, so the possibility of being found out is always present.

Looking around the Lodge is an Intelligence + Investigation test. For results of the test, check Table 4.

TABLE 4: SEARCHING THE LODGE

Result	Description
0	You accidentally walk into something and it falls, causing a noise. Go to the section Getting Caught.
1	You find the kitchen with plenty of wine, beer, raw game meat, and herbs. A cook is working and another Stealth test needs to be made if a character wishes to steal food and drinks. A failed test means the cook calls for the guards.
2	You see a stuffed wolf and cannot tear your eyes off this abomination. +1 Rage to the character making the test.
3	You find a room with locked cabinets full of rifles and ammo. See the sidebar The Gun Room.
4	You find a small pouch of cocaine. If shown to the Coach, it'll give a +1 die bonus to attempts to convince him not to work for FOMO.
5 +	You find a post-it note with what looks like a password. Automatically pass hacking tests in the building.

THE OFFICES

Massive antlers decorate the log walls of the FOMO field office and the atmosphere feels vaguely hostile to any follower of Gaia. There's an air of satisfied glee at the death inflicted for sport promoted by the company. Yet, computers, binders, printers, and stationary litter the oak desks like in any other office.

The characters can try to access the computers. This is an Intelligence + Technology test. The test also provides all the information a lower result yields. See Table 5 for the results of the test. In this case, results from 3 and 4 are of particular relevance to the story. If there are wolf-born characters in the group, they can be reminded that Trout Lake is their old pack's territory.

TABLE 5: HACKING THE COMPUTERS

Result	Description
0	You accidentally turn the sound system on. It plays Radiohead's Wolf at the Door. Make another Dexterity + Stealth test (Difficulty 3). Move to the section Getting Caught if this test is failed.
1	You discover the FOMO Hunting Company offers these helicopter hunting trips all around Canada and Alaska.
2	You discover the blueprint to the lodge. You can now easily find the gun room and any other place you wish.
3	The plans for tomorrow's hunt are to cull the Trout Lake wolf pack. They must be warned!
4	You see the company's CEO Olivia Moreau is coming to participate in the hunt tomorrow. She flies in this afternoon, roughly the same time as her customers.
5 +	You find the guard schedules and surveillance camera footage. + 2 to future Stealth tests in the lodge.

The Gun Room

The characters have found a room with locked cabinets full of rifles and ammo.

If the characters have the keys from the Guards, they can just use them to open the cabinets.

They can also break the locks or the cabinets and steal the guns. It is a minor hassle and does not require a test, but warn the players in advance that it will cause a ruckus, causing -2 dice to future Stealth tests in the lodge.

The characters can also try to pick a lock. A Composure + Larceny test determines how many cabinets they manage to open without leaving a mark. Each success means the characters have access to one rifle plus the required ammo.

Make a note on each character sheet if previously unarmed characters spontaneously pick up a rifle. The guns cause +3 damage and are used with a Composure + Firearms test.

The room also has camouflage hunting clothes and orange vests the characters can pick up and wear if they want to blend in. Taking them does not require a test.

The characters can also choose to sabotage the office or the entire Lodge by burning records, destroying or stealing computers, or in some other manner. A Composure + Larceny test (Difficulty 2) is called for. A result of 0 successes means a botched attempt that calls for another Dexterity + Stealth test (Difficulty 3). Failure means moving to the section Getting Caught.

THE HELICOPTERS

Two camouflage-painted helicopters sit on the landing pad like huge nesting birds. There is no guard posted to them specifically, but several guards on the perimeter have a clear line of sight to them. These are the machines used for killing wolves from the air.

The characters can examine the choppers or try to sabotage them. They might try to hijack them, but none of them can fly them.

Approaching the helicopters requires a Dexterity + Stealth test (Difficulty 2). Any not wishing to approach are free to wait in the woods or by the bushes without risking being seen. 1 success means the guards get suspicious, and are on the alert next time, -2 dice to future Stealth tests in the lodge. 0 successes means the guards spot the character and run to stop them. For this, see the section Getting Caught.

There is nothing particularly noteworthy outside the helicopters, but through the window one can see flight plans and other papers inside. If the characters have the keys from the Guards, they can just open the door and go in. Otherwise they need to pick the lock or break the door. The same flight plans are present in the cockpits of both helicopters.

Picking the helicopter lock requires a Composure + Larceny test (Difficulty 4). Breaking the door requires a Strength + Athletics test (Difficulty 3). Winning the test means they open the door in silently. 1 or 2 successes means they get in, but make some noise doing so. 0 successes means they don't get in, but still cause a ruckus. If they make noise, make another Stealth test to duck into hiding when the guards come looking.

Inside the helicopter are papers containing two relevant pieces of information: the plans for tomorrow's hunt are to cull the Trout Lake wolf pack, and the arrival time of Olivia Moreau and her clients, which is this afternoon. There is also a wallet with a flying license and a couple of small bills.

If the characters want to sabotage the helicopters, they can try to do so from the inside or outside. Either way it

calls for a Wits + Larceny Technology test (Difficulty 2 for inside; Difficulty 3 for outside). 0 successes causes the helicopter to spark in the character's face, causing 1 point of superficial damage. If the character wins the test, the player can decide how the helicopter was sabotaged, up to and including exploding when it rises into the air. Both helicopters need to be sabotaged individually. Alternately, Ida Ratbrain can use her Gift Gremlins (Difficulty 4) to sabotage a chopper.

GETTING CAUGHT

"Stop it right there!" one of the guards yells as they run toward you, guns drawn. Not all of them seem to be stun guns anymore. An alarm has been called and you must either try to run away right now or fight all of them, and it looks like they outnumber you.

To escape requires a Dexterity + Athletics test (Difficulty 4). 0 successes means the character trips and takes 2 points of superficial damage. 1–3 successes means the characters don't manage to lose the guards, who attack as soon as they're in range.

Some of the guards carry stun guns and batons, others picked up assault rifles during the chase. In any case, this fight should leave the players' characters wounded. There are two more guards than there are players' characters, and one of them is a Fomor Grunt. See stats in *Werewolf* p. 263.

If the characters win the fight, they can kill or otherwise incapacitate the guards and proceed to explore the Lodge or the helicopters. Any chance of doing it undetected is now lost, of course.

Make sure you know how many guards have been defeated. This has an effect later on in the story.

FOMO Guards

General Difficulty: 3/2

Standard Dice Pools: Physical 5, Social 3, Mental 2

Secondary Attributes: Health 6, Willpower 3

Exceptional Dice Pools: Brawl 6, Firearms 6, Intimidation 4, Melee 6

Other: Armed with batons (+2 to damage). They carry keys to the lodge and flashlights.

AIRSTRIPE

On the outskirts of the town, a line of asphalt serves as the local airstrip. Calling it an airport would be an exaggeration. In addition to the runway, there's a strange little building painted turquoise in an out-of-place art deco style. It is used by cargo planes, air mail, and tourists. Several FOMO SUVs are already parked there, ready to take on passengers. You see Coach MacKenzie chatting with one of the drivers, unaware of the danger he is in.

The drivers act as security when necessary but this place is not heavily guarded unless the characters have fought the guards at the FOMO lodge, in which case there are four guards posted here, too.

Unless the characters interfere, two things happen: the plane transporting hunting tourists lands, and Coach MacKenzie greets the tourists, and escorts them to the SUVs. Then Olivia Moreau's private plane lands, and she enters her personal SUV with her entourage.

Some possibilities for the characters here include stealing the tourists' tickets and equipment, distracting or questioning Coach MacKenzie, attacking Olivia Moreau, and warning everyone of Marcus Oakheart's plans. Most of these things can happen only after one or both of the planes have landed.

If the characters approach Coach MacKenzie, he greets them happily, but surprised. To persuade or interrogate him, use the same rules as in the Silver Saloon, p. 11.

THE TOURISTS

With a deafening noise, a plane lands in the airstrip and slows down on the runway. A worker pushes stairs to its door and a fat white man in his sixties walks out. He is followed by a Guatemalan man in sunglasses and an Indian man in a business suit. A multinational group exits the plane, speaking Russian, Chinese, Arabic, and English.

Coach MacKenzie goes to greet them while the drivers and the workers move their luggage to the SUVs.

These are the hunting tourists, not possessed by Banes or any other spirits. At least, not yet.

Killing them all would risk lifting the Veil and might get Coach MacKenzie in trouble. And the police would definitely be interested in the characters' doings. But assuming the pack is discrete and approaches individual tourists on their way to their hotel, stealing their stuff (Dexterity + Larceny test (Difficulty 3)) or trying to convince them to stop the hunting (Manipulation + Persuasion test (Difficulty 5)) or threatening them with the police (Manipulation + Intimidation test (Difficulty 4)) are all possible actions here, as is following them and accosting them later.

A botched attempt (0 successes) on any test involving the tourists leads them to complain to staff. This in turn makes

Coach MacKenzie to come and talk to the characters or call them, asking the characters to leave and let him do his job. If the characters are conspicuous, the drivers may also call the guards on a botched test. If there are already guards present, they attack the characters on a botched attempt at theft.

If the characters want to steal stuff from the tourists, ask them how they intend to do this. The easiest way to steal their stuff is wait until the all but the last car have left, delay it with some pretext, and then simply take the luggage from its trunk. This nets the characters tickets to the hunt which they can later use to infiltrate the lodge or the hunt itself.

OLIVIA MOREAU

A small private plane painted with the FOMO Hunting Company logo circles above you like a vulture. It lands with an ominous low roar, and out of the plane walks Olivia Moreau, escorted by aides and security guards. She is a charismatic woman dressed in high-end outdoor clothes. Both Olivia Moreau and her guards are almost unnaturally tall and muscular, suggesting they might be something more—or less—than human.



Darius Van Detta may use his Shadow Sense Gift to determine supernatural creatures have entered the airstrip. Bane spirits possess Olivia Moreau and her guards, having turned them into Fomori. Similarly, Jonas may use his Gift Sense the True Form (Difficulty 3) on any one of them to determine that person is a Fomor.

Attacking them right now is possible, although the characters have no idea if they could defeat Olivia Moreau and her grunts. It would risk lifting the Veil and might not stop the hunt itself. The police would likely get involved, and of course the FOMO guards would be very much on alert after an attack. For the guards, use the stats for Fomor Grunts, *Werewolf* p. 263. The aides are unarmed regular humans and run at the first hint of combat, but can be shot and stopped from afar with a Dexterity + Firearms test (Difficulty 4).

If the characters manage to defeat Olivia Moreau, any surviving FOMO Grunts run for cover. The powerful Bane spirit escapes her dying corpse and seeks a new mortal vessel. The Bane escapes to the Umbra, perhaps to make another appearance later on.

If the characters steal stuff off her corpse, they find a pouch of cocaine, rifle ammo, keys to the Lodge, a credit card (which will be cancelled the next day), and a time table indicating the company hunting trip tomorrow will target the Trout Lake wolf pack.

Olivia Moreau

A striking woman, tall and broad-shouldered. Olivia is an imposing presence, dressed like the cultivated wealthy entrepreneur she is, always according to the situation at hand. In this story, she wears expensive outdoors gear. Her aura of wealth doesn't hide the fact that she has a whiff of violence in her mien, as if she was too used to hurting people.

General Difficulty: 4/3

Standard Dice Pools: Physical 5, Social 6, Mental 5

Secondary Attributes: Health 4, Willpower 8

Exceptional Dice Pools: Animal Ken 7, Awareness 7, Driving 7, Etiquette 8, Finance 7, Firearms 8, Investigation 7, Leadership 8, Persuasion 8, Politics 8, Subterfuge 8, Survival 8, Technology 7

Notes/Other Traits:

Sap Vitality: Living creatures cannot regain Willpower or heal Aggravated Health damage if they've been in the presence of Olivia Moreau within the last 24 hours

(unless they are possessed by a Bane or themselves a Bane, or endowed by the Wyrm or other effects to do so).

Fly Sees All: Olivia Moreau can see clearly (albeit in black and white) in any environment. In addition, she can ignore any Gifts or other abilities that penalize her Firearms Skill.

RUNNING WITH THE WOLVES

The characters may wish to find the Trout Lake wolf pack and warn them. The wolf-born characters Darius Van Detta and Ashley Fernfur used to be members of this pack and know the pack leader, Nahanni, a respected elder wolf who always looks after the weakest in the pack. All the characters have a rough idea on the territory of this pack, but to actually find them, they need to go into the woods and howl or smell for clues. The best way to do this is, of course, in the form of lupus or hispo. Shifting form is a two-dice minor action (*Werewolf*, p. 134). Changing into hispo requires a Rage check, changing into lupus does not.

The forest under the crescent moon is full of scents, sensations, and sounds. The deer calf that walked by yesterday. The wild mushrooms that can be eaten and those that cannot. The humans in their vehicle on the boat in the morning. The honking of the geese as they prepare to leave for south. The squishiness of the moss as your paws treads on it.

If the characters want to howl at the moon, they gain 1 point of Rage.

All characters should make a Wits + Survival test. Check Table 6 for the results.

TABLE 6: THE MOONLIT WOODS

Result	Description
0	You get caught in a trap set by a hunter and take 2 points of Aggravated physical damage and gains 2 points of Rage.
1–3	You enjoy running in the forest with the wind in your fur.
4	You find a nice juicy jackrabbit and feast on it. You can restore 1 point of Willpower.
5 +	You smell the marks of an unknown werewolf.



And then, yes, the territorial marks of the Trout Lake pack. These ones are slightly older so you must follow them to where they are fresh. And then you can already smell one of their guards, a young male. You howl a little to make your presence known and soon hear a reply that you should prepare to meet Nahanni. The leader walks majestically on a hilltop, the moon illuminating her outline. She looks down upon you, and growls, "Why have you come?"

Essentially, the characters came to warn her of the coming aerial hunt. How to best explain this is another question and requires both the players roleplaying it and then making a Charisma + Persuasion or Manipulation + Etiquette test. They can only speak to Nahanni in lupus or hispo forms.

Read the result from the highest roll the characters got in Table 7.

TABLE 7: WOLF TALK

Result	Description
0	Nahanni considers the characters to be liars and orders her pack to attack them to drive them away. Of course, killing wolves is the last thing the characters want to do.
1–3	Nahanni believes the characters are concerned and promises to take their advice into her heart.
4 +	Nahanni agrees, and takes her pack outside of their territory to a nature park where hunters cannot go.

Kinseeking

Unbeknownst to the characters, there is a latent werewolf in this tribe, a young nest-builder called Tucho. After talking to Nahanni, those characters who smelled the werewolf earlier should make an Intelligence + Survival test. On a result of 2 or more successes, they realize there is a latent werewolf in the tribe. On a result of 4+, they recognize the scent as Tucho. Alternatively, Jonas may use his Gift Sense the True Form (Difficulty 2) to determine Tucho is Garou.

The characters do not need to act on this information. But they can try to force Tucho's First Change by attacking her or by changing form in front of her.

The look on the young wolf's face is that of confusion and terror. And Rage. The fur recedes into hair and then much of it disappears as she is changed into a black-haired woman who looks wildly at you. Wildly, but imbued with a powerful spirit and the gift of the crescent moon making her a potential theurge, a Garou mystic, if and when she passes her Rite of Passage.

If the characters attacked her, she fights them until subdued. Otherwise, she tries to remain with her pack, reluctant to adopt the customs or language of humans. Or the characters can invite her along, trying to speak to her werewolf to werewolf. If Tucho spends more time with the characters, it becomes apparent that she's motivated to grasp what's happening to her and how to adapt to her new conditions. She's capable of adjusting, the same as the wolf-born characters in the pack if the players' characters.

CHAPTER THREE



Once the characters have done all the investigation, preparation, fighting, and wolving they want, the day of the hunt approaches. This sets two plans in motion: the FOMO Hunting Company's plan to shoot at the Lake Trout wolf pack from helicopters, and Marcus Oakheart's plan to attack said hunting party. Both of these can happen in several different ways.

The result of these colliding plans is that the wolf pack will be destroyed and several of the hunters, including Coach MacKenzie, will die. It should be clear that the characters want to protect the wolf pack and the Coach, and that they do not consider Marcus Oakheart their enemy, either. FOMO Guards and hunting tourists are expendable but not the true enemy. However, killing Olivia Moreau and her Fomor grunts (*Werewolf*, p. 263) is highly commendable and a great service to Gaia. Note that this may not necessarily be the end of FOMO Hunting Company. Putting an end to its operations may require mundane paperwork and activism than is beyond the scope of this story.

By now the characters have probably done several things which mean things do not go according to either plan.

YOUR HUNTING EXPERIENCE SCHEDULE: DAY 2

If the characters have done nothing and will do nothing, here is a timeline of what happens.

09:00 The hunting tourists have breakfast with Olivia Moreau and Coach MacKenzie at the Lodge. Then they check their equipment, go through the plans, and get ready.

10:00 Marcus Oakheart and his pack, the Lunabombers, meet at the church parking lot. They start driving toward the Lodge where they will change into crinos form.

11:00 The hunting tourists board the two helicopters. Olivia Moreau will be in Chopper A, Coach MacKenzie in Chopper B.

11:15 The Lunabombers will attack the Lodge in crinos form and fight the guards and the Fomor Grunts. The tourists will be hurried into the helicopters.

11:20 Chopper A will take off.

11:25 The Lunabombers will attack Chopper B. Marcus Oakheart, consumed by Hauglosk, will tear Coach MacKenzie's throat and then ravage the tourists.

11:45 When they have murdered everyone on the Lodge, Marcus Oakheart and his packmates will change into homid form again. They will realize all their Rage was in vain as the wolves will be killed anyway. Marcus Oakheart leaves the Lodge in depressed, forlorn silence.

12:00 Chopper A will reach the Trout Lake wolf pack and shoot at them indiscriminately. The leader Nahanni will be among the first to die. Seeing this, Tucho will experience her first change and rage against the hunters. The hunters will not shoot at her, but more than half of the wolves will be killed before 14:00.

15:00 Chopper A will make a change of plans and land on the Airstrip instead of the Lodge. The tourists will be taken to a local hostel for a shower. FOMO workers will gather the killed wolves for processing.

17:00 Marcus Oakheart and the Lunabombers will lick their wounds quietly. Olivia Moreau will entertain her guests.



20:00 RCMP units contacted through Olivia Moreau's excellent network will arrive at the Lodge to examine the murder scene.

WHAT REALLY HAPPENS

The characters still have an important decision to make: How far are they willing to go to defend Coach MacKenzie from Marcus Oakheart's attack? And how exactly will they do it?

The lodge has 10 FOMO guards minus any the characters have previously killed. If they want to sneak in before Oakheart or attack the guards, use the rules outlined in the section FOMO Field Office on p. 15.

Obviously, several events may have changed the outcome of their plans drastically. Are the helicopters sabotaged? Are most of the guards killed? Is the wolf pack alerted? Was Coach MacKenzie convinced to leave his job? Did the characters manage to convince the police to come?

- * Are the helicopters sabotaged? If they are, they indeed explode on take-off. If only one is sabotaged, that is Chopper A. If they both are, Coach MacKenzie is also seriously injured unless the characters manage to prevent it.
- * If Coach MacKenzie left his job, he is replaced by another guide, one whose loss the characters will not mourn. That would make the whole fight much easier.
- * If the wolf pack was alerted and they decided to leave for the nature park, all of them survive. The FOMO hunting trip is a failure, resulting in dismal reviews and financial trouble for Olivia Moreau.
- * If Olivia Moreau is dead, the Bane inhabiting her found a new host in one of her aides, and the day proceeds more or less as usual (but the police don't come to investigate the murders at the lodge).
- * If the characters convinced the police to come, the RCMP arrive at 10:30, wanting to speak with Olivia Moreau. She has excellent connections and is very charismatic, but the evidence of an aerial hunting trip is hard to hide. She is taken in for questioning, possibly granting her a good opportunity to talk her way to freedom later on. The arrival of the police causes the hunting tourists to panic and flee into the woods, where they are massacred by the Lunabombers. Coach MacKenzie and the regular guards and aides stay in the office, unsure of what to do. A great solution until Marcus Oakheart comes to attack them, at which point a fire fight breaks out where almost everyone dies,

including Marcus Oakheart, Jana Goodhowl, and Coach MacKenzie.

- * If the characters brought Tucho along with them, she walks around in Homid form, having grasped the human custom of wearing clothes but not yet knowing how to speak. She attacks at the first sign of trouble.
- * If the characters have somehow managed to stop the hunt entirely, then it simply does not happen. In that case, Marcus Oakheart still attacks the FOMO Lodge and Coach MacKenzie.
- * If the characters hide with the tourists, disguised as some of them, with tickets to the hunt, Coach MacKenzie confronts them, wondering at what is going on. A roll of Manipulation + Persuasion of 3+ convinces him that everything is in order.
- * If the characters try to directly stop Marcus Oakheart, he fights them to the death or until the stakes have changed (but the characters can use this to drag Coach MacKenzie to safety and then escape). If Jana Goodhowl is alive, she stops this fight with a blow of her whistle before any Garou dies.
- * Jana Goodhowl does not want to fight the characters or the humans, only the Fomori.

Marcus Oakheart (Homid Form)

General Difficulty: 4/2

Standard Dice Pools: Physical 7, Social 4, Mental 3

Secondary Attributes: Health 9, Willpower 5

Exceptional Dice Pools: Brawl 8, Melee 8, Intimidate 7, Leadership (By Example) 7, Gifts 6

Notes / Other Traits:

Primal Anger: Activating this Gift inflicts a single level of Aggravated damage, which feels to the victim like an existential burning. In exchange, Oakheart gains Rage equal to the number of successes on a straight Glory test. This Gift can be used only once per session.

Thwarting the Arrow: Oakheart gains his Honor as bonus dice to all tests to avoid projectile weapons. This Gift can be used only in crinos form.

Spirit of the Fray: The Gift allows Oakheart to attack additional opponents, within reach, up to 4, without penalty. Make a single attack roll and apply it to every opponent engaged and covered by the Rage expenditure (One Rage check per additional opponent). Any additional bonus to the attack applies to all opponents.

Jana Goodhowl (Homid Form)

General Difficulty: 4/3

Standard Dice Pools: Physical 5, Social 6, Mental 7

Secondary Attributes: Health 6, Willpower 9

Exceptional Dice Pools: Insight 8, Persuasion 8, Awareness 9, Gifts 6

Notes / Other Traits:

Talisman: Dogwhistle of Control. Blowing in this whistle calms any targeted Garou for a turn, no matter how consumed by Rage or Hauglosk, forcing them to consider their actions and listen to reason. The Garou targeted by it take 1 superficial Willpower damage and lose 1 point of Rage. The Talisman has been granted by the spirits to Jana Goodhowl specifically. It won't cooperate with anyone else.

Ancestral Conviction: Jana Goodhowl gains her Honor as bonus dice on Persuasion Skill tests versus other Garou. This Gift can be used in any form. Duration: One scene

Mental Firmness: Jana Goodhowl receives a two-dice bonus to resist any Gift or ability that is opposed by Mental or Social traits.

CONCLUSION

If the characters are alive, they have a chance to regroup and meet with the other survivors. These may include Marcus Oakheart and Jana Goodhowl, or Coach MacKenzie.

Trash blows in the wind again and the northern sun hangs low. You are crossing the church parking lot on your way to The Silver Saloon.

If Marcus Oakheart is alive, read this:

You hear a familiar growl and recognize Marcus Oakheart standing on the wrecked car in hispo form. He changes into homid and says: "You can fight alright, I'll give you that. Do you intend to stay in town?"

If the characters mean to stay, they need to start negotiating with the Lunabombers on forming a sept. Jana Goodhowl, if still alive, takes care of most of the actual negotiating. If the group wants to keep playing, this could be interesting for the second session. To be interesting, the relationship between the characters' pack and the Lunabombers should remain strained but not entirely antagonistic.

If Coach MacKenzie is still alive, read this: You walk in The Silver Saloon, where you see Coach MacKenzie already sitting at a table, doing a crossword puzzle. He greets you warmly and then explains, "I can't believe it but I lost my job. The whole company is in trouble, apparently there was some kind of attack on the lodge. I don't suppose you know of any openings for an old man like myself?"

If the Coach lives, helping him find a new job is also something that can lead into bigger things in an ongoing chronicle.

If the Coach is not alive, there is a memorial service for him, which the characters are welcome to attend. Likewise, if Nahanni or others of the Trout Lake wolf pack have died, there is a howl to honor them at the next full moon.

Finally, if the characters encountered Tucho, she can become a member of their pack as a supporting character, or be made into a full player's character. If one of the characters died, it would be natural for the player to continue as Tucho. Exploring the first days and weeks after the change can be very interesting. She is theurge, but what tribe will she pick? Or will the tribe pick her?



EXPERIENCE

For completing the story, each character receives 3 Experience points. In addition:

- * If a character managed to convince Coach MacKenzie not to take part in the wolf hunt, they get 1 Experience Point.
- * If a character managed to convince the RCMP to make an appearance, they get 1 Experience Point.
- * If the characters killed Olivia Moreau, they all get 1 Experience Point.
- * If a character discovered Tucho is latent Garou, they get 1 Experience Point.
- * If the wolves were saved, each character gets 1 Experience Point.

To make the story into a chronicle, each player should come up with one or two extra Touchstones for their characters. They can be family members, friends, or other important connections, but ideally these, unlike Nahanni and Coach MacKenzie, would not be shared by the others.

APPENDIX:

THE PLAYERS' PACK



SHELLEY MOONSHADOW LE BORGNE

Shelley always loved sports. She played ice hockey and was on track to becoming a professional. Once during a match she got into a fight and lost her temper, experiencing her First Change. If not for the ice skates and the padding, she might have murdered both teams. She has been better able to control her changes since then, but she has developed a new-found interest in reading, listening, singing, and storytelling. Inspired by the legends of the Garou, she leads a double life. By day, she plays hockey in the big city. By night she prowls the streets, teaching the songs of the moon to the other werewolves.

Tribe: Shadow Lords

Auspice: Galliard

Patron: Thunder

Touchstones: Coach MacKenzie

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 3, Manipulation 1, Composure 2; Intelligence 2, Wits 2, Resolve 2

Secondary Attributes: Health 6 / Willpower 4

Skills: Athletics 4, Brawl 2, Driving 2, Firearms 2, Melee 3, Stealth 1, Survival 3, Intimidation 3, Leadership 1, Performance 1

Renown: Glory 2, Honor 1

Gifts: Hare's Leap, Animal Magnetism, Fatal Flaw

Rites: Rite of Dedication

Advantages: Resources 1, Spirit Pact 3, Linguistics (French) 1, Mask 2

Flaws: Folkloric Tell (shadow reveals the other form) 1, Folkloric Bane (moonstone) 1

DARIUS VAN DETTA

Darius is not his real name, of course. He is first and foremost a wolf. A lone wolf at that. Having challenged the leader a few too many times, he was bitten and clawed and eventually driven out of the pack. He attacked humans who tried to shoot him. And that is when he saw a mirage of the enemy, the Wyrm, and he changed. He was a naked human himself, and could understand the ways of the spirits. He now sometimes goes by the unconvincing human name of Darius Van Detta, and does his utmost to take down the Wyrm wherever it is at work. He does not really understand human society, but he is loyal to his new Garou pack.

Tribe: Black Fury

Auspice: Theurge

Patron: Gorgon

Touchstones: Nahanni

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 2, Manipulation 3, Composure 4; Intelligence 2, Wits 2, Resolve 3

Secondary Attributes: Health 6 / Willpower 7

Skills: Athletics 1, Brawl 2, Melee 3, Stealth 2, Survival 4, Animal Ken 3, Intimidation 2, Leadership 1, Persuasion 1, Awareness 3, Occult 1

Renown: Glory 2, Wisdom 1

Gifts: Penumbral Senses, Mother's Touch, Curse of Aeolus

Rites: Rite of Shadow Passage

Advantages: Moon-Quicken 1, Moon-Riled 3, Allies (local drifters) 2, Contacts (local gas station attendant who sees a lot) 1

Flaws: Illiterate 2

IDA RATBRAIN FONG

Ida was a straight A student who always did what she was told. She obeyed parents, teachers, priests, politicians, and bosses. Yet she knew something was wrong with the world. But why? When she became a journalist, she tried to ask these questions, not realizing she was constantly being lied to. When the realization finally hit her, Ida raged. After the change, she has questioned every authority, challenged every tradition, and turned every stone, if it helps get to the truth. On the way, she has also become a disillusioned big city drug addict who has drifted more and more into marginalia with her strange opinions and attitudes.

Tribe: Bone Gnawer

Auspice: Ragabash

Patron: Rat

Touchstones: Coach MacKenzie

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 2; Intelligence 3, Wits 4, Resolve 1

Secondary Attributes: Health 5 / Willpower 3

Skills: Driving 1, Firearms 1, Larceny 4, Stealth 3, Etiquette 2, Insight 1, Persuasion 1, Streetwise 3, Subterfuge 2, Investigation 3, Technology 2

Renown: Honor 2, Wisdom 1

Gifts: Catfeet, Gremlins, Blissful Ignorance

Rites: Rite of the Forgetful Record

Advantages: Contacts (drug dealer in town) 1, Mask (fake ID under the name Susan Wu) 1, Day Job (regular freelance writing assignments) 2, Linguistics (French, Spanish, Mandarin) 3

Flaws: Hopeless Addiction 2

ASHLEY FERNFUR GREENEYES

Ashley grew up a wolf, one of those wolves who loved the territory of their pack and did their utmost to protect its flora and fauna from destruction. When she found that territory decimated by large machines, she raged, and changed. In human form she attacked those who drove the machines and escaped into the woods. Humans recognized her as Indigenous, and she adopted the name Ashley Greeneyes. She lives on the outskirts of town with a human woman, fiercely protecting their garden and any peace of green nature she sees.

Tribe: Hart Warden

Auspice: Ahroun

Patron: Stag

Touchstones: Nahanni

Attributes: Strength 2, Dexterity 2, Stamina 4; Charisma 2, Manipulation 1, Composure 3; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 7 / Willpower 5

Skills: Brawl 1, Craft 4, Melee 2, Stealth 1, Survival 3, Animal Ken 3, Insight 1, Leadership 2, Persuasion 2, Awareness 3

Renown: Glory 2, Honor 1

Gifts: Staredown, Razor Claws, Sacred Boundary

Rites: Rite of Dedication

Advantages: Safe House 2, Resources 1, Contact (town clerk wife) 2, Allies (Indigenous activists) 2

Flaws: Illiterate 2

JONAS SPARKS BEAULIEU

Jonas was born into the Dene people on a Reserve with less than three hundred people. He always had an affinity for machines, working as a mechanic repairing fire trucks and helicopters. After he changed, he felt a strange need to delve deep into the history and customs of the Garou as well as the laws of Canada, the territory, and the reserve, becoming an impromptu arbitrator in many disputes. Jonas studies law in the big city, but never really feels like he belongs there.

Tribe: Glass Walkers

Auspice: Philodox

Patron: Spider

Touchstones: Coach MacKenzie

Attributes: Strength 1, Dexterity 3, Stamina 2; Charisma 3, Manipulation 2, Composure 3; Intelligence 4, Wits 2, Resolve 2

Secondary Attributes: Health 5 / Willpower 5

Skills: Craft 2, Driving 3, Firearms 3, Larceny 1, Streetwise 2, Subterfuge 1, Academics 3, Investigation 2, Politics 1, Technology 4

Renown: Honor 1, Wisdom 2

Gifts: Eyes of the Owl, Thwarting the Arrow, Gaia's Candor, Porcupine's Reprisal

Rites: Rite of Dedication

Advantages: Contact (tribal chief) 2, Resources 2, Mask 2, Fame (flair as a car mechanic) 1

Flaws: Moon-Thrall 2

JARED TIERNEY

Jared may not have the book smarts, but he has heart. He prides himself on having grown on a farm and knowing where food really comes from. He is also a hunter, prowling the wilds outside the farm. When he first changed, a violent rage overtook him and he killed his entire family. He was never sentenced for murder but eventually living with the guilt was too much. He moved into the city where he worked in construction but never really fit in, getting into too many fights with those who thought they could take him. Now Jared has come back home where he belongs.

Tribe: Galestalkers

Auspice: Ahroun

Patron: North Wind

Touchstones: Coach MacKenzie

Attributes: Strength 4, Dexterity 3, Stamina 3; Charisma 2, Manipulation 1, Composure 3; Intelligence 2, Wits 2, Resolve 2

Secondary Attributes: Health 6 / Willpower 5

Skills: Athletics 3, Brawl 4, Craft 1, Driving 2, Firearms 3, Melee 1, Survival 2, Animal Ken 3, Intimidation 2, Leadership 1

Renown: Honor 2, Wisdom 1

Gifts: Raging Strike, Lacerating Wind, Halt the Coward's Flight

Rites: Rite of Rage

Advantages: Moon-quicken 1, Moon-Riled 3, Mask 2, Contacts (local farmer) 1

Flaws: Dark Secret 1 (killed his family), Folkloric Tell (people hear howls in your presence) 1

WEREWOLF

THE APOCALYPSE

Name Shelley "Moonshadow" Le Borgne	Concept Poetic Hockey Player	Patron Thunder
Chronicle Red Tundra	Auspices Galliard	Tribe Shadow Lords

ATTRIBUTES

PHYSICAL

Strength	● ● ● ○ ○
Dexterity	● ● ● ● ○
Stamina	● ● ● ○ ○



SOCIAL

Charisma	● ● ● ○ ○
Manipulation	● ○ ○ ○ ○
Composure	● ● ○ ○ ○



Intelligence	● ● ○ ○ ○
Wits	● ● ○ ○ ○
Resolve	● ● ○ ○ ○

SKILLS

Athletics	● ● ● ○ ○	Animal Ken	○ ○ ○ ○ ○	Academics	○ ○ ○ ○ ○
Brawl	● ● ○ ○ ○	Etiquette	○ ○ ○ ○ ○	Awareness	○ ○ ○ ○ ○
Craft	○ ○ ○ ○ ○	Insight	○ ○ ○ ○ ○	Finance	○ ○ ○ ○ ○
Driving	● ● ○ ○ ○	Intimidation	● ● ● ○ ○	Investigation	○ ○ ○ ○ ○
Firearms	● ● ○ ○ ○	Leadership	● ○ ○ ○ ○	Medicine	○ ○ ○ ○ ○
Larceny	○ ○ ○ ○ ○	Performance	● ○ ○ ○ ○	Occult	○ ○ ○ ○ ○
Melee	● ● ● ○ ○	Persuasion	○ ○ ○ ○ ○	Politics	○ ○ ○ ○ ○
Stealth	● ○ ○ ○ ○	Streetwise	○ ○ ○ ○ ○	Science	○ ○ ○ ○ ○
Survival	● ● ● ○ ○	Subterfuge	○ ○ ○ ○ ○	Technology	○ ○ ○ ○ ○

RENOWN

Glory	● ● ○ ○ ○	Honor	● ○ ○ ○ ○	Wisdom	○ ○ ○ ○ ○
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GIFTS & RITES

Name	Pool	Cost	Notes
Hare's Leap		1 + RC	Each Rage Check allows the Garou to attack an extra enemy the same round
Animal Magnetism		1 RC	Add Glory to Social pools with humans
Fatal Flaw	Charisma + Honor	1 RC	Heals 1 Willpower for each Garou who hears the howl and joins the presence of the howler
	Charisma + Glory	1 RC	All pack members within earshot get +1 Rage
Rite of Dedication			Dedicated clothes disappear and reappear when changing shape as appropriate

Rage 口 口 口 口 口

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Resources	●○○○○
Spirit Pact	●●●○○
Linguistics (French)	●○○○○
Mask	●●○○○
	○○○○○
Folkloric Tell (shadow reveals the other form)	●○○○○
Folkloric Bane	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Harano 口口口口口 Hauglusk 口口口口口

Appearance

History

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Crinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus **
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name Darius Van Detta	Concept A Wolf Pretending To Be Human	Patron Gorgon
Chronicle Red Tundra	Auspices Theurge	Tribe Black Fury

ATTRIBUTES

PHYSICAL

Strength	● ● ○ ○ ○
Dexterity	● ● ● ○ ○
Stamina	● ● ● ○ ○

SOCIAL

Charisma	● ● ○ ○ ○
Manipulation	● ● ○ ○ ○
Composure	● ● ● ● ○

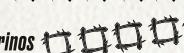
MENTAL

Intelligence	● ○ ○ ○ ○
Wits	● ● ○ ○ ○
Resolve	● ● ● ○ ○

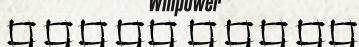
Health



Crinos



Willpower



SKILLS

Athletics	● ○ ○ ○ ○	Animal Ken	● ● ● ○ ○	Academics	○ ○ ○ ○ ○
Brawl	● ● ○ ○ ○	Etiquette	○ ○ ○ ○ ○	Awareness	● ● ● ○ ○
Craft	○ ○ ○ ○ ○	Insight	○ ○ ○ ○ ○	Finance	○ ○ ○ ○ ○
Driving	○ ○ ○ ○ ○	Intimidation	● ● ○ ○ ○	Investigation	○ ○ ○ ○ ○
Firearms	○ ○ ○ ○ ○	Leadership	● ○ ○ ○ ○	Medicine	○ ○ ○ ○ ○
Larceny	○ ○ ○ ○ ○	Performance	○ ○ ○ ○ ○	Occult	● ○ ○ ○ ○
Melee	● ● ○ ○ ○	Persuasion	● ○ ○ ○ ○	Politics	○ ○ ○ ○ ○
Stealth	● ● ○ ○ ○	Streetwise	○ ○ ○ ○ ○	Science	○ ○ ○ ○ ○
Survival	● ● ● ○ ○	Subterfuge	○ ○ ○ ○ ○	Technology	○ ○ ○ ○ ○

RENOWN

Glory



Honor



Wisdom



GIFTS & RITES

Name	Pool	Cost	Notes
Penumbral Senses	Intelligence + Wisdom	1 W	Difficulty - Gauntlet strength, success allows interaction with local spirits
Mother's Touch	Intelligence + Glory	1 W	Heals Superficial damage = no. of successes
Curse of Aeolus	Wits + Wisdom	1 W	Difficulty 2, sense whether there's something supernatural nearby
Rite of Shadow Passage	Renown + Occult		Difficulty = local Gauntlet rating, success allows pack to move to the Umbra

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Moon-Quickened	●○○○○
Moon-Riled	●●●○○
Allies (local drifters)	●●○○○
Contacts (local gas station attendant who sees a lot)	●○○○○
	○○○○○
Illiterate	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Harano 口口口口口 **Hauglusk** 口口口口口

Appearance

History

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Crinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name Ida "Ratbrain" Fong	Concept Wayward Student	Patron Rat
Chronicle Red Tundra	Auspices Ragabash	Tribe Bone Gnawer

ATTRIBUTES

PHYSICAL

Strength	● ● ○ ○ ○
Dexterity	● ● ● ○ ○
Stamina	● ● ○ ○ ○



SOCIAL

Charisma	● ● ○ ○ ○
Manipulation	● ● ● ○ ○
Composure	● ● ○ ○ ○



MENTAL

Intelligence	● ● ● ○ ○
Wits	● ● ● ● ○
Resolve	● ○ ○ ○ ○

SKILLS

Athletics	○ ○ ○ ○ ○	Animal Ken	○ ○ ○ ○ ○	Academics	○ ○ ○ ○ ○
Brawl	○ ○ ○ ○ ○	Etiquette	● ● ○ ○ ○	Awareness	○ ○ ○ ○ ○
Craft	○ ○ ○ ○ ○	Insight	● ○ ○ ○ ○	Finance	○ ○ ○ ○ ○
Driving	● ○ ○ ○ ○	Intimidation	○ ○ ○ ○ ○	Investigation	● ● ● ○ ○
Firearms	● ○ ○ ○ ○	Leadership	○ ○ ○ ○ ○	Medicine	○ ○ ○ ○ ○
Larceny	● ● ● ○ ○	Performance	○ ○ ○ ○ ○	Occult	○ ○ ○ ○ ○
Melee	○ ○ ○ ○ ○	Persuasion	● ○ ○ ○ ○	Politics	○ ○ ○ ○ ○
Stealth	● ● ● ○ ○	Streetwise	● ● ● ○ ○	Science	○ ○ ○ ○ ○
Survival	○ ○ ○ ○ ○	Subterfuge	● ● ○ ○ ○	Technology	● ● ○ ○ ○

RENOWN

Glory

○ ○ ○ ○ ○

Honor

● ● ○ ○ ○

Wisdom

● ○ ○ ○ ○

GIFTS & RITES

Name	Pool	Cost	Notes
Catfeet	Intelligence + Wisdom	1 W	Automatically succeed at keeping balance
Gremlins	Manipulation + Honor vs Composure + Insight	1 RC	Successes cause Willpower damage and force the victim to turn attention to the Gift's user
Blissful Ignorance	Charisma + Glory	1 RC	Renders device unusable for a scene
Rite of the Forgetful Record	Wisdom + Investigation		On success, the Difficulty to find the participants via databases or records increases by 3

Rage 口 口 口 口 口

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Contact (drug dealer in town)	●○○○○
Mask (fake ID under the name Susan Wu)	●○○○○
Day Job (regular freelance writing assignments)	●●○○○
Linguistics (French, Spanish, Mandarin)	●●●○○
	○○○○○
Hopeless Addiction	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Harano 口口口口口

Hauglosk 口口口口口

Appearance

History

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Crinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus **
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name Ashley "Fernfur" Greeneyes	Concept Wolfborn Activist	Patron Stag
Chronicle Red Tundra	Auspices Ahroun	Tribe Hart Warden

ATTRIBUTES

PHYSICAL

Strength	● ● ○ ○ ○
Dexterity	● ● ● ○ ○
Stamina	● ● ● ● ○

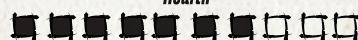
SOCIAL

Charisma	● ● ○ ○ ○
Manipulation	● ○ ○ ○ ○
Composure	● ● ● ○ ○

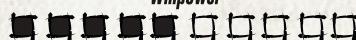
MENTAL

Intelligence	● ● ○ ○ ○
Wits	● ● ● ○ ○
Resolve	● ● ○ ○ ○

Health



Willpower



Grinos



SKILLS

Athletics	○ ○ ○ ○ ○	Animal Ken	● ● ● ○ ○	Academics	○ ○ ○ ○ ○
Brawl	● ○ ○ ○ ○	Etiquette	○ ○ ○ ○ ○	Awareness	● ● ● ○ ○
Craft	● ● ● ● ○	Insight	● ○ ○ ○ ○	Finance	○ ○ ○ ○ ○
Driving	○ ○ ○ ○ ○	Intimidation	○ ○ ○ ○ ○	Investigation	○ ○ ○ ○ ○
Firearms	○ ○ ○ ○ ○	Leadership	● ● ○ ○ ○	Medicine	○ ○ ○ ○ ○
Larceny	○ ○ ○ ○ ○	Performance	○ ○ ○ ○ ○	Occult	○ ○ ○ ○ ○
Melee	● ● ○ ○ ○	Persuasion	● ● ○ ○ ○	Politics	○ ○ ○ ○ ○
Stealth	● ○ ○ ○ ○	Streetwise	○ ○ ○ ○ ○	Science	○ ○ ○ ○ ○
Survival	● ● ● ○ ○	Subterfuge	○ ○ ○ ○ ○	Technology	○ ○ ○ ○ ○

RENONW

Glory



Honor



Wisdom



GIFTS & RITES

Name	Pool	Cost	Notes
Staredown	Charisma + Honor vs Composure + Resolve	1 RC	Automatic success with humans and animals, forces target to step aside
Razor Claws		-1 RC	Add half of Glory (round up) to claw damage
Sacred Boundary			Add Wisdom to attempts to sense traps, ambushes or surprise attacks
Rite of Dedication			Dedicated clothes disappear and reappear when changing shape as appropriate

Rage



WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Safe House	● ● ○ ○ ○
Resources	● ○ ○ ○ ○
Contact (town clerk wife)	● ● ○ ○ ○
Allies (Indigenous activists)	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano 口 口 口 口 口 Hauglusk 口 口 口 口 口

Appearance

History

FORMS of the GAROU

Homid Cost: Free
Silver immunity



Glabro Cost: One Rage Check
Physical Tests: Two-Dice Bonus
Social Tests: Two-Dice Penalty*
Regenerate: 1 per Rage Check



Crinos Cost: Two Rage Checks
Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



Hispo Cost: One Rage Check
Physical Tests:
Two-Dice Bonus**
Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
and Garou
Regenerate: 1 per Rage Check
Bite: +1 Aggravated



Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



* Does not apply to intimidation or non-humans
** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name Jonas "Sparks" Beaulieu	Concept The Mechanic	Patron Spider
Chronicle Red Tundra	Auspices Philodox	Tribe Glass Walkers

ATTRIBUTES

PHYSICAL

Strength	●○○○○
Dexterity	●●●○○
Stamina	●●○○○



SOCIAL

Charisma	●●●○○
Manipulation	●●○○○
Composure	●●●○○

MENTAL

Intelligence	●●●●○
Wits	●●○○○
Resolve	●●○○○

SKILLS

Athletics	○○○○○	Animal Ken	○○○○○	Academics	●●●○○
Brawl	○○○○○	Etiquette	○○○○○	Awareness	○○○○○
Craft	●●○○○	Insight	○○○○○	Finance	○○○○○
Driving	●●●○○	Intimidation	○○○○○	Investigation	●●○○○
Firearms	●●●○○	Leadership	○○○○○	Medicine	○○○○○
Larceny	●○○○○	Performance	○○○○○	Occult	○○○○○
Melee	○○○○○	Persuasion	○○○○○	Politics	●○○○○
Stealth	○○○○○	Streetwise	●●○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	●○○○○	Technology	●●●●○

RENOWN

Glory	○○○○○	Honor	●○○○○	Wisdom	●●○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Eyes of the Owl		1 W	Add Honor as a bonus to all tests to avoid projectile weapons; only works in crinos
Thwarting the Arrow	Charisma + Glory vs Composure + Subterfuge	1 RC	Forces truthful answer to a question; automatic success with humans, test with supernaturals
Gaia's Candor		1 RC	When damaged in brawl or melee, Rage Check inflicts damage equal to Glory to the attacker
Porcupine's Reprisal	Wits + Wisdom	1 W	Reveals true nature of beings pretending to be human
Rite of Dedication			Dedicated clothes disappear and reappear when changing shape as appropriate

Rage 口口口口口

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Contact (tribal chief)	● ● ○ ○ ○
Resources	● ● ○ ○ ○
Mask	● ● ○ ○ ○
Fame (flair as a car mechanic)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Harano 口 口 口 口 口

Hauglusk 口 口 口 口 口

Appearance

History

FORMS of the GAROU

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Spend 1 Willpower per turn or frenzy
Physical Tests: Four-Dice Bonus
Health Levels: +4
Social and Stealth Tests: Fail
Regenerate: 2 Per Rage Check
Claws: +3
Bite: +1 Aggravated
Causes Delirium



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Physical Tests:
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Stealth Tests: Two-Dice Penalty
Social Tests: Limited to wolves
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Lupus Cost: Free
Silver immunity
Social Tests: Limited to wolves
and Garou



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** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

WEREWOLF

THE APOCALYPSE

Name Jared Tierney	Concept Wayward Student	Patron North Wind
Chronicle Red Tundra	Auspices Ahroun	Tribe Galestalkers

ATTRIBUTES

PHYSICAL

Strength	● ● ● ● ○
Dexterity	● ● ● ○ ○
Stamina	● ● ● ○ ○

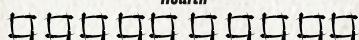
SOCIAL

Charisma	● ● ○ ○ ○
Manipulation	● ○ ○ ○ ○
Composure	● ● ● ○ ○

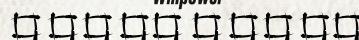
MENTAL

Intelligence	● ● ○ ○ ○
Wits	● ● ○ ○ ○
Resolve	● ● ○ ○ ○

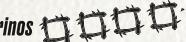
Health



Willpower



Crinos



SKILLS

Athletics	● ● ● ○ ○	Animal Ken	● ● ● ○ ○	Academics	○ ○ ○ ○ ○
Brawl	● ● ● ● ○	Etiquette	○ ○ ○ ○ ○	Awareness	○ ○ ○ ○ ○
Craft	● ○ ○ ○ ○	Insight	○ ○ ○ ○ ○	Finance	○ ○ ○ ○ ○
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Melee	● ○ ○ ○ ○	Persuasion	○ ○ ○ ○ ○	Politics	○ ○ ○ ○ ○
Stealth	○ ○ ○ ○ ○	Streetwise	○ ○ ○ ○ ○	Science	○ ○ ○ ○ ○
Survival	● ● ○ ○ ○	Subterfuge	○ ○ ○ ○ ○	Technology	○ ○ ○ ○ ○

RENON

Glory



Honor



Wisdom



GIFTS & RITES

Name	Pool	Cost	Notes
Raging Strike		1 W	Automatically succeed at keeping balance
Lacerating Wind	Manipulation + Honor vs Composure + Insight	1 RC	Successes cause Willpower damage and force the victim to turn attention to the Gift's user
Halt the Coward's Flight	Charisma + Glory	1 RC	Renders device unusable for a scene
Rite of Rage	Glory + Intimidation		Difficulty equals no. of participants, min 3. Win increases Rage for each participant

Rage

WEREWOLF

THE APOCALYPSE

Chronicle Tenets

Touchstones

Favors & Bans

ADVANTAGES & FLAWS

Contact (drug dealer in town)	○○○○○
Mask (fake ID of dubious quality)	●●○○○
Addiction	●○○○○
Person of Interest	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Harano 口口口口口 Hauglusk 口口口口口

Appearance

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** Does not apply to Stealth tests

Notes

Total Experience

Spent Experience

VAMPIRE

THE MASQUERADE



HUNTER

THE RECKONING

WEREWOLF

THE APOCALYPSE

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