

# Lost in the Fire

A MONTH OF DARKNESS STORY FOR WEREWOLF: THE APOCALYPSE

**WEREWOLF**  
THE APOCALYPSE





# Lost in the Fire

**Author:** Søren Aske Hjorth

**Developers:** Kevin Schluter with Juhana Pettersson

**Producer:** Kevin Schluter

**Art Director and Graphic Design:** Sarah Robinson

**Cover:** Mayra Luna

**Illustrators:** Mayra Luna and Paradox illustrators

**Copy Editor:** Brendan Rabon

**Cultural Consultant:** Logan Boese

**Proofreader:** Nathan Gerber

**Play Testers:** Brandon Fobes, John Garrison, Elina Pohjola, Mike Pohjola, Mikko J. Ryytty, Lance Schlenker, Tony Schluter, Zack Schwartz, and Jukka Seppänen

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**Werewolf: The Apocalypse** Creators: Sam Chupp, Andrew Greenberg, Wes Harris, Robert Hatch, Geoff Pass, Mark Rein-Hagen, William Spencer-Hale, Rich Thomas, Josh Timbrook, Stewart Wieck, Travis L. Williams, Samuel Witt

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# Lost in the Fire

**F**ire eats away all that a person was. It strips away flesh and sinews, chars the bone, and leaves only ashes behind. Throughout the years, countless stories have been lost to the fire. Yet fire is also an ally, a comfort on cold nights, and a place to meet and share stories.

For the Garou from the Grandmother's Hollow Sept, the wildfire took away all they knew: the faces of fallen comrades, forever lost to the flames. Comrades, ancient trees that had once marked the boundaries of their lands, wooden carvings shaped by the generations of Garou before them. All forever lost to the flames.

A wildfire swept across the hollow on a dark autumn night, consuming everything in its path. In the inferno's wake, a pack of Black Spiral Dancers gleefully followed, their leader singing a cackling dirge mocking the sacred site while the protectors were incinerated. They called it their first night of sacrifice, with two more to follow, and the caern would soon become theirs. Only a handful of fallen Garou escaped that defeat.

## Content Warning

Most players of World of Darkness games, in general, and **Werewolf: The Apocalypse**, specifically, have come to expect that stories such as this one may deal with real-world issues, including wars and natural disasters. This story was written specifically with Hurricane Helene and the war in Iraq in mind, but Storytellers are free to leave these disasters nameless or adapt them to other disasters to fit the troupe.

## INTRODUCTION

**L**ost in the Fire is a **Werewolf: The Apocalypse** story written for three to five inexperienced Garou. It is meant as a one-shot to be run in about four or five hours; those who wish to take their time or are introducing new players to **Werewolf** might play through the story in six to eight hours, possibly splitting it over two sessions. The story could also be adapted to an ongoing chronicle (see *In Chronicles*, p. 23).

After a voracious wildfire and a horde of Wyrm-spawn brought their home to ruin, after they narrowly avoided dying alongside their friends and packmates, a ragtag pack of Garou in the mountains of Appalachia must come together on a desperate mission of revenge. The enemy's leader was a near-invincible Black Spiral Dancer, calling himself the Smiling Stranger, a figure from the 19th Century remembered in local Garou folklore.

All known accounts say the Smiling Stranger should be long dead and gone, but nevertheless, he stalks the night once more. The pack must seek out unsavory allies, risk life and legacy, and even stare into the maw of oblivion before they can confront the Smiling Stranger again — no matter the cost.

## WHAT IS REALLY GOING ON?

The mythical Smiling Stranger is not the true source of all their woes. Driven by harano to assume the mantle of the Smiling Stranger is Travis "Preysnarer" Whitaker, an embittered Galestalker ragabash and the sworn brother of

several characters in the pack. After Preysnarer succumbed to harano after a recent hurricane, the spirit of the Smiling Stranger saw his weakness and cajoled its way into his body and mind. Coerced into servitude by the reborn Elder Spirit's might, the local Black Spiral Dancers ignited the wildfire and devastated Grandmother's Hollow.

## STORY BEATS

The Prologue is a short narrative scene where the fragmented events of last night are remembered. These are short narration scenes, with each player deciding what they did in the fight, deciding how they feel about the aftermath and the enemy before them, setting their Rage, and earning a point of either harano or hauglisk.

**Chapter One** begins with the pack being pursued by their foes through the woods and dodging authorities. They then head towards their goal—a meeting with Credence Kane, the Forsworn galliard. After reaching him, they must barter with Kane for the knowledge needed to stop the Smiling Stranger.

**Chapter Two** takes place in an abandoned town. On the edge of oblivion, the pack must retrieve a lost story, but in return, they must offer up memories and stories. This brush with the dead drains them, but it could also shatter the power of the Smiling Stranger.

**Chapter Three** is the confrontation, back where it all began. Grandmother's Hollow is surrounded by the wildfire and occupied by the Black Spiral Dancers. Under the Smiling Stranger's command, the minions of the Wyrm are preparing a sacrifice of captive spirits, twisting the caern into a hive.

## Characters in Our Tale

The Survivors, the players' new pack, include:

- **Zoe “Keychain” Lewitt**, Ghost Council ragabash and thief.
- **Cheyenne Briggs**, Child of Gaia philodox and park ranger.
- **Beau Howlett**, Galestalker theurge and former Marine.
- **Solomon “Yarnspinner” Cohen**, Bone Gnawer galliard and fugitive.
- **Sarah Blackhorse**, Silent Strider ahroun and road warrior.

Appendix I features full details for the players' characters. The major Storyteller characters can be found in Appendix III, and include:

- **Grandmother**, guardian spirit of Grandmother's Hollow caern.
- **Credence Kane**, Forsworn galliard and hermit.
- **The Smiling Stranger**, a Civil War era Black Spiral Dancer theurge, inexplicably returned.
- **Eater-of-Eyes**, Black Spiral Dancer ahroun, recently demoted.
- **Travis “Preysnarer” Whitaker**, Galestalker ragabash and Army veteran, presumed deceased.

## THE PLAYERS' PACK

The characters are a varied group of survivors who, against all odds, made it out alive after a surprise attack from the Black Spiral Dancers. Some of them have been in a pack before, and some are pretty new to Garou life, but all have a personal agenda for ensuring last night is avenged.

The story is about these five Garou, and in a game with fewer than five players, you can use the remaining characters as Storyteller characters. The most essential characters are Beau, Keychain, and Yarnspinner. If you are familiar with your players, try to have the more experienced player cast as Yarnspinner, since the galliard has some heavy lifting in this story.

### Previous Packs

Players may ask about their previous packs. Such details may be extraneous to the core of the story, raise more questions than answers, and require strong improvisation on the part of the players. For ease of play, Storytellers may use the following original packs as needed (Player Characters appear in italics).

- **Blackroot Howl:** *Zoe “Keychain” Lewitt, Solomon “Yarnspinner” Cohen, Lux Jones, and Harper “Coffinmaker” Cohen*
- **Cragsnarl Circle:** *Cheyenne Briggs, Beau Howlett, Elijah Ziegler, Travis “Preysnarer” Whitaker, and Brian Atlas,*
- **Independent:** *Sarah Blackhorse*

## SCARS: FALLEN FRIENDS

Each character lost someone close to them during the failed defense of Grandmother's Hollow. All the characters have three core memories left of their fallen friend. These memories become the currency used to delve into the past of the Smiling Stranger and break his hold over the body he uses.

In this story, we use the term *Scar* to describe the emotional wound each person has left behind with the characters and the memories associated with them. Details and memories are in *Appendix II*.

### Regarding Improv and Story

This story features improvisation on the part of the players. The Storyteller can facilitate this by questioning the players to have them establish little facts about their characters, their emotional state, and the relationship with their Scar. The Storyteller can also encourage the players to talk about each other's Scars, because the characters would be familiar with the other fallen Garou.

Each player has a handout with a few key details on their Scars. Players should feel free to embellish their relationship with their Scars, replace one or all of the key story details with new ones, and otherwise develop their characters and relationships as they see fit in the time allotted to this story.

If the players aren't comfortable with improvising, the essentials are there. Have them read from their sheets and ask simple *yes* and *no* questions. In the end, this story only gets better if you cultivate a feeling of loss among players, as co-ownership of the story helps them achieve catharsis at the end of their vengeful road.

## CHRONICLE TENETS

For ease of play, this story assumes the Environmentalist chronicle tenets (see *Werewolf: The Apocalypse*, p. 199), but the Storyteller or troupe could easily change these.

### Environmentalist

- ✿ Never cause harm to Gaia
- ✿ Do not hoard resources
- ✿ Never put short-term gains ahead of long-term goals.

## STORYTELLER CHARACTERS AND LOCATIONS

The key Storyteller characters in this story are Travis "Preysnarer" Whitaker, Credence Kane, The Smiling Stranger, and Eater-of-Eyes. See *Appendix III* for more information.

### Travis "Preysnarer" Whitaker

The traitor of Grandmother's Hollow. A war veteran, Travis was a Galestalker and a ragabash, but he could not outrun harano. Once harano claimed him, he became an easy mark for the Smiling Stranger.

### Credence Kane

A hill-dwelling grouch who left Garou society years ago. Although he is a recluse, from time to time, he will offer help to Garou. For a price.

### The Black Spiral Dancers of the Black Mountains

The Black Spiral Dancers of the region are the sad remains of a couple of packs that used to claim the Black Mountains as theirs. Recently, they have sustained major losses, first to the Garou of Grandmother's Hollow, and then after Eater-of-Eyes arrived and forced the locals in line. The local Black Spiral Dancer traditions are orthodox and minimalist for that tribe, mostly around sport hunting and looking for sacrifices to their dark spirits.

### The Smiling Stranger

The Smiling Stranger is feared by Garou and celebrated as an icon among the Black Spiral Dancers. His return is an omen for the coming end days, and he has promised to lead them to a new hive, carved out from the corpse of the Grandmother and her caern.

### Eater-of-Eyes

Eater-of-Eyes is the deposed leader of the local Black Spiral Dancers. While the Smiling Stranger scares him, there is little more he desires than to tear out the Stranger's heart and reclaim dominance over the mountains.

**TABLE 1: BLACK SPIRAL DANCER FEATURES**

No.	Name	Auspice	Appearance	You know them because...
1	Cousin Foul	Philodox	Fat, bald, and hairless in all forms	... you saw them eat their former leader.
2	Layla	Theurge	Sinewy and pallid	... they once forced you to drink a beer with them.
3	End-of-Beginnings	Ahroun	Steroid-muscular	... is the local coroner.
4	Syringe	Ragabash	Trad spouse energy	... they tried to catfish you.
5	Mr. Horror	Galliard	Sunglasses hiding mutated eyes	... is the Spiral diplomat
6	Biter	Ragabash	Non-verbal wolfborn	... loves turning household pets into fomori.
7	The Preacher	Galliard	Old and one-armed	... wears the skin of multiple priests.
8	Burning-Diesel	Ahroun	Biker	... once survived your attempt to kill them.
9	Acid	Philodox	Demure and boring	... kidnapped you when you had lost the wolf.
10	Lazarus	Theurge	Patchwork skin	... does not always heal right.

### Naming the Black Spiral Dancers

Use Table 1 (above) to create details for any Black Spiral Dancers you need in the story. You can randomly pair them together or choose whichever ones the troupe finds more interesting or disturbing.

### THE OLD MOUNTAINS

The Appalachians are old and foreboding. The locals have shared stories about the strangeness along the range, most of which warn about the things that lurk across those mountains.

The Garou have been here alongside humanity, and they are not even completely at home in this land. Old, forgotten spirits lurk beneath the earth's crust, remnants of times before there was even a language to describe them.

The Black Mountains are a subregion of these peaks, marking the border between North Carolina and Tennessee, with settlements nestled along the rivers. Though humans have been in the land for ten thousand years, the marks left by humanity's more recent depredations can be seen everywhere, with rusty remains of the logging industry strewn around the land, abandoned mineshafts, and acid rain stripping trees of their bark.

More recently, nature has been striking back. A hurricane destroyed many communities across several states, leaving devastation in its wake. Rivers were rerouted, farms and towns swept away by water, and thousands of trees ripped out of the ground in the forests—just waiting to become fuel for an eventual fire. That fire flared up last night and grew into an inferno sweeping across the Black Mountains.

### Grandmother's Hollow

In the Black Mountains, a hidden trail can lead you to Grandmother's Hollow, an enclosed valley. This is one of the region's oldest caerns, which the Garou still hold. Many caerns have withered away in the Age of Apocalypse, but this one has remained.

The guardian spirit here is a bear-spirit called Grandmother, seen in the figure of an ancient, but solid white-haired woman with weatherworn skin or a grey-furred black bear, who has been a source of power and advice for many years.

### Changing Environments

This story takes place in the eerie valleys of the Appalachian Mountains, a place in the wilderness, suited for the tribulations presented in the text. Adapting the events to another environment requires work, but it is not impossible. The main requirement of the story is a caern remote enough to be engulfed in a wildfire or another potentially man-made disaster, including: an oil spill or chemical spill from a tanker truck or train, flooding from a dam or levee breaking, or a coal mine explosion. The main point is that the calamity surrounding the Garou is too large for them to manage, keeping them on their toes.

It must also be set in an area suitable for derelict, forgotten ghost towns with ancient evil hidden within.

## The Ghost Town

Abandoned around the Second World War, it now consists of rusted out cars, ramshackle housing, and overgrown foundations. Abandoned and nameless, this town is situated deep between the mountains, and werewolves of all types have avoided this place due to the restless dead.

The town's spiritual side is equal parts regret and death, as the Smiling Stranger horrifically twisted it ages ago. It borders the darkest part of the Umbra, haunted by scores of lost souls desperately hoping to feel any passion again.

## PROLOGUE: DAYBREAK

**T**he story opens in a stream, the characters having found each other after last night's calamity. Read or paraphrase the following:

*Each of you followed the howls.*

*As dawn breaks, you stand knee-deep in the water. Smoke from the nearby wildfire drifts throughout the surrounding forest. The disorientation finally subsides.*

*You look around at your fellow survivors. All of you carry the telltale marks from a night of bloodshed, each of you bloodied and bruised. Your bodies are exhausted. Headaches tear apart any chance to focus. None of you can entirely recall what happened last night.*

*But you do know that last night, your sept was attacked.*

*The moot was interrupted as smoke drifted into the hollow, ash began drifting from the skies, and orange flames swept up the tree trunks.*

*All of you remember their malevolent war howls when the Black Spiral Dancers descended upon your sept.*

## REMEMBERING THE NIGHT

The Storyteller asks questions of each player and their characters.

### ***Do you remember who you are and whom you lost?***

Each player answers in turn, after which you ask the next question.

### ***Do you remember how you fought last night?***

Tell the players their Rage starts at 2 for now. Let each player answer and have them test an appropriate dice pool. If they cannot give an obvious answer, it defaults to Resolve + Brawl. The test is Difficulty 3 and acts as an intro to the dice system for inexperienced players and a refresher for veteran players.



### **\* Critical success or Brutal outcome\*: They gain 1 Rage.**

*\*Remember that a Brutal outcome when trying to break or damage things counts as four additional successes.*

### **\* Success:** No changes.

**\* Failure:** Reduce their Rage by 1, or they must take one level of Aggravated damage to Health or Willpower — player's choice. Consider asking them to describe their exhaustion or lingering physical wound).

**\* Total Failure:** Reduce their Rage by 1. They take one level of Aggravated damage to Health or Willpower.

The character with the most successes on their test remembers how they managed to tear out the throat of a Black Spiral Dancer and shove their enemy straight into the surrounding inferno.

Once the tests have been resolved, turn to the player with the most successes.

*Your sliver of victory was taken away when something snapped your forearm like a twig and tossed you away like a broken doll.*

*A towering Black Spiral Dancer in crinos, that seemed more smoke than fur. With eyes burning bright green, the thing walked across the Hollow with a gleeful and terrifying smile — or the best approximation a werewolf in crinos form can make — and drove venom-dripping claws into...*

Ask Beau's player to point at another player whose character lost their Scar to the Stranger at that point and describe how that Garou died.

*As the Stranger stood over a bone-adorned banner made from a rotten bear carcass, they shackled the mauled Grandmother within their effigy.*

Pick a third player to see their Scar be killed at that point.

*The cold and lifeless eyes of your fallen friends all looked at you as if you failed to protect the caern and Grandmother. Then you all fled. Through smoke and flame, you ran as fast as you could, with no control over yourself.*

Once that has settled, ask the players:

*Thinking back, how does defeat make you feel? What does it feel like to know that you lost both your home and someone close to you?*

Depending on their answer, they gain a point of hauglosk (representing a budding ends-justify-the-means zealotry) or harano (representing the fall to despair), as last night's catastrophe has indelibly marked all of them.

## THE WHIPPOORWILL'S CRY

While relations between Garou and the spirits have been on shaky ground in recent years, those spirits that have made agreements with the werewolves are interested in survival.

The silence of their meeting is broken by a singing bird in the middle of a burning forest. Keychain's spirit friend, Harrowed Tune, the whippoorwill-spirit, was contacted by Grandmother. Harrowed Tune finds the survivors and whispers with Grandmother's voice into Keychain's ear. Share the *Grandmother's Message Handout* from Appendix II with Keychain's player and allow them to read it or read it to them. Afterward, end the scene and begin *Chapter One*. ■



## CHAPTER ONE:

# In the Forest of Cinders

**C**hapter One opens with a chase, heading across the mountains towards Credence Kane's territory. A pack of Black Spiral Dancers is hot on the group's heels, trying to chase them down while the wildfire still rages.

The second scene occurs as they enter Kane's territory, where they must deal with the old galliard and his reluctance to get involved.

**Effects of Smoke:** A one-die penalty to all Mental and Social dice pools in areas with substantial amounts of smoke and 1 Superficial damage to Health after a scene spent in homid or lupus form. The regenerative abilities of the supernatural forms prevent these effects from applying.

## SCENE ONE: FIRE IN THE MOUNTAINS

The whippoorwill-spirit has led the pack across the ridges and down through the ash-filled woods. With their senses dulled by the ever-present smoke, the Garou must trust the spirit not to lure them into an ambush.

As the sun sets, the pack nears their destination. First, however, they must cross through a still-raging wildfire zone. Worse, a pack of Black Spiral Dancers can be heard in the distance, their deformed howls clearly on the hunt. If Sarah is among the characters, she can recognize the distinct howl of Eater-of-Eyes out there.

The valley below is crawling with human firefighters creating a firebreak to prevent the fire from sweeping into

### Inside the Fire

Fire is dangerous, even to Garou, but during Chapters One and Three, the pack must traverse the burning forests. Fire deals Aggravated Health damage to Garou, making it hard to counter, but it can also be used to a Garou's advantage. Storytellers can increase or decrease the severity of the blaze as they like, allowing the players' choices to affect the course of the fire.

- **Starting:** A little smoke, but it is visible that there is an active wildfire in the area. Stray cinders might start more fires at the end of the scene, but it is not yet dangerous.

- .. **Growing:** The fire spreads across the ground, devouring vegetation and other fuel. A Total Failure on a Physical test (involving Strength, Dexterity, or Stamina) results in 1 level of Aggravated Health damage.

- ... **Blazing:** Swaths of forest are swept up by the flames, making movement difficult. Any Physical test requires a Minor Action to avoid flames and burning debris or suffers a two-dice penalty; a failure results in 1 Aggravated Health damage.

- .... **Inferno:** The crowns of the trees are ablaze above; the heat is insufferable as charred branches fall around you. Resolved as above, but failures now deal 2 Aggravated Health damage, and a total failure (zero successes) deals 3.

the nearby settlements. There are also a handful of hunters, hikers, and evacuees getting medical attention, along with the Black Spiral Dancers, who know this well. The pack has several paths to move past the mess of humans and wildfire, none of which are great. The options aren't mutually exclusive: outright failure still gives the chance to double back and take another approach. A successful Intelligence + Awareness test (Difficulty 3) may reveal which tests are required on a path and how the players may win at a cost for one of the methods to bypass the fire, plus a second for each point of the margin.

Brutal outcomes in this scene are likely to involve damage to the environment. The attempt to pass the fire may ultimately be successful, but the trail of blood or destruction means their pursuers have not been lost.

### Path One: Among the Humans

**Wildfire Rating: 1 (Starting)**

**Gauntlet Rating: 4**

The pack can elude the Black Spiral Dancers by mixing in with the crowds of humans trying to extinguish the wildfire, potentially risking the Veil. This presents a social challenge: to blend in with the crowd requires a Composure + Streetwise test (Difficulty 3); to sneak past undetected requires a Dexterity + Stealth test (Difficulty 4).

A win at a cost rouses the attention of the local firefighters, who see them as lost civilians. If Cheyenne is a part of the group, she catches the attention of Deputy Carmine (for traits, see Police Detective in *Werewolf*, p. 290) a local lawman who is convinced Cheyenne and her husband are involved with climate terrorism and would love to detain Cheyenne for questioning regarding this fire. Failure means the character must attempt Path Two or Three.

### Path Two: Disappear in the Smoke

Losing the Black Spiral Dancers in the middle of a smoke-filled forest is possible if you know what you are doing. The pack must stick to the ridges, where the winds from below generate immense amounts of smoke up along the hillsides. This requires a Wits + Survival test (Difficulty 4) but can be won at a cost by pressing forward and taking 2 Superficial damage to Health due to injuries and smoke poisoning. If this is their only remaining option, the character must win at a cost for the game to advance.

### Path Three: Into the Inferno

Navigating through the central fires, braving smoke and flames, is outright dangerous but doable for Garou, who can regenerate damaged lung tissue.

Passing through the blaze unharmed requires a successful Wits or Dexterity + Survival test (Difficulty 3). Failure does not prevent a character from moving through the blaze, but they take 1 Aggravated damage to Health as the flames burn them. If a character has attempted the other two options, they must win at a cost here.

### Moving On

If all the players succeeded on their tests (or won at a cost by taking some damage), they have eluded their enemy, whose angered Wyrm-howls are heard on the wind. For each total failure or Brutal outcome, the Black Spiral Dancers prowl ever closer, catching the scent for later, and the players' characters are aware of that. *If all of them fail at least once, their pursuers stay on their trail, all the way to the summit where Credence Kane lives.*

### Sidebar: Overnight

This story takes place over a few nights. Don't forget, characters may gain 1 Rage by howling at the moon when they see it each evening. Characters with the Moon-Thrall Flaw, like Beau, must change the first time they see the moon. Galestalkers, like Solomon "Yarnspinner," also may need someone to pass a basic Wits + Survival test (Difficulty 2) to partake in some freshly killed food to fulfill their Ban. Characters with any Aggravated damage to Health may be able to heal a bit with a good night's sleep (*Werewolf*, p. 129).

## SCENE TWO: THE CABIN OF CREDENCE KANE

**Wildfire Rating: 1 (Starting)**

**Gauntlet Rating: 4**

Once they reach the summit, the pack encounters Kane's decrepit wooden cabin. As the pack approaches, the old galliard steps out onto his porch with a rusty old shotgun and fires a shell in the air, the thunderous noise chasing away stray spirits and silencing any pursuers hidden among the trees.

*"A little birdie told me I was getting visitors, and now I get a whole pack coming to my doorstep to either beg or barter. I hope for your sake it's the latter. I ain't entertaining no beggars on my doorstep."*

Kane then invites the characters to sit down around his firepit, offering a measure of hospitality, even if there is a raging inferno beyond the firebreak in the valley below.

**Playing Credence Kane:** He has seen far too many calamities to be fazed by the events that befell the sept, but he is not unconcerned. Kane is a gruff, old werewolf who greets respect with disrespect and irreverence with tacit approval. He knew all the fallen Garou and acknowledges the loss as tragic—but not enough to give anything away for free.

Kane is Forsworn because he lost faith in the Garou Nation and the tribes. Instead of the Tribal Patrons, he now barters with the spirits on his own terms, unburdened by what he views as a delusional war. His patron is Ol' Vinetail, a muskrat- and kudzu-spirit that may help the players' pack.

Each answer for the pack requires payment, which might seem odd, but is a pact condition that Kane has with the spirits protecting him from his enemies. While he would not want to admit it, those same enemies might come for him after they take the caern, so it is in his own interest to see the pack succeed. With a little pressure, he'll admit this.

#### \* Do you know about the Smiling Stranger?

##### Do you know about a Garou that smiles in crinos form?

*"Yeah. He's an ornery thing, unwilling or unable to leave these hills, even though he's been dead and buried since the Civil War. If someone is walking around as the Smiling Stranger... I hope they just took up the ol' name. Otherwise... What did they look like?"*

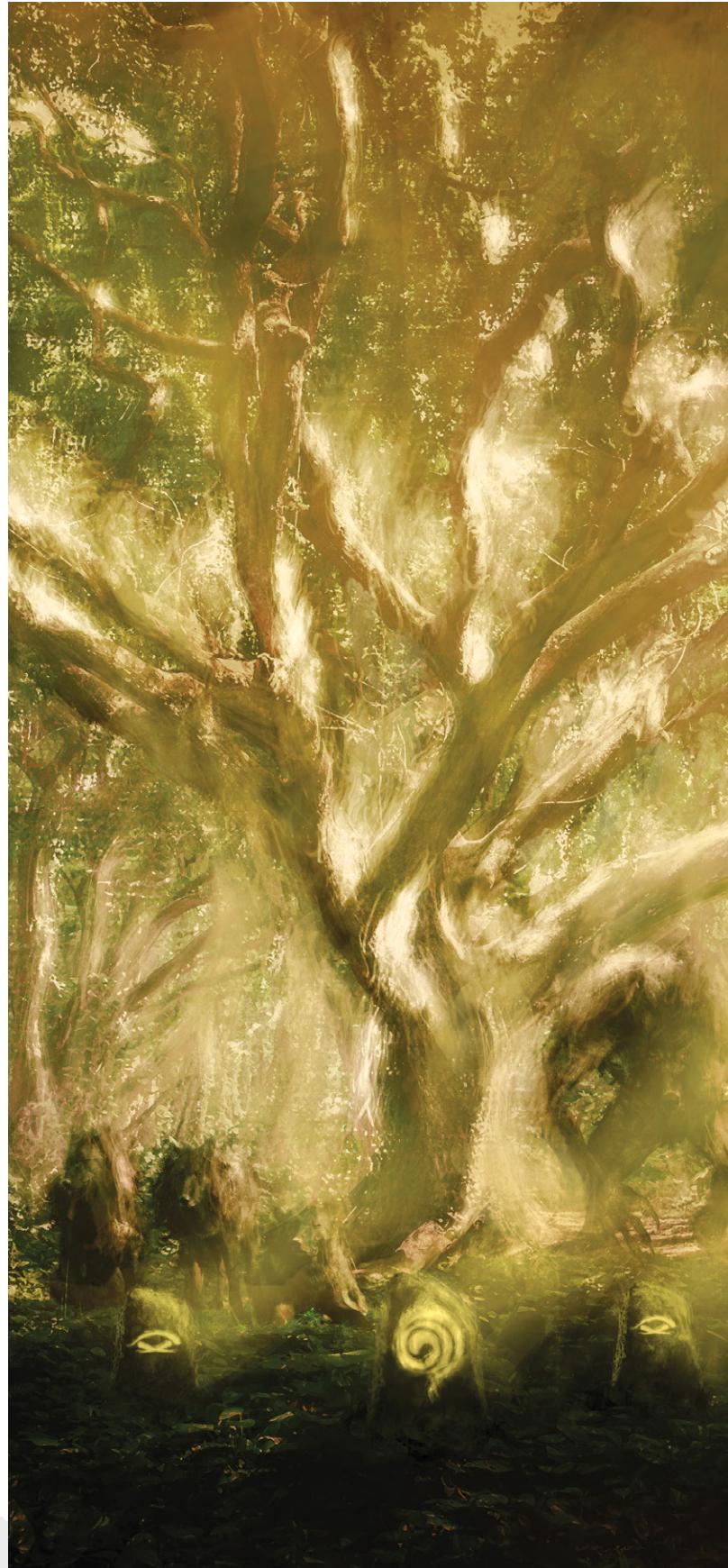
#### \* He had an unnatural smile in crinos form. What does that mean?

##### Grandmother said he was "more than a simple Garou." What does that mean?

*Fuck... An Elder Spirit... An Ancestor from the Black Spiral... It might be riding the fur of that poor mutt who allowed it. Ya can't smile in crinos... But if he was smiling... Shouldn't be possible, but I ain't got no other explanation."*

#### \* How do we defeat him?

*"Well, you don't. Not if we're talkin' 'bout an ancestor spirit with its claws in a modern body. He needs*



*humbled before you can take him out. Ya gotta break his Gifts, his Rites, and then his Renown. And even with that... there are probably still more of his pack than you guarding your fallen caern."*

#### \* Where can we find the tools to do that?

*"Ya gotta find where he began. Ya gotta talk to them restless dead that know about the story. I doubt'cha could find that place without my help though."*

#### \* Where is the location?

*"Oh, it's just the deadliest town 'round these parts. For me to show ya, someone needs to pour another glass of this here bourbon. The town itself is nameless, the Smiling Stranger made sure to make it nameless and forgotten, but this old head found the story."*

#### \* What good is knowing his past?

*"Well. Once you know what sort of cretin is hiding beneath that mask, the power of the story becomes a lot more... tangible. And a creature like that lives on its story. My own patron, Ol' Vinetail, just might be able to help there..."*

#### \* How can Ol' Vinetail help us learn these stories, and what is the price?

*"Smart. I guess you tribe-folks learned by now, there's no such thing as a free lunch around my fire. I know you lost some people. If Ol' Vinetail is going to help you learn some stories... I'll take a story in return."*

To understand the significance of swapping tales, a player may test Intelligence + Occult (Difficulty 2). If successful, they know that ownership of a story is an

archaic custom among Garou, particularly Galliards. Due to the oral history of the Garou, some Galliards considered it a badge of honor to have the sole claim on retelling another werewolf's story. With the dawning of the information age, this practice has fallen out of favor but still holds weight. A galliard could challenge if other storytellers share their stories and dictate the remembered version of past events. Failure to respect this causes Honor chagrin (*Werewolf*, p. 142)

A character who does not wish to give up the story of a loved one could offer up their own story to Kane, which might seem wise, as giving up your own story could not stop you from talking about yourself. However, it might lead to greater problems down the road.

Once satisfied with the deal, Credence Kane asks Ol' Vinetail to help the players' pack.

If the pack refuses Ol' Vinetail's assistance, they can still attempt to go to the town and brute force their way to the truth. If they do so, the investigation is far more chaotic as the bane spirits haunting the ruins attempt to keep them there, and any attempt to learn about the Smiling Stranger is a matter of negotiation or combat with the spirits of the area.

Ultimately, they can also attempt to fight the Smiling Stranger at full strength, but they are likely to lose. This leads them directly into Chapter Three without any benefits that could make this a winnable fight.

In any case, Credence Kane's hospitality ends at sunrise. The gruff galliard tells them to get up and follow him. End the scene as he takes them to the nameless town. ■

## CHAPTER TWO:

# Descent Into Darkness

**C**hapter Two is more sandbox-like than Chapter One. It consists of several key locations across the nameless town, each serving as its own scene where each player confronts their loss as they attempt to unearth forgotten secrets.

**Timing:** If you need to finish this story in a specific amount of time, such as a four-hour event, keep the players on task in this chapter. A few evocative words could be plenty for most of the bargains. If time is particularly short, consider running two of the middle stories as a quick montage. Aim to finish this chapter with 45–60 minutes of play time left for *Chapter Three*.

## THE NAMELESS TOWN

**Wildfire Rating:** — (None)

**Gauntlet Rating:** 4

The characters arrive at the town around noon, having travelled across the mountain range for most of the morning, enduring the oppressive summer heat. At this point, they can only smell the smoke from the wildfire. If Kane leaves the pack at the edge of town, he'll wait an hour or so and watch from hiding to see if the pack is successful. If they're in the material world and in a lot of trouble, he attempts to help them, but requires more payment.

In this scene, the players' pack must tell their tales to five local spirits in exchange for information on the Smiling Stranger. With Ol' Vinetail's help, the spirits are compelled to respond to a story with a story. Otherwise,

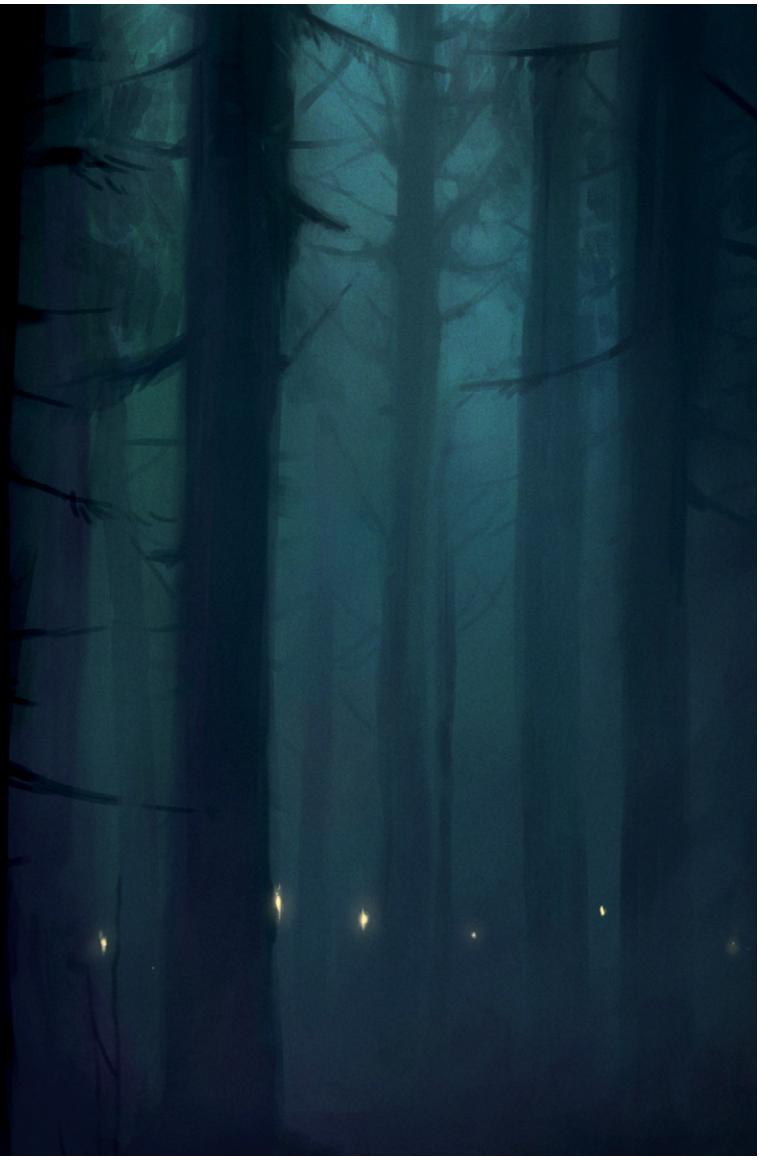
they may need to trick or cajole the spirits into revealing stories. The group will likely enter the Umbra to communicate with all the spirits easily.

### The Physical Wilderness

Most of the ruined town has been covered in kudzu vines, a rapidly growing, invasive arrowroot vine, turning what was once civilization into ominous ruins covered in green. While it looks natural, the growth is another imbalance caused by human hands, as the invasive kudzu chokes out the local flora and thickens the Gauntlet. Table 2 summarizes the notable locations in town.

**TABLE 2: NAMELESS TOWN LOCATIONS**

Location	Description
Town Square	A barely recognizable jumble of vines and old pavers.
Well	A dilapidated old well. The bucket and rope have long since rotted away.
Cemetery	Dating between 1820 and 1941, most of the graves are illegible.
Cabin	The only building that still has four walls.
Sawmill	A couple of charred logs in the real world and impossible to miss in the Umbra.
Town Hall	Just the overgrown foundations, but its Umbral counterpart is still burning.
Gallows	A rotten pile of logs becomes a scaffold with ten nooses in the Spirit Wilds.
Coal Mine	A half-collapsed cave. In the Umbra, the mine is open but emits black smoke.



## The Spirit Wilds

Stepping across into the Spirit Wilds reveals a monochromatic place consisting of blackened ruins with the kudzu vines nowhere to be seen. The town's deceased inhabitants can be faintly seen drifting from house to house. The earth itself looks shattered and cracked, barely covering the endless abyss beneath the town, while the entrance to the coal mine emits a dark, thick smoke.

## Setting up Rites

Many places could resonate well with the Rites that the Garou may perform, making the rites easier to enact. Anyone can make an Intelligence + Occult test (Difficulty 3) to determine that the Gauntlet is thinner near the town well (Gauntlet: 3).

## Ol' Vinetail's Assistance

Ol' Vinetail invokes an old pact with the spirits from before the kudzu consumed it, binding them to tell a story in exchange for one told for the rest of the night.

If the players attempt the Rite of Shadow Passage and fail, Ol' Vinetail looks at the Ritemaster hungrily, with the kudzu vines forming a rodent-like paw, gesturing for payment. The group can win at a cost if the Ritemaster tosses any small, useful item (anything noted on the characters' equipment, such as a wallet with cash, a pack of cigarettes, or a weapon in good condition).

As the Rite culminates, the characters can come face-to-face with Ol' Vinetail, who manifests in kudzu vines as a muskrat wearing purses, backpacks, and other pouches with a massive tail of kudzu vines connecting to all the other vines in the area. The spirit is slow, ponderous, but also talkative and curious. Ol' Vinetail looks around at the storm in the Umbra as the Rite is about to finish and says:

*"I invoked the old pact here. Now, these spirits must respond to a good story with one in return, though they will also claim the memories associated with any tale you tell.*

*You want me to calm this down for you, too? It'll only cost you three things."*

Ol' Vinetail will take a story, but is also happy for the players' characters to toss any gear on their character sheet so long as it's not something they've just picked up recently. If they sacrifice three items or stories, Ol' Vinetail calms the Umbra. The pack may ignore the first three times that each member must spend Willpower to remain in the Umbra. Ol' Vinetail remains at the site where the players entered the Umbra, holding out a branch of cedar and a half-eaten oatmeal raisin cookie in its paws to ward off the storm for three scenes before collapsing in apparent exhaustion as the sky darkens and winds begin to howl.

A critical win on any Occult test, or bargaining for Ol' Vinetail's opinion, reveals the spirits are less individual spirits in a ghost town than the collective spirit of the town itself.

## BARTERING FOR STORIES

If approached in the material world, finding the first of these points requires a Wits + Occult test (Difficulty 2), with each additional success revealing the subsequent location. This can be won at a cost of time: they'll spend

an hour wandering through town before finding an obvious, spirit-inhabited location.

If the players don't express a preference, they'll find the sites in the following order: the Cabin, the Sawmill, the Town Hall, the Gallows, and finally the Coal Mine.

In the Umbra, all these points are immediately visible, but every scene after the first requires the expenditure of a point of Willpower as per the normal rules for staying in the Umbra without Ol' Vinetail's help. It is possible to exit and enter the Umbra to avoid this, but that much Gauntlet activity draws the attention of the local Banes, making each quite hostile.

## STORYTELLING FOR THE DEAD

At each of the scenes, one character must take the role of the medium, telling the story of their Scar. Each of the pre-generated characters (see *Appendix I*) has three memories associated with their Scars; some or all of these memories may be lost in the exchange. Allow the player to tell their stories of their Scar and relive the associated memories. During each storytelling, a Bane bound by the Smiling Stranger may interrupt or interfere, where the rest of the pack must defend the medium. Afterward, the medium tests Composure + Performance + their highest Renown (Difficulty 3, or 4 if they were interrupted or distracted for any reason). The spirits impart their stories as a vision, a foggy memory the character relives.

- ✿ On a critical success or win with a margin of 4 or higher, the spirits are pleased with one story and do not claim any additional memories.
- ✿ On a win, the spirits require a second story in exchange for one.
- ✿ On a failure, the spirits require three stories to be satisfied.
- ✿ A total failure (no successes) or Brutal outcome ruins the opportunity to tell their story here. Any Bane nearby becomes hostile and attacks.

The spirits offer up not just a story in exchange but a token as well. Each is hidden in the Umbra, as the Smiling Stranger was able to pull them in. The spirits eject each token into the material world, and spirit suggest the players look in that specific location. The tokens received for a successful telling are symbols, parts of the Smiling Stranger's past and evidence of his old life and weakness. Each grants an advantage when they confront the Smiling

Stranger. Their use against the Smiling Stranger is summarized in Table 3 in *Chapter Three* (p. 21).

Each location has spirits who were bound by the Smiling Stranger to guard his secrets. If the players decide not to bother with the ghosts or have run out of memories, they can chase down and force the truth about the Stranger with various approaches. Violence, deception, or intimidation are the most obvious but Gifts may make this easier. However, the Banes cannot give them the tokens, as they are bound to protect and keep them secret. Anyone watching the Banes while a token is retrieved sees them grow irritated or angry, but they only attempt to stop someone from taking the token if it wasn't given as part of a story exchange.

Allow your players to roleplay and share what they can, but do not be afraid to ask them leading questions about their memories and any sense of loss they feel.

### Regarding Beau and Preysnarer

Once the story of Travis "Preysnarer" Whitaker is recited to the dead, it becomes evident that those memories do not hold the same weight. Ask Beau's player to make a test: a total failure or Brutal outcome inflicts 1 Aggravated Willpower damage, and a regular failure inflicts 1 Superficial Willpower damage from the visceral experience of realizing Preysnarer is tied to the Smiling Stranger. The spirits are surprised at hearing Beau's stories.

Beau experiences moments of Travis' slow decline into harano. They see him in anguish as he searches for lost loved ones during a hurricane, the bitterness of burying a friend at Grandmother's Hollow, and so on. The token gained is Preysnarer's large Army knife (+3 damage), decisively modern and found near the cave's entrance, sticking out of an old tree stump. This knife is not the same as the small, foldable pocket knife Beau was given before the story begins.

As the pack is about to leave town, Beau is approached by a vaguely feminine spirit taking the form of gnawed-upon bones. She shares a memory without asking for one in return: Travis arriving here to meet the spirit in the mine, agreeing to become the Smiling Stranger.

## The Cabin

A single wooden cabin is still standing. Inside, a chair draped with leather and fur scraps is placed beside a table. On the table is a plate of bones. As the characters approach, the ghosts pull out the chair and beckon someone to sit down and tell a story.

- ✿ **The Stranger's Memory:** The dead remember the Stranger as a spiteful Garou, who enslaved the entire town because they had refused him when he was weak. They see that same Garou crown himself king. The Stranger murders any of his subjects daring to flee and then plates up their flesh, gorging himself at this table.
- ✿ **Token:** A stained steak knife, almost entirely eaten by rust. This is a symbol of the Stranger's tribal Gifts, and stabbing him with it removes 2 Power from the spirit and destroys his access to tribal Gifts.
- ✿ **Bane:** The Lackey (use Psychomachia, *Werewolf*, p. 249), a sycophantic spirit born from the Stranger's tyranny, tries to exploit the trauma of the characters, attacking while they are distracted with their storytelling. It flees when confronted or loses an opposed test.

## The Sawmill

A fair bit away from the town itself, an old sawmill stands as a smoking husk of charred pillars, identifiable only by the many rusted saw blades protruding from the ash. As the characters approach, the ghosts are silently moaning as they reach out for the pack.

When the characters begin to tell their tales, the ghosts grow silent.

- ✿ **The Stranger's Memory:** A young Garou is chastised by his elders, as the sawmill burns behind them. The youth did this on his own, sending fire spirits to solve a problem and standing in his glabro form to toss back the humans who tried to escape. This breach of the Veil ends with the young Garou undergoing a Rite of Shame and then being exiled from the caern by the elder.

- ✿ **Token:** A moldy and tattered leather jacket, the only thing the youth was allowed to take with him when he fled into the night, filled with shame. This is the symbol of his Native Gifts, and burning this removes 2 Power from the spirit.

✿ **Bane:** The Sawmill Arson, a small bear-like Furmling (see *Werewolf*, p. 247), is slumbering nearby. If awoken by a failed test, the Furmling would like nothing more than to reignite the fire it was born from, condemning the ghosts to relive their demise.

## The Town Hall

In the square, a ghostly crowd stands assembled before a large ruin—the old town hall. As the characters approach, they can hear cheers and mockery from a crowd, falling silent when their spectral faces turn to the pack.

- ✿ **The Stranger's Memory:** A young Garou is mocked for daring to challenge his elders for the right to marry a woman in the town, his dark-haired elder's daughter. Those gathered all proclaim him weak and a blemish on their sept. This humiliation fuels his Rage even more. The youth silently vows to become stronger than his tormentors.
- ✿ **Token:** A tarnished wedding band. This is a symbol of the Stranger's Rites, and breaking this in front of the Stranger breaks his resolve, ending his active rites.
- ✿ **Bane:** A Rancid Rancor (use Bitter Rage stats, *Werewolf*, p. 245) claws itself from the ground, seeking to protect the bitterness of its master, but flees when confronted by more than one Garou.

## The Gallows

As they approach the scaffold, it is impossible to miss the scores of ghosts swinging from spectral gallows all around the square. The nearby hangman-spirit is as mute as the surrounding ghosts, but there is clearly a story here that the hanged ones can share with the characters.

- ✿ **The Stranger's Memory:** The young Garou is banished, but he cannot abide his former sept getting away with this. At night, he skulks through the town and steals the elder's grown daughter from her bed. The next morning, the young Garou hides himself and her inside the old coal mine, while the people find her husband swinging from the gallows.
- ✿ **Token:** A hangman's noose, surprisingly sturdy as though it had no desire to decay. This is a symbol of the petty crimes committed by the Stranger, and getting that around him removes 2 Power and the ability to use his own dice pool instead of his host's dice pool.

＊ **Bane:** While the characters examine the gallows, Spine-Snapper (use Scrag stats, *Werewolf*, p. 250) crawls down to hang the newcomers. The spirit is made from rope and shredded flesh and can be talked out of attacking by telling stories about justified killings.

### The Coal Mine

It is a place of smoking darkness. There is smoke but no heat, and everything about this place feels as wrong. But something beckons from within — a story to be heard. Without any light, the pack must trust their senses and hope it is not a trick to have them enter the Wyrm's territory.

At the bottom of the mineshaft, a single ghost lies still on the ground, looking into the mineshaft above. There is a rift in the floor, and gazing into it shows a place of total darkness.

＊ **The Stranger's Memory:** Emaciated and alone, the young Garou slowly loses his senses. He cannot remember how long he has been down here, but he has not had a bite to eat since that last scrap of her bones. He is waiting for the darkness to speak to him again. What else can he offer it? Then, he says his name: Joseph Banner. The darkness keeps it. He is now a Stranger, and a sick smile spreads across his lips as he crawls through the crack and descends into the Labyrinth.

＊ **Token:** A name: Joseph Banner. Using this in direct confrontation can draw out the spirit from Preystalker's body.

＊ **Bane:** None. But it is clear to all that this darkness below the town is not a benevolent being. Any character who strays too far may be overtaken by visions of spiraling down into oblivion, and must make a Composure + Resolve test (Difficulty 3). For each point of the margin of failure, they suffer one Superficial Willpower damage.

**Note:** Any Scar losing all their associated memories means the characters have forgotten that Scar. They might remember that there was a Garou by that name, but not who they were and what they meant to them.

### ENDING THE CHAPTER

Ol' Vinetail requires the characters to repeat the stories they've learned to it and the rest of the pack. Anyone who lost all their memories must make a Harano test.

Credence Kane may be waiting for the characters at the edge of the town, able to give them some advice, and is impressed with them if they manage to come back without any losses. Kane can tell them how to use the tokens in exchange for a few bucks or a beer.

Once they return to the Black Mountains, it is almost nightfall, meaning there is not much time left, according to Grandmother's message.

Come midnight, the Rite of Hive Building begins. ■



## CHAPTER THREE:

# At the Gates of Hell

**I**n this chapter, the players' pack faces the final confrontation to reclaim their conquered caern and put an end to the depredations of the Smiling Stranger and the traitor whose body it inhabits.

## SCENE ONE: PREPARATIONS

With their path clearly in front of them, the pack must prepare for their assault.

Beau has a safehouse, and Cheyenne can access the ranger towers in the unburned part of the mountains. Both places are within visual range of the red glow that has covered their mountain. If you have the time, this could be a good place to reflect on what this venture has cost the pack. Perhaps there is even time for a Rite of the Wolf Reborn or a Rite of Patronage to empower the pack with a Patron Spirit.

As with most assaults, the characters can prepare for their confrontation in a variety of ways. The gathered tokens and associated memories are the key to success. If the players are stumped for ideas, allow them to test Intelligence + Occult, Politics, or Survival (Difficulty 2) and suggest one of the following ideas based on the skill used, with each margin of success adding another.

### Suggestions for Preparations:

**\* Occult:** Share the Stranger's true name with the spirits, breaking the mysterious hold that his tale has over the spirit world. This could also potentially break the power of his Rites, as the spirits are bound by the Smiling Stranger, not Joseph Banner.

**\* Occult or Politics:** You could perform a Rite of Shame using the name of Preysnarer or Joseph Banner. This inflicts chagrin, reducing his general Gift pool by 1. While the Rite normally needs a willing subject, it could be attempted on the Smiling Stranger by constructing an effigy of him with one or more items of personal significance (e.g., his tokens). This would remind the spirits about his old chagrin, potentially blocking some of his mightiest Gifts.

**\* Occult:** Recruit spirits, either through summoning Rites or by asking already known spirits.

**\* Survival:** The wildfire is still raging across most of the Black Mountains, so approaching the caern is going to be a challenge even before they run into the Black Spiral Dancers. There might be some items, like fireproof coats, that could be procured from the firefighters working in the area. A firefighter plane could help them get closer. Cheyenne, Keychain, and Yarnspinner could all use their relevant skills.

**\* Politics or Survival:** Use either stolen drones or allied spirits to perform recon missions; they can learn that there are five werewolves and a score of spirits in the Hollow.

**\* Occult:** A Rite of Patronage could gain Ol' Vinetail as a pack patron.

**Favor:** *Ol' Vinetail grants a one-die bonus to Insight, Persuasion, and Subterfuge tests related to making an exchange or trade.*

**Ban:** Never give away anything without getting something in return. Those who violate this Ban suffer Wisdom chagrin.

There is also the option that this is too much for them, and the characters abandon their path towards revenge rather than making the final push. Walking away triggers another Harano test at Difficulty 3, ending the story prematurely.

## SCENE TWO: INFERO

**Wildfire Rating: 4 (Inferno)**

**Gauntlet Rating: 4**

Finally, the pack begins its assault. The wildfire rages across the mountain, while the Hollow is protected from the flames due to the agreement between the Smiling Stranger and the spirits.

### Charging Into Hell

Even as the entire forest is lit up by burning trees, the way to the Hollow is guarded by strange-looking deer leaping through the fires. These deer, with jagged teeth and sharp antlers, do not seem afraid of the inferno surrounding them.

These are deer possessed by Scrags, seven in total, ready to throw themselves at anyone trying to disturb the ongoing Rite. All of them have already suffered burns, leaving them with only 2 Health and 1 Willpower remaining.

**Note:** Storytellers short on time may reduce the number of Scrag-Deer to one less than the number of Garou in the pack, or abbreviate this scene as needed with a one-roll conflict (*Werewolf*, pp. 116, 123–126).



## Scrag-Deer

**Difficulty:** 3/2

**Standard Dice Pools:** Physical 4, Social 1, Mental 1

**Secondary Attributes:** Health (Enhanced) 2 of 5, Willpower 1 of 3

**Exceptional Dice Pools:** Awareness 3, Athletics 6, Brawl 6

**Notes/Other Traits:**

**Burning Claw-Antlers:** +1 Superficial damage, if the attack deals 2 or more damage, one is Aggravated due to fire.

Navigating around the small herd of Scrag-deer requires a test of Wits or Stamina + Survival (Difficulty 4). On a failure, they can still win at a cost in exchange for 1 Aggravated Health damage, leaving the character with horrible burns but remaining hidden. A total failure means the character must fight in the middle of the burning forest.

Any confrontation out here is with the Scrag-deer, unless Sarah Blackhorse fails a test, in which case, Eater-of-Eyes charges her, straight through the flames, horribly scarring himself in his eagerness to murder her. The two ahroun can have a one-on-one duel if the Storyteller feels like there is time for that. Otherwise, have Sarah test a single conflict roll against Eater-of-Eyes; if she wins, she can rejoin the pack a round after they entered, perhaps blinding Eater-of-Eyes before leaving him to an unknown fate.

## Confronting the Smiling Stranger

**Wildfire Rating:** — (None) or 4 (Inferno)

**Gauntlet Rating:** 3

When the pack enters the Hollow, the Smiling Stranger, along with two Black Spiral Dancer assistants, is conducting his Rite. Two additional Black Spiral Dancers guard him. He is preoccupied with his Rite and gestures for three of the Black Spiral Dancers to engage the players' pack. One remains by his side to assist with the rite.

For every turn that the Smiling Stranger is undisturbed performing the Rite, he sacrifices one of the captive Scar-spirits to the Wyrm. Each round, point at one of the four players' characters who still carry their Scar and tell them how that spirit is torn apart.

The combative Black Spiral Dancers try to prevent any intervention and try to drag the characters away, leaving them open for counterattacks or underhanded

maneuvers. The Smiling Stranger is sure his three minions can manage the characters and does not interfere until he sees one of his pack members fall.

Once he engages, use the stats in *Appendix III* for both Travis and the Stranger, as they act on the same action. For the Black Spiral Dancers, use the stats for either Caern Raiders or Lurking Scouts (*Werewolf*, p. 278). If the players' characters are particularly weak or low in number, the Black Spiral Dancers may already have suffered some injuries from the fire. The Storyteller could simulate this by rolling a pool of dice equal to each adversary's Health, Willpower, or both and assigning Superficial or Aggravated damage for each failure.

**TABLE 3: THE TOKENS**

Token	Use
Leather Jacket	Burning or destroying the jacket in front of the Stranger removes 2 Power from the spirit and blocks him from using Native Gifts.
Tarnished Wedding Ring	Breaking this in front of the Stranger cancels his Rites, allowing the fire to engulf Grandmother's Hollow fully.
Noose	Putting the noose around his neck (a minor action if he's grappled, or with Dexterity + Athletics or Brawl test) removes 2 Power and blocks the ability to use the Stranger's own dice pool instead of its host's.
Rusty Knife	Stabbing the Stranger with it (dealing damage with a Strength + Melee or throwing via Dexterity + Athletics) removes 2 Power from the Stranger and destroys his access to tribal Gifts.
The Name Jacob Banner	Condemning the Stranger by speaking his name in front of him is a +3 Aggravated Willpower damage weapon, adding to the first successful attack after the name is spoken. If impaired, the Stranger departs from Preysnarer's body. This may move the conflict into the Umbra or grant some reprieve while the pack attempts to bind him.

## Fighting Smarter

The players' pack should use all the tools at their disposal, including the tokens they may have received, which are summarized in Table 3. Additionally, they might use any of the following tactics or the Storyteller may need to adjudicate other options the players suggest:

- ✿ Addressing the Smiling Stranger by his true name can be painful for the spirit. It inflicts +3 Aggravated Willpower damage in a Social Conflict if he is still in symbiosis with Travis.
- ✿ Impairing Travis in either his Health or Willpower track causes the Smiling Stranger to part from his

host, and he attempts to bond with one of the Black Spiral Dancers next turn, before he takes damage.

- ✿ Impairment also breaks the Smiling Stranger's pact with the surrounding fire spirits, causing the surrounding burning trees to collapse into the Hollow. Dodging these while fighting requires a minor action penalty to avoid a burning tree collapsing on the character, as per the rules for the wildfire.
- ✿ If the Smiling Stranger is reduced to 2 Power, it is possible to bind him via a Rite of Binding.

## EPilogue

**W**in or lose, tomorrow still comes. Whether the Garou of the Black Mountains play a part in it depends on the results of Chapter Three. Their deaths might not have been a total defeat, but that is for the Storyteller to decide.

If the players' characters lived, run the following short scene.

### GATHERING FOR THE DEPARTED

*As the howls of victory echo out over Grandmother's Hollow, the skies open and rain starts pouring down. Fire and water briefly fight for dominance before the fire begins to recede.*

If Travis survived, a philodox needs to hold him accountable for the multitude of Litany breaches committed due to his failure as a Garou — if he is not just outright killed on the spot by the characters.

As per Garou tradition, a Gathering should be held for those who have been lost. There has been heavy fighting, and Yarnspinner, who knows the Rite, could be dead. In a pinch, they can bribe Credence Kane to perform it for a bottle of bourbon. To set the mood, you can ask the players to make a small drumbeat with their fingers on the table or play background music. Go around the table and ask each player what they say to memorialize their Scar and how they will remember those who died. If a character has lost all of their memories but still attends, have someone else do the memorializing, and ask how — or if — the characters will remember that corpse in the future?

Let each character say goodbye in their own way, and allow for anyone who wants to share small memories. If no one has anything to share, it can fall on you as the



Storyteller to tell them about their connection. Kane or Ol' Vinetail may be willing to participate if they have relevant stories.

The tradition in Grandmother's Hollow is for the bodies to be interred in the caves beneath the caern's heart, in a barrow that only the Patron Spirit can guide them to, and they place the remains there.

Outside, the rain keeps pouring down, but as the pack walks by the heart of the caern, each of the characters loses a point of harano or hauglusk as something seems to be shedding a tear for them. End the story on that note.

### RECORD KEEPING

Players interested in learning the rules or in an ongoing chronicle should review their actions for Harano or Hauglusk tests. If anything was missed in the session, breaking Chronicle Tenets for hauglusk or additional major setbacks for harano, those tests can be made at the end of the session. Also, check for any tribal Bans that were violated.

### THE FUTURE

The damage to the Black Mountains Garou and their caern seems almost immeasurable. But even though the sept was decimated, there remains hope while the caern is undefiled. If the caern is saved, there is still hope. Do the survivors stay together, or has the loss and betrayal crushed any chance for the pack to remain together and rebuild?

If this is the end of a one-shot, do not be afraid to ask what they intend to do after the events of this story. Maybe they drift away to the nearby Sept of the Moon's Blessing.

### Future stories in this setting could include

- ✿ The Forsworn Credence Kane and his potential influence over new Garou inspire more people to renounce the tribes of Gaia.
- ✿ If the Eater-of-Eyes is still out there, the ravenous ahroun does not allow this defeat to go unanswered. He wants revenge.
- ✿ The local authorities might have seen *things* during the wildfire and call in people with more understanding of these matters to take care of the strange animals.

### REWARDS

After completing this story, players' characters may be eligible for one or more of the following:

- ✿ The characters should get 3 Experience points for participating in this story.
- ✿ If Grandmother's Hollow lacks protectors, the pack can claim it themselves. It is a caern with a Rating of 3, Spirit Guardian 1, Balm of Gaia, and Well-Hidden 1.
- ✿ Completing the story without sacrificing both Patron and caern would allow the players to perform the Rite of Caern Building with the Difficulty reduced by 1, as the spirits support the Garou who fought to protect the sacred hollow.
- ✿ Credence Kane could be convinced to act as a future Mentor for an enterprising young Garou, if they are not too enthusiastic about rebuilding the Nation. Of course, the old galliard demands payment for his sage advice, but it would either be negligible or symbolic, like a bottle of liquor in return for an evening of training.
- ✿ Ol' Vinetail could become attached to the pack, whether or not the pack likes it. The spirit could become a pack patron (see *Preparations*, pp. 19–20) or bargained with via an individual Spirit Pact, or the Pack Patron Advantage from *The Moonlit Path* (p. 51).
- ✿ Characters surviving this story could be allowed access to either the Tender of Banes (*Wyrmtide*, p. 35) or the Black Spiral (*Werewolf*, p. 299) Loresheets after the experience in the nameless town.
- ✿ It is also possible for them to access some of the Wyrm-tainted Gifts (*Wyrmtide*, pp. 29–31) as the spirits roused from their slumber in the ghost town

might attach themselves to the characters, offering them Gifts in return for chimirage (*Werewolf*, p. 231).

### IN CHRONICLES

Integrating the events of *Lost in the Fire* into an ongoing chronicle may require the Storyteller to sacrifice most of the pack's social connections and Backgrounds. An assault of this scope is a chronicle-changing event and should not be done lightly. Replace the Scars with your own characters, with particular care paid to find a character to enter a pact with the Smiling Stranger. *The Changing Environments* sidebar (p. 7) suggests relocating the story to other environments.

As a start to an ongoing chronicle, *Lost in the Fire* offers several ways to continue the story.

While the sept is in ruins, the characters can rebuild on their own terms, even reaching out to the nearby septs for reinforcements or temporary help. Some of the septs in Shattered Nation might prove a good inspiration for recruiting a new pack to reconstruct the sept.

The Smiling Stranger might be defeated, but work might be needed to contain the evil beneath the nameless town. The remaining Black Spiral Dancers would be eager to pounce on a weakened Grandmother's Hollow.

If anyone bartered away their story to Credence Kane, the galliard might start using that as a cudgel to get the character in question to do his dirty work. Kane might demand the character to challenge other Garou for talismans or other issues. If not, the spirits might start circulating salacious stories that could hurt their Renown or even block buying new Renown. Alternatively, those with a good relationship with Kane could purchase him as an odd Mentor.

If Eater-of-Eyes is slain, his Death Curse Gift (p. 42, also *Wyrmtide*, p. 174) may afflict the killer with a Flaw. This is a good option if Sarah is the killer and the player continues to portray her after losing her Adversary.

This story emphasizes harano and hauglosk, so unless the Storyteller wants to push the characters to their limits, it might be better not to run this at the beginning of a chronicle. Remember that the Storyteller characters and challenges are adjusted for starting characters but can easily be upscaled for more experienced characters. ■

# The Survivors' Pack

There used to be multiple packs in the Hollow. The survivors need to form their own pack.

- \* **Zoe "Keychain" Lewitt (Ghost Council ragabash)** is the sept's youngest member, but her skills in illegal procurement made her invaluable. Last night, her adoptive father, Brian Atlas, was murdered by the Black Spiral Dancers.
- \* **Cheyenne Briggs (Child of Gaia philodox)** has been leading a double life as both a park ranger and a Garou while trying to start a family with her husband. However, they never got their chance, because her husband, Elijah, died last night.
- \* **Beau Howlett (Galestalker theurge)** joined the US Marines to get out of his hometown. After being exploited by the military, Beau shipped stateside after an honorable discharge and disappeared into the wilds, finding a bond with another veteran.
- \* **Solomon "Yarnspinner" Cohen (Bone Gnawer galliard)** attempted a career in acting to get away from his werewolf-worshipping family, only to end right back home after snapping and murdering a CEO during a livestream. His cousin, Harper "Coffinmaker" Cohen, helped him disappear.
- \* **Sarah Blackhorse (Silent Strider ahroun)** has been a rootless warrior since becoming Garou and never

intended to stay in the mountains for as long as she has. Lux persuaded her otherwise, and the two had a whirlwind romance that Sarah would never have dared to hope for.

Last night, many fell to the claws of the Black Spiral Dancers. These were the Survivors' closest relations.

- \* **Brian Atlas, Child of Gaia ahroun:** The old champion of the caern, Brian Atlas was a werewolf born in central Atlanta, immense in size and compassion.
- \* **Elijah Ziegler, Silver Fang galliard:** More silver-tongued than Silver Fang, Elijah was a tireless advocate for natural preservation in the human world and was Cheyenne's husband.
- \* **Travis "Preysnarer" Whitaker, Galestalker ragabash:** A hunter in multiple definitions, Travis was a true child of the North Wind, always able to find prey, feeding the pack even in the harshest winters.
- \* **Harper "Coffinmaker" Cohen, Silver Fang philodox:** Leader of Grandmother's Hollow, Harper always tried to live up to the expectations of her tribe and more often led by example rather than virtue.
- \* **Lux Jones, Shadow Lord theurge:** Occultist, goth, and writer, Lux Jones always had a vision they followed. While the ruthlessness of Thunder's tribe never felt natural to them, the forethought did.

# ZOE “KEYCHAIN” LEWITT

Zoe grew up poor. Most of her life, she had to steal to survive. Reselling makeup, purses, and phones to her classmates, Zoe wanted to be the first in her family to get through college. Zoe was a freshman in college when a would-be shooter caused her First Change.

After becoming Garou, Zoe was brought to the Sept of Grandmother’s Hollow by Brian Atlas, the old warrior who became the only father-figure she had ever known. Despite being new blood, Zoe has been earning her keep in the sept through five-finger discounts.



**Tribe:** Ghost Council

**Auspice:** Ragabash

**Patron:** Horned Serpent

**Touchstones:** Patricia Lewitt, her grandmother

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

**Secondary Attributes:** Health 5, Willpower 5

**Skills (Balanced):** Athletics 3 (Acrobatics), Brawl 2, Driving 1, Firearms 2, Larceny 3, Stealth 3, Survival 1, Insight 1, Intimidation 2, Performance 2 (Poetry), Persuasion 1, Subterfuge 1, Academics 1 (Literature), Occult 2, Technology 1

**Renown:** Wisdom 2, Glory 1

**Gifts:** Augur, Blissful Ignorance, Penumbral Senses

**Rites:** Rite of Binding, Rite of Rage, Rite of Shadow Passage

**Advantages:** Clement Lupus 1, Improviser 1 (*Shattered Nation*, p. 132), Spirit Pact 2 (Harrowed Tune, a morose whippoorwill-spirit), Talisman 3 (A bundle of shadowshards as a Talen)

**Flaws:** Folkloric Tell (Reflecting eyes), Pact Condition 1 (After a kill, remember to say goodbye)

**Equipment:** Illegal .22 pistol (+2 damage)

**Experience Spent:** 10

## Zoe's Scar: Brian Atlas, a Child of Gaia ahroun

Brian Atlas looked like the leather daddy bouncer working at a gay bar. A Black man with a thick Atlanta accent, Brian Atlas was funny, boisterous, stubborn, and made you feel cherished. And last night he died standing against the Black Spiral Dancers, leaving you with memories of...

- Atlas standing next to you when you refused to hand over the shadowshards you stole.
- Your first fight with Atlas over something so stupid you can barely remember the reason.
- The day that Atlas loudly proclaimed to the sept that he was now your father.

# WEREWOLF

THE APOCALYPSE

Name Zoe "Keychain" Lewitt	Concept Runaway Thief	Patron Horned Serpent
Chronicle Lost in the Fire	Auspice Ragabash	Tribe Ghost Council

## ATTRIBUTES

### PHYSICAL

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



Grinos

### SOCIAL

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



### MENTAL

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

## SKILLS

Athletics	● ● ● ○ ○	Animal Ken	○ ○ ○ ○ ○	Academics	Literature	● ○ ○ ○ ○
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
Augur	Intelligence + Wisdom	1 will.	View another location (p. 170)
Blissful Ignorance	-	1 will.	Stand unseen (p. 148)
Penumbral Senses	Intelligence + Wisdom	1 will.	Perceive the spirit and mundane worlds (p. 147)
Rite of Binding	Glory + Occult	-	Tie a spirit to a location, object, or person (p. 184)
Rite of Rage	Glory + Intimidation	-	Increase participants' Rage (p. 181)
Rite of Shadow Passage	Any Renown + Occult	-	Enter the Umbra (p. 182)

Rage

# WEREWOLF

THE APOCALYPSE

Chronicle Tenets	Touchstones	Favors & Bans
<p>Environmentalist</p> <ul style="list-style-type: none"> <li>- Never cause harm to Gaia</li> <li>- Do not hoard resources</li> <li>- Never put short-term gains ahead of long-term goals.</li> </ul>	Patricia Lewitt, her grandmother	<p><b>Favor:</b> One-die bonus to Investigation, Occult, and Subterfuge tests related to revealing a kept secret.</p> <p><b>Ban:</b> Always satisfy your curiosity.</p>

## ADVANTAGES & FLAWS

Clement Lupus	●○○○○
Improviser (ignore up to two-dice penalty to improvised rites, see Shattered Nation, p. 132)	●○○○○
Spirit Pact (Harrowed Tune, a morose whippoorwill-spirit)	●●○○○
Talisman (pack-sized shadow shard, p. 189)	●●●○○
	○○○○○
Flaw: Folkloric Tell (Reflective eyes)	●○○○○
Flaw: Pact Condition (After a kill, remember to say goodbye)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

**Harano** 口口口口口    **Hauglusk** 口口口口口

### Appearance

Zoe grew up poor. Most of her life, she had to steal to survive. Reselling makeup, purses, and phones to her classmates, Zoe wanted to be the first in her family to get through college. Zoe was a freshman in college when a would-be shooter caused her First Change.

After becoming Garou, Zoe was brought to the Sept of Grandmother's Hollow by Brian Atlas, the old warrior who became the only father-figure she had ever known. Despite being new blood, Zoe has been earning her keep in the sept through five-finger discounts.

## 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

Equipment:  
illegal .22 Pistol (+2 damage)

**Total Experience** 10

**Spent Experience** 10

# CHEYENNE BRIGGS

Cheyenne grew up in an unstable family of outlaws and drug users, mostly raised on stolen DVDs, the wilderness, and early YouTube. This experience gave her enough knowledge to understand that the world was fundamentally broken. Her life as a werewolf did not change much about that perspective, but it did give her the drive to attempt to fix it.

After a few years of night school, Cheyenne got hired as a park ranger, doing wonders for her sept and the local community. It was not until she met Elijah that she ever considered wanting a life of her own. Cheyenne wanted to start a family with him, even if both were Garou, and a family would distract them from the cause. It would have been the right choice, as the law began looking into her and Elijah's activism. Cheyenne would never know what the answer was, as the Smiling Stranger murdered Elijah last night.

**Tribe:** Children of Gaia

**Auspice:** Philodox

**Patron:** Unicorn

**Touchstones:** Cousin Ziggy, a local firefighter

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

**Secondary Attributes:** Health 6, Willpower 6

Skills (Specialist): Athletics 2, Brawl 2, Craft 1 (Rites), Driving 2, Firearms 1, Melee 3, Stealth 1, Survival 3, Intimidation 3 (Threats), Leadership 4,

**Renown:** Glory 2, Honor 1

**Gifts:** Gaia's Candor, Mother's Touch, Staredown

**Rites:** Rite of Caern Building, Rite of the Living Caern, Rite of the Wolf Reborn

Advantages: Beautiful 2, Contacts 2 (Bureaucrats), Corroborated Day Job 2, Resources 1

**Flaws:** Addiction 1 (Nicotine), Adversary 1 (Deputy Carmine)

**Equipment:** Cheap disposable lighter, pack of cigarettes (eight remaining), switchblade (+2 damage), wallet with \$36 cash

**Experience Spent:** 10

## Cheyenne's Scar: Elijah Ziegler, a Silver Fang galliard

Elijah came into your life when you were not looking for anything. While he was a proud Silver Fang, Elijah had warm eyes that seemed to smile. It was as if your love felt preordained. He was a journalist and a poet, a kind soul that seemed to have his Rage controlled better than most. He was a kind man, and hated violence in almost any form. You always joked that if you weren't around, he'd get himself killed one day. You just wished you hadn't been right.

There were many nights where you exchanged dreams, allowing yourself to forget about the war around you. Now, you will never have the family you spoke of, as he died and left you with memories of...

- A moot where Elijah recited sonnets for the crowd, but you knew he was talking about you.
- The night when Elijah told you that he loved you.
- A challenge where you had to fight each other to keep your relationship intact.

# WEREWOLF

THE APOCALYPSE

Name Cheyenne Briggs	Concept Aspiring Elder	Patron unicorn
Chronicle Lost in the Fire	Auspice Philodox	Tribe Children of Gaia

## ATTRIBUTES

### PHYSICAL

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

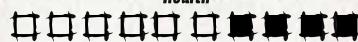
### SOCIAL

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

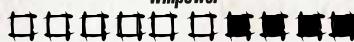
### MENTAL

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

Health



Willpower



Grinos

## SKILLS

Athletics	●●○○○	Animal Ken	○○○○○	Academics	○○○○○
Brawl	●●○○○	Etiquette	○○○○○	Awareness	○○○○○
Craft Rites	●○○○○	Insight	○○○○○	Finance	○○○○○
Driving	●●○○○	Intimidation Threats	●●●○○	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
Gaia's Candor	Charisma + Glory	1 RC	Determine if a target believes what they say (p. 156)
Mother's Touch	Intelligence + Glory	1 Will	Heal other physical, living creatures (p. 153)
Staredown	Charisma + Honor	1 RC	Cause humans and animals to get out of your way (p. 147)
Rite of Caern Building	Wisdom + Craft	-	Awaken a dormant caern or dominate a hostile one (p. 185)
Rite of the Living Caern	Wisdom + Craft	-	Maintain a caern (p. 182)
Rite of the Wolf Reborn	Renown (varies) + Leadership	-	Help a participant regain the ability to shapeshift (p. 186)

Rage

# WEREWOLF

THE APOCALYPSE

Chronicle Tenets	Touchstones	Favors & Bans
<p>Environmentalist</p> <ul style="list-style-type: none"> <li>- Never cause harm to Gaia</li> <li>- Do not hoard resources</li> <li>- Never put short-term gains ahead of long-term goals.</li> </ul>	Cousin Ziggy, a local firefighter.	<p><b>Favor:</b> One-die bonus to Awareness or Insight tests to learn something about an individual person, animal, or spirit.</p> <p><b>Ban:</b> Never lie, misdirect, or hide the truth for personal gain.</p>

## ADVANTAGES & FLAWS

Beautiful	● ● ○ ○ ○
Contacts (Bureaucrats)	● ● ○ ○ ○
Corroborated Dayjob	● ● ○ ○ ○
Resources	● ○ ○ ○ ○
	○ ○ ○ ○ ○
Flaw: Addiction (Nicotine)	● ○ ○ ○ ○
Flaw: Adversary (Deputy Carmine)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

**Harano** 口口口口口 **Hauglusk** 口口口口口

## Appearance

Cheyenne grew up in an unstable family of outlaws and drug users, mostly raised on stolen DVDs, the wilderness, and early YouTube. This gave her enough knowledge to understand that the world was fundamentally broken. Her life as a werewolf did not change much about that perspective, but it did give her the drive to attempt to fix it.

After a few years of night school, Cheyenne got hired as a Park Ranger, doing wonders for her sept and the local community. It was not until she met Elijah that she had ever considered that she wanted a life of her own. Cheyenne wanted to start a family with him, even if both were Garou, and a family would distract them from the cause. It would have been the right choice, as the law began looking into her and Elijah's activism. Cheyenne would never know what the answer was, as the Smiling Stranger murdered Elijah last night.

## 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

Equipment:  
Cheap disposable lighter,  
Pack of cigarettes (8 remaining)  
Switchblade (+2 damage)  
Wallet with \$36 cash

**Total Experience** 10

**Spent Experience** 10

# BEAU HOWLETT

Joining the Marine Corps was meant to be Beau's way of straightening himself out, just like his father had always told him to. Nonetheless, deployment to war was just the start of his problems as Beau shifted during a friendly fire incident. Subsequently, Beau was forced to join a pack of Garou still serving in the Corps. As soon as his tour was over, he returned stateside, seeking the answers his old pack had refused to give him.

Beau met Travis "Preysnarer" Whitaker and other Galestalkers in the Appalachian woods. They offered him answers and a new purpose. While serving the Sept of Grandmother's Hollow, Beau has kept himself apart from society, becoming a permanent resident of the sept. Last night, the Black Spiral Dancers tore through the sept and killed so many of the Garou there.

**Tribe:** Galestalkers

**Auspice:** Theurge

**Patron:** North Wind

**Touchstones:** Edith, a nearby gas station clerk

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

**Secondary Attributes:** Health 7, Willpower 5

**Skills (Balanced):** Athletics 2, Brawl 2, Craft 1 (Rites), Driving 1, Firearms 3, Melee 2, Stealth 3, Survival 3 (Woodlands), Etiquette 1, Intimidation 2, Leadership 1, Performance 1 (Stories), Persuasion 1, Awareness 1, Occult 2

**Renown:** Wisdom 1, Honor 2

**Gifts:** Catfeet, Ensnare Spirit, Shadow Sense

**Rites:** Rite of Caern Building, Rite of Patronage, Rite of Spirit Summoning

**Advantages:** Allies 2 (Local veterans), Secure Safe House 2 (Cabin), Talisman 3 (Spirit Catcher)

**Flaws:** Moon-Thrall 2

**Equipment:** 9mm pistol (+3 damage), Small pocket knife from Preysnarer (+1 Superficial damage)

**Experience Spent:** 10

## Beau's Scar: Travis "Preysnarer" Whitaker, a Galestalker ragabash

Travis was once as lost as you were. He found you in the mountains and let you share the things that plagued your soul. Travis was a hunter who knew the woods better than anyone, eager to catch prey and share it with the wind. He did not shy away from your Rage but helped you harness it in service to the North Wind.

- The night that Travis found you provoked a frenzy and outran your Rage.
- A night sitting at a fire, Travis gave you a knife and told you to find a use for it.
- Your tribal initiation was started by Travis, who found you, naked and bloody, and welcomed you to the North Wind's tribe.



# WEREWOLF

THE APOCALYPSE

Name Beau Howlett	Concept Reclusive Woodsman	Patron North Wind
Chronicle Lost in the Fire	Auspice Theurge	Tribe Galestalker

## ATTRIBUTES

### PHYSICAL

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

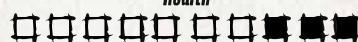
### SOCIAL

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

### MENTAL

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

Health



Willpower



Grinos

## SKILLS

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

## RENONW

Glory

○○○○○

Honor

●●○○○

Wisdom

●○○○○

## GIFTS & RITES

Name	Pool	Cost	Notes
Catfeet	-	1 will.	Gain a supernatural sense of balance (p. 146)
Ensnare Spirit	Wits + Honor	1 will.	Stop a spirit and make it susceptible to further Gifts (p. 152)
Shadow Sense	Wits + Wisdom	1 will.	Sense unseen creatures and the supernatural (p. 153)
Rite of Caern Building	Wisdom + Crafts	-	Awaken a dormant caern or dominate a hostile one (p. 185)
Rite of Patronage	Renown varies + Etiquette	-	Enjoy a Patron spirit's favor (p. 184)
Rite of Spirit Summoning	Honor + Persuasion	-	Call a spirit to you (p. 183)

Rage

# WEREWOLF

THE APOCALYPSE

Chronicle Tenets	Touchstones	Favors & Bans
<p>Environmentalist</p> <ul style="list-style-type: none"> <li>- Never cause harm to Gaia</li> <li>- Do not hoard resources</li> <li>- Never put short-term gains ahead of long-term goals.</li> </ul>	Edith, a nearby gas station clerk.	<p><b>Favor:</b> One-die bonus to pursue your prey.</p> <p><b>Ban:</b> Partake in a fresh kill daily.</p>

## ADVANTAGES & FLAWS

Allies (Local Veterans)	● ● ○ ○ ○
Secure Safe House (Cabin)	● ● ○ ○ ○
Talisman - Spirit Catcher (p. 190)	● ● ● ○ ○
	○ ○ ○ ○ ○
Flaw: Moon-Thrall	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

**Harano** 口 口 口 口 口    **Hauglusk** 口 口 口 口 口

## Appearance

## History

Joining the Marine Corps was meant to be Beau's way of straightening himself out, just like his father had always told him to. Nonetheless, deployment in Afghanistan was just the start of his problems as Beau shifted during a friendly fire incident. Subsequently, Beau was forced to join a pack of Garou still serving in the corp. As soon as his tour was over, he returned stateside, seeking the answers his old pack had refused to give him.

Beau met Travis "Preysnarer" Whitaker and other Galestalkers in the Appalachian woods, but the time in Afghanistan had irrevocably poisoned his Rage. While serving the Sept of Grandmother's Hollow, Beau has kept himself apart from society, becoming a permanent resident of the sept. Last night, the Black Spiral Dancers tore through the sept and killed so many of the Garou there.

## 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

Equipment:  
9mm pistol (+3 damage),  
Preysnarer's Swiss Army Knife (+1 damage)

**Total Experience** 10

**Spent Experience** 10

# SOLOMON "YARNSPINNER" COHEN

Having grown up in a commune led by a werewolf-worshipping cult, Solomon took to live-streaming activism. He streamed confrontations with executives, showing their crimes to the internet. Solomon's final stream was also his first change, triggered when a particularly callous CEO finally made Solomon snap for all the world to see.

It was only due to the interference of his cousin Harper that he escaped. Solomon then joined his cousin's pack, becoming the pack's storyteller and Harper's confidante. Last night's attack shattered Solomon's life, destroyed his pack, and killed his closest friend.

**Tribe:** Bone Gnawers

**Auspice:** Galliard

**Patron:** Rat

**Touchstones:** Ruth, Solomon's human cousin

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

**Secondary Attributes:** Health 6, Willpower 5

**Skills (Balanced):** Athletics 1, Brawl 2, Melee 1, Stealth 1, Animal Ken 1, Etiquette 2 (Garou), Insight 1, Performance 3 (Improvisation), Persuasion 3, Streetwise 3, Awareness 1, Investigation 2, Occult 2, Politics 2, Technology 1

**Renown:** Glory 1, Honor 2

**Gifts:** Hare's Leap, Odious Aroma, Song of Rage

**Rites:** Gathering for the Departed, Rite of Shame, Satire Rite

**Advantages:** Resources 3, Talisman 3 (Wind Whistle), Mask 1

**Flaws:** Infamy 2 (Wanted)

**Equipment:** Wallet with \$122 in it

**Experience Spent:** 10

## Solomon's Scar: Harper "Coffinmaker" Cohen, a Silver Fang philodox

Harper was the leader of Grandmother's Hollow—she was also your cousin. You're the only one who's got a relative who's also Garou, so that must be really rare. A fair bit older than you, Harper had an air of respect surrounding her, but you saw the person beneath the armor. Harper took you under her wing, despite her fellow Silver Fangs disliking you and the Bone Gnawers. Your fondest memories of the old lady are...

- Harper rescued you from the law that had chased you across the state, using only words.
- The moot where she named you as her shield-bearer, defying Silver Fang tradition.
- That night where you managed to stop her from drinking away her sorrows again.

# WEREWOLF

THE APOCALYPSE

Name Solomon "Yarnspinner" Cohen	Concept Fugitive Activist	Patron Rat
Chronicle Lost in the Fire	Auspice Galliard	Tribe Bone Gnawer

## ATTRIBUTES

### PHYSICAL

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

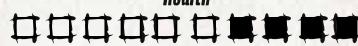
### SOCIAL

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

### MENTAL

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

Health



Willpower



Grinos

## SKILLS

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

## RENONW

Glory

● ○ ○ ○ ○

Honor

● ● ○ ○ ○

Wisdom

○ ○ ○ ○ ○

## GIFTS & RITES

Name	Pool	Cost	Notes
Hare's Leap	Strength + Glory	1 RCN.	Leap great distances (p. 147)
Odious Aroma	-	1 RCN.	A terrible stench keeps others away (p. 166)
Song of Rage	Charisma + Glory	1 RCN.	Grant Rage to your pack (p. 159)
Gathering for the Departed	-	-	Honor the dead (p. 187)
Rite of Shame	-	-	Exacerbate chagrin (p. 184)
Satire Rite	-	-	Warn another Garou of their bad behavior (p. 187)

Rage

# WEREWOLF

THE APOCALYPSE

Chronicle Tenets	Touchstones	Favors & Bans
<p>Environmentalist</p> <ul style="list-style-type: none"> <li>- Never cause harm to Gaia</li> <li>- Do not hoard resources</li> <li>- Never put short-term gains ahead of long-term goals.</li> </ul>	Ruth, Solomon's human cousin	<p><b>Favor:</b> One-die bonus to dice pools to find something lost or overlooked.</p> <p><b>Ban:</b> Never pass up a significant opportunity to give the disadvantaged a leg up.</p>

## ADVANTAGES & FLAWS

Mask	●○○○○
Resources	●●●○○
Talisman - Wind Whistle (p. 190)	●●●○○
	○○○○○
Flaw: Infamy (Wanted)	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

**Harano** 口口口口口    **Hauglusk** 口口口口口

## Appearance

## History

Having grown up in a commune led by a werewolf-worshipping cult, Solomon took to being a live-streaming activist. He streamed confrontations with executives, showing their crimes to the internet. Solomon's final stream was also his first change, triggered when a particularly callous CEO finally made Solomon snap for all the world to see.

It was only due to the interference of his cousin Harper that he escaped. Solomon then joined his cousin's pack, becoming the pack's storyteller and Harper's confidante. Last night's attack shattered Solomon's life, destroyed his pack, and his closest friend.

## 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

Equipment:  
Wallet with \$122 in it

**Total Experience** 10

**Spent Experience** 10

# SARAH BLACKHORSE

Sarah's parents were musicians traveling across the US, meaning she grew up on the road and was homeschooled by roadies and parents. A hungry Black Spiral Dancer attended a midnight concert on Sarah's 18th birthday. Sarah heard the screams from inside the venue and could do nothing but hide on the tour bus.

That night haunted her, as did the resulting ghosts, and when Sarah changed under the full moon, she swore to use this gift to find her parents' murderer, hoping to ease her regret. Her target was called Eater-of-Eyes. For the last year and a half, she has been on the hunt, narrowly avoiding becoming prey herself, but her latest stay at Grandmother's Hollow made her pause for the first time in her life. That mistake cost her dearly.

**Tribe:** Silent Striders

**Auspice:** Ahroun

**Patron:** Owl

**Touchstones:** Sweets, her auntie back in Oklahoma

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

**Secondary Attributes:** Health 7, Willpower 4

**Skills (Specialist):** Athletics 3, Brawl 4 (Claws), Firearms 2, Stealth 1, Survival 3, Insight 1, Intimidation 3, Leadership 2, Performance 2 (Singing), Subterfuge 1

**Renown:** Wisdom 2, Glory 1

**Gifts:** Eyes of the Owl, Razor Claws, Whispered Passage

**Rites:** Rite of Dedication, Rite of Rage, Rite of Tranquility

**Advantages:** Linguistics 1 (Spanish), Moon-Riled 3, Mask 2 (Fake ID named Millie Cash), Resources 1

**Flaws:** Adversary 2 (Eater-of-Eyes, an infamous Black Spiral Dancer ahroun)

**Equipment:** Fake ID for Millie Cash, a .22mm pistol (+2 damage)

**Experience Spent:** 10

## Sarah's Scar: Lux Jones, Shadow Lord theurge

Tracking Eater-of-Eyes, you passed through Oconee County. The local sept provided you with a cot to sleep on, but you did not sleep calm that night. Lux, the flirty Ritemaster of the sept, had caught your eye. For the past two weeks, you have stayed behind to see how the constant flirting would evolve. Lux was a goth and a writer. Four nights ago, you and Lux slept together, making you question if you would even start wandering again. Now, the Black Spiral Dancers have taken the sept and Lux is dead. You still remember...

- The first glance Lux sent you that made you forget to breathe.
- Sitting under the stars last night as Lux asked you to stay. It made you feel wanted.
- Your first kiss. It was an explosion of days of stolen glances and anticipation.



# WEREWOLF

THE APOCALYPSE

Name Sarah Blackhorse	Concept Avenging Drifter	Patron Owl
Chronicle Lost in the Fire	Auspice Ahroun	Tribe Silent Striders

## ATTRIBUTES

### PHYSICAL

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

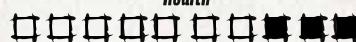
### SOCIAL

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

### MENTAL

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

Health



Willpower



Grinos

## SKILLS

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

## RENONW

Glory

●○○○○

Honor

○○○○○

Wisdom

●●○○○

## GIFTS & RITES

Name	Pool	Cost	Notes
Eyes of the Owl	-	1 Will	See in the dark (p. 146)
Razor Claws	-	Free/1R	Deal extra damage with claws (p. 162)
Whispered Passage	-	1 Will	Dampen noises around you (p. 178)
Rite of Dedication	-	-	Spiritually attune to clothing (p. 183)
Rite of Rage	Glory + Intimidation	-	Increase participants' Rage (p. 181)
Rite of Tranquility	Wisdom + Performance	-	Reduce participants' Rage (p. 181)

Rage

# WEREWOLF

THE APOCALYPSE

Chronicle Tenets	Touchstones	Favors & Bans
<p>Environmentalist</p> <ul style="list-style-type: none"> <li>- Never cause harm to Gaia</li> <li>- Do not hoard resources</li> <li>- Never put short-term gains ahead of long-term goals.</li> </ul>	Sweets, her auntie back in Oklahoma.	<p><b>Favor:</b> One-die bonus to Athletics or Stealth tests to traverse, escape, or infiltrate.</p> <p><b>Ban:</b> Always commemorate a death you cause, participate in, or witness.</p>

## ADVANTAGES & FLAWS

Linguistics (Spanish)	●○○○○
Mask (Fake ID named Millie Cash)	●●○○○
Moon-Riled	●●●○○
Resources	●○○○○
	○○○○○
Flaw: Adversary - Eater-of-Eyes*	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

**Harano** 口口口口口    **Hauglusk** 口口口口口

## Appearance

## History

Sarah's parents were musicians traveling across the US, meaning she grew up on the road and was homeschooled by roadies and parents. A hungry Black Spiral Dancer attended a midnight concert on Sarah's 17th birthday. Sarah heard the screams from inside the venue and could do nothing but hide on the tour bus.

That night haunted her, as did the resulting ghosts, and when Sarah changed under the full moon, she swore to use this gift to find her parents' murderer, hoping to ease her regret. Her target was called Eater-of-Eyes. For the last year and a half, she has been on the hunt, narrowly avoiding becoming prey herself, but her latest stay at Grandmother's Hollow made her pause for the first time in her life. That mistake cost her dearly.

## 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

\*Eater-of-Eyes is an infamous Black Spiral Dancer Ahroun in the region.

Equipment:  
Fake ID for Millie Cash,  
.22mm pistol (+2 damage)

**Total Experience** 10

**Spent Experience** 10

**APPENDIX II:****GRANDMOTHER'S MESSAGE HANDOUT**

Message from Grandmother carried by Harrowed Tune, a whippoorwill-spirit:

"We have lost the battle, but the war is not yet lost. I might be weak as a kitten and shackled to a rock, but this little bird told me you are still alive out there.

The thing you fought last night was a being from our darkest tales. The leader of that pack was more than a simple Garou.

The Smiling Stranger walks again, an Elder Black Spiral Dancer spirit from ages past. In three days, the creature aims to warp our caern into a Hive, fueled by my sacrifice and the trapped spirits of our fallen.

You need to go to Credence Kane. If anyone knows the story of the Stranger, it is him. Kane might be a foul-smelling, oath-breaking Forsworn, but he is your last hope. The bird here knows the way to Kane.

Where there once were two packs and a lone wolf, you must become one pack, at least for the nights to come. Otherwise, the Wyrm will claim yet another prize."

## APPENDIX III:

# Storyteller

# Character Traits

## CREDENCE KANE

Credence Kane has been a fixture of the mountain-dwelling Garou community for the past 30 years, a galliard who has forgotten more about the valleys and hills than anyone can learn in a lifetime. A haggard old man with a beard down to his waist, Kane used to be a Silent Strider, wandering from sept to sept, bartering with stories and tunes in exchange for shelter, but even then, many accused him of slacking in his duties to Gaia, even dealing or fraternizing with Wyrm-spawn.

Eventually, Kane broke away from Owl and settled away from both sept and caern. Credence Kane never gives away any story or tale for free, and he is a sly old devil who knows a good deal when he spots one. He also understands there is a darkness hidden beneath this land and dreads the day when something awakens what lies below.

**General Difficulty:** 5/3

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

Secondary Attributes: Health 6, Willpower 7

**Exceptional Dice Pools:** Performance 8 (Folk), Survival 6 (Foraging), Gifts 8

**Native Gifts:** Eyes of the Owl, Penumbral Senses

**Galliard Gifts:** Song of Rage, Song of Serenity, Call the Ridden

**Silent Strider\* Gifts:** Fetch Bounty, Speech of the World

\*Kane cannot learn more of these, but keeps those he gained before he became forsown.

**Notes/Other Traits:** —

## TRAVIS “PREYSNARER” WHITAKER

Travis “Preysnarer” Whitaker moved to the Black Mountains after his time in the Army. Initially, Travis stood along with his fellow Garou, blending his love for the hunt with the expected cunning of the ragabash. Eventually, his growing frustration with both humanity and Garou made him increasingly despondent and prone to isolation in the wilds. Due to a recent hurricane, Travis lost his final ties to society, causing him to fall headfirst into harano.

Every day awake was a curse, and soon the dreams began. Travis dreamt of the Garou’s destruction and rebirth, envisioning a paradise free from consciousness. Eventually, those dreams led him to the cave where he entered a pact with the Smiling Stranger.

**General Difficulty:** 4/3

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

**Secondary Attributes:** Health 7, Willpower 7

**Exceptional Dice Pools:** Brawl 8, Survival 7

(Tracking), Gifts 7

**Native Gifts:** Catfeet, Penumbral Senses, Spirit of the Fray, Thwarting the Arrow

**Ragabash Gifts:** Spider’s Song

**Galestalker Gifts:** Camouflage, Lacerating Wind

**Notes/Other Traits:** Travis should use Thwarting the Arrow defensively if able, then may activate Spirit of the Fray or Lacerating Wind when he goes on the offensive.

## THE SMILING STRANGER

Joseph Banner, a failed Hart Warden theurge, was denied marriage by his elders and subsequently exiled for his deeds. In a deep cave, he encountered a dark entity below the mountains. He abandoned his identity and began his descent into the Black Spiral. As the Smiling Stranger, he returned to his hometown, enacting revenge by enslaving and ultimately slaughtering his former community before moving on to further acts of terror, leaving Joseph Banner behind forever.

### **Black Spiral Dancer Elder Spirit, Power 9**

**Exceptional Dice Pool:** Brawl +2, Occult +4

**Native Gifts:** Eyes of the Owl, Penumbral Senses, Raging Strike, Spirit of the Fray

**Theurge Gifts:** Ensnare Spirit, Grasp from Beyond, Umbral Tether, Drain Spirit

**Black Spiral Dancer Gifts:** Blackout (as Ghost Council Gift), Omen Claws (see below or *Wyrmtime*, p. 175)

**Notes/Other Traits:** The Smiling Stranger uses Spirit of the Fray when locked in combat with more than one opponent, and all attacks are bolstered by Omen Claws (below). If assaulted by a spirit or in need of Willpower, he may use Drain Spirit to fortify himself. In the unlikely scenario where the scene could be plunged into darkness with Blackout, he'll activate that immediately and follow it up with Eyes of the Owl.

**Omen Claws (No Activation):** Damage from natural weapons temporarily paralyzes the victim with visions of Apocalypse and destruction unless the victim spends one Willpower to act the following turn.

**The Mantle of Oblivion:** The Smiling Stranger can form a bond with a willing Garou and form a symbiosis with them. The Stranger adds his Health levels onto the host, can roll their dice pool in place of their host, and gives access to Rites, Gifts, and Renown that the Stranger had in his material days. This can only happen willingly, and the host must be completely lost to harano. If the host becomes Impaired, the Stranger becomes a valid target for Conflict tests.

**Unbindable:** Rites performed by a Ritemaster with less Renown than the Stranger's Power cannot affect the Stranger.



## EATER-OF-EYES

Eater-of-Eyes, a Black Spiral Dancer ahroun, is a serial killer in Garou form, responsible for numerous unexplained “bear attacks.” He prioritizes his cannibalistic cravings over the war, easily dominating dissenters—but the Smiling Stranger’s arrival forced him into service. Despite the recent victory, Eater-of-Eyes seeks to regain control and rid himself of Sarah Blackhorse, who persistently tracks him.

### **Black Spiral Dancer Ahroun**

**General Difficulty:** 4/2

**Standard Dice Pools:** Physical 7, Social 2, Mental 4

**Secondary Attributes:** Health 7, Willpower 4

**Exceptional Dice Pools:** Brawl 8, Survival 6

(Tracking), Gifts 6

**Native Gifts:** Hare’s Leap, Raging Strike

**Ahroun Gifts:** Razor Claws, Primal Anger

**Black Spiral Dancer:** Death Curse (see below or *Wyrmtide*, p. 174), Feast of Human Flesh (see below or *Wyrmtide*, p. 174), Render Down (as the Red Talon Gift)

**Notes/Other Traits:** Eater-of-Eyes may use Hare’s Leap to surprise a victim. He activates Razor Claws when shifting to crinos form. Feast of Human Flesh or Render Down may have been used previously to prepare an insult to Sarah or any of the players’ characters.

Primal Anger helps him restore Rage during a fight to power Raging Strike.

**Death Curse (No Activation):** When Eater-of-Eyes dies, he calls out and curses his murderer, “May your Rage rot in your veins and drive you to madness!” The victim of the curse must test Composure + Resolve against a Difficulty of 4. On a loss, the Garou takes Superficial Willpower damage equal to the margin of failure. Sarah Blackhorse might instead gain a Flaw, such as Wyrm-marked flesh (*Wyrmtide*, p. 28) or Moon-thrall (*Werewolf*, p. 100) in exchange for losing her Adversary.

**Feast of Human Flesh (No Activation):** Eater-of-Eyes consumes the flesh of a human and gains a Specialty the victim possessed or other knowledge the victim possessed. A human is usually worth only two meals, one featuring the brain and one featuring the heart.

## HARRROWED TUNE

### **Whippoorwill Spirit, Power 2**

**Exceptional Dice Pool:** Mimicry +4, Navigation +4

Zoe has a bond with Harrowed Tune, a solitary, morose whippoorwill. Their soft-spoken nature belies an aptitude for uncovering lost mountain secrets, communicating through mimicry of the dead and doomed. ■

