

The Right Track

with Track Morrison



Track Morrison makes a decent living from other people's anger. His podcast, *The Right Track*, hits all the outrage notes about changing culture, declining masculinity and the poison of diversity. He hasn't quite made it to the height like many of his conspiratorial peers but that's okay. His focus recently shifted after a chance encounter in the World of Darkness. An encounter that transformed him from a grifter into a Stolen Moon.

The thing came bolting out of the forest like a rocket. Track slammed the brakes of his truck hard but he hit whatever it was at full speed. So hard that it went up and over the cab. Track got out to inspect the damage to his vehicle. He didn't expect to hear someone asking him to help. In the red of his taillights, the thing lay shrinking, becoming less and less wolf by the second. Track moved towards it but stopped when something else leapt from the side of the road on top of the dying wolf thing.

The new creature was all loose limbs and wild hair. Finger bones stuck out of its skin in random places. It wrapped a hand around the now human neck of the wolf thing and squeezed to speed the death that was already assuredly happening. When it looked up and saw Track, it wheezed something like a laugh. It spoke to him, inside his head, and asked if he wanted to taste true power. Track felt himself nod *yes*, and the Bonewitch, as he would come to call her, said three simple words as it pulled something warm and wet out of the wolf-thing's chest.

EAT THIS HEART.

This was the first time he performed the Rite of the Hungry Heart. He's refined it since then by tracking down vulnerable Garou, isolating them and then taking them back to his cabin studio where he has a surgical setup and disposal unit set up in the basement. Every time he eats a Garou heart he absorbs a little more knowledge and power from the dead Garou.

Becoming a Stolen Moon also has revitalized his career as a podcaster. Something about the Rage he feels helps him connect with his fans. He feels their anger and their fear and knows how to feed it back to them to fuel his growth as a public figure. The main shift in his rhetoric came from ditching outdated "alpha male" ideas he clung to before he became a werewolf. Every one of his listeners is an alpha now because they all feel the weight of knowing the truth of the world and feel the weight of the battles to come to put things right. Track howls to begin each episode of *The Right Track* and he knows that his true fans, the ones he calls his "palphas", howl along with him whenever they listen to the latest episode.

GOALS AND OBJECTIVES

- * Every time Track eats a werewolf's heart he absorbs some of the Garou's memories and abilities. This includes supernatural powers such as Gifts. It also gives him a sick version of Renown that intimidates spirits into doing what he wants. He doesn't feel powerful enough to take on a pack on his own...yet...but he knows he can pick off members one by one.
- * Track wants to find the Bonewitch. She disappeared that night after teaching him the Rite of the Hungry Heart. If she was able to teach him a powerful ritual at a chance meeting, what sort of things could he learn if they sat down and truly talked? There must be a Garou out there who knows how to contact her. Track might even be willing to let a werewolf go if it was able to connect him with his perceived spiritual mentor.
- * As his audience grows, Track considers new ways to exploit them. They already support his show and buy plenty of advertisers' products such as Grüümz Tactical Wetwipez. He sees them as a potential source of new werewolf hearts. They can report strange encounters, harass potential victims and send him news stories that Track can scan for evidence of Garou activity. He's pushed his fans to submit stories to him on the show and should it prove successful, he's considering a second spin-off show focused solely on unexplained phenomena tentatively titled Off the Beaten Track.

TRACK MORRISON IN CHRONICLES

Garou tend to value their privacy. It helps them survive, protects them from enemies and maybe even gives them a moment's respite from knowing the Apocalypse is here. Track Morrison is a very public enemy and any conflict with him is likely to pull the pack into the spotlight. The Delerium might be able to cover up their supernatural transgressions but Track will be more than happy to broadcast their mundane failures and post their home address for his followers to see. And that's before possibly discovering that he is a werewolf. He is not a threat that can just be destroyed through violence.

Track presents two major threats to any pack that encounters him. The first is that he knows just enough about the Garou to be dangerous but not enough to really understand what he's doing. Most of what he's learned comes from the memories given to him by the Rite of the Hungry Heart and the spirits he's

shaken down for leads on new victims. These are unreliable sources at best, and Track has filled in the gaps with hours spent on forums and subreddits further muddying the waters. He might recognize terminology like *Auspice* or *Jagglng* but does not have a complete understanding. But the longer he survives, the more he can distinguish fact from fiction and the more dangerous he becomes.

As a public figure (considered to have Fame 2 and growing), Track presents a second threat to packs that clock him as a problem. He won't go away. If he's confronted publicly about a scandal or his actions, he's very good at deflecting the question or spinning it back around as a strength. For packs who decide to just make him disappear, not only would the authorities become involved but there's a whole network of fans ready to make him a martyr.

Many of the young men who listen to Track's audience struggle with insecurity and identity. They turn to Track because of his bold statements and false confidence. Track eggs these listeners on because he knows their anger is what keeps them coming back. He stokes these negative emotions which his listeners take back to their regular lives. Should they act out or commit crimes based on Track's outrageous claims, he washes his hands and blames untreated mental illness rather than his own words.





TRACK MORRISON PLOT HOOKS

Angry Words: A political candidate, looking to tap into Track's audience as potential voters, asks him to give a speech as part of a rally. An ambitious Jaggling sees an opportunity to manifest dozens of Anger spirits during the event as the crowd is incensed by Track's fiery speech. The pack must keep this flood of spirits at bay while also not presenting themselves as the next victims of Track's grim ritual.

Doxxed: Track discovers the identity of one of the pack's mentors or other Garou relationship-map connection. He sets his listeners to find out more information about them which means a higher level of online and public activity for the pack. Their emails are hacked, their addresses SWATted and are harassed in unexpected ways. This is all to keep them out of the way so that when Track makes his move, they will be too distracted to stop him from performing the Rite of the Hungry Heart on their friend.

Sinister Reach: A Touchstone starts to fall under the sway of *The Right Track*. There's no trickster magic or mind-altering gift at play. They feel like there's a lot to fear in the world and Track's views make them feel like they aren't alone. There's no easy way out for the Touchstone outside of some heavy conversations. That this might happen during important events during the Garou's life where they are away from the Touchstone makes it even more complicated.

TRACK MORRISON (HOMID FORM)

General Difficulty: 4 / 2

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

Secondary Attributes: Health 7, Willpower 6

Exceptional Dice Pools: Brawl: 8, Performance 8, Finance 6, Stealth 8, Persuasion 8

Notes / Other Traits:

Track Morrison has the equivalent of the following gifts, and likely gains more if he isn't dealt with promptly: Augur (p. 170), Blur of the Milky Eye (p. 150), Hidden Killer (p. 174) with Renown equivalent of 2 dots. Track also has Fame 2 and can shift forms, but only between homid, crinos, and lupus. He can interact with spirits, but cannot perceive or enter the Umbra, yet.

The longer Track is active in a chronicle, the stronger he may grow. Any time Track is successful in enacting his Rite of the Hungry Heart, consider increasing his Renown equivalent, giving him a new gift, or allowing him further access to additional abilities true werewolves have (such as glabrou or hispo form). Similarly, if he is ignored for some time or left to his own devices, he may increase his Fame, gain or increase an exceptional dice pool for the Occult Skill, forge a Spirit Pact, or enact the Rite of the Hungry Heart in secret.

***Note:** Please refer to the *Werewolf: The Apocalypse Core Rulebook*, pp. 136–138 for potential modifications to dice pools based on form

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