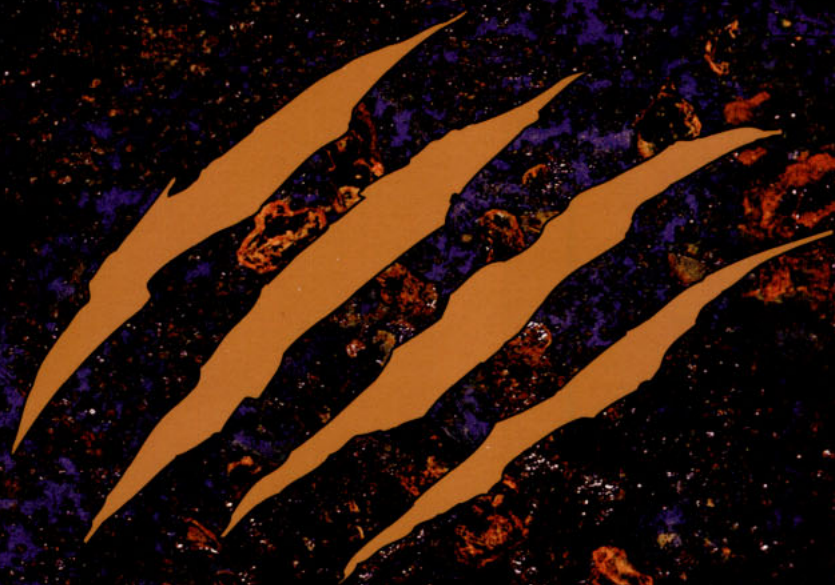


Mind's Eye Theatre™

LAW S

of the

Wild



Revised Rules for Playing Werewolf

WEREWOLF
THE APOCALYPSE

Mind's Eye Theatre LAW S of the Wild

Apocalypse Ascends...

From the shrinking wild places to the sprawling cities, the signs are everywhere — the coming of Apocalypse is certainty. Gaia needs Her warriors more than ever in these days. But the Garou Nation is beset on all sides — from the Wyrms' many minions, the Weaver's machinations, the slow decimation of the wilderness, and perhaps even from within.

But Not Without a Fight!

Laws of the Wild Revised is the revised and updated rulebook for playing the mighty Garou in live-action. Based on **Werewolf: The Apocalypse Revised**, this book carries the new material and the advanced storyline. Everything a player needs to learn the basics of the **Werewolf** setting, create a character and begin playing is contained within.

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Mind's Eye Theatre





Trail's Beginning: A Winter's Tail

The bonfire sent dancing shadows around the assembled group, illuminating and shadowing faces in equal measure. The crowd — a mix of young, old and every age in between — waited in anticipation and curiosity. While some did cluster with their own — here a knot of people in business casual, there a group with Native American features — there seemed to be no single defining mark. Still, a stranger entering the circle would have sensed that he was in the middle of a family reunion.

Excitement charged the crowd. Tonight, there would be new arrivals, new young warriors ready to take up the fight. This would mark their beginning. There had been no youth in far too long, and for many, this was truly an occasion to celebrate.

The ritemaster stood up before the crowd, opened his throat and uttered a piercing howl. Through the group came echoes of the same, but from the throats of wolves themselves. Tonight, they were greeting a new pack, a new band of Gaia's warriors, who would fight together, sharing a common enemy — facing their Rite of Passage.

"Look, I don't much care if you hate me, okay?" Pete spat at a raven-tressed girl in Doc Martens and black leather. "I'm goddamned used to it by now. But the least you could do is pretend to work with us, okay?"

Marja threw him a disdainful look and lit a cigarette. "Whatever you say, mule."

Pete's muscles bunched and shifted under his clothes as he started to gain height on Marja. He was going to wipe that damned Shadow Lord better-than-you smile off those blood-red lips, and he would have, had not a slender young woman interposed herself between them, frowning at both of them.



“What is with you two?!” Jackie snapped. “We’re supposed to get introduced soon, and all you two want to do is rip each other apart! That’s going to look real good in front of everyone out there — ‘Sorry, but it’s just me right now, ‘cause the other two are busily killing each other.”

Marja glared at her, much like a carnivore regarding a vegetarian. “Back off, Mary Sunshine. I didn’t ask to get stuck in this wuss pack.”

Jackie did not glare, but neither did she drop her consideration of Marja. “Believe me, with your attitude, I wouldn’t have chosen you either. But the elders think we should be together. Let’s at least try not to kill each other.”

The combatants stepped apart, after a last glower in each other’s direction. Pete returned to homid form, rubbing his crippled left arm self-consciously. Jackie approached quietly. “Sorry about that,” she murmured.

Pete rounded on her, still seething. “Don’t do me any favors, okay? I’ve been at this a lot longer than you, I know how to handle myself.”

Jackie bit her lip and turned away before she said something she would regret later. That much was true, that Pete had been at Garou life much longer than her — he had been born a metis, while she hadn’t known anything about her Garou blood until she had her First Change. But what was she supposed to say? Stand by and watch these two tear into each other for the umpteenth time? Did they do anything other than squabble?

Jackie considered her two soon-to-be packmates (they wouldn’t be official until the elders announced them). Pete had been born metis, the evidence of his parents’ sin found in his deformed left arm. He’d lived as a Garou all his life, but taking a lot of grief along the way, which left him with a chip on his shoulder the size of Ayer’s Rock. Now he reminded her of a beaten animal, believing that every hand came with anger, snapping at anyone who tried to approach him. Not that Marja didn’t deserve it for her attitude — she’d always seemed to be on a superiority trip since Jackie had met her, and the discovery of her tribe had only made her a bigger pill. She actually *believed* that she was better than Jackie or Pete because she was a Shadow Lord. With this combo, Jackie wasn’t sure she liked their chances.

The new Philodox offered a silent prayer to Gaia: *Give me nothing I can’t handle*, although she suspected she would shortly find out just how much she could handle.

Marja took another drag on her cigarette and, with practiced casualty, considered the pair of weaklings that a couple of a sadistic elders had inflicted on her as a “pack.” Just a rotten luck of the draw that she had happened to arrive when she did, that was all.



Jackie — a Child of Gaia who looked like she'd just walked out of some modern TV show. Probably even acted like it, too — all sweetness and kindness, out to prove the world was wrong about werewolves, wearing her environmentally conscious T-shirt and Birkenstocks. It made her want to gag. And then there was Pete, the mule and a Glass Walker to boot. Oh, please. What else was there to say? And these two expected her to go along with this miserable idea? Worst of all, so did the elders.

Grandfather Thunder, what the hell am I supposed to do with these losers? she grumbled privately. How am I supposed to earn glory with a mule and a tree-hugger? I'm not sure what I did wrong, but let me atone for it so I can get past these jokers and on with my life.

Pete backed up against a nearby tree (the better to avoid being surprised), unconsciously rubbing his left arm. He caught himself, and forced his hand back to his side. It was a bad habit he'd picked up over the years — drawing attention to the very thing that marked him as metis. Being around other people tended to make him nervous, and that brought it out of him. Why did he have to be around other people anyway, especially this pack idea of the elders? He'd grown up at the caern, always knowing he was Garou, and here he was being treated like a new cub. *Better a cub, he mused, than some other things I could say.*

His packmates seemed to be two ends of a spectrum. Jackie was Child of Gaia, and certainly had the predilections of her blood — trying to be the peacemaker, trying to keep him and Marja from killing each other, trying not to stare at his crippled arm. Nice enough, he supposed, but she had no real clue what she was getting into for the rest of her life. Then there was Marja — Pete felt his Rage starting to bubble inside at the mere thought of her. She definitely had the blood in her, too: She had her own ideas about how things should run, and as far as she was concerned, she was alpha, and he and Jackie could go to hell. Without Jackie's interventions, he and she would have been throating each other left and right. Add in that both were better looking than the average, and Pete felt strangely trapped.

Well, Mother, here we are. You obviously had something in mind for us. Now what?

Arianna stepped into the grove, considering the pups. A motley lot if ever she'd seen one. Why they hadn't all ripped into one another yet was a mystery to her, and it would be an even bigger one how Gaia would keep them in one piece in the weeks to come. Still, if the elders had their ideas, one didn't question it. "Come on, kids," she beckoned. "It's time for introductions."



Jackie pushed her hair out of her face nervously and walked out. Pete stepped away from the tree and followed. Marja came after, the cigarette still dangling out of her mouth. As she passed Arianna, the Black Fury snatched it from the disrespectful pup's lips and crushed it between her fingers. Marja started to protest, then got a fierce look that made her reconsider.

The crowd had been whispering as they entered, many craning their heads for a better view of the newest generation. Pete had to clench his right fist to keep himself from the old nervous habit. Marja simply tossed her head back and kept walking — after all, she could hardly have these Nervous Nellies thinking they'd actually got her on the ropes.

The ritemaster called out: "Where is Peter?"

"Right here, sir," Peter stepped out.

"And Jacqueline?"

Jackie stepped forward, and swallowed hard to pluck up her nerve before speaking. "Um, sir? No one calls me Jacqueline. I'm just Jackie."

There was a soft ripple of laughter, but the ritemaster nodded gravely. "Indeed. Names are important, little one. Care for yours well."

"And now, Marja..." He paused on the name, and let his eyes wander the crowd, deliberately not seeing her. It was provocation to irritation, and he knew it, she thought. She strode out, hands defiantly on hips, and snapped, "Down here, if you want to see."

The laughter of earlier was now replaced with a gasp, but the ritemaster did not seem to notice. "Tonight, you are given to Gaia as her newest, as pups seeking entrance to the Mother's garden. Such a prize does not come easily, though. There are tests and trials, all to ensure that only those worthiest to enter may do so. In completing your Rites of Passage, I expect each of you to have an answer for the challenges I put before you now."

"Peter — you have lived all your life among the Garou. You have always known what you were, but have you ever known who you were? Not as a metis, not as an Ahroun, not even as a Garou, but as Peter? Your task shall be to learn who you are and your place in the Mother's fight." Pete returned the stare for several moments, then dropped his eyes. Challenge accepted.

His expression softened a little as he considered Jackie. "Jackie — you have come to this world as a cub, wide-eyed with innocence regarding the world. Your innocence will not protect you for long, and innocence must never equal ignorance. You have much to learn if you would become one of the Mother's warriors. Your task shall be to learn of yourself as a Garou." Jackie ventured to meet his glance, blushed, but nodded quietly and glanced downward. Challenge accepted.



“Marja—,” the ritemaster rumbled, staring hard at her. “You arrived here unknowing of your heritage and blood, an unknowing replaced with knowledge. It has, however, become a source of hubris for you. You believe that you are well-aware of yourself — perhaps. You know nothing of others, however. Your task shall also be to learn, but not of yourself. You must learn of others — whether they be of other tribes, other breeds, other lives. Turn away from yourself and look into others instead.” Marja stared back defiantly. The ritemaster growled softly, and something in his green eyes seemed to flare. Marja suddenly became acutely aware of the many eyes on her, and she dropped her head, more out of embarrassment. Like it or not, she had accepted the challenge.

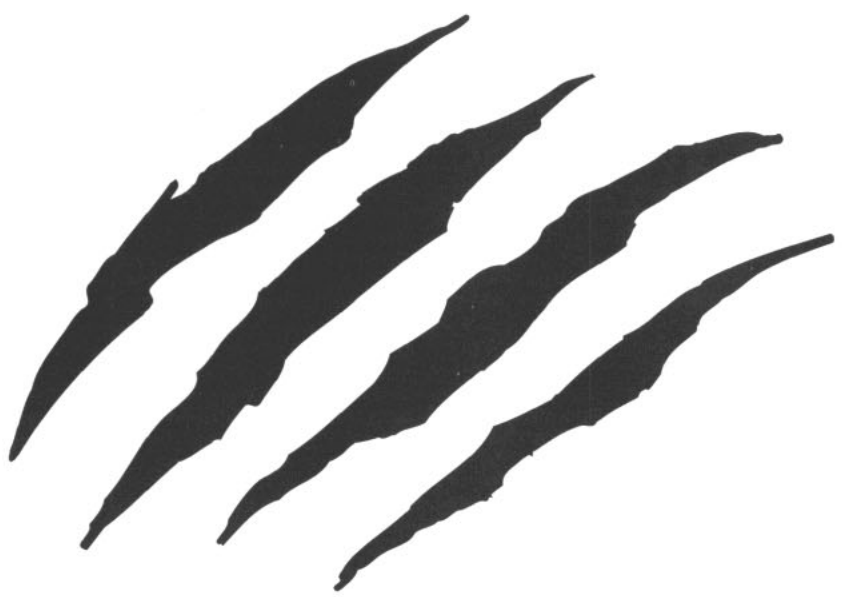
“So be it. Let all witness that Peter, Marja and Jackie have accepted their challenges, and now seek their place in our ranks. Let them be tested and tried until they join us as full Garou.”

A great howl went up from the assembled, and the three stole glances at each other. This was definitely the beginning....



Mind's Eye Theatre
LAW S

of the
Wild





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John "Thomas" Lambert, for first proving that Garou could be cool.

In Memoriam: To Tony Dreyer, who left too soon. Gaia go with you always...



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Chapter One: Introduction

Stories Around the Fire

Once upon a time, long before television or computers or even books, people sat around the fire and told stories for entertainment. Whether it was a ballad of a hero's latest exploits or a cautionary tale about dealing with the hidden creatures of the world, storytellers were a valued part of the community as teachers and entertainers. And tale-telling was hardly a passive art — the storyteller relied on his audience for reaction to his tale as he spoke. How else would he know if they were enjoying the story, or if they were getting bored?

Time marched on, and technological developments began to change, if not interfere with, the storyteller's art. Books (and the spread of literacy) meant that someone could simply read a story whenever he liked instead of hunting down a storyteller to tell it. Radio and television remade the storyteller into an impassive creature that did not encourage audience participation. Stories were still told, and in great quantity, but they were largely sterile, unliving things.

Now we come to the 1970s, and the era of roleplaying. A group of players sits around a table, listening to their leader describe scenes of dank dungeons and dark cities, and they choose which path to take next. At one of these sessions, someone gets the idea to start standing up, moving and thinking as her character might. Over time, more players do the same, creating what will become known as live-action roleplaying (or LARP). In fact, this "new" entertainment is a return to the oldest: The leader was the Storyteller taking her listeners on a new journey, and the listeners were responding in kind, taking on the roles of the characters in the story, telling this new tale to the Storyteller, the other player-listeners and themselves.

What is Mind's Eye Theatre?

This game is probably unlike anything you have played before. In many ways, it's not really a game, because it doesn't have a lot of the trappings of games — such as cards, dice or a playing board. It's also far more concerned with the stories to be told along the way than "winning." It's more like the make-believe of childhood than what



most people typically think of when they imagine “games.” This book contains all the information you’ll need to start playing and telling your own stories. You create the action, you choose the path to follow, you decide what risks to accept. We call this style of game **Mind’s Eye Theatre**.

Playing **Mind’s Eye Theatre** is like being in a movie. You and your friends are the characters, but there is no script. There may be a framework or setting that determines the parameters of the world around you, but you and the others around you are creating the story as you play. The “director” of this movie is the Storyteller, assisted by Narrators. The Storyteller creates the stage and the minor characters that the players interact with to tell this story.

Most scenes in **Mind’s Eye Theatre** are played out in real-time — an hour in the make-believe world is 60 minutes long, and it takes up 60 minutes in the real world — and always in character. Players always remain in character during the game unless there is a rules dispute.

Characters

When you play **Apocalypse** (the game for which this book was developed), you take on another persona, here a werewolf. Your character can be almost anything — from any walk of life, age, creed, race or sex. The only limit is your imagination. When you create this character, you decide what she says or does. You decide where she goes and what choices she makes. During the game, you speak as your character, unless you’re resolving a rules dispute or talking to the Storyteller. Because most of what a **Mind’s Eye Theatre** player perceives depends on the other players, all players must be vivid and expressive.

While the characters may direct the plot through their actions, the plot reacts in ways that direct the characters. For example, a character decides she wants to create a coffeehouse with space for people to perform, and she invites a well-known local group to perform for an evening — here, the characters are directing the plot through their actions. However, the plot reacts to this direction — the Storyteller tells the characters that the performance has aroused some suspicious attention. It seems that one of the performers reminds one of the characters of a singer who was supposed to have died about two years ago. Thus is a story built in **Mind’s Eye Theatre**.

Creating a character for **Apocalypse** is easy, and it takes just a few minutes. Only a few things become necessary to define the basic capabilities of a character, and when they’re done, you can start playing. There’s another phase to creating a character, though. A character is, by and large, like a person, and people aren’t just flat cardboard cutouts with a few numbers to represent what they can do. People have pasts, likes and dislikes, goals and dreams — all the intangible things that make a person into what other people see when he walks into a room or talks to them. It’s not much different from all the care that an actor or author takes when creating a character. So as you’re creating your character, think a little about where she comes from, what she wants out of her existence, what she’ll do to get it, what she loves and hates. Does your character love thunderstorms and watch them from the window, or have they frightened her ever since she was a small child? Does your character want revenge on the person who killed a loved one, and will he bargain with the Devil himself to get it? While certain personality quirks and details will emerge as you play, it’s a good idea to have the basics in place for the first time you walk into a room and meet the other characters.

Characters are the heart and soul of the story. Without them, all the efforts of the Storyteller would be for nothing, and there would be no stories to tell.



The Storyteller

The Storyteller is the one who creates the world that the players move through. She creates a skeletal framework of setting and plot, then turns the characters loose to put flesh on its bones. More than that, she acts as an impartial judge when the rules are questioned, describes scenes that can't be staged and even plays the parts of antagonists or other people with whom the characters interact. The Storyteller is usually assisted by Narrators, who play their own characters but are ready to answer rules questions when necessary.

Storytelling is a demanding (and occasionally exhausting) task. A Storyteller must oversee the events to be certain that people have a good time, that the rules are being followed and that the story is running smoothly. Sometimes she must create plot elements on the spur of the moment or adjudicate between several quarreling players. In spite of all this responsibility, there is something immensely satisfying about watching the players create something remarkable with the plot elements given them. It really makes the headache all worthwhile.

Werewolf: The Apocalypse and Laws of the Wild

This book is based on the tabletop creation **Werewolf: The Apocalypse Revised**. While it is not necessary to own or know **Werewolf** to play this game, some players may find it helpful for more setting material. There are a number of **Werewolf**-related books with material that can be adapted for live-action play.

This edition of **Laws of the Wild** has been created to update the rules for **Werewolf's** live-action adaptation, **Apocalypse**. Those with older editions of **Laws of the Wild** may find some significant differences between the two, and it is advised that a Storyteller rule which edition of **Laws of the Wild** is canon for the game for the sake of clarity and consistency.

Elegantly Simple

This game was designed to be easy to play and easier to start. Character creation takes only a few minutes. The basic rules are simple, and they cover most of the encounters a new player will enter. Even very new players who have never played **Mind's Eye Theatre** before will find that this game takes little effort to pick up.

How to Use This Book

This book gives you all the basic rules that you'll need to start playing or Storytelling **Apocalypse**.

Chapter One: Introduction — The introduction to both **Mind's Eye Theatre** and the **World of Darkness**.

Chapter Two: The Tribes — A complete overview of the werewolf tribes available for play in the **World of Darkness**.

Chapter Three: Character Creation — Everything that you'll need to create a character to start playing.

Chapter Four: Gifts and Rites — Descriptions of the mysterious powers the spirits teach and the rituals that shape werewolf lives.



Chapter Five: Rules, Systems and Drama — The chapter starts with the basic rules you'll need for play, followed with systems for combat, derangements, health, healing and more werewolf-related issues, like howling.

Chapter Six: The Umbra — This chapter details the spirit world that borders the physical reality, and some of the denizens that werewolves may encounter.

Chapter Seven: Allies and Antagonists — Werewolves aren't the only creatures of the night. This chapter provides a basic overview of some of the other denizens of the World of Darkness, as well as ways to incorporate them into stories.

The Rules Thou Shalt Never Break

These are the most important and immutable rules of MET, the ones that keep your game and your players safe from folks who either don't care that you're playing a game or who take the game way too seriously. Always adhering to these rules will also keep your game amenable to law enforcement and other non-player folks.

No Touching. No Stunts.

That means none whatsoever. It's far too easy for things to get out hand in the heat of the moment. Save the stunts for your imagination. If you can imagine you're a nine-foot-tall hairy monster, then you can sure imagine you're swinging on a chandelier or leaping across rooftops.

No Weapons.

No matter how careful you are. Whether it's to prevent some fool from skewering himself on your new dagger or to make sure the police don't think you're a threat, weapons of any sort are forbidden. Even fake or toy weapons, trained attack gerbils or laser pens are not allowed. Use item cards instead.

No Drugs or Drinking

Well, duh. Drinking and drugs do not inspire peak performance, and players who are so impaired are a threat to other players and the game. It's one thing to *play* a character who is drunk or stoned, but another thing entirely to actually come to a game under the influence. At best it's tasteless; at worst it's illegal. Don't do it.

It's Only a Game

If a character dies, if a plot falls apart, if a rival gets the upper hand, it's just a game. You and the rest of the players are doing this for fun. Taking things too seriously or taking character issues into real life, will only spoil everyone's enjoyment, including yours. Remember, playing a game should be fun: If you're not having fun, it's time for a reassessment.

Remember to leave the game behind when the session's over. "Soft" roleplaying (conversing in character without challenges) can be fun, and there's nothing wrong with talking about the game afterward at the local diner. On the other hand, demanding weekly tribe meetings or trying to rouse your elder to talk business at three in the morning signifies the need for a change in perspective.

Be Mindful of Others

Not everyone around you is playing the game. You want to ensure that your game and your players are welcomed. Frightening people and getting the local law enforce-



ment called on you is not the way to do it. This is especially true if you're playing in a public area, such as a park. It can be a very good idea to alert local merchants and police before you play so they're prepared. If you get curiosity-seekers, try to have some business cards on hand and offer to speak with them when you have more time.

Do What Works For You

We at White Wolf often call this proviso "the golden rule." Your game may have special circumstances that require a few extra bells and whistles to the rules, or your troupe may find a way to handle something that works better for you. So long as people are having fun, go ahead and run with it — it's your game.

Likewise, if you see something that you want in your game that doesn't appear with an MET system, then sit down and cobble up something that will work for you. If MET is all about telling stories, then here's the part where the Storyteller improvises.

Have Fun

Not "Win." Not "Go out and conquer everyone else." Just have fun because in MET it's not about how the game ends but what happens along the way.

The World of Darkness

On the surface, the World of Darkness is not too much different from our own. People are born, grow up, work and die every day. Plants grow, as do skyscrapers. The same newspapers are sold on the street corner, and television is the same vast wasteland. Below the surface, however, is a much darker element, one that is fed by the violence and despair which the monsters need to fuel themselves. It is far less simple than throwing a coat of black paint over the veneer of our world. The monsters in the World of Darkness are far too real.


Gothic-Punk is the term used to describe the attitude of the World of Darkness. The "Gothic" aspect is that of the sinister, looming shadow that permeates life. Buildings here, encrusted with gargoyles, dwarf all below them. Despair is a common theme, and any banner that offers hope or power can be certain of many followers. The divisions between haves and have-nots are nearly insurmountable gulfs. The world is a place of mystery — the sort that is uncovered in old books and which is best left alone for safety's sake.

On the other side of the coin is "Punk" — what many citizens of the World of Darkness have done in order to give their lives meaning. They throw themselves against the walls of power in rebellion, often until they forget what they first despised. Crime is more prevalent and more violent. Speech is coarser, fashions are bolder, art seeks only to shock, and technology ensures that everyone gets it at the click of a button.

This is the world that the Garou call home.

The Garou

Legends of half-human, half-beast monsters have been around since the beginning of time. In some lands, the shapechangers were reviled as foul witches and murderers while in others the gift of many shapes was considered a mark of great power, even holiness. There have been many kinds of shapeshifters — from the leopard-people of Africa to the fox-fairies of Asia to the berserkers (bear-shirt men) of Scandinavia — but it is the werewolf that inspires the greatest dread and awe. In the wolf, there is a element of the untamed, and the human fear of Nature red in tooth and



claw. For all of humankind's efforts to "tame" the wilderness, the wilderness doesn't want to be tamed and waits for the opportunity when humans wander too far from their cozy dens and SUVs.

As much as humans have hated and feared the wild animals, especially those who were stronger than us, we have envied their strengths — flight, keen sight, beauty, freedom. We have worn masks, animal skins and teeth, hoping to gain some of that strength, or incorporated them into rituals in an effort to become more like them. Even today, people wear jewelry or clothing depicting animals to express their admiration or to draw strength from them.

In older days, it was said that one must wear a wolf skin or perform unholy rites, or drink from the paw print of a wolf to become a werewolf. All you have to do is open this book.

Werewolves in the World of Darkness aren't much like their movie counterparts. Tales of shapeshifting witches or animals that take human shape also have some misconceptions. What follows are common myths and misconceptions about the werewolves in the world of Apocalypse.

Werewolves are ravaging beasts in wolf form. False. Werewolves retain their full sentience in whatever form they take. Their savagery stems from a supernatural anger called Rage. While Rage allows werewolves to perform incredible feats, it also can cause them to lose control of themselves and fly into terrible fits of berserk violence. A werewolf in this state can think only about ripping something apart with his bare talons

Werewolves change their shape during the full moon. Mostly false. Werewolves can change forms whenever they like. However, they do have deep spiritual ties to the moon, and a werewolf's Rage increases as the moon waxes. Consequently, when the moon is full, a werewolf is brimming with Rage and likely to go berserk at the slightest provocation.

If a werewolf bites someone, that person becomes a werewolf. False. Werewolves are born, not made. Most werewolves are born to humans or wolves, and may not know of their heritage until they change shape for the first time.

Werewolves are witches who change shape by dressing in wolf skin. False. You're either born to be a werewolf or you aren't; being Garou is not something you can acquire. While there are magic-users in the World of Darkness and some can shapeshift into animals, they are merely becoming animals, not Garou. Likewise, you cannot become a werewolf by drinking water from a wolf's paw print, sleeping in a wolf den or similar means.

Only silver can kill a werewolf. Partially true. Werewolves aren't immortal — they can grow old, and they can be killed. They can endure incredible amounts of damage that would stop charging elephants, and heal themselves very quickly. Silver is another matter — its ties to the moon give it a supernatural strength, and wounds from it burn Garou worse than fire. Such wounds are slow to heal and might be fatal. A silver bullet isn't the instant kill seen in the movies, but it is a hunter's best chance to take down a werewolf.

Werewolves in human form have strange features such as pointed ears or eyebrows grown together. Almost entirely false. Werewolves look no different from humans when in their human form. However, there are werewolves whose parents were both werewolves as well, and the breeding resulted in a deformed offspring called a metis. Metis deformities are often visible in human form, but they are far more debilitating, such as a withered arm, albinism or blindness.



Werewolves are loners, cut off from social contact by their curse. False. Werewolves have the same pack mentality as normal wolves, and they are intensely social with each other because their Rage makes it difficult to interact with normal humans and wolves for long. To be cast out and walk alone is considered a horrible punishment.

The Beginning of All Things

In the days when time was young, all that existed was filled with magic. Gaia, the great Earth Mother, was deeply moved by the swirling eddies of magic that surrounded Her. Taking the stuff of Her own body, she molded and shaped it with the warmth and strength of her hands, working the ambient enchantment into the forms of her creations. She labored long at her task, but time was new and Gaia was absorbed in the act of creation. When She was done, She set down creatures of two legs and of four on Her broad stomach, for there was nowhere else for them to stand. The creatures who stood on two legs She called Human. The greatest of those on four legs — and there was a riotous variety of these four-legged creatures — She called Wolf.

Gaia settled back to watch Her creations. The lure of magic had moved other beings to the act of creation as well. Gaia saw creatures that were not made by Her hand lurking among Her creations, hunting them, causing great pain and destruction. She despaired, for even though Human and Wolf were valiant in their own defense, they were not strong enough to stand alone against the monsters that crawled across Her skin and burrowed through Her body. Luna, Gaia's luminous sister Moon, saw her sister's pain and leaned close to murmur into Her ear. *Create again*, she advised. *Make for your children and for yourself defenders and caretakers to thwart the dark creatures that trouble you.*

So Gaia gathered together the finest of Her creations. She reached into Herself again, deeper than before, and molded the two-legged creatures with the four-legged, binding them together with fragments of Her own heart. When She was done, Her chosen defenders stood on the breast of their Mother in whatever form they chose — two legs or four. The greatest champions were those formed of Man and Wolf. Luna leaned down again to give these her special blessing, giving them gifts born of her silvery light as she urged them to protect her sister with their strength and cunning.

So charged, the heroes who would call themselves the Garou took their rightful places at the forefront of Gaia's creation.

The Two Worlds of the Garou

The nature of the world has changed since the earliest days. Where magic was once rampant and spirit imbued everything, animate or inanimate, today the material world and the world of spirit are held separate, touching together only in exceptional places or times. The division between the worlds is known as the Gauntlet, for at its worst it is truly a test of a werewolf's spirit to cross.

The physical world needs no introduction. It is a world of predictable physical laws and demonstrable facts. It is a world that can be measured and comprehended with intellect, or beaten back and held at bay. Humanity is comfortable in this world — it is the only world that those living today have ever experienced. The Garou, with strength of both mind and limb, are supremely adapted for the material world.

The Garou are not restricted to the hard world of humanity, however. The spirit world is present both above and below, overlaying and underlying the physical world. It is called the Umbra, the "shadow world," since everything that is of significance in the material world casts its shadow into the world of spirit. The Umbra is not simply a



reflection of the physical world. The places, objects and denizens of the spirit world are fraught with meaning, but appearances there can be deceiving and the fabric of reality is mutable. There is much to be learned about the true natures of things in the Umbra for those with the intuition and wisdom to puzzle through the layers of meaning. While the wisest humans may catch glimpses of the spirit world, the dual-natured Garou are able to cross between the worlds at will. Many refer to this act as “stepping sideways,” as they remain in the same place while the world changes around them.

Inhabitants of the Spirit World

Though the denizens of the spirit world are many and varied, not tied to lines of descent and natural law like the creatures of the physical world, nevertheless the Garou have tried to categorize and classify them. After all, even the sages and mystics of the werewolves can use every advantage against the crafty and adaptable spirits.

The greatest of the spirits are named the Celestines. Gaia, Luna and Helios the sun-god are foremost among these. In modern times these spirits are remote and not easily invoked — imagine the difficulty of a hearing a werewolf’s howl over the din of all creation. Still, these godlike entities are often worshipped, some receiving the veneration of entire septs.

The Incarna rank next in the Garou pantheon. These spirits include the tribal totems who patronize the 12 tribes of the Garou Nation, and other spirits of similar power, such as representations of powerful natural forces like forest fires or the tides. The totem spirits that are bound to individual packs are avatars of the greater Incarna spirits.

The lesser spirits and elementals are classified as Jagglings and Gafflings, in order of their power. These spirits may serve the Celestines and Incarna, or they may have small, defined territories and agendas of their own. Jagglings may display a wily intelligence; in contrast, Gafflings at best manage an animal cunning. Still, as natives to the Umbra, both can be useful allies or formidable opponents to the Garou.

Wyld, Weaver, Wurm: The Triat

As grand as all of Gaia’s creation is, it must exist within a framework. Werewolf sages posit the existence of three primal cosmic forces far greater than the Celestines, forces which provide the basis for all that is. Together, the three suspend the universe of the physical and spiritual worlds between them like a fragile vessel of great worth on a tripod stand.

The Wyld is the first force, that of life and energy. The gentle breath and raw ferocity of the Wyld run rampant through the empty spaces where there is nothing to contain or channel them. Wyld is unshaped possibility, the energy of creation itself.

The second of these is called the Weaver. The Weaver is the force of organization, wrapping everything that exists in her silken webs, creating order. Without the Weaver, the Wyld’s creation would have no permanence or stability.

The final force is seen as the Wurm, which exists to bring balance between the order of the Weaver and the chaos of the Wyld. The Wurm is the force of decay and age, which breaks down old things to clear the way for new ones.

This is how things should be, and how things were in the beginning; unfortunately, this is not how matters currently stand. At some point in the legendary past, the Weaver began to resent interference with her splendid plan. She plotted to trap the Wurm within her strongest webs, restraining it so that it could no longer dismantle what she had so carefully built. She succeeded; the Wurm, in the confines of her silken cocoon, slowly went mad. The Wyld spun heedlessly in its endless dance; it either did not notice the



Wyrms' plight, or it simply did not care. The insane Wyrms now longs to destroy not only that which must be cleared away, but all that exists. The tripod which holds the fragile vessel of all creation is dangerously unsteady, and the Wyrms wishes to tip the balance and shatter the world altogether. As protectors of Gaia and thankless humanity, the Garou must stand between the Wyrms and the Apocalypse it lusts after.

These three universal powers are not mere philosophy and conjecture. Each of them commands a vast array of spirits that inhabit the spirit world alongside — or in competition with — the spirits of the natural world. Weaver-spirits are orderly and industrious, spinning their webs to reinforce what exists and rebuild what has been broken. Spirits of the Wyld coruscate with energy, feeding from the disorder of a waterfall here or inflaming raw passions there. They are above all capricious as allies or as enemies. Servants of the Wyrms embody corruption. Some seem to be formed of the essence of pollution and malice, while many others are corrupted and possessed spirits who once served others, humans who have fallen into the Wyrms' clutches — or worst of all, fallen Garou.

Young werewolves are taught of these matters by their elders, and they see the devastation that the Wyrms causes all around them. But they also point to the crowded cities and the technological machines that swarm out of them to raze the Earth's remaining wild places — and these are creations of the Weaver. In the elders' own story, they argue, doesn't the Weaver's ambition and madness cause the Wyrms' insanity? In these days, some Garou argue that the greater enemy is the Weaver, pointing to civilization and technology gone out of control in today's world. Others say that the best way to fight the Wyrms is to turn its own tools against it. The argument fuels many heated "discussions" between elders and youth.

The Impergium

The Garou were created to guard Gaia's creation. Understandably, they felt most strongly called to protect humanity and wolves — their spiritual cousins. The werewolves also needed to replenish their numbers, and pairings between werewolves created only deformed mules. So the Garou intermarried with humans and mated with wolves, and the strongest of their children inherited the abilities of the Garou.

Eventually, the werewolves' urge to protect their charges conflicted with their desire to keep the best mates for themselves. Each tribe led their Kin into seclusion, forcing humanity to band into towns and exiling wolves to remote forests. The towns boiled over into cities, and the werewolves took to culling the undesirables from their herds to keep humanity's numbers under control. Where once the Garou were revered as heroes and protectors, humanity soon learned to fear them as terrors in the night. This tragedy, known as the Impergium, slowly built to a culmination over a period of 3000 years.

The War of Rage

Heady with the power they usurped over humanity and the creatures of the wild, the Garou decided that they wished to be acknowledged as the greatest of Gaia's protectors — after all, were they not Her favored children? The other werereatures, the Sanga, refused to cede the werewolves the precedence they desired. The tribes of the Garou attacked the Sanga, some enraged beyond reason, others wishing to punish the Sanga for their insolence. An age of war followed; the tales of that era are full of blood and genocide, and although songs of the War of Rage are passed from storyteller to student, they are too shameful to be recited around the fire. Some of the Sanga were utterly eradicated; all suffered, and learned to despise the werewolves.



As the War of Rage carved its bloody path through the material and spirit worlds, the remaining Sanga found a strange ally in humanity. Men and women were pushed beyond the limits of endurance by the bloodthirsty behavior of those who were meant to be their guardians. They fought back against the marauding werewolves for the first time, and their numbers were enough to hold back the Garou onslaught.

The Garou gathered, confused and dismayed at this turn of events. Some tribes argued to punish the wayward humans to bring them back into line. Other tribes pushed for peace, unwilling to turn so completely away from their role as humanity's protectors. In the end, a compromise was reached: the werewolves would pull away from human society, leaving their former charges to rule themselves. The Garou would continue to serve as Gaia's guardians, working in the wild places away from human sight. This agreement was called the Concord, and the wilderness society formed by the Garou was called the Western Concordiat.

The Aftermath of War

Three thousand years of terror culminating in a spasm of violence left an inevitable mark on the human mind. Even among modern streets lined with sparkling skyscrapers, the sight of a werewolf in the imposing Crinos war form is enough to bring ancestral memories of fear flooding into the minds of witnesses. Panic usually ensues. The dread is so absolute the witnesses will later block out all memory of the incident, or ascribe it to a more "logical" cause — wild dogs, or terrorists in furry masks. The Garou call this effect on humans the Delirium.

The Delirium is a mixed blessing. While it is a reminder of a bloody past that many werewolves would prefer to forget, it is also a useful tool in maintaining the secret existence that the Garou pledged to preserve in the Concord. This part of the pact is termed the Veil, and any werewolf that endangers the fragile fabric that separates the supernatural world of the Garou from human reality had better be ready to answer to her elders. In any case, it is dangerous to rely on the Delirium to the exclusion of discretion — exceptional or stubborn humans may overcome their inborn fears to see the truth of the situation, and this is not something that the Garou want.

In the centuries since the Concord, humanity has continued to grow in numbers and to expand into wilderness areas. The wilderness that is left today seems to feel the threat to its existence, and has become even more thorny, parched, frigid or simply downright hostile in response. The werewolves are squeezed into the areas that remain, their own ranks declining as fewer and fewer cubs are born to their Kinfolk. Garou and humans are inevitably brought into contact as the world grows smaller. The Concord, which was meant to protect the humans from the Garou, now protects the Garou from the humans. Secrecy is vital to the war for Gaia.

The Lost and the Fallen

Time and history have not been kind to the Garou. Once there were more tribes, spread out across the world, each following Gaia's charge in its own way. All shepherded their Kin in their own way, all fought the Wyrms in their own way. Unfortunately, such ways often proved their undoing.

The Descent of the White Howlers

The White Howlers were a proud and fierce tribe from the harsh lands of Scotland, kin to the stern Picts. The mastery of their native lands was not enough for the Howlers, though. In order to prove their bravery and worth, every Howler from cub



to venerated hero walked the Labyrinth of the Black Spiral to fight the Wyrms on its own ground and bring back trophies to parade before the other tribes.

The White Howler's great pride blinded them and brought about their downfall. Secure with their tales of glory and trophy halls, they did not see the Wyrms' forces massing for attack. Even worse, some tragic ballads sing of betrayal, of heroes so warped by constant exposure to the balefires of the Labyrinth that they turned on their own tribe. Either way, the end result was the same: The White Howlers were overwhelmed by the forces of corruption and dragged into the depths of the Labyrinth. Those who emerged were a twisted mockery of their former selves — their minds were shattered, their bodies mutated, bent completely to the Wyrms' service. The proud White Howlers had become the Black Spiral Dancers.

The White Howlers are forever gone, their Kin and their blood wiped from existence. The Black Spirals live in their stead, serving the Wyrms as prized and privileged agents. They live and breed in hidden labyrinthine Hives, perverted versions of Garou caerns. The Black Spirals prefer to take their Garou prey alive, so that they may be broken on the same dark spiral that spawned the tribe and corrupted into the service of the Wyrms.

The New World and the Croatan Sacrifice

For many years, the lands of North America were at peace, unmolested by the struggles of Europe or European Garou. These were the lands guarded by the "Pure Ones," the Uktena, Wendigo and Croatan. While the Impergium cut a bloody swath through the people of Europe, the Garou tribes of North America chose instead to teach the people under their care to live simply and in harmony with nature. There was still fighting in the Pure Lands — the people warred amongst themselves, and the War of Rage spilled over onto North American shores — but by comparison, the Pure Ones and their charges led peaceful lives. The baleful attention of the Wyrms was never drawn to the shores of the Pure Lands.

All of this changed when the first European settlers landed. The settlers brought with them greed and war of a tenor that the natives of North America had never before experienced. The settlement of Roanoke Island, where the British settlers starved within their walls, drew the fateful notice of the Wyrms. Full of the perverted desire to desecrate the unsullied New World, Eater-of-Souls, one of the three great Wyrms' avatars, focused the suffering of the settlers of Roanoke to bring itself into full physical manifestation. As the monstrous spirit writhed into existence on Roanoke Island, the Croatan tribe made a fateful choice. In honor of their pledge to the Earth Mother, the Croatan sacrificed themselves to drive Eater-of-Souls back into the Malfean depths — every man, woman and child, full-blooded Garou and half-blooded Kin. The only remembrance of their bravery and dedication are the songs of their Uktena and Wendigo cousins and the single word "Croatan" carved into a tree at the devastated settlement of Roanoke.

The noble sacrifice of the Croatan was enough to force the Wyrms back, but it was not enough to hold back the tides of progress. The settlement of the New World continued at a frantic pace. European werewolves accompanied their kin to North America, and demanded lands and places at the native caerns. When they were not pleased with what was offered, they took what they wanted with force and trickery. While the Wyrms never again gained a physical foothold, its destructive influence spread across the Pure Lands. The Uktena and Wendigo still call the other tribes "Wyrmscomers," for their presence helped to spread the Wyrms' influence from shore to shore.



Settling Australia: the Bunyip's Demise

The Garou are proud and do not learn lessons easily. As European settlers, hungry for new lands, moved into the territories of Australia, their werewolf kin again came into conflict with the native Garou tribe, the Bunyip. The Bunyip were powerful in ways that the other tribes could not understand; their intimate contact with the vibrant Dreamtime spirit-world of the Australian continent gave them wisdom and confidence. Such wisdom came with a price. Rather than fight with their European cousins, the Bunyip simply withdrew into the Dreamtime and the harsh interior bushlands, leaving the other tribes to squabble among themselves.

Then, the Wyrms whispered to the heart of a Garou, uttering that the Bunyip were to blame for the death of the Garou's beloved sister. This confused Garou led the other tribes on a rampage against the Bunyip in revenge for a crime they did not commit. Some tales claim that the Wyrms revealed its mischief when the last Bunyip had been slain, thanking the Garou for accomplishing its work.

Many Garou still burn with shame to recall that horrible time of blind Rage. They had done the Wyrms' work well — the Bunyip were exterminated. Their Kin, the marsupial thylacines (or Tasmanian wolves), were pushed into extinction; even if a Bunyip had survived, there would be no Kin to breed with. The loss of the Bunyip remains one of the darkest times of Garou history.

The World Today

The End Times are here, and the Apocalypse draws ever closer. Garou sages map out the dire results of prophecy, and mystics test the tenor of the spirit world to the same conclusion. Gaia's werewolves confront a test like no other they have faced before.

The cities of humanity continue to expand. Even though the cities eat up more and more of the wild places and spew pollution into the rest to power technological toys and fuel the engines of progress, humanity still cannot find room for its poorest. These unfortunates are stacked like cordwood in gray and bleak places that have been raped of all resources and beauty, forced to watch as those more fortunate consume to excess. The Wyrms are here, writhing through the Weaver's structures of cold steel and jagged glass.

The last fortresses of the wild — places of pure and cruel beauty like the Amazon rainforest, the Alaskan wilderness and the Siberian tundra — have been cracked open for human exploitation. Contamination is inevitable as black oil flows through pipelines, trees are chopped down to make flimsy, substandard housing, and layers of earth are peeled away to pluck riches from the ground.

The threat of the Wyrms is no longer simply giant monsters that can be rent apart with tooth and claw. The Wyrms have become quite sinister in its cleverness now, and it cloaks its depredations in the impenetrable shields of corporate law through its flagship, a mighty conglomeration called Pentex. Though the Garou know their enemy's name, it has more heads than the legendary hydra. For every manufacturer or shipping company the werewolves burn down or blow up, another springs up in its place. Under the cover of subsidiary firms that produce everything from medicines to toys to video games to alcoholic beverages, Pentex sends fingers of corruption into an unsuspecting human populace.

The past year saw a terrible herald to the Apocalypse — a new red star visible to those supernatural denizens of the World of Darkness; it is exceptionally bright in the Umbral skies. Most Garou are positive it is a sign of things to come and refer to it as Antehelion, the Eye of the Wyrms.



The Departure of the Stargazers

The Garou Nation has lost another tribe, bringing its number to 12. The tribal elders of the Stargazers have withdrawn from the Concordiat and returned to their homelands in the East, taking many of the young members of the tribe with them. Over the years, while the Stargazers worked with the Garou of the West to secure caerns and protect Kinfolk, their own lands fell to the Wyrn and many of their Kin perished as the Western Concordiat's resources were spent elsewhere. Perhaps finally worn down by the losses, the Stargazers have moved to protect what remains of their heritage. They have found new allies in the Beast Courts of the enigmatic hengeyokai — the shapeshifters of the Eastern world, including the Sanga that the Western Garou tried to eliminate centuries ago.

There are whispers that the Stargazers have another reason for leaving. Their Eastern cousins espouse a philosophy that equates the changing world to the turning of a wheel — implying that the coming Apocalypse is not in fact the End Time, but simply the low point of a great cycle. This philosophy is not popular with the Western Garou. Some fear such thoughts mean that the Stargazers and the other hengeyokai will not fight when the great battle comes. Others cannot stand the idea that the great sacrifice they plan to make on the day of Apocalypse may have no meaning if the world turns on without them.

The few remaining Stargazers — those who feel obligated to their packmates or who have vows to keep within the domains of the Concordiat — are treated with suspicion and mistrust or threatened outright. No more Stargazer cubs are brought to the septs of Western Garou for teaching — they are now reared among the hengeyokai.

The Litany

Garou tradition is a living thing — scratchings on paper are a recent invention and cannot capture the breadth and depth of the history of Gaia's greatest children. The whole body of legends and cautionary tales is passed in oral tradition from storyteller to storyteller, from judge to judge. No one storyteller knows every single tradition of the Garou, but there is one body of information that every werewolf knows, and every cub is expected to learn — the Litany. In its complete, unabridged form, the Litany contains not only the codified laws of the Garou according to the old ways, but poetic examples and morality tales illustrating each legal point. While the Fianna still gather in grand moots to recite the hours-long saga in its entirety, fewer and fewer young werewolves learn the Litany in all its glorious detail. Most are content to make do with the summary that is taught to the cubs and recited at moots — conveniently, the simplified laws are easier to bend than the exhaustive details provided by the full legal epic.

Garou Shall Not Mate With Garou

The Law: Werewolves should mate only with humans or wolves. The offspring of two Garou, the metis, are born sterile and defective, physically deformed or even insane. In the worst cases, the mother dies giving birth to her Crinos form cub. These births are obviously cursed, and introducing even the hint of corruption into the Garou race is a crime against Gaia. Werewolves may fall in love — and they often do in the ballads sung by the Galliards — but even the clutches of passion are no excuse for this transgression.

The Reality: The permissive ways of homid society seem to be having an effect on the Garou. More metis are being born now than ever before. While some tribes



claim to treat metis with respect, in truth they still face a life of hardship and scorn. Pragmatic Garou point out that, with the number of cubs born to Kinfolk on the decline, the metis might just be needed at the final battle of the Apocalypse.

Combat the Wurm Wherever It Dwells and Whenever It Breeds

The Law: The Wurm and its minions are an obvious threat to humanity and to Gaia. Destroying that threat is the Garou's very reason for existence. The quickest route to power and respect among werewolves, and the surest way to stall the coming Apocalypse, is to battle against the Wurm.

The Reality: The Garou are surrounded by enemies: Wurmspawn, Weaver creations, humanity, even the remnants of the Sanga bent on revenge. And these are only the enemies on the outside. Convinced by the overwhelming certainty of prophecy that the End Times have begun, many werewolves turn their energies to cementing their own positions as best they can or climbing as high as they can before the world crumbles around them.

Respect the Territory of Another

The Law: The traditional Howl of Introduction is required whenever a werewolf approaches another's territory. The holder of the territory may even require additional information before granting acceptance; Silver Fangs, for example, insist on establishing a visitor's degree of pure blood. To properly warn potential interlopers, Garou mark their territory with scent and scratched sigils.

The Reality: While cacophonous howling and pissing on trees may work in rural areas, anywhere near an urban center such behavior may arouse suspicion. Some modern werewolves prefer a cordial phone call or a beeper message. Many others ignore introductions altogether and plead ignorance if caught trespassing.

Accept an Honorable Surrender

The Law: Matters of leadership and honor are often settled by single combat. While this is a proper way to solve such problems, it is important that the combatants not die needless deaths — every warrior is needed. The loser of a duel loses no Renown for showing his throat in surrender to end a fight, and the winner is respected for his restraint.

The Reality: The winner is respected for restraint because that restraint is so hard to exercise. While it may be natural for wolves to end hostilities with a simple bared throat, the Garou are creatures of supernatural rage. Once the fighting begins, anything can happen, and it unfortunately often does. Some Garou earn bad reputations by "accidentally" missing the surrender cues and ripping out a helpless rival's throat.

Submission to Those of Higher Station

The Law: Every leader must have followers. Rank and Renown ease relations within Garou society by outlining everyone's place, with minimal fighting involved. Reasonable requests from higher-ranking Garou are expected to be obeyed.

The Reality: The most useful authority is earned, not granted. While today's cheeky cubs and cliath may respect their tribal elders, other higher-ranked Garou may find it necessary to reinforce their requests with physical force or some other sort of persuasion, at least until the young ones learn that their betters are above them for a



reason. Those werewolves who are unable to back up their rank on occasion might as well get used to running their own errands.

The First Share of the Kill for the Greatest in Station

The Law: The alpha feeds first from the kill. In Garou society, this law of the wild has expanded to include trophies taken from fallen enemies. Garou of greater renown are entitled to demand a greater share of the spoils.

The Reality: In practice, the “first share” too often becomes “the whole pile.” While a pack may grudgingly accept doling out the rewards according to Renown if those of higher rank are earning their keep, an alpha who abuses this privilege will quickly find herself worn down by challenges from her packmates.

Ye Shall Not Eat the Flesh of Humans

The Law: During the years of the Impergium, this practice was not unusual. Since the agreement of the Concord, the eating of human flesh has been banned as a violation of the oath to protect humanity. Even worse, this act of near-cannibalism is an invitation to corruption by the Wyrn.

The Reality: Werewolves are carnivores who occasionally lose control of their actions. More than one werewolf has discovered, perhaps to his horror, that fat lazy humans taste particularly good. Others, like the Red Talons, make a habit of devouring humans unlucky enough to be found in their territories. Some also note with anger that there is no similar injunction against eating the flesh of wolves, who are as much kin as humans.

Respect for Those Beneath Ye: All Are of Gaia

The Law: Out of respect for Gaia, who created the Garou to protect and in essence serve Her creation, werewolves are expected to treat every creature with the respect due its place in the natural order. Chivalry is a lofty ideal, and appropriate behavior worthy of Renown.

The Reality: Garou of rank often use their own judgment to determine the “proper amount of respect” due to those beneath them, and that judgment is not always kind. While they may make life difficult for the unfortunates below them, a combination of wolf instinct and human compassion usually keeps higher-ranked Garou from causing actual harm or death — not that this is much consolation to the tormented.

The Veil Shall Not Be Lifted

The Law and the Reality: The Garou take this tenet of the Litany very seriously. Much more is at stake than respect for the ages-old pact of the Concord: in a world full of corrupt corporations, religious zealots, vampires and other threats, the Garou must walk carefully or bring down the wrath of countless enemies on their own heads.

Do Not Suffer Thy People to Tend Thy Sickness

The Law: A dignified death is a private death. This is the way of wild creatures who are mortally injured or simply too old. It preserves the resources of the group for those who can best benefit from them, rather than wasting them to extend a lost life.

The Reality: It is difficult to make such a cold step away from life toward death. The Children of Gaia speak out openly against this part of the Litany, preferring to care for their elders and mortally wounded until they expire. Many other Garou compromise by returning to human or wolf society to live out their declining years.



The Leader May Be Challenged at Any Time during Peace

The Law: For the good of the pack, a weak alpha must not be allowed to remain in control. If no danger immediately threatens, any Garou of sufficient rank may challenge the leader for her position. A staredown, duel or gamecraft challenge results, and the alpha must cede her authority if she loses. Inappropriate or frivolous challenges — for example, a cub challenging the sept leader — may be rebuffed with no loss of Renown.

The Reality: A particularly powerful leader will be impossible to best in a challenge — those below her will have to learn to live with her decisions. Unscrupulous alphas may resist challenges, always insisting that dangers lurk around every corner. Of course, keeping power in this way makes life more difficult when someone else eventually takes over and the paybacks start.

The Leader May Not Be Challenged during Wartime

The Law: The strength of the Garou is the pack. Pack tactics are necessary to bring down the great monsters or hordes of smaller spawn that the werewolves may encounter; even one pack member's lapse in obedience may have dire consequences for the rest of his pack.

The Reality: Garou leaders are just as fallible as any others. A werewolf who violates his alpha's orders with good results may escape punishment for this breach of the Litany. If the results are bad, the alpha's poor tactics won't help the offender's case. Cases involving magical control or Wyrms possession may also be excused — so long as they only happen once.

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

The Law and the Reality: This tenet is even more strictly enforced than the protection of the Veil. Caerns are sacred sites, and to cause the desecration of such a holy place with or without intent to harm is a crime worthy of the severest punishment.

The Sept

There are places where the boundary between the material world and the world of spirit is naturally thin. In these rare sites, spiritual energy wells up like a spring, just waiting to be tapped. These places are sacred to the Garou, who call them caerns. The power available from a caern is not only desirable to the werewolves; other creatures, from the strange and wanton fae to the corrupt minions of the Wyrms, want the magical energy for themselves. *The Garou must always be on guard, ready to protect their holy sites from exploitation and desecration.*

By tradition, the groups of Garou who gather around caerns organize themselves as septs. The earliest septs formed around the oldest caerns usually found in tribal homelands; these septs were composed of one tribe, and many of them remain dominated by those ancestral tribes to this day. As werewolves spread around the globe, they found new sites of power far from any one tribe's homeland. The septs that formed around these new caerns have a far more varied membership, and that trend continues today. Such septs always suffer through some tribal maneuvering and politicking since the Garou are relatively unused to intertribal coordination. Any



degree of cooperation is a light in these dark times, however, since the Garou have no chance of defeating their multitudinous enemies unless they work together.

Septs serve many vital purposes besides the paramount protection of caerns. The sept acts as a vessel for Garou culture, preserving legends and traditions as elders pass on and packs leave never to return. Werewolves rarely grow old gracefully; those who have lived long enough to achieve the honor of elder status rarely have the stamina or inclination to travel or quest. These elders settle at septs, lending their formidable but fading strength to their protection and making their experience and wisdom available to those who would learn from them. Packs of young Garou act as the eyes, ears and fists of the elders, roving around and among caerns to on simple errands or missions of vital importance.

Septs are also important waypoints for traveling packs and places where these travelers can meet with both fellow wanderers and locals to share news of their travels. With the permission of the sept's elders and the paying of the proper chiminage, the caern's mystics can create a moon bridge between caerns. These spirit paths are faster than traveling through the physical world and safer than traveling unaided through the Umbra. A chiminage payment is usually required at the point of arrival as well; in both cases, the payment may be as minor as a stirring recounting of the pack's journey or as significant as a dangerous jaunt into the nearby Umbra to bring back a valuable item.

Various elders oversee these functions of the septs. The sept leader, who must be a personage of great patience and charisma, coordinates the efforts of the other sept positions and organizes the local packs. The position of Master of the Rite is awarded to the highest-ranking Theurge; he is responsible for the sept's daily rites, the care of the spiritually sensitive center of the caern and the judicious tapping of the caern's power. The Caern Warder organizes the patrols of the bawn — the protected perimeter of the caern — and is responsible for dealing with any intrusions. Traveling Garou may expect to find these three positions filled in every sept, but some septs are so large as to require additional administration — or, perhaps they simply have more cooks who insist on stirring the pot. These septs may institute additional positions: the Den Mother or Den Father, who oversees the training of the cubs; the Master Storyteller who composes the history of the sept; or the City Beta, who oversees the activities of a nearby city and those Garou who are active within. These are merely examples; there can be a new position for any werewolf who can convince her sept leader that she is invaluable.

Moots

Day-to-day life in a sept may include onerous tasks, such as patrolling the bawn, teaching young cubs or propitiating the local spirits. Septs are frequently host to far more exciting events — gatherings of large numbers of Garou called moots. Moots are the soul of the sept, satisfying the Garou's social nature and rededicating them to their common causes and sacred trusts. Werewolves who miss too many moots are treated with distrust until they remedy the situation; the sept has no place for those who are not willing to pitch in and help in some fashion.

Every auspice has a role in even the simplest moot. Ahroun guard the gathering against creatures drawn to the surge of spiritual energy. Galliards sing the old legends and spread the latest news. The rules of protocol and precedence are adjudicated by the Philodox. Theurges call upon the power of the caern and welcome great spirits to attend the proceedings. Finally, the Ragabash keep the evening running smoothly by heckling those who would speak without thought — or simply for too long. A well-



run moot is a crucible of cooperation; a sept that celebrates its moots in fine fashion usually acts in concert in other areas as well.

Renown and Rank

The recognition of a Garou's deeds and her standing in society is decided by her sept. A werewolf who is anruth — who does not claim membership in a particular sept — must find a sept willing to recognize the worthiness of her actions. Without the backing of the sept and the performance of the proper rituals, the spirits of the Umbra refuse to acknowledge the young hero's deeds, and she will not be taught the appropriate Gifts or receive the proper welcome at other caerns.

This rigid hierarchy of rank is not imposed by bureaucracy, but by instinct. Like a member of a wolf pack, a werewolf is only comfortable when he knows to whom he should defer and who he may command. The tradition of rewarding renown for notable deeds frees the resources of the sept from constant challenges of the elders' authority, and directs that boundless youthful energy toward constructive tasks. The elders conserve their energies for necessary endeavors, and the young are generally content to earn their way up.

In informal situations, the differences in rank between two Garou are usually observed by deferential body postures and the sequence of conversation. If the difference in rank is great, it is of course prudent to be as polite as possible. This involves traditional forms of address, as follows:

Cubs are the youngest Garou, those who have recently undergone their First Change and not yet completed a Rite of Passage. Cubs are expected to defer to everyone, but they are also granted a great deal of leeway in their actions — after all, they have a lot to learn.

On completing the Rite of Passage, cubs become **cliath**. They are expected to form packs and take a useful role in the community. As inexperienced as they are, some packs of cliath realize their worth and take advantage of this time to travel and learn at many septs.

Cliath earn the rank of **fostern** when they have gained sufficient renown to serve as credible emissaries between caerns. At this point, packs of fostern are expected to settle down for at least short periods of time to dedicate their services to a particular caern.

Adren graduate from the rank of fostern when they begin to earn the lesser political positions of a caern. These responsibilities usually force them to restrict their wandering to a few nearby caerns.

The **athro**, a rank ahead of the adren, are the staunch defenders of caerns and the political movers and shakers of septs. When athro gather to take on a quest, the resulting legends are guaranteed to be epic.

Athro must live through many such adventures to earn the rank of **elder**. Werewolves of this rank do not need to hold powerful sept or tribe positions to garner the respect they have so obviously earned.

The Pack

The basic unit of Garou society is the pack. Werewolves have an instinctive urge to band together that is almost overwhelming; Ronin, those few who have chosen to leave Garou society or who have been forced out, are the rare exception to the rule. The basic advantage of life in a pack is simple: a coordinated team can succeed at feats



that individuals working separately would fail to accomplish. A pack of wolves can bring down a one-ton moose — an individual wolf would simply earn a crushing hoof-blow to the head. A pack of werewolves can infiltrate a corporate compound, disable the security force and destroy the evil spirits infesting the machinery — an individual werewolf would simply be shot full of lead, or worse.

Garou packs consist of two to 12 werewolves. It is usually considered auspicious — or at least convenient — for each auspice to be represented in the pack's membership, but this is not always necessary or even possible. Some packs may consist entirely of members drawn from one tribe, but this is very rare. As septs become increasingly more diverse, the packs that form within their boundaries naturally diversify as well. As the end times draw near, this increase in cooperation among the 12 Tribes is a source for great hope. Pack bonds run deeper than simple friendship; with time, the strength of those bonds can help undo the damage of centuries of tribal rivalry and stereotyping.

The strength of a pack's bond is drawn from its shared purpose. Unlike a wolf pack, which exists solely to provide its members with survival, the members of a Garou pack devote themselves to a higher cause or a specific goal. That goal may be short-term, such as "Quest into the Umbra to find a Pathstone for the sept." Or, it may be a long-term or even unobtainable goal, such as "Hunt down and destroy all minions of the Wyrms." Either way, the pack's goal provides a focus for the werewolves' ferocity and a common ground for agreement, both useful services among the passionate and fractious Garou.

The pack bond is further strengthened by the totem spirit that is bound ceremoniously to the group. Many totems are the spirits of natural animals, such as Falcon, or of mythic beasts, like Unicorn. Others are anthropomorphic representations of powerful forces or concepts, such as Grandfather Thunder or a City Father. The dedication of the totem avatar and the pack is mutual: the spirit serves as a guardian, an Umbral guide and often grants the pack certain abilities tied to its nature. In return, the pack pledges itself to uphold the totem spirit's goals and priorities — packs which fail in this regard will quickly find themselves on the outs with a majority of the denizens of the spirit world.

Acquiring a totem is not a simple matter. In earlier times, elder theurges could perform the appropriate ritual call, and a spirit guide would answer. In modern days, the spirits are more wary. A new pack may be chosen specifically to suit a given totem: for example, gathering only fierce warriors to form a pack dedicated to Fenris. In cases where an existing pack chooses a totem to beseech for aid, they may find themselves required to prove themselves worthy by performing an Umbral quest or some other rigorous trial.

The leadership of a Garou pack is somewhat fluid. This again contrasts with a traditional wolf pack in which the alpha retains leadership until a stronger candidate deposes him. The Garou must face a much broader array of challenges than the hunt for food and defense of territory; they must puzzle out spirit riddles, slip past spidery sentries or hold their own in boastful tale-telling. No one leader can be best suited for every trial a Garou pack will face. The wise alpha defers his leadership to the pack member best suited to the given situation. Typically, an experienced pack can make these transitions of leadership seamlessly — every member of the pack knows the others' strengths and weaknesses. Disagreements over leadership occasionally occur, of course, especially in newly formed packs. In times of peace, these disagreements are resolved in the usual manner — staredowns, tests of gamecraft or duels. In the heat of



conflict, the pack must make the best of the situation and learn for the future or face the ire of their elders for breaking the Litany.

A pack may not last forever. Packs may disband on good terms with the accomplishment of their stated goal. In these instances, some or all of the pack members may opt to remain together, choosing a new goal and perhaps even a new totem. Packs may also fall apart over power struggles or irreconcilable differences — these occasions are frowned upon, but certainly not unheard of among the stubborn Garou. Individual members may leave the pack — death is a part of life for werewolves at war — and others may join, but as long as the pack's goal remains the same, the spiritual nature of the pack is relatively unaffected. If the pack dissolves for any of the reasons above, its totem spirit is released with great ceremony and thanks.

Lexicon

Common Parlance

These words are in common use among the Garou.

Anchorhead: Elusive spirit gates between the Near Umbra and the Deep Umbra. (See *Membrane*.)

Apocalypse: The prophetic revelation of the end of times. In Garou mythology, it has come to mean the final battle with the Wym — a battle many believe they are fated to lose. It is generally accepted that the present time is beginnings of the Apocalypse.

Auspice: The moon phase under which a Garou is born; it often determines her role in Garou society and influences her personality and tendencies. The auspices are: Ragabash (New Moon; Trickster), Theurge (Crescent Moon; Seer), Philodox (Half Moon; Judge), Galliard (Gibbous Moon; Moon Dancer), Ahroun (Full Moon; Warrior).

Bane: Wym spirits of many twisted and evil types. Scrag, Kalus and Psychomachiae are among the more common types, but endless mutation is possible.

Bawn: The boundary area around a caern, which is patrolled and carefully monitored against intrusion, even by other Garou.

Blight: A corrupted area in either the spirit or material world. These tainted areas spawn Banes.

Breed: The ancestry of a Garou, whether homid (human), lupus (wolf) or metis (born of two Garou).

Caern: A sacred place where the magic of the spirit world wells into the physical plane. Some serve as centers of Garou septs, while others are in the control of other supernatural groups.

Celestine: The greatest spirits, godlike in their power. Those worshipped include Gaia (the Earth), Luna (the Moon) and Helios (the Sun).

Concolation: The largest Garou moots; the matters discussed at these great gathers of tribes concern the entire Nation of Garou.

Concord, the: The compromise reached by the tribes of the Garou Nation which ended the Impergium; its traditions are still enforced today.

Corruption: The Wym's power of destruction twisted into decay and depravity; also, the resulting effects of the Wym's actions. In the present age, it commonly refers to the pollution and ecological ruin humans inflict upon the environment.

Crinos: The half-wolf, half-human war form of the Garou.



Deep Umbra: The Umbral world beyond the protection of the Membrane. The further a Deep Umbra traveler ventures from the Gaia Realm, the more tenuous "reality" becomes.

Delirium: The ancestral memories of humans, which cause madness and memory loss in those who look upon a Garou in Crinos form.

Domain: A mini-Realm in the Umbra, usually connected to a larger Realm in the Deep Umbra.

Feral: Slang term for lupus.

Fomori (singular "fomor"): Humans or animals corrupted and mutated by the Wyrn; common enemies of the Garou. Some are corrupted unaware, but many humans make a choice to become fomori in exchange for power.

Gaffling: A simple spirit servant of a Jagging, Incarna or Celestine. Gafflings are rarely sentient.

Gaia: The Earth and related Realms, both physical and spiritual; the Earth Goddess, and the Mother of the Garou.

Garou: The term werewolves use for themselves.

Gauntlet: The barrier between the physical world of Earth and the spirit world of the Umbra. It is strongest around cities and technology, and weakest around caerns.

Harano: A state of bitter depression that afflicts werewolves; weeping for that which is not yet lost. Garou in the grip of Harano are debilitated and often die if they cannot recover their will to live.

Hispo: The near-wolf form of the Garou.

Homid: A Garou of human ancestry. Occasionally used disdainfully by ferals (e.g., "That boy fights like a homid").

Impergium: In prehistory, the period of 3000 years during which strict population quotas were enforced on all human populations.

Incarna: A class of spirits that ranks below the Celestines in power and includes the totems of the 12 Tribes.

Jagging: A spirit servant of an Incarna or Celestine.

Kenning: The empathic calling some Garou perform when howling.

Kinfolk: Humans or wolves related to the Garou by blood; they are preferred mates and those most likely to birth Garou cubs.

Klaive: A fetish dagger or sword, usually of great spiritual potency and nearly always made of silver.

Litany: The code of laws kept by the Garou, passed down in oral tradition.

Lupus: A Garou of wolf origin.

Membrane, the: The barrier between the Near and Deep Umbra. Travel through it must be done at an *Anchorhead* (see above). Alternatively, the Garou can bypass the Membrane through the Dream Zone.

Metis: The sterile and often deformed offspring of two Garou; they are generally reviled by Garou society.

Moon Bridge: A path established between two caerns; it must be renewed with spiritual energy during moots and called open with a Rite or Gift when needed for travel.

Moot: Gatherings of the Garou for any variety of social, political or religious functions; most take place at caerns.

Mule: Slang for metis.



Near Umbra: The spirit world surrounding the Gaia Realm, just beyond the Penumbra.

Pack: A small group of Garou bound to each other by ties of friendship and common goals; the basic unit of Garou society.

Penumbra: "Earth's Shadow"; the spirit world directly surrounding the physical world. Many, but not all, terrain features have reflections there.

Protectorate: The territory claimed and patrolled by a pack or sept.

Reaching: Traveling into the spirit world (see *Stepping Sideways*).

Realms: The worlds of consistent reality within the Tellurian. Earth is referred to as the Gaia Realm, or simply the Realm.

Ronin: A Garou who has chosen to leave Garou society or who has been forced out. Life is bleak and harsh for these "lone wolves."

Sanga: Garou term for shapeshifters other than werewolves; many are presumed extinct.

Sept: The group of Garou who live near and tend an individual caern.

Stepping sideways: Entering the spirit world (see *Reaching*). Many elders consider this term flippant and disrespectful.

Tellurian: The whole of reality.

Totem: A spirit ceremonially joined to a tribe or pack, which is representative of its inner nature. A tribal totem is an Incarna, while a pack totem is an Incarna avatar (a Jaggling equivalent).

Triat, the: The Wyld, the Weaver and the Wyrn. The trinity of primal cosmic forces.

Tribe: A larger community of Garou whose members are often bound by similar totems and lifestyles. Each tribe has an ancestral homeland and a wealth of tradition.

Umbra: The spirit world, the "shadow" of the physical world.

Veil, The: A poetic term for the protection of the Delirium.

Ways, the: The traditions of the Garou.

Weaver, the: Manifestation and symbol of order and pattern. Computers, science, logic and mathematics are examples of the Weaver's influence on the material plane.

Wyld, the: Manifestation and symbol of pure change and unshaped potential; the chaos of transmutation and elemental force.

Wyrn, the: Manifestation and symbol of evil, entropy and decay in Garou belief. Vampires are often manifestations of the Wyrn, as are toxic waste and pollution.

Wyrnhole: A place that has been spiritually defiled by the Wyrn; invariably a location of great corruption.

Slang

Younger Garou frequently use these terms, either out of ignorance, or in a concerted effort to distinguish themselves from their elders.

Cadaver: A derogatory term for a vampire.

Flock, The: All of humanity, particularly *Kinfolk* (see above).

Gremlin: A malevolent spirit.

Leech: See *Cadaver*.

Run: A ritual hunt or revel that takes place at the conclusion of a moot.

Sheep: Humans.



Throat: To best another in ritual combat. Used as a verb (e.g., "I throated his sorry butt!").

Old Form

These words hail from the distant past of the Garou and display their Fianna origins. They are no longer used frequently. However, all Garou know these terms.

Adren: A pupil or a student who learns from a mentor. The rank between *fostern* and *athro* (see below).

Airts: The magical paths within the spirit world (e.g., Spirit Tracks, Moon Paths, etc.).

Aisling: A journey into the spirit world.

Anamae: "Soul-friend"; most often a bond with a pack totem.

Anruth: An individual Garou or pack who travels from caern to caern but is bound to none of them.

Athro: Teacher, mentor. The rank between *adren* and elder.

Awen: The sacred Muse, the creative impulse. Moon Dancers periodically go on spirit quests for her, but she has never been found.

Brugh: Any sort of mystic place, whether a Garou caern or a Wyrmhole. Often a glade or cave located somewhere in the wilderness.

Charach: A Garou who sleeps with another Garou or has done so in the past. Often used as a word of anger.

Chiminage: A form of "favors done for services rendered." A werewolf may perform a task as *chiminage* in order to repay a spirit for teaching him a Gift, or to repay a sept for allowing him to use their caern.

Cliath: A young Garou, not yet of any standing rank. This precedes the rank of *fostern* (see below).

Fostern: A Garou's pack brothers and sisters; those who are family by choice. Also the rank between *cliath* and *adren* (see above), populated by Garou who have achieved some renown but not yet entered into the political arena.

Gallain: The Kinfolk of the Garou — those humans and wolves who are relations and are not prone to Delirium but who are not actual werewolves.

-ikthya: "Of the Wyrn"; a suffix appended to a name.

Inceptor: A Garou who guides another through a rite. An *inceptor* is also called a ritemaster.

Kinain: The relationship among Garou who are related by blood through an ancestor. This term of endearment and pride is never used when referring to metis.

Moon-Calf: Idiot, simpleton.

Pericarp: The Near Umbra around each Realm.

Phoebe: An Incarna of Luna, representing the Moon.

Praenomen: The guardian spirit of a pack.

-rhya: "Greater in station"; a suffix appended to a name.

Urrah: Garou who live in the city; also, the tainted ones.

-yuf: "Honored equal"; a suffix appended to a name.



The man who entered the bawn looked tired, wearing clothes that still had a lot of dust in them. His long dark hair was pulled back in a single ponytail, his only adornment a disk of green jade on a leather thong. He had looks that did not “date” him — he could have been 25 or 55. Jackie and Marja considered him, then threw sidelong glances at each other. Marja pursed her lips in appraisal, then whispered to Jackie: “That kind would make you forget the Litany at two in the morning.” Jackie barely smothered her nervous giggle. Pete could only stare in disbelief. Was Soren back? back for good?

The sept leaders, however, put the lie to that hope. Every time Soren attempted to speak with one of them, there would be a contingent of Garou blocking his path. He turned to the sept alpha, and found himself facing a wall of Crinos and Glabro Garou, none of whom appeared exceptionally friendly. His patient expression did not change, and he finally said, “If Koa is behind there, I have a message for him.”

There was a barked command, and the bodyguard reluctantly moved aside. The traveler stepped closer to speak in low tones, much to Pete’s disgruntlement. He strained his ears for what was happening, only to get cuffed by the Den Father for eavesdropping. The crowd continued to thicken around Soren, and Pete felt fear flash across his breastbone.

Message delivered, Soren turned away and started out. Pete couldn’t let it go any longer, and reached out to snag the man’s shirt tail. “Soren-rhya...”

The collective snarl and bristling around the bawn made Jackie yelp a little in fright; even Marja seemed a little cowed by the hostility charging the air. Soren merely smiled warmly and replied, “Hello, Peter. I see you have grown much since I left.”

“You-you’re coming back, right?” Pete hated to sound like he was begging, but it was Soren....

The traveler glanced around at the expressions of the sept, and shook his head quietly. He squeezed Pete’s shoulder warmly. “Gaia go with you, Peter — I know you will make me proud.” Without a backward glance at the rest of the sept, Soren walked past Pete and out of the caern. Pete could only stare after him, feeling something in him walking out behind Soren.

Later that night, Jackie and Marja found him. Pete was irked about the privacy, but decided it wasn’t worth fighting — they’d have come looking eventually. Jackie asked: “So who was he?”

“Soren Seek-Sky, one of the few who ever gave me anything good in this place.”

“And why is he *persona non grata*?” asked Marja. “You’d think he was Spiral.”

Pete’s voice dropped, and he glanced around him quickly before answering. “No, but for most of the sept, he might as well be.”

The two young women looked at each other briefly, then at Pete. “Which is...?”

“Stargazer.”



Chapter Two: The Tribes

The 12 Tribes of the Garou Nation represent a broad swath of global culture; although the Garou are unquestionably not human, they come from at least half human stock, and so their society reflects that of the homids that swarm over the planet. Each tribe has its own relationship with Gaia, the Triat and the other spirits of the Umbra, and the 12 together have a complex web of political interrelationships.

A werewolf's tribe is not the sole determiner of her personality, but personality and tribe often coincide.

The section below describes the 12 Tribes of the Western Concordiat, their histories, strengths and weaknesses, common attitudes and relationships with the other tribes.



Adoption

Garou are not necessarily born into tribes. Each werewolf must be adopted by a tribal totem at some point around the time of his Rite of Passage. For the vast majority of Garou, this is a swift process in which one is inducted into his werewolf parent's tribe (generally the mother's tribe in the case of metis). But it does not always go so smoothly. The Black Furies will not adopt male homid or lupus Garou; the Silver Fangs will not accept a Garou of low birth; the Red Talons will not accept a Garou born to homids, even should that one be of Talon ancestry (a very rare thing!). If a cub is rejected by his natural tribe, he will likely be adopted by another (the Bone Gnawers, Fianna and the Children of Gaia are not usually picky about a cub's upbringing).

A rare cub might reject his "birth tribe" and petition another tribe for membership. Again, while this isn't exactly common, it is not unheard of. Perhaps a child is born of Glass Walker lineage but feels the pull of the road common to the Silent Striders; conversely, perhaps a young Garou of the Uktena finds an affinity to Weaver-things and wishes to join the Glass Walkers. If all associated elders are willing, the cub should be free to move to the tribe he finds most welcoming. In the case of lost cubs, the cub should be steered toward the tribe that most befits his own nature, though tribal politics may well play a role here.

In game terms, such a shift in tribe should occur before the character has learned any tribal Gifts. He should only start with Gifts from his adopted tribe, not his birth tribe, as he was never accepted by his birth tribe's totem spirit. The character gets no special affinity for his birth tribe's totem spirit or Gifts (at least not in game terms), and should be considered in all ways to be a member of his adopted tribe.



Black Furies

Hailing from ancient Greece and undoubtedly responsible for that land's legendary Amazons and Maenads, the Black Furies tribe consists almost entirely of female Garou. The only males that are welcome are metis, and even then only those born to the tribe; a male metis of another tribe joining the Furies is simply unheard of.

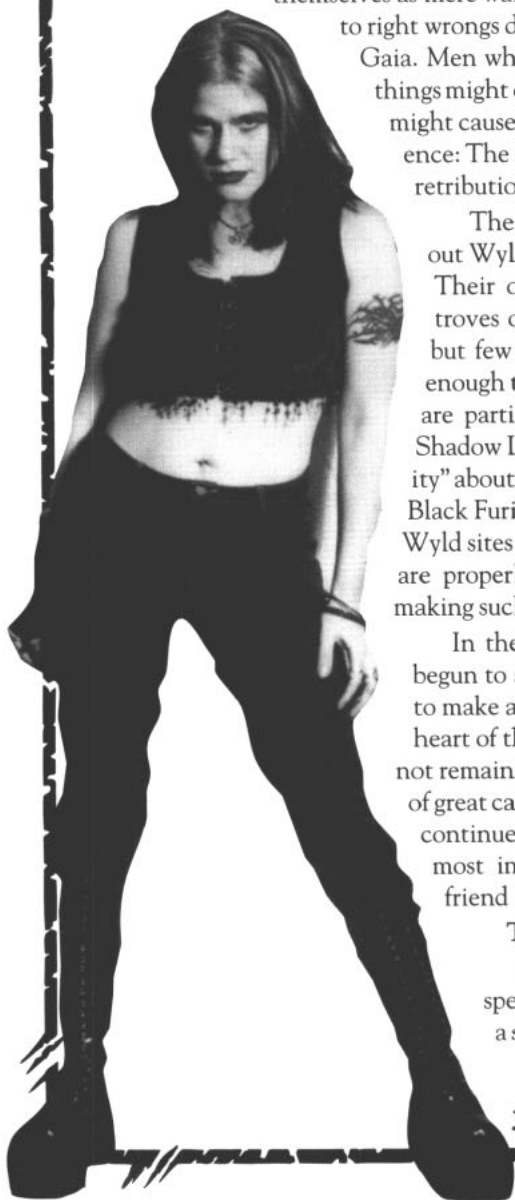
Many of the other tribes — particularly the Get of Fenris and Shadow Lords — write off the Black Furies as nothing more than “warrior women,” but nothing could be farther from the truth. The Black Furies do not see themselves as mere warriors: They are a force of nature, acting to right wrongs done against women and, through them, Gaia. Men who do not understand the proper way of things might commit these wrongs, or the Wyrms themselves might cause them. To the Furies, it makes no difference: The souls of these defilers' victims cry out for retribution, and they are retribution's vehicle.

The Furies both defend and aggressively seek out Wyld sites that might make suitable caerns. Their own caerns are reputed to be treasure troves of ancient fetishes and powerful talens, but few members of other tribes can get close enough to discover the truth of this; many Furies are particularly suspicious of the Silver Fangs, Shadow Lords and Get of Fenris for their “curiosity” about such rumors. One particular camp of the Black Furies, the Freebooters, scours the world for Wyld sites that could serve as caerns once the sites are properly purified. They succeed only rarely, making such success the cause for great celebration.

In the End Times, young Black Furies have begun to seize territory inside large cities, hoping to make an impact on women's lives there, in the heart of the Wyrms. Whether they will succeed or not remains to be seen, but many tribal elders warn of great calamity should their daughters and nieces continue on such a path; they believe the Furies' most important role is not as counselor and friend to the homids, but as avenger.

Tribal Totem: Pegasus

Advantage: The Furies can regain one spent Willpower Trait by spending a day at a site holy to Gaia, such as a caern or glade.





They can continue to regain spent Traits, one per day, until they have reached their maximum.

Drawback: The Black Furies are more likely to frenzy when angered by men than they are by women (or even by sexless spirits). They must expend an additional Willpower Trait to avoid frenzy when angered by men. This Drawback does not impact a Fury's day-to-day interactions with men; it only affects them when frenzy is a danger.

Backgrounds: No restrictions

Beginning Tribal Gifts: *Breath of the Wyld, Heightened Senses, Sense Wyrn*

Wolf Form: In Crinos, Hispo and Lupus forms, a Black Fury's fur is black or a very deep gray; some exhibit white, gray or silver highlights.

Organization: Females dominate the Black Furies' tribal hierarchy; although male metis are permitted to remain in the tribe, they rarely take positions of authority. The ruling body of the tribe is known as the Outer Calyx, consisting of 13 veteran Black Furies from across the world who coordinate tribal activities on a global scale. The Outer Calyx is answerable only to the Inner Calyx, five elder Furies rumored to be selected by the Incarna Artemis herself.

Habitat/Protectorate: Since legendary times, the Furies have acted to defend women and to punish those who violate the natural way of things; they hold fast to the former part of their protectorate more than the latter in these final days. They have a strong affinity for the ancient, wild and sacred places, and will defend those to the last, but in modern days have taken up arms in the cities to better strike at their foes' hearts. Their Kin are both male and female, but males are more likely to be tasked with building influence in mortal society, and some are viewed as little better than breeding stock.





Bone Gnawers

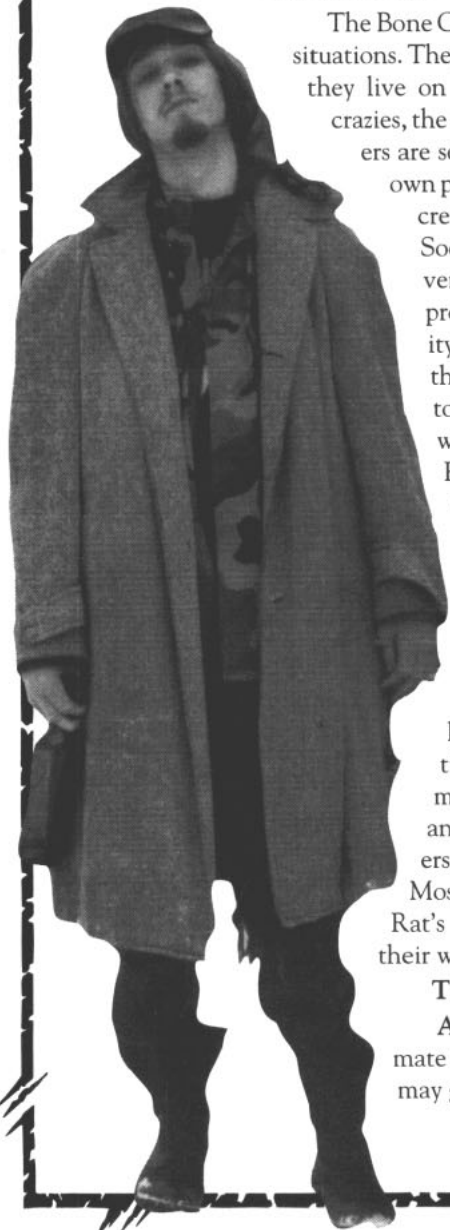
If you asked the member of any other tribe which Garou are furthest from Gaia, fingers would unerringly point to the Bone Gnawers, who live in sewers, garbage dumps and slums in the greatest cities of the World of Darkness. But the Bone Gnawers know the truth. Gaia isn't just in the virgin timberland or at the top of a craggy peak: Gaia is in the city, too. Unlike their cousins, the Bone Gnawers fight for Gaia every day. The Wyrms is at its strongest in the heart of great cities, and so it is there that Gaia is at Her weakest and in most need of defense.

The Bone Gnawers can't help the material fact of their situations. They don't have decent homes or much money; they live on the streets, alongside the homeless, the crazies, the muggers and the Wyrms-things. The Gnawers are self-reliant, though: They have found their own places of power amid the trash, and they can create fetishes and talens out of discarded junk. Social standing among the Bone Gnawers has very little to do with one's wealth or combat prowess and everything to do with one's ability to provide for those in need and combat the Wyrms in less obvious fashions. That isn't to say that the Bone Gnawers can't fight when they have to; the tribe's totem spirit is Rat. A Gnawer Ahroun fights as well as any other tribe's warrior does, and he is entirely willing to fight dirty.

As a group, the Bone Gnawers are on moderately good terms with the Glass Walkers — though they surely do not travel in the same circles, each group has something the other can use. The Gnawers have an ear to the streets at just about all times, and the Walkers have nearly unmatched material resources. Most Red Talons and many Silver Fangs revile the Bone Gnawers, wishing that the tribe would just go away. Most of the other tribes grudgingly tolerate Rat's adopted children, leaving them to fight their war as they see fit.

Tribal Totem: Rat

Advantage: The Bone Gnawers are consummate survivors and spies. Once per session, they may gain an Influence Trait at a rate of one per





Rank for the purposes of gathering information. These Influences are not necessarily people, but reflect the Bone Gnawers' knack of "knowing where to look."

Drawback: The Bone Gnawers face considerable scorn from the rest of Garou society as they are on the bottom of the totem pole. They face a one-Trait penalty in all Social Challenges with other Garou.

Backgrounds: Lacking respectable upbringing and history, the Bone Gnawers are forbidden to select *Ancestors*, *Pure Breed* or *Resources*.

Beginning Tribal Gifts: *Cooking*, *Scent of Sweet Honey*, *Tagalong*

Wolf Form: Bone Gnawers are mangy mutts; their coats usually exhibit the marks of their mixed background, showing two or three patterns and colors. They are often flea-bitten; small Bone Gnawers may try to pass themselves off as (big) stray dogs, but it is hard to conceal their lupine heritage.

Organization: Bone Gnawer society is not particularly organized. Wise elders are referred to as "Mother," "Father," "Grandmother" or "Grandfather," but there is no Rite or ceremony that accompanies such a title: It happens when it happens. One of the best ways to get status among the Bone Gnawers is to accumulate useful cast-off items, the sorts of things that others might think are junk but that have a great deal of utility left in them. There is no global hierarchy among the Bone Gnawers; each must make his own way.

Habitat/Protectorate: The Bone Gnawers live in the poor parts of big cities; they see the occasional sacred place there and those innocents they find to be their charges. Their caerns can often be found in the least probable of settings: in the hearts of vast junkyards, condemned buildings, underground tunnels or the like. Bone Gnawers can be found patrolling the darkest streets of their home city; some have the defense of humans in mind while others aim to keep all humans away from their greatest prizes. While most werewolves think of the Gnawers as strictly urban, some of the tribe have more rural roots, living in the rural South and the Appalachians. Others speak of humble origins amid the poor of India and northern Africa or among migrant workers and dirt farmers. What the tribe truly shares is a connection with the downtrodden and disenfranchised who are found anywhere.





Children of Gaia

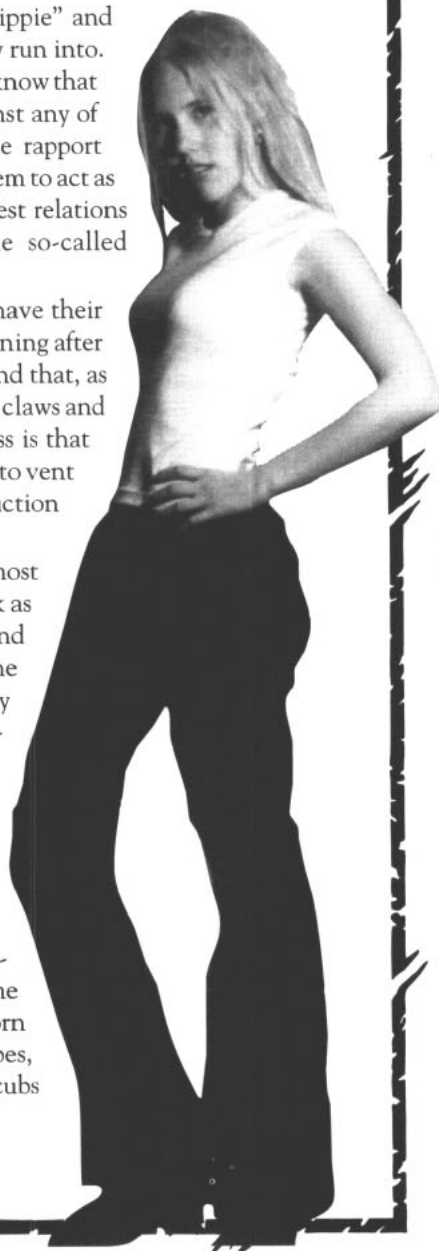
The Western Concordiat seems unanimous in its hatred for the Weaver and Wyrn. The Children of Gaia alone stand against this. They know — or at least claim to know — that war is the creation of the Wyrn and strengthens the Wyrn. They desire to make peace, first among the 12 Tribes and then between the Garou and humanity. And then, who knows how far such an upswelling of good sentiment might go?

The Children suffer the slings and arrows of the other tribes for their attitude, of course; epithets like “hippie” and “peacenik” are the least damaging things they run into. However, because the members of most tribes know that the Children do not really hold grudges against any of them and do genuinely wish to improve the rapport between the tribes, the others often turn to them to act as mediators. The Children of Gaia have the best relations with the Uktena and Wendigo of all the so-called Wyrncomer Europeans.

However, these peace-loving Garou do have their breaking points, and their Rage can be frightening after being pent up for so long. They also understand that, as werewolves, sometimes they just need to “pop claws and go to town” for sanity’s sake. What they stress is that they look for good targets (like Wyrn-things) to vent their Rage on, rather than the wasteful destruction of another Garou.

The Children of Gaia are one of the most active tribes within homid society. They work as environmental activists, teachers, lobbyists and similar roles, trying to educate humanity to the danger of their actions. Where possible, they take direct action against the worst depredations of humanity, but since they are less likely than many other Garou to cause the Delirium in homids, they are the most useful working within homid society.

The Children are an unusually large tribe by Garou standards, and are as diverse as they are large. This is mostly because the Children of Gaia and their totem, Unicorn, welcome almost any werewolf to join the tribe. Males born to the Black Furies, the metis of many tribes, “weaklings” born to the Get of Fenris, lost cubs





with no knowledge of their tribes — all are accepted by Unicorn, and all call themselves Children of Gaia.

Tribal Totem: Unicorn

Advantage: The Children of Gaia are exceptionally skilled at bringing two sides of a conflict together and making them see the ways in which they do fundamentally agree. Each Child of Gaia starts with two additional Social Traits, which cannot be lost (They may go over their Trait maximums with this Advantage).

Drawback: The Children of Gaia never participated in the Impergium to the extent that the other tribes did, and as a result, homids do not suffer the Delirium as seriously from the Children as they do from the other tribes. Humans are treated as though they had three extra Willpower Traits for the purposes of their reaction to the Delirium when faced by one or more Children of Gaia. Note that the presence of Children of Gaia does not dampen homids' reactions to the Delirium if other Garou are rampaging in clear sight.

Backgrounds: No restrictions

Beginning Tribal Gifts: *Mercy, Mother's Touch, Resist Pain*

Wolf Form: Children of Gaia are shaded mostly with gray or brown, with a dappling of white. Lupus-form Children do not loom menacingly in the way that other tribes do; they instead give off an aura of calm and safety.

Organization: On the local level, the Children of Gaia operate by consensus, working together to forge solutions that are equitable to all involved (save minions of the Wyrms, who do not, contrary to the japes of other tribes, get a vote). At a Children of Gaia sept, the three leaders are the Voice of the Goddess (usually a veteran female), who acts as the policy-maker for the tribe; the Arm of the Goddess (usually a veteran male), who carries out the Voice's decisions; and the Heart of the Goddess (a metis, or an elder beyond childbearing years), who acts as judge.

Habitat/Protectorate: The Children call no one place home; they travel to the places they are needed across the globe. They range from Calcutta to California. Their greatest concern is the welfare of humans subject to the depredations of the Wyrms; the Children of Gaia believe that they alone understand that the Wyrms will always take root in humans unless those humans are protected against it. Their Kinfolk tend to be unusually aware of social and environmental issues, and come from every nationality.





Fianna

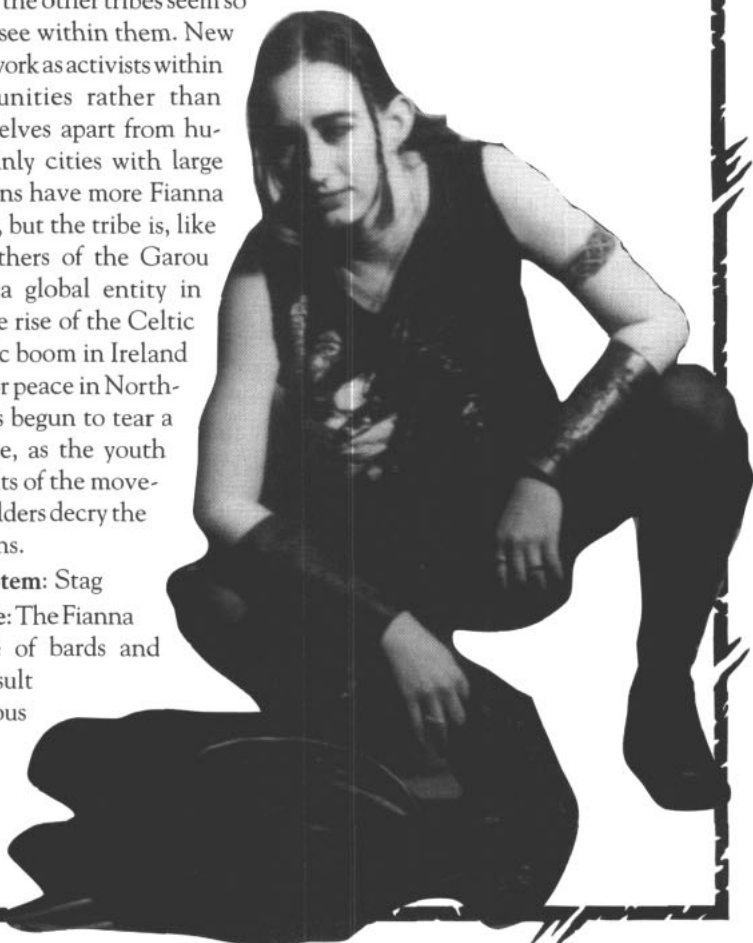
Many onlookers suspect that the blood of the Fair Folk runs in the veins of the Fianna tribe; these Garou share an ancestral home with the legendary fae in the British Isles, and have the same love of a good song and strong drink as those mythical creatures. The Fianna are master storytellers — a good Fianna yarn, whether true or not, will set you back a case of beer and half a night, and you'll wonder where the time went as you stumble to the door.

The other tribes see the Fianna as merry-makers and drunkards, but that's not quite the whole story. The Fianna are famed for their wild mood swings and may spend weeks in a melancholy bordering on Harano before cheering. A Fianna's mood can just as quickly turn to anger; their frenzies are no less frightening than those of more openly warlike tribes. Of all the tribes, the Fianna are certainly the most sociable, but they also provide most of the material for ballads of unrequited or tragic love, especially for humans and other Garou.

Some Fianna in North America and Australia try to get away from the stereotype of the drunken Irish brawler or bard, but it is hard to eliminate a stereotype that the other tribes seem so determined to see within them. New World Fianna work as activists within humid communities rather than holding themselves apart from humanity. Certainly cities with large Irish populations have more Fianna than others do, but the tribe is, like most of the others of the Garou Nation, truly a global entity in these days. The rise of the Celtic Tiger economic boom in Ireland and the fight for peace in Northern Ireland has begun to tear a rift in the tribe, as the youth seek the benefits of the movement and the elders decry the loss of traditions.

Tribal Totem: Stag

Advantage: The Fianna history is one of bards and brawls. As a result of this illustrious





history, they may begin play with two Traits in any combination of the following Abilities: *Brawl*, *Expression*, *Melee*, *Performance*.

Drawback: Fianna are passionate werewolves and can be dragged quite a distance by their own anger, joy or melancholy. As a result, they lose any ties on Willpower Challenges that they face unless they can force a retest or use a Gift to otherwise ameliorate this result.

Backgrounds: No restrictions

Beginning Tribal Gifts: *Faerie Light*, *Persuasion*, *Resist Toxin*

Wolf Form: When in Lupus, the Fianna are terrifying to unprepared homids: They seem to be the dire wolves of old, with shining red or black fur. Their howls can rend the heart for their beauty and sadness.

Organization: At the local level, Fianna septs elect their members to "Chairs" of various performing arts: There is a Chair of Poetry, a Chair of Song and a Chair of Stories. These Chairs lead moots for the local sept. On a global level, a high king or queen, known as the *Ar-Righ*, leads the Fianna. The traditional seat of this office is at Tara in Ireland, though not all *Ar-Righ* hold court there, some preferring their own homelands (be they Sydney or Boston).

Habitat/Protectorate: In older times they preferred the moors, forests and peat bogs of the "auld sod," although they have traveled across the globe with their Kinfolk. They are most commonly found in the British Isles, the United States (especially Appalachia), Canada, New Zealand and Australia. They usually settle close to their Kin, whom they protect with great ferocity.





Get of Fenris

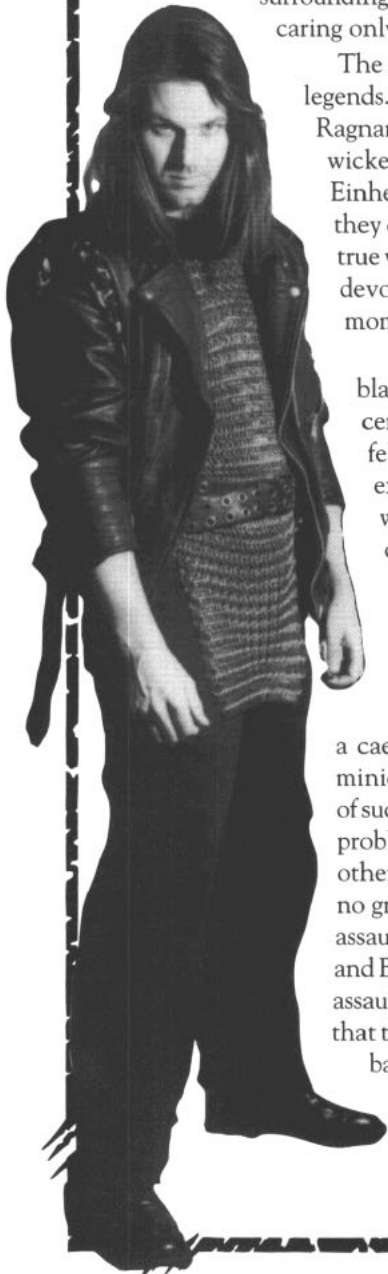
The Get of Fenris are the Fenrir, the chosen children of Fenris Wolf, the mightiest warrior spirit in the heavens. They are the fists of Gaia and the greatest warriors of the Garou Nation. Anyone who cares to disagree is welcome to challenge these proclamations in person. The Get hail from northern Europe and Scandinavia; those are harsh lands, not prone to forgiving individual frailty, and the Get have absorbed this attitude from their surroundings. They want no truck with weaklings of any kind, caring only for the strongest Garou.

The mythology of the Get revolves around ancient Norse legends. They see the coming Apocalypse through the lens of Ragnarok, the final battle between the Norse gods and the wicked giants; the Get see themselves numbered among the Einherjar, the chosen warriors of the gods. The Wyrms they call Jormungandr, the World Serpent. It is said that a true warrior of the Get of Fenris would gladly let himself be devoured by Jormungandr if he was sure to get a few moments rending and tearing at the beast's face.

The tribe's belief that the weak must be culled saw a black mark against the Fenrir in the middle of the 20th century as more than a few members of the Get of Fenris fell in with the ideals of Nazi Germany. That cancer was excised rather painfully as the tribe fell to infighting while some of the worst crimes against Gaia of that century were taking place, and it took a few years for the Get to return to their former stature. The most poisonous of Get rhetoric has softened somewhat in the intervening years.

The Get of Fenris see no problem in seizing caerns "misheld" by other tribes; if the Get can take a caern, obviously it was not well-defended against the minions of the Wyrms. The Get see their own stewardship of such caerns as the best and most obvious solution to that problem. This has put them on bad footing with several other tribes; the Wendigo and Uktena, in particular, have no great love for the Fenrir. A few tribes are too strong to assault in such a fashion: The Shadow Lords, Silver Fangs and Black Furies can generally hold their own against a Get assault. The others watch the Get warily; the Fenrir know that they will lead the assault against the Wyrms in the final battle for Gaia, and now they only wait the signal....

Tribal Totem: Fenris Wolf





Advantage: The youthful training and *Rite of Passage* of the Get of Fenris are hard enough on a young Garou that they either kill him or make him stronger. Those that survive that upbringing gain one extra Healthy health level.

Drawback: The Get of Fenris honor strength in all forms, and they despise weakness. This attitude is so ingrained that they will show open contempt, even to the point of violence, against those who exhibit a particular weakness. Get characters must choose a weakness against which they rail, and succeed in a Static Willpower Test to avoid taking action against it when faced with it. Some targets of Fenrir rage include: Cowardice, Compromise, Lower Animals, Peaceniks, Physical Frailty, Weaver-things.

Backgrounds: The Get of Fenris may not purchase the *Contacts* Background, and although he may purchase *Mentor*, the *Mentor* will only advise, never protect; the Get must be able to fight on his own or die.

Beginning Tribal Gifts: *Razor Claws, Resist Pain, Visage of Fenris*

Wolf Form: The lupine forms of the Get of Fenris resemble the savage wolves of the Far North from ancient times. They are gray and muscular, with cunning eyes and powerful jaws. Some few have dark patches in their fur, but those are often regarded with contempt by the rest of the tribe as lacking in pure blood.

Organization: Each Get of Fenris sept is ruled by a Jarl who is almost invariably the mightiest warrior in the sept. Any warrior who wishes to challenge him can depose the Jarl, but this challenge must take place in ritual combat after a moot, and other Get of Fenris must witness it. This ritual requirement is often rendered moot, since many Jarls prefer their challenge duels to be to the death. There is little organization to the tribe above the local level.

Habitat/Protectorate: The Get of Fenris typically reside in harsh lands where their mettle (and that of their Kinfolk) is constantly tested. This preference for tough living does not prevent the Get from forcibly acquiring caerns that other tribes are slow to defend. They are concentrated most strongly in the Black Forest of Germany, Scandinavia and the north central United States. They lash out at any force that threatens their Kinfolk, who are generally of Northern European extraction.





Glass Walkers

The Glass Walkers are the most modern and forward-thinking of all the tribes of the Garou Nation. They alone truly embrace modern technology and turn the Weaver's tools on the Wyrms' minions for Gaia's benefit. They do their best to bring their technology and resources to the other tribes so that all can benefit from the latest advances, but, as is often the case, the Red Talons get frustrated and smash new cell phones, while the Get of Fenris hurl

laptop computers into nearby lakes. In the end, it seems, most of the more primitive tribes are interested in new weapons and weapon accessories, and rely on the Glass Walkers to use the other stuff on their behalf. This is a role the Glass Walkers are all too happy to take; they love toys. The epithet "Weaver-thing," considered an insult when applied by the Red Talons, is used in loving jest by Glass Walkers ("Ooh, new Weaver-thing! Lemme see...."). Their affinity for technology is unmatched among the 12 Tribes.

The Walkers are not obsessed solely with computers and high tech; they also embrace business, politics and high finance. Only a city's Leech population matches the Dons when it comes to having a finger in every pie. The Glass Walkers have contacts in many white-collar industries and no small number of trade unions and other blue-collar labor. Glass Walker business investments often provide the operating capital for extended Garou operations, and a few warlike septs now find themselves in debt to the Glass Walkers for previous raids. Most Walkers wouldn't call a debt like this in, but it is good to know the marker is there when you need a favor.

The Glass Walkers do fight the Wyrms. They just take the fight to the boardroom and the Internet. Their finest warriors stalk those who exploit urbanization, and they reclaim urban areas to create patches of green in the cities. One of the tribe's greatest assets is the "monkeywrenchers," saboteurs of various talents who turn their efforts on corrupt companies, especially Pentex and its subsidiaries. When they're not duking it out with public corruption, the Glass Walkers are dealing with the city's vampire population; such close quarters ensures the ancient enemies encounter each other, and the Glass Walkers know as many dirty tricks as the Leeches to get things done.

Tribal Totem: Cockroach



Advantage: Glass Walkers have always been well-connected within human society. They begin play with a free Influence Trait, and may buy more at a cost of one for one (not to exceed the cap).

Drawback: The Glass Walkers are so tied to the Weaver and her works that they cannot regain Gnosis in the deep wilderness. They can only do so in cities (and, generally, suburbs). They can regain Gnosis at caerns anywhere, however, even hundreds of miles from civilization.

Backgrounds: The Glass Walkers lack ties to their ancient past: They cannot choose the *Ancestors*, *Pure Breed* or *Mentor* Backgrounds.

Beginning Tribal Gifts: *Control Simple Machine*, *Diagnostics*, *Trick Shot*

Wolf Form: Having degenerated from ancient lupine majesty, the Glass Walkers are smaller and weaker than most other Garou when in wolf form. Their fur is often mottled, as befits their mixed heritage. Many Glass Walkers shave or dye their Crinos-form fur in accordance with similar modifications they make to themselves in homid form.

Organization: At the local level, city elders known as Lords or Dons rule the Walkers. These elders have wide-ranging influence throughout the city, rivaled only by local Leeches. As is the case with many tribes, the Glass Walkers lack a large-scale organization, but as the world becomes more interconnected through an electronic web, Dons are better able to cooperate with one another and make certain that a werewolf cannot escape punishment simply by fleeing to a remote city.

Habitat/Protectorate: As might be expected from their name, the Glass Walkers prefer to live in the wealthiest parts of cities across the world. The centers of power — political, financial or electronic — are their stomping grounds. They prefer to stay close to their human contacts, from board rooms to underworld society or ritzy clubs to seedy street life. Their Kinfolk are equally widespread, mostly connected through electronic means (cell phone, e-mail, pager).





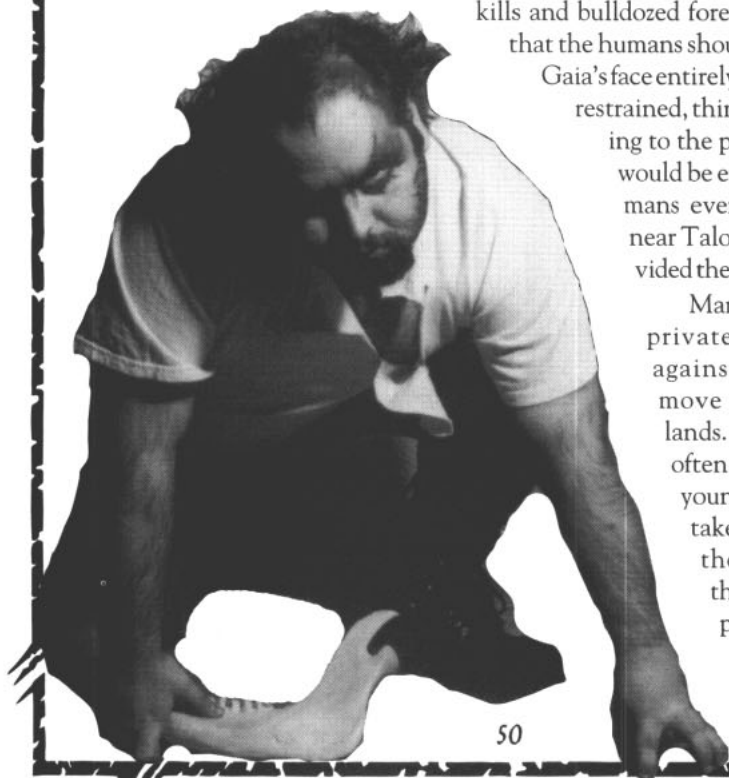
Red Talons

Walk through a city some night, and look up at the sky. Try to find a star, any star. You're lucky if you can see Luna herself up there. Imagine you had the power to punish the people concealing the pure sky from you. Here is the source of the Red Talons' rage. They can see the pure sky; they live in pure, clean, wild lands, but every day some idiot ape bulldozes another hundred acres to put up another 200 cookie-cutter suburban homes. The answer is obvious to the Red Talons: kill some homids. Yet this is precisely what the other 11 tribes refuse to do.

The Red Talons are the claws of Gaia; they are Her rage at the human race given form, or so they believe. The Talons come almost entirely from lupus stock; only in the last few decades have they even accepted metis that come from Talon-Talon matings. Many Talon metis are still culled at birth or given to the Children of Gaia to rear. Given their backgrounds, few Talons are comfortable with Weaver-things of any kind. Most see the value in klaives, and a few even appreciate the usefulness of a gun or telephone, but for the most part they communicate via howls and fight with claws and feel that that should be enough. Still, the other tribes admit the Talons have long memories, and no doubt recall rites and secrets long forgotten by the rest of the Garou.

Talon hatred of humans is legendary, and that hatred has grown by leaps and bounds in these nights of Alaskan wolf-kills and bulldozed forests; some believe that the humans should be wiped from Gaia's face entirely. Others are more restrained, thinking that returning to the practice of culling would be enough. A few humans even live peacefully near Talon territories, provided they respect the land.

Many Talons enact a private Impergium against humans who move into protected lands. The deaths are often swift, but some younger Red Talons take more pleasure in the killings than their elders think prudent. Cruelties and ritual torture that rival the





Black Spiral Dancers are surely the touch of the Wyrms. Some, it is whispered, even violate the Litany — “Ye Shall Not Eat the Flesh of Humans.” The malice of such unnecessary activity surely tempts the Wyrms, and the tribe’s elders watch their youthful students more and more carefully in the modern nights.

Tribal Totem: Griffin

Advantage: As the manifestation of Gaia’s anger, the Red Talons gain an additional free Rage Trait at character generation and have a maximum Rage one higher than members of other tribes do. (They may go over their Trait maximums with this Advantage.)

Drawback: The Red Talons embrace the Wyld so strongly that they cannot regain Gnosis when they are distant from its touch. They can only do so in the deep wilderness (generally, where the city is far and the Gauntlet is lower than 5). However, they can always regain Gnosis at caerns, even those in the heart of the city.

Backgrounds: Given their affinity for the Wyld and their lupine brethren, the Red Talons may not take *Allies*, *Contacts* or *Resources*. Their only Kinfolk are wolves.

Beginning Tribal Gifts: *Beast Speech*, *Scent of Running Water*, *Wolf at the Door*

Wolf Form: The Red Talon’s lupus form is her natural one, and she is most comfortable wearing it. They are larger even than full-blooded wolves, with powerful jaws and broad haunches. Their fur is usually a reddish-brown, but they retain a single lock of blood-red fur somewhere on their bodies; this is seen as a mark of Gaia’s favor by the Talons (and a mark of Her disfavor by some other Garou).

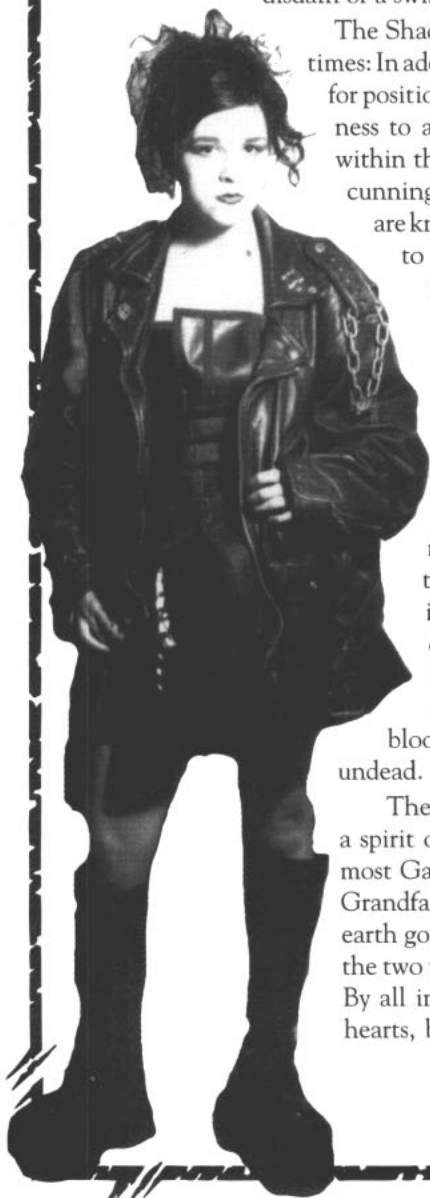
Organization: Red Talons have little organization beyond the pack level. In a given pack, the alpha leads all, takes no guff from the others, eats first, has first choice of mate and so on. The other Talons each have a clear standing in the hierarchy. Changes in that hierarchy are determined by nonlethal jockeying for position. The pack’s omega — most often a Ragabash, but not always — takes the brunt of abuse, being subservient to everyone else.

Habitat/Protectorate: As wolves’ lands shrink, so does the territory held by the Red Talon tribe. The most remote parts of the Asian steppe and Siberian forest are still theirs, as are parts of the Canadian Rockies, but they lose at least a few acres every day. Some Talons will set up staging grounds closer to homid territory, but they are more likely to strike directly at those who intrude on their ever-shrinking lands. Their Kinfolk are wolf packs across the world, and every one is precious to them; the loss of a pup is certainly worth a few human lives. Some won’t even acknowledge human Kinfolk, causing clashes with other tribes.



Shadow Lords

The Shadow Lords cultivate an air of menace in the same way that a Child of Gaia cultivates her herb garden. Dark, looming, brooding — such traits personify these Garou of Eastern European descent. The Shadow Lords know with precise certainty that they are more qualified to lead the Garou Nation than the Silver Fangs; the Fangs' leadership consists of doddering old fools, lost in yesterday's glory, they say. They hold themselves to be the guardians of the Litany, well-versed in the "correct" interpretations of the tenets. Above all, they respect power and strength; the weak are worth only disdain or a swift death.



The Shadow Lords must watch their own flanks at all times: In addition to competing with Garou of other tribes for position and influence, a Lord dares not show weakness to another Lord lest she lose face and position within the tribe. Cubs revere their elders as dignified, cunning and proud, but often do so from fear. Elders are known for arrogance as much as ability. Add this to a steaming cauldron of political intrigues, tribal solidarity, conspiracies and spies, and the tribe is more likely to suffer from internal conflicts than outside interests.

The Shadow Lords are adept at manipulating others to do their bidding; some darkly joke that they learned that skill from the vampires that stalk the night in the tribe's ancient homeland, the Carpathian and Balkan mountain ranges. It is certainly the case that the Shadow Lords are more willing to enter into dealings with such dark creatures than other tribes are. Some Lords end up on the wrong sides of such bargains — apparently some Leeches have a fondness for werewolf blood — but others can and do play games with the undead.

The Shadow Lords revere Grandfather Thunder as a spirit only slightly beneath Gaia in importance — most Garou believe that the Shadow Lords feel that Grandfather Thunder is Gaia's equal, a sky god to the earth goddess. If the Shadow Lords really do consider the two to be equal, they keep that fact to themselves. By all indications, Mother Gaia is foremost in their hearts, but Grandfather Thunder is a capricious pa-



tron. He does not tolerate weakness, but sends his Stormcrows ahead to warn favored Shadow Lords of coming danger.

Tribal Totem: Grandfather Thunder

Advantage: A Shadow Lord can socially outmaneuver his opponents with blinding skill. By spending one Gnosis Trait, the Lord can temporarily gain an amount of Social Traits equal to his Rank. This extra amount can be used for a single Social Challenge per session. This Advantage fails against a Garou with equal or greater Traits in the *Pure Breed* Background than the character has.

Drawback: The Shadow Lords are arrogant to extremes, and this is reflected in the tribe's attitude toward failure. A Lord who fails in her assigned tasks is scorned and reviled; she loses an additional Renown Trait when she fails at a task (or, if that failure would still earn positive Renown, she earns one fewer Renown Trait). If she would gain or lose Renown in more than one category, she loses it from the category which would have earned her the most Renown had she succeeded.

Backgrounds: Shadow Lords are too proud to take the *Allies* or *Mentor* Backgrounds.

Beginning Tribal Gifts: *Aura of Confidence*, *Fatal Flaw*, *Seizing the Edge*

Wolf Form: A lupus-form Shadow Lord retains his hauteur and arrogance. The Lord is typically black-furred and broad-shouldered, with an air of smoldering menace about him. Most spend time as Lupus during bleak, rainy days.

Organization: The Shadow Lords are organized along much the same lines as the Get of Fenris (though you would never hear members of either tribe suggest such a thing): The strongest leads alone. The primary difference between the two is that while Get of Fenris moots are rowdy, drunken debacles, Shadow Lord moots are quiet, almost solemn, as the sept's leader sets out the plans for the next month's activities. Shadow Lord leaders must be perfect — having the social skills necessary to manage the tribe's activities, the strength to crush any opposition and the mystic knowledge to turn even the spirits to their will. Shadow Lord leaders are rarely challenged openly; only when the leader has shown obvious weakness is he considered to be a viable target for deposition.

Habitat/Protectorate: Though the tribe's true home lies in the Balkan and Carpathian mountain ranges, they now range across the Western Concordiat. The Lords' preferred homes lie amid rocky mountains and spooky plateaus, with haunted coniferous forests all around. Other than their own Kinfolk — generally of Eastern European descent — and business interests, the Shadow Lords do not have a favored group of homids to defend, although powerful men like military dictators, crime lords or ruthless businessmen may find themselves pursued by female Shadow Lord lovers. Like the Get of Fenris, they ruthlessly seize undefended caerns, insisting that the Garou Nation must ensure that such holy places are in the hands of those best capable of protecting them.



Silent Striders

The Silent Striders are wanderers, messengers and travelers; more than anything else they are enigmas. Though the tribe originally hails from Egypt, they no longer reside there, instead wandering the globe. Though it is claimed that no Garou can enter the lands of the dead, the scent of the Dark Umbra clings to them. And though they rarely do any other Garou wrong, few werewolves completely trust the Silent Striders.

When acting as messengers or bearing tidings of the Wyrn's activity, the Silent Striders are welcome visitors at nearly any caern. If rumors are to be believed, the Striders even find welcome among the fae and wizards of the world, and ghosts are said to follow them. When wandering the world, the Striders have an uncanny tendency to poke their snouts in where they don't belong and come out with trouble on their tails. This may be the reason they are so widely distrusted. Most Striders make a living acting as couriers or messengers between caerns; they know the hidden byways well enough, and, it is rumored, a few secret Moon Bridges to boot.

With the usual exception of Banes and Black Spiral Dancers, the Striders hold their greatest hatred for vampires. Tribal legend holds that the Striders fought an army of vampires led by a dark undead godling called Sutekh. Sutekh supposedly cast a great curse on the tribe that drove them from Egypt, scattered them to the winds, and worst of all, severed their bonds with their ancestors. Since then, many Striders take Egyptian names as a link to their past, and search the Umbra in vain for some sign of their forbears.

The Silent Striders do have a relationship with the Restless Dead. The origin of the relationship is unknown, but Striders tend to attract ghosts' attention when passing through the Gauntlet into or out of the Umbra. Rare is the Silent Strider who doesn't have at least one wraith tagging along as he travels. Out of a sense of respect and politeness, the Striders will generally avoid mentioning such ghosts in front of strangers.





Tribal Totem: Owl

Advantage: Because of where they go and their experiences on the road, Silent Striders become very good at listening to their instincts. If a Strider walks into a situation he finds suspicious or disturbing, he can ask for a Simple Test. If he succeeds, he is plagued with sensations of doom or warning (the Storyteller may fill in as the situation demands, but it should never be more than an general impression). A situation may only be tested once, and this may not be used to back up and redo an action (“Oh, no, I didn’t go in the door, after I got the spooky feeling.”). Too much use of this Advantage is a sure route to paranoia; it only means the Strider is now on alert, but for *what* remains to be seen.

Drawback: Silent Striders tend to attract the attention of ghosts, due to an ancient curse levied upon the tribe. At the Narrator’s discretion, if a Silent Strider loses his challenge to step sideways, he may attract the attention of the Restless Dead. A ghost will attach itself to him, making his life considerably more difficult (see “Wraiths”, p. 264) until such time as the Strider completes a task on the ghost’s behalf. This Drawback functions as per the Flaw: *Haunted*.

Backgrounds: As wanderers cut off from the lands of the dead, the Silent Striders are forbidden the *Ancestors* and *Resources* Backgrounds.

Beginning Tribal Gifts: *Sense Wyrms, Silence, Speed of Thought*

Wolf Form: The Silent Striders have the look of the jackal about them, lean and muscular. They have black coats and yellow eyes, appearing as though they just sprang from the hieroglyphs on a tomb’s wall.

Organization: The Silent Striders are loners, without explicit hierarchy or titles, but they do occasionally gather in great moots. Typically these moots take place alongside barren, empty expanses of road, although outsiders remain mystified about how the tribe knows where and when to meet. More commonly, rather than congregating, the Striders leave one another messages on roadsigns or in subway tunnels, using a pictographic scrawl whose meaning is generally kept secret.

Habitat/Protectorate: Whether as individuals or as a tribe, the Silent Striders do not have a single homeland. They are wanderers, travelers, born to the road. They may stay in one place for an extended time, but for the most part they do not congregate for long periods at any particular caerns, save for a rumored caern in Casablanca. Their Kinfolk are likewise disparate — Rrom, circus troupes, nomadic tribes, truckers or hitchhikers.





Silver Fangs

The Silver Fangs are the traditional rulers of the Garou Nation. Their Kinfolk hail from the most highly placed noble families in Europe, northern Africa and western Asia, and their regal blood and pure breed are obvious to any Garou they encounter. At the same time, the Silver Fangs' continued breeding among the same noble families has concentrated some mental eccentricities within the tribe; in the modern days, few Silver Fangs have all of their mental faculties. Some see visions of the tribe's heroic past, others lose memories, and others have even more dangerous derangements.

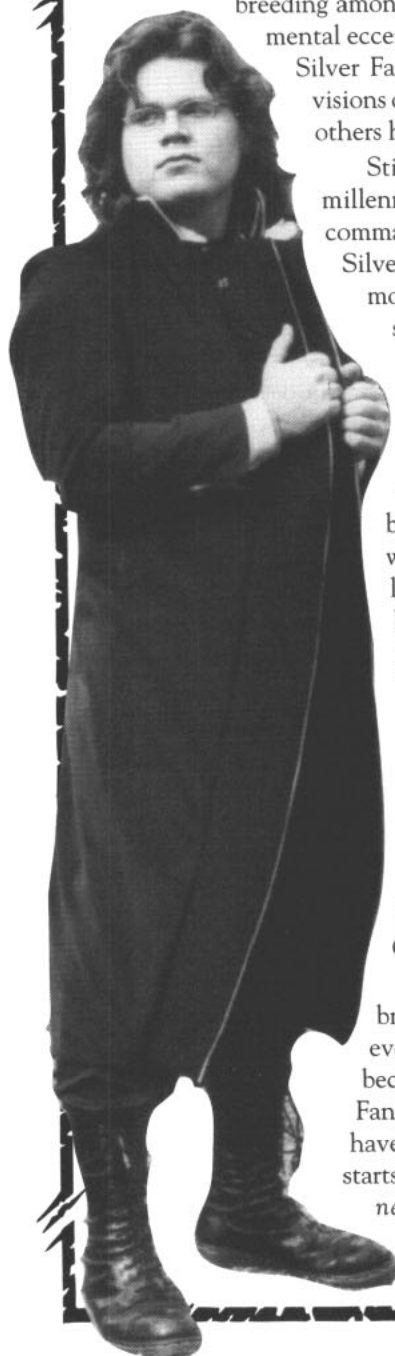
Still, the tribe's noble blood, general coherence and millennia of tradition combine to allow them to easily command respect and obedience from most Garou. The Silver Fangs are wealthy in land, money and magic, and most Silver Fang kings are quick to reward loyal service. Silver Fangs rarely step into occupied septs and demand control of the caern, but they often rise to positions of power within multi-tribal septs due to their natural charisma and combat prowess.

In the modern day, fewer and fewer Garou are willing to submit to the Silver Fangs' claim of Gaia-blessed right of rulership; it seems obvious to younger werewolves that the Silver Fangs may be as much a liability to the Western Concordiat as they are born leaders. Rumors abound that the Silver Fangs themselves will fight at the head of the forces of the Wyrms, when the final drum sounds. Young Silver Fangs speak of refreshing the tribe's bloodlines, but the elders exhibit shock and horror at the very suggestion.

Tribal Totem: Falcon

Advantage: The Silver Fangs have claimed primacy among the Garou since before recorded history. As a result, they may retest any Social Challenge once; the second result must stand.

Drawback: The Silver Fangs have spent so long breeding among their own Kinfolk and controlling even their own Kinfolk's breeding that the tribe has become dangerously inbred. As the fists of Gaia, the Fangs have not become physically weak. Instead, they have developed certain eccentricities. A Silver Fang starts play with one of the following derangements: *Amnesia*, *Intellectualization*, *Manic-Depression*,





Megalomania, Multiple Personalities, Obsession, Paranoia, Perfection, Regression or Vengeful (for a description of these derangements, see p.212).

Backgrounds: Silver Fangs must spend at least three of their initial Background Traits on *Pure Breed*; after those are purchased, all Backgrounds are available to them.

Beginning Tribal Gifts: *Falcon's Grasp, Lambent Flame, Sense Wyrn*

Wolf Form: The wolf form of a Silver Fang is suitably majestic, especially given the tribe's strong bloodlines. With mighty jaws and lush tails, they command attention as easily in lupus form as in homid or Crinos. Their fur is usually silver or white.

Organization: The Silver Fangs have a rigid hierarchy; seven great noble houses cover the Fangs' territory across the world, and within each Fang sept there is a King (the term applies whether the elder is male or female) and associated members of his court. The King is the eldest active Ahroun of one of the great bloodlines or one who has ennobled himself through legendary deeds. The court consists of two members of each of the other auspices in the roles of shamans (Theurges), stewards (Philodox), squires (Galliards) and seneschals (Ragabash). Members of other auspices fill these other roles more often these days as the Fangs' numbers decrease. A Silver Fang King's sept is divided into two courts, the Lodge of the Sun, which deals with business affairs and day-to-day operations, and the Lodge of the Moon, which handles spiritual affairs and interactions with the Wyld.

Habitat/Protectorate: The Silver Fangs pay careful attention to the scions of nobility, for breeding purposes. Their pickings have gotten slimmer over the past 50 years as nobility as a lifestyle has begun to vanish from Europe and was never as grand in the rest of the world. The Fangs do have the choicest territory to be found in much of Europe and Russia, with majestic views from mountain eyries and the like. In the Americas and Australia, things are considerably more egalitarian, and the Fangs scrap with the other tribes for the nicest digs. The Fangs keep close track of their Kin, and tribal "pedigrees" take up several volumes in any library. Money is not a consideration to noble blood — an exiled Romanian prince reduced to teaching high school in the US is worth far more to them than a *nouveau riche* industrialist descended from horse thieves.





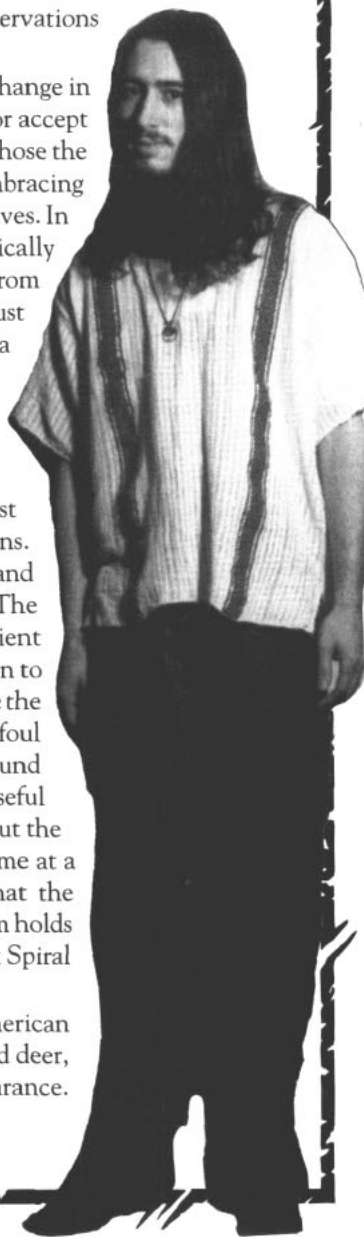
Uktena

The Uktena tribe is one of the two remaining "Pure Ones" tribes; they, the Wendigo and the long-vanished Croatan lived in North America for thousands of years until the invasion of the so-called Wyrmscomer tribes of Europe some 500 years ago. Despite fierce fighting by the Uktena and Wendigo to help their Kinfolk preserve a traditional way of life, the Wyrmscomers and their Kinfolk swarmed across the continent like a plague. The Wyrmscomers' Kinfolk, called the Wyrmsbringers, slaughtered and confined the Native Americans over the next few centuries until eventually Native Americans were restricted to reservations spotted across the United States and Canada.

There were two possible responses to this great change in the population of the continent: fight it to the last, or accept it and integrate with the newcomers. The Wendigo chose the former road and the Uktena the latter, especially embracing those Asians and Africans the whites brought in as slaves. In the 21st century, the Uktena is one of the most ethnically diverse tribes in the world; Uktena have Kinfolk from Vancouver to Miami, Halifax to Los Angeles and just about every place in between. The majority of Uktena come from oppressed or lower-class social groups.

In the ancient days, the Uktena were the shamans, and they have never lost this talent; indeed, it has grown as they and their Kinfolk lost power in the physical world. They have good relations with most nature spirits, and excel at creating fetishes and talens. They are considered some of the most talented and powerful shamans and occultists in the Nation. The Uktena have an insatiable thirst for discovering ancient secrets, and once discovered, at hiding and holding on to them. Some few Uktena, called Bane Tenders, choose the difficult and possibly corrupting task of monitoring foul Banes and Wyrms-beasts to make sure they remain bound and somnolent. While such knowledge has proved useful — the Uktena are exceptionally skilled at scouting out the presence of the Wyrms and other blight — it has come at a terrible price. Members of many tribes whisper that the Uktena have gotten too close to the secrets the Wyrms holds and that they themselves might soon walk the Black Spiral to join the forces of corruption.

The Uktena take their name from a Native American water spirit with the features of a serpent, cougar and deer, known for its love of secrets and disguising its appearance.





Tribal Totem: Uktena

Advantage: Uktena are so attuned to the hidden ways and spirits that they can peek into the Umbra from the real world using the same rules as peeking out from the Umbra.

Drawback: The Uktena have always been harvesters of secrets. An Uktena Garou hates to let secrets remain hidden away from her (though she is perfectly good at hiding them once she's gotten them). Once the character learns that a secret lies in reach (either another person knows a secret, or the character is faced with a mystery), she will be unable to concentrate until the secret is uncovered. This will result in a one-Trait increase to the difficulty of all Static Willpower Tests the character faces, and, at the Narrator's discretion, a similar penalty in Social Tests when not pursuing the secret.

Backgrounds: No restrictions.

Beginning Tribal Gifts: *Sense Magic, Shroud, Spirit Speech*

Wolf Form: The variegated background of the Uktena tribe leaves individuals' appearance often unpredictable; most have reddish-black fur and a disturbing habit of staring intently at everything they encounter.

Organization: At the end of each season, the eldest and wisest Uktena gather for a Great Council; here they deliberate on matters of importance to the entire tribe. Since even the Great Council cannot force actions on the Uktena tribe as a whole, the group must unanimously agree on any course of action for it to take hold within the rest of the tribe. This happens very rarely; the Council consists almost entirely of elders, who are set in their ways and loathe compromise. Thus the Great Council serves primarily as a place for the tribe to share information.

Locally, smaller tribal councils, whose voices carry great weight within their sept, but little outside it, control the Uktena. These councils are more likely to have youthful members than the Great Council, and their composition is not dictated from above.

Habitat/Protectorate: The Uktena possess many caerns on Native American soil, but no small proportion of their territory is in lands controlled by the United States since the native peoples were forced from it. Since the first days of the Wyrncomers, the Uktena and their Kinfolk have bred with the oppressed members of homid society, and the tribe and its human charges can now be found from Native American reservations to urban neighborhoods to the Amazon rainforest and Pacific Islands.



Wendigo

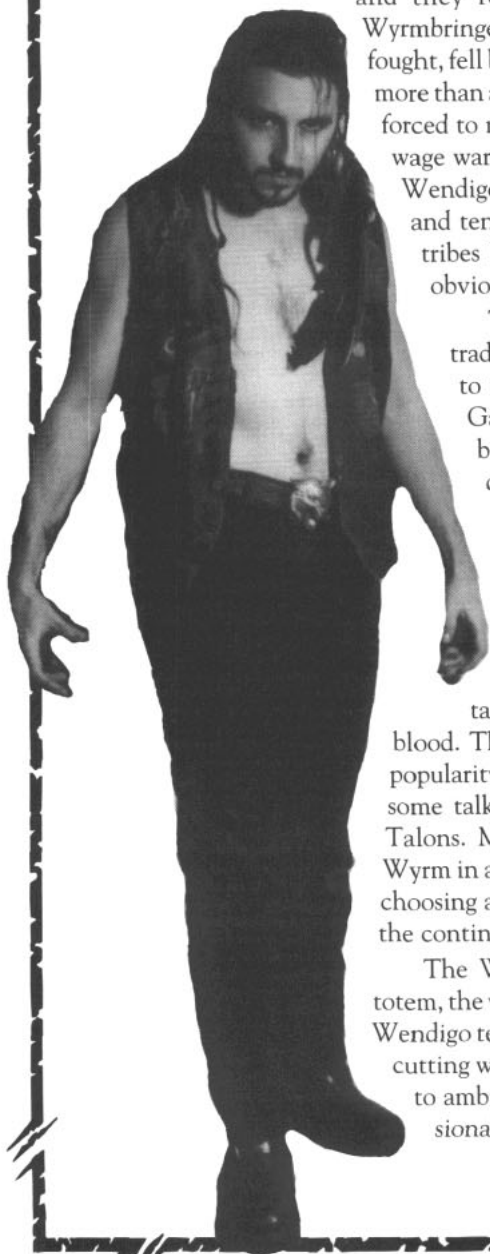
In the ancient days before the Wyrmbringers and their Garou allies, the Wyrmscomers, the Wendigo tribe was one of three that tended to the humans and wolves of the Pure Lands. The Uktena tribe was known as Older Brother, the shamans; the Croatan was Middle Brother, the leaders and diplomats; and the Wendigo was Younger Brother, the warriors.

After the destruction of the Croatan, the Wendigo remained warriors, and they refused to yield in the face of the Wyrmbringers' invasion of the Pure Lands. They fought, fell back and fought again over the course of more than a century. In the end, the Wendigo were forced to retreat to their most remote caerns and wage war from there. Decades passed before the Wendigo and the Wyrmscomers met peacefully, and tensions still run high between them and tribes like the Fianna and Get of Fenris (for obvious reasons).

The Wendigo were, and still are, a deeply traditional and spiritual tribe that holds fast to many rituals of their native blood and Garou heritage. They practice ritual purity before hunts, battles or other major undertakings, and seek aid from the spirits for many matters. They continue to seek some news about their lost brethren the Croatan.

Some hardline Wendigo believe that they can drive the Wyrmbringers from the Pure Lands or wash the Wyrmtaint from the land with the Wyrmbringers' blood. This extremist view has been gaining in popularity as frustrations build in the tribe, and some talk of an alliance with like-minded Red Talons. Most take the view that defeating the Wyrms in all its forms should take precedence over choosing a particular breed of homid to dominate the continent.

The Wendigo tribe takes its name from its totem, the winter cannibal spirit of North America. Wendigo teaches its children the power of the cold, cutting wind and stealth abilities, which they use to ambush the forces of the Wyrms (and, occasionally, trespassing Wyrmscomer Garou).





Tribal Totem: Wendigo

Advantage and Drawback: The Wendigo are tied to the movement of Gaia around the sun, and as such, they have different limitations and advantages at different times of the year. They call this the Wheel of Seasons.

In Spring, as life expands and grows, a Wendigo suffers a one-Trait penalty to all Willpower Tests but gains the Physical Trait *Energetic*.

In Summer, the season of war, she faces a one-Trait penalty to resist frenzy but gains the Social Trait *Charismatic*.

In Autumn, as the world slows, he faces a one-Trait penalty to the difficulty of Static Tests to change form but gains the Mental Trait *Reflective*.

In Winter, the Wendigo's favored season, she gains two extra Stamina-related Traits, *Tenacious* and *Rugged*, for the purposes of soaking damage but must take one of the following Negative Traits: *Callous*, *Dull* or *Witless*.

Backgrounds: Wendigo may not purchase *Contacts* or *Resources*.

Beginning Tribal Gifts: *Call the Breeze*, *Camouflage*, *Resist Pain*

Wolf Form: Wendigo in lupus form resemble enormous gray timber wolves; they fade out of sight in winters across northern North America.

Organization: A few Chiefs lead each sept of Wendigo—they do not always use the title “Chief,” as some prefer their own language’s equivalent—and the Chief or Chiefs are usually advised by a group of Theurges known as the Lodge of Mysteries. A Philodox is usually peacetime Chief, and an Ahroun the Chief during time of war. With the End Times so obviously upon them, some Ahrouns have begun to exert their authority outside of battle, claiming that the Garou Nation now lives in a state of war; the Philodox protest, and it remains to be seen which faction will win out.

Habitat/Protectorate: The Wendigo, like the Uktena, live among Native American tribes in the United States and Canada. Unlike the Uktena, the Wendigo have made a point of avoiding the Wyrmbringers and their offspring whenever possible. Thus, they are found primarily in the most desolate lands, hostile to humans of all stripes, as well as among Native Americans. Like the Uktena, the Wendigo are rarely seen in Europe, though rumors persist that the tribe has a presence in Siberia. The Wendigo breed exclusively—as far as they can—with Native American Kinfolk. Most are unwilling to sully their bloodlines with the taint of white men, even today. The protection of their dwindling numbers of Kin ranks of nearly equal importance with the defeat of the Wym among Wendigo councils.





The office was ultra-modern, sleek with glass and steel. In a display case near the desk sat four shelves full of recording awards. On the wall were tastefully framed pictures of a number of leading Goth musicians. Jackie, Pete and Marja gazed in puzzlement — what was this supposed to prove?

The man sitting across from them was white. Not merely Caucasian, but truly pale skin and white hair. Glassy red eyes gazed back at them from across the desk. His clothing — a sleek modern charcoal-gray suit with a collarless black shirt — gave the strange effect of both heightening his deformity and complementing it. Jackie and Pete sneaked nervous glances at each other; Marja looked like she didn't care, but she was biting her underlip, and Jackie knew she was just as worried.

"The name is Ken Eldritch," said the man. "You can call me Marks-the-Leeches. They sent you here to learn about fighting for Gaia."

Marja stared. "Ken Eldritch? CEO of Witchlight Records?"

He grinned. "Yours truly."

"But— but, Witchlight stuff is all about vampires and dark things. It's not about Gaia..." Jackie felt fingers of fear clutching at her. Beside her, Pete was tensing, muscles bunching in anticipation of a shift.

Ken chuckled reassuringly. "Down, kids, it's not what you think. Witchlight attracts the Leeches like moths to a flame. They all come in thinking they can walk all over me, or get me to spill info, or even use my influence with the high-rollers. What they get is the black spot — I mark any Leech who comes to me for the hunters." He sighed in mock dismay. "Tragic how the lifestyle burns these folks out so fast, don't you think?"

"So you fight for Gaia by running a Goth record label?" Pete growled. "You bring the Leeches to your door?"

"It's not just the record label, and believe me, pup, I could do without the Leeches," Ken gave him a hard stare until Pete looked away "With this, I have cash handy to bail a packmate out of jail, or I have connections in the industry so those who make music about the Mother's love can reach those who need to hear, or I have connections to the pulse in this town so I can hear when things are going wrong.

"The point, cubs, is that everyone fights for Gaia in different ways. I hunt Leeches. Walks-Through-Walls plays basketball with the street kids and gives them someone to trust so they don't get snagged by the wrong elements. Jory Speaks-With-Truth takes care of the Kinfolk so they don't go bad on us or get smacked around by their furry cousins. Fighting for Gaia isn't just about the tail you can kick — it's as much about the tail you can save as well. We all have a job to do. The question is, what's yours?"



Chapter Three: Character Creation

Quick Character Creation Process

- Step One: Inspiration — Who are you?
 - Choose a concept
 - Choose a Nature and a Demeanor
 - Choose a breed and auspice
 - Choose a tribe
- Step Two: Attributes — What are your basic capabilities?
 - Prioritize Attributes (seven primary, five secondary and three tertiary)
 - Choose Traits
- Step Three: Advantages — What do you know?
 - Choose five Abilities
 - Choose three Basic Gifts (one each from breed, auspice and tribe)
 - Choose five Backgrounds
 - Note beginning Renown (by auspice)
- Step Four: Last Touches — Fill in the details.
 - Assign Rage (determined by auspice)
 - Assign Gnosis (determined by breed)
 - Assign Willpower (determined by tribe)
 - Choose Negative Traits and Flaws (if any)
 - Spend five (or more) Free Traits and choose Merits (if any)
- Step Five: Spark of Life — Narrative descriptions



Archetypes

Alpha, Bravo, Builder, Bureaucrat, Caregiver, Competitor, Confidant, Conformist, Conniver, Cub, Curmudgeon, Deviant, Director, Explorer, Fanatic, Follower, Gallant, Hedonist, Jester, Judge, Lone Wolf, Martyr, Predator, Rebel, Reluctant Garou, Show-Off, Survivor, Traditionalist, Visionary

Attributes

• **Physical Traits:** Agile, Brawny, Brutal, Dexterous, Enduring, Energetic, Ferocious, Graceful, Lithe, Nimble, Quick, Resilient, Robust, Rugged, Stalwart, Steady, Tenacious, Tireless, Tough, Vigorous, Wiry

• **Social Traits:** Alluring, Beguiling, Charismatic, Charming, Commanding, Dignified, Diplomatic, Elegant, Eloquent, Empathetic, Expressive, Friendly, Genial, Gorgeous, Ingratiating, Intimidating, Magnetic, Persuasive, Seductive, Witty

• **Mental Traits:** Alert, Attentive, Clever, Creative, Cunning, Dedicated, Determined, Discerning, Disciplined, Insightful, Intuitive, Knowledgeable, Observant, Patient, Rational, Reflective, Shrewd, Vigilant, Wily, Wise

Abilities

Academics, Animal Ken, Athletics, Awareness, Brawl, Computer, Crafts, Dodge, Drive, Empathy, Enigmas, Etiquette, Expression, Finance, Firearms, Hobby/Professional/Expert Ability, Intimidation, Investigation, Law, Leadership, Linguistics, Medicine, Meditation, Melee, Occult, Performance, Politics, Primal-Urge, Repair, Rituals, Science, Scrounge, Security, Streetwise, Subterfuge, Survival

Backgrounds

- **Allies** — Human or wolf friends and aides.
- **Ancestors** — Spiritual connection between Garou and their ancestry.
- **Contacts** — Sources of reliable information.
- **Fetish** — A magical item of variable power, with Storyteller approval.
- **Influence** — Sway over the institutions of human society in any number of areas: *Bureaucracy, Church, Finance, Health, High Society, Industry, Legal, Media, Occult, Police, Political, Street, Transportation, Underworld, University.*
- **Kinfolk** — Non-shifting human or wolf relatives who do not suffer the Delirium.
- **Mentor** — An older or more experienced Garou instructor or patron.
- **Pure Breed** — Measures lineage and pedigree within Garou society.
- **Resources** — Material wealth and access to readily available cash.
- **Rites** — The number and/or level of rites one has learned.
- **Totem** — Totem spirit that instructs and guides one's character or pack.



Negative Traits

- **Negative Physical Traits:** *Clumsy, Cowardly, Decrepit, Delicate, Docile, Flabby, Lame, Lethargic, Puny, Sickly*
- **Negative Social Traits:** *Bestial, Callous, Condescending, Dull, Feral, Naïve, Obnoxious, Repugnant, Shy, Tactless, Untrustworthy*
- **Negative Mental Traits:** *Forgetful, Gullible, Ignorant, Impatient, Oblivious, Predictable, Submissive, Violent, Witless*

Archetypes

Archetypes help to shape the personality of your character, creating the foundation for the motivations that get you out of bed every morning. Your Nature illustrates the inherent tendencies in your personality, who you really are deep down. This is usually the sum total of your experiences, so it's very rare for a Nature to change (and should take extraordinary events to do so). Your Demeanor is the face you show the world. It's possible for Nature and Demeanor to be the same (lupus find the idea of duplicity quite foolish), but most people are rarely so open, especially in the World of Darkness. The Archetypes below aren't the only ones available; the Storyteller can suggest and approve others.

During game play, your Nature Archetype can serve to give you concrete goals and behaviors, meaning you can call for a retest if a frenzy might cause you to violate your Nature. But beware — someone who knows your Nature can use it against you no differently than a Negative Trait.

Alpha — You are a born leader and must sway others to follow your example.

Autist — You have your secrets, and you will keep them at any cost.

Bravo — It's all about respect, and if you aren't getting the proper amount of it, you aren't above bullying in order to get it.

Builder — You seek to build something of lasting value, to leave a legacy that can be passed down for generations to come.

Bureaucrat — Without the laws there would only be chaos, and that is unacceptable.

Caregiver — You have a soft spot in your heart for anyone weaker than you, and you feel the need to protect the innocent and downtrodden.

Competitor — You must finish first and be the best of the best, or you are nothing.

Confidant — You empathize with people, and they trust you with their secrets.

Conniver — Why do it yourself when you can get someone else to do it for you?

Cub — Whether you're not quite out of childhood, or you just never grew up, you want others to help and look after you; if you can't get it, a little whining never hurt.

Deviant — You don't conform to society's views of status quo, and you don't really care if you do.

Director — If it's not your way it's the highway; all ways are your ways.

Explorer — The world out there is filled with fascinating places and secrets, and you want to see them all.

Fanatic — Your cause in life is more to you than a calling, it's an all-consuming obsession.



Follower — Taking charge was never your strong point. You're Sancho Panza or Dr. Watson, someone who waits for another's direction, and you give it with gusto.

Gallant — You live for the dramatic, and always ingratiate yourself to an audience (whoever it happens to be). You love people, and you love their attention even more.

Hedonist — The Apocalypse is inevitable, so you enjoy life to its fullest while you still can.

Jester — You seek the humor in all things, both to mask your own pain and to encourage others to look beyond theirs.

Judge — Without your shrewd eye looking over things, the world around you would dissolve into chaos, or so you believe.

Lone Wolf — You prefer solitude over companionship and tend to stay away from large groups; you're all about looking out for number one.

Martyr — You put out 100% effort of your blood, sweat and tears and expect nothing in return.

Predator — The strong survive, the weak fall, and you believe you're Darwinism in action.

Rebel — You're always bucking the trends and fighting the system.

Reluctant Garou — It was not your choice to be a warrior of Gaia and you long for days before your First Change. Your destiny and your wishes are constantly at war with each other.

Show-Off — You do whatever it takes to impress the people around you, even if you must make a fool of yourself, to feel-self-worth.

Survivor — You will survive no matter what the cost, no matter the danger or who gets in your way.

Traditionalist — If it was good enough for your ancestors thousands of years ago then it's good enough for you, too.

Visionary — You have a dream for better times, and your faith inspires others.

Breed

The Garou are one of the Changing Breeds, those who are an amalgamation of human and animal. To the humans and wolves, however, Garou are half-breeds and never truly accepted into their societies. Though the Garou depend on one another during daily living, they must turn to their full-blooded human and wolf relatives for mating.

The offspring from a union between two werewolves suffer from various maladies, deformities and sterility. Worse yet, these metis are born in Crinos form and unable to change for eight years of life, requiring that they be raised away from society. It is for these reasons that Garou law prohibits reproduction between two werewolves, with a punishment that ostracizes the guilty parties from Garou society as much, if not more, than their metis offspring.

The Garou closely watch over their human and wolf kin with whom they breed, and pay even closer attention to their offspring for signs of the recessive gene that dictates they have "bred true." A truly successful birthing between a Garou and human or wolf results in another Garou while the more common birth is to a non-changing human or wolf, known as Kinfolk. Though either parent has an equal chance to pass on recessive shapeshifting gene, the mother determines a Garou's breed.



Your breed also determines how close to Gaia you are. Homids are considered to have slipped away from her, while lupus have a strong inner connection to the Earth Mother and Her works.

There are three breeds in Garou society to choose: homid (born to humans), lupus (born to wolves) and metis (born from the union of two Garou).

- **Homid:** You were born human. As a teenager you were plagued with vivid dreams of the hunting and running as an animal through forests, undergoing your First Change as a late teen or early adulthood. You may not have even known that your family was Kinfolk (or that you had a Garou parent) until you Changed.

Nickname: Ape

Initial Gnosis: 1

Beginning Gifts: *Master of Fire, Persuasion, Smell of Man*

- **Metis:** You are the offspring of two Garou, the embodiment of all that is impure according to the Litany. You spent the first years of your life in Crinos form in a sept, ignored and despised by other werewolves. As a metis, you suffer the sin of your parents through deformities and sterility, claiming neither human or wolf kin.

Nickname: Mule (among others)

Initial Gnosis: 3

Beginning Gifts: *Create Element, Primal Anger, Sense Wyrn*

- **Lupus:** You were born a wolf and raised among wolves in the wild. It was not until you were almost full grown (about two years) that you became aware of your true werewolf nature. The world of humans and their technology is alien to you, and you depend heavily on your well-honed animal instincts.

Nickname: Feral

Initial Gnosis: 5

Beginning Gifts: *Hare's Leap, Heightened Senses, Sense Prey*

Auspices

Auspice is determined by the moon's phase on the day you were born. It is a sacred part of Garou society, how Garou determine who Gaia has chosen to be tricksters, warriors and everything in between.

There are five auspices to choose from: Ragabash, Theurge, Philodox, Galliard and Ahroun. Each has its own set of values and limitations, and marks how much Rage fills each one. Ahroun, the warriors, have Rage to spare (after all, their job is to fight), while the jolly Ragabash have much less Rage (how can you keep others happy if you want to rip someone's head off all the time?).

Some truly exceptional Garou have rebelled against their auspice, rejecting their inherent characteristics for other ones. These are rare individuals; indeed, the decision to renounce one's moon phase relinquishes all benefits reaped since the First Change. Garou choosing to follow a different auspice must be educated all over again. Such a choice is seen as extreme arrogance by many in the Nation — how dare they rebel against the role Gaia chose for them?

The five auspices are:

- **Ragabash: New Moon** — Well-known as tricksters, the cunning Ragabash combat the Wyrn with cleverness.

Nickname: The Trickster

Initial Rage: 1



Metis Disfigurements

All metis characters have some sort of disfigurement that brands them for life as the bastard union of two Garou. You must choose a disfigurement from the list below, or you may opt to create your own (with Storyteller permission). All Negative Traits that result from a disfigurement do not count toward Free Traits gained during the normal character generation process.

Albino: No matter what form you take, you have no melanin in your body. Your skin is pink and tends to sunburn easily. Your hair is ghost-white, and your eyes appear pink or red. Not only do you look strange, but you're also extremely light-sensitive. You must bid two Traits when operating in bright light without protective gear.

Blind: The world of sight is lost to you. Perhaps your eyes don't work, or maybe you have empty sockets where your eyes should be. You automatically fail any test involving vision.

Chitinous Skin: You have a tough, leathery dermis that cracks and sheds constantly. As a result, you gain an extra Health Level, but you take the Negative Traits: *Hairless* and *Repugnant*.

Deaf: Something in your ears simply doesn't work. You automatically lose all challenges where hearing is a factor. You are not necessarily mute, but being unable to hear yourself, speech and howling don't come easy.

Fits of Madness: Every so often, you go a little bit crazy. Choose a derangement. In times of extreme stress, make a test with the Storyteller to see if you slide into madness.

Fragile Claws/Loose Teeth: Your natural weaponry is defective. If you attempt to bite or claw your target, you inflict bashing damage. Further, make a test to see if your claws or teeth break off in the attempt.

Hairless: You have no hair anywhere on your body in any form. Odd enough in homid form, you look positively strange in lupus or Crinos form. You take the Negative Traits: *Hairless* and *Repugnant*. Furthermore, you must bid an extra Trait when initiating challenges during cold weather.

Horns/Hooves: You have horns sprouting from your forehead — curving like a ram's, or short goat's horns, or stubby deer antlers. You might even have a single unicornlike horn. Conversely, you might have hooves like a deer or horse instead of feet. Whatever this deformity looks like, you must bid two Traits on Social Challenges. In Garou society, horns and hooves are the mark of prey, not predator, and using either in a fight may cost you Glory for fighting like prey.

Hunchback: The name says it all; all you need is a cathedral. You cannot take the Physical Traits: *Graceful*, *Lithe* or *Nimble* nor the Social Traits: *Alluring*, *Elegant*, *Gorgeous* or *Seductive*. In addition, you take the Negative Traits: *Clumsy* and *Lame*.

No Sense of Smell: For creatures that depend on scent, this deformity can make life very difficult. You automatically fail any test involving your sense of smell. If you try to track someone with *Primal-Urge*, you must bid an extra Trait.

Weak Immune System: You seem to catch every bug that comes along, and are often sick. You have no Bruised health levels; when you start marking damage, you begin with Hurt.

Withered Limb: You have four limbs, but one doesn't work right, perhaps due to atrophied muscles or missing digits. Depending on your form, you incur a two-Trait penalty when running or trying to use the limb.



Auspice Gifts: *Blur of the Milky Eye, Open Seal, Scent of Running Water*

Beginning Renown: Three in any combination

• **Theurge: Crescent Moon** — Sensitive and wise, the Seers can speak to spirits and are familiar with the spirit-world.

Nickname: The Seer

Initial Rage: 2

Auspice Gifts: *Mother's Touch, Sense Wyrms, Spirit Speech*

Beginning Renown: Three Wisdom

• **Philodox: Half Moon** — The Half Moons are the judges, law enforcers and arbitrators among Garou.

Nickname: The Judge

Initial Rage: 3

Auspice Gifts: *Resist Pain, Scent of the True Form, Truth of Gaia*

Beginning Renown: Three Honor

• **Galliard: Gibbous Moon** — The Moon Dancers weave vivid tales of Renown and past glories, passing on the knowledge of Garou ancestry through lyrical song and dance.

Nickname: The Moon Dancer

Initial Rage: 4

Auspice Gifts: *Beast Speech, Call of the Wyld, Mindspeak*

Beginning Renown: Two Glory, one Wisdom

• **Ahroun: Full Moon** — Gaia's chosen warriors, the Ahroun defend their brethren with all of their Rage, ready to die to protect against minions of the Wyrms.

Nickname: The Warrior

Initial Rage: 5

Auspice Gifts: *Falling Touch, Inspiration, Razor Claws*

Beginning Renown: Two Glory, one Honor

The Tribes

Your tribe is your Garou family, representing your heritage and defining something about who you are and where you come from. Each tribe has its own set of strengths and weaknesses, biases and stereotypes. There are 12 tribes to choose from:

• **Black Furies** — These female warriors of Gaia are well-known as protectors of women and the Wyld's sacred places.

Initial Willpower: 3

Backgrounds: No restrictions

Beginning Gifts: *Breath of the Wyld, Heightened Senses, Sense Wyrms*

• **Bone Gnawers** — Scavengers and vagabonds of society, usually found on the streets in major cities, the Gnawers are looked down upon by most of their Garou-kin.

Initial Willpower: 4

Backgrounds: May not buy *Ancestors, Pure Breed* or *Resources*.

Beginning Gifts: *Cooking, Resist Toxin, Tagalong*

• **Children of Gaia** — Known as mediators and healers of Garou society, they defenders of humanity against their brethren's Rage.

Initial Willpower: 4



Backgrounds: No restrictions

Beginning Gifts: *Mercy, Mother's Touch, Resist Pain*

• **Fianna** — These Celtic Garou are celebrated as the bards and warriors of Britain, Ireland and Scotland, and love battle and celebration with equal vigor.

Initial Willpower: 3

Backgrounds: No restrictions, but at least one level of *Kinfolk* is recommended.

Beginning Gifts: *Faerie Light, Persuasion, Resist Toxin*

• **Get of Fenris** — Hailing from the Germanic and Scandinavian lands, the ferocious and bloodthirsty Get are the most warlike of all Garou.

Initial Willpower: 3

Backgrounds: May not buy *Contacts*.

Beginning Gifts: *Razor Claws, Resist Pain, Snarl of the Predator*

• **Glass Walkers** — No other tribe is as adept with the technologies and devices of modern society, alienating them from the rest of Garou society.

Initial Willpower: 3

Backgrounds: May not buy *Ancestors, Mentor* or *Pure Breed*.

Beginning Gifts: *Control Simple Machine, Diagnosis, Trick Shot*

• **Red Talons** — A tribe that is almost solely comprised of lupus (with a small but growing number of metis), they are the most feral of all Garou.

Initial Willpower: 3

Backgrounds: May not buy human *Allies, Contacts* or *Resources*. All of their *Kinfolk* are wolves.

Beginning Gifts: *Beast Speech, Scent of Running Water, Wolf at the Door*

• **Shadow Lords** — Cunning and power-hungry, the Shadow Lords are always searching for new ways to strip the Silver Fangs of the reins of leadership over the Garou tribes.

Initial Willpower: 3

Backgrounds: May not buy *Allies* or *Mentor*.

Beginning Gifts: *Aura of Confidence, Fatal Flaw, Seizing the Edge*

• **Silent Striders** — Solitary by nature, the tribe wanders the world as messengers and tale-tellers.

Initial Willpower: 3

Backgrounds: May not buy *Ancestors* or *Resources*.

Beginning Gifts: *Sense Wyrn, Silence, Speed of Thought*

• **Silver Fangs** — Regal and prestigious, they are considered the nobles of the Nation, but inbreeding has tainted the tribe with madness.

Initial Willpower: 3

Backgrounds: Must spend at least three Traits in *Pure Breed*.

Beginning Gifts: *Falcon's Grasp, Lambent Flame, Sense Wyrn*

• **Uktena** — Sly and enigmatic, the Uktena are shrouded in a myriad of mysteries and magic.

Initial Willpower: 3

Backgrounds: No restrictions.

Beginning Gifts: *Sense Magic, Shroud, Spirit Speech*



• **Wendigo** — They are the last of the pure Native American Garou, very independent and distrustful of outsiders, including non-native Garou.

Initial Willpower: 4

Backgrounds: May not buy *Contacts* or *Resources*.

Beginning Gifts: *Call the Breeze, Camouflage, Resist Pain*

Attributes (*Bidding Traits*)

Once you have chosen a breed, auspice and tribe, its time to bang out your Attributes, the meat and bones of your character. Attributes signify how strong your character is, whether she is beautiful or callous, smart or naïve.

The first step is to prioritize the categories — Physical, Social and Mental — in order of relevance to your character. It is best to refer to your character concept when prioritizing so that you don't end up with dense philosopher or a frail warrior. Prioritize between your most significant category (primary), above average category (secondary) and your average or least significant category (tertiary). For example, a Theurge would most likely have her Mental Traits as primary while a Galliard who dances her stories would choose Physical Traits as her primary.

When you enter into a situation where something important occurs, you must bid Traits applicable to the circumstances. If you are trying to boot someone in the head, you can bid the Physical Trait *Quick* as you use speed to snap your leg. You and your opponent can agree to disregard these limits and bid any Physical Trait, regardless of applicability.

When you bid a Trait, you risk losing the Trait during a challenge. Should you lose a challenge, you temporarily lose access to that Trait without some means of refreshing it back into your pool (your mind goes blank, you trip over your tongue, you take an injury). Some situations require that you bid an additional Trait — when you are considered “Traits down” you are required to bid an additional Trait.

Physical Traits

Strength-related: *Brawny, Ferocious, Stalwart, Tough, Wiry*

Dexterity-related: *Dexterous, Graceful, Lithe, Nimble, Quick*

Stamina-related: *Enduring, Resilient, Robust, Rugged, Tireless*

Miscellaneous Physical: *Agile, Energetic, Steady, Tenacious, Vigorous, Brutal*

Agile: You are flexible and capable of deft movements such as dodging, jumping, running and turning.

Uses: Acrobatics. *Athletics*. Competitive events. Dodging.

Brawny: Strong, bulky muscle-strength.

Uses: Punching, kicking or grappling in combat when your goal is to inflict damage. Power-lifting. All feats of strength.

Brutal: You are capable of acting bestial and ruthless.

Uses: Fighting an obviously superior enemy.

Dexterous: You possess a natural competency and skill with your hands or body.

Uses: Weapon-oriented combat (*Melee* or *Firearms*). Pickpocketing. Punching.

Enduring: A persistent hardiness against physical opposition.

Uses: When your survival is at stake, this Trait is a good one to risk as a second or successive bid.



Energetic: A strong internal drive propels you and, in physical situations, you can draw on a deep reservoir of enthusiasm and zeal.

Uses: Combat.

Ferocious: Possession of brutal intensity and extreme physical determination.

Uses: Any time that you intend to do serious harm. When in frenzy.

Graceful: Control and balance in the motion and use of the entire body.

Uses: Combat defense. Whenever you might lose your balance.

Lithe: Characterized by flexibility and suppleness.

Uses: Acrobatics, gymnastics, dodging and dancing.

Nimble: Light and skillful; able to make agile movements.

Uses: Dodging, jumping, rolling, acrobatics. Hand-to-hand combat.

Quick: Speedy, with a fast reaction time.

Uses: Defending against a surprise attack. Running, dodging, attacking.

Resilient: Characterized by strength of health; able to recover quickly from bodily harm.

Uses: Resisting adverse environments. Defending against damage in an attack.

Robust: Resistant to physical harm and damage.

Uses: Defending against damage in an attack. Endurance-related actions that could take place over a period of time.

Rugged: Hardy, tough and brutally healthy. Able to shrug off wounds and pain to continue exertion.

Uses: When resisting damage, any challenge that you enter while injured.

Stalwart: Physically strong and uncompromising against opposition.

Uses: Resisting damage, or when standing your ground against overwhelming odds or a superior foe.

Steady: More than simply physically dependable — controlled, unfaltering and balanced. You have firm mastery over your efforts.

Uses: Weapon attacks. Fighting in exotic locations.

Tenacious: Physically determined through force of will.

Uses: Second or subsequent Physical Challenge.

Tireless: You have the stamina of a marathon runner — you are less taxed by physical efforts than ordinary people.

Uses: Any endurance-related challenge, second or subsequent Physical Challenge with the same foe or foes.

Tough: An abrasive, aggressive attitude and a reluctance to submit.

Uses: Whenever you're wounded.

Vigorous: Growing with a robust, vital strength.

Uses: Combat and athletic challenges when you're on the defensive.

Wiry: Chorded, muscular strength.

Uses: Punching, kicking or grappling in combat. Acrobatic movements.

Negative Physical Traits

Clumsy: Lacking physical coordination, balance and grace. You are prone to stumbling and dropping objects.



Cowardly: In threatening situations, saving your own neck is all that is important. You might even flee when you have the upper hand, just out of habit.

Decrepit: You move and act as if you are old and infirm. You recover from physical damage slowly, and unable to apply full muscular strength. Most efforts will make you tire easily.

Delicate: Frail and weak in structure; you are damaged easily by physical harm.

Docile: The opposite of the *Ferocious* and *Tenacious* Traits. You lack physical persistence, and you tend to submit rather than fighting long battles.

Flabby: Your muscles are underdeveloped. You cannot apply your strength well against resistance.

Lame: You are disabled in one or more limbs. The handicap can be as obvious as a missing leg or as subtle as a dysfunctional arm.

Lethargic: Slow and drowsy. You suffer from a serious lack of energy or motivation.

Puny: You are weak and inferior in strength. This Trait could refer to diminutive size.

Sickly: Weak and feeble. Your body responds to physical stress as if it were in the throes of a debilitating illness.

Social Traits

Charisma-related: *Charismatic, Charming, Dignified, Eloquent, Expressive, Genial*

Manipulation-related: *Beguiling, Commanding, Ingratiating, Persuasive*

Appearance-related: *Alluring, Elegant, Gorgeous, Magnetic, Seductive*

Miscellaneous Social: *Diplomatic, Empathetic, Friendly, Intimidating, Witty*

Alluring: An attractive and appealing presence that inspires desire in others.

Uses: Seduction. Convincing others.

Beguiling: The skill of deception and illusion. You can twist the perceptions of others and lead them to your beckon call.

Uses: Tricking others. Lying under duress.

Charismatic: The talent of inspiration and motivation, the sign of a strong leader.

Uses: In a situation involving leadership or the achievement of leadership.

Charming: Your speech and actions make you attractive and appealing to others.

Uses: Convincing. Persuading.

Commanding: Impressive delivery of orders and suggestions. This Trait implies skill in the control and direction of others.

Uses: When you are seen as a leader.

Dignified: Something about your posture and body carriage appears honorable and aesthetically pleasing. You carry yourself well.

Uses: Defending against Social Challenges.

Diplomatic: Tactful, careful and thoughtful in speech and deed. Few are displeased with what you say or do.

Uses: Very important in intrigue. *Leadership* situations.

Elegant: Refined tastefulness. Even though you don't need money to be elegant, you exude an air of richness and high society.

Uses: High society or Silver Fang parties. Defending against Social Challenges.

Eloquent: The ability to speak in an interesting and convincing manner.

Uses: Convincing others. Swaying emotions. Public speaking.



Empathetic: Able to identify and understand the emotions and moods of people with whom you come in contact.

Uses: Gauging the feelings of others.

Expressive: Able to articulate your thoughts in interesting, meaningful ways.

Uses: Producing art of any kind. Acting. Performing. Any social situation in which you want someone to understand your meaning.

Friendly: Able to fit in with everyone you meet. Even after a short conversation, most find it difficult to dislike you.

Uses: Convincing others.

Genial: Cordial, kindly, warm and pleasant. You are pleasing to be around.

Uses: Mingling at parties. Generally used in a second or later Social Challenge with someone.

Gorgeous: Beautiful or handsome. You were born with a face and body that is good-looking to most people you meet.

Uses: Modeling, posing.

Ingratiating: Able to gain the favor of people who know you.

Uses: Dealing with elders in a social situation. Defending against Social Challenges.

Intimidating: A frightening or awesome presence that causes others to feel timid. This Trait is particularly useful when attempting to cow opponents.

Uses: Inspiring common fear. Ordering others around.

Magnetic: People feel drawn to you; those around you are interested in your speech and actions.

Uses: Seduction. First impressions.

Persuasive: Able to propose believable, convincing and correct arguments and requests. Very useful when someone else is undecided on an issue.

Uses: Persuading or convincing others.

Seductive: Able to entice and tempt. You can use your good looks and your body to get what you want from others.

Uses: *Subterfuge*, seduction.

Witty: Cleverly humorous. Jokes and jests come easily to you, and you are perceived as a funny person when you want to be.

Uses: At parties. Entertaining someone. Goading or insulting someone.

Negative Social Traits

Bestial: Your homid form is noticeably more feral than other humans. Perhaps you have oily hair covering your body, wolflike eyes, sharp yellowish teeth or you exude a musky body odor.

Callous: You are unfeeling, uncaring and insensitive to the suffering of others. Your heart is a frozen stone.

Condescending: Whether you mean it or not, others perceive in you a contempt that is impossible to hide.

Dull: Those with whom you speak usually find you boring and uninteresting. Conversation with you is a chore. You do not present yourself well to others.

Feral: The animalistic predator in you is evident in your actions. You scratch yourself, sniff at people or otherwise behave in a primitive fashion.



Naïve: You lack the air of worldliness, sophistication or maturity that most carry.

Obnoxious: You are annoying or unappealing in speech, action or appearance.

Repugnant: Your appearance disgusts everyone around you. Needless to say, you make a terrible first impression with strangers.

Shy: You are timid, bashful, reserved and socially hesitant.

Tactless: You are unable to do or say things that others find appropriate to the social situation.

Untrustworthy: You are rumored or perceived to be unreliable, whether or not you really are.

Mental Traits

Perception-related: *Attentive, Discerning, Insightful, Observant, Vigilant*

Intelligence-related: *Cunning, Disciplined, Knowledgeable, Rational, Reflective*

Wits-related: *Alert, Clever, Intuitive, Shrewd, Wily*

Miscellaneous Mental: *Creative, Dedicated, Determined, Patient, Wise*

Alert: Mentally prepared for danger and able to react quickly when it occurs.

Uses: Preventing surprise attacks.

Attentive: You pay attention to everyday occurrences around you. When something extraordinary happens, you are usually ready for it.

Uses: Preventing surprise attacks. Seeing through *Blur of the Milky Eye* when you don't expect it.

Clever: Quick-witted resourcefulness. You think well on your feet.

Uses: Using a Mental Challenge against another character.

Creative: Your ideas are original and imaginative, which implies an ability to produce unusual solutions to your difficulties. You can create artistic pieces. A requirement for any true artist.

Uses: Anything creative.

Cunning: Crafty and sly, possessing a great deal of ingenuity.

Uses: Tricking other characters.

Dedicated: you give yourself over totally to your beliefs. When one of your causes is at stake, you stop at nothing to succeed.

Uses: Useful in any Mental Challenge when your beliefs are at stake.

Determined: When it comes to mental endeavors, you are fully committed. Nothing can divert your intentions to succeed once you have made up your mind.

Uses: Staredowns. Useful in normal Mental Challenges.

Discerning: Discriminating, able to pick out details, subtleties and idiosyncrasies. You have clarity of vision.

Uses: Investigating and tracking.

Disciplined: Your mind is structured and controlled. This rigidity gives you an edge in battles of will.

Uses: Staredowns. Useful in Mental Challenges.

Insightful: The power of looking at a situation and gaining an understanding of it.

Uses: Investigation (though not a defense against it).

Intuitive: Knowledge and understanding somehow come to you without conscious reasoning, as if by instinct.

Uses: Spontaneous deduction.



Knowledgeable: You know copious and detailed information about a wide variety of topics. This Trait represents “book-learning.”

Uses: Remembering information your character might know.

Observant: Depth of vision, the power to look at something and notice the important aspects of it.

Uses: Picking up on subtleties that others might overlook.

Patient: Tolerant, persevering and steadfast. You can wait out extended delays with composure.

Uses: Staredowns or other mental battles after another Trait has been bid.

Rational: You believe in logic, reason, sanity and sobriety. Your ability to reduce concepts to a mathematical level helps you analyze the world.

Uses: Defending against emotion-oriented mental attacks. Defending against an aura reading. Not used as an initial bid.

Reflective: Meditative self-recollection and deep thought. The Trait of the serious thinker, Reflective enables you to consider all aspects of the conundrum.

Uses: Meditation. Remembering information. Defending against most Mental Challenges.

Shrewd: Astute and artful, able to keep your wits about you and accomplish mental feats with efficiency and finesse.

Uses: Defending against Mental Challenges.

Vigilant: Watchful. You have the disposition of a guard dog; your attention misses little.

Uses: Defending against investigation. Seeing through *Blur of the Milky Eye*. More appropriate for mental defense than for attack.

Wily: Sly and full of guile. Because you are wily, you can trick and deceive easily.

Uses: Deceiving other characters. Lying under duress. Confusing mental situations.

Wise: An overall understanding of the workings of the world.

Uses: Giving advice. Dispensing fortune cookie wisdom.

Negative Mental Traits

Forgetful: You have trouble remembering even important things.

Gullible: Easily deceived, duped or fooled.

Ignorant: Uneducated or misinformed, never seeming to know anything.

Impatient: Restless, anxious and generally intolerant of delays. You want everything to go your way — immediately.

Oblivious: Unaware and unmindful. You'd be lucky if you noticed an elephant flying through your bedroom.

Predictable: Because you lack originality or intelligence, even strangers can figure out what you intend to do next.

Shortsighted: Lacking foresight. You rarely look beyond the superficial; details of perception are usually lost on you.

Submissive: No backbone; you relent and surrender at any cost rather than stand up for yourself.

Violent: An extreme lack of self-control. You fly into rages at the slightest provocation, and frenzy is always close to the surface. This is a Mental Trait because it represents mental instability.



Witless: Lacking the ability to process information quickly. Foolish and slow to act when threatened.

Abilities

Abilities represent particular bits of knowledge gained over the years of study and experience, the tricks of the trade and the wisdom from many, many mistakes. Your Abilities represent special training or talent, and as such, they often allow performance of tasks that would be otherwise impossible. Even with more mundane situations, Abilities allow for a much-improved chance of success.

When a character performs a risky or uncertain action, Abilities aid the outcome. If you attempt a task and fail, you can temporarily expend one of your appropriate Ability Traits to gain an immediate retest. You temporarily lose the risked Ability and the initial Trait(s) bid for the task (if any) because you lost the initial test, but you can still overcome the challenge. Abilities used like this are recovered at the next game session.

A character with multiple levels in a given Ability is certainly more experienced and proficient than an individual with just one Trait. Most characters will fall into one of three levels of Ability; greater amounts are very rare, limited to elders and ancestors. The total level of Ability in a given field corresponds roughly to the character's professional capabilities:

- Competent** (Able to earn a living)
- Professional** (Licensed, capable of supervision)
- Journeyman** (Bachelor's degree or instructor)
- Expert** (Master's degree or researcher)
- Master** (Doctorate or true innovator)

Some tasks are simply too difficult, or they require too much skill, to be attempted by a character without the requisite Abilities. The Storyteller may require the possession or use of an Ability Trait to perform a specific task. In this case, characters without the Ability, or who have already used all of their levels of the Ability, cannot attempt the task at all.

Lupus Garou will also have a difficult time learning certain Abilities, as their animalistic natures are not in tune with the ins and outs of man. For this reason, they are restricted from purchasing the following during character creation: *Academics, Computer, Crafts, Drive, Etiquette, Finance, Firearms, Law, Linguistics, Performance, Politics, Repair, Security, Streetwise.*

When an Ability is used against a set scenario or object (such as using Investigation to uncover information), the feat usually has a difficulty assigned by the Storyteller. In such a Static Challenge, you may be required to risk a Trait for a trivial task, or even be asked to bid two or more Traits for a difficult, risky or tedious task.

Some Abilities can be used against an opponent instead of facilitating a regular undertaking. In this case, the Ability is expended to gain a retest in a challenge with the opponent.

Focusing Abilities

A few Abilities specifically require a concentrated area of study. One cannot simply study all *Crafts* at once, after all. These Abilities are specifically noted in the descriptions. When you take such an Ability, you must choose an area of study, a specific topic that you have concentrated on. Each area is considered a separate Ability, so *Linguistics: Spanish* is completely separate from *Linguistics: Hebrew*, and so on.



Ability Specializations

Within a given area of expertise, some practitioners further hone their knowledge to a razor's edge. By choosing a specialization in an Ability, you fine-tune your skills with a particular facet of that talent.

Ability specializations are a wholly optional rule. Remember to ask your Storyteller before taking a specialization. Sometimes they can add even more color to your character; however, keeping track of everyone's special Abilities can be tedious for Storytellers and record-keepers.

Taking a specialization requires that you spend one Free or Experience Trait on an ability that you already possess. Whenever you perform a task with that specialization - even if you do not expend the Ability — you gain a one-Trait bonus on resolving challenges as long as you have at least one level of the main Ability left to spend. You may only have one specialization in any given Ability; you cannot take *Brawl: White Tiger Kung Fu* and *Brawl: Krav Maga* and expect an amazing combo feat. You also can never gain more than one Bonus Trait from specializations, even if more than one would be appropriate to a given challenge. Even if you possess *Law: Criminal* and *Investigation: Research*, you only get the one-Trait bonus on a test for trial preparation, despite your multiple specializations.

A specialization is a concentrated area of expertise or practice. You cannot take, for example, take a *Melee* specialization in “swords,” nor a *Medicine* specialization of “healing.” Appropriate specializations refer to one focus of expertise or to one type of knowledge within the Ability, such as *Academics: Antiquity*.

You may take a specialization within an area of study. As such, you concentrate your research in one particular facet of that sub-specialized Ability. Thus, you could have *Computer: Hacking* with a specialization in *Viruses*, or *Crafts: Blacksmithing* with the specialization of *Farrier*.

Note that the Bonus Trait from a specialization is not bid or used like other Traits. You simply are “one Trait up” on challenges within that specialization.

Academics

You possess higher learning beyond the normal bounds of education. With *Academics*, you can debate the existence of gravity or give Ben Stein a challenge. This broad Ability covers all sorts of arts and humanities. *Academics* allows you to recognize historical, artistic and cultural references, pursue studies into those fields, or create a critique. Calling on *Academics* may require a Mental or Social Challenge to determine your exact level of competence.

You may further direct your studies by choosing a specific field, such as *Art History*, *Classics*, *Journalism*, *Theology* or anything else that could be studied with higher education.

Animal Ken

You understand the temperament of animals, allowing you to empathize and communicate with them. It's not like Dr. Doolittle; rather you can deal with them more equitably. Though most animals may retain a healthy fear of the Rage lurking within you, you know what drives them and how to assuage their fears.

With *Animal Ken*, you can train an animal (especially a Kinfolk) to perform specific behaviors, or attempt to deduce an animal's state of being with a Mental Challenge. If you work with an animal for at least a month or so, you may be able to teach it a simple trick, up to a limit of one trick for each Mental Trait the animal possess.



Athletics

You might have been a jock in high school, or perhaps you are just naturally talented, but you are skilled in all manners of athletic endeavors. You can throw a ball, catch, sprint, climb, jump and swim and run with the best of them. This is a benefit for you, especially for Garou who fight often and require athleticism to keep bouncing all over the place.

Your *Athletics* Ability is used for retests on most forms of raw physical activity: acrobatics, running, climbing, jumping, swimming, throwing, ballet dancing and other activities.

Awareness

You have a talent for knowing when things are amiss, whether by that strange feeling in the pit of your gut or through scrupulous observation. This is particularly useful for sensing when other supernatural creatures are about, detecting evidence of Wurm-taint, or just knowing when things are about to get crazy. *Awareness* requires a Mental Challenge to use.

Brawl

You roughed up the kids at the schoolyard, hard-styled the martial arts students and kicked ass in bars fights. You might have some military training, or maybe you just grew up with a bunch of rough-and-tumble siblings. Whatever the case, you know how to dish out damage with your fists and feet.

Use the *Brawl* Ability for retests in combat when you are using your natural weapons (teeth, claws or fists). This Ability is also the province of the martial arts, although you should specify which art when taking this Ability.

Computer

Most Garou are not familiar with new technology and, as a result, tend to shy away from all things artificial and silicon, although a few daring souls have move through the modern world with ease. With the *Computer* Ability, you are versed in the methods of basic computer operation, programming and accessing other computers.

You can hack into systems, write complex programs and viruses, and decode unfamiliar languages by using *Computer* with a successful Mental Challenge (difficulty determined by the Storyteller).

Crafts

You build and construct things. Depending on your specific area of expertise, you might know how to remodel a house or sculpt figures out of ice. As such, you must specify an area of expertise, a focus, such as *Weaving*, *Carpentry* or *Sculpting*. *Crafts* also covers more labor-intensive technical skills, such as *Mechanics* and *Electronics*.

Making or repairing an item with *Crafts* is decided by a challenge, with difficulty set by the Storyteller based on the type of job (drawing up architectural schematics is decisively more difficult than sanding a 2 x 4).

Crafts also includes body art, such as tattooing, piercing or other applications of body alterations.



Dodge

You possess enough fighting savvy to avoid physical harm by manipulating your body away from directed attacks and, to a lesser degree, gunfire — you know when to hit the floor or how to dive for cover. You can only use *Dodge* against any attack that you're consciously aware of: a fight in which you are a participant or a drive-by shooting that you happen to see unfold. *Dodge* is used to retest challenges where you attempt to avoid physical harm.

Drive

You're at home with either a stick shift or an automatic, rush hour is no concern, and you can get the most performance out of a car. In dangerous situations, you can evade traffic and even use your vehicle as a weapon. Bear in mind that just because you can drive a station wagon doesn't mean you can drive a semi with equal ease. A Mental Challenge may be required to allow you to figure out where everything is in an unfamiliar vehicle.

Drive tests most often involve a Physical Challenge with your reflexes.

Empathy

You are sensitive to the moods and emotions of people around you. When you listen to someone, you understand his feelings. You can identify with others and tell when people are lying or holding back while talking to you.

With a Social Challenge and the expenditure of a level of *Empathy*, you can determine if the last thing that someone said was a lie (although *Subterfuge* can defend against this expenditure). Alternately, you can attempt to determine the subject's current Demeanor.

Enigmas

You are good at solving mysteries and puzzles — you can solve word searches in a few minutes or play with Zen koans for fun. This Ability measures how well you can solve problems, delve into metaphysical questions or collect scattered details into a coherent whole. *Enigmas* is used with Mental Challenges to see if you can figure out a problem set before, like solving a maze or answering a riddle. The Storyteller may require a number of Traits to be risked, depending on the difficulty of the puzzle.

Etiquette

You know when to bow in the presence of an elder and how to address her in a polite manner. You can hold a toast with the best of them, and you keep your cool in any social scenario, from high tea to a gang rally.

The *Etiquette* Ability can be used with Social Tests to impress or blend in at parties. If you make a social *faux pas*, you may expend an *Etiquette* Ability immediately to negate the gaffe — your character knew better than to make the mistake.

Expression

Words and feelings flow freely from you. When the Muse strikes, you put pen to paper (or fingers to instrument) and pour out a torrent of emotion and stirring imagery. You can convey message and meaning in your art, from symphonies to poetry, and whatever you write is both clear and moving. While it is possible to create a work without *Expression*, it may very well be technically brilliant but emotionally sterile.



Finance

You understand interest, CDs, stock market transactions, currency exchanges and GNPs. You can also use your *Finance* to balance books, run a business of your own, follow a money trail, perform an audit or clean up an accounting mess with a Mental Challenge (difficulty dependent on the task, as determined by the Storyteller). Alternately, you can spend a level of *Finance* Ability to raise \$250 in cash between games. Not every use of *Finance* is so benign — money-laundering has to come from somewhere.

Firearms

A little time at the gun range goes a long way. You know how to hold, fire and clean a gun. You can unjam one, too, and you can tell different models apart. You know how to stand to get the best aim, how to handle recoil and how to take care of problems in the field.

If you possess the *Firearms* Ability, you may use your Mental Traits for gun combat instead of using Physical Traits, at no cost. You can expend a level of *Firearms* for a retest in ranged-fire combat.

Hobby/Professional/Expert Ability

In a certain area of expertise not covered by another Ability, you have achieved some level of skill. You may have a small grasp of a trade due to some work on the side, or perhaps you've specifically studied a topic.

Hobby/Professional/Expert Ability is a catch-all category for highly unusual Abilities like *Garou Lore*, *Undertaking*, *Demolitions* and so on. The Storyteller must specifically approve any Ability of this type and will define its capabilities.

Intimidation

Intimidation represents any of a broad variety of techniques for terrifying people into compliance. This could be anything from physical size, to a toothy grin in your Crinos form, to knowing which emotional buttons to push.

You can use *Intimidation* when trying to scare someone with a Social Challenge, with certain Gifts, or in retests where the Delirium would have an effect.

Investigation

You know how to pick up clues and to put together disparate pieces of information. By habit and training, you can set a jumbled mass of data into order, discovering identities, motives and patterns in an otherwise chaotic scene. You can use *Investigation* with a Mental Challenge when trying to puzzle out meaning to a random scene.

Law

Nobody is above the law, except those who know how to use it to their own advantage. You're one of the latter. Perhaps you uphold the law, or maybe you twist it to your own ends. Your knowledge of *Law* allows you to understand legal processes, courts and lawyers and to use them effectively.

Use the *Law* Ability in court situations or with Social Challenges involving legal matters. Because the legal body is so vast, your Storyteller may require you to select a particular area of study (*Criminal*, *Entertainment*, etc.). Alternately, you may choose make a specialized study of the Litany or other Garou law.



Leadership

When you speak, people listen. A good speaking voice and self-confidence lend a powerful presence to a leader. The *Leadership* Ability represents your ability to motivate people and to get them to follow your guidance. Even among those who do not know or respect you, you can demand attention.

You can use *Leadership* with a Social Challenge to try to get a minor favor or task from a character.

Linguistics

You've studied a language — or languages — other than your native tongue. Whether you frequent the global community, or it is necessary for other studies, you can speak, write and read other languages.

You must choose one language for each level of Linguistics you possess. Thus, you could have *Linguistics: Cantonese* and *Linguistics: German*. Alternately, you can focus on the underlying study of Linguistics itself, granting some understanding of the principles behind the structure of language. Languages need not be spoken; American Sign Language or Egyptian hieroglyphics would also be considered fields for study. Those who wish to converse in another language (but cannot actually do so) should hold up one hand with the first finger and thumb, making an L-shape to indicate to other players that the characters are not speaking English. Those who wish to listen to the conversation must also possess the language.

Medicine

You know how the human (and, to a lesser extent, Garou) body functions. You can speed the recovery of an injured mortal, or you can use your knowledge to inflict injury. Many Garou learn just enough to heal their Kinfolk and their pack members.

You can use the *Medicine* Ability to speed a mortal's healing by one level: A Wounded mortal would heal as if Bruised, for instance. *Medicine* may be used for other sorts of research and lab work with a Mental Challenge. As *Medicine* represents such a vast field, you Storyteller may require you to specify what you know (*Pharmaceuticals*, *Internal Medicine*, *General Practice*).

Meditation

This represents your Ability to center your emotions and your energies, relaxing and controlling mind and body. Garou with *Meditation* can focus their energies of the Sacred Mother and regain any lost Gnosis Traits by meditating for 10 minutes out of game; after 10 minutes, the Garou may convert one Mental or *Meditation* Trait to a Gnosis Trait. You needn't bend into a pretzellike position to successfully meditate; *Meditation* techniques can be highly personal so long as they allow you to concentrate.

Melee

If you've got something in your hands, you're a deadly fighter. Be it a klaive, a stick or a pair of silver spoons, you can use it to damaging effect. Expend *Melee* for retests in hand-to-hand combat when you are using a close combat weapon like a knife or sword. Certain weapons function best when wielded by a character with *Melee*.



Occult

The hidden world teems with mysterious secrets. By unlocking universal keys and studying the basics of spirituality, you can learn the shadowy paths of the cosmos. Your *Occult Ability* serves as a general knowledge of the supernatural, alerting you to the existence of many varied sorts of inhuman creatures and paranormal events.

Some Gifts rely on the *Occult Ability*. *Occult* also grants some basic (and often erroneous) knowledge of the various denizens of the supernatural world; for more detailed information, study *Expert Ability: Lore* in a particular subject of interest.

Performance

You are a true virtuoso. Whatever your chosen medium, you have a gift for artistic endeavors. Whether playing an instrument, singing, dancing or acting, your skills allow you to entertain and even earn money.

Your *Performance Ability* can be used to earn a modest income, just like other artistic trade skills. You must also choose a specific art form when you take *Performance*, such as playing an instrument, singing, acting or dramatic readings. Note that *Performance* is generally anything done before an audience while *Expression* most often focuses on literary works, and *Crafts* concentrates on the creation of physical objects (such as paintings or sculptures).

Politics

Through observation, intrigue and a bit of spin doctoring, you've learned how to handle appearances, what a speech really means and where the deal-making is going on. In short, it's *Politics* as usual.

The *Politics Ability* is useful primarily in dealing with mortal society or Influence. You may be able to manipulate the outcome of local political actions, with the proper Influence and some well-placed Social Challenges; *Politics* is also used to discern hidden motives and broker deals. Knowledge of *Politics* includes, by extension, an understanding of the bureaucratic levels of power. You know how to cut through red tape or obstruct others with it. By determining who's important in a given strata, you can usually avoid wasting time and simply go straight to the person with the power to do what you want.

The reverse can hold true if you take *Politics*, but specialize in Garou or Sept. By this, you might be able to figure out who's the real power at a sept (which may not be the alpha) or when someone might be jockeying for greater control.

Primal-Urge

As primal creatures, Garou have a long history of fighting bravely and ferociously as proud warriors in service to Gaia. *Primal-Urge* represents the close tie you have to this ancestry, not only as a wolf but also as a half-wolf. As such, you may spend a *Primal-Urge Trait* to instantly shift between forms instead of a Rage Trait or assist you in passing through the Gauntlet.

Homid characters may not begin play with this Ability, except with the Storyteller's permission.

Repair

You possess a working understanding of what makes things tick. With time, tools and parts, you can fix or modify most of the trappings of modern society. This



knowledge also allows you to excel at sabotage. The *Repair Ability* is widespread among inventors, mechanics and handymen. Using this Ability usually calls for a Mental Challenge, the difficulty of which depends on such factors as the item's complexity, tools and parts available, extent of damage and time spent on the repairs.

Rituals

Rites are immensely important to the Garou. With this Ability, you know something about the traditions, ceremonies and other sacred mysteries. With enough time and study, you may even know something about the rites of tribes other than your own, or even a fragment or two about the ceremonies of the Sanga. This knowledge is necessary to learn rituals — your rating must be equal to or greater than the level of the rite you wish to learn (1-2 for Basic, 3-4 for Intermediate, 5 for Advanced). You can expend a level of *Rituals* for a retest when performing a ritual or rite.

Science

The modern Information Age sees the explosion of all manner of studies. Categorizing and breaking down the world into many different forms, the methods of logic and reason gives sentient beings the means to understand the universe, or at least parts of it. Education in Science covers techniques of inquiry, modern studies and a broad range of underpinning work in diverse range of fields.

Science requires an area of particular study: *Biology*, *Chemistry*, *Physics*, *Metalurgy*, *Electrical Engineering* and *Botany* are all possibilities though such a list is far from comprehensive. Combining a Science with different fields may give a wide variety of results. For example, *Science: Metallurgy* with *Academics* may give results regarding historical research and theory while the same Science with *Occult* may center on ancient alchemy. Actually constructing objects theorized with Science may require the *Crafts Ability*.

Using a particular branch of Science usually requires a Mental Challenge of some sort to determine the success of research or the viability of theoretical work.

Security

Whatever side of the law you've worked on has granted you experience in Security techniques. You know about police operations and guard work and how to disrupt such operations. Locks, traps, security systems and alarms are all within your purview. With a little time, you can put together Security measures for a location; you can also defeat such measures.

Use the *Security Ability* with Mental Traits to set up a secure area or network, or to formulate a plan for breaching such a network. *Security* is also used to disarm traps, alarms and other devices and defeat locks. At the discretion of a Narrator, you may be required to use a Physical Trait related to Dexterity when attempting to bypass a physical lock or alarm.

Scrounge

You're exceptionally good at finding stuff. From a crucial part for an 1890s gramophone, invitations to the most exclusive gallery opening in town or a true Philly cheesesteak outside of Philadelphia, you're a wiz at knowing where to go, who to talk to and how to get what you need. Granted, the things you get are rarely brand new, or exactly right, and do take time and favors to acquire. Still such an Ability is useful when your finances are less than sparkling or theft is out of the question.



Scrounge is typically used in conjunction with Mental Traits (although the Storyteller may occasionally require a Social Challenge for haggling) and can be useful when looking for particular items or searching a place that is in shambles.

Stealth

By blending into cover, blurring your lines and moving carefully and quietly, you can evade notice or sneak past people. You know how best to take advantage of surrounding cover and how to use light and shadow. Opportunities for unnoticed movement are not lost on you as you understand the uses of timing and diversion.

With an appropriate Physical Challenge, you can sometimes sneak past the notice of guards and searchers (who contest your Ability with their Mental Traits and Investigation Ability). You also use *Stealth* to augment Gifts such as *Blur of the Milky Eye*.

Streetwise

Word on the street is known to you. Even if you don't have any particular friends or contacts in the area, you know about the different communities and gangs that hang out in town. You recognize tagging and other territorial markings, and you know some of the signs, colors and clothes that denote the homeless, gangbangers, prostitutes, criminals and social workers.

Using the *Streetwise* Ability, with your Mental Traits, lets you recognize the influence of various gangs or street communities. You also know about criminal organizations and activities, and you could perform a little larceny yourself. An appropriate Social Challenge can help smooth dealings with a hostile gang (though you may need *Etiquette* to make a really good impression).

Subterfuge

There are many ways to talk about something, and an equal number of ways to uncover the truth. Even in idle conversation, people use little white lies, slip hints about their true motives, try to guide the course of discussion and give away their secrets indirectly. The art of *Subterfuge* is the art of reading these tricks and using them effortlessly.

When someone confronts you with one of your lies, you can use the *Subterfuge* Ability in your own defense (if someone uses the *Empathy* Ability, for instance). By guiding a conversation, you can also unearth someone's Negative Traits; if you manage to steer conversation to a particular topic in play, you can expend a *Subterfuge* Ability and make a Social Challenge to determine one of the subject's Negative Traits related to the topic. Because it deals with deceit, *Subterfuge* is useful when retesting against attempts to trick and deceive you.

Survival

It's a jungle out there beyond the streets and cities, and if you don't know how to find the necessities, death is assured. *Survival* represents a knowledge of terrain, how to find shelter, where to find water, techniques in hunting, identifying edible and poisonous plants and so on. No matter how bad things look, you know enough to cover the basics until you can reach civilization.

Hunting and avoiding danger in the wilderness usually relies on a Physical Challenge. With *Survival*, you can substitute your Mental Traits if you so desire. Specialties in *Survival* can relate to skills like *Tracking*, *Hunting*, *Trapping* or to types of environment (*Arctic*, *Desert*, *Forest*).



Backgrounds

Your character's Backgrounds help to flesh out ties with mortal agencies, role in Garou society and beneficial resources available. Each Background is used differently. In general, having multiple Traits in a given Background allows for better or more common use of that benefit. Some Backgrounds directly affect your character's creation and development; others are called into play later during the game.

Allies

A few friends, either kept from the days before your Change or possibly all through your lifetime, help you out in your endeavors. You can make a few calls and cut a few deals to get assistance in a wide range of activities. Your Storyteller will probably require you to define how you keep your *Allies* and their relations to you.

Each *Allies* Trait possessed represents one person that you can call on for aid. Unlike Influence, your *Allies* have special talents that make them better than the average person on the street. Though your *Allies* may not be aware of your werewolf nature, they can be quite useful if directed properly.

In general, your *Allies* do not show up in play. Instead, you can use them for certain services between game sessions by notifying your Storyteller.

- An *Ally* can be directed to follow up on research or activities that you have started. If you undertook a specific task previously, like tailing someone, researching a project or building a device, your *Allies* can continue the work, doing so with one Ability Trait's worth of expertise. As long as they work on the project, your *Allies* Trait for the individual is tied up.

- If you need a particularly competent *Ally*, you can expend multiple Traits to gain access to a mortal with multiple levels of an Ability or Influence. Each *Allies* Trait that you spend after the first gives an extra level of expertise to your allies. They may use this expertise on your behalf, though rarely with your own skill, and they only help as long as you tie up your *Allies* Traits in this manner.

Be wary of calling on your *Allies* too often. An *Ally* may call on you for mutual aid or refuse to help if pressed into dangerous or illegal activities.

Ancestors

Your past is connected to Garou of great renown, warriors of valor and honor or perhaps healers of exceptional skill. Their superior skills are always in the back of your mind, and each Trait you possess strengthens the link you share with these ancestors. The *Ancestors* Background grants you the ability to spend a Trait and tap into this ancestral wisdom and experience, substituting a level of an Ability that you do not already possess. The Storyteller should call for a challenge, and on a win or tie, you can successfully substitute an *Ancestors* Trait for a Trait in an unknown Ability.

Contacts

With the right *Contacts* in all walks of life, you can get a line on all sorts of useful information. Although having an "ear to the wall" doesn't necessarily provide you with loyal servants, it does mean that you know whom to ask when looking for the movers and shakers behind the scenes.

In game terms, your rating in *Contacts* allows you to discern rumors and information. When you call on your contacts, you make a few phone calls, check with likely snitches and grease a few palms. In return, you get rumors and information as if



possessed of a certain amount of Influence. Doing so lets you find out exactly what's going on in the city within a particular area. You can get information of a level equal to however many contacts you use. If you use *Contacts* x 3 on *Industry*, for instance, you get information as if digging up dirt with *Industry* x 3 Influence. The advantage of the *Contacts* Background is that contacts can be switched from place to place each game, getting information in different areas at your demand.

Using *Contacts* for especially dangerous or secret information may require you to spend some money or perform a few favors, at the discretion of a Storyteller. On occasion, accidents can cause contacts in one area to dry up, such as a strike that affects your *Industry* contacts or a particularly unlucky astronomical conjunction that sends your *Occult* contacts running for the hills. Your contacts will not generally function as aides or lackeys — that is the purview of the *Allies* and *Retainers* Backgrounds.

Fetish

Many cultures have their own customs and traditions for passing on family heirlooms, from tests of loyalty to primogeniture, distributing all sorts of objects and titles of land, mementos or cold hard cash. The Garou share these similar customs, with a Fetish valued as the most prized of all possessions to be passed down from generation to generation. A Fetish is an object of mystical properties; it could be anything from a box that stores Gnosis to a weapon of deadly potential. Fetishes are usually the creations of long-dead werewolves from a time when Gaia's raw power was not so blemished by the taint of the Wyrm.

Each level of this Background increases the power of the Fetish passed down to your character. Characters may request a specific fetish during character creation, however it is the Storyteller who has the final distribution decisions. It is recommended that characters not start the game with a fetish as it must be earned through game play (and Renown), nor are klavies allowable fetishes to be bought with this Background during character creation. See "Klaive" rules on page 255.

Kinfolk

You have close ties to one or more Kinfolk, and they will aid you to the best of their ability. Kinfolk are humans and wolves who lack the gene necessary to become true Garou; however they are still immune to the Delirium and are prime candidates as reproductive partners.

Though no more supernaturally effective than a run-of-the-mill mortal, *Kinfolk* are an invaluable network of hospitality and information. You should work with your Storyteller to determine the capabilities of these *Kinfolk*; a *Kinfolk* may be skillful but unmotivated, or loyal but inept. No *Kinfolk* is perfect, however they all can be a great help.

- A *Kinfolk* can be assigned to watch over a particular location. Generally, if someone attempts to break into your house, the *Kinfolk* there will attempt to stop the intruder.
- A *Kinfolk* can be used to manage your assets and perform tasks. *Kinfolk* tied up in this fashion allow you to manage more Influence than normal; they add to the number of Attribute Traits that you possess for purposes of counting your total Influences. Each *Kinfolk* directed in this fashion adds one to your maximum Influence Traits. If *Kinfolk* are later lost or killed, the excess Influence Traits are lost, starting with the highest levels of Influence held.



Mentor

An older or more experienced Garou looks after you and comes to your aid occasionally. Whatever the case, you can get assistance from your *Mentor*, though his favor may be fickle.

When you call on your *Mentor*, you risk a certain number of Traits to achieve a given effect. A lowly one-Trait *Mentor* probably knows only little more than you, while a five-Trait *Mentor* may well have luminous standing with your region and a wide range of potent powers. Regardless, taking up your *Mentor's* valuable time is costly. You must engage in a Simple Test when you call on your *Mentor*. If you succeed, your *Mentor* deigns to aid you. If you tie, your *Mentor* grants you assistance, but then require something in return. If you fail, your *Mentor* demands the favor first before helping. In any case, your *Mentor* can be called on only once in any given game session, and only if you have an appropriate way to contact him or her.

The level of aid that your *Mentor* can give depends on the number of Traits in this Background (and Storyteller approval, of course):

- For one Trait, your *Mentor* is privy to a single piece of specialized information at a level above your won. If you have *Garou Lore* x 2, for instance, your *Mentor* can be called on to gift you with one piece of information from *Garou Lore* x 3.
- For two Traits, you can borrow one level of *Contacts*, *Influence* or *Resources* from your *Mentor* for the duration of the game. If your mentor is very powerful (four or five Traits), you can borrow two levels.
- Two Traits allow your *Mentor* to instruct you in a Basic Gift.
- For three Traits, your *Mentor* can instruct you in an Intermediate Gift.
- Also at a cost of three Traits, your *Mentor* can train you in the ways of a special *Hobby/Professional/Expert Ability* that is outside your normal ken, such as *Wraith Lore*.
- For four Traits, your *Mentor* can train you in an Advanced Gift.
- For five Traits, your *Mentor* can train you in the phenomenal powers of the elders if your deeds and Renown are worthy enough to merit such secrets.

Since *Mentors* can prove unbalancing by providing too many different powers over the course of a long game, the Storyteller may lower your total *Mentor* Traits as you call on this knowledge. This decrease represents the fact that as your character learns the *Mentor's* secrets, the *Mentor* has less left to teach.

Pure Breed

Just as there was a division between nobility and peasantry, so is there a recognized separation between the descendents of the greatest and lowliest of Gaia's warriors. It is your pedigree as much as it is a measure of your noble lineage. Garou may claim to descend from the wisest, most courageous warriors of valor and mettle, but it's all talk if their lineage is not as distinguishable as the nose on your face, as is the case with *Pure Breed*. Each Trait in *Pure Breed* adds to one Social Trait for tests against other Garou. Bear in mind that such a lofty line means you have some mighty big shoes to fill.

Resources

You have access to liquid capital and spending money. You also have some solid resources that you can use when times are tight. Unlike the use of *Finance*, these resources are always readily available, and they come to you automatically due to your investments, jobs and holdings.



Your number of *Resources* Traits determines the amount of money and capital that you can secure. By expending temporary *Resources* Traits (which return at the next game session), you can draw on your regular income, as shown in the accompanying table. If you expend permanent *Resources*, you can divest yourself of holdings, allowing access to 10 times the amount shown on the table. However, the Storyteller always adjudicates the limits of what you can buy. Truly powerful uses of *Resources* are best left to downtimes and moderation between game sessions.

Resource Allocation

No Traits:	Poverty. Income \$200. Get roommates. Bus pass.
One Trait:	Small savings and holdings; income \$500. Have apartment, cheap means of transportation
Two Traits:	Modest savings and holdings; income \$1,000. Have condo and motorcycle or modest car.
Three Traits:	Significant savings and holdings; income \$3,000. Own house, car.
Four Traits:	Large savings and holdings. Income \$10,000. Own large house or some small properties, two vehicles, some luxuries and unusual items.
Five Traits:	Rich. Income \$30,000. Own estate and grounds, multiple small properties, several vehicles, arts and treasures, luxury items.

Rites

Rites are a fundamental part of Garou society, a very simple way to connect with the mystical powers of Gaia. Each Trait denotes how many rites you know at the beginning of the game. With three Traits in *Rites*, you have knowledge of a level-three rite, or a level-one and level-two rites or even three level-one rites.

Rites can be learned through the teachings of a mentor with a specific rite. Though it is not unheard of for a Garou elder to teach a student a very powerful rite (as Rank is not a necessary factor of rite progression), it would necessitate a very in-depth explanation.

Totem

Whereas other Backgrounds only encompass the personal capabilities of your character, *Totem* pertains to you and your pack, as all of the members pool your Traits to purchase a specific totem spirit.

All totem spirits have a Background Cost rating that your pack must pool together in order to ally with it. Regardless of how many points the initial totem costs, all beginning totems have a base eight points to divide among Rage, Willpower and Gnosis, as well as starting with the Charms of *Airt Sense* and *Reform*.

Standards and practices dictate that totems will bestow their powers to one pack member at a time, reserving the capacity of passing this power on to another pack member at the Garou's discretion, assuming they don't keep it for themselves. After the initial cost of a totem has been pooled and spent by the pack members, further Background points spent on it increases its strength and abilities, listed below:



Cost	Power
One	Per three points to spend on Willpower, Rage, and/or Gnosis
One	Totem can speak to the pack without the benefit of the Gift: <i>Spirit Speech</i> .
One	Totem can always find the pack members.
One	Totem is nearly always with the pack members.
Two	Totem is respected by other spirits.
Two	Per Charm possessed.
Three	Per extra pack member who can use a totem's power in the same turn.
Four	Totem is mystically connected to all pack members, allowing communication among them even at great distances (at Storyteller's discretion).
Five	Totem is feared by agents of the Wyrn (which could mean that they run away or that they do their best to kill the pack)

Merits and Flaws

As optional Traits to help flesh out your character, Merits and Flaws aid in specifying certain benefits and hindrances that add dimensions not readily covered by Attributes, Abilities and Backgrounds. All Merits and Flaws are organized into specific categories: Physical, Social, Mental and Supernatural. In order to purchase Merits you must spend Free Traits; taking a Flaw, conversely, adds burden to your beast but offers extra Traits to spend elsewhere. You may take as many as seven Traits each in Merits and Flaws.

Some Flaws have been designated as appropriate for metis characters to take as their metis disfigurement. If you choose to do this, you gain none of the Free Traits the Flaw would normally provide.

Normally you may only purchase Merits and Flaws during character creation, however, with an appropriate explanation, you may purchase a new Merit (with Experience at double the cost) to overcome an existing Flaw (again, with Experience at double the cost).

Physical Merits and Flaws

Bad Taste (2 Trait Merit)

You are gamey to the palate and revolting on the taste buds; plainly put, you taste nasty. Your sweat is oily, though not foul-smelling, and causes victims successfully biting you to spend a Willpower Trait or retch uncontrollably for a scene. Since you taste bad to everyone, very few lupus or wolves will lick you.

Fair Glabro (2 Trait Merit)

Your Glabro form can pass for Homid, although a somewhat large and bulky one, and therefore you do not suffer the Negative Social penalty while in this form.

Lack of Scent (2 Trait Merit)

Your body produces no defining scent, making it near impossible for you to be tracked solely by smell. Anyone attempting to track you in this manner suffers a two-Trait penalty to these tests.



Huge Size (4 Trait Merit)

You are abnormally large, possibly over seven feet tall and weighing over 300 pounds. You gain an extra Bruised health level.

Metamorph (6 Trait Merit)

Shifting between forms is second nature to the point that you can do it in your sleep. Not only are you not required to make a test to change forms, you do not need to spend a Rage Trait to instantly shift to a specific form. If knocked unconscious, you may make a Simple Test to shift to whatever form you like, instead of your breed form.

Animal Musk (1 Trait Flaw)

No matter how often you bathe, you can never seem to get rid of the animal funk that wafts off your body. You are two Traits down in social situations where your smell is obvious (at parties, indoors, etc.). Wolves aren't bothered by the smell.

Strict Carnivore (1 Trait Flaw)

"Vegetarian" is a just a foreign term for "lazy hunter"; if it's not meat, it's not in your diet. You gain no nourishment from vegetables of any kind and subsist solely on meat.

Bad Sight (1 or 3 Trait Flaw)

You don't see very well for some reason. Large objects are still visible, albeit fuzzy, and smaller things are too out of focus for you to clearly identify. You are two Traits down on all challenges where careful eyesight is needed. This Flaw is worth one Trait if your vision is correctable with glasses or contacts and three Traits if your vision is uncorrectable.

Disfigured (2 Trait Flaw)

Either a birth defect or an injury during your lifetime has left you with a scarred face. You're easy to spot or remember. Work with the Storyteller to create an appropriate disfigurement. You are down two Traits in any Social Challenges save for *Intimidation* and may never take Social Traits relating to a pleasing appearance (*Alluring*, *Gorgeous*, *Seductive*). Metis may take this Flaw as their metis disfigurement.

One Eye (2 Trait Flaw)

Whether you were born with the defect or injured somehow, you have only one functional eye, the other being either missing entirely or a dead-white orb. You are two Traits down on all challenges involving depth perception, including ranged combat. Depending on the nature of your handicap, you may choose to wear an eye patch, or you may simply have one blind eye.

Lame (3 Trait Flaw)

For some reason, your legs don't work effectively. This may have been from a disease, an injury before your Change or a battle scar. You suffer a two-Trait penalty on all movement, no matter what your form. Metis characters may take this Flaw as their metis disfigurement.



Monstrous (3 Trait Flaw)

You're regularly mistaken for a horror movie extra as you are hideous and physically displeasing. As a result, you may not initiate any Social Challenges other than those concerning *Intimidation*, and you may not take any Appearance-related Social Traits, such as *Alluring* or *Gorgeous*.

One Arm (3 Trait Flaw)

You lost an arm to an accident, a battle scar or even a birth defect. You have become used to using your remaining hand for most tasks, so you suffer no penalty for an "off" hand. However, you suffer a two-Trait penalty to tasks when two hands would be needed. Metis characters may take this Flaw as their metis deformity.

Permanent Wound (3 Trait Flaw)

Perhaps you suffered a deep battle scar, or were severely injured in your homid or lupus form and have never quite healed the damage. As a result, you are permanently down one Healthy and Bruised health level.

Deaf (4 Trait Flaw)

You are completely deaf — you cannot hear sound at all. You can feel the vibrations of very loud noises, but nothing more. You automatically fail any challenge involving hearing, and you are automatically surprised by anyone approaching you from out of your line of sight. As you cannot hear yourself, your howls or speech are likely to sound strange to others.

Mute (4 Trait Flaw)

You cannot speak (or howl) at all, and must either sign or write out your thoughts in order to express yourself. Without *Linguistics*, you might not be able to use sign language. This is a very difficult Flaw to play and should be discussed with the Storyteller before jumping in.

Wolf Years (5 Trait Flaw)

You have the lifespan of a wolf, rather than a Garou — 12 to 20 years at most. The aging effects begin at eight years (for a lupus) or within five years after First Change (for a homid).

Blind (6 Trait Flaw)

You are robbed of the blessing of vision. You lose all ties where sight is involved (such as manual dexterity) and automatically lose all challenges where sight is required.

Mental Merits and Flaws

Code of Honor (1 Trait Merit)

A specific code of honor or chivalry guides your actions, separate from your pack or sept rules. This code is very personal, shaped by your experiences. You should work with your Storyteller to create an appropriate code (one with hindrances and restricted activities along with beliefs and passions). You gain a free retest in Mental and Social



challenges against supernatural persuasion (Mind magic, *Dominate*, etc.) that would force you to violate your code.

Concentration (1 Trait Merit)

You shut out all noises and interruptions that would hinder most other people. You take no penalty for sudden distractions.

Berserker (2 Trait Merit)

You are in total control of your Rage. You may enter frenzy at will, during which time you do not suffer any wound penalties; however, you must still make frenzy tests when the need arises.

Calm Heart (3 Trait Merit)

You are naturally calm, and find it easier to resist your Rage. You are one Trait up to resist frenzy, no matter how the incident is provoked.

Iron Will (5 Trait Merit)

You are a rock of stubborn resolve. Very little can sway you once your mind is made up. You may resist mind-altering effects (vampiric *Dominate*, or mind attacks by other supernatural creatures) by spending a Willpower Trait. This Merit has no effect on powers that affect the emotions (such as *Presence*).

Nightmares (1 Trait Flaw)

Twisted dreams plague you in your sleep, bleeding over into your daily life. Perhaps you watched your pack slaughtered by Banes, or just the incredible stresses of being a werewolf make you nightmare-prone. For one reason or another these nightmares cause you such unrest that you aren't sleeping at night and cannot get these images out of your head during the waking hours of the daytime. Make a test every game session. If you fail, you are down two Traits on every challenge due to exhaustion and distraction.

Phobia (1 or 3 Trait Flaw)

You suffer from an irrational fear of an object, creature or circumstance — heights, snakes, crowds, confined spaces are a few ideas — and do everything in your power to avoid it. Your packmates may view you as weak and unfit to lead. When confronted with the object of your fear, you are two Traits down to resist frenzy. With a one-Trait Flaw, you must make a Willpower Challenge to approach the object in question; if you lose, you flee until it is no longer in sight. With the three-Trait Flaw, you test for frenzy; should you lose, you fall into fox frenzy until the object is removed or you're put down in some way.

Soft-Hearted (1 Trait Flaw)

You cannot stand to watch the suffering of others — the idea of causing it is unthinkable. Perhaps you're truly compassionate (which some Garou might consider a hinderance), or you just dislike the intensity of the situation. If you must watch suffering, you must bid an extra Trait in all challenges until the scene has passed.



Pack Mentality (2 Trait Flaw)

Your identity is intrinsically tied in with your pack. You live and die by the words of Vince Lombardi: "There is no 'I' in 'team.'" You are so tied to your pack that you have trouble making decisions without them. You gain a bonus Trait in challenges where two or more of your packmates are actively involved, but you take a one-Trait penalty on all challenges when you are alone. In stressful situations, you may even need to spend Willpower to act on your own.

Amnesia (2 Trait Flaw)

Your past is a blank slate — you recall nothing of your past friends, family or foes. Of course, such things have a way of coming back to haunt you. Create your character normally, but why you have such a set of skills or Attributes is up to the Storyteller. You may also choose to take five Traits of unspecified Flaws, letting the Storyteller fill in the details later.

Lunacy (2 Trait Flaw)

Though all Garou are more susceptible to frenzy during one phase of the moon, you have almost no control over your Rage during this moon phase. You are two Traits down to avoid frenzy under your auspice moon phase.

Short Fuse (2 Trait Flaw)

If Rage is considered the touch of the Wyrms, then the Destroyer has his hand a little deeper in your spirit. You lose all ties when making frenzy tests, no matter what the circumstances. This Flaw is a dangerous one — a Garou who cannot control his Rage may well be put down like a mad dog.

Hatred (3 Trait Flaw)

There is someone or something that you just can't stand. In fact, nothing would make you happier than to see this object rubbed out of existence. The mere mention of this thing during conversation makes your hackles rise. When in the presence of the object of your hatred, you must spend a Willpower Trait or immediately enter frenzy until either you have destroyed this object or it is out of your sight.

Territorial (3 Trait Flaw)

You have an area that marks your "turf." You don't like leaving, and you sure don't like having strangers tramping on it. When uninvited guests (those without your permission to enter) enter your territory, you must test for frenzy; losing means you'll chase whatever is left of them out of your space.

Social Merits and Flaws

Favor (1 or 3 Trait Merit)

An elder owes you a debt of gratitude for a deed you performed at one time or another. Garou society is very strict about repaying debts, for making good on debts is always good for Renown. One Trait indicates that you are owed a minor boon, where three Traits indicate a major boon. Work with the Storyteller to come up with the specific details of the boon).



Human Tribal Status (2 or 4 Trait Merit)

You maintain an active part in the human community you came from, even attaining a position of some standing, such as council elder or healer. At two Traits, you might act as shamanic healer for your Kinfolk or perhaps you're the go-between for them and the Garou while four Traits means you hold a seat on a tribal council or perhaps act as spokesman for your group to the human community at large. You must come from either a Native American or distinctly ethnic community to take this Merit. Lupus and metis characters may not take this Merit.

Enemy (1 to 5 Trait Flaw)

There is someone or something out to get you. The value of this Flaw depends on the power of your enemy. An enemy with an equal level of power to yours is worth one Trait, where a pack of Black Spiral Dancers or a coterie of vampires would be worth five Traits. Work with your Storyteller to determine who your enemy is and how you became enemies in the first place.

Dark Secret (1 Trait Flaw)

Some incident in your past haunts you and you strive to cover it up — maybe you murdered an elder, or you had extensive dealings with a vampire. Whatever it is, knowledge of this could get you branded as a pariah in the Garou Nation. You can cover it for now, but someday, the piper will need paying.

Shy (1 Trait Flaw)

You suffer a social stigma, and you just dislike the limelight. You do whatever you can do not be the focus of attention. When you are at the center of attention, you must bid an extra Trait to initiate challenges.

Persistent Parents (2 Trait Flaw)

When you became a Garou, you likely disappeared from your old life. Your parents refuse to let your memory lie and started searching for you. Perhaps they've even hired private detectives to hunt for you. For some reason, you simply can't come clean with your parents — perhaps your mother is employed by Pentex, or they have strange religious beliefs that would mandate killing you to "save" you.

Hunted (3 Trait Flaw)

A very powerful hunter is tracking you, believing you're a rabid animal who's a threat to all humanity. He has the skills and resources enough to make your life "interesting" (and to snuff it out, if you aren't careful), and will keep you watching over your shoulder. Your friends, family, allies and associates are also in peril should this hunter decide to turn an eye their way. Worse, your hunter is immune to the Delirium. Keep one eye on the exits....

Ward (3 Trait Flaw)

You are devoted to the protection of a human. Perhaps she's Kinfolk, or one of the few friends you've hung onto since your Change. You may describe your *Ward*, but the Storyteller will actually create her. Such people are often targeted by your enemies, or just get caught up in the action too well. If she is Kinfolk, you must have a particularly special relationship with her (spouse, lover, child, longtime friend, sibling, etc.).



Inept (5 Trait Flaw)

You are incompetent and unskilled. Until you buy off this Flaw, you may not buy your Abilities or Influences above one Trait.

Supernatural Merits and Flaws

Ancestral Mentor (1 Trait Merit)

A friend or relative from your past, perhaps a friend of an ancestor, guides you on your path. The Storyteller decides the exact powers. If it really exerts itself, it can materialize in the real world, however it usually contents itself to providing advice and company.

True Love (1 Trait Merit)

Even with all of the pain and suffering you see on a daily basis, you have found a true love that gives you strength to persevere. When the need arises you gain an extra Willpower Trait, known as a *True Love* Trait once per session. (These Traits are not cumulative and cannot be saved for use at a later date). However, your *True Love* may well need rescuing or help from time to time.

Medium (2 Trait Merit)

You do, in fact, hear dead people from across the Shroud. Ghosts follow you wherever you go and you can feel their presence at all times. So long as you are willing to barter with them, these Restless Dead will communicate with you for favors and information.

Moon-Bound (2 Trait Merit)

You share a special tie to your auspice and benefit even more than usual when it is in its moon phase. When your moon is in the waxing phase, you receive a bonus Trait to all ties, though you are down one Trait during its waning phase (either determined by the Storyteller or the real world moon).

Luck (3 Trait Merit)

Maybe Gaia has someone looking after you; maybe you're just that darn lucky. Whatever it is, you can make one retest per session on a failed challenge by bidding the Trait *Lucky*. The results of the second challenge always stand.

Natural Channel (3 Trait Merit)

For some reason, you find it easier to step sideways. You gain one free retest per session on stepping sideways. Further, spirits react more favorably to you because you're so attuned to the Umbra. It doesn't mean you can get away with murder, but the spirits are less likely to jump you the minute you step into the Umbra and more inclined to listen to you.

Supernatural Companion (3 Trait Merit)

You have a friend who's not like the other kids — he happens to be a vampire, a wraith, a changeling or some other supernatural creature. You can call on him for aid, just as he will call on you (you are friends, right?). However, neither your sept nor his



elders will appreciate this if you're found out (and slumming with a Leech is very bad news), and you can expect punishment if you're caught. The Storyteller will create your friend.

Resistant to Wurm Emanations (6 Trait Merit)

Gaia grants you a hardness against contaminations from the Wurm. You get a free retest in challenges where Wurm-taint is involved. This Merit also protects you from balefire, radiation and possession by Banes. It is very likely that you will be thrust to the frontlines, and otherwise expected to use your Gift "for the good of Gaia." Don't let the Bane bugs bite.

Silver Tolerance (7 Trait Merit)

Gaia has blessed you with the immunity to the inherent bane of Garou existence. Although the damage from silver weapons is still aggravated, you may test and, on a win or tie, have the ability to soak it with your regenerative facilities. Also, it takes a pair of silver items carried to cause you to lose one Gnosis.

True Faith (7 Trait Merit)

You have a deep-seated faith and love for Gaia, God, Allah, the Buddha or whatever you consider the Almighty. You begin the game with one Trait of Faith (which ranges from 1-10). Your Faith may also have supernatural effects (at Storyteller discretion), which vary from person to person, although you may use it to repel vampires by declaring, "In the name of..." and brandishing a holy symbol, making a Social Challenge against the vampire's Willpower. With success, the vampire must flee, and even if you lose, the vampire cannot approach closer than 10 feet unless he overbids you in a contest of Willpower.

True Faith is a rarity in this day and age; obviously you should have a very good explanation for this. No one may start the game with more than one Trait of Faith, and the Storyteller will award more Faith based on appropriate actions. For more about Faith, see **Laws of the Hunt**.

Banned Transformation (1 to 6 Trait Flaw)

Something prevents you from changing, except to your breed form. You must spend a Willpower Trait and make a Willpower Challenge to force the change when the restricting circumstance is near. For one Trait, it might be soothing music; at two Traits, in the presence of wolfsbane. Four Traits might be when silver is present, or for five Traits, you cannot shift during the day. Work with your Storyteller to determine the circumstance and its worth.

Cursed (1 to 5 Trait Flaw)

You are afflicted by a powerful curse. The number of Traits determines the strength and tenacity of the curse. A one-Trait curse might cause you to bump into large objects like tables and chairs; a three-Trait curse could cause your guns to jam in the middle of a firefight; a five-Trait curse can be powerful enough to one day prove your undoing. The exact effects, as well as ways to overcome it, are up to the Storyteller.



Forced Transformation (1 to 4 Trait Flaw)

Something causes you to shift forms involuntarily. You must spend a Willpower Trait in order to prevent this unwanted transformation. Work with your Storyteller to decide the number of Traits and specific trigger for this transformation. One Trait may cause you to shift from homid to Glabro form when you are sexually aroused; three Traits might force you to shift from lupus to Hispo form when you are sensing for the Wyrms; five Traits might cause you to shift from any form to a form other than Crinos when you enter frenzy. The forced transformation should always be inconveniencing at the very least.

Mark of the Predator (2 Trait Flaw)

Your nature marks you among animals. Herbivores shy from you, and other predators view you as a potential threat. You may never purchase the Ability *Animal Ken*.

Sign of the Wolf (2 Trait Flaw)

Your Homid form bears a number of the traditional hallmarks of a werewolf. Your eyebrows grow together, you have hair in your palms, your second and third fingers are the same length, and you may even display a pentagram in your palm during your auspice phase of the moon. To those hunters who are alert to such things, you stand out like a neon sign.

Haunted (3 Trait Flaw)

A malicious ghost, possibly a felled foe or an enemy of an ancestor has decided to torment you from beyond the grave. Though it is usually limited to ghostly manifestations, chilling death screams and the occasional shove, it does its best to make your life difficult. The Storyteller should create the ghost.

Pierced Veil (3 Trait Flaw)

For some reason, your Crinos form doesn't trigger the Delirium in normal humans. This can be extremely dangerous, as werewolf-hunters are unlikely to be startled by you and might even use it to track you.

Dark Fate (5 Trait Flaw)

Your life will end very badly, and your fate is sealed. Worse yet, you have dreams and premonitions of your future demise or eternal torment. The Storyteller determines a particular fate, which will inevitably strike you down. Furthermore, in any game session the Storyteller deems appropriate, you may receive a vision of your impending suffering. You must spend a Willpower Trait to shake off the experience, or else be one Trait down on all challenges from the rest of the session. This Flaw should only be taken with Storyteller permission, as it is difficult to play.

Taint of Corruption (7 Trait Flaw)

You either had a run-in with minions of the Wyrms or are a corrupt soul, but either way you stink of the Wyrms. You register as a Wyrms-creature when someone invokes the Gift: *Sense Wyrms* and are never trusted around cubs or Kinfolk. You can hear the Corruptor's honeyed words in your dreams, beckoning you to join with it. This Flaw can be very debilitating as you start the game at a major disadvantage. Your only hope might be your pack (if it will still stand by you). Seeking to rid yourself of the corruption would be a major undertaking, but one that would inspire some of the greatest tales.



Influence

Society builds institutions. As cities are raised, they form gatherings of expertise that are manipulated by people in their midst. If you have Influence, you can sway the direction of some areas of mundane society. Your Influence can be used to strike indirectly at your foes while protecting your own assets, or to gain information and special resources.

Influence comes in many different areas. You must allocate Traits separately to each Influence; thus, if you have *Legal* x 4, you could still have *Police* x 3 independently but you would have to spend the Traits for each.

You cannot manage more influence than the sum of your permanent Physical, Social and Mental Traits combined. This limit counts against all of your total Influence — your combined levels cannot exceed this total. After all, there is only so much you can do in a day.

When you exercise Influence, you expend temporary Influence Traits. The tables for Influence areas detail the sort of things you can do with a specific number of Traits. Performing an action requires a number of Traits equal to the level of the action; you must use three Traits to perform an action listed at the third level of the Influence chart, for instance. Thus, with high levels of Influence, you can perform many small actions, or a few significant ones.

Certain levels of Influence gift you with items, money or aides. Unlike the Resources Background, money and equipment garnered with Influence does not come automatically each month. If you want a steady income from Influence, you must direct your Influence in that direction continually, and this income does not come with any associated trappings of wealth (you'd have to buy a house and car separately, for instance). Aides garnered with Influence generally help only for one specific task, and they usually only have one level of Ability in their area of skill — for more competent and readily available help, take the *Allies* Background.

Most cities have only a set amount of Influence in various areas. For instance, San Diego has a great deal of *Transportation* Influence because it is a hub of travel while New York City would have a lot of *Finance* and *High Society* Influence. A Rust-Belt city where manufacturing and heavy industry has all but disappeared would have little to no *Industry* Influence.

Storytellers should map out the total amount of each type of Influence to be had in the city. Once all of the Influence of a given type is used up, the only way to get more is to use Influence to grow that area of society (making new projects or sponsoring investment), to destroy someone else's Influence and thus free up those resources or to acquire an adversary's Influence in an area. Also, each city may have different reflections on the Influences listed here. A city with a thriving independent film community is going to have a different picture of *Media* or *High Society* than a city where the arts are being literally starved out due to budget cuts.

Each area of Influence has its own description. Elder Garou, especially those of the Bone Gnawer and Glass Walker tribes, may possess truly far-reaching Influence, giving them the power to exert control beyond the levels included here.

Bureaucracy

You can manage various government agencies and bureaus. By dealing with social programs and public servants, you can spin red tape, bypass rules and regulations or twist bureaucratic regimentation to your advantage. Bureaucracy is useful in



operating or shutting down businesses, faking or acquiring permits and identification papers and manipulating public utilities and facilities. Government clerks at the city and county level, utility workers, road crews, surveyors and other civil servants are potential contacts or allies.

Cost	Effect
1	Trace utility bills
2	Fake a birth certificate or driver's license Disconnect a single small residence's utilities Close a small road or park Get public aide (\$250)
3	Fake a death certificate, passport or green card Close a public school for a single day Shut down a minor business on a violation
4	Initiate a phone tap Fake land deeds Initiate a department-wide investigation
5	Start, stop or alter a city-wide program or policy Shut down a big business on a violation Rezone areas Obliterate records of a person on a city or county level

Church

Though the modern church has arguably less control over temporal society than it did in the Middle Ages, its policies still exert considerable influence over the direction of politics and communities. Knowing the appropriate people allows insight into many mainstream religions, such as Judaism, Christianity, Islam, Hinduism, Shinto or Buddhism (fringe or alternative groups, such as Scientology, are considered *Occult*). When you exercise *Church Influence*, you can change religious policy, affect the assignment of clergy and access a variety of lore and resources. Contacts and allies affected by *Church Influence* would include ministers, priests, bishops, Church-sponsored witch-hunters, holy orders and various attendees and assistants.

Cost	Effect
1	Identify most secular members of a given faith in the local area Pass as a member of the clergy Peruse general church records (baptism, marriage, burial, etc.)
2	Identify higher church members Track regular church members Suspend lay members
3	Open or close a single church Find the average church-associated hunter Dip into the collection plate (\$250) Access private information and archives of a church
4	Discredit or suspend high-level church members Manipulate regional branches of the church
5	Organize major protests Access ancient church lore and knowledge



Finance

Manipulating markets, stock reports and investments are a hobby of many people, especially those who use their knowledge to keep hidden wealth. Though your actual available money is a function of your Resources, you can use *Finance* to start or smother businesses, crush or support banking institutions and alter credit records. Clearly, such power over money is not to be trifled with — fortunes are made and destroyed with this sort of pull. CEOs, bankers, stockbrokers, bank tellers, yes-men, financiers and loan agents are found among such work.

Cost	Effect
1	Learn about major transactions and financial events Raise capital (\$1,000) Learn about general economic trends Learn real motivations for many financial actions of others
2	Trace an unsecured small account Raise capital to purchase a small business (single, small store)
3	Purchase a large business (a few small branches or a single large store or service)
4	Manipulate local banking (delay deposits, some credit rating alterations) Ruin a small business
5	Control an aspect of city-wide banking (shut off ATMs, arrange a bank "holiday") Ruin a large business Purchase a major company

Health

It might seem odd that Garou, who can heal all but the most catastrophic injuries in a few hours, would need *Health* Influence, but for repairing the Veil or to help human Kinfolk this resource can be invaluable. You might also acquire a couple of veterinarians to assist with lupus Garou or Kinfolk. Most medical research and development falls under the purview of *Health* Influence. Coroners, doctors, lab workers, therapists, pharmacists and specialists are just a few of the folks found in this field.

Cost	Effect
1	Access to a person's health records Fake vaccination records and the like Use public functions of health centers at your leisure
2	Access some medical research records Have a minor lab work done Get a copy of a coroner's report Instigate minor quarantines
3	Corrupt results of tests or inspections Alter medical records
4	Completely rewrite medical records Abuse grants for personal use (\$250) Have minor medical research performed on a subject



- Institute large-scale quarantines
Shut down businesses for "health code violations"
5 Have special research projects performed
Have people institutionalized or released

High Society

The glitterati at the top of society move in circles of wealth and elegance. Though many Garou do not find such positions appealing, there is the rare exception that indulges in the passions of the famous and wealthy. Access to famous actors, celebrities and the elite rich grants a certain sway over fashion trends. A modicum of *High Society Influence* turns a werewolf into a debonair darling of the most exclusive social circles. Among these circles, one finds dilettantes, artists of almost any stripe, old-money families, models, rocks stars, sports figures and jetsetters.

Cost	Effect
1	Learn what is trendy Obtain hard-to-get tickets for shows Learn about concerts, shows or plays well before they are made public
2	Track most celebrities and luminaries Be a local voice in the entertainment field "Borrow" idle cash from rich friends (\$1000)
3	Crush promising careers Hobnob well above your station
4	Minor celebrity status
5	Get a brief appearance on a talk show that's not about to be cancelled Ruin a new club, gallery, festival or other posh gathering

Industry

The grinding wheels of labor fuel the economies and markets of the world. Machines, factories and blue-collar workers line up in endless drudgery, churning out the staples of everyday living. Control over *Industry Influence* sways the formation of unions, the movements of work projects, locations for factories and the product of manufacturing concerns. Union workers, foremen, engineers, construction workers, manual laborers and all manner of blue-collar workers exist among these ranks.

Cost	Effect
1	Learn about industrial projects and movements
2	Have minor projects performed Dip into union funds or embezzle petty cash (\$500) Arrange small accidents or sabotage
3	Organize minor strikes Appropriate machinery for a short time
4	Close down a small plant Revitalize a small plant
5	Manipulate large local industry



Legal

This Influence, like many others, is not directly related to a Garou's daily life, unless you are a Glass Walker or Bone Gnawer. Even the smallest bit of legalese can keep a werewolf out of trouble in mortal society, though, and there's no arguing *Legal's* benefits for repairing the Veil. Of course, a bit of *Legal* Influence is also excellent for harassing an enemy's assets, too. Such Influence ranges from law schools and firms, to lawyers, judges, DAs, clerks and public defenders.

Cost	Effect
1	Get free representation for minor cases
2	Avoid bail for some charge Have minor charges dropped
3	Manipulate legal procedures (minor wills and trusts, court dates) Access public or court funds (\$250) Get representation in most court cases
4	Issue subpoenas Tie up court cases Have most legal charges dropped Cancel or arrange parole
5	Close down all but the most serious investigations Have deportation proceedings held against someone

Media

Directing media attention away from werewolf activities, save for those that would preserve forests and other natural habitats, is a key component of the Veil. Putting specific emphasis on certain events can place an enemy in an uncomfortable spotlight or discredit a rival. With *Media*, you can crush or alter news stories, control the operations of news stations and reporters and sway public opinion, with DJs, editors of all varieties, reporters, camera operators, photographers and broadcasters at your disposal. At Storyteller discretion, *Media* may also allow access to the more technical areas of television, radio or movies.

Cost	Effect
1	Learn about breaking stories early Submit small articles (within reason)
2	Suppress (but not stop) small articles or reports Get hold of investigative reporting information
3	Initiate news investigations and reports Get project funding and waste it (\$250)
4	Ground stories and projects Broadcast fake stories (local only)
5	Kill small local articles or reports completely

Occult

The hidden world of the supernatural teems with secrets, conspiracies and unusual factions. Obviously, a Garou is aware that there are strange things out there by dint of his very existence (after all, if werewolves exist...), but hard knowledge of such things is a function of Abilities. By using *Occult* Influence, you can dig up



information to improve your knowledge, get inside the occult community and find rare components for rituals. Cult leaders, alternative religious groups, charlatans, occultists, New Agers and a few more dangerous elements can be found here.

Cost	Effect
1	Contact a make use of common occult groups and their practices Know some of the more visible occult figures
2	Know and contact some of the more obscure occult figures Access resources for most rituals and rites
3	Know the general vicinity of certain supernatural entities and (possibly) contact them Access vital or rare material components Milk impressionable wannabes for bucks (\$250) Access occult tomes and writings
4	Research a Basic rite
4	Research an Intermediate rite
5	Unearth Advanced rites

Police

"To protect and serve" is the motto of the police, but these days, Garou and mortals alike may have cause to wonder who is being protected and served. That said, *Police Influence* can be very handy to assist with the Veil, to protect one's holdings or to raid the assets of another. After all, attitude won't save the Glass Walker whose townhouse is the target of a police raid. Police of all ranks, detectives, clerical staff, dispatchers, prison guards, special divisions (such as SWAT or homicide) and local highway patrol make up these ranks.

Cost	Effect
1	Learn police procedures Hear police information and rumors Avoid traffic tickets
2	Have license plates checked Avoid minor violations (first conviction) Get "inside information"
3	Get copies of an investigation report Have police hassle, detain or harass someone Find bureau secrets
4	Access confiscated weapons or contraband Have some serious charges dropped Start an investigation Get money, either from the evidence room or as an appropriation (\$1000)
5	Institute major investigations Arrange setups Instigate bureau investigations Have officers fired



Political

Garou don't do well in deals with bloodsucking leeches; they tend not to work with vampires, either. Altering party platforms, controlling local elections, changing appointed offices and calling in favors all falls under the purview of *Political Influence*. Well-timed blackmail, bribery, spin doctoring or any sundry tricks are stock in trade on both sides of this fence. Some of the likely contacts and allies include pollsters, lobbyists, activists, party members, spin doctors and politicians from rural zoning committees to the mayors of major cities or Congressional representatives.

Cost	Effect
1	Minor lobbying Identify real platforms of politicians and parties Be "in the know"
2	Meet small-time politicians Garner inside information on process, laws and the like Use a slush fund or fundraiser (\$1000)
3	Sway or alter political projects (local parks, renovations, small construction)
4	Enact minor legislation Dash careers of minor politicians
5	Get your candidate in a minor office Enact encompassing legislation

Street

Ignored and often spat on by their "betters," those in the dark alleys and slums have created their own culture to deal with life and any outsiders who might come calling. When calling on *Street Influence*, you use your connections on the underside of the city to find the homeless, gang members of all sorts, street buskers, petty criminals, prostitutes, residents of the slums or barrios and fringe elements of so-called "deviant" cultures.

Cost	Effect
1	Open an ear for the word on the street Identify most gangs and know their turfs and habits
2	Live mostly without fear on the underside of the city Keep a contact or two in most aspects of street life Access small-time contraband
3	Get insight into other areas of Influence Arrange some services from street people or gangs Get pistols or uncommon melee weapons
4	Mobilize groups of homeless Panhandle or hold a "collection" (\$250) Get hold of a shotgun, rifle or SMG Have a word in almost all aspects of gang operations
5	Control a single medium-sized gang Arrange impressive protests by street people



Transportation

Most Garou have very little need for any sort of transportation other than their own two feet or four paws. However, when traveling across metropolises and other highly populated areas where Leeches have control, *Transportation* can mean the difference between a major skirmish and riding through town unmolested. Getting access to special supplies and services can also take measure of *Transportation*. Most all of these things can be controlled with a bit of sway over truckers, harbors, railroads, airports, taxis, border guards, pilots and untold hundreds.

Cost	Effect
1	Know what goes where, when and why Travel locally, quickly and freely
2	Track an unwary target if he uses public transportation Arrange passage safe (or at least concealed) from mundane threats (robbery, terrorism, hunters, etc.)
3	Seriously hamper an individual's ability to travel Avoid most supernatural dangers when traveling (such as Leeches)
4	Shut down one form of transportation (bus lines, ships, planes, trains, etc.) temporarily Route money your way (\$500)
5	Reroute major modes of travel Smuggle with impunity

Underworld

The world of crime offers lucrative possibilities to strong-willed or subtle leaders. Guns, money, drugs and vice — such delicious pastimes can be led by anyone talented or simply vicious enough to take them. *Underworld Influence* lets you call on such favors for all manner of illegal dealings, and the Mafia, La Cosa Nostra, and drug dealers, bookies, Yakuza, tongs, hit men, fences and criminal gangs fill its ranks.

Cost	Effect
1	Locate minor contraband (knives, small-time drugs, petty gambling, scalped tickets)
2	Obtain pistols, serious drugs, stolen cars Hire muscle to rough someone up Fence stolen loot Prove that crime pays (and score \$1,000)
3	Obtain a rifle, shotgun or SMG Arrange a minor "hit" Meet someone in "the Family"
4	Make white-collar crime connections
5	Arrange gangland assassinations Hire a demolition man or firebug Supply local drug needs

University

Institutions of learning and research are the purview of the *University Influence*. Access to the halls of learning can help you with any number of resources, from ancient



languages to research assistance to many impressionable young minds. School boards, students from kindergarten through college, graduate students, professors, teachers, deans, Greek orders and a variety of staff fill the ivy-covered halls.

Cost	Effect
1	Know layout and policy of local schools Have access to low-level university resources Get records up to the high school level
2	Know a contract or two with useful knowledge or Abilities Have minor access to facilities Fake high school records Obtain college records
3	Call in faculty favors Cancel a class Fix grades Discredit a student
4	Organize student protests and rallies Discredit faculty members
5	Falsify an undergraduate degree

Rage

All Garou have Rage, an inner beast that is slave to everything from the moon phases to annoying individuals. It encompasses the inherent feral cunning and ferocity that compels werewolves, as well as savage bloodlust and mindless carnage. Rage is both a blessing and a curse, as it aides Garou in shifting to their warrior forms and bestows other supernatural gifts while retaining its banelike existence that throws them into fits of wild and oftentimes uncontrollable emotion.

Rage Traits do not have adjectives. Rather each Trait simply represents the amount of rage within a werewolf. You have both permanent Rage — the total number of Rage you possess — and temporary Rage Traits, which you gain and lose throughout a story.

Rage Traits can be represented with cards. When a character gains Rage Traits by moon phase or other acceptable means, ask a Narrator or Storyteller for a card. Likewise when Rage Traits are spent, give the card to a Narrator or Storyteller.

Your beginning Rage Trait total is determined by your auspice. The only way to increase this total is by purchasing them with Free Traits or gaining them temporarily when you are in an especially infuriating situation.

Rage replenishes when the moon phase is in your auspice, which not only refills completely but also often has adverse effects (see below). Rage Traits must be spent at the beginning of a turn in the declaration stage.

You can expend Rage Traits for a variety of functions:

- You can spend Rage to gain extra actions in a turn; however, you cannot spend more Rage Traits in a turn than half of your Physical Traits.
- Spend one Rage Trait to change instantly to any form you desire, without the standard test to shift forms.
- When you fall below the Incapacitated health level, you may opt to spend a Rage Trait and make a Rage Challenge with the Storyteller. If you succeed, you regain health levels up to Wounded. This effect may only be attempted once in a scene.



Returning from near death doesn't come cheap, though. Every time you attempt to cheat death in this manner, you suffer a battle scar (see page 191).

Regaining Rage

As noted earlier, there are many ways in which you can gain Rage. The means often illustrate how Rage is both curse and blessing.

- The first time you see the moon at night, the Beast inside stirs and Rage floods back into you. Under a new moon, you get back one Trait; under a crescent moon, two Traits; under a half moon, three Traits; and under a full moon you gain four Traits. But if the moon phase corresponds with your auspice, you regain all of your Rage Traits. This phenomenon occurs only with the first sighting of the moon each night.

- When you lose a test in a particularly stressful situation, such as during life-or-death situations, the Storyteller may allow you to gain a Rage Trait to reflect your building frustration and near-frenzied state.

- The Storyteller may award you a Rage Trait when you fall into a humiliating situation, such as an inferior opponent knocking you down.

- Should you spend your last Rage Trait, you automatically revert back to your breed form as your inner beast has temporarily lost its fire and ability to take your warrior form. This is known as "losing the wolf," and you may not change forms until you regain at least one Trait of Rage.

Gnosis

Gnosis represents the spiritual connection between Gaia and Her Garou children. It grants them entry to the spirit realm of the Umbra, opens them to the spirits in nature and helps fuel their powerful Gifts.

Gnosis Traits are not described with adjectives. You simply have permanent Gnosis — your normal limit of Gnosis Traits — and temporary Gnosis, your expendable Traits. Without Gnosis, you would be cut off from Gaia's spiritual wisdoms and caresses — you could not travel into the Umbra or access many Gifts and rites. At the other extreme, with too many Gnosis Traits, you sometimes find the worlds blurring and may have trouble distinguishing one side of the Gauntlet from the other.

Just as Rage Traits are spent to affect physical activity, Gnosis is used to affect more spiritual matters.

- You cannot spend Rage and Gnosis Traits in the same turn, except when certain Gifts mandate for them to be spent as part of a requisite for the power. These two forces are very powerful on their own and would overwhelm a Garou's spirit and body with the clash. For example, a werewolf cannot spend Rage for multiple actions and activate a fetish in the same turn.

- Each silver object or item containing silver that you carry on your person reduces your effective Gnosis rating by one Trait per silver item carried. This effect is temporary and will dissipate one day after the silver items are discarded, where you will regain any lost Gnosis Traits

- Many of the Gifts call for a varying number of Gnosis Trait expenditures.

- Gnosis is used to attune or activate a Garou's fetish.

- Instead of winning a challenge to step sideways, you may choose to circumvent this requirement and spend a Gnosis Trait. Now you may step sideways into the Umbra automatically without any possibility of failure.



Regaining Gnosis

You can regain Gnosis in one of a number of ways:

- Spend 10 minutes out of game in meditation, reflecting the time you take to renew your connections to Gaia (which doesn't mean sitting under a tree and picking your teeth). Then you may spend one of your *Meditation* Ability Traits or *Mental* Traits to recover one Gnosis Trait. You must already possess the *Meditation* Ability in order to perform this feat.
- You may participate in the Sacred Hunt, one of the most frequently performed activities at Garou moots. It is a ritual performed for the good of the people and the caern, in which an Engling spirit is the chosen prey, summoned and then hunted down. This ritual can be undertaken in either the Umbra or on Earth. After the prey has been caught and "killed," all werewolves who take part in the hunt give thanks to the spirit for the gift of its life. Upon a successful hunt, all participating Garou completely replenish their Gnosis pools.
- There are certain Rites and Fetish powers that can lend temporary Gnosis to your pool.

Willpower

Willpower Traits measure the strength of your character's resolve and sense of self. By exerting your Willpower, you can withstand otherwise untenable conditions or renew your commitment to a course of action.

Willpower Traits are not described with adjectives. You simply have permanent Willpower (your normal limit of Willpower Traits) and temporary Willpower, (your expendable Traits). Your tribe determines your starting permanent and temporary Willpower. When you expend temporary Willpower Traits or raise your permanent Willpower, you regain temporary Traits at a rate of one per game session (though your Storyteller may vary this pace to suit the needs of her game or simplify book-keeping).

Expending a Willpower Trait allows for one of any number of effects, generally to keep self-determination and to empower difficult or complex actions. Using Willpower is almost always a reflective action and does not count as your turn.

- A Willpower Trait can be spent to refresh all of your lost Traits in one Attribute category — Physical, Social or Mental. You may do so once per category per game session.
- Expenditure of a Willpower Trait allows you to gain a retest when defending against a Mental or Social Challenge. Trait loss works as normal for such retests.
- Spending one Willpower Trait enables you to enter a challenge for which you lack an appropriate Ability. Thus, you can make a test even if you would normally require a specific Ability that you don't have or have used up.
- You can spend a Willpower Trait to try to control yourself briefly while in frenzy. You are able to act normally for one turn when you spend a Willpower in this fashion, though you otherwise keep all the other stipulations of frenzy — ignoring wound penalties and so on. You do not actually regain control so much as you fight mightily to direct yourself for a few moments in the face of overwhelming rage or terror; roleplay your actions appropriately.
- You can expend a Willpower Trait to ignore all wound penalties, up to and including Incapacitated, for the duration of a full turn.
- Certain Gifts require the use of Willpower.

- At Storyteller discretion, you may temporarily suppress a derangement by expending a Willpower Trait.



Sample Character Creation

Cliff is tired of tabletop games and decides to try a local live-action venue. He settles on an *Apocalypse* chronicle and e-mails the Storytellers with his character ideas. At the next coffeehouse, Cliff sits down with one of the Storytellers, Wendi, and makes a character.

Step One: Concept

Cliff starts by thinking about what sort of person his Garou is, wanting a strong, wiry warrior of Gaia but one who is knowledgeable enough to know when to pick a fight and when to back down. The character is less interested in the politics and technology of mortal society and more concerned with adequately defending his pack. Taking this a step further, Cliff decides that his character is a quiet Native American man from Ohio raised on a Cree tribal reservation — a silent yet solid warrior of Gaia dedicated to battling the Wyrm in all of its twisted and visceral forms.

Because the character is of Native American stock, Cliff can choose to be one of the tribes of Pure Ones, either the crafty Uktena or the fierce Wendigo. Cliff decides to move away from the more popular timber wolves and settles for the Uktena. He chooses Alpha for his Nature because he plans to try to earn a position of leadership in the future and selects Traditionalist for his Demeanor to reflect his desire to staunch any change in Garou society that might result in Wyrm corruption.

Cliff opts for a Homid breed, as the character was born into mortal society rather than a wolf in the wild. The Ahroun auspice seems appropriate for a future warrior, one that is strong in battle yet solid in mind as well (something that Wendi looks forward to seeing Cliff roleplay, possibly breaking with traditional stereotypes). Lastly, Cliff names his character: Thomas Jonah Sampson, more usually called T.J. Wendi finds the overall concept to be solid and approves it.

Stage Two: Attributes

Now Wendi explains to Cliff that he has to prioritize T.J.'s Attribute categories in order to determine his strengths and weaknesses. Cliff chooses Physical as T.J.'s Primary Trait category, Social as his secondary and Mental as tertiary. Cliff reasons that T.J. has been working manual labor and practicing native arts of war (Physical), that he is quite handsome and a charismatic soul (Social), but lacks the wisdom and worldliness that a true leader requires (Mental).

Having prioritized the categories, Cliff must allocate individual Traits for each Attribute category, beginning with seven Physical Traits. He chooses *Brawny*, *Brutal*, *Dexterous*, *Quick*, *Quick*, *Stalwart* and *Tough*. That makes T.J. a very able brawler when the need arises — a prime requisite for a future alpha. Next is Social, with five Traits, and Cliff picks *Charismatic*, *Empathetic*, *Gorgeous*, *Intimidating* and *Magnetic*, reflecting his friendly disposition and keen magnetism. Lastly comes Mental, with only three Traits. Cliff takes *Alert*, *Determined* and *Knowledgeable* — T.J. has the basic trappings of a leader, but needs more mental fortitude and worldliness that will come with his experiences as Garou.



Step Three: Advantages

Now that Cliff has T.J.'s Attributes all banged out, Wendi points him to the section on Abilities. Cliff notices many that he would like to take, but sticks with the most fitting to T.J.'s background: *Brawl* and *Melee*. Then he takes another *Melee* and *Occult* representing his above-average skill with hand-to-hand weapons and his mystical knowledge within his Cree heritage. He finishes with *Athletics*, to reflect that he was doing more through his youth than playing video games. Though his choices are not as diverse as Cliff would like for T.J., Wendi points out that this reflects his lack of worldliness that will come with experience and age.

Gifts are next; this is a place that Cliff points out to Wendi that T.J. is very focused on warrior powers. As a homid Ahroun Uktena, T.J. begins the game with three Basic Gifts. After looking over the choices available to him, Cliff selects one level from each of his breed, auspice and tribe: *Master of Fire* (Homid), *Razor Claws* (Ahroun) and *Shroud* (Uktena). He reasons that these choices are a legacy of his warrior upbringing, reflecting his narrow scope of education and need for greater experiences to round out his life.

Wendi notes that Cliff has five levels of Backgrounds to spend on T.J. Cliff takes extra time to think on this part — Cliff decides that T.J. is the son of a chief and the descendent of chiefs. To reflect this, he takes one level of *Ancestors*, one level of *Fetish* and three levels of *Pure Breed*. Wendi pauses things and asks about the story behind the level of *Fetish*. Cliff tells her that the fetish is a weapon that was passed down from his ancestors to his grandfather, his father and recently to him. Wendi explains that weapon fetishes are very rare and not available to new characters. Cliff has three options — choose another fetish, choose another Background or choose to sock the point away to be put toward a weapon later on. Cliff decides he wants the instant gratification, and chooses a different Fetish — this is a medicine bag that belonged to a several-greats grandfather (who was also Garou), and contains several small things, like a shard of an iron pot, a cowrie shell and a small string of wampum. Wendi approves this, and makes a note to herself that she will sit down with the other Storytellers to determine what exactly the bag can do.

Now Cliff needs to note T.J.'s Renown. Wendi suggests that Cliff might find it more interesting to come in as a cub, learning about Garou society along with T.J., since he's new to live-action roleplaying and *Apocalypse*. Cliff agrees, deciding that T.J. had his First Change around 20, which is a little older than usual for most Garou. T.J.'s beginning Renown will be awarded to him when he completes his Rite of Passage.

Step Four: Finishing Touches

Cliff must now record T.J.'s starting Gnosis, Rage and Willpower. Looking at the breed section on page 67 and sees that homid Garou begin the game with one Gnosis Trait. He then skips over to the auspice section and notes that the Ahroun begin the game with five Rage Traits. Finally he flips to the page with his tribe and sees that Uktena begin the game with a Willpower of three Traits.

Cliff now has the option to choose Flaws and Negative Traits for his character. He decides that T.J. is *Impatient* and *Condescending* — no matter how fast things come to him, T.J. wants it five minutes ago, and his pride in his native heritage occasionally translates into a distinct dislike of whites or Wyrmscomer Garou (Wendi approves, gleefully thinking about the interesting roleplaying that's sure to follow that). Nothing else seems to suit T.J. in this area, so Cliff moves on to Flaws next, selecting



Strict Carnivore (salads just don't cut it for T.J.) and *Nightmares*. Wendi asks Cliff about the nature of T.J.'s *Nightmares*, and Cliff explains that when T.J. was a little boy he witnessed the slaughter of his father's pack. Elaborating further, Cliff tells of how T.J.'s desire to lead stems from this incident — T.J. wants the resources that being an alpha can bring to better aid his quest to destroy the killers. Wendi thinks that the *Flaw: Vengeful* might be a good choice with that story, and Cliff agrees, gaining five extra Traits altogether. Now he has a total of 12 Free Traits in all to spend anywhere on his character (five Free Traits plus two Negative Traits and five Flaw Traits).

First, Cliff adds three more Mental Traits, and picks *Attentive*, *Cunning* and *Intuitive*, moving up his total to six Traits; T.J. is not so fast to fight without a quick analysis of his opponent and surrounding. T.J. is also more likely to rise as a leader now that he is a bit more thoughtful. Then Cliff decides to take the Merit: *Ancestral Mentor* for three points, specifying it as T.J.'s great-grandfather (Wendi tells Cliff that he will need to work with one of the Storytellers in creating the specific powers and knowledges of his *Mentor*). Finally, Cliff decides that T.J. would attempt to be more well-rounded (all in the name of making a better leader), so Cliff raises T.J.'s *Gnosis* and *Willpower* by two Traits each, leaving him with no more Free Traits to spend (three points of Traits, three points for his Merit, four points for two *Gnosis* Traits and two points for *Willpower* Traits).

Wendi checks over the character sheet and affirms the correct amount of points Cliff has spent, as well as confirming that everything needing explanation has been done. Cliff is now ready to assume the role of T.J. Sampson.

Step Five: Spark of Life

Though Cliff has completed the skeleton of his character — Attributes, Abilities, Gifts, etc. — T.J. is by no means finished. Cliff has to test the waters of the game to get a feel for where T.J. fits socially and physically. Does T.J. actually have what it takes to play the part of leader, or does his strength lie in upholding previously dictated rules by other leaders? His past is obviously important (after Cliff said that T.J. had witnessed his father's murder), but how did it shape T.J. himself? Is revenge a prominent issue in his life? Does it rule his emotions, or is it the catalyst to his battle against the Wym? What clothes does T.J. wear? Does he have an accent? How does he handle social interaction, such as shaking hands or making eye contact? When he walks, does he tend slouch, or does he stand up straight?

These are all questions that Cliff will have to answer before and during his time as T.J. Cliff understands that T.J. still needs more character development, but also sees that he has done as much as he can do; game play will help him discover more about the personality of T.J. He is all ready to go, and soon T.J. Sampson will experience the red-in-tooth-and-claw fight ongoing in a world plagued by the coming Apocalypse.



Pete slept. And dreamed....

He smiled to see the bright shores ahead of him. True, there weren't any cities yet, but that would come later. For now, it would feel good just to get off the damn boat and walk on solid ground. He boarded the longboat headed into shore, watching the green trees and white sand grow from mere stripes of color on the horizon to broad swathes. He could smell green growing things on the wind — what a change and relief after weeks and weeks of saltwater!

He stripped off his jerkin and wandered up and down the shore, drinking in the sight of the new land. Truly he was fortunate to walk on such land so obviously blessed by the Mother. And the woods spoke of even greater treasures and scents. With a backward glance at his companions (who were likewise pacing on the beach), he stepped off the sand and into the forest.

He hadn't gone far when he heard splashing off to the right. He changed course to investigate — some new animal? As he came upon the clearing, he immediately corrected his thinking. No, definitely not animal — it was a group of slender girls splashing near a forest pool, all copper-skinned and dark-haired like nothing he had ever seen, and all certainly beautiful. He smiled; yes, Gaia had definitely blessed him.

One girl noticed him, and shrieked, alerting her companions. Four scrambled out of the pool, screaming, but one stood stock-still, staring into his eyes, completely unafraid. Without thinking, he pushed through the brush to get closer and squatted down at the edge of the pool. She considered him warily, and he tried to smile reassuringly. "I won't hurt you," he said, raising his hands. "My name is Peter."

He wasn't sure how long he was there with her, but suddenly the clearing was filled with more of her people, carrying bows and spears. Behind him, his companions were crashing through the brush. The two groups were speaking to each other, then shouting. He didn't know what was starting the hostility — all he could see was her lovely eyes, which were still fastened on his.

Suddenly, one of the sailors fired his pistol. A warrior fell dead. And things went utterly to hell. He tried to shield the young woman from the madness, standing in front of her and trying to scream at the top of his lungs for the fighting to stop. He saw Crinos forms on both sides, all equally determined to tear each other apart. The shooting continued, and then, she was slumping against him, blood streaming from five musket-ball wounds. He caught her before she could go under, and rounded on the leader. There was an explosion of grey smoke in his face—

Pete struggled awake, gasping, still feeling the pain of the musket ball tearing through his flesh. A Past Life then? Had he once been a warrior who had hesitated to go Crinos when he might have saved someone? Had he once failed to protect Gaia's children from their siblings?

He stayed awake for a long time after, thinking....



Chapter Four: Gifts and Rites

Gifts

The inhabitants of the spirit world share their secrets with werewolves and other shapechangers. In accordance with pacts struck long ago, the spirits teach Gifts, magical abilities of many sorts, to the Garou. Tribe, breed and auspice all influence a spirit's willingness to teach a particular Gift to a Garou; every community within the Garou Nation has its own secrets and connections.

There's a story behind each Gift: A spirit bound itself to a pact to teach that Gift to Garou who meet a particular qualification. Storytellers and players should keep this in mind when characters use Gifts in play. See "Systems," below, for ways the vital history of Gifts can matter in the course of a game.

Gifts do not come automatically or mechanically. Living spirits teach them, and when a Garou fails particularly impressively in his fundamental duties, the spirits can revoke their Gifts. The Gifts come to allow Garou to accomplish their assigned roles and tasks more thoroughly, not to do whatever seems like fun.

Gifts are divided into three levels. Basic Gifts are available to cubs from the moment of their First Change, while Advanced Gifts are granted to those Garou who have done great deeds. A new Garou begins with one Basic Gift each from the lists for her breed, auspice and tribe. The player can spend freebie points to acquire more starting Gifts during character creation and can buy others after play begins with experience points.

Learning Gifts

The quickest and most reliable way for a Garou to learn a Gift is through dealing with spirits. Either the Garou petitions a suitable spirit himself, or he requests an elder to do so on his behalf. No spirit teaches a Gift to a werewolf who hasn't earned the proper rank, and only spirits allied with the Garou willingly teach Gifts at all.

The usual way to learn a Gift is to travel to a caern with a power level equal to or greater than that of the Gift the Garou wishes to learn: level 1 or 2 for Basic Gifts, level 3 or 4 for Intermediate Gifts, level 5 for Advanced Gifts. The traveling Garou



then petitions the spirit directly. The act of summoning a spirit to a powerful caern shows proper respect and inclines the spirit to honor the request.

Unfortunately, the world is sadly lacking in powerful caerns as the Apocalypse approaches, so it's often necessary to seek compromises. The next best course of action is for the Gift-seeking Garou to ask a powerful Theurge to petition the spirit on the seeker's behalf. The Theurge's rank and expertise in rites can offset some of the penalty from using a weak caern.

A Garou may choose to enter the Umbra and seek out a spirit teacher directly. This is generally a bad idea. Inexperienced Garou can easily offend a spirit, and doing that in the spirit's home realm leads to reprisals that may insure the Garou never gets home. Even a well-behaved Garou arouses spirits' suspicion by making a request without proper support and ritual.

Storytellers and players alike should keep in mind that spirits aren't vending machines for Gifts. Every spirit has its own personality, history, concerns and agenda. Garou who spend time cultivating the spirit's company may win an ally as well as a source of Gifts, and spirits do sometimes return (without advance notice) to see how Garou use their Gifts. Werewolves who fulfill the general mission of the Garou and the more specific callings of their auspice, breed and tribe earn favor and may have an easier time dealing with pleased spirits in the future. Roleplaying the experience around the challenges to learn Gifts can strengthen a chronicle and help guide it away from cliché.

Garou can teach Gifts to each other. This is inefficient, and when spirits find out that Garou have been doing it, some sort of atonement must almost always follow to restore spiritual harmony. When a spirit teaches a Gift, it merges with the Garou's soul, and, in a period ranging from an hour (for Basic Gifts) up to a single night (for the most complex Advanced Gifts), the spirit shows the Garou what to do and how it feels when the Gift works properly. When one Garou teaches another, on the other hand, it takes at least a full lunar month and often more. Practice requires a great deal of experimentation and often painful failure: learning *Silver Claws*, for instance, can render a Garou nearly incapacitated throughout the learning period. Garou teach Gifts this way because they must, thanks to the shortage of elders as well as of powerful caerns. A Garou teaching a Gift to another Garou must be of the same Rank or above (or only one level less, if they're packmates).

Unless otherwise stated, Gifts may retest with the *Occult Ability*.

The Consequences

Once he learns a Gift, a Garou does not forget it. Once a spirit teaches a Gift, that spirit cannot remove it: It's now part of the Garou's own nature, an innate ability to call upon like the reflexes for walking. Garou who use their Gifts in disregard for the Litany and fundamental tenets of Garou society face social sanction (see "Renown", p. 176), even as their Gifts continue to work. In the gravest extreme, Incarnae and Celestines can block a Garou's access to the Gifts their spirit broods teach. This is usually a temporary matter, lasting until the Garou atones; blocking Gifts permanently is far more shameful than a mere death sentence. Most Garou live their lives without ever seeing a great spirit's sanction imposed, though tales circulate about the unfortunates who suffer the consequences. The vast majority of packs and septs intervene to discipline or expel their rebellious members long before one of the kings of the spirit world can take offense.



Social sanctions can punish careless or inappropriate use of Gifts. For instance, *Sense Wyrms* doesn't tell Garou that the targets are active minions of the Wyrms, only that they've been touched by the Wyrms at some point, perhaps through tainted food or a contaminated workplace. A Garou who uses *Sense Wyrms* to justify rampant slaughter and destruction is eventually going to lose Renown for foolish waste of effort and for failing to protect innocents: He's forgotten that the Gift is a way to gather clues, not a license for carnage. Likewise with other Gifts, which Garou might attempt to justify with appealing to just one of the taboos that define Garou norm. There's seldom just one relevant principle, and Gaia gave Her warriors judgment as well as strength.

Storytellers and players alike should feel free to ask "Was this a good idea?" as well as to reward innovation and ingenuity. Garou who use their Gifts intelligently as well as courageously should earn favor for it.

Breed Gifts

Homid

Basic Gifts

- **Jam Technology:** This Gift allows you to disable technological devices. "Technology" in this case extends to *all* tools, though it's harder to break simple tools. Spend one Gnosis Trait and make a Static Social Challenge, the number of Traits depending on the nature of the device.

Traits	Complexity of Device
4	Computers, complex electronics
6	Telephones, simple electronics
8	Cars, complex mechanical devices
9	Guns, straightforward machines
10	Knives, levers, simple tools

If the challenge succeeds, all devices of the target complexity and higher within 50 feet cease to work for one turn, plus an additional turn for each Mental Trait the Garou spends. Affected devices remain unchanged but inert, and resume working when the jamming wears off.

- **Master of Fire:** Taming fire helped separate humanity from beasts. This Gift lets you call on the ancient pact with fire-spirits, persuading them to withhold their hunger when you touch them. Spend one Gnosis Trait. Fire damage now heals as if it were bashing damage. The effect lasts for the rest of the scene, or for one hour.

- **Persuasion:** Your words carry unusual meaning and credibility in whatever way reaches each listener. Make a Static Social Challenge against six Traits (retest with *Subterfuge*). If the challenge succeeds, you gain one bonus Trait on all Social Challenges for the rest of the scene, or for one hour. You may gain additional bonus Traits at the cost of one point of Gnosis each, spent at the time of the initial challenge. In addition to the game-mechanical effect, your words are more influential than usual on the roleplaying level, and Storytellers should work with players to make the use of *Persuasion* clear in play.

- **Smell of Man:** Wild creatures know that death follows the smell of humanity. This Gift lets you strengthen that smell, making wild animals fearful and domestic animals submissive. This Gift requires no Gnosis or challenge, only the decision to



turn the Gift on or off. When it's active, all wild animals (other than supernatural creatures in animal form) suffer a one-Trait penalty to *all* challenges while within 20 feet of you and flee when possible. Domesticated animals refuse to harm you, regardless of commands to the contrary unless you actually harm them in some way.

- **Staredown:** Your eyes gain a subtle but powerful quality that makes humans and animals flee and freezes other werewolves where they stand. Make a Social Challenge against the target. If it succeeds, a human or animal target flees for one turn, plus one additional turn per Mental Trait you spend. (The target may spend a Willpower Trait to avoid flight for one turn.) Garou targets do not flee, but cannot attack while you continue to stare them down. If you are attacked, Garou targets regain their freedom of movement. If the target is attacked, the effects of the Gift are dispelled. You can use this Gift on one target per turn.

Intermediate Gifts

- **Cocoon:** With this Gift, you can draw a magical cocoon out of thin air, a thick, opaque, sarcophaguslike layer that immobilizes you but protects you from fire, starvation, gas, high pressure, cold and other environmental hazards. Spend one Gnosis to create the cocoon. This takes one turn. Once inside it, you ignore all attacks which fail to inflict levels of bashing or lethal damage equal to your Stamina-related Physical Traits. The first attack to inflict this much damage dissolves the cocoon. Otherwise it lasts for one scene or for one hour. You can spend one Gnosis Trait to renew the cocoon for another scene or hour, and can spend this Trait at any time before the cocoon dissolves.

- **Disquiet:** This Gift allows you to perturb the target's soul, creating inexplicable depression and an urge to withdraw. The subject cannot draw effectively on active emotions or maintain concentration. Make a Social Challenge against the target. If the challenge succeeds, your target cannot regain Rage for the duration of the scene (or for one hour) and suffers a one-Trait penalty on any extended challenge.

- **Reshape Object:** You can transform once-living material (but not the substance of undead beings) into objects: trees into shelter, antlers into spears, animal hides into armor, flowers into perfume and so on. The resulting items resemble their sources: the spear shaft is made of antler, the armor retains skin textures, etc. Spend one Gnosis and make a Static Social Challenge (retest with *Repair*). The difficulty depends on the degree of transformation: making a broken tree branch into a spear requires a test against five Traits, while making a single plank into a raft that can carry three Garou requires a test against eight Traits, and making a blade of grass into a lean-to that can resist hurricane winds requires a test against 10 Traits or even more. Spend a second Gnosis Trait to allow a created weapon to inflict aggravated damage.

Objects stay reshaped for only five minutes. Spend one Mental Trait to increase this to 10 minutes, two Mental Traits to increase it to one hour, three Mental Traits to increase it to the rest of the session or four Mental Traits to make it permanent.

- **Spirit Ward:** You can create an invisible pictogram to shield against spirits. The resulting symbol unnerves spirits other than pack totems and caern spirits and travels with you. Send one Gnosis and make a Static Social Challenge against seven Traits. On success, spirits within 100 feet of you (other than pack totems and caern spirits) suffer a one-Trait penalty to all challenges, plus an additional one-Trait penalty for each Social Trait you spend. The *Spirit Ward* lasts for one scene or one hour.



Advanced Gifts

- **Assimilation:** You can blend smoothly into any culture, no matter how strange or unfamiliar it seems. *Assimilation* doesn't hide racial differences, but allows you to act and speak like a native and understand the local language. Make a Static Social Challenge. The difficulty varies based on how alien the culture is: infiltrating another sept requires only five Traits, while passing as a member of a Black Spiral Hive on another continent requires nine Traits. If the challenge succeeds, you suffer no social penalties while interacting with members of the target culture. *Assimilation* lasts for one scene, plus one day per Willpower Trait spent when activating the Gift.

- **Part the Veil:** This Gift lets you protect a human being from the effects of the Delirium. The human can then interact with Garou without suddenly breaking into flight or denial. If the target suffers the Delirium at a later date, much of what happened while *Part the Veil* was in effect will become lost, just like other Delirium-obscured memories. Spend one Gnosis and make a Social Challenge (retest with *Empathy*). If you win, the target is protected from the Delirium for one scene or one hour.

Metis

Basic Gifts

- **Burrow:** With this Gift, you can burrow through the earth, creating a tunnel just large enough for you to go through. Others can follow, if they're small enough to fit into the hole. You must be in Crinos, Hispo or Lupus form to use this Gift, since it requires digging claws. (Metis without claws or fragile claws can still use this Gift, relying on their extra-strong fingers.) The tunnel isn't structurally sound and crumbles over time. Make a Physical Challenge against a difficult depending on the substance to be burrowed through: four Traits for loose mud, up to nine Traits for solid rock. Strong metals and reinforced structures don't yield at all. You can burrow at one yard per turn, plus one yard per turn per Physical Trait spent, and need not make another challenge unless the composition of the material to burrow through changes.

- **Create Element:** You can create a small amount of fire, air, earth or water. (One Gift covers all four elements.) You cannot create specialized forms, like precious metals or lethal gases, but can replenish the air in a sealed room, make a rock to throw at someone, light a fire without matches or fill a bathtub without faucet or pipes. Spend one Gnosis and make a Gnosis Challenge. If successful, you create up to 10 pounds of the desired element per current Gnosis Trait, up to a maximum weight of 100 pounds. The element can appear anywhere you can see within 60 feet and remains until used up. Flames created with this Gift inflict one level of lethal damage per Gnosis Trait, up to a maximum of three health levels.

- **Curse of Hatred:** Metis are expected to endure all sorts of abuse for the privilege of existing, and this can breed resentment and bitterness. With this Gift, you vent the hatred in your heart, demoralizing your opponents. Spend one Gnosis and make a Social Challenge. If successful, your opponent loses two Willpower Traits and two Rage Traits. This Gift can be used on any particular opponent once per scene.

- **Primal Anger:** You have learned to focus the anger metis suffer and use it to increase your Rage. Metis rarely teach this Gift to non-metis, as few ever experience enough shame and suffering. For each health level you sacrifice, you gain two Rage Traits, even if this takes you above your permanent Rage score. Such anger eats at its user, though—the damage heals as if it were aggravated. *Primal Anger* can be used once per scene.



- **Sense Wurm:** You can perceive nearby manifestations of the Wurm. The Gift acts directly on your consciousness through a mystical sense, but Garou using it often describe it in terms of other senses, like "This place stinks of the Wurm." Garou must remember that the Wurm's taint often clings to innocent victims, such as those who eat tainted food or work in Wurm-controlled factories. Make a Mental Challenge with a difficulty depending on the concentration and strength of the Wurm's influence. Test against six Traits to sense a fomer in the next room, but detecting the lingering residue of a Bane that left an hour ago requires testing against eight Traits. Vampires with three or fewer Humanity Traits always smell of the Wurm; vampires on a Path of Enlightenment stink of the Wurm no matter what their rating.

Intermediate Gifts

- **Eyes of the Cat:** Your eyes grow lambent green and can see clearly even in complete darkness. This Gift requires no Gnosis or challenges to use; simply declare when it's active. When *Eyes of the Cat* is in effect, you suffer no penalties from darkness.

- **Gift of the Porcupine:** With this Gift, your fur becomes long, bristly and sharp, like porcupine quills. You must be in Crinos, Hispo or Lupus form to use this Gift. Spend one Gnosis; your fur immediately sharpens. Anyone you tackle, grapple or immobilize suffers a level of aggravated damage. Anyone who strikes you with bare flesh suffers damage as if he'd struck himself. The Gift lasts for one scene, or until you will your fur to return to normal.

- **Mental Speech:** You can speak directly into another person's mind, even at a great distance. You must know the target personally (though you do not have to *like* the target) or have something that belongs to the target, such as a lock of hair. Spend one Willpower Trait and make a Social Challenge. If successful, you can communicate with a target at a distance of up to 10 miles per current Gnosis Trait the *Mental Speech* user possesses. *Mental Speech* does not allow for mind reading, but you can use social Abilities such as *Intimidation*. The Gift remains active for one scene.

- **Wither Limb:** You direct your hostility at a target's arm or leg and make it twist, desiccate and wither. Only creatures with regenerative powers can escape permanent harm from this Gift. Spend one Gnosis and make a Static Willpower Challenge against a total of your target's Physical Traits. If you succeed, the victim suffers a two-Trait penalty to all Dexterity-related challenges; if her leg was targeted, she can move at only half normal speed. Regenerative powers take effect after one scene; otherwise this Gift creates permanent effects.

Advanced Gifts

- **Madness:** This Gift imposes the madness against which all metis struggle onto others. Its effects vary from one target to the next: *Madness* finds whatever weaknesses lurk within and draws them out. Spend one Gnosis and make an Social Challenge. The target suffers debilitating insanity for one day. You can change the intensity of the madness at any time, granting moments of lucidity and then yanking them away with fresh psychosis. The victim always suffers at least a one-Trait penalty to tasks requiring concentration, and, at the Storyteller's discretion, can simply lose the ability to sustain a chain of thought for more than one turn at all. The memories and psychological trauma of the madness remain in effect even after the Gift expires.

- **Totem Gift:** You draw on your unusually strong ties within Garou society to plead directly with your tribal totem and gain some of its power. The results depend on the totem. Rat might send swarms of rats to attack an enemy, while Grandfather



Thunder might defend you with thunder and lightning. Miraculous manifestations are common, and the only real limit is the totem's inclinations. Spend one Gnosis and make a Static Social Challenge against seven Traits. Further expenditures increase the effects, from a minor manifestation to a veritable tide of elemental fury.

Lupus

Basic Gifts

- **Heightened Senses:** Your senses all become preternaturally sharp. In Homid or Glabro form, you can see, hear and smell as acutely as a wild wolf, while in wolf-related forms you're all but precognitively alert. Note that this Gift doesn't allow for selective intensification: Routine city noises can overload and cripple a wolf-form Garou with *Heightened Senses*. Spend one Gnosis. In Homid and Glabro form, you gain a two-Trait bonus to all perception-related challenges, and you may make Mental Challenges to perform feats normally impossible to human beings, like tracking by scent. In Crinos, Hispo and Lupus forms, you gain a three-Trait bonus to perception-related challenges and one-Trait bonus in *Primal-Urge* challenges. *Heightened Senses* lasts for the rest of the scene or for one hour. A sudden surge of sensory information (a discharging skunk, car alarm, flashbulb, etc.) overloads the sense in question, leaving you stunned for two rounds and possibly losing the overloaded sense for an hour (at Storyteller discretion).

- **Hare's Leap:** You can leap incredible distances. The Bunyip knew it as *Leap of the Kangaroo*; reconciliation-minded Garou call this Gift by that name in honor of their fallen cousins. This Gift requires no Gnosis. Make a Physical Challenge. If successful, you double your normal jumping distance for your next leap.

- **Scent of Sight:** You can completely compensate for visual impairment through scent, including navigation in total darkness and making attacks against invisible creatures. Make a Static Mental Challenge (retest with *Primal-Urge*) to trace a scent. Weird and unpleasant scents require five to seven Traits, while subtle and faint ones require up to 10 Traits. A blood-soaked invisible monster requires only five Traits; finding your way through clean steel corridors in darkness requires at least nine Traits. Make fresh challenges only when the scent changes or events might become distracting, like following it through water or into a fight in a reeking alley.

- **Sense Prey:** This Gift lets you find enough prey to feed a pack. Traditionally it came into use most often during hard winters. In urban environments, it generally guides Garou to parks, sewers, animal shelters and zoos. *Sense Prey* identifies large numbers of prey within 50 miles when you're in the wild, or within the limits of a city and its suburbs. Human beings do not register as prey, though rumor credits the Red Talons with a variation on *Sense Prey* which does identify humans. Make a Static Mental Challenge (retest with *Primal-Urge*) against seven Traits in wilderness, nine Traits in urban environments. Success reveals the location of enough prey to feed a large pack. If multiple concentrations of prey would all serve, the Gift points to the nearest gathering (not necessarily the easiest or safest).

- **Sense the Unnatural:** You can detect unnatural presences and their general strengths and types. *Sense the Unnatural* reveals magic, spirits, the Wyrms, wraiths, vampires and other creatures, but doesn't distinguish between something unnatural and someone merely touched by it (a haunting, a ghoul). Make a Mental Challenge (retest with *Enigmas*). Success provides a vague impression susceptible to various interpretations. That smell of old blood might be a vampire, or a cannibalistic spirit



or something else. Spend one additional Mental Trait for a clear but general impression—"something long dead but still moving on this side of the Gauntlet"—or two Mental Traits for a specific signature impression. Once you know that a vampire smells this particular way, for instance, spending two Mental Traits on future uses of *Sense of the Unnatural* will always make it clear that some new peril is another vampire.

The Storyteller may require a second Static Mental Challenge (retest with *Occult*), against six Traits, to interpret an unfamiliar impression.

Intermediate Gifts

- **Beast Life:** You can communicate with wild animals and give them orders. Domesticated animals will speak with you, but must be persuaded rather than ordered since they're now part of the human order. Spend one Gnosis and make a Social Challenge (retest with *Animal Ken*). If successful, you can speak with all animals. You can also call animals of a single type within 10 miles, and those who can reach you without too much trouble or delay will do so. Spend an additional Mental Trait for each increase in 10 miles of the calling radius. Wild animals become friendly to you, willing to follow all reasonable requests and many unreasonable ones. (Ordering an animal to sacrifice itself must be followed with homage to its spirit, or you risk angering Gaia.) The Gift lasts for one scene, plus an additional scene for each Gnosis Trait you choose to spend.

- **Catfeet:** You gain catlike agility, including immunity to damage from falls of less than a hundred feet (you always land just right) and perfect balance on all slopes. This Gift is innate and always active. The Garou gain a two-Trait bonus to all challenges involving body slams and efforts at grappling, and to challenges involving balance and equilibrium.

- **Gnaw:** Your jaws become strong enough to chew through just about anything, given time. Spend one Willpower and make a Static Physical Challenge, difficulty based on the toughness of the target material. Wood is only three Traits' worth of difficulty while steel cables require testing against six Traits and titanium doors require nine Traits or even more. In addition, you inflict an additional level of lethal damage when biting in combat. The Gift lasts for the rest of the scene or for one hour.

- **Name the Spirit:** You have learned the Umbral ways and can sense the type and general power of nearby spirits. Spend one Willpower and make a Mental Challenge. If successful, you learn the type and approximate Rage, Gnosis and Willpower of a particular spirit within 50 feet (on either side of the Gauntlet). Further expenditure does not grant more knowledge; you learn enough to get started on research or have a general idea what you're encountering.

Advanced Gifts

- **Elemental Gift:** You can call upon elemental forces — not just the natural world brought to animation, but primal spirits of tremendous power. Spend one Gnosis and make a Social Challenge. If successful, you call an elemental capable of commanding one of the four elements in any of their forms, occupying a space about 20 feet on a side, plus another 20 feet for each Social Trait you spend. The elemental remains for one scene or until it's destroyed or dismissed. What happens once the elemental is called is another matter.

- **Song of the Great Beast:** You may only use this Gift in deep wilderness, howling the *Song of the Great Beast* to summon one of the creatures of long ago to your aid. Great Beasts include the willawau (giant owl), Yeti, sabertooth tiger, Megalodon



shark and mammoth. You can attempt to call any Great Beast you can imagine, and rumors persist of dinosaurs in remote jungles and other equally exotic creatures elsewhere in the world's secret places. The Great Beast will listen to you but is not obligated to cooperate, and giving orders to such creatures is very unwise. Spend one Gnosis and make a Social Challenge (retest with *Primal-Urge*). If successful, the Great Beast comes out of the Umbra; spending more Social Traits increases the odds of its answering a request favorably. The Storyteller can set the Great Beast's Traits to suit the situation, but they should be impressive — this is a creature of legend after all.

Auspice Gifts

Ragabash

Basic Gifts

- **Blissful Ignorance:** With this Gift, you can become nearly invisible to all senses, spirits and monitoring devices by remaining still. Make a Physical Challenge. If successful, you blend into the landscape as long as you remain still. Cross your arms across your chest to show when this Gift is in use. The Gift lasts as long as the Garou can remain still. Talking, moving, attacking someone or the like will break the effect.



- **Blur of the Milky Eye:** You become a shimmering blur, able to pass unnoticed among others. Once someone else sees through the deception, you become visible to that observer until something distracts him and allows you to escape. Make a Social Challenge. If successful, you become a blur; the sharp-eyed see you as a hazy shape. Others can notice you only if you visibly disturb the environment in some way, and must win a Mental Challenge against you to do so. The Gift lasts for the rest of the scene or for one hour. While blurred, you may move at half your walking pace and speak in a whisper. You should cross your arms over your chest, and others should ignore your passage unless your character interacts with the environment in some way that leaves noticeable effects (talking out loud, running, dropping a vase, attacking).

- **Open Seal:** You can open almost every kind of closed and locked device. Make a Static Gnosis Challenge with a difficulty of the local Gauntlet rating to open a closed or locked barrier.

- **Scent of Running Water:** You can almost completely mask your scent. This Gift becomes active whenever you indicate. While it's active, all challengers trying to track you by scent suffer a two-Trait penalty.

- **Sense of the Prey:** You gain an innate awareness of any prey about which you know something and can move toward it as fast as you can travel. This Gift operates



in the Umbra as well as in the material world. This Gift works automatically if the target isn't trying to hide. If it is, make a Mental Challenge (retest with *Enigmas*); if the target is a spirit, pit your Mental total against the spirit's Gnosis.

- **Taking the Forgotten:** You can take something from a target who then forgets about ever having owned it. Make a Mental Challenge; the Garou can retest with *Stealth*, the target with *Streetwise*. Bonded fetishes may stir memories of their own accord, though (the victim may make a Mental Challenge, Storyteller discretion, to "remember" that he had an item like this, but not how it went missing or by whom).

Intermediate Gifts

- **Gremlins:** You can make a technological device malfunction just by touching it. The Gift actually disrupts the spiritual energy inside the device, possibly even frightening the spirit into leaving the device permanently and thereby dooming it to permanent breakdown. Make a Static Social Challenge (retest with *Intimidation*) with the difficulty based on the type of device.

Traits	Complexity of Device
4	Computers, complex electronics
6	Telephones, electrical items
8	Cars, machines
10	Knives, simple tools

If successful, the device stops working for the rest of the scene. Spend one additional Social Trait to make the failure last for the rest of the session, two to make it permanent. At the Storyteller's discretion, good roleplaying may add to your Social total or count as one (or even both) of the additional Traits.

- **Luna's Blessing:** While the moon is visible in the night sky, silver does not inflict aggravated damage on you. During the full moon, silver may even turn against those who would use it to hurt you. This Gift is active whenever you indicate. While it's in effect, as long as the moon is clearly visible in phase above the horizon (stepping into a building, bad weather or moonrise/moonset negates this Gift), you can regenerate damage from silver as if it were bashing or lethal damage (bashing if the weapon is blunt, lethal if it's edged). Note that this Gift is not active during the new moon. During the full moon, any attacker who makes an unsuccessful attack against you must then make two Simple Tests. If both fail, the attacker takes normal damage from his silver weapon.

- **Open Moon Bridge:** You can create a moon bridge, with or without the cooperation of a caern totem. Spend one Gnosis to activate this Gift. See the *Rite of the Opened Bridge* (p. 154) for details; a moon bridge created with this Gift can stretch up to one thousand miles.

- **Whelp Body:** You can curse a foe's body to render it weak or palsied. Using this Gift is tantamount to a declaration of permanent war, as far as the vast majority of Garou are concerned. Spend one Gnosis and make a Gnosis Challenge against the target. Success (not a tie) lets you *permanently* remove one of your target's Physical Traits. You may only remove six Physical Traits in this way (by spending additional Gnosis during the challenge). The target can regain them by spending experience points as usual. This Gift works only *once ever* against a particular target.

Advanced Gifts

- **Thieving Talons of the Magpie:** With this Gift, you can appropriate the powers of others. This Gift extends to Garou Gifts, spirit Charms, vampiric Disci-



plines, mage Spheres and the like. Make a Mental Challenge against the target. If successful, you can use one specified power for one turn per Gnosis Trait you spend. During this time, the target cannot use the same power. Use your current Gnosis total in place of any Trait that Garou don't normally possess, like Blood Traits, Glamour and so on. You must know something about the power in question — enough to specify which one you're taking — and must physically be able to accomplish the actions it requires, like looking at someone.

- **Thousand Forms:** Trickster is a shapeshifter; so are the Ragabash, who bring his archetype into present experience. You can adopt any form at least as large as a small bird and no bigger than a bison. You gain all the standard powers of that animal (such as gills, flight, poison glands, etc.). You can't take on the form of Wyrms-beasts, but can evoke mythical creatures. Spend one Gnosis and make a Static Mental Challenge (retest with *Animal Ken*). The difficulty increases as the desired animal form becomes more remote from your own form: Test against five Traits for an ape, panther or other animal about as big as the Garou, seven Traits for an alligator or other reptile somewhat larger than the Garou, nine Traits for a frog or other very small creature or against 10 for any mythical creature.

Theurge

Basic Gifts

- **Command Spirit:** You can give simple orders to spirits and expect them to obey, at least partially. *Command Spirit* cannot draw spirits from a distance, only command the ones on hand. Spend one Willpower and make a Social Challenge (retest with *Leadership*) against the spirit's Gnosis. Each command after the first requires another Willpower Trait. You cannot command spirits to leave areas to which they're bound; that requires the Theurge Intermediate Gift: *Exorcism*.

- **Mother's Touch:** You can heal any wound in a living creature, even aggravated wounds, by laying hands on the afflicted area. You cannot use *Mother's Touch* to heal yourself, spirits or the undead with this Gift. Spend one Gnosis to heal one health level of damage (make a Mental Challenge to heal non-Garou). Spend a second Gnosis Trait and make a Mental Challenge (retest with *Medicine*) to heal battle scars, but only if you apply *Mother's Touch* in the same scene in which the scars were inflicted.

- **Name the Spirit:** As the *Lupus* Gift.

- **Sense Wyrms:** As the *Metis* Gift.

- **Sight From Beyond:** You receive visions of impending danger or portentous events. These visions come without warning and always present the subject in metaphorical terms; a powerful vampire might appear as a bloody skeleton, while an impending battle might be represented by carrion crows or shouted commands. Where possible, roleplaying is the best way to resolve interpretation of the signs *Sight From Beyond* provides, but Storytellers may allow a Mental Challenge (retest with *Occult*) to interpret particular elements of an omen.

- **Spirit Speech:** You can communicate with spirits in their "language." Of course, the ability to address a spirit does not mean the spirit must answer or even stay in the area. This Gift works automatically and intuitively. You can understand spirits and speak to them in ways they understand. Reaching very alien spirits can be difficult; communicating with Banes can be downright painful.



Intermediate Gifts

- **Exorcism:** You can force spirits to leave objects and places, regardless of whether the spirits were there voluntarily or bound. Make a Static Social Challenge (retest with *Intimidation*) against the spirit's Willpower to displace a spirit that can choose to leave but does not wish to. Make a Static Social Challenge (retest with *Subterfuge*) against eight Traits to displace a spirit that has been bound into place; *Exorcism* requires more successes on this challenge than the binder won while tying the spirit there. *Exorcism* can "cure" fomori, but the host generally dies once the Bane is ejected unless a powerful healer can preserve the host's life through the *Exorcism*.

- **Grasp the Beyond:** You may carry things into and out of the Umbra without dedicating them to yourself. (See the *Rite of Talisman Dedication*, p. 157.) This Gift even allows you to take humans and animals, willing or otherwise. Garou often use *Grasp the Beyond* to bring loyal Kinfolk on Umbral quests and to heal injured Kinfolk in mystic glens. You must grasp the person or object to carry it (make a Physical Challenge to grapple an unwilling target). Spend one Willpower for small items (pocket watch, knife, etc.), two for larger items like backpacks and bows, or three for big items like people. Make the usual challenge to step sideways. If you succeed, you and your carried object both enter or depart the Umbra. Unwilling targets may make a Willpower Challenge to resist and only cross the Gauntlet if the Garou wins this challenge as well.

Once in the Umbra, carried people must rely on the Garou or an area like a caern with very low Gauntlet rating (3 or less) to escape if they don't possess the ability to step sideways themselves. People left in the Umbra indefinitely gradually turn entirely to spirit matter.

- **Pulse of the Invisible:** Spirits fill the world, but most Garou do not see them most of the time. This Gift lets you see the spirits whether in the Umbra or in the material world and interact with Umbral spirits at will. Most spirits aren't doing anything very interesting, but sometimes things change dramatically, and *Pulse of the Invisible* lets you know when a change or complication arises. You can see into the Umbra without a challenge whenever your permanent Gnosis equals or exceeds the local Gauntlet rating. When the Gauntlet is stronger, make a Static Mental Challenge against the Gauntlet rating. The effect lasts for the rest of the scene or until you go somewhere with a higher Gauntlet rating.

- **Spirit Drain:** You may siphon power from a spirit to feed your own resolve. Make a Static Gnosis Challenge against the spirit's Gnosis. On a success, you drain two Power points from the spirit, granting a temporary Willpower Trait. You may use this Gift as frequently as you like, but any Willpower exceeding the maximum for your Rank is lost at the end of the scene.

Advanced Gifts

- **Feral Lobotomy:** You can reduce an opponent's mind to animallike complexity, effectively destroying the target's ability to reason. Spend two or more Gnosis and make a Static Mental Challenge (retest with *Empathy*) against Traits equal to the target's Willpower + 3. You can destroy one Mental Trait per success, at a cost of two Gnosis each. The target becomes more and more animalistic with each lost Trait; he can only be dropped to one Mental Trait.

- **The Malleable Spirit:** You can change a spirit's form and purpose. Make a Static Gnosis Challenge against a difficulty depending on the intended change, while



the spirit makes a Static Gnosis Challenge against your Gnosis. Changing the spirit's Willpower, Rage or Gnosis requires a Static Gnosis Challenge against six Traits, with one success required per Trait added or removed. Changing the spirit's disposition (friendly, neutral or hostile) requires a Gnosis Challenge against eight Traits, with success allowing you to specify the spirit's new disposition. Changing the spirit's basic type (Naturae, Elemental, Bane, etc.) requires a Gnosis Challenge against 10 Traits. Many spirits are not crazy about being monkeyed with and will fight such change.

Philodox

Basic Gifts

- **Call to Duty:** You can summon and command any spirit you know by name. This Gift allows for one command, after which the spirit is free to leave; it does not teach the names of spirits. Make a Static Social Challenge (retest with *Leadership*) against the spirit's Willpower. If successful, you can summon a local spirit and give a single command. Spend two Gnosis to summon all spirits within one mile to aid or protect you, even without knowing their names. *Name the Spirit* can provide spirit names as can personal acquaintance through other means.

- **King of the Beasts:** You can command the loyalty of a specific animal, which will follow your commands willingly and unconditionally. The target must be within 100 feet. Make a Static Social Challenge (retest with *Animal Ken*) against three Traits for a sibling animal (such as a wolf littermate), six Traits for an animal you feed and care for, eight Traits for an unfamiliar animal or 10 Traits for a hostile one. This Gift can only affect one animal at a time and does not draw animals to your vicinity.

- **Resist Pain:** You can continue to act without suffering impairment from wounds. The wounds themselves must be treated and healed later; *Resist Pain* only blocks some of their effects. Spend one Willpower. No wound penalties apply for the rest of the scene or for one hour.

- **Scent of the True Form:** With this power, you can tell what a person's true nature is through scent and other cues that manifest like scents. You can automatically recognize other werewolves. To detect other sorts of creatures, make a Static Mental Challenge (retest with *Primal-Urge*) against six Traits for most sorts of creatures, against eight Traits for vampires, faeries and other shapeshifters, or against 10 Traits for fomori and mages.

- **Strength of Purpose:** You draw strength from your underlying conviction about your place in pack, tribe and world. Make a Static Physical Challenge (retest with *Rituals*) against seven Traits. For every success, regain one Willpower Trait, up to your maximum. You may use this Gift once per scene.

- **Truth of Gaia:** You can tell when others are speaking the truth or lying. Make a Mental Challenge. If successful, you can determine whether the target is deliberately lying. (The key word is *deliberately* — the target may speak falsehood but be telling the truth as she understands it, complete with misinformation or altered memories.)

Intermediate Gifts

- **Roll Over:** You can compel a target to submit to you by exerting your presence and force of will. You can make humans fall to their knees, wolves roll on their backs and so on. Make a Willpower Challenge. If successful, the victim can take no action other than submission unless in direct danger. This Gift lasts for one scene or one hour.



- **Scent of Beyond:** You can focus your senses on a distant spot — at any distance, in fact, or even in the Umbra as long as you're familiar with it. You see it as if standing in the middle of the chosen area. Make a Static Mental Challenge (retest with *Enigmas*) against eight Traits or the local Gauntlet rating, whichever is higher. The change of viewpoint lasts for the rest of the scene or until you choose to stop observing the target. While using *Scent of Beyond*, you are unaware of your immediate environment.

- **Weak Arm:** You can observe an opponent's fighting style and evaluate strengths and weaknesses based on subtle clues others would miss. Concentrate for one full turn and make a Mental Challenge (retest with *Brawl*). Success gives you a one-Trait bonus on your next attack against that target, plus an additional bonus Trait for each Mental Trait spent on *Weak Arm*. *Weak Arm* can only be used once per scene against any individual target, and the benefits last only until the end of the scene.

- **Wisdom of the Ancient Ways:** All werewolves retain some innate connection to their ancestors, accessible through meditation. This Gift lets the Garou bring old memories to the surface and recall ancient lore. Meditate for at least one full turn and make a Static Gnosis Challenge against nine Traits (-1 for each level of *Ancestors* the Garou possesses). If successful, the Garou gets a general impression of the information she seeks. Spend one Mental Trait to make it clear though broad, two to make it detailed and specific.

Advanced Gifts

- **Geas:** You can impose a *Geas*, a sacred binding oath, upon the target. A *Geas* cannot override basic instincts such as self-preservation, but you may otherwise command one or more individuals as you see fit. Spend one Gnosis and make a Static Social Challenge (retest with *Leadership*) against the target's Willpower. To *Geas* a group, such as a pack or family, make the test against whoever has the highest Willpower. The compulsion lasts until the assigned task is completed, or the target falls to Incapacitated in pursuit of the quest. No victim can suffer from more than one *Geas* at a time, and the first one laid always takes precedence.

- **Wall of Granite:** Philodox have unusually strong relationships with earth elementals. While in contact with earth or rock, you can invoke a wall to protect yourself, which will move with you to protect you from all angles. Spend one Gnosis. The wall emerges automatically, and is three yards high, two yards long and one yard thick. It can absorb 10 levels of bashing and lethal damage and has 15 health levels that must be penetrated to break through it at any point. The wall lasts for one scene or until released by the Garou.

Galliard

Basic Gifts

- **Beast Speech:** You can communicate with any sort of animal, from fish to mammals. *Beast Speech* does not change animals' natures or reactions and does not make the Garou seem like any less formidable a predator. Make a Social Challenge (retest with *Animal Ken*). Each separate encounter or type of animal requires its own challenge — for example, a successful challenge to speak with a rattlesnake would allow you to speak with all venomous snakes, but you need another successful challenge to talk with a stag.



- **Call of the Wyld:** Your natural aptitude for communicating with howls becomes greatly magnified. A *Call of the Wyld* can stir other Garou to fresh energy, even those beyond the normal range of hearing. Galliards regularly use this Gift at the beginning of revels and other pack and sept activities and to call for aid in trouble. Make a Physical Challenge. If successful, the remarkable call goes out. A single success carries it to all Garou within twice normal hearing range. Spending an additional Physical Trait provides the following bonus — those Garou who hear the call gain a one-Trait bonus to the next challenge they take part in as members of the pack or sept (that is, to group efforts, not individual ones). Spend two additional Physical Traits to impose a one-Trait penalty on all combat-related challenges that the hearing Garou's opponents engage in for the rest of that scene.

- **Call of the Wyrms:** This extremely dangerous Gift draws Wyrms-creatures to you. Galliards traditionally surround this Gift with a great deal of cautionary advice and watch those who know it for signs of corruption. It's most often used to bait ambushes and flush prey from hiding. Make a Static Social Challenge (retest with *Performance*) against the Wyrms-creature's Willpower. If successful, you can implant an overwhelming urge in the Wyrms-creature's mind. Spend an additional Social Trait to hide the otherwise obviously external source of the impulse and make the creature regard the urge as its own idea.

- **Distractions:** You can supernaturally distract your target with a mix of yips, yelps and howls. Make a Social Challenge (retest with *Performance*). If you succeed, the victim suffers a one-Trait penalty on all challenges next turn, plus an additional one-Trait penalty for each Social Trait you spend.

- **Dreamspeak:** You can enter another's dream and change its course. You do not have to be anywhere nearby, but must know or have seen the dreamer. Make a Mental Challenge (retest with *Empathy*) to gain control over the victim's dream. No damage the victim suffers in the dream carries over into waking reality, but disorientation imposes a one-Trait penalty on the victim's challenges for one turn per Gnosis Trait you possess (if you are inflicted a disorienting or unpleasant dream). If the dreamer awakens while you are still in the dream, you will be immediately thrown out of the dream world and lose one Gnosis Trait.

- **Mindspeak:** You can link the minds of targeted individuals into a sort of shared waking dream. They perceive the shared dream overlaid on mundane reality, and can communicate freely with each other while it lasts, at the cost of some impairment of their ability to deal with their respective immediate physical surroundings. Spend one Willpower Trait per sentient being to link in *Mindspeak*. Make a Social Challenge against each unwilling participant. Participants can speak freely once linked, and can use Social Abilities against each other. They suffer a two-Trait penalty on all challenges dealing with their own surroundings. *Mindspeak* ends when all participants choose to end it, or when you fail a challenge against an unwilling target. Participants must be within line of sight of each other when the Gift goes into effect, but can move any distance thereafter.

Intermediate Gifts

- **Bridge Walker:** You can create minor moon bridges for your own exclusive use. It takes one percent of the usual time to travel along one of these bridges, allowing (among other things) for you to disappear in front of a foe and reappear behind it. Lunes do not protect these bridges, and they do sometimes attract spirit creatures' interests. Such creatures may even follow you into the physical world. Spend one Gnosis to create the bridge. It lasts for only one passage unless you also spend a



permanent Gnosis Trait while creating the bridge, in which case it lasts until the next full moon. The bridge can extend up to one mile per Gnosis Trait the Garou possesses at the time of creation.

- **Eyes of the Cobra:** With a strangely compelling look, you can draw a victim to your side. Make a Social Challenge (retest with *Enigmas*). If you win, the victim begins moving toward you; spend an additional Mental Trait to make the victim move as rapidly as possible without risking actual injury. The victim regains power of choice within arm's reach of you.

- **Shadows by the Firelight:** You invoke shadows and dreams to create stories in which others take part... willingly or not. Shadows surround the participants as they act out the roles you assign, and dreamlike sensations fill in sensory gaps. Galliards often use this Gift at moots while teaching stories from Garou history and legend. It can also serve as a weapon, however, commanding the targets into fixed behavior. There is no challenge required to use this Gift on willing subjects. To force unwilling targets into a story, make a Social Challenge (retest with *Performance*) against each victim. The story begins when the requisite number of victims are all compelled to act. Each must act precisely as one of the characters in the story you tell. This Gift lasts for one turn per Gnosis Trait you spend.

- **Song of Rage:** You sing a song that unleashes the Beast in others, driving werewolves, vampires and other supernatural creatures into frenzy and inspiring berserker rages in human beings. Make a Social Challenge (retest with *Leadership*). The victim flies into a violent rage for one turn (or frenzies if he is susceptible to frenzy), plus one for each additional Social Trait spent. This Gift affects one victim at a time; you may use it once per turn.

Advanced Gifts

- **Fabric of the Mind:** The greatest Galliards can bring the products of their imagination to life, drawing out creatures and objects from their dreams. Make a Static Mental Challenge (retest with *Performance*) against eight Traits. With a success, each Trait successfully risked provides one Trait which you can assign as you like to a single imagined object or creature. The Traits can go into one object or several and have any characteristics you can imagine and describe. Once created, the objects require one Gnosis Trait per scene per object to remain in the material world if they're relatively inactive, one Gnosis Trait per *turn* per object if they're involved in fights and other strenuous activities. Creatures brought out thusly are sentient, but not entirely independent; they react naturally, but perform by your volition.

If you fail the challenge before accumulating the desired Traits, make two Simple Tests. If you fail both, the object emerges immediately, independent of your control and often not exactly what you wanted. It lasts until destroyed, banished or otherwise removed.

- **Head Games:** This Gift puts a target's emotions under your control. You can change love to hate and back again, twist the objects of desire and do almost anything else you please to your victim. Keep in mind that over-indulging in destructive impulses may, over time, corrupt your soul. Make a Social Challenge (retest with *Empathy*) against the target. Success allows you to manipulate the target's emotions in any way you desire. The Gift lasts for the rest of the scene, or for one hour. Creating *lasting* emotions is difficult: The effects of *Head Games* wear off in ensuing scenes unless events reinforce them. You can, for instance, make the target fall in love with someone, but the passion will fade unless the target has reasons to find that person



attractive without manipulation and without some sign of favorable response from the object of desire. On the other hand, an irrational fear of a particular mode of attack or kind of creature can easily become lasting if the target suffers damage from the object of fear while *Head Games* is in effect.

Ahroun

Basic Gifts

- **Falling Touch:** You can knock over your target with the lightest touch. Make a Physical Challenge (retest with *Medicine*). If successful, the target falls down. Using this Gift counts as an action; using *Falling Touch* and striking to inflict damage are separate actions. The target must sit on the ground for the next four actions (or 15 seconds if not in combat). He may not initiate Physical Challenges, but may defend himself as normal.

- **Inspiration:** You can share your confidence, resolve and righteous anger with your comrades. Spend one Gnosis. Each comrade (excepting the Gift-user) within arm's reach receives an automatic success on a single Willpower Challenge that scene, or one additional Willpower Trait to spend.

- **Razor Claws:** You can sharpen your claws by raking them over stone or other hard surfaces. Spend one Rage and take one full turn to sharpen your claws. For the rest of the scene, your claw attacks inflict an additional level of damage.

- **Sense Silver:** Ahroun learn to evaluate all potential threats. This Gift lets you detect nearby silver weapons through subconscious cues. Make a Mental Challenge (retest with *Primal-Urge*). If successful, you can tell that silver weapons are nearby; spend an additional Mental Trait to learn their precise locations.

- **Spirit of the Fray:** You can strike like lightning, preempting even the fastest opponents. This Gift is always in effect. You are considered to have 10 (yes, 10) additional Traits for initial challenges, and can spend a Gnosis Trait for an additional 10 for a single challenge. Remember that Garou can't spend Rage and Gnosis in the same turn, so buying the initiative edge this way means that you can't spend Rage for extra actions.

- **True Fear:** You can scare your chosen target into fearful quiescence. Make a contest of your Physical Traits (retest with *Intimidation*) against the target's Willpower. If you are successful, the target cannot attack for one turn, plus one turn for each Mental Trait you spend. The target can defend against attacks and otherwise act normally (or as normally as possible when gripped with terror).

Intermediate Gifts

- **Clenched Jaw:** You can bite down with such force that you can't be pried loose until you choose to let go. If you are killed, your teeth remained clenched. Make a successful bite attack before using this Gift. Spend one Rage Trait. On succeeding turns, make a biting attack with a two-Trait bonus to keep inflicting bite damage. The victim can make a Physical Challenge to break free (suffering an additional level of lethal damage if it works), but you can add half your Willpower Traits to your total for the challenge.

- **Heart of Fury:** With this power, you erect mental and spiritual barriers against the flow of anger within, restraining yourself by suppressing the rage for the time being. You must vent it later, of course, before it erupts in frenzy. Make a Static Willpower Challenge against your permanent Rage Trait total. You receive a one-Trait bonus per



success to efforts at resisting frenzy that scene. At the end of the scene, spend one Willpower Trait or make a frenzy check at normal difficulty.

- **Silver Claws:** You can transform your own claws into silver. Make a Static Gnosis Challenge against seven Traits. If successful, your claws become silver for the rest of the scene or until you decide to return them to normal. While silver, your claws do aggravated damage to all targets. When you make a successful strike on your target, you inflict an extra level of aggravated damage to any creature susceptible to silver. The transformation is agonizingly painful, giving you an automatic Rage Trait each turn and imposing a one-Trait penalty on non-combat challenges. When your Rage total exceeds Willpower, you must test for frenzy.

- **Stoking Fury's Furnace:** This Gift allows Ahroun to channel their rage in very precisely controlled ways. You automatically regain one Rage Trait in any turn that you suffer damage, and do not have to test for frenzy from that specific stimulus (though other stimuli may impose challenges as usual). You can spend one Rage Trait per turn without losing temporary Rage. If you spend two or more Traits in one turn, they're marked off as usual.

Advanced Gifts

- **Kiss of Helios:** You draw on the sun's power to become immune to fire damage, and can set any part of your body on fire and keep it burning for extended periods. Spend one Gnosis. For the rest of the scene, you take no damage from natural fire, up to and including molten lava. Artificial sources of fire like napalm and gas fires inflict half their usual damage (round up), and it's treated as bashing damage. You can inflict two additional levels of aggravated damage if you attack with blazing fists, claws or fangs.

- **Strength of Will:** You can inspire yourself and your comrades to remarkable heights of courage — no task is too daunting. Make a Static Social Challenge (retest with *Leadership*) against eight Traits, and spend Gnosis. Each Gnosis Trait spent gives all of the Garou's allies within 100 feet an extra Willpower Trait. These bonus Traits last for the rest of the scene and are spent as usual. *Strength of Will* can raise Willpower totals over their Rank maximum, and even over 10. This Gift may only be used once per scene by any individual Garou, and allies can receive its benefits from only one Garou at a time.

Tribal Gifts

Most of these Gifts are taught by spirits who serve or are associated with a tribe's totem. Learning Gifts from another tribe requires good relations with a member of that tribe, usually a packmate, who can summon the appropriate spirit. The Garou who wants to learn the other tribe's Gift must assure the spirit that she will put it to good use and that she will not use it against any members of the spirit's patron tribe.

Black Furies

Basic Gifts

- **Breath of the Wyld:** You can instill a Wyld-born sense of vitality in others, providing proof by example of what life can be but so often isn't. You must touch the target's skin (Physical Challenge if necessary) while outdoors in some reasonably natural setting (a park will do in cities). Make a Static Gnosis Challenge against five



Traits for Garou, six Traits for humans. Success grants the target a one-Trait bonus on all Mental and Rage Challenges for the rest of the scene. The target also feels invigorated and clear-headed; minor confusion slips away.

- **Curse of Aeolus:** You can call up an unnatural fog to obscure opponents' vision and intimidate them. You can see through the fog, but all others suffer impairment. Make a Static Gnosis Challenge against a number of Traits, dependent on frequency of fog in the area: four Traits on the seashore, six Traits in most locations, nine Traits in the desert. This power does not function in places where fog could not naturally occur (such as indoors). You suffer no visual impairment; all others can use only half their normal Trait total (rounded up) in perception-related challenges. Everyone except you and your packmates also suffer a one-Trait penalty on Willpower Challenges as the fog seems unnerving and menacing. The Gift lasts for the rest of the scene.

- **Heightened Senses:** As the Lupus Gift.
- **Sense of the Prey:** As the Ragabash Gift.
- **Sense Wurm:** As the Metis Gift.

Intermediate Gifts

- **Body Wrack:** You can create crippling pain in a target, just by pointing at him. Spend one Gnosis and make a Physical Challenge (retest with *Medicine*). On success, the victim is racked with fiery agonies. The victim suffers a one-Trait penalty on all challenges due to the pain, plus an additional one Trait for each Mental Trait you spend. The pain lasts for the rest of the scene, or for one hour.

- **Coup de Grace:** You identify your target's most vulnerable spot and prepare a special attack upon it. Spend one Willpower and make a Mental Challenge (retest with *Brawl*). If successful, you inflict double damage with your next attack if it succeeds. (If the next attack fails, the benefits of *Coup de Grace* are lost.)

- **Visceral Agony:** Your claws become barbed talons which drip black venom. They inflict no extra physical damage, but deal out horrendous, crippling pain. Spend one Rage before attacking. Wound penalties the target suffers during the next attack are doubled — the target is at a four-Trait penalty when *Wounded*, and so on. The target only suffers the normal wound penalties if in frenzy or otherwise capable of resisting or ignoring pain.

- **Wasp Talons:** You can discharge your claws from your hands like darts. (You cannot make any more claw attacks with a hand you've used until the claws regenerate.) Spend one Rage and make a Physical Challenge (retest with *Brawl*). Figure the difficulty penalties as if you were using a gun. Damage is normal claw damage for the character (this excludes any other claw-enhancing Gifts like *Silver Claws*). It takes one full turn to regenerate claws once fired off.

Advanced Gifts

- **Thousand Forms:** As the Ragabash Gift. Furies who adopt mythical beast form generally honor Pegasus and assume her form.

- **Wyld Warp:** This Gift summons Wyld-spirits... that you cannot control. It's a desperate tactic, since they run or fly in an unpredictable destructive fury. Wyld-spirits have been known to dismember enemies, grant the summoner and her packmates increased physical strength or Rage, instantly heal the Fury and her packmates of all damage to allow a sustained fight, or destroy all Weaver-tools in the area. Whatever they do, it will be beneficial in some sense. Spend one Gnosis and one Rage. Make a Static Mental Challenge (retest with *Enigmas*) against the local



Gauntlet rating. Success summons a variable number of Wyldings, who behave as the Storyteller sees fit. The Wyldings *will* do something that helps — it's just unlikely to be what you most want or expect.

Bone Gnawers

Basic Gifts

- **Blissful Ignorance:** As the Ragabash Gift.
- **Cooking:** With only a small pot (a coffee can or bigger) and a ladle or spoon, you can stir together any rubbish you can find with water and produce a nourishing mush. It's pasty and bland, but very filling. Make a Static Mental Challenge (retest with *Survival*), against a difficulty depending on the ingredients: six Traits for inedible but harmless materials, up to 10 Traits for virulent toxins.
- **Odious Aroma:** You can magnify your body odor to a debilitating degree. Spend one Gnosis. All beings with a sense of smell suffer a two-Trait penalty to all challenges while within 20 feet of you, thanks to the stench. This Gift lasts for the rest of the scene.
- **Resist Toxin:** The Bone Gnawers' usual diet, rich in dangerous substances, provides the basis for developing a truly amazing resistance to poisons of all sorts. Make a Physical Challenge (retest with *Survival*). Success neutralizes most poisons and gives you a three-Trait bonus on challenges to cope with Wyrms-enhanced poisons.
- **Tagalong:** This Gift makes you seem appealing, or at least acceptable to the totem guarding a pack or caern, for a short while. While it's in effect, you are treated just like any other member of the pack when it's time for the totem's blessings, pack maneuvers and the like. A caern totem will allow you to perform the *Rite of the Opened Caern* without fear of retribution. You must know the totem's name and must prostrate yourself before the caern center or pack leader, wriggling forward on your stomach like a begging dog (you need not actually do this). Make a Static Social Challenge (retest with *Subterfuge*) against the totem's Gnosis. Success gives you the benefits described above for one day, and the totem will disapprove of any Garou who mistreats you without cause. Overuse of this Gift can cause bad will, though occasional, careful and respectful usage won't.

Intermediate Gifts

- **Attunement:** You can communicate with the spirits of a city or town and learn useful things from them: The population of the city (in general terms), Garou and other supernatural beings' enclaves, secret tunnels and the like. This Gift only works in urban areas. Spend one Gnosis and make a Mental Challenge (retest with *Streetwise*). Success provides you with general information. Spend one additional Mental Trait for precise answers to one or two questions, and two additional Mental Traits for detailed information on a whole category of questions like "supernatural enclaves," "derelict buildings" and so on.
- **Friend in Need:** Garou of other tribes are slow to accept Bone Gnawers as equals. When they do, Bone Gnawers can repay that trust in remarkable manner. You can choose to sacrifice *everything* for the sake of a packmate or tribemate. Spend one Willpower and make a Willpower Challenge. If successful, you can transfer one of the following — health levels, Rage, Willpower or one Gift — from yourself to a comrade. *Friend in Need* does not allow for transferring Gifts of higher ranks than the recipient could know, nor for the transfer of Abilities or Attributes. The transfer lasts for the rest



of the scene, or until the recipient chooses to terminate the transfer. While *Friend in Need* is in effect, you cannot use the transferred Traits. If the recipient dies before they're returned, you lose them permanently (although you may buy them back with Experience Traits). Health levels lost in this way return as aggravated damage.

- **Infest:** You can summon vermin to invade any structure up to the size of a large building. Whatever creatures are at hand come, be they insects, slugs, rodents, snakes, carrion birds or other unpleasant creatures. The creatures summoned do not attack people, but behave according to their nature, which generally means looking for dark places to hide within the targeted structure. Spend Gnosis to achieve the desired effect, and make a Static Social Challenge (retest with *Animal Ken*) against seven Traits. A single Trait gathers a few creatures to make a nuisance, while five Traits fill the building with enough vermin to make it uninhabitable for a prolonged period of time.

- **Reshape Object:** As the Homid Gift.

Advanced Gifts

- **Riot:** You summon malevolent spirits to goad a city's people into violent rioting. The spirits make hatreds and fears of all sorts seem justified, distorting perceptions and blocking communication that could defuse the escalating tension. Spend Gnosis enough to achieve the desired effect, and make a Static Mental Challenge (retest with *Subterfuge*) against eight Traits. One Gnosis Trait provides enough spirits to infest a building, two to infect a block, three to rouse a neighborhood, four to arouse several neighborhoods or a district, five to affect the whole city. The spirits begin by concentrating on a target group you specify, but they don't work together or stay directed. The spirits leave at the end of the scene; after that, normal human psychology takes its course.

- **Survivor:** This Gift brings the Bone Gnawer knack for survival to its purest expression, providing (temporary) freedom from the need for food, water, sleep, protection from the climate or temperature extremes and the like. You develop a temporary immunity to natural poisons and diseases, and even Wyrms-toxins work at only half their normal strength. Spend one Gnosis and make a Physical Challenge (retest with *Survival*). Success grants the effects described above; the effects last for one day. By spending a second Gnosis, you can gain three Stamina-related Traits and suffer no wound penalties, but the Gift will expire early after 10 rounds of combat. When the Gift wears off, you must sleep for at least eight hours, and you'll awaken ravenously hungry.

Children of Gaia

Basic Gifts

- **Calm:** You can calm others' anger. Spend one Gnosis and make a Social Challenge (retest with *Empathy*). Success removes one of the target's Rage Traits, plus one for each Mental Trait you spend. Creatures who can frenzy but do not possess Rage, like vampires or fomori, come out of frenzy.

- **Luna's Armor:** You may call on Luna for protection in battle, even (to some degree) against silver weapons. Spend one Gnosis. You must concentrate for one full turn and make a Physical Challenge (retest with *Survival*). Success gives you one extra Healthy health level for the rest of the scene, plus one for each Mental Trait spent. These bonus levels can absorb damage from silver, but only these can. These levels last until wounds are suffered or until the end of the session. You may only carry as much armor as you have in Rank.



- **Mercy:** This Gift allows the Children of Gaia to fight with their natural weaponry and Rage, but to subdue rather than kill opponents. *Mercy* often comes into play in duels and when a high-Rage Garou seeks prisoners or subjects rather than corpses. (Note that this Gift can enhance *Intimidation* and other social efforts, as it looks very strange: Claws and fangs tear open wounds, which then immediately close up most of the way and turn into bruises. It's obvious to all observers that something unnatural is going on.) Spend one Gnosis. For the rest of the scene, all damage that you inflict with your own body is considered bashing damage. Opponents who'd otherwise die simply fall unconscious and may heal at normal bashing damage rates.

- **Mother's Touch:** As the Theurge Gift.
- **Resist Pain:** As the Philodox Gift.

Intermediate Gifts

- **Beast Life:** As the Lupus Gift; Children of Gaia do not use this Gift to lure animals to harm except to save the heart of a caern from imminent danger.

- **Dazzle:** You can flood a target's mind with the glory and love of Gaia, rendering her stunned and harmless for a while. Make a Social Challenge. Add two Traits to your total when using *Dazzle* against normal humans or one Trait when using it against Gaian Garou. Subtract one from your total when attempting to *Dazzle* unemotional or highly alien creatures, including vampires. Success makes the target sit down and quietly contemplate Gaia's wonders for the rest of the scene. The target can return to normal awareness if attacked. *Dazzle* can only affect a particular target once per scene.

- **Spirit Friend:** A Child of Gaia's presence is more reassuring than the aura given off by most Garou, and spirits can sense the difference. *Spirit Friend* eases your interaction with spirits. Make a Social Challenge (retest with *Empathy*). Success gives the Garou a one-Trait bonus on all challenges involving spirits for the rest of the scene, plus an additional Trait per Mental Trait spent.

- **Strike the Air:** You become unable to strike an opponent, but also immune to being struck yourself, weaving and dodging and wearing out opponents in fruitless attacks. Spend one Willpower and make a Mental Challenge (retest with *Dodge*) against a target. If successful, you automatically dodge all attacks your opponent makes. The Gift is immediately canceled if you attack your opponent, even if someone else attacks on your behalf. *Strike the Air* can befuddle multiple opponents, but it requires a separate Willpower Trait and challenge for each one.

Advanced Gifts

- **Halo of the Sun:** Blazing sunlight surrounds a Child of Gaia using this Gift, making many Wyrms-creatures flee and enhancing the Garou's might against the rest. Spend one Gnosis. Blinding light surrounds you, and all direct attacks suffer a three-Trait penalty due to the visual overload. You inflict two extra levels of damage in brawling attacks, and all brawling damage is considered aggravated. Vampires within 20 feet take aggravated damage as if exposed to direct pure sunlight. This Gift lasts for the rest of the scene.

- **The Living Wood:** You call on forest spirits to come to your aid, animating trees to restrain or fight foes. Spend one Gnosis and make a Social Challenge (retest with *Survival*). Success animates one tree. The trees move with your own Dexterity-related Physical Traits and fight with your Physical Traits (and possibly more, up to as many as 15 total for particularly massive trees). Any other Traits are at the discretion of the Storyteller.



Fianna

Basic Gifts

- **Faerie Light:** You can conjure a small, floating sphere of light bright enough to illuminate a three-foot area. Make a Mental Challenge (retest with *Enigmas*). Success lets you create a light anywhere within line of sight and move it at up to 10 feet per turn. It lasts for one turn per Mental Trait you possess or until the end of the scene if you spend a Gnosis Trait.

- **Glib Tongue:** You can make listeners hear whatever they wish to hear, regardless of what you actually say. *Glib Tongue* cannot arouse support for specific intellectual propositions or courses of action, but is excellent for making a first impression, dodging a lie and the like. Spend one Gnosis and make a Social Challenge (retest with *Expression*). The Gift lasts for one turn per Social Trait you possess, or until the end of the scene if you spend a Gnosis Trait.

- **Howl of the Banshee:** You emit a howl that inspires terror-stricken flight in others. Spend one Gnosis and make a Social Challenge against your target. Those who fail the challenge must flee for one turn per Social Trait you possess. The Gift does not distinguish between friend and foe. Your allies get a two-Trait bonus on this challenge but risk being overcome as well.

- **Persuasion:** As the Homid Gift.

- **Resist Toxin:** As the Bone Gnawer Gift.

Intermediate Gifts

- **Balor's Gaze:** The name of this Gift reflects one of the Fianna's ancient enemies; the Gift makes your eyes blaze livid red and inflicts pain on those you gaze at. Spend one Rage and one Gnosis. Make a Static Social Challenge against eight Traits. If successful, any target whom you gaze on must make a Willpower Challenge to avoid crippling pain. While tormented, he suffers the penalties as if Crippled (-5 Traits on all challenges), regardless of his actual health levels. Targets who are already Crippled are considered Incapacitated. The effects of *Balor's Gaze* wear off at the end of the scene. You may only affect one target at a time with this Gift.

- **Faerie Kin:** You can call on ancient pacts between the Fianna and the fae, summoning them to help (albeit not without questions or their own concerns) with a distinctive cry. Learning this Gift almost always involves a quest of some sort. Spend one or more Gnosis Traits and make a Social Challenge. Each success calls forth a fae of some sort. One Gnosis Trait produces a very weak creature; more Traits raise the capabilities of the creatures. If you fail the initial challenge, make two Simple Tests. If both fail, fae still come, but now they're hostile.

- **Phantasm:** You create an unmoving illusion with cues for all senses. Such an illusion might be a wall, a statue or a garden. While the illusion will smell right and feel solid, it cannot be made to move naturally (a field of grain that is not bending under a strong wind can make some people very suspicious). Spend one Gnosis Trait for each 10-foot area to be covered by the illusion and make a Static Mental Challenge (retest with *Expression*) against six Traits. Anyone who doubts the illusion must make a Static Mental Challenge (retest with *Awareness*) against the creator's Mental Trait total to see through it.

- **Reshape Object:** As the Homid Gift.



Advanced Gifts

- **Call the Hunt:** You can only use this Gift once per month and only in dire need. It summons forth the Great Huntsman of Celtic myth to harry and slay a great evil designated by the Fianna. This Gift requires a full hour be spent in chanting prior to use. Spend one Gnosis and make a Social Challenge. If successful, the Huntsman appears with one hound, plus an additional hound for each Rage or Gnosis Trait you spend. If the evil is not worthy of the Huntsman's attention, the summoner does not join the hunt, or you lose the challenge, the Huntsman hunts you instead.

The Huntsman is a powerful Juggling in the service of Stag, appearing as a tall, antlered man with 10 Willpower, 10 Rage, 5 Gnosis, 40 Essence, and the Charms *Armor*, *Materialize* and *Tracking*. His hounds are Gafflings, usually numbering nine, with coal-black coats and eyes of green fire. They can easily keep pace with a Garou in lupus form. They have 6 Willpower, 7 Rage, 2 Gnosis, 18 Essence, and the Charms *Materialize* and *Tracking*.

- **Gift of the Spriggen:** With this Gift, you can change your size, up to three times normal or down to the size of a small puppy. Spend one Gnosis and make a Physical Challenge (retest with *Primal-Urge*). The effects last for one hour or until you choose to cancel them. You gain three Strength-related Physical Traits (up to a maximum of 10 extra Traits) per 100% increase in size. You retain your normal Traits while shrunk, but get a one-Trait bonus on stealth-related challenges per 25% reduction in size.

Get of Fenris

Basic Gifts

- **Halt the Coward's Flight:** You can slow a fleeing foe (though not a charging one), making it easier to catch. Spend one turn in concentration and make a Social Challenge (retest with *Intimidation*). If successful, the target's speed is halved for the rest of the scene.

- **Razor Claws:** As the Ahroun Gift.

- **Resist Pain:** As the Philodox Gift.

- **Snarl of the Predator:** You emit a feral snarl to terrify opponents. Spend one full turn in preparation and make a Social Challenge (retest with *Intimidation*) against one or more targets. Those who fail suffer a one-Trait penalty on all challenges next turn, plus an additional Trait for each Mental Trait you spend.

- **Visage of Fenris:** You loom larger and more formidable than usual, commanding respect from peers and fear from foes. Make a Social Challenge (retest with *Intimidation*) against one or more targets in the vicinity. To affect Garou of higher rank, spend one Mental Trait per Rank of difference: A Rank 1 Garou must win the Social Challenge and spend four Mental Traits to affect a Rank 5 Garou. Allies and peers see you as impressive and noble, and suffer a one-Trait penalty on Social Challenges against you. Enemies see you as particularly formidable, and suffer a one-Trait penalty on attacking challenges. The Gift lasts for the rest of the scene.

Intermediate Gifts

- **Hero's Stand:** You draw on Gaia's strength, fixing yourself where you stand. You cannot retreat or move from the spot while Gaia's power supports you. Make a Static Willpower Challenge against eight Traits. Success gives you two bonus Traits



on all Physical Challenges. You may not be surprised, and all attacks are considered frontal. You may not move until all foes have been defeated or fled.

- **Might of Thor:** You increase your strength tremendously, the better to slay your foes. Spend one Gnosis and one Rage and make a Static Willpower Challenge against eight Traits. Success doubles your Strength-related Physical Traits for one turn, plus an additional turn per Social Trait you spend. Afterward, you become substantially weakened: Halve your Physical Traits and Willpower until you rest for at least one hour.

- **Scream of Gaia:** You cry out in a scream infused with Rage and echoes of Gaia's pain; it batters foes and can even knock them down. Spend one Gnosis and make a Rage Challenge. Everyone within 50 feet is knocked down and suffers one level of bashing damage, plus another for each Social Trait you spend. This manifests as a distinct shockwave that rips through the area.

- **Venom Blood:** You transform your blood into a black, acidic bile that poisons all who come in contact with it. Spend one Rage and make a Physical Challenge (retest with *Medicine*). For the rest of the scene, anyone who comes in contact with your blood suffers a level of aggravated damage.

Advanced Gifts

- **Fenris' Bite:** This Gift magnifies your bite, making it strong enough to mangle or even sever limbs. Spend one Rage and make a Physical Challenge (retest with *Medicine*). If it succeeds, your next bite attack on that target will (if the bite attack succeeds) mangle and disable a limb, inflicting an extra level of aggravated damage on top of any other damage the bite deals out. The limb is useless until the target can regenerate the damage; if the target is human or some other sort of being that lacks regenerative abilities, she becomes permanently disabled. After inflicting bite damage, make two Simple Tests. If the attacker wins both, the bite severs the limb completely. If the bite attack fails, the benefits of this Gift aren't held over for some future attack.

- **Horde of Valhalla:** You may use this Gift only if you are in good standing with your tribal totem and in great need of help, as it calls directly on Fenris to send great wolves. Spend one or more Rage and/or Gnosis Traits and make a Static Social Challenge (retest with *Animal Ken*) against six Traits. If successful, one great wolf, equivalent to the wolves of the Great Hunt, appears from the Umbra per Rage or Gnosis Trait spent. The wolves remain for the rest of the scene. They have 6 Willpower, 7 Rage, 2 Gnosis, 18 Essence, and the Charms *Materialize* and *Tracking*.

Glass Walkers

Basic Gifts

- **Control Simple Machine:** You can command the spirits within simple devices and order levers to flip, doors to bolt or unbolt, pulleys to roll and so on. Spend one Willpower and make a Social Challenge (retest with *Repair*). You gain control of one device until the end of the scene.

- **Cybersenses:** You can exchange your normal senses with the sensory capabilities of a nearby machine, replacing normal hearing with radar, ordinary sight with ultraviolet sight or magnetic field sensing and the like. Spend one Gnosis Trait per sense affected, and thereafter make challenges using the new senses as Mental Challenges, retesting with *Science*. The effects last for the rest of the scene.



- **Diagnostics:** You can tell what's wrong with a machine just by looking at it, and can enlist the machine-spirit's help in fixing it. Make a Mental Challenge (retest with *Crafts*) to determine the problem. Spend one Gnosis to persuade the device's spirit to help fix the problem. Most spirits are willing to do this, since they don't want to inhabit junk, but not all automatically like Garou. (At the Storyteller's discretion, this exchange can be roleplayed out.) Once persuaded, the spirit's help halves the time to fix the device, and you receive a one-Trait bonus on the challenge to fix the device, plus an additional bonus Trait for each Social Trait spent.

- **Power Surge:** You persuade electricity-spirits to cease their usual activities, causing a blackout. Spend Gnosis according to the desired effect and make a Social Challenge (retest with *Science*). One success suffices to black out a single room; two can black out a home or floor of an office building; three can black out an entire block of residences or even the largest skyscraper; four can black out several blocks; five can black out an entire neighborhood.

- **Trick Shot:** This Gift used to be obscure, but has become increasingly popular in modern times. You can perform brilliant feats of marksmanship, such as shooting a weapon out of an opponent's hand and firing down the barrel of an enemy's gun. *Trick Shot* cannot directly harm an opponent, though it can really mess up a gun, and only works on rifles and pistols. Add your permanent Glory rating to your Trait total when performing particularly exuberant shooting tricks. It can inflict indirect damage on opponents, by (for instance) shooting the rope that holds a chandelier over an enemy's head, but will not work for any shot that aims to put a bullet into a living target. The effect is permanent.

Intermediate Gifts

- **Attunement:** As the Bone Gnawer Gift.

- **Control Complex Machine:** This Gift builds on the principles of *Control Simple Machine*, but applies to much more sophisticated devices, including electronic equipment. Spend one Willpower and make a Static Social Challenge (retest with *Science*) against a number of Traits depending on the device's complexity. Most computers have a difficulty of eight Traits; the Storyteller can modify this up or down for special cases. This Gift lasts for the rest of the scene.

- **Doppelganger:** You take on the exact likeness of another person, wolf or Garou. Spend one Gnosis and make a Social Challenge (retest with *Performance*). This Gift doesn't duplicate Traits, Abilities or Gifts, but does include voice, posture and scent. The effects last one day, plus an additional day for each Mental Trait spent.

- **Elemental Favor:** You persuade, beg, threaten or cajole an urban elemental into destroying its earthly shell. A glass sheet might explode at foes, a door refuse to open even if unlocked, a car's brakes suddenly melt or fail, and so on. Make a Static Social Challenge (retest with *Subterfuge*) against the spirit's Gnosis. The Storyteller and player must work out the precise effects; most severe damage will be indirect.

Advanced Gifts

- **Chaos Mechanics:** Glass Walkers respect both the Wyld and the Weaver, and this Gift most fruitfully combines the power of the two. It infuses you with the power to overcome normal limits the Changing Breeds confront, drawing on primal energy and mystical form simultaneously. You may spend Rage and Gnosis in the same turn without penalty. Among other things, this means that you can use Rage actions to activate fetishes and use Gifts requiring Gnosis all in the same turn, as long as the Gifts



don't require a full turn or more to become active. In addition, you can take Rage-fueled actions in the same turn as stepping sideways, provided the Umbral crossing isn't delayed and you succeed in the necessary challenges. This Gift is always in effect.

- **Summon Net-Spider:** You can summon a Net-Spider, a very potent Weaver spirit, and use it to gain control over any computer. The Spider can modify or destroy all data in the system and extensively manipulate its physical features: turning power on and off, overloading circuits and so on. Spend one Gnosis and make a Static Social Challenge (retest with *Computer*) against eight Traits. If successful, the Net-Spider appears and heeds your commands. Halve the difficulty of all computer-related challenges, in addition to whatever devilry you and Net-Spider cook up. The Net-Spider remains for the rest of the scene. The Net-Spider has 5 Willpower, 4 Rage, 6 Gnosis, 12 Essence.

Red Talons

Basic Gifts

- **Beast Speech:** As the Galliard Gift.
- **Beastmind:** You can suppress the higher mental functions of your victim, reducing the target to an animallike condition. Make a Social Challenge (retest with *Empathy*). If successful, the victim can only obey base instincts for one turn.
- **Scent of Running Water:** As the Ragabash Gift.
- **Sense of the Prey:** As the Ragabash Gift.
- **Wolf at the Door:** It's not always necessary or even desirable to slaughter all human opponents. This Gift enhances your ability to inculcate fear of the wild, making humans loath to enter or interfere with nature. You must make eye contact with the target (but can be in any form while doing so). Make a Social Challenge (retest with *Primal-Urge*). If you're successful, the victim is cowed for one full day, plus an additional day per Mental Trait you spend. During this time, the victim must make a Static Willpower Challenge against the Garou's Gnosis or Social Traits, whichever total is higher, to leave home and may not go near anything resembling a forest without spending a Willpower Trait. All the time the victim is away from home, he feels shaky and fearful, suffering a two-Trait penalty to all Mental and Social Challenges. This Gift works on Kinfolk, mages, ghouls and other supernaturally enhanced mortals, but they get a two-Trait bonus on the initial challenge. This Gift does not function on Garou.

Intermediate Gifts

- **Elemental Favor:** As the Glass Walker Gift, except that the Red Talons' version is taught by natural elementals and affects one of the four classic elements — earth, air, fire or water.
- **Trackless Waste:** This Gift enables you to make sure humans get lost and stay that way. Compasses malfunction, maps mislead and landmarks appear to move unpredictably. You must know the territory to use this Gift. Spend one Gnosis and make a Static Mental Challenge (retest with *Primal-Urge*) against six Traits. If successful, the Gift "scrambles" an area two miles in radius, plus an additional two miles for each Mental Trait you spend. The Gift functions on werewolves as well as humans, but Garou can overcome their confusion with a Mental Challenge (retest with *Primal-Urge*) against the Garou who used *Trackless Waste*. (Do this as a Static Challenge if the Gift-user isn't on the scene.) *Trackless Waste's* effects last for four hours.



- **Gorge:** Wild wolves eat as much as possible when food is available, storing it for times when meals are scarce. This Gift allows you to do the same thing on the spiritual level, building up Rage, Gnosis or Willpower for times of need. Upon learning this Gift, choose one Trait — Rage, Gnosis or Willpower — to store. Thereafter, you can accumulate three more Traits in that characteristic than your permanent rating. Extra Traits are spent as usual, and Traits over the character's maximum do *not* count in challenges. You must learn this Gift multiple times to store multiple characteristics, and may use this on a particular Trait only once (you may not *Gorge* three times on Rage and have nine extra Rage Traits).

- **Quicksand:** You can turn nearby ground into a sticky entangling mass. Spend one Gnosis and make a Social Challenge (retest with *Primal-Urge*). Success changes a spot of ground 10 feet in radius into a quicksandlike morass; you can increase the radius by 10 feet for each Mental Trait spent. Anyone but its creator moves through *Quicksand* at half walking speed, suffers a one-Trait penalty on all combat challenges and cannot execute any combat maneuvers requiring special movement. *Quicksand* lasts for the rest of the scene.

Advanced Gifts

- **Curse of Lycaon:** You can strike at human targets and turn them into wolves or force Garou into lupus form. Spend one Gnosis and make a Static Gnosis Challenge against the target's Willpower. Success lets you force a werewolf into lupus form for one day or transform a human being into a wolf, body and mind, *permanently*.

- **Gaia's Vengeance:** You call to the spirits of the surrounding forest to attack intruders. They all respond as best they can: Rocks roll down, vines lash, water sucks victims under, and so on. Spend one Gnosis and one Rage, and make a Static Social Challenge (retest with *Primal-Urge*) against the local Gauntlet rating. Work out the effects with your Storyteller, keeping in mind the limits of the spirits and their material shells in the area.

Shadow Lords

Basic Gifts

- **Aura of Confidence:** You present yourself confidently and with a manner that suggests the obviousness of your superiority, repelling efforts to find flaws in your thoughts, read your aura or otherwise intrude on your mind. This Gift doesn't prevent supernatural efforts (such as the Discipline *Auspex*), though it may hamper them (at the Storyteller's discretion). Make a Social Challenge (retest with *Subterfuge*). If successful, you automatically win all ties on normal Mental and Social Challenges intended to probe your mind, examine your aura, etc. The effects lasts for one scene or one hour.

- **Clap of Thunder:** You can slam your hands together to create a stunning thunderclap. Spend one Gnosis and strike your hands together. Everyone within 10 feet must succeed in a Willpower Challenge to avoid being stunned by the tremendous sound and incapable of acting for one turn. Those with supernaturally attuned hearing may even be temporarily struck deaf. You must be in Homid, Glabro or Crinos form to use this Gift.

- **Fatal Flaw:** You can intuit a target's most exploitable weakness, gaining an advantage in combat. You must concentrate on studying the target for a full turn. Make



a Mental Challenge (retest with *Empathy*). If successful, you inflict an extra level of damage on the target for the rest of the current fight. Spend two additional Mental Traits for knowledge of some additional weakness (which does not provide a damage bonus), or four additional Traits for a fairly complete inventory of the target's combat weaknesses.

- **Luna's Armor:** As the Children of Gaia Gift.
- **Seizing the Edge:** Shadow Lords don't believe in even contests; where there is no winner, everyone loses. This Gift draws on that conviction to give you an extra edge. Spend one Gnosis. For the rest of the scene, you have a number of Traits based on your Rank that you may add to your total for the purposes of comparing on ties. These Traits may be switched between the three Attributes (Physical, Social, Mental), but may not split up. There must be a direct confrontation to use this Gift (such as a combat or a staredown). Static Challenges to activate Gifts or to use Abilities do not benefit from this.

Intermediate Gifts

- **Direct the Storm:** Frenzy in one packmate endangers the whole pack. With this Gift, you can partially direct a frenzied packmate, putting the loss of self-control to use. Spend one Gnosis and make a Willpower Challenge. If successful, you can designate a target for the frenzied packmate to attack. This Gift does work on Garou suffering from Thrall of the Wyrm. If your initial challenge fails, make a Static Rage Challenge against seven Traits. Losing this challenge means you lapse into frenzy.
- **Open Wounds:** You can curse the next wound you inflict so that it bleeds profusely. Spend one Gnosis and make a Physical Challenge (retest with *Medicine*). If your next attack inflicts any damage, the wound continues to bleed, the target suffering one level of lethal damage the following turn, plus another on successive turns, at a rate of one extra turn per Mental Trait you spend. When you stop inflicting damage, the target may start healing the wounds.
- **Paralyzing Stare:** You glare at a target, and something in your eyes rouses buried fears within her, freezing her in place. You must concentrate on the target for one turn. Spend one Gnosis and make a Social Challenge (retest with *Intimidation*). Success freezes the target in place for one turn, plus one turn for each Mental Trait you spend. The target must be able to see your eyes and facial expression. Attacking the target dispels the Gift's effects.
- **Strength of the Dominator:** With this Gift, you siphon off a target's anger to feed your own. Make a Static Social Challenge (retest with *Intimidation*) against six Traits. With success, the victim loses three Rage Traits over the next three turns. You gain those Traits at the same rate and can spend them as usual. This Gift can only affect a particular target once per scene.

Advanced Gifts

- **Obedience:** You take on a supernatural presence to become the ultimate alpha. Others feel compelled to follow your orders. Spend one Gnosis and make a Static Social Challenge (retest with *Leadership*) against eight Traits. Anyone in the vicinity must make a Willpower Challenge to avoid the compulsion to obey. Spend Gnosis to determine the degree of obedience. One Trait allows you to give orders that others wouldn't normally mind following (even if they wouldn't choose to do those things now). Three Traits requires others to treat you as their alpha and fight for you. Five Traits, and you can lead others into the Abyss or other virtually suicidal actions.



- **Shadow Pack:** You can summon up shadow-duplicates of yourself in battle. These shadow-wolves resemble you and share some of your characteristics. Make a Static Gnosis Challenge against eight Traits and spend one or more Gnosis Traits. Each Trait summons one shadow-duplicate, which has your Attributes and Abilities but may not use Gnosis, Willpower or any of your Gifts. Each shadow-duplicate has just one health level so that most major damage destroys it. Surviving duplicates fade away at the end of the scene.

Silent Striders

Basic Gifts

- **Blissful Ignorance:** As the Ragabash Gift.
- **Messenger's Fortitude:** You can run at full speed for up to three days without requiring food, water or rest. When you reach your destination, you have 10 minutes to complete your business before you keel over and must sleep. Spend one Gnosis. Doing anything but running cancels the Gift, and you must sleep for as long as you've been running. Spend an additional Gnosis Trait to let another individual share in the Gift.
- **Sense Wurm:** As the Metis Gift.
- **Silence:** You can move with the silence that has made the Striders famous. Make a Physical Challenge (retest with *Stealth*). All others trying to hear you suffer a one-Trait penalty, plus an additional one-Trait penalty per Mental Trait you spend. This Gift lasts for the rest of the scene.
- **Speed of Thought:** You can double your running speed. Spend one Gnosis; the effects are automatic and last for the rest of the scene.

Intermediate Gifts

- **Adaptation:** You become temporarily immune to harm from poison, disease and naturally occurring environmental extremes — pressure, temperature, atmospheric conditions, etc. This Gift doesn't protect against hazardous situations like falling or Wurm emanations, only against circumstances that prevail throughout the area. Spend one Gnosis and make a Physical Challenge (retest with *Survival*). Success allows you to *Adapt* for one hour.
- **Attunement:** As the Bone Gnawer Gift, except that you must decide it whether it functions in the city or the wilderness when you learn it. The wilderness version uses a Mental Challenge, retesting with *Survival*.
- **Great Leap:** You can make amazing jumps. Spend one Willpower and make a Physical Challenge (retest with *Athletics*). Success lets you jump 100 feet (vertically or horizontally), plus an additional 100 feet per Mental Trait spent.
- **Speed Beyond Thought:** You can run at 10 times normal land speed, for up to eight hours, as long as you continue to concentrate exclusively on running. When you stop, you must immediately eat or face frenzy from hunger. Spend one Gnosis and make a Physical Challenge (retest with *Athletics*) to activate the Gift.

Advanced Gifts

- **Gate of the Moon:** You can create a specialized Moon Bridge to take you directly to where you want to go, without perceptible delay, as long as there's at least a sliver of moon visible. Spend one Gnosis Trait for every hundred miles you wish to



travel. Make a Static Mental Challenge (retest with *Enigmas*) against five Traits for less than a hundred miles, six Traits for up to 250 miles, seven Traits for up to 500 miles, eight Traits for up to 1000 miles or nine Traits for longer distances. You arrive and spend one turn disoriented from travel, unless you spend an additional Mental Trait. If the challenge fails, make two Simple Tests. If both fail, you materialize miles away in any direction... including straight up.

- **Reach the Umbra:** You can step in and out of the Umbra at will, needing neither a reflective surface nor even conscious effort. No challenge is required to enter or leave the Umbra, and you rarely risk getting stuck along the way. You receive a two-Trait bonus on all challenges to enter or leave Umbral realms. You still cannot spend Rage in the same turn that you step sideways.

Silver Fangs

Basic Gifts

- **Empathy:** Leadership requires understanding and the ability to make followers feel that their concerns matter as well as the ability to command. You can examine your subjects' expectations of you that you might live up to them. Spend one Gnosis and make a Mental Challenge (retest with *Empathy*) against the pack or other group of followers (See the rules regarding mob scenes, pg. 192). If you win the challenge, you understand the group's desires in a broad sense: attack or mediation, harsh punishment or clemency, etc. Spend one Mental Trait for a more detailed sense and a second Mental Trait to understand desires that haven't been articulated. Note that this doesn't point to the wisest or most rational decision, only to the most popular one.

- **Falcon's Grasp:** You can keep a *literal* grip on power — your hands or jaws tighten in a death-grip almost impossible to escape. Spend one Rage to affect hands or jaws, two Rage to affect both. For the rest of the scene, you receive a three-Trait bonus on all challenges involving the affected parts in grappling and biting. This Gift does not inflict extra damage.

- **Lambent Flame:** You body flickers with silver illumination. Spend one Willpower Trait to ignite the light, which illuminates the area within 100 feet of you. Hand-to-hand attacks suffer a one-Trait penalty (getting close tends to muddle vision) while ranged attacks get a one-Trait bonus. The light inflicts no damage. *Lambent Flame* lasts for the rest of the scene.

- **Luna's Armor:** As the Children of Gaia Gift.

- **Sense Wyrn:** As the Metis Gift.

Intermediate Gifts

- **Silver Claws:** As the Ahroun Gift.

- **Mastery:** You can command other Garou to do your bidding — even Black Spiral Dancers. Make a Social Challenge (retest with *Leadership*). If successful, you can give one non-suicidal command, plus an additional command for each Mental Trait spent. The target must obey each command in turn for one turn, plus an additional turn for Mental Trait spent. That is, if you spend two Mental Traits, you can give three commands, and the target must follow each one for a minimum of three turns apiece. If you spend no Mental Traits, you can give one command, and the target must follow it for one turn.



- **Mindblock:** You maintain constant mental defenses at peak levels. You receive a minimum three-Trait bonus on all efforts to mentally attack or control your mind (such as mind reading, mental illusions, possessions) — you defend with 10 Traits or your normal Mental Trait total + 3, whichever is higher. *Mindblock* is always in effect. It does not extend to powers that affect emotions.

- **Wrath of Gaia:** You display the full terrible glory that is your birthright as one of Gaia's chosen warriors. You can cow minions of the Wyrms into helpless flight. Spend one Gnosis and make a Social Challenge (retest with *Intimidation*). If you are successful, all Wyrms-minions within line of sight must make a Willpower Challenge to remain, then make a second Willpower Challenge to attack you. *Wrath of Gaia* remains manifest for the rest of the scene.

Advanced Gifts

- **Luna's Avenger:** Your whole body, whatever form it's currently in, becomes living silver. Concentrate for one full turn and spend one Gnosis. The transformation is automatic. While silver, you are immune to the effects of silver weapons; all damage you inflict is aggravated to other Garou and several Changing Breeds. When you make a successful strike, make a Simple Test; success means you inflict a second level of aggravated damage. You gain the Physical Traits *Rugged* x 2 and one additional health level while the Gift lasts. *Luna's Avenger* remains in effect for the rest of the scene.

- **Paws of the Newborn Cub:** By snarling and glaring at an opponent, you can cow it into losing the use of its supernatural powers, leaving behind only mundane Abilities and Attributes. Spend one Gnosis and make a contest of the your Gnosis against the target's Willpower. If successful, you can strip the target of *all* special powers — shapeshifting, Gifts, Disciplines, etc. — for one turn.

Uktena

Basic Gifts

- **Sense Magic:** You can discern the magical emanations of Garou Gifts, vampiric powers, human magic and the like. Make a Static Mental Challenge (retest with *Enigmas*) against the mental total of the magic's creator. You enjoy a one-Trait bonus for familiar magic and highly obvious effects, and a two-Trait bonus on Garou Gifts. Very unfamiliar magic imposes a one-Trait penalty, or even more at the Storyteller's discretion for particularly alien manifestations. You can only recognize broad categories, including whether you've encountered this sort of thing before: "Gaian" and "blood magic" are about as precise as this Gift allows. The Gift covers all magic within 10 feet of you, plus an additional 10 feet per Mental Trait spent.

- **Shroud:** You create a field of inky blackness which only your own eyes can pierce. Spend one Gnosis and make a Static Gnosis Challenge, the difficulty depending on the time of day: three Traits at night or in twilight, six Traits indoors, nine Traits outside in bright sunlight. Success blacks out a 10-foot-square area, plus another 10-foot square area per Mental Trait spent. The area can be anywhere within your line of sight. The metis Gift *Eyes of the Cat* can see through the resulting darkness, which lasts for the rest of the scene.

- **Spirit of the Bird:** Few Garou attack from above, which is precisely why the Uktena developed this Gift. It allows you to hover, fly and float. Spend one Gnosis.



You can fly at up to 20 mph, and hover or float as you desire. You suffer a one-Trait penalty on all combat maneuvers. This Gift remains active for one hour.

- **Spirit of the Fish:** You can breathe underwater, and can swim as fast as you can run in Hispo form. Spend one Gnosis and make a Physical Challenge (retest with *Animal Ken*). The effects last for one hour, plus an additional hour per Mental Trait spent.

- **Spirit Speech:** As the Theurge Gift.

Intermediate Gifts

- **Banish Totem:** By speaking words of forbiddance, you can cut off a pack from contact with or aid from its totem. The resulting spiritual void also interferes with pack maneuvers and other joint actions. You must concentrate on the totem and the ties to break for one full turn and must know which totem the pack follows. Spend one Gnosis and one Willpower, and make a Static Gnosis Challenge against the pack's combined *Totem* scores (maximum of 10 Traits). If you succeed, the pack loses all Traits associated with its totem and cannot use pack tactics and the like. The Gift lasts until the end of the scene or until you are knocked out or killed.

- **Call Elemental:** You can summon forth one of the four classic elementals (earth, air, fire or water). You must learn the Gift separately for each type of elemental. Spend one Gnosis and make a Static Gnosis Challenge against the local Gauntlet rating to summon the elemental. Make a Social Challenge against the elemental's Gnosis to persuade it to look favorably on you. The elemental vanishes at the end of the scene, in either case.

- **Hand of the Earth Lords:** You draw on the land's innate power to move a single object weighing up to a thousand pounds by force of will alone. An air elemental and an earth elemental must work together to teach this Gift. Spend one Gnosis and make a Physical Challenge. You must concentrate on the object at all times while the Gift is active, and can move the object at up to 20 mph (breaking concentration means dropping the object, which can be disastrous). The Gift remains active for one turn, plus an additional turn per Mental Trait spent.

- **Invisibility:** You vanish completely from sight. You must concentrate on staying invisible, moving no faster than half your normal walking speed and doing nothing to attract attention to yourself (such as attacking). Spend one Gnosis and make a Static Mental Challenge against four Traits if already concealed, six Traits if on open ground, or nine Traits if in plain sight of hostile observers. Anyone looking for you must win at a Mental Challenge while you enjoy a three-Trait bonus for the purpose. Remove this bonus if you do something that clearly draws attention: entering combat, slamming doors, etc. *Invisibility* lasts for the rest of the scene. Cross your arms over your chest to indicate that you are not visible to others.

Advanced Gifts

- **Fabric of the Mind:** As the Galliard Gift.

- **Fetish Doll:** Sympathetic magic is as old as civilization, if not older, and the Uktena use it whenever they feel the end justifies this potentially abhorrent means. With this Gift, you construct a specially made doll with a piece of the victim (lock of hair, nail clippings) or something belonging to the victim (piece of clothing, jewelry), and then use the doll to inflict harm on the target from a distance. It takes one week to construct and enchant the doll once you have a piece of the victim or some important possession. Make a Mental Challenge (retest with *Crafts*) to complete the



making. Once it's complete, make a Static Mental Challenge against the victim's Willpower while mutilating or damaging the doll. Success indicates the victim suffers a level of aggravated damage (soakable as per any ability the victim has to do so). Spend additional Mental Traits to inflict additional damage. The doll is destroyed and rendered useless once it transfers 10 levels of damage. If any challenge to inflict harm fails, make two Simple Tests. If both fail, the doll is immediately destroyed.

Wendigo

Basic Gifts

- **Call the Breeze:** You can call up a chilling wind of up to 20 mph that you can direct at will. It freezes unprepared targets and disperses or redirects clouds of gas or vapor, swarms of insects and the like. You simply whistle to call the breeze. Unprepared targets suffer a one-Trait penalty to perception challenges and challenges involving rapid motion. The breeze lasts for the rest of the scene.

- **Camouflage:** You blend in with your surroundings, becoming very difficult to see. Spend two turns concentrating to camouflage yourself. You receive a three-Trait bonus on all challenges by others attempting to find you. This Gift always works in northern wilderness; how much it helps in other environments depends upon the presence of useful features like chill winds or evergreen trees and upon Wendigo's sense of how deserving you are. *Camouflage* lasts as long as you wish.

- **Cutting Wind:** This conjures up a more chilling wind than *Call the Breeze*, one that can be used as a weapon. To use this Gift, spend a Willpower; the wind comes automatically. Make a Physical Challenge to set the wind's direction. Anyone struck by it suffers a two-Trait penalty to all challenges the first turn they're in the blast and a one-Trait penalty the second turn. The wind can push targets off ledges, into pits and otherwise knock them over. The wind's range is 20 yards and is treated as if it were a firearm. It lasts for one turn, plus one turn per Mental Trait you spend.

- **Resist Pain:** As the Philodox Gift.

- **Speak with Wind Spirits:** You can call up wind-spirits for advice and guidance and ask them a single question, which must concern the immediate area. (You can ask about more distant matters, but wind-spirits don't have long attention spans.) You can automatically speak with wind-spirits while in the Umbra; calling them in the physical world requires spending one Gnosis. In either case, make a Social Challenge (retest with *Expression*). Success lets you obtain a generally correct answer, albeit a very general one. Spend one additional Mental Trait to clear things up a bit, or two Mental Traits to get a precise and focused answer.

Intermediate Gifts

- **Bloody Feast:** Great Wendigo is a cannibalistic spirit and teaches his children how to gain strength from enemies' flesh and blood. You must bite and taste blood (inflict at least one health level of damage). The target must be something that bleeds; toxic blood or no blood at all makes this Gift useless. Make a contest of your Gnosis against the target's Physical Traits. If successful, you gains one extra *Tough* or *Ferocious* Physical Trait for every two health levels of damage the bite inflicts, up to a maximum of five bonus Traits. The bonus lasts for one turn, plus one turn per Mental Trait you spend. Flesh and blood can be addictive, and you must test for frenzy the turn after activating *Bloody Feast*. Depending on the target, certain uses of this Gift may violate the Litany. Obviously, remember the Rules of Safety and don't get carried away.



• **Call the Cannibal Spirit:** By dancing under the night sky, you can summon an avatar of Wendigo and direct it to hunt one of your enemies. You must possess a piece of the target whose heart you want Wendigo to devour. Spend three full turns in a summoning dance. Spend one Rage and one Gnosis, then make a Static Social Challenge against eight Traits. Success summons a Wendigo-spirit, who pursues the target until it can engage in combat. If the summoning fails, make two Simple Tests. If both fail, the Wendigo-spirit turns on you, as it will if somehow prevented from attacking the target.

Mighty Wendigo appears as a blue humanoid with claws and fangs, blazing eyes and black stumps for feet. It can run through the sky at 50 mph to find its prey. It has 7 Willpower, 10 Rage, 5 Gnosis, 32 Essence, and the Charms *Blast (Ice)*, *Create Wind*, *Freeze*, *Materialize*, *Tracking*.

• **Chill of Early Frost:** You call down mystic chill from Great Wendigo, freezing the area and everyone in it. Spend one Gnosis and make a Mental Challenge against four Traits for an area already in deep winter, six Traits for most climates, or nine Traits for an area in hot summer. Success reduces the temperature to somewhat below freezing, or down 20 degrees if it's already below freezing, in an area five miles in radius. Everyone without a natural coat of fur takes a two-Trait penalty to all challenges. Pipes burst, roads freeze, and other suitable consequences decided by the Storyteller take effect. The Gift lasts for one hour, plus one hour per additional Mental Trait spent.

• **Wisdom of the Ancient Ways:** As the Philodox Gift.

Advanced Gifts

• **Heart of Ice:** With this Gift, you can call down Wendigo's curse on your enemies. By whispering your victim's name to the wind, you direct Wendigo's attention to him, and his internal organs begin to freeze. Spend one Gnosis and make a Static Mental Challenge against your target's Willpower. With success, you inflict a single level of aggravated damage. With each succeeding test, you can continue to inflict further levels of damage (one per turn), literally freezing your victim to death. If you lose a test, no more damage may be inflicted on the target for the rest of the scene.

• **Invoke the Spirits of the Storm:** You can summon almost any arctic weather you want: tornado, fog, blizzard, thunderstorm, etc. Spend one Gnosis and make a Static Willpower Challenge against a variable number of traits, from four Traits for minor changes (light wind to stiff breeze, high clouds to overcast) up to nine Traits or even more for radical changes (blizzard to calm clear skies). The storm covers an area 10 miles in radius with success. If you call up thunderstorms, spend a Gnosis each time you wish to launch lightning bolts against your enemies: Physical Challenge to hit, 10 levels of aggravated.

Rites

Rites are just what they sound like: rituals that Garou perform individually or in a group. Rites remind Garou of their heritage and commemorate important activities in the present moment. They bind the often-fractious members of the Garou Nation together in common cause, at least for a while. Rites also unite Garou with the spirit world, drawing on the terms established long ago in the great Pact, when the spirits swore to give the Garou power in exchange for the Garou's loyalty and service.

Rites also provide ways for Garou to identify and build up individual strengths; while the principles of the rites remain constant, there's room for innovation and refinement in presentation along with the occasional discovery of a new rite. Each



tribe does the rites a bit differently; so does each sept, and each elder within it. Storytellers should reward players who play out the details of how their characters practice the rites as these occasions are important and deserve attention in a chronicle.

Types of Rites

Rites are both religious and magical events, and they serve both social and mystical purposes. Most rites work equally well on either side of the Gauntlet. Garou tradition groups the rites for teaching purposes, presenting cubs with categories which (hopefully) make sense and help tie together related concepts, including accord, caern, death, mystic, punishment, renown, seasonal and minor rites. Werewolves can learn any rite as long as their Rank allows it and as long as they find a teacher. Traditions about auspice make some rites more expected than others (see below), but even so there's a great deal of flexibility. In happier times, elders were finicky about what they taught to whom. Now, with many younger Garou ignoring rites altogether, many elders are almost pathetically grateful for students (though of course they seldom admit it).

Performing a Rite

Ritemasters lead Garou in the rites. These are often grand ceremonies involving extensive preparation and socializing; almost all rites require at least three participants apart from those specifically designed for individuals. Tradition-minded septs frown on performing rites away from the caern and group. The rite takes a minimum of 10 minutes for Basic Rites, 30 minutes for Intermediate Rites and one hour for Advanced Rites. Minor rates take two to five minutes. In almost all cases, the celebrants must use trinkets or special materials, and rites always require concentration and skill.

The ritemaster bears responsibility for seeing that everyone does their part in the rite. The specific challenges appear in the description for each rite. In general, every five participants beyond the minimum required give the ritemaster a +1 Trait bonus on relevant challenges.

Learning a Rite

A werewolf who wants to learn a rite must approach an elder who already knows it and negotiate the terms of instruction. This almost always includes payment in the form of talens (at least one per level of the Gift) and may also include other services — fresh meat for three months, completing a quest, answering a specific question about a rival sept, etc. Roleplaying out the details is good, but feel free to fall back on a Social Challenge. If the elder wins, success is some other specific object or deed the student must provide; if the student wins, the elder is favorably inclined and requires nothing more.

Learning a rite takes time. The student must have at least one level of *Rituals* Ability for Basic Rites, two for Intermediate Rites or three for Advanced Rites. He must also spend at least three days studying a minor rite, one week for a Basic Rite, three weeks for an Intermediate Rite or five weeks for an Advanced Rite.

Characters can begin play knowing rites with the *Rites* Background. Once they enter play, only roleplaying and time let them learn more; experience points won't buy rites. Characters can try to enact rites they've participated in but which they don't know — all challenges suffer a three-Trait penalty and twice whatever Gnosis expenditure is required. Elders often see the effort as impertinent even when it works.



Attempting an unlearned rite in an elder's presence may cost the Garou Honor or Wisdom; failing it *certainly* will.

Not all Garou have the same aptitude for the Great Rites. Theurges and Philodox most often excel at them, and their mentors usually groom them for the task. Garou of other auspices must show great promise at performing the minor rites and as participants to get the same attention; they're most likely to learn the rites that enhance their auspice duties and celebrate the sorts of victories they most often achieve. Individual packs without a big sept spread the duties around more since specialization is the luxury of the many.

Rites Chart

Type	Challenge	Difficulty
Accord	Social	7 Traits
Caern	Gnosis	7 Traits
Death	Social	8 Traits, minus Rank
Mystic	Social	7 Traits
Punishment		7 Traits
Renown	Social	7 Traits
Seasonal	Social	8 Traits, minus caern level
Minor	none	none

Always retest with *Rituals*.

Rites of Accord

These rites restore Garou or a place to harmony and balance with Gaia. They purify and renew their subjects in a symbolic rebirth.

The ritemaster must possess a talen, fetish or some piece of Gaia never touched either by minions of the Wyrn or by human hands. Make a Static Social Challenge against seven Traits unless otherwise stated.

Basic Rites

- **Rite of Cleansing:** This rite purifies a person, place or object so that it can be used without fear of Wyrn-taint. The most common form of the rite requires the ritemaster to inscribe a circle on the earth around the target, walking counterclockwise while holding a smoldering branch or torch, then to use a branch (preferably willow or birch) dipped in pure water or snow to sprinkle the target. The other participants produce eerie howls to intimidate and frighten away the tainting force. This rite works best at dawn but can be performed at any time. This rite can affect more than one target at a time, at a cost of one Gnosis Trait for each target beyond the first. The difficulty varies based on the level of taint, from four Traits for minor contamination from weak Wyrn servants up to nine Traits or more for extensive warping in the hands of powerful minions. Reduce the difficulty total by one Trait when performing the rite at dawn. This rite doesn't heal wounds and other damage, and does not remove the soul-deep corruption common to fomori, vampires, Black Spiral Dancers and the like.



• **Rite of Contrition:** This is an apology to offended spirits or Garou to defuse tensions before battle erupts. The transgressor drops to his belly and slides forward; the ritemaster may also do the same, or simply whine and lick his paws or hands. More knowledgeable performance (with higher levels of *Rituals* knowledge) allow lesser gestures of repentance like a bowed head to suffice. The offending Garou must give a small gift to his target or a small artifact of some aspect of the spirit to an offended spirit. The difficulty is the current Rage of the target. Success counts as a gracious apology. Spend one or more Social Traits to strengthen the effects: One Social Trait heals any single breach of the peace short of major Litany violations, two Social Traits cover most short-term conflicts, and three Social Traits cover long-standing grievances. Werewolves who refuse to accept the *Rite of Contrition* suffer social sanction as custom and the spirits regard it as very important.

• **Rite of Renunciation:** Garou seldom feel the need for this rite, but it's very important on the occasions when it matters at all. With this rite, a Garou gives up her auspice and joins another. It must be performed during the phase of the moon she wants to adopt. The usual form of this rite calls for pouring water from a silver basin exposed to moonlight over the supplicant, symbolically washing away the old life. See "Renunciation," p. 184, for more details about the social consequences.

Caern Rites

Basic Rites

• **Moot Rite:** A moot cannot begin until this rite is done. It refills the caern with Gnosis, while the Master of the Howl leads participants in an extended unified howl. The nature of the howl expresses the concerns of the tribe and sept, identifying it to anyone listening. This rite must be performed at least once a month to keep a caern consecrated. During the course of the moot, participants must sacrifice a combined total of at least five Gnosis Traits to keep the caern charged.

• **Rite of the Opened Caern:** Caerns are sacred places, each dedicated to a particular totem and maintained to serve a specific purpose of some sort, such as Wisdom, Strength, etc. Knowledgeable Garou can "open" the caern, tapping its power to assist them in some specific task. It's never undertaken lightly, or shouldn't be: Caerns do not idly give up their power, and the energy itself can be difficult to control. Each caern sets its own conditions for the ritemaster. An Enigmas caern may require the ritemaster to walk a maze and solve a riddle the totem poses, while a caern of Rage may require the ritemaster to shift into Crinos form and make and then destroy a symbol of each enemy who's slain a sept member in the last year (or last hundred years). Whatever the required actions, they must show the ritemaster to be competent at the caern's purpose.

See "Caerns" for more details.

Intermediate Rites

• **The Badger's Burrow:** Caern guardians gradually become intimately united with their bawn, closely enough to sense everything going on within its boundaries. In this rite, the ritemaster peers intently into a bowl of water, pool of ink or other suitable reflective surface while pouring a small amount of witch hazel, urine or other strongly scented astringent onto the ground. Participating Garou encircle the ritemaster and growl softly. Some younger Garou enhance the experience with psychotropic



drugs. Make a Static Mental Challenge against a difficulty depending on the size of the area to be examined: five Traits for a small room, six Traits for a ballroom, seven Traits for a house, eight Traits for an acre of land, nine Traits for a small forest. Success lets the ritemaster or Caern Warder ask three questions about the area and receive an intuitive sense of the answer.

• **Rite of the Opened Bridge:** Moon bridges connect caerns through the Umbra. This rite creates one. The ritemaster must perform it once a year for each connection the caern wishes to maintain ties with, always during a moot and enacted simultaneously from both sides. The ritemaster can also perform it in other circumstances, when truly warranted. The rite requires a moonstone or pathstone, Umbral stones that resemble flat pearls with a wolf's paw print on one side. Theft of moonstones is a blasphemous act that justifies inter-sept warfare.

At the rite's climax, the caern totems reach out to each other and the moon bridge opens. The Garou of the two septs mingle for a wild revel. The moon bridge reduces travel time to 1/1000th the usual requirements, so even very distant caerns can remain united.

Make a Static Mental Challenge (retest with *Enigmas*) against eight Traits, minus the level of the ritemaster's own caern. If the ritemaster's pack totem is also the caern totem, she receives a three-Trait bonus on the challenge. If the rite was tried and failed last year, add one to the difficulty total. Once established, the moon bridge can be activated with the *Rite of the Opened Caern* and the Ragabash Gift: *Open Moon Bridge*. If the rite fails, it can't be tried again until one lunar year later.

If the challenge fails, the ritemaster must make two Simple Tests. If both fail, the pathstone in the caern is scorched by mishandled energies. This often leads to a *Rite of Ostracism* for the ritemaster.

• **Rite of the Shrouded Glen:** This rite turns an area within the Umbra invisible, so that observers elsewhere in the spirit world can't see it. The rite requires a minimum of five participants, who must fast for at least three days to purify themselves. Make a Static Social Challenge against the caern's Gauntlet rating plus four Traits. All participants can contribute Gnosis to this rite, and must gather 10 or more Gnosis Traits to make the effect permanent. Otherwise, the Umbral Glen remains hidden for one hour, plus one per Gnosis Trait spent. When Garou try to hide an area larger than the caern itself, the required Gnosis total increases by two Traits for each one-mile increase in radius.

Advanced Rites

• **Rite of Caern Building:** This rite creates a caern, binding the spirit world and the material world together at a carefully prepared point. Wurm creatures always come when this rite is performed, so it requires defenders and guards as well as participants. A powerful Theurge usually leads the rite; whole packs have been known to die in agony when an inexperienced ritemaster makes a mistake.

The participants choose the physical focus for the heart of the caern and cleanse it of all taint. They also undergo a *Rite of Cleansing* to purify themselves. The ritemaster performs many minor rituals and meditations before undertaking caern construction. The sept posts sentries (often player characters), since Wurm servants nearly inevitably try to disrupt the rite; this duty requires demonstrated prowess, to keep the area safe while the ritemaster is helpless in an extended chant drawing a spirit into the caern. The rite must be performed between sunset and sunrise during the waxing of the moon (except for Black Spiral caerns, created during the waning moon).



In principle, ritemasters could seek out a particular kind of spirit, but custom calls for allowing Gaia to make Her will known and accepting whatever spirit comes.

Make an Extended Social Challenge against eight Traits, minus one for every five Garou participating and spending Gnosis beyond the 13 necessary participants. It takes 40 successes to create the caern, and the ritemaster can accumulate a maximum of one success per permanent Gnosis Trait each hour. Yes, this makes success difficult: This is not a rite to undertake frivolously or with inexperienced leadership. If the rite fails, all participants take five levels of lethal damage and suffer distinct teardrop-shaped scars. (These scars are a mark of bravery, for noble effort on Gaia's behalf, and are often called "tears of Gaia.")

Once the ritemaster accumulates the necessary successes, participants must contribute a total of at least 100 Gnosis Traits. If they fail to reach that total, all involved — starting with those closest to the ritemaster — begin suffering aggravated wounds, each of which counts as three more Gnosis Traits toward the total. The Storyteller overseeing the rite should speak privately with each participating player rather than having them call out Gnosis spent, to preserve the element of uncertainty. If in the course of an hour the ritemaster fails to accumulate any successes, make two Simple Tests. If both fail, all involved suffer seven levels of lethal damage. Garou reduced below Incapacitated suffer severe battle scars.

The minimum 40 successes create a Level One Caern. The Gauntlet in this area is 4, and spirits within can grant powers equivalent to Basic Gifts. Every five additional successes raise the caern level by one. At Level Three the Gauntlet rating is 3 and spirits can grant powers equivalent to Intermediate Gifts. At Level Five the Gauntlet rating is 2 and spirits can grant powers equivalent to Advanced Gifts. The rite ends with the ritemaster sacrificing one *permanent* Gnosis Trait per level of caern power.

If a player character assumes the role of ritemaster and leads the rite successfully, she earns three Glory, five Honor and seven Wisdom. Other participants earn five Glory and three Honor: This is a legendary task, deserving suitable reward.

Rites of Death

Everything living dies. These rites honor the departed and reaffirm their connections to the living and the cycle of life, death and rebirth. Garou immerse themselves in these rites to help release their grief and fear.

The ritemaster must make a Static Social Challenge with a difficulty of eight Traits, minus one per Rank of the Garou being honored.

Basic Rites

- **Gathering for the Departed:** This rite, usually led either by a Galliard or a packmate of a recently deceased werewolf, honors the life of the departed and acknowledges the grief of those who remain. It varies in practice wildly from tribe to tribe. An Appalachian Fianna pack may have a boisterous tale-telling competition, while a contemplative Uktena pack might observe a solemn period of meditation and crafting small mandalas embodying aspects of the commemorated Garou. Every form that allows the participants to mourn is appropriate. The Storyteller may allow the ritemaster to make a Static Social Challenge against eight Traits for a bonus on future efforts to contact the deceased via the *Ancestors* Background. Let the quality of roleplaying influence the details.



Intermediate Rites

- **Rite of the Winter Wolf:** Garou perform this rite upon deciding they're too wounded or too old to fight alongside their tribe. The celebrant announces his intent to undergo the rite and sits at the center of a circle of his pack- and septmates. The Galliards sing chants and hymns about the celebrant's accomplishments and invoke the spirits' protection for glory as the celebrant's soul passes on to the next life. The celebrant then walks (with all the dignity he can muster) through the ranks of the tribe to some secluded place where he will die, usually with the aid of a silver klaive. The observers howl a dirge as the celebrant leaves. The suicide is immediately followed by a *Gathering for the Departed*. This rite is always performed at night with a minimum of three Garou besides the celebrant. The suicide weapon must be silver.

Mystic Rites

These rites bring the Garou into direct contact with the Umbra and the spirits. Most of these rites are performed alone.

Make a Static Mental Challenge (retest with *Rituals*) against seven Traits, unless otherwise noted.

Basic Rites

- **Baptism of Fire:** Most tribes attempt to track down their Kinfolk's children within a month of birth and test the children for the potential to undergo the Change. Garou children are baptized in the light of their auspice moon, beside a ritual fire, with ashes and a few drops of Garou blood. A Kin-Fetch, a lesser tribal spirit, kisses the infant as the baptizing Garou holds it up and howls Gaia's greeting. The spirit kiss inscribes a spiritual mark in the form of the tribal pictograph; this mark is visible only to spirit senses and cannot be removed. When circumstances allow, the participating Kin-Fetch watches over the child to let the tribe know where it is and when it's in danger. Unfortunately, such weak spirits are both vulnerable and prone to distraction, so that the tribe often loses track of its future members. Make a Static Social Challenge against six Traits. Success completes the ritual; additional Mental Traits spent add to the Kin-Fetch's Gnosis for future challenges relating to its mission to watch the child.

- **Rite of Binding:** This rite ties a spirit in servitude to a Garou. The Garou can bind nearly any spirit they encounter, but tradition favors binding only when really necessary, as too much binding strains the Garou's relationship with the spirit world. Spirits trapped in this rite can be bound to temporary service or into a talen, or indeed into any object, place or person. Only spirits friendly to the Garou's totem submit voluntarily to binding. This rite only works when a spirit is nearby, and is usually performed in the Umbra. Spend one or more Gnosis Traits (one is required); each Trait spent lowers the spirit's Gnosis by one for the ensuing challenge. Make a challenge of the Garou's Willpower versus the spirit's adjusted Gnosis. Success binds the spirit for one week, plus another week per Mental Trait the Garou spends. Basic success suffices to create a talen, which lasts until used.

- **Rite of the Questing Stone:** This rite lets the werewolf find a person or object, as long as she knows its name. Having a piece of the target in hand makes it easier. The rite itself is a form of dowsing: The Garou suspends a stone or needle from a thread while concentrating on the target. Glass Walkers and other modern-minded Garou use a map and compass with the same results. Make the standard challenge. Reduce the difficulty by one Trait if the Garou has a piece of the target (clothing, jewelry, etc.).



The rite gives the Garou a sense of the object's general location but not its exact position.

- **Rite of Talisman Dedication:** This rite lets a Garou bind objects to his body, remaining with him through changes of form and crossings of the Gauntlet. Most talismans are mundane objects the Garou deems useful; spiritual objects such as fetishes and talens don't need separate dedication. Werewolves usually perform this rite under their auspice moon, and each auspice has its own traditions about how to do it. Spend one Gnosis per object dedicated, and the Garou cannot have more dedicated objects than Gnosis Traits. Some particularly large objects — an appliance, say — may count as more than one object for this purpose, while closely related objects like a set of clothes may count as one object altogether. A container and its ingredients may count as one object, depending on how conceptually linked they are. Storytellers and players must work out how each object accommodates shifts of form: by stretching, by shifting around, by sinking painlessly into the Garou's body, or by some other suitably interesting means. Objects which sink into the Garou's body are visible as tattoos, and others can spend a Willpower Trait to attempt to pick them off.

- **Rite of Becoming:** Garou must perform this rite at an Anchorhead domain. It allows the celebrant to travel safely into the Deep Umbra. It relies heavily on symbology of continuity and connection; the most common version calls for the celebrant to braid together three of his own hairs, three pieces of copper wire and three tendrils of ivy or another vine. Sometimes silk threads replace the hair or wire. The Garou makes the braid, ties around his wrist and howls out three words of power. Various tribes modify or extend the rite: The Uktena drink a potion to help loosen the soul from the Tellurian, the Black Furies perform this rite and travel the Deep Umbra in threesomes, and so on. The Garou takes one level of aggravated damage and must immediately return to the Near Umbra if the braid is destroyed.

- **Rite of Spirit Awakening:** This rite rouses a sleeping or inactive spirit. The ritemaster plays a rhythm on a musical instrument (usually a drum) while the other participants circle around and growl a counterpoint. The rite arouses the spirit within a mundane object and makes it appear in the Umbra; when performed on plants the rite is often known as "sanctification" and rouses the plant-spirit enough to act as a talen for a single use. Different plants naturally have different abilities, and each sept maintains its own herbal lore. The ritemaster must play or sing a song, but musical talent doesn't affect the outcome, just the act of performance. Make a Static Social Challenge against the spirit's Rage. This rite doesn't grant control over the spirit, and a Storyteller should decide whether the spirit is friendly or hostile; supporting rites and gestures can make a big difference. This rite doesn't work on sentient beings, who are already as awakened as they're going to get.

- **Rite of Summoning:** Summoning spirits in the material world is always complex, usually demanding and frequently risky. In the Umbra it's much easier. This rite compels spirits to seek out the Garou summoning them and imposes a modicum of control. Powerful spirits regard themselves as coming out of curiosity, but come all the same. The ritemaster makes a Static Gnosis Challenge against the local Gauntlet rating to pierce the Gauntlet even though she's not already in the Umbra. (A ritemaster who is in the Umbra, of course, doesn't have to do this.) Make a second Static Social Challenge against four Traits to summon a Gaffling, five Traits for a Jagging, seven Traits for a totem avatar, nine Traits for an Incarna, or 10 Traits for a Celestine avatar. Each hour spent in summoning reduces the target difficulty by one, down to a minimum of three Traits. At the Storyteller's discretion, past favorable and unfamiliar encounters with a particular spirit may reduce or increase the difficulty.



Success summons the spirit to arrive sometime in the next several hours, who arrives with some initial hostility and must be placated (roleplay this out wherever possible). Spend one extra Social Trait to make the spirit arrive quickly, two extra Traits to make it come quickly with a neutral to friendly attitude or three extra traits to make it come quickly and favorably inclined to the summoner.

Intermediate Rites

- **Rite of the Fetish:** This rite permanently binds a spirit into an object. In preparation, the celebrant must clean the potential fetish by placing it under running water, burying it in pure earth and then exposing it to constant breezes or suspending it above flame for three nights in a row. Then she forces or persuades the spirit into the prepared object. Some tribes (like the Fianna) favor flattery, others (like the Bone Gnawers and Silent Striders) bribery in the form of spent Gnosis, still others (like the Red Talons and Shadow Lords) intimidation. Make a Static Social Challenge against 10 Traits, minus two for each *permanent* Gnosis Trait spent. Extensive preparation and efforts to win the spirit's favor may also reduce the difficulty at the Storyteller's discretion. Using force requires the Garou to attack the spirit and reduce it to 0 Essence Traits before binding it, and the fetish doesn't work until the spirit regains its Essence. If the binding challenge fails, make two Simple Tests. If both fail, the spirit is immediately released and will be very hostile unless the Garou was very thorough indeed about efforts to win its favor.

- **Rite of the Totem:** This rite creates a pack through the union of a group of Garou with a guardian spirit. The werewolves who wish to become a pack must coat their eyes with a mixture of saliva and some substance holy to Gaia, such as mugwort or tobacco, and step sideways into the Umbra. Once in the spirit world, the ritemaster leads the participants in a hunt for the totem. The signs the totem leaves vary based on the spirit and its assessment of the pack, but worthy Garou always do find it in the end. They must then earn its favor, often through performing a quest (though having just completed a *Rite of Passage* takes care of that requirement). Characters must purchase the *Totem* Background and then practice this rite. The standard challenge applies.

Punishment Rites

Despite their protestations, Garou aren't perfect. Sometimes persuasion and private means of discipline fail, and it's necessary for the tribe or sept to publicly sanction one of its members. These rites enforce Garou justice, setting an example for others and reinforcing the primacy of the group over the individual. These rites take place only after other efforts at correction fail.

The ritemaster makes a Social Challenge against the malefactor. Failure in the punishment rite is widely taken as Gaia's sign that the punishers overestimate the target's guilt. At the Storyteller's discretion, punishment rites automatically fail against a truly innocent target and earn Renown loss for the punishers.

Basic Rites

- **Rite of Ostracism:** This is the common punishment for lesser crimes, casting out the target from tribe and sept, sometimes even from his pack. Other Garou treat him as a non-entity, ignoring him where possible and driving him away when necessary. In *life-or-death* situations, other Garou *may* help out, but in minimal degree, and it's not required. At the rite, the Garou form a circle around the target, and



each participant says twice (once to Gaia, once to her brethren) the name of the offender and "Of all Gaia's children, I have no such brother/sister." The speaker then turns counterclockwise to face away from the circle. When all have spoken, they move off singly into the night. Ostracism normally lasts from one phase of the moon to the next, but tribal leaders can proclaim as long a period of banishment as they deem necessary. Ostracism costs the target one Glory, five Honor and one Wisdom.

• **Stone of Scorn:** The *Stone of Scorn* is a rock imbued with a malicious spirit of shame, sorrow or some other suitable emotion. Well-established septs maintain a permanent *Stone of Scorn*, but most make one as it's needed. The ritemaster passes the stone from one participant to the next, forcing the scorned target to watch as each participant carves or paints a symbol of shame (derision, mockery, etc.) onto it while telling an embarrassing tale about the target. Galliards sometimes win Renown for particularly effective recitations. The rite can take all night, depending on how enthusiastic or involved participants get. The punishment formally ends at dawn... but of course the stories remain in listeners' minds and can come up again. The standard challenge applies. The punished Garou loses eight Honor and two Wisdom until performing a noteworthy honorable deed. Storytellers should make sure that this doesn't turn into a *de facto* permanent loss — the Garou isn't required to go slay Eater-of-Souls, just to do something that serves the Garou Nation and demonstrates courage or cunning used well.

• **Voice of the Jackal:** This rite is for occasions when a werewolf's actions have shamed her sept or tribe as well as herself. The ritemaster blows a handful of dust or ashes on the offender and says, "Because thy (cowardice, gluttony, selfishness, etc.) has proven thee to be of jackal blood, let thy voice proclaim thy true breed!" The target's voice changes into an annoyingly shrill and piercing nasal whine until the ritemaster repeals the punishment. Jackal-hounds, as victims of this rite are known, suffer a two-Trait penalty in all Social Challenges and gain the Negative Traits *Obnoxious* x 2. They also lose two Glory and five Honor. The ritemaster can repeal the punishment at any time, though the Renown loss remains. Some jackal-hounds hasten the end of their punishment by undertaking quests of great benefit.

Intermediate Rites

• **The Hunt:** This rite calls the sept or tribe out against a Garou who's committed a capital crime like unjustified murder and yet retains some vestige of honor. The participants mark their bodies with paint or clay symbols that identify them as a Hunting Pack. Being chosen for the Hunt is an honor, and all other Garou yield to them. The ritemaster, or Master of the Hunt, leads the chase, and the rite ends with the death of the criminal. There's no quarter given, though the death itself is considered a form of atonement making the criminal eligible for burial and mourning with honor. It's possible to play this out with normal systems. Alternatively, make a Static Social Challenge against the target's Rank plus four Traits. Failure means the condemned fought well and gains posthumous Glory.

• **Satire Rite:** This rite expresses shame and derision like the *Stone of Scorn*, but in a more serious way. Participating Philodox and Galliards create special song, dance or dramatic event specifically to ridicule an offending Garou. They perform the work in front of the assembled sept, with the target visible to all. Garou emphasis on oral history insures that the charges and presentation will be remembered; choice bits from the satire will surface in conversation for years to come. Most satires do not circulate outside the sept, but particularly incisive or entertaining passages may spread widely.



Make a Static Social Challenge against the offender's current Rank + four Traits. If successful, the offender loses one Rank level and is reduced in Renown to the beginning amounts for the next lowest Rank. He can thereafter regain Renown and Rank as normal, but will be under scrutiny. If the satire fails, the Garou loses no Rank; the ritemaster must make two Simple Tests, and if both fail, the ritemaster becomes the butt of scorn and loses five Wisdom.

• **The Rending of the Veil:** This rite targets a human who's gravely offended the Garou, either by acting against the Garou directly or by inflicting severe and hard-to-repair damage on Gaia and Her children. The rite removes the Veil for one night, during which the Garou hunt the target. The ritemaster leaves a small bag of burning dung and herbs near the sleeping victim; when she awakes, the Veil is burned away. The hunt may or may not end in her death, though the shock of seeing what's behind the Veil (specifically, nine-foot-tall predators who make it clear they hate her) usually inflicts lasting mental disability. This rite is not a breach of the Litany if it's discussed in moot and lesser measures are tried first. The ritemaster must place the prepared bag within 10 feet of where the victim sleeps. It smolders during the rite itself; the ritemaster doesn't need to be near it once it's placed. Make the standard challenge. Failure leaves the Veil intact, and the ritemaster must make two Simple Tests. If both fail, the ritemaster falls under the Delirium for the night.

Advanced Rites

• **Gaia's Vengeful Teeth:** This rite punishes only the greatest of traitors who actively choose to support the Garou Nation's enemies, including hostile manifestations of the Wyrn, Weaver or Wyld, and whose treachery causes much death and destruction. Five or more participants drag the traitor to a rocky, dry spot of ground. The ritemaster stabs her own hand with a sharpened twig or stone and recites the traitor's sins while smearing her blood over his eyes, ears and forehead. Once the recitation is complete, everything of Gaia the traitor touches turns to razor-edged silver for just as long as it's touching his flesh. Crinos hunters then chase the traitor to his death. The offender's name is removed from all histories and thereafter used only as a curse. The traitor cannot step sideways while any of the ritemaster's blood remains on him. Nobody survives this rite.

Rites of Renown

These rites commemorate individual accomplishments and a Garou's passage to a new station within Garou society.

Make a Static Social Challenge against six Traits, unless otherwise noted.

Basic Rites

• **Rite of Accomplishment:** This rite takes place when a Garou is eligible to challenge for new Rank. It honors her deeds and trials getting to this point. An elder calls the honored Garou forward and lists all the subject's accomplishments that contribute to her achievement. Anyone else who wishes to add something may then do so. The elder concludes the rite by proclaiming the subject's worthiness.

The difficulty is only four Traits unless someone wishes to dispute the point, in which case it rises to six. Disputes seldom take place in public, as the challenger risks humiliation as well. The challenger stands to heckle the ritemaster and the subject who must make a Rage Challenge to avoid frenzies. Frenzy is proof of not yet being



ready. If the subject remains cool and the rite concludes successfully, nobody else can challenge her worthiness for the next three moon phases.

Failure on the rite challenge is considered evidence of some failing in the subject; the ritemaster usually receives some portent of a concealed flaw. Storytellers should work with players to smoothly integrate this unexpected information.

• **Rite of Passage:** This rite follows a cub's First Change and awareness of being Garou. A werewolf who hasn't completed a *Rite of Passage* isn't an adult or deserving of much respect; however old he is physically, he's still considered a juvenile. The rite itself involves a quest for the participating cubs to prove their courage, honor and wisdom. The mission may be one of war, stealth, healing or any sort of activity that requires them to use the full range of their abilities. Cubs are almost always assigned to work together on the quest as the ability to operate as a whole is a key part of Garou nature that few modern societies teach their children. Some Theurges send spirits to watch the cubs and report back on their doings.

If the cubs succeed in the quest, the ritemaster performs a final blessing, marking them with a painted or tattooed pictogram showing them to be full Garou. Failure requires a period spent in the disgraced cub status before participants can try again. Garou can learn their first tribal Gifts upon completing this rite.

• **Rite of Wounding:** This rite honors a Garou's first battle wound (which can happen on the *Rite of Passage* quest; if so, this rite immediately follows the conclusion of the *Rite of Passage*). Each tribe marks the moment differently, from the Get of Fenris tradition of drinking and fighting all night to the Children of Gaia custom of blessing the shed blood as a source of fertility for the world after the great battles are done. Only the wounded character and the ritemaster must be present, though the subject's pack and sept usually are there as well. The wounded character receives two Glory if the standard challenge succeeds.

Seasonal Rites

Creatures of nature as well as society, the Garou mark the cycle of the year. The details depend on the tribe and sept. Some celebrate each full moon and other events, others commemorate only the solstices and equinoxes. The depth and variety of seasonal rites speaks volumes about how a particular Garou community views its place in the world and tradition. Particularly spirit-minded (or perhaps deranged) Garou insist that without this rites, Gaia would cease to bless the Garou and perhaps even stop changing the seasons.

At least five Garou must participate in each of these rites, and it must take place at the appropriate time of year. The ritemaster makes a Static Physical Challenge against eight Traits, minus the caern's level if the rite takes place at a caern, down to a minimum of three Traits.

Basic Rites

• **Rite of the Winter Wind:** This rite is for the longest night of the year, to honor Helios and encourage him to start lengthening the days again. Every sept does it differently, almost always involving a howl around a bonfire. Beyond that, trappings vary wildly, from torchlight chases through the woods to the sacrifice of gold and crystal artifacts. In any event, the rite ends with a final howl at dawn.

• **Rite of Reawakening:** This rite is for the spring equinox. The ritemaster begins at sundown with a quest into the Umbra for all the participants. Sometimes it's



symbolic, but in times of danger, it involves dealing with real problems. Tradition calls for facing seven trials, which between them cover the whole range of Garou abilities, but every tribe and many septs has its own version of what the seven trials are. At least one of the trials calls for each participant to give up some object of personal importance, a funerary gift to the old year and an openness to what the new cycle of growth will bring.

- **The Great Hunt:** This rite is for the summer solstice. The short hours of night remove monsters' hiding places, and the Garou take advantage of it with a sacred hunt. The ritemaster calls the assembled together at midnight and asks Gaia to show them a creature or creatures worthy of the Great Hunt. Each participant sheds some blood into a bowl for painting on the surrounding spaces and each other with pictograms favoring martial prowess. At dawn Gaia sends a sign or vision proclaiming the target, and the hunt begins. The target is usually a Wyrms-creature, but not always; Gaia can point to a Weaver or Wyld minion or even an enemy among the ranks of the Garou. The hunt must conclude the following midnight with the target's blood spilled as a sacrifice to Gaia. Failing to complete the hunt is a very bad omen for the year to come.

Characters involved in a successful hunt gain the Glory suitable for the target. If the hunt is unsuccessful, participants lose two Glory each, and all rites the sept members perform suffer a one-Trait difficulty penalty until the next Midsummer.

- **The Long Vigil:** This rite is for the autumn equinox, marking the transition from day-dominated struggle to night-dominated conflicts. The rite begins at sunset with the participants gathered around a bonfire. The sept members spend the day before decorating the caern with this year's war trophies. As the sun sets, they chant their thanks to Helios for his blessing, pray for his safety in winter and praise Luna for her coming aid. The Galliards recite tales of the most glorious battles and how they glorify Luna, pointing to each trophy in turn to call attention to the valor that brought it there. Particularly honored members of other auspices sometimes tell their own tales as well. The tale-telling lasts until dawn; the rite ends with one final invocation of Luna by the ritemaster, after which the participants hurl as many trophies as possible into the bonfire as a sacrifice.

Minor Rites

Every act has a sacred dimension, the Garou know. These rituals keep the sacred in the midst of daily living. This list just scratches the surface, and Storytellers should work with players to develop more that suit the characters' personal natures, totems, experiences, auspices, breeds, tribes and other aspects.

Minor rites cost half as much as others: one level of the Rites Background allows purchase of two minor rites. They take half the usual time to enact, two to five minutes. Storytellers should reward players who roleplay them out as a reminder of their characters' practices, but even keeping them woven into the narrative without detailed roleplaying is a good idea and should also be rewarded.

- **Bone Rhythms:** This rite honors a Garou's totem spirit. Each spirit has its own associated rhythm; the Garou taps out the right one with special drumsticks. Tradition calls for these to be made of bone, but any material will do, and some Garou compete to find innovative but pleasing new alternatives. A Garou who performs this rite three times a day at least three days in a row gets a one-Trait bonus to use on any one challenge in the spirit realms. Once it's spent, the Garou must spend another three days to gain another.



- **Breath of Gaia:** The werewolf breathes deeply in clean air 13 times while meditating on his love of Gaia. A Garou who performs this rite at least once per day for one full cycle of the moon gets a two-Trait bonus on any one healing or detection challenge.

- **Greet the Moon:** The Garou howls out an elaborate greeting to Luna as she rises, expressing a sentiment appropriate to the phase of the moon, the season of year and any other concerns that seem relevant. Performing this rite each night at moonrise for a full phase of the moon grants a one-Trait bonus on all social interactions with Garou of that auspice the next night the moon reaches that phase.

- **Greet the Sun:** This rite is most common among Children of Gaia, Uktena and Wendigo, but not wildly popular among any tribe. It's similar to *Greet the Moon* except performed at sunrise. Performing this rite nine days in a row gives a one-Trait bonus on all efforts to sense Wyrms-creatures and Wyrms-taint, as long as you continue to perform the rite every day. If you miss a day, you must start over.

- **Hunting Prayer:** The Garou pauses before a hunt to praise Gaia and all natural creatures, and chooses some item to hold his prayers. The Garou must then take that item with him while hunting and, if he loses it, choose a new one and start over. Performing this rite before every hunt for three turnings of the moon gives a one-Trait bonus on all tracking challenges as long as the Garou continues to say his prayers.

- **Prayer for the Prey:** The Garou steps into the Umbra immediately after making a kill, thanking the prey's spirit for giving its life. Performing this rite for every beast of Gaia (not including minions of the Triat) the character slays for one full turning of the moon gives a one-Trait bonus on all challenges involving nature-spirits. This benefit lasts until the character makes a kill without taking time to offer thanks.



Marja pressed herself up against the wall as tight as she could, feeling her sweat soak into her shirt. On the other side, muttering and sniffing for her, were five creatures she'd seen only in nightmares — nightmares of the past, where she'd died under a mound of the black-furred, deformed monstrosities. Their search was effectively barring her escape, as they were taking up the alley and the only exit from the place. Last time she'd encountered them, they'd killed her, and she had been a Garou of considerable strength; now she was a cub who was still having trouble changing. She dug her fingers into the brick against her back, fighting the tears of fright that were starting to rise. No, she was a Garou now, and that meant she would not cry like a frightened little girl, no matter how bad the circumstances. Why had she been so stupid as to sneak out of the caern?!

Something tapped her left ankle. She barely had time to clap a hand over her mouth — a scream would have brought the Spirals running. She forced herself to look down, and saw a scruffy bum looking up at her from the mounds of newspaper and a cardboard box. His dark eyes sparkled like maracasite amid his bushy white beard and hair. Around his neck was a long chain of lug nuts, punctuated with bottle caps. He put a finger to his lips, then beckoned her to come down to his level. She slowly sank, sliding against the wall, until he could pull her inside. He watched the Spirals with a hard gaze, never blinking, never turning from them. After 10 long minutes, the Spirals moved out.

Her boxmate relaxed and glared at her. "Mother must like you a lot, 'cause I can't think of any other reason for you to be alive now," he growled. "Whatta you doin' outside the caern?"

"I was just— I thought—" Marja couldn't finish her sentence, still shaking. Then it occurred to her that he'd asked about the caern. "Wait a minute, who are you?"

"The one who jus' saved your little hide. Or just Uncle Gives-a-Rat's-Ass to you," the bum shook his shaggy head. "Now let's get your scared little tail back to the caern. If you're lucky, maybe — just maybe — yo' Den Father will figure that a scare like whatchoo just got will be punishment enough. On the other hand, maybe he won't." He grinned at her, showing a mouthful of unusually white teeth and shifted to lupus form, which looked like a mix of Rottweiler and terrier. "Let's go, sugar."



Chapter Five: Rules, Systems and Drama

Rules are an integral part of any game; they define what characters can and cannot do. Only when confrontation does occur are rules necessary to govern those situations. Still, the primary focus of this game is to tell a good story.

Challenges

There comes a time when two or more players come into conflicts that cannot be resolved through roleplaying alone. The system detailed in this chapter allows for the resolution of conflicts efficiently and quickly. This sort of face-off is called a challenge, and it makes for a very simple system of conflict resolution. In most cases, a Narrator does not even need to be present when a challenge is played.

Roleplaying does not necessarily have to end when a challenge begins; in fact, roleplaying becomes more important than ever if players intend to enjoy a confrontation and avoid disputes. Experienced players can integrate a challenge into their roleplaying so seamlessly that outsiders don't even know that anything unusual is going on. At the players' option, special hand signals can be used to indicate when certain Traits and powers are being employed.

In order for this system to work, players need to work together. They have to educate each other on the rules and agree on what Traits can be used in a challenge. Compromise and cooperation are the bywords of the game. Arguments over whether or not a particular Trait bid is appropriate wreck both the momentum and the mood of a game.

Using Traits

Before you can begin to learn how challenges work, you must first understand what defines a character's capabilities. A character is created by choosing a number of adjectives that describe and define that person as an individual. These adjectives are called Traits, and they are described fully in Chapter Two. These Traits are used to declare challenges against other characters or against static forces represented by a Narrator.



Initial Bid

A challenge begins with a player “bidding” one of her Traits against her opponent. At the same time, she must declare what the conditions of the challenge are — like attacking with claws or using a Gift. The defender must then decide how she will respond. She can either relent immediately or bid one of her own Traits in response.

When players bid Traits against one another, they may only use Traits that could sensibly be used in that situation. This restriction means that a player can usually use only those Traits from the same category as her opponent’s Traits. Most challenges are categorized as Physical, Social or Mental, and all Traits used in a challenge must be from the same category. Experienced players may offer each other more creative leeway, but only by mutual agreement.

If the defender relents, she loses the challenge automatically. For example, if she were being attacked, she would suffer a wound. If she matches the challenger’s bid, the two immediately go to a test. Those Traits bid are put at risk, as the loser of the test not only loses the challenge, but the Trait she bid as well for the rest of the evening.

Testing

Once both parties involved in a challenge have bid a Trait, they engage in a test immediately. The test itself is not what you may think — the outcome is random, but no cards or dice are used. The two players face off against one another by playing Rock-Paper-Scissors.

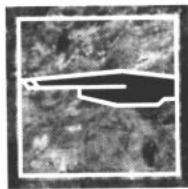
If you lose the test, you lose the Trait you bid for the duration of the session (usually the rest of the evening). Essentially, you have lost some confidence in your own capabilities and can’t call on them for a while. You can no longer use that Trait effectively, at least until you regain confidence in your Traits.

The test works like the moment in poker when the cards are turned over and the winner is declared. The test produces one of two possible outcomes—either one player is the victor, or the result is a tie.

In the case of a tie, the players must then reveal the number of Traits that they currently have available in the category used (Physical, Social or Mental). The player with the least number of Traits loses the test and therefore loses the challenge. Note that the number of Traits you’ve lost in previous challenges, or lost for any other reason, reduces the maximum number of Traits you can bid in ties. You may lie about the number of Traits you possess, but only by declaring fewer Traits than you actually have — you may never say that you have more Traits than you actually do. Doing so allows you to keep the actual number of Traits you possess a secret, although doing so may be risky. The challenger is always the first to declare his number of Traits. If both players declare the same number of Traits, then the challenge is a draw, and both players lose the Traits they bid.

Rock-Paper-Scissors

What we mean by Rock-Paper-Scissors is the following: You and another person face off, and, on the count of three, you show one of three hand gestures. “Rock” is a basic fist. “Paper” is just a flat hand. “Scissors” is represented by sticking out two fingers. You then compare the two gestures to determine the winner. Rock crushes Scissors. Scissors cuts Paper. Paper covers Rock. Identical signs indicate a tie



Adjudication

If you have question or argument about the rules or the conditions of a challenge, find a Narrator to make a judgment. Try to remain in character while you look for a Narrator. Any interruption in the progress of the story should be avoided if at all possible, so work problems out with other players if you can. If you do not know the correct application of a certain rule, it's usually better to wing it rather than interrupt the flow of the game.

It should be noted that a challenger who fails on a Social or Mental Challenge must wait at least five real-time minutes (and not spend them arguing over the results of the previous challenge — you can't argue with a Narrator for 4:58, then drop your argument and say, "Oh, look, time's up...") before repeating the failed challenge. This rule includes supernatural powers that use Mental or Social Challenges unless the descriptions specify otherwise. This stricture does not include trials that are failed but then redeemed through retests or overbids.

Complications

There are a number of ways in which a challenge can be made more complicated. The basic rules are enough to resolve most disputes, but the following rules add a few bells and whistles.

Negative Traits

Many characters have Negative Traits, Traits that can be used against a character by his opponent. During the initial bid of any challenge, after you have each bid one Trait, you can call out a Negative Trait that you believe your opponent possesses. If he does indeed possess the Negative Trait, your opponent is forced to bid an additional Trait although you still risk only one Trait. If he does not possess that Negative Trait, you must risk an additional Trait. You may call out as many Negative Traits as you wish during the initial bid phase of a challenge, as long as you can pay the price for being wrong.

If your opponent does not have additional Traits to bid, then your Trait is not at risk during the challenge. Additionally if you guess more than one Negative Trait that your opponent cannot match, you gain that many additional Traits in the case of a tie or an overbid (see p. 169). The same works in reverse, favoring your opponent if you do not have additional Traits remaining to match incorrect Negative Trait guesses. It is considered very cheap to list off which Negative Traits a player might possess if you have no valid reason to suspect as much in-game.

It can be risky to bid Negative Traits, but if you're sure about what you're doing, you can raise the stakes for your opponent, possibly even to the point where she relents rather than risking additional Traits.



Overbidding

Overbidding is the system by which powerful characters may prevail in a challenge, even if they lose the initial test. An elder with 16 Physical Traits should be able to crush an uppity cub who has only three. This system is designed to make that possible.

Once a test has been made, the loser has the option of calling for an overbid. In order to call an overbid, you must risk a new Trait; the original one has already been lost. At this point, the two players must reveal the number of applicable Traits they possess in the appropriate category, starting with the player who called for the overbid. If you have double the number of Traits as your opponent in that category, you may attempt another test. As with a tie, you may state a number of Traits less than the actual number you have and keep your true power secret. Overbidding can be dangerous unless you are confident in your estimation of your opponent's abilities.

Static Challenges

Sometimes you may have to undergo a challenge against a Narrator rather than against another player. For example, a hacker may use a Static Mental Challenge with the Computer Ability to break into another computer system. In such circumstances, you bid a Trait that would be appropriate, then perform a test against the Narrator. Before the test is made, the Narrator decides on the difficulty of the task which you are attempting—this is the number of Traits you are bidding against, which is used to compare in the event of a tie. The test proceeds exactly as it would if you were testing against another character. Of course, you may attempt to overbid in a Static Challenge, but beware because the Narrator can overbid as well. The number of Traits attached to the challenge should represent the difficulty and danger inherent in the challenge.

Sometimes Narrators may leave notes on objects, such as books, doors or even magical items. These notes indicate the type of challenges that must be won for something to occur (such as deciphering a tome or picking a lock).

Simple Tests

Simple Tests are used to determine if you can do something successfully when there is no real opposition. Most Simple Tests do not require you to risk or bid Traits, though some may.

When a Simple Test is called, a test (Rock-Paper-Scissors) is performed against a Narrator. In most cases, the player succeeds on a win or a tie, although in some cases, it may be necessary for the player to win for him to receive any benefit from the challenge.

Retests

Certain Traits allow a character to retest. A retest allows a character to ignore the results of the first test and test again for a new result. Retests are most commonly gained through Abilities, but other Traits may also provide them; such Traits are noted in their descriptions. Generally, expending one level of an appropriate Ability allows for one retest.

Multiple retests are possible on a single challenge, but each retest must come from a different source. A character may retest a challenge once using a level of *Brawl* and then retest again through the Merit *Lucky*, but he may not gain multiple retests with the *Brawl* Ability on the same challenge.



Retests may be canceled (“blocked”) by a character who is capable of matching the conditions of the retest. Thus, if a player uses *Firearms* to retest when firing a gun, the opponent may expend a level of *Dodge* to block the retest and force the attacker to accept the results of the original test.

Relenting

At any time before the actual test is performed, a player may choose to acquiesce and admit defeat. Characters who relent lose the challenge automatically but not any Traits even if they bid one before relenting. They also help the game flow along more smoothly than extended Rock-Paper-Scissors matches do.

Bonus Traits

Certain weapons and special powers grant a character bonus Traits during a challenge. You may add these extra Traits toward a character’s total when determining a tie involving that weapon or special Ability.

Order of Challenges

Since multiple challenges will inevitably occur simultaneously during any given fight, occasionally the Narrator needs some means of determining who acts first and who acts last. Each person involved in a given game turn checks the current number of Traits appropriate to the action he wishes to attempt. A character punching someone would use Physical Traits to determine speed, while a character using a Gift would probably use Mental Traits. If an action does not require any sort of Trait challenge, it occurs last in the turn. As with overbidding, you may declare fewer Traits than you possess if you wish. Characters with equal numbers of Traits are assumed to go “simultaneously,” though for resolution purposes the Narrator may simply choose one to act first.

Sometimes a character with a high number of Traits will attack a character with fewer Traits, who will decide to strike back. In this case, the character with fewer Traits resolves his action in the same test as the faster character, but in doing so, he loses the ability to take any aggressive action for the turn — he uses up his one action with the counterattack.

This rule can occasionally cause as much confusion as it’s trying to solve, and the Narrator may choose to apply this only when there is a debate or other critical need to establish who’s going first.

Time

Time in Mind’s Eye Theatre works as it does in real life. It moves forward inexorably, relentlessly. For the most part, everything is played out in real time, and players are expected to stay in character unless they have a rules question.

It is assumed that a player is always “in character” during the course of a story. A player should never drop character when interacting with other players. Doing so ruins the atmosphere for everyone involved. Challenges may be talked through, but a player is always considered to be active in the game. If a player needs to take a break, he should inform a Narrator. That player should not interact with any of the other players while out of character.

The only other exception to the “in-character rule” is when a Narrator calls for a “timeout.” This call may be necessary to resolve a dispute or to change the scene if



the story calls for it. When "Timeout!" is called, all players within hearing distance must stop whatever they are doing until the Narrator calls out, "Resume" or "Lay on!" Timeouts should be kept to a minimum, since they interrupt the flow of the story.

Chronicles, Stories, Sessions and Scenes

Mind's Eye Theatre time breaks down into five major allotments: chronicles, stories, sessions, scenes and turns. A chronicle is defined as a series of smaller stories that are all connected somehow and which may take months or even years to complete. Each complete plotline within the chronicle is called a story. A session is just that: one actual night of play, although Storytellers may define a session as one night of game time if the action was left in *media res* at the end of the previous game. (Since many characters regain spent Traits in between sessions, this distinction can be important.) A scene is the amount of time it takes to resolve the action in one location; once the characters shift locations, the scene has ended. If a session will be taking place entirely at one location, a scene can then be defined as roughly one hour.

Turns

To keep everything straight when players start throwing challenges around or attempting complex actions, the time is right to start using turns. Turns are considered to last about four seconds, although this measure may vary from challenge to challenge at the Storyteller's discretion. In any given turn, a character may take one action. Some actions may take multiple turns to complete, such as hacking a sophisticated computer system. Other actions, like speaking a short sentence, do not use up a character's turn at all. Once everyone involved in a turn has taken an action, the turn ends and another turn begins.

In some instances a character may be interrupted before he can take his action, or be forced to respond to events developing around him. In such instances, a character may always defend himself although doing so uses up his available action for the turn.

If a power affects a character for 15 seconds, it is assumed to be in effect for four turns when turn-based time is in effect. In normal roleplaying, such powers work for their allotted amount of time.

Downtime

Many aspects of a character's life are critical to her continued existence, but they do not make for dramatic roleplaying, or they are too intricate to take time during sessions to perform. Storytellers are encouraged to use "downtime" between sessions to allow characters to keep up caern duties, learn Gifts and see to other facets of their existence. Other actions and interactions may take place during this time, with Storyteller supervision. As long as players don't use abuse downtime privileges, the time between sessions can be a rewarding roleplaying experience in itself.

Experience and Maturation

Characters change over time. People grow up, age and sometimes learn from their experiences. With practice and training, characters can improve existing abilities and develop new aptitudes. Experience Traits quantify how much a character learns and how much effort development of different sorts of features requires.

Narrators award experience for (at least) three reasons. Simply by surviving another session, characters acquire some experience automatically. They can learn



from what's happened to them. Narrators may give extra experience for particularly good roleplaying to players who really bring their characters to life and portray strengths and weaknesses in a vivid manner. In addition, Narrators may give extra experience to a few players for leadership efforts: both in-character and out-of-character work at getting players motivated and characters behaving appropriately.

Awarding experience is an art, not a science. Beyond the minimum for all participants, each chronicle will have its own approach. The less often a troupe meets, for instance, the larger the award for each session should be. If the total per character for a month exceeds about 10 Traits on a regular basis, characters who begin as just-Changed cubs will reach Rank 4-5 within a year or two. On the other hand, characters who get no more than one or two Traits in any month are unlikely to ever make significant progress of any sort. Neither extreme is bad — it depends on what the players and Storytellers want the chronicle to be. Storytellers should do some experiments for themselves, taking characters built to their chronicle's standards and seeing what they can buy month by month with different levels of award and decide what suits them.

It's important that players feel they get treated fairly when experience is awarded. Storytellers should in fact be fair when making awards, not piling extras on their friends just for being their friends nor withholding awards from players who've done well even if they're not the Storyteller's favorite people. Some chronicles make time after a session for players to nominate each other for bonus awards, with one or more extra Traits going to the players nominated most often. This is a good way to provide recognition for good play that the Storytellers happened not to see, but it too can become a mere popularity contest if not balanced by other criteria.

- **Automatic award:** Give one Experience Trait to each player who showed up and participated.
- **Roleplaying award:** Give one or more Experience Traits to players who put forth exceptional effort in roleplaying.
- **Leadership award:** Give one or more Experience Traits to players who contributed significantly to getting the characters started and keeping them moving, helping along the story.
- **Other awards:** Give one or more Experience Traits to players who helped the troupe and chronicle in other ways.

Some chronicles provide Experience Traits and/or bonus Traits during character creation for players who help out in out-of-game ways, like arranging a good site and handling record-keeping. Like everything, how well this works depends on the people involved. Motivating players to get involved and helping those who make the game possible to explore fresh opportunities is a good thing; concentrating all the powerful characters in the hands of those who happen to be available for administrative chores may not be. Storytellers should feel free to experiment, and if they find a particular approach not working, to change it. Chronicles benefit both from consistency even when it might be a bit inconvenient and from changing a policy when it really does seem to be more problem than solution.



- **New Attribute Trait:** One Experience per Attribute. Characters cannot buy more Traits in a category than their Rank or chronicle standards allow.

- **New Ability Trait:** One Experience per Ability for the first five levels in an Ability and two Experience per level thereafter.

- **New Background Trait:** One Experience per Background per level. This should require roleplaying out the changes in circumstances that justify the change in mechanical rating.

- **New Gift:** Three Experience for Basic Gifts, six for Intermediate Gifts and nine for Advanced Gifts. (Note: Characters must earn enough Renown and be of the appropriate Rank to learn a Gift.) Remember to add an additional point to the cost to learn a Gift outside a character's breed, auspice or tribe.

- **New Rite or Ritual:** Two Experience for Basic, four Experience for Intermediate and six Experience for Advanced Rites. (Note: Rites and rituals only cost Experience if they are not readily available to a character during game play. In that case, they only require time.)

- **New Gnosis, Rage or Willpower Trait:** Three Experience for each Gnosis, Rage or Willpower Trait. Remember Rank limits.

- **New Merit:** Double the listed cost of the Merit, with Storyteller or Narrator approval. This purchase should not occur instantaneously; rather it should be worked into a character's on-going story. Storytellers and Narrators should consider the unbalancing effects of buying new Merits during a chronicle.

- **Buy off Negative Trait:** Two Experience for each Trait removed, and roleplaying the change in behavior and circumstances.

- **Buy off Flaw:** Double the cost of the Flaw, with Storyteller approval and worked into a character's ongoing story.

The Garou Nature

The Many Forms

Every Garou is born with the ability to shift into any of five different forms. Each form exists for a particular set of purposes, and Garou don't change between them "just because." (On the other hand, some of the forms are excellent for appreciating the world in fresh ways and for a variety of celebrations of Gaia's handiwork.)

The five forms are:

- **Homid (the human):** This is the form in which human beings exist all their lives.

- **Glabro (the near-man):** The Glabro form is bipedal and roughly humanlike, but six inches or more taller than usual, and up to twice as massive as Homid. Teeth and nails stop short of becoming noticeably superior combat equipment, but are clearly not human, while the Glabro's brow slopes and hair sprouts in profusion.



- **Crinos (the wolf-man):** Everything about Crinos form is optimized for combat. The Crinos form stands at least nine feet tall, covered with dense fur, teeth and nails elongated into formidable weapons, vulnerable features like genitalia withdrawn and senses enhanced.

- **Hispo (the near-wolf):** Hispo is to true wolf form as Glabro is to Homid. The Hispo form is like a prehistoric dire wolf, more massive and threatening than modern wolves but built on a similar frame.

- **Lupus (the wolf):** This is the form in which wolves exist all their lives.

A Garou must shift through each form in order. Starting from Homid, for instance, a Garou must go to Glabro, then to Crinos, then to Hispo and finally to Lupus if he wants to become a wolf. Each shift requires a Static Physical Challenge (retest with Primal-Urge), with difficulty depending on the form.

Customizing Forms

Storytellers may sometimes allow players to designate non-standard traits for their characters' forms. For example, a particularly lean and wolf-seeming Glabro form might give the character *Wiry* instead of *Brawny*, and *Feral x 2* instead of *Feral* and *Repugnant* once each. Substitutions should always take place within a particular category — one Strength-related trait for another, and so on. Storytellers aren't obligated to do this, and it's always a matter for discussion and negotiation.

The following entries cover the details of each form. Shift difficulty is the number of traits to test against when trying to shift to that form, while the traits listed in Trait Adjustments are added to the character's normal traits once the shift is over.

Homid: The Human

Trait Adjustments: None

Shift Difficulty: Six Traits

Description: This is normal human form. Garou of lupus and metis breeds possess regenerative powers and are allergic to silver in this form; homid Garou aren't.

Glabro: The Near-Man

Trait Adjustments: *Brawny, Robust, Tough, Tireless; Bestial, Feral, Repugnant*

Shift Difficulty: 7 Traits

Description: Glabro form weighs up to 200% of the Homid form, with the gain entirely in muscle, and stands six inches taller. Werewolves in Glabro form can use Garou speech freely and human languages with a distinct guttural rasp. It's not a good form to spend time in around human beings on a long-term basis since it's both crude and very memorable.

There's no specific sign for Glabro, but players can indicate it with broad, wide-ranging gestures and mannerisms. Storytellers should encourage roleplaying out the speech limitations.



Crinos: The Wolf-Man

Trait Adjustments: *Brawny* x 2, *Ferocious*, *Quick*, *Rugged*, *Tireless* x 2, *Tough*; *Bestial* x 2, *Feral* x 2, *Repugnant* x 2; no Manipulation-related and Appearance-related Traits (see p. 74)

Shift Difficulty: Six Traits

Description: Crinos form is for fighting. Period. When Gaia appointed the Garou Her warriors, this is what She had in mind. It's the natural form of metis breed Garou; homid and lupus Garou are allergic to silver and can regenerate while in Crinos, but metis cannot. Bite and claw attacks inflict aggravated damage.

The Crinos form is half again as tall as Glabro, and weighs 100-200% more. The head has a wolflike maw; claws and fangs are fully extended and highly menacing. The arms stretch to apelike proportions. The Crinos form can move equally well on two legs or four, and gains a tail to help with balance. While in Crinos form, a Garou can speak the Garou language without hindrance, and can communicate in a crude way with wolves. The form allows for no more than one or two human words at a time, generally key terms like "Attack!" The Garou must spend a Willpower Trait to deliver a complete sentence or concept.

Note that the Manipulation and Appearance penalties don't apply to dealings with other Garou.

Crinos form is usually obvious from roleplaying. In case there's any question, players should raise both hands over their heads as if about to strike.



Hispo: The Near-Wolf

Trait Adjustments: *Brawny*, *Enduring*, *Ferocious*, *Lithe*, *Quick*, *Rugged*, *Tireless*, *Tough*; *Bestial* x 2, *Feral*; no Manipulation-related Traits

Shift Difficulty: Seven Traits

Description: The Hispo form is the wolf of nightmares, with massive jaws (even bigger than in Crinos form) and limbs that allow for bipedal movement even though going on four legs is more comfortable. Hispo bites inflict an extra level of damage.

Hispo form weighs almost as much as Crinos, but is lower, much more suited for running. The Garou gains a one-Trait bonus to all Perception-related challenges while in Hispo form. On the other hand, the Hispo form has no hands and can only hold objects by biting them and hanging on with his teeth.

Hispo form Garou can speak freely with Garou and wolves, but must spend a Willpower Trait for every couple of syllables directed at human listeners.

Players should indicate Hispo form with forward-leaning posture. Many chronicles use a particular color of ribbon or other obvious tag to indicate the form, and as long as it doesn't lead to extended pauses of play each time characters change form, this works well.



Lupus: The Wolf

Trait Adjustments: *Lithe, Quick, Rugged, Tireless, Tough*; *Bestial* x 2, *Feral* x 2; no Manipulation-related Traits

Shift Difficulty: Six Traits

Description: This is the form of true wolves, instinct-driven, lean and formidable. Half or more of the Hispo mass dissipates, the jaws and claws retract so that only the bite inflicts aggravated damage. (Lupus Garou in Lupus form inflict lethal damage; only homid and metis Garou can dish out aggravated damage in Lupus form.) The Lupus form can run twice as fast as Homid form, and gains two-Trait bonus to all Perception-related challenges.

Homid and metis Garou are allergic to silver and regenerate in Lupus form; lupus Garou don't. Details of appearance depend on tribe, with the individual Garou showing her heritage. See tribe descriptions for examples.

Players should indicate Lupus form by holding up their arms like animal paws. Many chronicles use a particular color of ribbon or other obvious tag to indicate the form, and as long as it doesn't lead to extended pauses of play each time characters change form, this works well.

Renown

Werewolves are social creatures. Both humans and wolves gather in communities where they share with their comrades and compete both within the community for standing and together against other communities. The tribe, the sept and the pack all anchor the individual werewolf against the forces that drag her away from her duties. The community calms anger when it's inappropriate, inspires rage when the time is right, teaches lore, advises, rescues from distress and passes on the legacies of the past. In a way, nothing really happens to werewolves until the community acknowledges it.

Werewolves don't just want to defeat Gaia's enemies: They want to be honored for doing so. In their various ways, all werewolves want the fame their deeds should earn and fear dishonor more than honorable death. Renown Traits quantify this quest for honor. Characters don't talk about Renown Traits, of course, but they do acknowledge the concept of Ranks earned through good deeds and lost in disgrace. Characters accumulate Temporary Renown Traits for various accomplishments, and eventually these become permanent Renown Traits. Experience can't buy Renown—characters must earn it in play.

Storytellers award Temporary Renown in one of three categories: Glory, Honor or Wisdom. Players can't decide to move Traits from one category to another: Wisdom Traits can't become Honor Traits, and so on. Storytellers can also remove Renown for inappropriate actions, and really severe violations of the Litany may earn punishment duties and even loss of Rank.

Players and Storytellers alike should keep track of memorable deeds (good and bad) during play. After play, Storytellers compare notes and give awards. Some troupes hand out Renown after each session, others only when a story comes to completion and the troupe can play out a moot to confirm the awards. Storytellers very familiar with the system can hand out awards in the course of play, but don't rush to do this until everyone involved feels comfortable with it. It's far more disruptive to have to reverse a decision made in error than to wait a bit and make the right decision in the first place.



Each auspice has its own criteria for Rank advancement. The Garou Nation isn't entirely stupid and does respect accomplishments outside the primary concerns of one's auspice. An Ahroun who learns ancient lore and human history and skills of mediation may well be a better battlefield commander in the long run, but above all his duty is to lead and fight, and other matters are incidental except insofar as they help him do the job his position under the moon assigns him.

All awards are Temporary Renown. Once a character accumulates 10 points in one of the three categories, she can seek to convert them into permanent Renown. Take the guidelines given here as just that: guidelines. If a troupe wants to emphasize the struggle against the most heinous enemies, play up Glory awards, while emphasizing the spiritual side of the Garou should involve giving extra awards for wise behavior. Some actions call for Renown in more than one category. Awards of 8-10 Renown should be reserved for the greatest of deeds, the stuff of once-in-a-generation stories, while losses of more than five Traits should likewise reflect truly heinous failures.

Storytellers and players should keep in mind two principles when assigning Renown for combat feats.

- Rank the threat as a whole. Killing four Black Spiral Dancers warrants 7 Glory, for defeating a very powerful Wyrms threat, rather than 20, for defeating four individual strong Wyrms threats.

- All participants get full Renown. If the pack works together in defeating a Nexus Crawler, they all get the Renown as if they'd struck the death blow themselves. In Garou society, the pack is an entity greater than the sum of its members. Individual achievements are good for bragging rights, but don't affect Renown.

Sample Renown Awards

Glory

Sample Behavior	Award
• Proving bravery in non-lethal circumstances; participating in a just challenge	1
• Surviving an Incapacitating wound; defeating a minor threat	2
• Defeating an average threat; surviving a hostile Umbral Realm	3
• Defeating a strong threat; dying in a caern's defense (posthumous)	5
• Defeating a very powerful threat; sacrificing oneself to save a caern and its defenders	7
• Refusing a sept position; suffering Fox frenzy	-1
• Not preventing the Wyrms overrunning a caern	-3
• Conscious cowardice leading to another Garou's death	-5



Honor

Sample Behavior	Award
• Helping guard a caern; performing regular duties and sept chores for a month	1
• Performing a moot or punishment rite; participating in a just challenge; protecting a helpless human	2
• Mediating a dispute fairly and impartially; protecting the Veil through effective cover-up actions	3
• Being truthful in grave danger; dying in a caern's defense (posthumous); protecting a helpless wolf	5
• Enduring torture to protect fellow Garou; sacrificing oneself to save a caern and its defenders	7
• Speaking without permission at a moot; not protecting a helpless human; maligning another tribe (without strong mitigating circumstances)	-1
• Refusing a sept position; failing to perform regular duties and caern chores for a month	-2
• Participating in an unjust challenge; abandoning a post while on watch	-3
• Harming or rending the Veil; not protecting a helpless wolf or Garou	-5

Wisdom

Sample Behavior	Award
• Learning a new rite; creating a talen; healing a Garou outside one's pack unselfishly	1
• Giving good advice; discovering a fetish after following mystic signs and advice; summoning an Incarna avatar	2
• Proving with evidence that an area or object is of the Wym; successfully completing a spirit quest; defeating a spirit or someone else in a riddle contest	3
• Giving a true prophetic warning; ending a threat without any Garou coming to serious harm	5
• Discovering a lost ancient caern; discovering or creating a new Gift	7
• Refusing a sept position; suffering a frenzy; missing a moot rite	-1
• Having poor relations with local Kinfolk; attacking a much more powerful force without aid	-3
• Accidentally breaking a powerful and necessary fetish	-5



Permanent Renown

Once a character has 10 or more points of Temporary Renown in a category, she can attempt to convert the accumulation into a Permanent Renown Trait. If the effort works, she gains one more permanent Trait and her temporary Trait total returns to zero.

The usual method to gain permanent Renown is to persuade a Garou outside one's own pack and of equal or higher Rank to perform the *Rite of Accomplishment* (see p. 160). If no available Garou who meets the criteria chooses to help, the seeker of Renown can challenge an elder (see "Advancing in Rank," p. 180) once she has enough Temporary Renown. If she succeeds, she gains a point of permanent Renown and loses her Temporary Renown in that category; if she fails, she simply loses the Temporary Renown. This is risky, and elders can punish its abuse as a Litany violation in times of crisis, but it's an option for characters who don't get along well with most other Garou.

In a few special cases, no sensible Garou will challenge a claim to increased Renown. This doesn't happen often; most Garou never get to take advantage of the principle, and very, very few get to do so more than once. But some feats do warrant an increase in permanent Renown without rite or challenge, when all the higher-ranking Garou in the area acclaim a deed as sufficiently worthy.

Losing Renown

Garou do not inflict lasting shame lightly. Nonetheless, sufficiently foolish, destructive or wicked deeds bring acknowledgement just as heroic ones do. Minor transgressions warrant minor losses of Temporary Renown — which a Garou can avoid altogether by persuading elders of mitigating circumstances — and punishment in the form of assigned duties, tests, ordeals and quests. The effort to restore a packmate's lost Renown can provide stories for the whole pack, if Storytellers and players want to.

A character who has fewer Temporary Renown Traits in a category than the penalty assigned loses a permanent Renown Trait, which is converted into 10 temporary Traits to help cover the deficit.

Scandal

Acting foolishly or making heinous mistakes draws the attention of the Ragabash, who may bring up the matter during Renown awards. The Ragabash may then attempt to negate the award by speaking scandalously about the recipient, pointing out his less-than-stellar acts (especially if they were performed to acquire the very Renown the target is being awarded). The scandal must have an element of truth in it, and must be agreed to by the Ragabash elder of the sept (so the accusing Ragabash must have some proof). It is up to the Galliards to confirm the scandal and agree that the Renown should be lost. Only one Renown award may be affected per scandal.

Special Considerations

Storytellers should keep characters' breed, auspice and tribe in mind when awarding or taking away Renown. Ahroun in Fox frenzy face worse scorn than Ragabash because it's particularly humiliating to allegedly brave warriors. Philodox caught in acts of petty theft face particularly harsh sanction because they're supposed to be moral exemplars. Conversely, Ragabash who face overwhelming odds and defend



a caern at great cost are likely to win extra Renown for doing what all Garou should, in theory, do but which isn't part of their particular nature.

As with all awards of Renown, the extent to which characters earn greater or lesser bonuses helps set a chronicle's tone. Storytellers should be slow to impose too many penalties or too few rewards, though, if they want players to keep taking risks and challenges.

Optional Rule: Tribal Reputation

The Storytellers of some chronicles may wish to play up tribal stereotypes, so that "everyone knows" the Get of Fenris tend to be supremacist, bigoted and uncooperative, but incredibly heroic defenders of all Garou when the big fight comes, while Children of Gaia are wise and often insightful even if a bit too wimpy, and so on. The Storytellers may then award extra Renown for acting in ways that reinforce the tribal image. They may also award extra for behavior that upholds universal Garou principles and honors the spirit of the tribe while not conforming to stereotypes. Players will do what the Storytellers reward, so consider consequences. Modifications like this shouldn't be worth more than a couple of Renown Traits per story in any event.

Advancing in Rank

A character is eligible to advance in Rank when he has the number of Permanent Renown Traits indicated on the chart below. Note that having the Traits is only the beginning. The character must then challenge a werewolf at the rank the character aspires to or at a higher rank. The elder chooses the nature of the contest — there are several traditional ones, but the elder is free to innovate and improvise. Having the necessary Renown entitles the character to make a challenge, rather than guaranteeing Rank right away.

Cub: Rank Zero

Laws of the Wild, Revised Edition, assumes that most characters begin play with some experience of Garou life. Cubs don't have any. They've just gone through their First Change and have just begun to deal with the complex new world they've entered. Cubs enjoy a few advantages: They can't be challenged without loss of honor on the challenger's part, though they are subject to routine pack, sept and tribal discipline, and most older Garou come to a cub's aid in time of danger. On the other hand, cubs can only learn breed and tribe Gifts; auspice Gifts come once a cub undergoes a Rite of Passage. Many septs designate a Garou as Den Mother or Den Father with the responsibility to watch over the cubs and teach them what they must know to survive as full-fledged members of Garou society.

Gifts Available: None at character creation; may learn breed and tribe Gifts

Maximum Traits per Category: 10

Maximum Willpower, Gnosis and Rage: 3

Requirements: None

Duties: Learn as much as you can about Garou society and your place in it.

Cliath: Rank One

This is the Rank most players will begin at. The character creation rules assume Cliath status. Cliath have completed their *Rite of Passage* and are accepted as a full-fledged (though still young) member of the Garou Nation. They cannot hold sept



Renown Chart *Ragabash*

Rank	Any Combination of Traits
1 (Cliath)	3
2 (Fostern)	7
3 (Adren)	13
4 (Athro)	19
5 (Elder)	25

Thourge

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	0	3
2 (Fostern)	1	0	5
3 (Adren)	2	1	7
4 (Athro)	4	2	9
5 (Elder)	4	9	10

Philodox

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	3	0
2 (Fostern)	1	4	1
3 (Adren)	2	6	2
4 (Athro)	3	8	4
5 (Elder)	4	10	9

Galliard

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	0	1
2 (Fostern)	4	0	2
3 (Adren)	4	2	4
4 (Athro)	7	2	6
5 (Elder)	9	5	9

Ahroun

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	1	0
2 (Fostern)	4	2	1
3 (Adren)	6	3	1
4 (Athro)	9	5	2
5 (Elder)	10	9	4



office or lead outside their pack, and they are constantly watched. Now they must submit to Garou justice, and there's little margin for clowning around or taunting their elders. Gaia's warriors do not tolerate insubordination in the ranks do not find pranking of superiors and veterans amusing, and do harshly penalize young Garou who fail to grasp the basic realities of their condition. Cliath are expected to explore their new abilities and demonstrate their strengths individually and in cooperation with their allies.

Gifts Available: Basic

Maximum Traits per Category: 11

Maximum Willpower, Gnosis and Rage: 5

Requirements: In addition to Renown requirements, Cliath must learn three initial Gifts and swear loyalty to their sept or tribe. This usually takes place at a ceremony immediately after the *Rite of Passage*.

Duties: Serve your sept regularly. This may involve minor jobs such as assisting the Keeper of the Land, patrol and guard duty or helping elders prepare for complicated rites. You are expected to do the duties assigned to you and to do them well. You are not expected to find it all fun, but you may learn something and may sometimes get the opportunity to earn Renown.

Privileges: Cliath can petition for justice, challenge for higher Rank when they have sufficient Renown and can usually enter the caern. Elders allow Cliath some measure of independence and just plain screwing up, but being young and inexperienced isn't license for abuse. Storytellers should feel free to rein in characters whose players seem to regard the Litany and social hierarchy as optional.

Fostern: Rank Two

Most Garou who hold positions at the sept level have achieved Fostern rank. They've made some mark on the world and gotten the Renown to prove it, and they've survived dangers that destroyed their less successful peers. Fostern are considered mature in Garou Society. They are expected to attend moots, fulfill the roles assigned to their auspice and to master the ways of their breed and tribe.

Gifts Available: Basic

Rites Available: Basic

Maximum Traits per Category: 12

Maximum Willpower, Gnosis, and Rage: 6

Requirements: See Renown chart

Duties: Serve your sept. In addition to the basic duties you've performed before, you now bear greater responsibility for its safety and success. You will sometimes command younger Garou, and their actions will reflect back on your ability.

Privileges: Fostern can learn Basic Rites as well as petitioning for justice and challenging for Rank when appropriate. They can usually gain access to the caern, and can request moon bridges for serious tasks. (Frivolous requests eventually earn loss of Wisdom.) The term "fostern" also refers to pack brothers and sisters, and within the pack Rank distinctions are less important, though they never become trivial.

Adren: Rank Three

Adren are part of the elite within Garou society. Most Garou don't make it this far, whether it's because of dying along the way or because of never managing to earn the necessary Renown. Adren lead the Garou Nation in routine matters.



Gifts Available: Basic, Intermediate

Rites Available: Basic

Maximum Traits per Category: 14

Maximum Willpower, Gnosis and Rage: 7

Requirements: In addition to Renown requirements, Adren must be in training for one of the sept's positions. They must challenge and defeat a fellow Adren in a contest given elder approval. (This doesn't affect the victor's Renown, though a particularly humiliating defeat may cost the loser some Glory.) The challenge may be physical, mental, social or something else altogether.

Duties: Serve the elder who trains you; this will take most of your time. You may take on lesser sept offices like Keeper of the Land, Gatekeeper, Guardian and Den Mother, and performing them well shows your fitness and dedication. Train Fostern and Cliath so that someday they might do as well as you, or even better. Remember that while your responsibilities are sometimes great, your authority is often limited, and you will need to use ingenuity as well as force to do your duty.

Privileges: Fostern and Cliath must address Adren with terms of respect, or the Adren can demand justice (and receive it). Adren who know the *Rite of Binding* can create talens for themselves and others. They're known beyond their own sept, generally within their own tribe. They can demand that the sept provide living space (even if just communal quarters), though the demand often seems petty or even unwise.

Note: Most Adren are in line for sept positions. They're under scrutiny. Ragabash can earn Renown for exposing their failings and vices, Theurges for exposing their follies, and so on. Adren are expected to set good examples.

Athro: Rank Four

Athro are known widely in the Garou Nation. Not many Adren survive and prosper enough to make to this Rank, and all who achieve it have earned respect and authority. Other Garou come to them for advice and respect the answers they get.

Gifts Available: Basic, Intermediate

Rites Available: Basic, Intermediate

Maximum Traits per Category: 16

Maximum Willpower, Gnosis and Rage: 8

Requirements: In addition to Renown requirements, Athro should fill one of the elder positions in a sept: elder of an auspice, elder of a tribe, elder of a breed, sept leader, Warder, Master of the Rite or Master of the Challenge. Some duties overlap, and an Athro may hold more than one of these positions. Athro can only advance to elder rank by challenging the current holder of one of these positions or by waiting for a vacancy to open.

Duties: Lead your pack, your sept or both. Be ready to receive guiding visions, to organize and lead quests and missions. You must face danger to set the example for others, and must not court dishonor by commanding others to take risks you're not prepared to face yourself.

Privileges: Only a sept's council of elders can judge Athro; all challenges and complaints go through them. Athro get their pick of juicy assignments, and are considered teachers by all younger Garou.



Elder: Rank Five

Elders are at the peak of their ability as Garou. They stand forth as paragons of their respective communities, receiving respect and obedience from all others.

Gifts Available: Basic, Intermediate, Advanced

Rites Available: Basic, Intermediate, Advanced

Maximum Traits per Category: 18

Maximum Willpower, Gnosis and Rage: 10

Requirements: In addition to Renown requirements, elders must hold at least one of the sept's elder positions: elder of an auspice, elder of a tribe, elder of a breed, sept leader, Warder, Master of the Rite or Master of the Challenge. Elders can be elder of a tribe, auspice or breed and also sept leader, Master of the Rite or Master of the Challenge.

Duties: As auspice, tribe or breed elder, you are ultimately responsible for the well-being of all Garou of that type within your sept. They need you to instruct them, lead them, represent their interests when conflicts arise... and also to discipline them when they fail. You can veto Renown nominations, and should take this responsibility seriously. As elder of a tribe, you can adopt new members and expel existing ones who commit sufficiently heinous deeds. As elder of a breed, you are expected to deal with the non-Garou population of that sort in the surrounding area.

Privileges: Only a council of elders can judge elders. Elders are largely free to do as they wish as long as they discharge their duties.

Storyteller Note: Elders should always be very much in the minority. In small chronicles, think carefully before allowing many players to advance their characters to elder ranks.

Renunciation

Occasionally a Garou rejects the auspice she was born under in favor of another. Most Garou see this as an insult to Gaia and the Garou Nation, though sometimes a perceptive elder recognizes that a Garou's inner fate happens not to correspond to the outward manifestation of moon phase. The *Rite of Renunciation* (see p. 153) allows the Garou to give up her current auspice and station to claim another. She must adopt a new name, and give up all but three permanent Renown Traits, thereby starting over at Rank 1. She doesn't lose the Gifts she knows, but cannot learn any more from the list for the old auspice; at the end of the Rite of Renunciation she may ask a spirit to teach her the first Gift suitable to her new auspice.

As far as the Garou Nation is concerned, the Garou is now a new individual. It's bad manners for old acquaintances or even loved ones outside the pack to speak to her with familiarity — everything begins again for her.

Renunciation is sometimes assigned as punishment for crimes that don't quite warrant death. It's also sometimes a way of coping with grief, when a Garou wishes to continue living but can't deal with a series of horrible losses and feels a new identity would help isolate the old pain. Sometimes an internal sense of failure motivates the flight to a new identity. Sometimes the Garou simply realizes that what she does best isn't what her auspice does best.



States of Mind and Soul

Frenzy

Sometimes Garou live up perfectly to the folklore image of werewolves as snarling uncontrollable beasts. Every Garou carries Rage in his heart, and sometimes it erupts to overwhelm the Garou's judgment and perceptions. Anytime a character makes a Rage challenge, follow it with a Frenzy Challenge, a Static Willpower Challenge against the character's permanent Rage total. If Willpower wins, the character retains control; otherwise the character enters frenzy and can only abort the frenzy by spending a Willpower Trait and forfeiting any remaining actions for the rest of the turn.

Garou with fewer than four permanent Rage Traits frenzy only in really extreme circumstances. When current Rage exceeds permanent Rage, use the current total instead.

There are two types of frenzy. The character enters whichever best suits the situation at hand.

- Berserk frenzy reduces the Garou to seeing the world in blood-drenched monochrome, aware of motion but not of details and driven to make everything moving bleed until it stops. Berserk Garou shift into Crinos or Hispo (at the player's choice) and attack... something. Garou with permanent Gnosis higher than permanent Rage do not attack packmates except in the Thrall of the Wyrn (see below), though they do attack everything else moving in the area. Garou with less permanent Gnosis than permanent Rage don't make an exception for packmates. A Berserk Garou can spend one Willpower Trait for a modicum of control — the Storyteller directs the character to one of the actually hostile targets nearby.

Berserk Garou retain no memory of what happens in frenzy and usually collapse from exhaustion when it ends.

- Fox frenzy reduces the Garou to pure terror and a drive to flee. Fox-frenzied Garou shift to Lupus form and run as fast as possible away from the threat that induced frenzy. They attack anything that gets in their way, but only to make it get out of the way. They seek out some safe hiding place and stay there until the frenzy passes.

Both forms of frenzy prohibit the use of special maneuvers and pack tactics. The character can bite, claw or run, and that's all. The character can spend for extra actions but cannot engage in complex actions, use Gifts, step sideways and so on. Frenzied Garou ignore all wound penalties until the frenzy passes.

Frenzy ends with the triggering situation. Once it passes, make a Static Willpower Challenge against permanent Rage to recover. Repeat this challenge each turn until it succeeds.

Rage

Many situations sometimes motivate Garou to tap into their Rage for assistance in battle and related challenges. Common triggers include embarrassment and humiliation, strong emotions, extreme hunger, confinement and helplessness, enemies' taunts, the threat of large quantities of silver and being wounded or seeing a packmate wounded. Storytellers may sometimes require a Rage Challenge even without the player's desire for it, and Garou can decide to spend Rage on their own initiative.



The difficulty of a Rage challenge depends on the phase of the moon:

Moon Phase	Difficulty
New	8 Traits
Crescent	7 Traits
Half	6 Traits
Gibbous	5 Traits
Full	4 Traits

Subtract one Trait if the current phase is the character's auspice moon, or if the character is in Crinos. (Apply only one of these modifiers; they're not cumulative.)

The Thrall of the Wyrn

When a character enters frenzy, make two Simple Tests. If both fail, the Garou has gone beyond the bounds of useful Rage and into spiritual territory occupied by the Wyrn. Willpower cannot bring the Garou out of this state, and normal frenzy conditions gain horrific complications.

- Homid Garou become infected by the Eater-of-Souls, which drives them to acts of cannibalism on humans, wolves and other Garou. Whenever a homid Garou in Thrall kills or incapacitates a target, make a Static Mental Challenge against seven Traits to avoid the compulsion to spend the next turn feeding on the body.

- Metis Garou come under the attention of the Defiler Wyrn, which drives them to attacks of psycho-sexual perversion. A metis who kills or incapacitates a target while in Thrall must make a Static Mental Challenge against seven Traits to avoid the compulsion to spend the next turn defiling the helpless body.

- Lupus Garou are sought out by the Beast-of-War, which amplifies their natural predatory instincts to insane heights. A Garou who kills or incapacitates a foe while in Thrall must make a Static Mental Challenge against seven Traits to avoid the compulsion to keep attacking until the target is dismembered and strewn around.

The Thrall terrifies Garou. Normal frenzy serves as a defense mechanism, a survival trait given the hostile world the Garou confront. Wyrn-frenzy corrupts that sanctuary and forces Garou to examine the Wyrn within themselves, something very few want to do. Some Garou go so far as to commit suicide after Wyrn-frenzy rather than deal with its consequences.

The Curse

Humans and animals alike can subconsciously sense the predatory nature of Garou even when the Garou aren't attacking and are simply proceeding calmly in their breed forms. Any human being with current Willpower less than the Garou's Rage seeks to avoid contact with the Garou, whether it's just crossing the street to avoid that looming weirdo or breaking into panicked flight. Wolves respond the same way to Garou in lupus forms. Garou call this phenomenon the Curse, since it makes normal relationships with many humans and wolves impossible. Garou can seldom maintain families among humans or wolves. Only among other werewolves do Garou get to relax and express the whole range of emotions they feel... and court violations of the Litany.



The Delirium

The custom called the Veil dictates that the Garou must never reveal themselves to humanity. Their existence is to remain secret, for both sacred and practical reasons. Humans tend to hunt what they fear, and they have a great deal of reason to fear the Garou.

The Impergium has left a permanent impression upon humanity. Just as most humans instinctively fear snakes or spiders, they also fear the werewolves who have hunted and preyed upon them for thousands of years. Since Garou in Crinos tend to be far more dangerous than any snake or spider, they trigger a much more extreme reaction, called the Delirium.

The Delirium acts as both curse and blessing. It fuzzes over people's memories, causing them to rationalize what they saw. This means that they're more likely to believe that they saw their neighbor trying on a Halloween costume than they are to believe that they saw a werewolf. It also means that they may act completely irrationally, perhaps endangering themselves and the Garou. They may run off to the police screaming about the escaped wolf or bear that needs to be hunted down. If the Garou is someone they knew, they certainly will never ever feel quite so comfortable around him again, even if they do rationalize what they saw.

People who are exposed repeatedly to the Delirium will likely develop permanent derangements.

Storytellers may allow characters with Occult to make a Static Mental Challenge against nine Traits to move up one level on the reaction. Characters from cultures which suffered the Impergium to a lesser degree, like Native Americans and Australian Aborigines, may also move up a level. Photographs and other after-the-fact data don't trigger fear reactions, though they do motivate rationalization and dismissal. Kinfolk are immune to the Delirium regardless of Willpower.

States of the Body

Injury

The health level lets players and Storytellers keep track of damage characters suffer, regardless of whether it came from accidents, mortal weapons or supernatural powers. Every character has seven health levels. When a character takes a wound, a health level is marked off. The last level marked off indicates the character's current health, and what penalty (if any) the character suffers on all challenges until wounds get healed. As healing takes place, wounds get erased until the character resumes full health.

Characters can suffer three types of damage:

- **Bashing** damage comes from blunt attacks at relatively low speeds — punches, kicks, clubs, etc.
- **Lethal** damage comes from more deadly attacks, capable of rupturing the body and spilling blood — knives, bullets, car collisions, etc.
- **Aggravated** damage comes from great power, mundane or supernatural — fire, acid, sustained chainsaw blows, werewolf claws and teeth, etc.



Delirium Chart

Willpower	% of the Human Population	Forget?	Reaction of Observer
1	10%	Yes	Catatonic Fear:
This poor unfortunate seems to have a very close link to his ancestral memories. He rolls up into a ball and prays that everything will go away. He will suppress the memory of the entire experience, remembering nothing.			
2	20%	Yes	Panic:
This individual runs as far away as possible, even running through glass windows and over cliffs in her terror. All she will remember later is the intense feeling of terror, and the certainty that something threatened her.			
3	18%	Yes	Disbelief:
The person insists that the Garou isn't real. He attributes the wolf-man to stress, a trick of the light, drugs, drinking, flashbacks, insanity, or any number of things.			
4	15%	Yes	Berserk:
This person reacts with blind, frenzied fear. She feels that she must act in some way, whether that action is to run away, destroy things (breaking windows, shooting holes in the floor), or even attack the Garou. All she remembers later is the sight of something big, hairy, and perhaps monstrous.			
5	13%	Yes	Terror:
This reaction is not as intense as Panic, but similar in nature. The person still moves away from the Garou as quickly as possible, but he remembers to lock doors, get into his car and drive away, etc. Later he remembers seeing something hairy, big and mean.			
6	10%	Yes	Conciliatory:
This person will do or say almost anything to avoid getting hurt, even though she is on the verge of collapse from fear. She may remember physical details of the Garou, such as fur color or height.			
7	7%	No, but rationalizes	Controlled Fear:
Perhaps this person is a war veteran or worked as a cop for some number of years. He may be terrified, but he keeps a cool exterior. Later he remembers most details of the situation and knows that what he saw wasn't natural.			
8	5%	No, but rationalizes	Curiosity:
Instead of fear, this individual displays curiosity. Perhaps she's a researcher or just a nut. Maybe she thinks the Garou is a person suffering from a disease that causes excessive body hair or Bigfoot himself. She may try to study the Garou from a distance or sell his story to the tabloids. Later she's likely to rationalize the story away.			
9	1.5%	No	Bloodlust:
Rather than curiosity, this person reacts with anger. He runs for his gun rather than a camera or notebook. Perhaps one of his distant ancestors killed a Garou once. Later he remembers the encounter quite well, although he might rationalize the Garou as a particularly large or mutated animal.			
10	0.5%	No	No Reaction/Blasé:
This person displays no unusual reaction at all, whether from shock or just a strong constitution. If spoken to she responds as she would to a normal person. Later she remembers everything in perfect detail.			



Each character in **Laws of the Wild** has seven health levels, unless specifically noted otherwise: Healthy, Healthy, Bruised, Bruised, Bruised, Wounded, Wounded, Incapacitated and Dead.

- **Healthy:** The character may have minor nicks and abrasions but can function without impairment. Whatever limitations the character may suffer from damage are purely in the realm of roleplaying — fatigue, scuffed-up appearance and the like.

- **Bruised:** The character has taken noticeable injury and suffers a one-Trait penalty on all tied challenges.

- **Wounded:** The character has significant injuries in one or more locations (open wounds, broken bones) and must risk an additional Trait to initiate any challenge. The character's opponent automatically wins on ties and powers that allow the character to win on ties instead let him resolve the tie normally. (The character can overbid as usual.)

- **Incapacitated:** The character is on the brink of death. She is unconscious for at least one turn, and must thereafter make a Static Physical Challenge (retest with *Primal-Urge*) against four Traits + 1 for each level of damage she's suffering from at the moment to wake up. A critically injured werewolf can try to draw on her Rage to remain active. This requires a Rage Challenge against eight Traits. If successful, the character heals one health level, and automatically begins the next turn in a berserk frenzy. Characters can try this only once per scene; if they get critically injured again, they're stuck with the consequences.

A character who suffers one or more levels of lethal damage while Incapacitated reverts to breed form and collapses. Any further damage of any kind will kill her. Otherwise she regains one health level eight hours until able to regain consciousness and shift to a form which regenerates fully. An Incapacitated character who suffers one or more levels of aggravated damage dies.

- **Dead:** Dead is dead.

Garou regenerate one level of bashing or lethal damage every turn. Homid and lupus Garou regenerate about one health level a day in their natural form while in critical condition if they rest. Trying to move around and do anything active slows the pace of healing to normal human rates (see below). Metis Garou regenerate at the rapid rate in every form. No Garou of any breed can regenerate aggravated damage: It always heals at the rate of one level per day of full rest. Homid Garou can heal from aggravated damage only in forms other than Homid, and Lupus Garou can do so only in forms other than Lupus.

Sources of Injury

Falling

Falling characters one level of bashing damage for every 10 feet of vertical distance. Characters who fall more than 100 feet hit terminal velocity, and suffer 10 health levels of lethal damage no matter how far they plummet after that.

Fire

Fire damage is always aggravated. Torches and small fires touching just part of the body inflict one level of damage each turn while bonfires and flames covering half the body inflict two levels per turn and infernos and flames covering the whole body inflict three levels per turn. Garou can attempt to soak this damage, but must make a Static Physical Challenge to do so — against three Traits for candles and other sources of first degree burns, five Traits for torches and other sources of second degree burns, seven



Traits for Bunsen burners and other sources of third-degree burns, nine Traits for chemical fires or 10 Traits for molten metal. Success removes one level of damage from the fire that turn.

Disease

Garou heal more rapidly than humans do, so diseases affect them but not as severely. A disease inflicts a set level of health levels over time and then runs its course; surviving is a matter of healing in time to prevent incapacitation and death. Garou never get minor ailments like colds and flu, and even serious diseases seldom do lasting harm thanks to the power of regeneration — though they can still serve as carriers. Only diseases of supernatural origin can seriously and permanently affect Garou.

Poison

Poisons also have little effect on Garou. Garou who want to get drunk, stoned or otherwise chemically altered must do so in Homid form, with its lesser native resistance, or use the Rite of Spirit Awakening to rouse the drug's spirit. Supernatural toxins do full damage, and the most potent are considered aggravated damage.

Suffocation and Drowning

Garou can hold their breath for a while, but then start drowning or choking just like people do. One Stamina-related Trait (see p. 72) lets the Garou hold his breath for 30 seconds, two for one minute, three for two minutes, four for four minutes, five for eight minutes, six for 15 minutes, seven for 20 minutes, and eight or more for 30 minutes. After the time limit expires, he can spend one or more Willpower Traits. Each Trait spent gives him a safe time of 30 seconds (if he has three or fewer Stamina-related traits) or one minute (if he has four or more).

Trying to hold one's breath and do something strenuous uses up oxygen much more quickly: a character can fight while holding his breath only for one turn per Stamina-related Trait.

Once the safe time expires, the character takes one level of lethal damage per turn. He can't regenerate this until he can breathe again. When he reaches Incapacitated, he reverts to breed form and will die in a number of turns equal to his Physical Traits.

Radiation and Toxic Waste

Unless something supernatural is complicating the issue, treat radiation and toxic waste like fire and extreme heat, but taking twice as long to heal.

Silver

Silver is the metal of the moon, and Garou are uniquely vulnerable to the favored metal of the Celestine who gives them so much. It's not easy to make effective weapons out of silver, but skilled blacksmiths and gunsmiths do manage. A Garou suffers one level of aggravated damage every turn she's in contact with silver, except for homid and lupus Garou in their respective breed forms. Garou can only soak damage from silver weapons in Homid form.

Garou can carry silver, but it costs them Gnosis thanks to physical allergy and the spiritual "buzz" of the nearby threat. Lost Gnosis returns after a day away from all silver. For every five silver objects the members of a pack carry, all packmates lose a Gnosis Trait. Carrying a great many silver objects, particularly bullets, may also cost the pack Honor or Wisdom. A klaive costs the packmates a Gnosis Trait per day, and a grand klaive costs them two Gnosis each per day.



Battle Scars

Garou take pride in displaying the consequences of honorable combat. Gaia made them to fight, and defeating superior forces at cost to oneself is a great way to win Renown. Garou heal most damage, but some severe wounds leave behind reminders of themselves on a lasting basis. Wounds inflicted by Garou leave battle scars as do the wounds made by Triat minions hostile to the Garou. Other damage may or may not, at Storyteller discretion.

The list here is not exhaustive, and troupes should feel free to work up fresh types to suit their chronicles. Healing the battle scar costs the character the Renown that came with the scar.

- **Superficial scars** — Large, ugly masses of scars that remain hairless in all forms. (Some people find such things powerfully sexy.) They may reduce Appearance-related Traits in extreme cases. One temporary Glory.

- **Deep scars** — Similar to superficial scars, but affecting muscles as well; they ache when the humidity changes. One temporary Glory.

- **Improper bone setting** — A bone broke and didn't heal right, leaving behind a slight limp or other problem. Two or more levels of lethal damage to that area in one turn break the bone again, inflicting an additional level of lethal damage. One temporary Glory.

- **Cosmetic damage** — Anything visible and not covered by other entries: missing ears, harelip, exposed skull and the like. It looks grotesque to humans and impressive to Garou. The Garou suffers a one-Trait penalty on Social Challenges involving human beings unless the damage is covered for the duration of the interaction. Two temporary Glory.

- **Broken jaw** — Similar to improper bone setting; the character's jaw was shattered and is now out of alignment, creating slurred speech. Storytellers can reduce experience and/or Renown awards for players who don't roleplay this out. The character suffers a two-Trait penalty to communication-related challenges while using human speech. One temporary Glory.

- **Missing eye** — One of the character's eyes was gouged. Increase the difficulty of challenges involving depth perception, including the use of missile and thrown weapons, by three Traits, and of Perception-related challenges by two Traits. Two temporary Glory.

- **Gelded** — The character's reproductive system was damaged enough to make offspring out of the question. Gelded male characters aren't necessarily impotent, but suffer a two-Trait penalty on seduction and Animal Attraction-related challenges. One temporary Glory.

- **Collapsed lung** — One of the character's lungs was punctured in battle, and it's hard to breathe while exerting a lot of effort. The character suffers a one-Trait penalty on Stamina-related challenges, and an additional one Trait for every five turns of sustained exertion; she can hold her breath only half as long as other Garou. One temporary Glory.

- **Missing fingers** — The character has lost at least three fingers on one hand. Challenges involving use of that hand suffer a three-Trait increase to their difficulty, and claw damage from the hand is halved (round down). Two temporary Glory.

- **Maimed limb** — One of the character's limbs is now damaged badly enough to be useless. If it's a leg, the character moves at half normal speed in all forms; if it's an



arm, the character moves at three-quarters speed in Hispo and Lupus forms. The limb can't be used at all. Three temporary Glory.

- **Spinal damage** — The character's spine was fractured, and now he has trouble keeping his balance. He loses one Dexterity-related trait permanently (at least until the damage is healed), suffers a two-Trait penalty in initiative challenges and must spend a Willpower Trait to participate in any challenge involving balance, precision or remaining still. Two temporary Glory.

- **Brain damage** — Severe damage to the head or prolonged lack of oxygen has reduced the character's mental faculties. She loses one Mental Trait permanently (at least until the damage is healed), and loses two Traits from among Gnosis, Willpower and knowledge-related abilities at the Storyteller's discretion. The character is likely partially amnesiac. Two temporary Glory.

Aging

Not many Garou suffer natural deaths. Their innate regenerative ability could let them live to 120 or more in good health, but their nature as warriors gets in the way. Those who begin to suffer loss of effectiveness thanks to aging generally honor the Litany and choose to die then, rather than lingering on into uselessness. Note that *ineffectiveness* is a variable target, and some Garou no longer able to rush into battle remain useful for a long time as advisors and ritemasters. Over time, aging erodes Mental and Physical Trait totals and makes it harder to regain Rage. Storytellers can set the pace of this decay to suit the needs of their chronicles if it ever becomes an issue.

Combat

Garou fight. Gaia made them Her warriors, and they're good at it. Violence isn't the only way to pursue the war against Gaia's enemies, of course. As human strategists have noted for thousands of years, persuading your enemy to join you is best of all, persuading the enemy not to fight is next best, and after that, defeating the enemy with no more force than necessary is good. Some of the creatures which serve the Wyrms — and the Weaver and the Wyld, who are just as insane and just as dangerous in their own ways — cannot be reasoned with or stopped by anything short of destruction. In other cases, the Garou enjoy more options, and Gaia expects Her creations to make use of the full range of the potential she's given them.

This section covers what happens when violence is the answer.

Mass Combat

It's a fact of life that sooner or later a large group of characters will decide to mix it up. Group challenges can seem intimidating even to experienced Narrators and Storytellers; these rules are meant to streamline the process and make such situations easier to resolve, rather than devolving into endless matches of Rock-Paper-Scissors.

First of all, find who is challenging whom. The easiest way is to count to three and have everyone point to the person they wish to target that turn. If no one is being challenged by more than one person, then challenges are carried out normally.

If one character is challenged by several targets, or tries to challenge multiple opponents at once, resolve it in the following manner. First deal with groups in the order of largest to smallest, just for ease of play. Each attacker must bid an appropriate



Trait as normal for the challenge required; logistics put a limit of up to five characters attacking another character at once.

Next, the defender character must bid enough Traits to counter every opponent in the group; if he does not have enough Traits, he must relent to the rest of his opponents (although he may choose which ones he relents to). Resolve such relented challenges first — it is very possible the defender may fall before the rest of the group can act!

Finally, the defender and any remaining attackers engage in one simultaneous test. The defender then compares his sign to each of the attacker's signs, applying the appropriate results. Thus, if the defending character throws Scissors and his attackers throw Rock, Scissors, Paper and Paper, the defender is considered to have lost to the first challenger, tied the second (resolved like any other tie) and beaten the last two. The defenders and attackers lose Traits bid in any given loss. If the defender in the previous example had bid one Trait against every attacker, he would have lost one Trait to the first attacker, and an additional Trait if he had lost the tie as well.

Once the tests have been made, they are resolved in the standard order of actions and initiative. It is possible for a defender to lose Traits to the first attackers and then lose a tie to an attacker later in the same mob challenge. That's OK — the first attackers "softened up" the defender. However, unless the defender has a special power which allows him to take multiple actions, he may only attempt to injure one of his attackers, and it must be one who lost a challenge. If none of the attackers lose, the defender simply suffers the results of their actions.

When the defender in a mob challenge uses Abilities or other powers to gain retests, each attacker's challenge is treated as a separate test. Thus, a defender would need five Melee Traits in order to retest against five attackers in a melee combat.

Weapons

For obvious reasons, no real weapons are ever allowed in *Mind's Eye Theatre* games. Even nonfunctional props are forbidden if they can be mistaken for weapons. This system does not use props of any kind, nor are players required (or allowed) to strike one another. Instead, characters should use weapon cards, which display the Traits and pertinent details of a particular weapon.

A weapon gives its wielder extra Traits for combat or other appropriate challenges. Sometimes this advantage is offset by a disadvantage in terms of a Negative Trait. Each weapon has one to six extra Traits that may be used in any challenge in which the weapon is employed. These Traits cannot be used as an initial bid. Instead, they add to the user's total when she is comparing Traits. In addition, some weapons have special abilities that may be used, such as causing extra levels of damage or affecting more than one target.

Statistics for weapons are written on cards and carried along with your character card. Weapon cards specify the capacities of each weapon and allow other players to see that you actually possess a weapon. When you have a weapon card in your hand, you are considered to be holding the weapon.

Some weapons have Negative Traits that can be used by the wielder's opponent in precisely the same way as regular Negative Traits. The weapon's Negative Traits can only be used against the wielder of that weapon. Negative Traits for a weapon must be appropriate to the situation. For instance, if you are firing a pistol and your opponent wants to use the gun's Negative Trait Loud against you, that Negative Trait could be ignored if you have a silencer on the gun.



Concealability

Each weapon has a concealability rating. If the weapon is not concealable, or if you do not have the proper amount of clothing or cover to conceal it, you must have that card on display at all times. You cannot, for example, pull a broadsword out of your pocket. Instead, you must carry that card in hand at all times or, optionally, you could pin the card to your shirt, indicating that the sword is slung over your shoulder.

Availability

Serious firearms and archaic melee weapons can take some time to locate. Firearms also require permits to obtain, which involves undergoing background checks or waiting-periods in some areas. A character can turn to more “colorful” channels in order to procure equipment, but the black market often means shady dealings and vastly inflated prices. Weapons that have Influence values listed under Availability indicate the level and type of Influence required in order to procure the weapon through illicit channels. Finally, of course, there’s cost: A character must have some access to funds (*Finance, Resources, Influence*) to procure exotic melee weapons and nearly all firearms.

Once a character has a weapon, that doesn’t mean he can keep it forever. Too often characters run about firing shotguns and large automatic weapons without facing the massive police manhunts that such battles invariably provoke. Take care that characters with powerful weapons understand the equally powerful repercussions that come from their use. These consequences not only preserve game balance but enforce a sense of realism and keep the game from turning into Rambo with fur.

Special Weapon Capabilities

Some weapons have special abilities, allowing an attacker to inflict extra damage, ignore certain types of protection or strike multiple opponents. (Such powers are noted under the weapon descriptions.)

Armor-Piercing

Special rounds, generally Teflon-coated, are able to pierce armor with ease. Although they do not inflict extra damage, armor-piercing rounds ignore any defenses from armor. Such rounds are typically tricky to acquire, though, and legal inquiries often follow their use.

Destroy Shield

Although rare in this day and age, tribes who prefer older weapons still use shields. A weapon capable of destroying a shield penetrates it automatically and renders it useless after a certain number of blows, no matter what the size or strength of the shield may be.

Fully Automatic

A firearm with this ability is capable of emptying dozens of rounds into a single target at close range. This attack inflicts an extra health level of damage automatically due to sheer volume of fire; however, after emptying the clip from fully automatic fire, the character must spend one action reloading the weapon before it may be fired again.

High-Caliber

Firearms of particularly high caliber can cause crippling wounds with only a few shots. When a high-caliber weapon hits a target, the attacker should make a Simple Test immediately. A win indicates that the target suffers an additional health level of damage from the shot.



Incendiary

Burning weapons cause aggravated wounds to just about anything. Some, like flame-throwers or Molotov cocktails, burn the target with streams or explosions of fire while others such as incendiary rounds (iHOT loads!) burn the target with superheated ammunition.

Mass-Trauma

Certain weapons are so powerful they inflict massive damage on a target, literally tearing away portions of flesh. Such weapons score an extra health level of damage when used appropriately.

Speed

Fast weapons can be used to “pre-empt” an opponent’s attack, allowing the attacker with the speedier weapon to strike and resolve his challenge first. A character must have the Melee Ability to use this special ability, and he must be attacking or otherwise actively using (parrying, disarming) the weapon in order to gain this benefit. Fast weapons only gain a preemptive strike against opponents in hand-to-hand or melee combat.

Since many attacks are handled simultaneously for ease of play (both players testing at once and the winner scoring a hit), this ability is not always very useful. However, if the Storyteller opts to allow each attacker to test individually (attacking striking defender, then defender counter-striking), this ability puts characters with fast weapons on the offensive.

Spray

The weapon can strike several targets at once, as noted under the weapon’s specific parameters. The shooter makes one test against all the targets simultaneously. Each target who fails the test suffers the weapon’s damage while each target who succeeds avoids the weapon’s damage. The shooter risks only the Traits required to test against each member of the group and loses only those Traits if any defender wins the test.

Bidding Weapon Traits

During a normal hand-to-hand fight, characters bid Physical Traits against their opponents’ Physical Traits. However, if a character is using firearms, he may use Mental Traits instead. If his opponent is also using a firearm, she bids Mental Traits as well. If the opponent is not using a firearm and is merely trying to dodge, then the attacker uses Mental Traits to attack while the defender uses Physical Traits to dodge. This instance is one of the few in which Traits associated with different Attributes may be used against one another.

Weapon Examples

Melee Weapons

Knife/Dagger — These easily concealed weapons are very common, lightning fast in the hands of a skilled user and can also be used as ranged weapons if a character uses the Athletics Ability properly.

Bonus Traits: 2

Negative Traits: *Short*

Concealability: Pocket



Damage: One health level

Availability: Any

Special Ability: Speed: In close combat against any weapon that has the Negative Traits: Clumsy, Heavy or Slow, the knife-fighter gains the option to pre-empt the opponent's attacks and strike first in any turn, as long as he has the Melee Ability.

Club/Ax — These two common weapon types can be anything from chair legs to mighty war axes to billy clubs; one bludgeons while the other cuts, but the essential function is the same.

Bonus Traits: Club: 2, Ax: 3

Negative Traits: *Clumsy*

Concealability: Trenchcoat

Damage: Club — One health level; Ax — Two health levels

Availability: Any

Special Ability: Ax: *Destroy Shield*. Axes render shields useless after three blows.

Longbow — These huge, powerful bows make mincemeat of regular armor, and many Garou (especially the Black Furies or Native American tribes) are trained in the arts of archery. Modern compound bows are smaller and use pulley systems to generate powerful pull; these bows do not have the Negative Trait *Clumsy*, but give the user only five Bonus Traits.

Bonus Traits: 6

Negative Traits: *Fragile, Clumsy, Heavy*

Concealability: No way.

Damage: Two health levels

Availability: Any.

Special Ability: *Armor-Piercing*: Longbows ignore armor. *Destroy Shield*: One shot from a longbow renders a shield useless.

Pistol — This designation covers nearly any sort of small- and medium-caliber handgun commonly encountered, from zip guns and holdout pieces to 9mms and standard police-issue sidearms.

Bonus Traits: 2

Negative Traits: Loud

Concealability: Pocket

Damage: Two health levels

Availability: Any, if registered; Police 4, Street 3 or Underworld 2 otherwise.

Heavy Pistol — This designation covers the monsters of the handgun range, from the Desert Eagle to a .454 Cassull. These tremendous guns use high-caliber ammunition to punch large holes in their targets.

Bonus Traits: 2

Negative Traits: Loud

Concealability: Jacket

Damage: Two health levels

Availability: Any, if registered; Police 4, Street 4 or Underworld 3 otherwise.

Special Ability: *High-Caliber*: Heavy Pistols allow a Simple Test on a successful hit. Success indicates the target takes an extra level of damage.

Rifle — Favored by many hunters and snipers.

Bonus Traits: 3



Negative Traits: *Loud*

Concealability: None.

Damage: Two health levels

Availability: Any, if registered; *Police 4, Street 4* or *Underworld 3* otherwise.

Special Ability: *High-Caliber*: Rifles may be loaded with high-caliber ammunition. Note that the character must specifically acquire such ammunition to gain this benefit — it is not included automatically when using a rifle.

Shotgun — This powerful weapon fires a spray of pellets, making targets easy to hit.

Bonus Traits: 3

Negative Traits: *Loud*

Concealability: None

Damage: Two health levels

Availability: Any, if registered. *Police 4, Street 4* or *Underworld 3* otherwise.

Special Ability: *Spray*: A shotgun may affect up to three targets if they are standing immediately next to each other and are further than 20 feet from the person firing the shotgun. This effect can be gained only if the shotgun is loaded with pellets, not slugs. *Mass-Trauma*: A shotgun can cause an extra health level of damage to a single target standing within five feet.

Submachine Gun — These weapons are very powerful, and they fire a large number of bullets very quickly, making them the favorite weapons of many gangs, where accuracy isn't as important as hitting a large number of targets at the same time. The law requires these guns be sold as non-automatic weapons, with only single-shot capability, but a use of the *Repair* Ability can convert them to fully automatic fire.

Bonus Traits: 2

Negative Traits: *Loud*

Concealability: Jacket

Damage: Two health levels

Availability: Any, if registered and non-automatic. *Police 4, Street 4* or *Underworld 3* otherwise.

Special Ability: *Spray*: A submachine gun may affect up to five targets if they're standing immediately next to each other and are further than 10 feet from the person firing the gun. *Fully Automatic*: A submachine gun inflicts an additional health level of damage if the entire clip is emptied into a target standing no more than five feet away.

See the forms description (p. 173) for natural weapons available to the Garou, and the description of klaives and other fetish weapons (p. 255) for the most precious and traditional weapons Garou favor.

Fighting with ranged weapons allows combatants to stand some distance apart; participants can therefore “dive for cover.” When resolving each ranged combat challenge, each combatant can present one Trait of cover to add to his total number of Traits. These cover Traits may not be used for bidding, but they do add to a player's total if Traits are compared. This cover can take the form of whatever obstacles are around and within reach (don't actually dive for them). A Narrator might be required to describe what cover is around unless the combatants can agree on what cover is available.

If cover is extensive, it may be worth more than one Trait. The number of Traits available for cover is left for challengers to agree on, or for a Narrator to decree. Hiding



behind a boulder, for example, might be worth two Traits, while hiding behind a wood fence might only count as one. If one combatant goes completely under cover (he cannot be seen at all and is thoroughly protected), he is considered impossible to hit. The attacker must change position to get a clear shot.

Surprise

If a player does not respond within three seconds of the declaration of a Physical Challenge, the character is considered to have been surprised — not fully prepared for what's coming. Sometimes a player is busy with another activity or is playing a character who just isn't paying attention. Any player who sneaks around whispering challenges to get the element of surprise is cheating, plain and simple.

Surprise simply means that the outcome of the first challenge in a fight can only harm the surprised defender, not the challenger. For instance, if a player did not respond in time to an attack, but still won the challenge, the challenger would not be injured. Furthermore, if the challenger loses the test, she may call for a second challenge by risking another Trait. After this second challenge, regular challenge rules resume. Overbidding is permitted for both challenger and challenged in surprise situations.

Caerns

Caerns are places of magic — sacred groves, ihauntedî lots and fog-shrouded islands. The obvious ones lean more toward the sacred grove and haunted lot end of things; some might refer to them as places where ley lines meet. They are locations where the earth's own energy runs strong and may be accessed by those who know how. But caerns can show up almost anywhere. It is true that they are more plentiful in the wilds, but some of them have survived the spread of urbanization.

Garou protect caerns with their lives. There are packs who do nothing but watch over temples and shrines endowed with mystical energy. In return, caerns offer many benefits to the Garou who watch over them. They attract spirits, usually of a specific kind. They enable Garou to travel between them, even if the distances to be traveled are vast. They may evoke great mystical energies of one type or another.

Caerns hold a very important place in Garou culture. Garou worship at caerns, hold their moots and meetings at caerns and eventually bury their fallen at caerns. If they spend too much time away from caerns, they may sicken (mentally or physically) or even, after a long time, die.

Garou usually dedicate a caern to a specific spirit, normally the totem of the tribe but sometimes another spirit. A caern might be dedicated to a spirit that came with the caern and decided on its own to watch over it.

Garou aren't the only ones interested in caerns, unfortunately. Mages sometimes drain caerns of their energy, which the mages call "Quintessence." Minions of the Wyrms may destroy caerns or occupy and corrupt them.

The prevalence of caerns depends entirely on what you want to do with them. A story about hopelessness and despair might have 50 caerns left in the entire world. A story about heroism and hope might have 500 left. Not all caerns are held by Garou; some of the other changing breeds guard caerns as well, as does, unfortunately, the Wyrms.

Caerns tend to require a fair amount of attention, so you may not wish to deeply involve your players with the maintenance of a caern. However, caerns also allow for



marvelous roleplaying possibilities, particularly when paired with gathers and moots. Few things establish the mood of a game like a sept moot held at a caern.

Types of Caerns

The purpose of a caern has a large effect on the Garou who use it and on your game. Thus, you should choose the purpose of a caern ahead of time. Some types of

Caern Chart

Caern Level	Gauntlet	Moon Bridge Distances*
1	4	1000 miles
2	4	2000 miles
3	3	3000 miles
4	3	6000 miles
5	2	10,000 miles

*The distance that can be traveled via moon bridge is determined by the rating of the caern traveled from. Moon bridges allow travel only up to 1000 miles if opened from a location that is not a caern. You may wish to severely limit the use of moon bridges — a game can be very difficult to conduct if different packs are in different parts of the world.

caerns are more common than others, and you may create caerns of a type not listed here. The descriptions attempt to give some idea of the traditional location for such types of caerns, but feel free to go beyond this. There's no reason why a caern of Healing couldn't be found in a city park, or a caern of Gnosis in a back-street chapel.

At any caern the Garou may encounter nature spirits of various types, as well as ancestor-spirits. Also, the Garou may open a moon bridge (see *Rite of the Opened Bridge*) from any caern.

When the power of a caern is listed as affecting a Trait, Ability or effect, then only one level is gained (see *Rite of the Opened Caern*). When it lists multiple possibilities for what it affects, it will only affect one of those (either randomly, or at Storyteller's discretion, or, if allowed by the Storyteller, at the Master of the Rite's discretion). When a caern's description mentions spirits that tend to be found there, these are only the spirits most likely to show up; other spirits may and frequently do put in appearances.

The Common Caerns

A caern of Enigmas is likely to present some sort of difficulty that requires solving. It might reside on a hidden island or past some puzzle that must be solved by the Garou who wishes to approach it for the first time. Its power grants help with the *Enigmas* Ability. The spirits found there most often would be illusion and shadow. A chameleon-spirit would not be unusual, nor would a Chimerling. A caern of Enigmas should not require a puzzle to be solved every time a Garou wishes to approach it unless you want to restrict access to the caern in game.

A caern of Gnosis is a place of spiritual power, and it would most likely take the form of a traditional caern. In other words, it would be found on shrouded moors, in deep, dark forests or protected within ancient, crumbling temples. Its power grants help with Gnosis Traits. The spirits most often found there are Englings and wraiths.



A caern of Healing is a highly prized caern, particularly for Garou who often engage in battle with the Wyrms. Its power grants health levels. The spirits usually found there include spirits of peace and calm, and water elementals. Caerns of Healing can most often be found in forest glades or places where water flows.

A caern of Leadership grants help with *Leadership* and *Intimidation*, and frequently plays host to spirits of War, Bird-spirits and Ancestor-spirits. Such caerns may be found in locations of strategic importance in the battle against the Wyrms.

A caern of Rage grants Rage Traits, and hosts spirits of War, Pain and Glory. Rage caerns would most often be found on sites where ancient battles were fought, particularly if valiant Ahrouns gave their lives there.

Caerns of Stamina grant damage resistance. Protection-spirits and Guardian-spirits stand by caerns of Stamina. These caerns typically stand in places that hold historical importance to the Garou and that require protection against the Wyrms.

Caerns of Strength grant Physical Traits and attract spirits of War. These caerns seem to appear in places that will later be the sites of a battle between the Garou and the forces of the Wyrms. No one knows how this happens. If a pack finds a caern of Strength, they know they're in for a rough ride.

Urban caerns grant help with the *Streetwise* Ability, and attract City elementals. They usually occupy deserted lots with reputations of being haunted; this reputation tends to protect the caern from further development or close investigation by mortals.

Caerns of Visions grant oracular visions to those Garou who serve them. Typically, Bird-spirits flock to these caerns. Such caerns usually exist near bodies of still water or in high places, and their visions tend to be cryptic and sometimes contradictory. (In game terms, the future is not set in stone. Do your best to figure out what sort of vision the caern would grant, but do not feel obligated to always be clear or entirely correct.)

A caern of Will grants Willpower and attracts War- and Honor-spirits. These caerns are usually found just outside of cities, where great will is required to fight the encroachment of urbanization.

A caern of Wisdom grants help with *Rituals* and *Expression* Abilities, and often hosts Owl- and Wisdom-spirits. These caerns are usually found in the tribal lands of Africa and the Americas.

A Wyld caern grants abilities at random; the Storyteller may wish to choose from the previous list of caerns for ideas. Wyld caerns will never grant the same ability twice within the same lunar cycle, and they attract Wyldlings. Usually these caerns grant Abilities that may be used to aid the cause of the Wyld, but as the Wyld hates to be predictable, this isn't always so.

The Unusual Caerns

Caerns of Courage tend to show up in the most unexpected places, from the deepest wilderness to a city's heart. This caern grants help with the *Intimidation* Ability and attracts Protection-spirits. Wherever a caern of Courage is found, Garou can be certain that courage will be needed, although perhaps not of the obvious kind.

Caerns of Love embody the emotional ties that give people strength and weaken them at the same time. They grant help with the *Empathy* Ability or with Willpower and play host to spirits of Calm or even to Lunes. The Children of Gaia value these caerns highly.



Caerns of Justice are particularly rare, as unjust actions taken nearby easily foul them up. Such a caern may add to the *Law* Ability and may attract spirits of Justice or Owl- spirits.

Caerns of Sacrifice usually arise where Garou (or sometimes even humans) sacrificed themselves on the battlefield in order to save others. The maintenance of such caerns is particularly difficult as it requires small but meaningful sacrifices. The opening of a caern of Sacrifice allows Garou to share their health levels with each other, taking on each other's injuries. It attracts Earth elementals and, in cases where the founding sacrifice was particularly great, perhaps even a Unicorn-spirit.

Caerns of Unity have almost entirely disappeared from the earth as the Changing Breeds squabble constantly. Such a caern would add to Mental Traits and attract spirits of Honor and Ant- or Bee-spirits.

Caerns of Craftsmanship tend to show up in urban areas and affect the *Crafts* or *Repair* Abilities. They attract Electricity or Glass elementals, or, in very rare instances, Atomic- spirits. For obvious reasons, Glass Walkers are particularly fond of these caerns.

Caerns of Memory are not quite as rare as caerns of Unity, but there aren't many of them. Such a caern might grant *Ancestors*, even to tribes or breeds normally denied *Ancestors*. Caerns of Memory either show up in very ancient places where things have not changed in a very long time or in libraries or computer data storage. The former tend to attract Owl-spirits, and the latter attract Glass or Electricity elementals and Pattern Spiders. The Mokolé protect one of these caerns.

Caerns of Stealth hide themselves quite well: In the more unusual, a location the better — so few Garou know of their existence. Even powerful caerns of Stealth hide their energies and must be found purely by chance. Opening such a caern adds to *Stealth* and *Subterfuge* Abilities, and thus these caerns are prized by Shadow Lords and Silent Striders. These caerns attract spirits of Shadow, Illusion and Enigmas, as well as Chameleon-spirits and Air elementals.

Keep in mind that these are not the only types of caerns in existence. You might create a caern of Humor, Fertility, Curiosity or almost any strong and valued concept. Simply choose appropriate Traits and Abilities to affect, and pick spirits that seem to make sense.

If you want to create a corrupted caern, one that is protected by a Black Spiral Dancer hive, simply choose a very different sort of value. Betrayal, cruelty, brutality and disharmony are some possibilities. Some may simply take a dark twist on their original concept — such caern concepts as Stealth, Memory, Strength and Rage could easily be perverted. These caerns constantly attract Banes.

The Parts of a Caern

Every caern is different, and strongly influenced by the type of caern and the totem spirit that resides there. However, certain terms are generally applied to the parts of a caern, and so you may find them useful.

The bawn of a caern is its outer perimeter, which is not necessarily regularly shaped. A Garou can sense when she crosses a bawn as can some spiritually aware non-Garou.

Most septs try to keep an area of quiet reflection where their dead may lie undisturbed near the caern. This place serves multiple purposes. It is a way of honoring the dead and shows the living how they will be honored if they die in service to their



caern. It encourages the Garou to act bravely, in theory. Some graves are obvious to anyone who enters the caern, others only to Garou — they might consist simply of a glyph on a stone or tree trunk. Caerns consisting primarily of lupus Garou are less likely to keep such areas. When a caern site makes burial of the dead impossible (in other words, most urban caerns), then a shrine may suffice.

Larger caerns try to include living space for the sept inside of the bawn. Kinfolk may live just outside the bawn in order to slow down those who might seek to gain entry. When there is no room for living space, Garou try to live as close to the caern as possible and may take turns “camping out” at the caern. Ranking pack members obviously get more living space than others, although privacy isn’t necessarily guaranteed, particularly in caerns with many lupus Garou.

Many caerns keep shrines to various spirits. A shrine to the totem spirit would be appropriate, although Garou with personal ties to particular spirits may also keep shrines to them. If the sept consists of a single tribe they may also keep a shrine to the tribe totem. These are places to contact, pray to or appeal to various spirits.

The assembly area is vital to many parts of sept life. Moots occur in the assembly area, as do challenges, councils and any number of other social events. When a caern does not have enough room for everyone in the assembly area, moots and large gatherings may be held in the Umbra.

The spiritual heart of the caern will not necessarily be found at its center. The Gauntlet is nonexistent at the heart, and any shifter, including those not normally able to step sideways, may enter and leave the Umbra at the heart of a caern. The most powerful rituals are conducted in the heart of the caern, and even normal mortals will feel something odd there.

The thinning of the Gauntlet at a caern results in a much more accurate reflection of the real world in the Umbra. Even modern buildings and new features can be seen and felt in the spirit realm, although they may not look entirely the same as their real-world twins. On holy nights in the most powerful caerns, shifters may even slip sideways accidentally.

Sept Duties and Offices

Some sept offices may take up a large amount of time for the Garou fulfilling them, so you may not wish to bring this into your game. If you do, it’s certainly a way to give players plenty to do. Most sept office duties come up at moots, which are usually held at least once a month — many packs, for instance, hold moots at the full moon. Most office-holders other than Guardians are not constantly necessary, and so they may be allowed away from the caern — these offices may be more appropriate for player characters. In smaller septs, single Garou may hold multiple offices.

Guardians, obviously, watch over the caern. This can quickly become boring for a group of player characters, as most caerns are not constantly under attack. Certainly a stint as caern Guardians, however, could make for an interesting set of stories. At some caerns with multiple packs of Garou, this duty may rotate through the packs, allowing you to play with stories of protecting the caern while also bringing in outside adventures.

Lesser Offices

For those posts that involve moots, you may see the section on moots, below, for more details.



The Caller of the Wyld invokes the sept's totems during a moot. In smaller septs, the Master of the Rite may take on this duty in addition to her own.

The Master of the Howl leads the howls, songs, and chants with which a sept begins a moot. It is his duty to see that the right mood is set. He also introduces the various parts of a moot.

The Talesinger sings tales of glory and heroic efforts at each moot. The Talesinger is almost always a Galliard, and it is a high honor for a Galliard to achieve this post.

The Truthcatcher mediates disputes and judges crimes not just at moots, but also between times. She carries much weight and responsibility and has less freedom to leave the sept than some other office-holders.

The Wyrn Foe leads the Revel at the end of each moot. Between moots he coordinates the caern's packs and plans strikes against its enemies. The Wyrn Foe is expected to be a well-seasoned warrior.

Greater Offices

The Gatekeeper maintains and opens moon bridges; she must know the *Rite of the Opened Caern* and the *Rite of the Opened Bridge*. She spends most of her time at the caern. Because of this, she may have an assistant (or even a pack of younger Garou in larger caerns) to run errands and go on missions for her.

The Keeper of the Land maintains the caern's general appearance. More than simple yard work, this often involves negotiation with a caern's spirits. The hard part is making all of the spirits happy without offending any of them.

The Master of the Challenge oversees all challenges for Rank or office, ensuring that all Garou are treated fairly.

The Master of the Rite oversees all rites performed at the caern's heart, and this is the highest post that a Theurge may aspire to. No rites that the Master of the Rite does not know may be held at the caern's heart, so he should know a lot of rites! While other Theurges who wish to hold Rites at the caern's heart may in theory teach them to the Master of the Rite, this only works if the Master of the Rite may cast high-level Rites.

The caern Warder coordinates the defensive efforts of the entire bawn. She decides who is allowed into the various parts of the caern and she chooses the Guardians. She is one of the most important Garou at the caern.

The Council of Elders leads the caern and is responsible for the welfare of all within its borders. Only Garou of impeccable character and great deeds should reach this position. In smaller septs, the elders will also hold most of the greater sept offices.

See **Guardians of the Caerns** for more information on life at caerns.

Moots

Moots are meetings, gatherings of Garou and much more. They combine social, religious and political functions. They honor heroes, address law and justice, resolve grievances and challenges and provide a chance for the sept to decide matters of import. Beyond even that, moots recharge the very spiritual energy of a caern. They help to keep the caern close to the Umbra and strengthen Garou ties with the spirits of the caern.

Garou are social creatures, and the moot reinforces that. It reminds them of what they're fighting for. It provides a necessary link to the waning Garou culture and gives



them a little bit of fun in a gloomy world. Even soldiers need a break now and then. They must speak to one another, honor their pasts and decide on future actions. Garou who avoid moots are viewed with a great deal of suspicion. They deny the social nature of the Garou, refuse to help determine the path that the sept will follow and deny Mother Earth and the spirits their due.

Most often, specific Garou hold specific moot-related offices (some of which are described under the caerns section, above) over and over again. However, a Garou who performs a notable deed may find herself holding an office at the next moot in recognition for her achievement.

Garou attendance at moots has declined in recent years, unfortunately. Some Garou have forgotten just how important moots are and see them as nothing more than monthly meetings that waste valuable time. They become caught up in war and forget that without history, traditions and the spiritual energy that is renewed during moots, war loses its point. Because of this, some offices of the moot go vacant and fall into disuse or require a single Garou to perform multiple roles. Some claim that entire sections of the moot and their corresponding offices have been forgotten.

Sept Moot Structure

The most common type of moot is the sept moot, usually held once a month at the full moon. Any Garou may attend, although outsiders are viewed with suspicion.

Below you will find a general moot structure. Each tribe and sept has its own way of doing things however, so alter the guidelines as you see fit.

Storyteller's Note: You may wish to hold your moots outdoors on private property, especially if the moon will be full and bright. This isn't always possible, however, so you may instead create an indoor moot area. Try to decorate the area appropriately, to get across the ritualistic feel of a moot.

Organize the people in charge of each part of the moot ahead of time. If this is the first moot this group of players has performed together, you may wish to rehearse before the actual moot. Most important is that you keep the moot moving, keep the energy going. If you skip something or do something incorrectly, just keep going — it won't be a disaster. The more you stop to redo sections, the more you break the mood. Ultimately, of course, do whatever results in your having more fun.

The Fool

Most septs appoint a Fool for any moot. His job is to make fun of the Litany and Garou traditions, and to dispute the word of Garou who speak. What he does and says is (in theory) never held against him afterward. The idea is that someone should be able to say all the things that pecking order, custom and respect normally disallow. It can help greatly to have someone who can fearlessly point out when the Garou are being stupid. After all, rank and position sometimes mean that necessary things go unsaid — this is when they get said. The Fool's assertions also give the sept a chance to refute his words, to prove their worthiness. It gives them a chance to show their understanding of their heritage, to argue for the Litany and their own actions. It encourages each member of the sept to question and reaffirm his loyalty to sept, tribe, tradition and duty.

After the moot, the Fool's words are meant to be forgotten and forgiven. Of course not all Garou forget and forgive so easily, so the Fool usually employs some restraint in his words, speaking when his words may do good. Some Garou fear the office of Fool and the resentment of their peers that often comes with it. Most Garou simply learn



not to take the Fool seriously, which unfortunately means that his words don't do as much good as they should.

The Master of the Rite appoints the Fool for a moot. The Fool is usually, but not always, a Ragabash. Sometimes Theurges hold the position as well, as their insight is valued. Some septs find that a Theurge's words cut a little too deep, however, and so choose someone who will speak more lightly. Some septs have conveniently allowed the post of the Fool to fall into disuse while at others (particularly Bone Gnawer septs) his words may be echoed by other sept members, rather than strongly refuted.

The Opening Howl

All moots start with the howl, led by the Master of the Howl and the rest of the Galliards, and the air fills with unearthly cries. The howl reflects the makeup of each sept, as well as its recent activities and attitudes. Elements of activities, status and attitude come in during the final moments of the howl. If the sept had a recent victory in combat, the final strains might have a martial theme to them, usually still reflective of the tribal heritage of the sept. If the sept has met to determine the fate of a Garou who has turned to the Wyrms, the howl would take on a much more menacing air.

Recently, at septs that include more than one or two lupus Garou, there has been included a second howl, a mournful song sung by one throat. It is meant to remind everyone of the dwindling number of wolf kin and echoes the fact that these are the Last Times. A lupus may take offense if the Mournful Howl is not sung.

During the Opening Howl the Fool is expected to question each assertion made by the howl while the rest of the sept refutes his claims.

Obviously at urban caerns howling may present a problem. Perhaps the caern is located in a part of town where people would rather shut their windows and their minds than do anything. Perhaps the area of the caern has such a reputation for being haunted that no one would go near no matter what they heard. If they're lucky, the caern may be inside thick walls, and they can get away with all sorts of noise. On the other hand, maybe a moot's howling would result in someone calling Animal Control or even the police; wolf howls can be heard for miles. Most septs know what they can get away with in their areas.

The Inner Sky

This part of the moot starts in silence. The Theurge who holds the post of Caller of the Wyld steps forward and, sometimes with four other helpers, addresses the five directions (North, South, East, West and Within), asking for their aid in the moot. The Caller also calls up the totem or totems of the caern and the tribe, asking for their presence as well. If there are other spirits strongly associated with the caern, then those may be called on as well. Umbral spirits are the source of the caern's power and strength; thus, the Inner Sky must be performed in order to keep the caern healthy.

At some caerns Garou take the part of the totems of the sept, dressing in masks and costumes to reflect the nature of the totem. These performers are usually referred to as the Shining Ones. For the duration of the moot they represent the totem and must be treated with deference and respect. At some caerns, the Shining Ones are given gifts to represent their status for the night as the caern's totems.

The Inner Sky is the method by which the Garou renew their ties of respect with their totem and the other spirits around them. If they neglect this for nine months, the power of the caern drops by one. After another nine months of being neglected, it drops by another one, and so on, until the caern goes dormant when it reaches zero



power. A Rite of Spirit Awakening must be performed by the Rite Master in order to reawaken the caern or to recharge lost points. If the caern has simply been weakened, then one temporary Gnosis Trait must be spent per point lost. If the caern has gone dormant, then one permanent Gnosis must be spent for each power level of the caern.

Calling the Winds

The Inner Sky renews the connection between the Garou and the spirits they work with. Below is a sample "script." Change it or replace it as you choose:

Caller of the Wyld: We have gathered in this sacred place of Gaia, having called our brothers and sisters of Gaia, and we now call our brothers and sisters of Luna.

(She faces East, or her first assistant faces East if she is using four helpers)

East: East Wind! Bringer of the dawn of clear air! You who showed us the mirror side, the other side of the Velvet Curtain, come to us! We thank you for your clear thought and bright light!

(She turns to her right, to the South, or her second assistant faces South)

South: South Wind! Bringer of the eternal fire! You who gave us the fire of rage within, that we strike swiftly against our enemies, come to us! We thank you for your fiery anger and your protection!

(She turns to her right, to the West, or her third assistant faces West)

West: West wind! Bringer of the rain! You who gave us the Changing Ways, come to us! We thank you for the many shapes you've shared with us!

(She turns to her right, to the North, or her fourth assistant faces North)

North: North Wind! Bringer of cold from the mountains! You who brought us the Gifts and the Sacred Ways, come to us! We thank you for your wisdom and your strength!

(She stands with her hands above her, her eyes to the sky in the spring or summer, or with her hands pointing palms down, her eyes to the ground in fall or winter)

Caller of the Wyld: Inner wind! Bringer of blessings from Gaia from within us! You who hold our Mother's power, come to us all! We thank you for your spirit and your peace!

Cracking the Bone

As the moon rises toward its zenith in the sky, the Master of the Howl lets out a high keening howl that ends in a jagged, shattering note, thus signaling Cracking the Bone. This is the business portion of the moot, presided over by the Philodox who fills the position of Truthcatcher.

This is the time when the Garou make their grievances known or call for challenges. They may petition for judgement on some matter, propose or question sept policy and address personal conduct. It is the duty of the Truthcatcher to ferret out the truth of each matter and render a judgement. He also recognizes those who would



speak and gives them permission to do so. Among more structured septs, speaking out of turn can result in a loss of Honor. Some septs pass around a talking stick¹ to remind the Garou of who currently has the right to speak. Usually order is roughly determined by rank: Higher-ranking Garou speak first, and lower-ranking Garou speak later. Some more tolerant tribes (such as the Bone Gnawers or Children of Gaia) may allow younger or lower-ranked members to speak out of turn without loss of Honor. In theory, everyone is allowed to speak. In practice, since the Garou are more likely to be impatient to move on to stories and songs in the later stages, elder and higher-ranked Garou are likely to get the better hearing.

Requests for arbitration in disputes may be made at this time. Accusations of Litany violations may be made; requests for approval or advice are also welcomed. All parts of Cracking the Bone are public, and anyone in the sept is allowed to listen.

The Truthcatcher may interrupt anyone at any time, demanding clarification or asking questions. While he may solicit the opinions or knowledge of the other Garou present, his word on any issue is final. Judgement and punishment (if any) may not be appealed. For this reason, many Garou go out of their way not to alienate or annoy the sept's Truthcatcher.

Stories and Songs

The Master of the Howl next declares the beginning of the Time of Tales, and the Talesinger rises, leading the Garou in a howl that runs the entire range of the wolf's scale. Then she leads the sept in stories of past and present Garou adventures. In tales of past adventures, the sept is reminded of what it means to be Garou. In tales of present adventures, they are honored for their own deeds.

Few Garou will skip out on this part of the moot, as it is the major way to gain Renown by being included in the Talesinger's songs. In some septs any Garou may petition to tell a tale — some Garou believe that only one who was involved can properly tell a tale. In others this is considered boastful and uncouth, and Garou must petition other Garou (preferably Galliards) to tell their tale for them.

Next the Talesinger calls out for any who would oppose the seeker of Renown. To object at this point is a grave insult as it implies outright that the Garou who seeks Renown is a liar. It is an insult that must be borne, however, and the challenger may tell his own version of the tale. Then the Talesinger asks for a judgement from the assembled Garou. First, those who support the claimant raise their voices. Next, those who support the challenger raise their voices. From this the Talesinger decides whether to award Renown or not.

As many appeals as the Talesinger is willing to grant are heard; if there are many, some may be put off to the next moot. Note: This is the roleplaying part of the Renown system; characters must receive the approval of sept elders and others in order to gain Renown. However, the Storyteller may of course use his discretion, particularly if the entire sept feels that a character deserves a little extra Renown.

This portion of the moot varies widely from sept to sept, and in particular from tribe to tribe. Shadow Lords and Silver Fangs are more likely to tell heavy-handed ballads and parables that hold the Garou as superior to all humans. They then go on to portray the tribe as guide and mentor to other tribes. These tribes usually only allow the Talesinger herself to tell the tales.

Uktena and Wendigo tell their tales more in a Native American tradition. The greatest warriors take on the roles of both victor and vanquished and dance the tale as well as sing it. A chorus of other Garou supports the story with howls and natural



percussion. This part of the moot may become so charged with energy that the entire sept dances and howls around the Talesinger at the tale's climax.

The Revel

Some septs choose the Wyrms Foe (see section on caerns) ahead of time. Others choose her at the beginning of the revel. The Master of the Howl allows his gaze to pass over the Garou until he locks eyes with the Wyrms Foe. This Garou rises and closes with the Master of the Howl and attempts to stare him down as they circle. When the Wyrms Foe has been chosen in advance, this is merely for show. Otherwise, the Garou must win the staredown in order to become the Wyrms Foe. If she fails, another is chosen.

The Garou then erupt in howls and yelps; the Wyrms Foe must quiet them with a howl that rises above the noise and demands submission. The rest of the sept joins in the howl, and the Wyrms Foe changes to Lupus, followed by the rest of the sept.

Then the Revel truly begins. The energy and passions of the Garou speed toward their zenith. Mock battles erupt throughout the sept, as well as displays of strength and prowess, wild dances and ritual hunts. Some Garou shift to Crinos as the excitement grows. Once the level of excitement has grown too high, the Wyrms Foe leads the sept on a run near the caern to clear the area of all enemies.

The passion released in the Revel manifests as raw Gnosis that is released into the caern itself. All Garou present must spend at least one temporary Gnosis Trait, and a total of two for each level of the caern must be reached. There are no mechanics-based repercussions for not holding the revel, but it does help to keep the local spirits happy, in particular the caern's totem.

Not all Garou retain control of themselves during a Revel; it is not unknown for Garou to frenzy during this time. The Get of Fenris are renowned for acts of savagery during the run. Urban Bone Gnawer and Glass Walker revels have spawned rumors of gang warfare or serial killers. Revels are so strenuous that weaker elders have been known to fall dead. The most staunch Garou continue until dawn (most collapse long before this), and gain Renown for their fervor and stamina.

Urban caerns have developed a practice of reserving the Revel for special occasions rather than performing it every month. They also try to find other ways to release the energies of the Garou at the end of the night. Fianna have been known to go on pub crawls, and Glass Walkers play long and furious rounds of shoot-'em-up computer games. Uktena may hold hours-long drumming circles. Tribes such as the Get of Fenris and Red Talons are shocked by this sort of behavior and have been known to blame it for the sad state of many urban caerns.

After the Moot

Although exhausted, the Garou feel contented and newly unified at the end of a moot. Regularly performed moots sustain both caern and sept, strengthening ties to each other, to the Umbra and to totem spirits. The sept and the caern have a symbiotic relationship, and moots help them to sustain each other.

Types of Moots

If you wish to hold a different kind of moot, by all means do so. You should not feel limited by those suggested here.

Hearings may be convened at any time, but most often occur after a pack returns from a great adventure. Stories are told, plans are discussed, and Renown may be



awarded. Not everyone in a sept is required to attend a hearing, but they may if they wish.

Sept moots are the monthly meetings of a sept. Anyone may attend, even outsiders, although outsiders tend to be viewed with suspicion.

Grand moots usually involve an entire tribe and are only convened to discuss matters of great importance. All werewolves of the tribe are expected to attend; others may attend at special invitation only.

Concolations are the largest of all moots. All werewolves in a geographic area are required to attend. They are extremely rare, and only called to discuss critical matters.

Tribal Moots

Tribal moots may involve the entire tribe (a grand moot) or all members of a tribe within a geographic region. Lesser tribal moots involve a single sept or pack if they're all of the same tribe, or simply all those members of a tribe within a particular sept. Elders believe that these gatherings help to reinforce a tribe's political power.

The Black Furies gather in isolated, sacred tribal holdings. They hold choral chants, sacred hunts and old rites. As tribal lands fall, they have started holding gatherings in the cities. As this runs totally counter to what the other tribes know of them, most dismiss these gatherings (when they find out about them) as unimportant.

The Bone Gnawers rarely hold formal moots — instead, they carry on incredible binges. They stock up on booze and cheap food and get totally smashed. “Orkins” are drunken mobs of Bone Gnawers that dredge up the courage to mess with nasty urban spirits.

The Children of Gaia's moots tend to be comparatively peaceful and quiet. They may gather to discuss political activism and environmental issues. Kinfolk (and even a few humans) may be invited. Some moots include meditation, beautiful singing and quiet contemplation. However, some members of the tribe have gained a fondness for hallucinogenic drugs, wild musical revels and even orgiastic group sex.

The Fianna are known for two different styles of moot. During the Celtic holidays (set at each solstice and equinox), they sing great epics and honor their bardic history. At other times they throw wild parties, sharing in song, dance and drink. Occasionally they invite potential allies from other tribes to share.

The Get of Fenris engage in howling, drinking, eating and contests of endurance and martial prowess. Some have said that their moots resemble large brawls, including ceremonial burning and scarification and epic sagas. Younger members of the tribe have been known to drink themselves sick, slamdance and beat each other up.

The Glass Walkers run the gamut from simple meetings to full-blown corporate retreats in offices and warehouses. Some septs go so far as to have agendas, minutes and rules of order. Younger tribe members may be dismissed early to party, drink and dance. A few septs may hold their moots via computer, but this is very rare.

The Red Talons cut off communication with other Garou and return to their roots as wolves. They hunt and run with their wolf Kin. Unknown to other tribes, human sacrifice may be practiced, and human internal organs may be eaten. Obviously, these moots are held with great secrecy.

The Shadow Lords hold somber affairs of great pomp and circumstance, usually on mountaintops. Thundering drums and Gregorian chants sound out the accomplishments of the tribe; sometimes a human may be sacrificed to Grandfather Thunder.



The Silent Striders rarely hold tribal moots, but they may gather with other travelers to tell stories of their travels. Because of this, it is quite common for Kinfolk, other supernaturals or even normal humans to be present at these gatherings. Some of these gatherings are held in the Umbra. As hikes and races may be held, they rarely stay in one place for long.

The Uktena require absolute secrecy with regard to their tribal moots. They conduct rites and summon great spirits. Mysticism is celebrated, as are their cultural traditions.

The Wendigo concentrate even more than the Uktena on their heritage, and their gatherings preserve many Native American traditions. Vision quests, peyote, sacred tobacco, fire dances and ritual combat are all possible aspects of Wendigo moots. Unlike the Uktena, the Wendigo don't mind being observed by other Garou. They believe that the more people see their rites, the less likely those rites are to disappear entirely.

Other Gathers

Moots and other gathers are particularly useful to live-action roleplaying. They may set the mood for a game in a way that few other events or plots can. They bring home to the players the ritualistic nature and deep cultural traditions of Garou society in a way that no background reading will ever match. You may wish to hold a gather early on in your game to establish this mood.

Gathers can happen at pretty much any time; the Garou have traditions and rituals for almost everything. They do not, however, have to happen all the time. While they are useful for setting mood and for framing dramatic events, they should not be allowed to take over the game. If you feel it necessary to plan elaborate rituals for every event, they may lose much of their mystery and magic for the players. They may also get in the way of the plots you have planned. Use gathers now and then to frame important events, to establish mood and to remind the players of just what it is their characters are fighting for, but don't feel bound to hold a gather for every event that might possibly call for one.

Almost any major event may call for a gather, anything that the sept feels it necessary to hold a discussion about. So might ritually important times — solstices, equinoxes, full moons, the anniversary of a great hero's death. Use your imagination. Below are some of the possibilities. You may hold to the above example of the structure of a sept moot as much or as little as you please. Remember that each sept and tribe has its own way of doing things.

Moon Circles

In theory, each auspice elder in a sept holds a gathering once during her phase of the moon each month. The Ragabash might play jokes on one another, play games, go on scouting missions, discuss some brewing trouble or tell stories of the pranks they pulled on other Garou. Theurges might discuss local spiritual happenings, teach each other rites or occult lore, cast divinations or tell prophecies. The Philodox discuss various points of the Litany and the politics of the caern, as well as any trouble brewing between various sept members. The Galliards might hold a bardic circle — each Galliard contributing a story, song or poem of some sort. They might also teach each other new techniques of song, story or instrument. Ahroun tend to stage contests, informal challenges and tests of strength and endurance.



In practice, not all septs find time for this, and not all septs have enough of any given auspice to feel that this is worthwhile. Each auspice elder tries to hold a Moon Circle at least once every few months, however. It helps to remind the Garou of their connection to Luna.

Pack Tourney

A tourney is one part party, one part contest and one part festival. Some tribes or auspices might emphasize one part over another. For instance, the Ahroun care more about the contest part. The Bone Gnawers care more about the party aspect.

Packs stick together as teams and compete for status, fetishes and talens. Most tourneys are held after particularly important victories against the Wyrms, or as a salute to an honored visitor. Particularly clever sept elders might use a tourney in order to get a task accomplished by disguising it as a contest.

A great feast is prepared for the tourney. Most tribes prepare fresh game, but the Bone Gnawers prefer fast food, and the Glass Walkers might have their tourneys catered if they don't live near a forest. Mead, cider, wine and pure spring water are served; some tribes add beer to this list, preferably home-brewed.

Tourneys are good ways to earn Renown without particularly endangering one's self. Unfortunately tourneys have become more and more rare, as they are thought wasteful in these Last Days. Still, even the Shadow Lords see the morale value in the occasional tourney.

Turning the Sun

In order to "turn" the sun, many Garou honor four special holidays at the solstices and equinoxes of each year. In the spring, the Garou hold a wild bacchanal to which many Kinfolk and wolf-friends may be invited (and at which many children tend to be conceived). Even somber tribes such as the Shadow Lords tend to kick up their heels in the interests of increasing their numbers.

In the summer, many Garou dress in their finest clothing to honor Gaia, and many Baptisms of Fire are performed. Some tribes such as the Red Talons have taken ifinest clothing to mean Lupus form — after all, how better to honor Gaia than to wear your animal skin? At this time, fetishes are also blessed and hidden in the earth in Gaia's honor.

In the fall, the quieting land is honored, as well as the dead of the past year. The Silver Fangs and Shadow Lords in particular make a real gather of this, singing epics and ballads in honor of fallen heroes both old and new.

The Garou believe that the Wyrms' power grows during the winter until the solstice, when Gaia gains in strength and power again. Thus the winter solstice is celebrated with a great bonfire. Many Garou take on their new Ranks at this gather. Many of the fetishes that were blessed at the summer solstice are recovered from the earth and presented as gifts to the cubs of the sept.

Tribal Gatherers

The various tribes at a sept may hold gathers now and then, called by the tribe's elder. Generally they take the chance to discuss tribal business. The elder often uses the opportunity to reinforce tribal customs through ritual and song, particularly in septs that include members of more than one tribe. These moots also provide the elder with a chance to guide a Garou's path toward higher Ranks, and they allow the elder



the chance to spread news among the members of a tribe, so Garou rarely fail to attend. Tribal gathers tend to be less formal than sept moots.

The Council of Elders

Once in a while the elders of the sept all meet together to discuss problems that pertain to the sept. They only emerge when they are all in agreement, so this gather can take all night or, in some cases, days. As at some sept moots, a talking stick or some similar symbol is passed around to keep order; none may speak until holding the symbol.

Derangements

Derangements — severe emotional or mental problems — show up for a number of reasons. Black Spiral Dancers and their Kinfolk may possess derangements as may metis Garou or Silver Fangs. Also, some traumas may scar anyone's psyche permanently. The Garou spend their time battling some of the most terrible, vile forces ever seen — they'll certainly encounter their fair share of atrocities. At the Storyteller's discretion, a Garou who has suffered terribly or seen too much may become temporarily or permanently insane.

Madness is not amusing, nor is it arbitrary. Madness is a disturbing, frightening thing that makes perfect sense to the madman — he believes his behavior to be entirely reasonable. When the deranged person has the potential to become a towering half-human with claws and teeth that inflict aggravated damage, she becomes even more frightening. Imagine that your packmate of 15 years could kill you in a fit of paranoia. If one of the guardians of your caern develops a serious problem with apathy, he could allow enemies to enter the heart of the caern before anyone realized there was a problem. A Garou with delusions of grandeur might try to attack a Black Spiral pit himself, believing that he could actually take them all on. When he comes back as a Black Spiral Dancer himself, no one will be laughing.

Madness is just as frightening and unsettling to the disturbed. The Garou with depression will likely blame events or people in her life for the way she feels, and thus will believe that those around her make her miserable. As for paranoia, think of how you felt when a friend or loved one did something mean to you. Then imagine that all the people around you are always trying to hurt you, pull you down or betray you — that's the way someone with paranoia feels, and it isn't fun.

All derangements carry triggers, events that cause the derangement to come to the foreground. This trigger usually depends on the original source of the derangement, but may be as simple as "intense stress." Once triggered, derangements remain in effect for the rest of the scene. The character's Traits, attitudes and behavior must be modified in any way described under the derangement. Characters may resist a derangement for one scene by expending a Willpower Trait; if the trigger is still present at the end of that time, the character must spend another Willpower Trait or take on the effects of the derangement for the next scene. When the character comes under particularly intense mental stress, Narrators may require that additional Willpower Traits be spent or that a Static Willpower Challenge be made. Players should never forget the MET Rules of Safety when acting out a derangement.

The Storyteller may, at her discretion, allow derangements to be cured eventually, through time, Willpower, hard work and thoughtful roleplaying. Such a cure should not come easily.



Below you will find some suggested derangements; you may make up others as you see fit.

Apathy: You've seen too much, and nothing fazes you any more — neither the atrocities of your enemies nor the suffering of your packmates. Consider your Willpower Traits halved (rounded down, minimum one), and you may not spend Rage or enter frenzy.

Bipolar: You range from wild mania to deep depression, excessive energy to sheer immobility, racing thoughts to numbness (see "Depression" and "Mania"). Pick one at the beginning of the spell, usually based on the trigger, and stick with it until you return to normal.

Delusions of Grandeur: You have been somehow "chosen" to lead your people to greatness. Only you can make sure that things will turn out all right. Any stress at all causes you to test to resist frenzy. Any time you fail at something in front of others when in this state, you test to resist frenzy.

Depression: Everything is spiraling down into the maw of the Wyrms, and there's no use fighting it. You feel an intense sadness and depression, and become certain that everything will turn out badly. Because of this, you're unlikely to try your hardest at whatever you are doing, thus fulfilling your own prophecy. For the duration of the scene, you are considered to be down two Attribute Traits for all challenges.

Hallucinations: You see, hear, smell and perhaps even touch and taste things that aren't there. Perhaps you still receive visitations from a loved one who died or from an enemy who tormented you. You must succeed at a Static Willpower Challenge in order to see past your hallucinations enough to participate in any major activities going on.

Insecurity: You never know where you stand with people, and this worries you to no end. Unless your packmates and septmates display obvious respect or affection, you worry that they dislike or don't trust you. Even if they do show respect or affection, you may believe that they're faking it.

Mania: You display an inexhaustive energy. You stay up late into the night, sometimes in order to do entirely unnecessary things. You speak very quickly and make leaps of logic, but expect those around you to keep up. You become agitated and sometimes angry when those around you don't display the same energy, and you burn yourself out very easily. You have trouble focusing on one task for any length of time.

Moon-Mad: At random times you may behave as though you are a different, random auspice than your own. As Garou society takes auspice quite seriously, you may be seen as disrespectful.

Multiple Personalities: You have more than one personality occupying your head. These personalities may be aware of each other and fighting for dominance or entirely unaware of each other, willing to rationalize away those hours they don't remember. They may believe themselves to be of different auspices, even different tribes. Most cases of multiple personality fall into two categories: aspects of the base personality magnified many times or up to three distinct separate personalities occupying the same space.

Obsession/Compulsion: You fixate on an item, event, person, concept, or set of actions. You may be obsessed with personal cleanliness (you constantly wash your hands) or the destruction of anything that was ever remotely tainted by the Wyrms. Any time there is a chance to follow your obsession or follow the actions required by your compulsion, you must make a Static Willpower Challenge in order to do anything else. If you are forcibly prevented from following your obsession, you frenzy automatically.



Paranoia: Something or someone is out to get you, and its servants and allies are everywhere. Any action or event that could be seen as proving your paranoia provokes a test to frenzy. While paranoid, you are one Trait down on all Social Challenges.

Phagomania: You hunger all the time and will eat almost anything edible that is set in front of you. You might crave something out of the ordinary and possibly even forbidden, such as human flesh. Anyone afflicted with this derangement is believed to have been tainted by the Eater-of-Souls. In order to resist this urge, you must pass a Static Willpower Challenge.

Schizophrenia: Your psyche has been fractured by constant, unresolvable inner conflicts, and your behavior has been significantly affected by this. You might suffer from delusions or hallucinations (including the stereotypical voices in the head). When you talk, your words sound fine to you, but they might make no sense to those around you. Sometimes you go catatonic, or your emotions become grossly muted. You have a great deal of trouble interacting with the world around you. These symptoms are not random, however — they have a pattern and are organized around some inner or outer trauma. When this derangement flares up, you are two Traits down on Willpower tests. Any stress causes you to test for frenzy.

Harano

Harano is poorly understood by Garou. It is a deep and abiding depression that sometimes takes hold of them. To a certain extent, instances of depression would be entirely understandable among the Garou. After all, they constantly fight terrible battles at impossible odds against a foe that fights dirty and has more numbers than anyone thinks possible. Who wouldn't occasionally wonder whether it was all worthwhile? Who wouldn't wonder whether they were being sent to their deaths for no reason at all, in a completely vain attempt to do something that cannot be done? Suddenly the Rage of the Garou makes more sense. Without it, they might never get past the impossibility of their cause. They might not be able to get out of bed in the morning, let alone go out to lose more packmates in the battle against the Wurm.

Harano, however, is more than just a one-time depression. It is a constant and abiding condition that most Garou, once afflicted, never recover from. No one understands it. It strikes without warning, coming as quickly as a Black Spiral Dancer attack and often is more effective. It leaves heroic warriors paralyzed with fear and darkness, wondering if all of the things they've done were really worth it, whether there was any point to it all.

Garou in Harano feel remorse for their brutal actions, of this life and all past ones. They suffer from nightmares of past atrocities. Their faith in their task is shaken to the core. A Garou in Harano starts to see himself as humans might: as a monster, doling out brutality and horror in the name of a cause that has no chance at success and maybe doesn't even deserve success. Garou deal in death and destruction for the entirety of their short lives, and sometimes Harano is the price they must pay for this.

Harano often strikes with old age, for those few Garou who live long enough. Harano might also strike after a particularly traumatic event, like the deaths of one's packmates or a catastrophic personal failure of far-reaching import. It is up to the Storyteller as to whether an event is traumatic enough to warrant the approach of Harano. If so the Garou must make a Mental Challenge against 10 Traits. If she fails, she slips into Harano.



Some Garou may throw off the yoke of Harano, either temporarily or permanently. In any given scene, the Garou suffering from Harano must succeed at a Willpower Test against seven Traits or succumb to her malaise. If this happens she must succeed at a Simple Test in order to act at all, no matter what the situation. Otherwise she simply curls into a ball and fails to deal. She also is down three Traits on all Mental and Social Challenges, loses all ties and is down one Trait in any challenges involving sight, smell or hearing due to his intense self-absorption.

The Garou may spend a Willpower Trait in order to gain a temporary reprieve from this condition. This lifts most of the bad effects of Harano for as many hours as the character has permanent Willpower Traits, but she still feels edgy and sad.

Whenever a character who suffers from Harano achieves some sort of significant success, she may make a Willpower Test against 10 Traits. If she fails, he remains victim to Harano. If she succeeds, she pushes back the despair and gains one permanent Willpower Trait from pulling her way out of the ordeal. However, she always stands a chance of falling back into Harano. Each new moon, she must make a Willpower Test against five Traits or fall back into Harano, and this time if she manages to recover, she will not gain a Willpower Trait for it. Once a Garou falls victim to Harano, she will likely battle with the disease on and off for the rest of her life.

Howling

Garou are wolf as well as human, and wolves communicate without human words, primarily with howls and body language. Because howls are the only way that wolves can communicate over distance, they contain a great deal of information in a few sounds. Much of the Garou language can be communicated through howls. Galliards at the very least should be familiar with the common howls; others should know a few of them as well. Any Garou with a little experience will know the Howl of Introduction.

Howls convey strong, emotional concepts and the details that go with those concepts. They may actually convey sensory impressions in a rudimentary way. Homids often find howling frustrating, as they do not have quite the control and versatility of language that they're used to. It requires a rather different way of thinking. It takes a great deal of skill to convey small details or complex ideas, or to pervert the meaning of a howl.

Howls vary from one pack to another, one tribe to another, and one geographic area to another. Some version of the major howls can be found in most areas, however, and most of them are recognizable to other Garou. A skilled Galliard may be able to recognize a Garou's tribe or homeland by the way he executes the common howls.

One Garou begins a howl, but others often join in. The Garou deliberately disdain harmony for cacophony, which makes the pack sound larger than it is and thus intimidates enemies.

As human voices aren't particularly well-made for howls, it is perfectly acceptable to call out the name of the howl you are performing instead of actually howling.

Wolf-Noises

"Howling" is actually something of a misnomer. The cries listed below incorporate various types of wolf-vocalizations. The five basic sounds that wolves make are the



bark, the howl, the whimper (also called the whine), the growl (also called the snarl) and the squeak. The howl is the most expressive of these, and so may be used in the most different ways.

Barking is usually a more guttural sound than the barking of most dogs, but wolves sometimes make a barking sound as well. Barking normally indicates the concept of the chase or some type of excitement. It may also be used as an alarm call or a challenge to intruders.

Whining usually sounds soft and plaintive when made by a wolf, but the Garou have found various sharp and discordant ways in which to use this particular vocalization. In particular, the Black Spiral Dancers have made disturbing use of the wolf's whine. Some humans have called whining "talking" because it can be very expressive.

The low growl of the wolf is, obviously, an aggressive sound and usually reflects an aggressive attitude or idea when incorporated into a howl.

The squeak is a very soft sound, difficult to hear except at close range. It is only used in social situations.

Howling is the most common wolf-sound. It is a continuous sound that lasts anywhere from 11 seconds to half a second. The pitch may remain constant or vary smoothly. It may also change direction four or five times during the howl. The wolf may use her tongue and cheeks to shape notes. A single wolf's howling session will usually last a half-minute to a minute and will consist of several howls. When an entire pack howls together (they join in one at a time), it lasts about a minute and a half. After a howling session a pack of wolves will usually wait 15 minutes or so before howling again, often more than half an hour.

Types of Howls

The Anthem of War: This cry musters septmates to battle, and is usually called out by the Ahroun leading the charge. It may be used to rally troops whose morale wanes. Skilled Ahroun may use this howl to convey anything from the location of the enemy to their numbers. They may also use it to call for reinforcements. Information about their own side is not included on the chance that the enemy may understand the howl. This howl is loud and strong; if others join in, they sound as discordant as possible in order to frighten their enemies.

The Call for Succor: This is a call for aid in time of danger. Many Garou refuse to use it out of embarrassment (particularly because it sounds like the whine and squeak of a lost puppy). It may convey brief impressions of what the danger is.

The Call to Hunt: This low howl alerts the pack to the presence and position of prey. It is a long, deep, low sound designed not to spook prey, followed by several short, guttural barks.

The Chant of Challenge: This starts like a Howl of Introduction. However, instead of detailing the howler's breed, tribe and auspice, it details (in as bad a light as possible) the enemy's deeds, ancestry and bad habits. Some, particularly the Fianna, have elevated this howl to a satirical art form. This howl also conveys the reason for the challenge that is taking place. This howl is actually a series of growls with discordant whines worked in.

The Curse of Ignominy: This is a horrible, discordant whining sound that grates on the ears of all who hear it until they join in. It is used to insult those who violate the Litany, including a long, detailed, mocking listing of the villain's shortcomings



and failures. The one who committed the sin is forced to listen to this chanting howl in all its painful detail.

The Cry of Elation: In battle, young warriors may attempt ridiculous feats of courage. This howl basically means, "Look at me!" or (in satirical translation) "Watch me do something really dumb!" This howl consists of a series of short, sharp barks.

Howl of Introduction: The Litany requires that Garou respect the territory of others. Thus, any Garou entering another's territory utters this howl, which details a Garou's breed, tribe, auspice and name. Some Garou include parts of their lineage. It may also include some impression of why the visitor is worthy of attention or what his mission is. This is a surprisingly non-threatening sound, incorporating the high-pitched howl and short, low barks.

Dirge for the Fallen: This somber, low-pitched, mournful howl acts as a requiem for the honored dead. The status of the dead Garou determines the length of the howl. A listener well-versed enough in howls may be able to determine which participants feel most hurt by the Garou's death, and may pick up brief impressions of the hero's deeds.

Snarl of Precedence: This is the howl used by Garou to claim an opponent for one-on-one combat, often used during battle. Packs use this snarl to coordinate their tactics. A higher-ranking Garou does not have to recognize this howl from lesser-ranked Garou, and may "steal" the kill if he wishes. However, most recognize and respect this snarl. The Snarl of Precedence sounds like a vicious growl and is well-designed to frighten enemies.

Song of Mockery: A Ragabash may take another howl and twist it into a mockery of its former self, incorporating discordant whines, used to insult and infuriate. If done well, the victim may be taunted into losing his composure or even attacking.

Symphony of the Abyss: The Black Spiral Dancers use this reverberating, maddening whine and snarl to terrify their prey. Those who listen too closely to this howl may hear the fate in store for them.

Wail of Foreboding: This is a general high howl of distress that warns of the approach of danger. While the Anthem of War warns of an attack, the Wail of Foreboding warns of natural disasters, odd spiritual phenomena or anything else bizarre and unusual. A practiced Galliard may be able to give cryptic impressions of what the danger may be.

Warning of the Wurm's Approach: This sharply pitched call, consisting of a series of barks and growls, announces the presence of minions of the Wurm. All who hear the howl see and feel the foulness that the howler experiences.

Acting Like a Wolf

Most live-action roleplayers are human and have very little idea about how wolves get things done. These notes are provided for players of lupus Garou or wolfkin so that they may bring a taste of the wild to a game. Various aspects of wolf behavior will be discussed and how they might relate to your game, Garou in general and the roleplaying experience.

Keep in mind that some aspects of wolf behavior are harsh and, when seen in terms of modern human social behavior, quite objectionable. Make sure your players are comfortable with them before bringing them into your game. Only allow the more extreme instances if you trust your players to handle them sensitively and well. Otherwise you may tone them down if you wish or simply disallow them.



Wolf-Human Relations

Behavior: In general, wolves are quiet and shy, particularly around humans; they will flee from humans in the wild. While wolf cubs easily form social relations with others, including humans, in their first three months, after that they become very resistant to socialization. The socialization of an adult wolf may take six careful months of work — or more. No one is entirely certain of why this is. One theory states that most wolves spend their first three months with their own pack. During this time it's good for them to easily form bonds with others. After that, when they explore the world with their pack and occasionally meet other wolves, the easy formation of social bonds would be detrimental, even dangerous.

Oddly, cubs do not tend to form lasting bonds with those they meet, even though they have an easier time adjusting to people. While adult wolves take longer to adjust to people, they form lasting bonds — when you've befriended a wolf, odds are you've made a friend for life. The best way to make friends with a wolf is to spend time with it from childhood into adulthood, so that it becomes adjusted easily to the person's presence and then forms a lasting bond. The Garou are well-aware of this (most of them), and make use of it when possible.

In roleplaying terms: An adult wolf or lupus Garou, particularly one who did not meet any humans in its first three months, should be very difficult to make friends with. She would view others with suspicion and some amount of fear. Physical proximity to strangers might make her physically ill if she hasn't really dealt with humans before. Because of this, Garou do their best to acclimatize their lupus Kin to human presence while they're young.

Wolves and Physical Activity

Behavior: A wolf may become so exhausted after a night's hunt that she won't even acknowledge the presence of an intruder in her den for the next few hours. Because of this, most septs have learned to put homid Garou on watch after long hunts or fierce battles. Wolves have a tendency to throw their all into physical activities, particularly those that satisfy base needs such as food and protection. This makes lupus Garou very dangerous foes as they will fight long past the point of exhaustion.

In roleplaying terms: Wolves and lupus Garou throw everything they have into a fight. At the Storyteller's discretion, lupus Garou and wolves may have an extra Willpower to spend during combat or hunts. Once the fight or hunt is over, the wolf will not be able to do anything but return home and sleep for the next four hours — even combat will not awaken him. An actual wound will awaken him, but he will be down two Physical Traits for the duration of the combat. This is an optional rule, and the Storyteller may prefer to leave this element of wolf personality strictly to roleplaying.

Dominance

Behavior: There is a strict pecking order in wolf packs. It is linear — wolf A is dominant to B; B is dominant to C, and so on. Usually there are two lines in each pack, one male and one female. The alpha male tends to be dominant to the alpha female, except after the alpha female has given birth, when she is dominant to the alpha male for a short time.



In roleplaying terms: Wolves and lupus Garou believe in a strict order of rank even more so than other Garou do, and theirs is more gender-specific. This is something you'll need to think about very carefully. You may decide that you can get a good story out of a lupus Garou who just doesn't understand that a homid female of supposedly equal rank is not actually subordinate to him. However, some male players may take this as an opportunity to lord it over women and the women will, for very good reason, resent this.

Behavior: Usually wolf packs form around a mated pair of wolves, the alpha male and alpha female. While either wolf may occasionally mate with a different wolf, their position at the top of the pecking order remains. If a wolf leaves the pack, however, for whatever reason, when she returns she will be at the bottom of the pecking order rather than at her old position, even if she had been the alpha.

In roleplaying terms: The dominance and rank order of lupus packs is more pack-specific than in standard Garou society. A homid Garou might be very surprised to return to his old pack (made up of mostly lupus Garou) and find out that he's subordinate to Garou of lower rank. Luckily, he may achieve his status again in the same way as always — by defeating those above him in challenges or in other ways proving himself to be their superior.

Behavior: There are four basic types of wolves in a wolf pack. First, the alpha pair. Second, mature wolves who rank subordinate to the alpha pair. Third, "outcasts," who rank very low and must stay near the fringes of the pack. Fourth, juvenile wolves, who don't officially join the pack until they reach age two.

The pecking order establishes two things: privilege and leadership. Higher-ranked wolves may take the best pickings of prey, for example. Higher-ranked wolves also make decisions for the pack. There is an exception to the privilege rule, however — any wolf is considered to "own" any item within one foot of its mouth; obviously this usually refers to food.

In roleplaying terms: Anything that a Garou does not have on his person is considered to be fair game for a higher-ranked Garou to take. Homid Garou may take strong exception to this point of view. The whole reasoning behind this "rule" is that possessions are considered to belong to the pack as a whole. The higher-ranked Garou get best pickings because it is believed that they may put things to better use than lower-ranked Garou would. A player should not use this as an excuse to randomly take items she desires from other characters.

Behavior: A wolf pack is run as a cross between an autocracy and a democracy. While the alpha male technically makes all of the decisions, he is expected to take the needs of the other wolves into account. For example, if he notices that the other members of the pack are tired and can't keep up, he won't push them to keep traveling.

In roleplaying terms: The alpha male is considered to have final say on any matter. However, he is expected to be fair and to have the best interests of the pack in mind. If he breaks this unspoken rule too often, he may find his pack doesn't listen to him.

Behavior: When a pack is stable (i.e., the membership does not change and does not undergo particularly hard times), the dominance order is likely to be stable. The more shake-ups there are, the more challenges there will be, and the more aggressively dominant the high-ranking wolves will be.

In roleplaying terms: Characters should not be jockeying for positions of dominance during times of peace, when the composition of the pack is stable. Such challenges and shows of strength should be common, however, during times of struggle and changing pack composition.



The Lowest Member of the Pack

Behavior: The lowest member of the pack can be very low indeed, forced to follow as much as a mile behind the rest of the pack. He is chased away from kills, and there may be no food left by the time he gets to feed. In times of peace, when the wolves have no release for their aggression, they may take it out on this unfortunate wolf. In rare instances they may kill this wolf.

In roleplaying terms: The lowest-ranked member of the pack will not be treated well by any lupus Garou. He will be pushed around, denied food from a kill and forced to walk separate from the pack in some instances (particularly in larger packs). He will probably be the butt of any jokes or pranks initiated by a lupus Ragabash. Before you decide whether to pay attention to this aspect of wolf behavior, talk to the player of the lowest-ranked member of the pack and find out whether he's willing to deal with roleplaying this.

Body Language

Behavior: Dominance and submission are both displayed in body language. If a dominant wolf approaches one of a lower station, the lower-ranking wolf displays submissive behavior.

Dominant behavior may include growling with teeth showing, confident stance, a fixed stare, wrinkled forehead, standing tall. Of course it also includes various bits of body language that humans can't replicate, but almost any confident body language will do. Emotionally speaking, the dominant wolf will display self-confidence and occasionally aggression toward to the subordinate wolf.

Submissive behavior may include closed mouth, a crouched posture, lowered head and a smooth forehead with slitted eyes. When the subordinate wolf is very subordinate (such as the lowest-ranked wolf with respect to the alpha), he may roll on his back and expose his throat. Emotionally speaking, the subordinate wolf will display friendliness and tolerance toward the higher-ranking wolf. The more subordinate the wolf, the more pronounced the behavior.

In roleplaying terms: A little physical expression of rank can certainly make life interesting, especially as it may be misinterpreted by homid Garou. In simple terms, high-ranking wolves display confidence and sometimes even aggression. Low-ranking wolves display a shrinking stance, friendliness and a giving over of control. In a stable pack, the displays are likely to be simple self-confidence issues. In an unstable pack, aggression is more likely. The strength of display of dominance or submission is related to the difference in station between the two wolves, more than simply which is of higher or lower rank.

Territorialism

Behavior: Wolves tend to be hostile to intruders of their own species. If a pack finds a lone wolf or a duo in an area they consider their territory, they will likely chase it away. If they catch it, even if it displays submissive behavior, they will likely attack it, and perhaps even kill it. Most outside wolves survive such attacks only by breaking away and fleeing.

Every once in a while, though — and no one is quite sure why — a pack might take a lone wolf in and make it a part of the pack.

In roleplaying terms: One of the first things homid Garou learn to cure lupus Garou of is the tendency to attack others of their kind who are not of their pack. Lupus



Garou take some time to adjust to septs that include more than one pack, and even once adjusted can often be rude and dismissive toward Garou of other packs. Lone packs of all-lupus Garou may sometimes kill lone Garou who have strayed into their territory, or at least chase them away.

Lupus Garou don't like Garou or wolves who stray into an area they consider their territory. Lupus Garou who live in multi-pack septs have at least learned not to act on this dislike, although they may still feel it. This may result in rude or hostile behavior on the part of the lupus toward members of other packs. Some lupus come to consider the entire sept honorary members of their pack, and simply react this way against outsiders to the sept. This antagonism may be one way to encourage pack politics in your game.



Jackie stomped into the clearing, fuming with rage. Today had not been one of the better days — that Fianna Ragabash kept trying to goad her into losing her temper, and the one time Pete and Marja were actually united in something was telling her to shut up. What good was being a peacemaker if all everyone did was tell you to shut up, go away or “It’s a Garou thing, you wouldn’t understand”? She threw herself down on a fallen log. Let someone else play fix-up for a while!

She had been so mad she hadn’t been paying attention to anything, until something tapped her foot, and she looked up. There was a young woman sitting across the clearing from her, smiling pleasantly, her eyes as brilliant as stars. She wore a faded cotton tunic and patterned skirt, long hair spilling down her back. “Rough day?” she asked.

Jackie thought she’d start spewing obscenity if she said anything, so she merely grumped noisily. The young woman sighed but did not comment. She crossed the clearing to sit next to Jackie, and for a long while, they simply stared up at the night sky. “Beautiful, isn’t it? No matter how long I’m here, I’ll never cease to be amazed by Gaia’s wonders.” She gave Jackie a sidelong glance. “Seems a pretty good reward to me for a day’s work.”

There was something comforting in her voice, something Jackie hadn’t heard since coming to the caern. Her anger melted away; she felt tears prickling her eyes, and scrubbed at them. “I try to do my best, but how am I supposed to be a Philodox when I can’t even get my packmates to stop scrapping? How does anyone keep this up when you can’t even get little things done?”

Her companion slipped an arm around her. “That’s the question we all face at some point. Even I had it, trying to mediate a peace between us and the Red Talons. In the end, though, it was something unexpected — a litter of pups in need, and never mind whose they were, they were children in need. It comes down to a matter of every little bit counts, no matter where it happened or when or why. If there is one person whose suffering can be alleviated, is that not enough? Doesn’t the Mother see every fledgling who falls from the nest, and anyone who helps him back in?”

Jackie nodded. It felt so good to be sitting out here, talking with... with...?

There was a howl in the distance. The young woman stood up. “I have to get back. I’ll see you again, Jackie.” She started off into the darkness.

“Wait! Who are you?” called Jackie as the girl disappeared into the night.

An answer floated back: “Kelly — Kelly Still Waters....”



Chapter Six: The Umbra

Through the Curtain of Shadow

Physical reality isn't all that exists. Beyond the boundaries of the universe, just a step away, there's a vast realm of spirit. Garou often call it the Umbra; other names include the spirit world, the Velvet Shadow and many more. Within it are Realms, little (or big) worlds of their own, reflecting every hope and fear that someone unleashed in a fit of passionate conviction and many other ideas never thought on Earth. The spirit world sustains material reality: Creation's energy flows from spirit into matter, and when matter is finished, its essence returns to spirit. Events in the spirit world influence the material world and vice versa.

A barrier separates the two worlds, a conceptual Gauntlet which keeps raw matter apart from raw spirit. Just as the Garou are creatures of two material families — human and animal — so they're creatures of two worlds, made to walk among the spirits as well as on solid ground. Normal people and animals can't sense the Gauntlet, let alone what's on the other side, and the Garou ability to move through is responsible for much of the mystique about vanishing monsters.

The Spirit Keeper

This section presents a lot of information. Not only is it a lot for one Storyteller to keep track of but having Garou running around on both sides of the Gauntlet can run a Storyteller ragged in short order. Most chronicles designate one person as the Spirit Keeper, a Narrator who works specifically to create and play spirits Garou may encounter, adjudicate challenges relating to the Umbra, know what the Umbra is like in any given area of the chronicle and so on. The Spirit Keeper may create entire storylines or may work in a support role, depending on the needs of the chronicle. The Spirit Keeper's word should be final with regard to spirit matters.



The World and Its Parts

Garou sages use different terms to refer to everything-that-exists and to particular parts of it. Most often, the word "Tellurian" applies to the entire universe, good and bad alike. "Gaia" is the fullness of Earth, its spiritual manifestations as well as material ones.

A traveler who goes far enough in the Tellurian will eventually find *everything*, imagined and otherwise. Gaia floats in the middle, as far as Garou are concerned. Above, beyond the heavens, are Realms inhabited by pure ideas and concepts. Werewolves seldom deal with those places or their inhabitants; Gaia made them to act, not to cogitate. Down below, beneath mere darkness, are realms of the dead and the worse-than-dead. Some of the creatures of the depths invade the realms of the living, and then the Garou send them back to the depths with all due speed. More often, the dead and Neverborn pursue passions that have nothing at all to do with life.

The Tree and the Three

There is a center to the universe. Human mystics who've caught glimpses of it call it the *axis mundi*, the World Tree and many other terms. Garou generally speak of the World Tree, anchored below the darkness and rising above the light, holding all worlds and realms among its branches.

Three great forces wrap around the center: the Wyld, the Weaver and the Wym, collectively called the Triat. The Wyld creates substance (material and spiritual) out of nothing, the Weaver gives it duration and stability, and the Wym unravels it so that its essence can be recycled as fresh creation. At least that's the way it's supposed to work, and long ago it did. But long before any recorded history, the Triat all went insane. Stories vary as to which broke first; each tribe has a different idea about the catastrophe. The Wyld creates without purpose, spewing out things in an endless spasm, without vision or sense of completion. The Weaver tries to freeze everything just as it is, without any room for new life or the proper passing of what's completed. The Wym devotes itself to corruption and destruction: not just to peaceful and appropriate conclusions but to pain and misery on the way to annihilation. Most Garou have long held the Wym to be their great enemy and the Wyld to be their strongest ally. Gradually they've realized that none of the elements within the Triat is good for them or for Gaia. Gaia loves Her children; nothing within the Triat does. (Not all tribes agree, and arguments as to which Triatic forces are most and least dangerous flare at every major gathering.)

The madness in the heart of things echoes throughout creation. Spirits and animals fail to understand each other, creatures with independent wills pursue worthwhile ends (like creation and destruction) to extremism, and everywhere things suffer needlessly. In a world like this, the Garou have much to do, and they've been as much part of the problem as part of the solution in the past, failing to understand the many forms that "war" against the world's enemies can take, or exalting one set of favored subjects for defense over others, and so on. It has brought the world to a very dark time.

The Earth and the Gauntlet

Although there's much more than material beings see, matter is as real and important as spirit. The realm of the material senses is precious. Garou senses let them appreciate it in ways that few other living creatures can, both in its glories of health and vitality and in its pain of corruption and degradation. Their struggle isn't just theoretical.



The spirit worlds touch the Earth at every point, but not directly. A barrier between spirit and matter, called the Gauntlet, stands between this world and the next. Where the Gauntlet is particularly weak, anyone can “step sideways” from one world into the other. Such a space exists in the heart of every major caern, and a few natural gateways still remain in remote corners of the world where isolation has preserved some echo of the original natural balance.

The Gauntlet is one of the great works of the Weaver. By separating the worlds, the Gauntlet promotes stasis. Ironically, progress in civilization builds the Gauntlet stronger than almost anything else. This strikes many young Garou as a paradox, but it isn't: As the march of civilization closes off belief in and contact with the spirit world, it locks humanity and the surrounding material world into a particular channel. Eventually people can only endlessly recombine and rearrange a limited set of ideas and tools. Fixed cycles are as hostile to creation and destruction as stillness.

The Glass Walkers most actively champion the view that civilization itself is neutral, capable of tremendous good as well as great evil, and point to the myriad ways in which more technically advanced societies coexist better with nature than less advanced ones. The Red Talons argue that all civilization is by its very nature corrupting. The other tribes hold views in between these extremes.

The Gauntlet has varying degrees of thickness depending on where the spirit world is touching Earth. In places where the natural world (the Wyld) holds sway or where belief in the spirits is more prevalent, the barrier thins, allowing for greater interaction between the worlds. Where the Weaver's webs are particularly thick, or belief in the spirits is ridiculed and denied, the Gauntlet grows commensurately thicker; Garou find it difficult to hear spirits or interact with them where the Gauntlet is exceptionally high.

Type of Area	Gauntlet Level
The greatest caerns	2 Traits
Powerful caerns	3 Traits
Typical active caerns	4 Traits
Deep wilderness	5 Traits
Rural countryside	6 Traits
Most of the world	7 Traits
Decaying inner cities	8 Traits
Spirit-denying labs, classrooms, etc.	9 Traits

Note that not all science, industry and the like are equally Gauntlet-reinforcing. An ecologist who comes to a fresh appreciation of the role of apparently insignificant organisms in sustaining a whole environment may make it easier for people to accept some part of true nature of the world and allow the spirits more room in which to move — so can a manufacturer of homes with recycling and self-powering systems that let people live in the wilds without polluting them, a doctor who cures the illnesses that drive people into bitterness and despair or a capitalist who funds micro-banks and local enterprise to let the people of a formerly colonized nation regain practical independence. The Gauntlet grows or falls on the basis of intent, not simply on whether sophisticated devices are present.



Caerns

Each caern has a power level, rated on a scale from 1 to 5. The higher the rating, the more potent the spirits associated with the caern. Many difficult interactions with the spirit world become easier around a well-maintained powerful caern.

Caern Level	Gauntlet	Moon Bridge Distance (based on caern of origin, not destination)
1	4 Traits	1,000 miles
2	4 Traits	2,000 miles
3	3 Traits	3,000 miles
4	3 Traits	6,000 miles
5	2 Traits	10,000 miles

Caern Type	Power	Spirits Encountered
All	Open Moon Bridge (if caerns at both ends have completed <i>Rite of the Opened Bridge</i> , p. 154)	
Enigmas	<i>Enigmas</i> Ability	Illusion, Shadow, Chameleon-spirit
Gnosis	Gnosis Traits	Engling, Ghost
Healing	Health levels	Peace, Calm, Water elemental
Leadership	<i>Leadership</i> or <i>Intimidation</i> Ability	War, Bird-spirit
Rage	Rage Traits	War, Pain
Stamina	Soak levels	Protection, Guardian, Turtle-spirit
Strength	Strength-related Traits	War
Urban	<i>Streetwise</i> ability	City elemental
Vision	Oracular visions	Bird-spirit
Will	Willpower Traits	War, Ancestor-spirit
Wisdom	<i>Rituals</i> or <i>Expression</i> Ability	Owl-spirit, Ancestor-spirit
Wyld	Anything	Wyldling

Notes: The *Rite of Caern Opening* provides a bonus of one Trait per level of caern power for a particular attribute, based on the caern type. Spirits of many sorts gather around all caerns, but some spirits preferentially seek out particular sorts of caerns.

This is not an exclusive list; Storytellers and players can work out other sorts of caerns to suit the needs of a particular chronicle.

The Penumbra

Just on the other side of the Gauntlet lies the realm that Garou called the Penumbra. Its name tells an important truth about it: The Penumbra is Earth's reflection within the spirit world. Where Earth is healthy, the Penumbra prospers with exuberant diversity of spirits and where the Earth sickens and dies, the Penumbra does as well. Anything — organic or artificial — that lasts a long time on Earth gains a counterpart in the Penumbra so that ancient trees and buildings alike have their spiritual counterparts.



The Penumbra isn't just the passive mirror for Earth, however. Wyld-spirits move through prosperous natural areas, and their actions strengthen the creative force on Earth. Weaver-spirits weave spiritual webs in the cities and blighted wild lands, and those webs reinforce the drive to stasis. Wyrms-spirits move wherever they are unopposed, spreading corruption and death across the Gauntlet. Destroying the spiritual counterpart of something material weakens it on Earth while blessing and protecting it in the Penumbra may help its material form endure.

There are few living things moving in the Penumbra apart from native spirits. Animals and people almost never manifest in the spirit world and when they do it's generally as a hazy blur scarcely aware of what's going on. Magicians can cross the Gauntlet, but they almost always go on to realms that don't concern the Garou, and ghosts, dead people who've drawn the Second Breath and other such creatures from Umbral depths likewise move to and from places outside Garou awareness.

The Penumbra includes countless Domains, small zones which border both the physical world and the Near Umbra. They draw energy out of deeper portions of the Umbra so as to manifest close to Gaia. Common Domains include:

- **Blights** — Mixed Weaver/Wyrm areas which appear as polluted, web-ridden cityscapes.
- **Chimares** — Individualized Domains built on dreams and nightmares open to every creature that can dream. Like dreams, they can range from euphoric and wondrous to unimagined horrors.
- **Epiphs** — Each Epiph embodies an abstract idea or concept, from “low” to “seven” to “green.” Garou find them confusing at best, though some individuals claim that meditating in an Epiph provides potent insights.
- **Glens** — Gaian and Wyld energies remain strong in these domains, where sentient trees and talking animals inhabit incredibly fertile little environments — not just forests but archetypal pictures of health for every climate from tundra to desert.
- **Hellholes** — These Domains correspond to the most heavily polluted parts of the world, such as toxic waste dumps and the congested hearts of the world's biggest, smoggiest cities. Banes infest Hellholes, and Wyrm-creatures use Hellholes as channels into the material world.
- **Trods** — Places where faeries come (or used to) acquire a distinct atmosphere of their own. Trods are the Domains where faeries congregated frequently before the Weaver's encroachment drove them from the world and where a few still gather.
- **Webs** — In these Domains, the Weaver influence is triumphant. They correspond to areas where technology and soul-destroying impulses are both strong, and Pattern Spiders and Net-Spiders feast on the results.
- **Wyldings** — In these increasingly rare Domains, the Wyld dominates. Nothing is stable or constant, and while they're seldom actively hostile, Wyldings can be tremendously dangerous.

The sun doesn't shine in the Umbra though there can be an ambient glow in areas where the Gauntlet is weak. There is a distinct cycle of true night and mere twilight gloom, and night in the Umbra is when many Garou feel most truly alive and complete. Spirits surround them, the moon shines with an intensity found nowhere on Earth except in deepest wilderness and the midst of great oceans, and everything is very intensely *itself*. Weaver-spirits exhausted from their day's labor are easier prey; Wyrms-creatures are often in their Blights, manipulating the minds of sleeping human hosts. It's a good time for Gaia's warriors to do what they do best.



Stepping Sideways

Crossing the Gauntlet is like passing through a cold waterfall, only more so. For a moment the Garou isn't anywhere at all, chilled by the void and mind detached from body. Then self and universe return. Many people occasionally sense the spirit world waiting just out of reach. Garou feel that calling more often and more strongly, and after they undergo First Change, they gain an intuitive grasp of how to get through the barrier.

Crossing the Gauntlet requires a Static Gnosis Challenge against the local Gauntlet rating. If the Garou succeeds, she steps through, taking about five minutes to make the transition. The Garou can spend one Mental Trait to reduce this time to about 30 seconds or two to make it instantaneous. Failure doesn't bar the Garou from trying again, but each successive failure within one scene raises the difficulty of the challenge by two Traits, up to a maximum of 10. In addition, on a failure, make two Simple Tests. If both fail, the character becomes stuck *in* the Gauntlet, lost to a spirit storm or otherwise seriously inconvenienced. Storytellers shouldn't get sadistic with these complications — make them story hooks, not death traps — but botching a sideways step is a bad thing. A Garou crossing the Gauntlet may not spend Rage in the same turn nor step sideways as a Rage action.

One Garou may open a way for an entire pack. The result the “opener of the way” gets on his Gnosis Challenge affects everyone following him. Non-packmates must make their own way across the Gauntlet.

Reflective surfaces — polished silver, quiet pools, mirrors and the like — make the crossing easier. The first challenge's difficulty drops by one Trait, and there's no penalty on efforts after the first as long as the reflective surface remains available. On a botch, the surface breaks, tarnishes or otherwise becomes useless, but the Garou remains in place. Knowledgeable fomori and other antagonists break mirrors and the like to make it more difficult for werewolves to escape.

If all characters are on one side of the Gauntlet or the other, there's no need to worry about indicating which side it is: they all know, or should. If some characters are in the Umbra and some not, each player of an Umbral character should put her right arm across her chest. This indicates that she's not visible or otherwise noticeable — in fact, she's not actually there and likely herself unaware of what's going on — to characters on Earth.

The Near Umbra

Moon bridges lead out of the Penumbra and into the Near Umbra. Here things have their own patterns and arrangements independent of close ties to Earth. The Realms orbit Gaia as the moon orbits the Earth, through an endless swirling haze. Totems and countless other spirits inhabit the Realms, pursuing dreams and plans that often make little or no sense to creatures accustomed to terrestrial logic. Some love the Garou, some fear them, others hate them. Everything in imagination is here, somewhere, in this mass of chaotic patterns.

The 13 Near Realms dominate the Near Umbra. Each Near Realm is a pocket of tremendous spiritual power held together within a protective membrane; once inside, everything feels as solid as matter. Different “natural” laws apply to each, reflecting the Realm's nature and inhabitants. Around them swing the Domains, sub-Realms and Zones. The Domains include tribal homelands, among many other features. Every Near Realm and some of the more powerful lesser realms arises from the collision



between raw power from one or another of the Triatic forces with some part of the constant outward flux of spiritual passion from the Gaia Realm. Some realms strongly reflect the Triatic power that energizes them while others more closely resemble the terrestrial impulses which give them form.

The Near Realms include:

- **The Abyss** — The Abyss is a literal pit, a chasm large enough to swallow the Grand Canyon and never notice. Acts of extreme destruction make the fabric of the spirit world break apart, and the Abyss is the biggest such rift. Monstrous creatures dwell on the brink, worshipping the power of destruction and doing their part to keep a steady stream of things (and people) flowing into it. Once something disappears into the Abyss, it's never seen again. Some Garou describe the Abyss as a cancer in the Umbra, and folklore says the mouth of the Wyrms lies an infinite depth below. Even Incarnae avoid this Realm.

- **Aetherial Realm** — This Realm is "above" everything else in the Near Umbra, closest to the heavenly light that stretches between Gauntlet and Deep Umbra. The Planetary Incarnae live here, as do many powerful spirits of air and stars. All moon bridges travel through the Aetherial Realm, though most travelers move so fast they don't have time to see the sights. This is also where Anthelios, the new red star, shines most brightly.

- **Atrocity Realm** — Every intentionally inflicted pain strengthens this realm. Banes breed in pits Scraggs guard and refine their powers on spirits caught in endless reenactments of warfare, genocide, rape, slaughter, child abuse and every other pain one sentient being inflicts on another. Garou commonly point to the Atrocity Realm to justify their violence against humanity, and generally refrain from calling attention to the suffering *their* kind creates, which is also reflected here.

- **Battleground** — This is the Realm of War. Spirit warriors fight reenactments of every battle from the Impergium to this year's border wars. Signposts show the way, and the battles are arranged in consecutive rings around the Plain of the Apocalypse, which awaits, empty, for the last battle. The difficulty of all frenzy challenges is reduced by two Traits here, and Garou automatically gain a Rage Trait each turn they're in combat. Garou sometimes come here to study their enemies' Umbral manifestations, to learn about great battles of the past or just to unleash their Rage where it won't harm Gaia.

- **CyberRealm** — This Realm embodies technology gone amok. Half the realm is a super-city of glass, concrete, steel and plastic, the other half a subterranean realm. The inhabitants must constantly fight against machines which develop malevolent wills of their own. Glass Walkers in particular find it fascinating, albeit dangerous, and explore it in search of new weapons to use against the Wyrms.

- **Erebus** — This Realm lies "below" everything else in the Near Umbra, and is considered the Purgatory for Garou. A lake of molten silver fills its heart, where Garou burn constantly, regenerating just enough to suffer more aggravated damage. A three-headed wolf creature prevents them from leaving, and the handful who've managed to escape (or earned release) seldom talk about it. Opinions differ as to whether it's a torment crafted by the Wyrms or some other foe, a means of purification gone wrong or something else.

- **Flux** — Untrammelled Wyld energy created this Realm. Garou say that the raging power of creation unfettered by stability or destruction sustains Gaia in the face of Her enemies, even though it can cast forth monsters of its own as formidable as any Wyrms-spawn. Everything is possible here: time shifts, the collapse or distortion of



space, the failure of causality and memory and identity. Werewolves who learn to maintain a sense of self here can wield godlike power... until further changes take the power away. Nothing can be bound or controlled here for very long.

- **Legendary Realm** — Stories can come to life just like other sorts of ideas. This realm incorporates the greatest legends of every Garou tribe into a single composite fantasy-land, where every hero and villain exists simultaneously. Garou come here to learn wisdom in the territory that corresponds to their tribe's ancestral homeland.

- **Malfeas** — Just as the Flux is where the Wyld manifests most strongly in the Near Umbra, this is the Wym's home close to the Gauntlet. No Garou goes here willingly: This is where their greatest enemies breed, and the spirits that govern it would greatly reward any Bane who captured a werewolf intruder. The Black Spiral which defines the Black Spiral Dancers is here, and prisoners are often forced to dance it, often after excruciating tortures.

- **Pangaea** — Earth didn't begin with humanity or the Garou. This Realm collects the spiritual energy let loose by the ages of long ago; here spirits in the forms of dinosaurs, archaic trees and other vanished life flourish. Every species that ever lived has its place here, along with the Incarna dragon known as the Elder Serpent. Wym-creatures make constant, peculiarly intense efforts to see this Realm destroyed, and many Garou suspect that somewhere in it is a secret that could preserve the world through Apocalypse. All Garou in Pangaea receive one Gnosis Trait at dawn and get one automatic success on all challenges involving *Primal-Urge*.

- **Scar** — The flood of ideas and experiences that inaugurated the Industrial Revolution created Scar. This Realm embodies everything that's worst about industry: pollution, slums, decay, waste. Scar factories produce potent Wym fetishes, and the Gauntlet is nine Traits thick throughout the Realm. Garou point to Scar as justification for their hatred of industrial regimes (ignoring the fact that Scar is a highly selective reflection).

- **Summer Country** — If this Realm still exists, it's difficult to find, and some Garou insist it never existed as anything but a story. (Of course, in the Umbra stories have a life of their own...) If it's out there still, Summer Country embodies the peaceful state of Gaia before the Triar's madness. Everything is in harmony on the crescent-shaped island that rises from a perfect blue sea. All wounds and suffering are healed here, all curses fall away. No Garou ever gets here by choice; Gaia grants the right of visiting to a chosen few who begin to comprehend Her glory.

- **Wolfhome** — At first glimpse, this Realm looks just like the material world. It isn't. Garou who enter it are transformed into lupus form and denied access to Gifts, rites and fetishes. Human and monstrous hunters pursue them with everything from gunmen in helicopters to complex snares, and only regeneration and Rage can keep Garou alive. "Guests" leave only after they understand the wolf's place in the world as experienced this way, with the trauma of the wolf experience magnified and illuminated.

The Dream Zone doesn't play by the same rules as most of the rest of the Umbra. It weaves across the Near and Deep Umbra, borders moving in accordance with no easily discernable principle. The Chimares don't begin to compare with the Dream Zone; so close to the Gauntlet, they have an internal discipline that the Dream Zone just doesn't. Spirit travelers can, instead of moving out past the Gauntlet and into the Near Umbra, go *inward*, through their own dreams to emerge at the border of Near and Deep Umbra. This is sometimes very useful, but it's always dangerous — everything people dream is real somewhere in the Dream Zone, and it may arrive or depart at any moment.



In the depths of the Near Umbra, where the Deep Umbra rises to meet it, the Vistas offer a different sort of experience. Spirit travelers can't enter the Vistas, but they can look in for glimpses of abstract concepts — death, chaos, stasis, joy, etc. — in whatever expression makes sense to the viewer. Some mystics say the Vistas are the closed doors to the Heavens.

Finally, at the very outermost edge of the Near Umbra (insofar as spatial terms make sense), there's the Membrane which holds the Near Umbra separate from the Deep Umbra. The Membrane is even less permeable than the Gauntlet, and Garou who wish to enter the Deep Umbra must go to one of the Anchorhead Realms fused into the Membrane itself. Some Stargazers (and mystics of other tribes) say that the Gauntlet and the Membrane are just the first two of seven layers of Weaver-power that encases the spirit world, and that the Dream Zone runs to them all. Few travelers are in a position to experiment and say for sure.

The Deep Umbra

Beyond the Membrane there's an even more infinite realm, if that concept makes any sense. Existence as mortal creatures know it breaks down in favor of the independent flourishing of abstract concepts, alien environments and experiences that no mortal mind can comprehend. The Triat live here, and Luna orbits through here, offering one of the few points of comfort and stability available to Garou.

The Periphery

The Gauntlet stretches and “leaks,” letting some spiritual energy through so that extremes of abundance or deprivation don't rip it apart. The resulting trickles of spirit don't do the Garou much good, but they can make a real difference to human beings seeking the spiritual. The Periphery is where the Deep Umbra draws closest to the material world, and individuals who attune themselves to the flow of spirit through the Gauntlet can leave their physical selves behind to enter the larger universe.

Within the Periphery, there are uncounted small realms of experience for every emotion and passion and state of mind. A person who enters and leaves safely can carry away great inspiration. Unfortunately, not everyone makes the trip safely. Drugs that open the doors of perception can open them too wide, refuse to shut or swing open and closed erratically. The ascetic denial or epicurean indulgence that sets a spiritual trip in motion may harm the body while its soul is gone, and subconscious desires about what a traveler denied or pursued to get started may contaminate the experience (subtly or blatantly). A passion pursued to the point of enlightenment may then run on further on its own initiative into realms of degradation and suffering. A vision of holy truth may become garbled in memory and act as the rationale for acts of great horror. The Periphery is not a tame place.

People who spend time with werewolves are more likely to touch the Periphery. Garou sages argue about why this should be, but the fact remains even if the people never learn about the werewolves' true natures.

The Dark Umbra

Death is as essential to the universe as life, and there are spirits associated with death just like anything else. Garou know little about the Dark Umbra, partly because they don't spend much time there. When Garou die, their souls linger as ancestor-spirits or are reborn in other bodies. They worry about dying poorly and its consequences for their souls, but not about death itself. Human beings, on the other hand, die and



pass out of the world forever. Their souls must struggle to resist Oblivion and a corruption inside themselves that can turn them into ravening monsters as fearsome as any Wyrmspawn. Human ghosts seldom get the chance to redress old wrongs or finish uncompleted business, and the fear of death and eternity weighs heavily inside most people, whether they realize it or not. Most Garou believe that human beings' own fears built the Dark Umbra, though some say that it's as ancient as the rest of the universe and in its way even necessary. The vast majority of Garou are content to stay well away, whatever the truth of origins may be.

Disconnection

Garou who spend too much time on just one side of the Gauntlet — either in the material world or in the Umbra — risk detachment and madness or Harano. A Garou who spends more than a month in the Umbra takes on spiritlike qualities, becoming ephemeral, having difficulty remembering life on Earth, losing the desire to return and eventually vanishing. If forced to return, she'll likely go berserk and become deranged, if not locked in perpetual frenzy. Garou who stay too long on Earth gradually lose their ability to regain Gnosis, use Gifts or do anything else that draws on the spirit world. They become bitter, bleak and argumentative and often develop addictions to compensate for the absence of spirit within. The difficulty of all spirit-related challenges rises by one Trait for every six months a Garou spends without entering the Umbra.

Traveling in the Umbra

Entering the Umbra only takes a moment. Traveling in it can take quite a while. Space and time are variable in the Umbra, and often the conceptual distance between ideas matters more than what maps or clocks say. A werewolf traveling to the Battleground Realm, for instance, will find whatever path she's on gradually taking on elements of Battleground: the sound of combat, ashes and smoke in the air, bones and rusted weapons appearing and so on.

Paths are essential in the Umbra. An individual Garou's will just isn't strong enough to reliably set a direction for her movement, not without some help. Garou who leave the paths available to them very easily become lost forever, caught in the swirl of ideas, realms and inhabitants who may not have anything good in mind for the traveler.

- **Moon Paths** — Garou travel via moon paths, one of many gifts from Luna. A moon path appears as a shaft of moonlight in the Penumbra, and a Garou who steps on it finds himself moving with it through the swirl of spirits. Moon-spirits known as Lunes guard moon paths, and they don't always agree with their mistress that Garou should be using the paths. During the full moon, the Lunes may try to lure Garou off, particularly by taunting or menacing travelers from just beyond a path's edge. During the crescent moon, moon paths often twist to pass by and through spirits which reflect travelers' subconscious desires or some inward sense of doubt about a conscious goal, and it may take substantial skill in unraveling enigmas to avoid succumbing to the temptations. Moon paths remain during the new moon, but Lunes don't guard them at that time, and foul spirits of all kinds swarm them so that any Garou using a moon path during the new moon must prepare for a great many conflicts.



• **Spirit Tracks** — Airts or spirit tracks are paths blazed by spirits moving through the Umbra. They're not nearly as reliable as moon paths and go wherever some spirit thought was worth going, but they're much more desirable than random wandering. If Banes or other forces destroy the spirits who created an airt, the airt also disappears, leaving anyone on it at a dead end or, worse yet, shunted surreptitiously onto a path leading to the destroyer. Umbral winds erase many airts, so travelers can't count on a particular route remaining in place very long.

• **Gates** — Caerns can bind themselves to each other, and so can other places. Some ancient sites of power are linked by channels spirits created long ago. The Black Portal, for instance, is an iron gateway in the Penumbra of the Greek highlands. Anyone stepping through it moves instantly to the heart of Erebus. The secret of gate creation was lost long ago, though corrupting spirits can string along modern seekers with promises of teaching it. Since the supply of gates is essentially finite, discovering an unknown gate can win much Renown for its finders.

• **Webs** — Weaver-spirits' webs bind much of the Umbra together. This isn't innately bad. Without the Weaver, nothing would last long enough to have an identity. It's bad only when it chokes off new creation and prevents appropriate destruction. Some Garou now use the webs as alternative roads, taking on Pattern Spiders and other obstacles along the way. Traditional lore says nothing of this approach and it's not widely recommended, but Garou who gain new insights into how to do it safely can win Renown.

• **Wurm Tunnels** — The Wurm's servants also have their routes to almost everywhere, which manifest as tunnels hewn out of rocklike substances rather than paths in mist and air. Banes fill these tunnels, and Black Spiral Dancers use them to move across the Gauntlet on their missions of doom. Occasionally a brave pack ventures into a Wurm tunnel. In every case so far, sometime later their pack- and septmates gave up hoping for their return and observed the mourning rites, and the explorers were never seen again alive or dead. The Wurm tunnels are simply not suitable for Garou.

Peeking

Garou can try to look through the Gauntlet to observe Earth from the Umbra, or vice versa. This requires a Static Gnosis Challenge against the Gauntlet rating + three Traits, maximum of 10. (*Gifts like *Pulse of the Invisible* make this easier.*) The peek doesn't provide a detailed view — it's monochromatic, fine details like newsprint are blurred, and sounds are muffled. Smells come through without interruption. A peeking Garou can spend one Mental Trait to resolve fine details, or two Mental Traits to bring the whole scene into vivid clarity as if she were standing there on the other side of the Gauntlet.

While peeking, a Garou can't sense what's going on her side of the Gauntlet until she starts losing health levels. She won't hear others speaking to her and cannot resist others' attacks as long as they don't actually remove health levels.

Spirits cannot peek, but they can observe changes across the Gauntlet in their own ways. Some simply know relevant things intuitively, some study changes on their side of the Gauntlet, some remain perpetually aware of events on both sides of the Gauntlet — caern spirits are among these.



Spirits

There's a spirit for every thought and emotion, every person, place and thing, and for a great many things that don't exist in the material world at all. Some spirits hew closely to Earth while others stay far away, and some may not even know about it. Spirits don't have free will or personalities in the way humans and Garou do. While each spirit has some ability to respond to its circumstances, it cannot act against the impulse that gives it form, nor can it disobey the commands of more powerful spirits.

As far as the Garou know, the most powerful spirit is Gaia, with the Triat below Her. (Certain very experienced Umbral travelers say that the Tellurian holds more than one Realm equivalent to the Gaia Realm, with its own layers and complexities. It's hard for anyone else to know how much of such claims might be true and how much might be the confusion that afflicts everyone who stays in the Deep Umbra too long.) The godlike Celestines hold their courts with less power than the Triat, and the Incarna serve the various Celestines. The Jagglings and Gafflings act on behalf of the Incarna, like knights and vassals of the spiritual kingdoms.

The Garou face the same problem that all people who believe in a fundamentally good Creator do: How can a good Gaia allow the madness of the Triat and all the suffering that comes with it? There are no universally satisfying answers. Certainly death is a part of the cycle that includes creation, and certainly free will is important for some kinds of living beings, important enough to respect even when they misuse it. But still, debate about what it all means rages on, in between battles to avoid Apocalypse and the whole thing becoming moot.

Notoriety

Spirits remember the Garou they encounter, and they talk to each other. Garou who show marked disrespect, extreme carelessness and the like develop a bad reputation, measured in levels of Notoriety. Each Notoriety Trait imposes a one-Trait penalty on challenges to summon spirits, and may act as a penalty in Social Challenges against spirits as well except for *Intimidation* challenges, in which each Notoriety Trait provides a one-Trait bonus.

There's no hard and fast rule for when to assign or remove a Notoriety Trait. Any act that makes a well-informed Spirit Keeper gasp in horror and want to drag the character (or player) aside for a remedial lecture is a good candidate for rewarding with Notoriety. Summoning spirits without need, failing to observe proper rites of respect, altering spirits against their will for no particularly important reason and forcing a spirit to act strongly contrary to its nature can all earn Notoriety. Acts of great reverence, courageous defense, intelligent assistance and the like each remove a Notoriety Trait, although a spirit that is easily offended is less easily placated.

Obviously context counts in this, which means that players and Storytellers need to approach the matter flexibly rather than with mechanistic rigidity. Very few spirits care about Banes being mistreated, nor do most Wyrms, Weavers or Wyld minions care what other spirits think about Garou's behavior. Sometimes difficult circumstances warrant not penalizing otherwise bad behavior, while when things go very well, spirits are more attentive to slights and less forgiving of minor irritations.



Bans

Each totem spirit (see below) imposes a Ban or behavioral restriction on its followers. Other spirits may require a Ban as part of an exchange. Garou might, for instance, have to agree to accept a Ban against a form of bad behavior as the price of removing Notoriety, or might need to accept a duty to act a certain way in keeping with a spirit's nature in exchange for access to its information. Garou may also volunteer to accept a Ban as a token of their sincerity and dedication, and this almost always inclines spirits to listen more favorably.

A Garou who breaks a Ban automatically gains two Notoriety Traits and gains back any Notoriety that might have been released by accepting the Ban in the first place. No spirit will trust the offender for weeks, at least. Particularly flagrant violations may cost the Garou Honor or Wisdom Renown; the spirits will certainly inform the offender's packmates and septmates, who will then decide whether further action is warranted.

See the list of totem spirits for representative Bans. Other common minor Bans include never or always wearing a particular color, never or always eating a particular meat or other food, never entering a door of a particular color, never or always sleeping in direct moonlight, and so on. Common major Bans include performing a sacrifice on each instance of a certain occasion (comparable to the *Rite of the Prey*), agreeing to a demanding quest or journey, adopting a new name (and forsaking one's current identity) and freeing one or more captive spirits.

The Hierarchy of Spirits

The Triat

The Triat embody forces that no single word can sum up. They are creation, growth and destruction, but also potential, materialization and unraveling, and chaos, order and balance. The great tragedy of the Triat is precisely that they no longer fulfill so much of their own natures.

- **The Wyld** — All creation begins with the Wyld, pure potential unlimited by any boundary or definition. The Wyld itself endures, but without the Weaver's intercession none of its creations endure. Left to its own devices, the Wyld endlessly spawns new things and pays no attention as they dissolve back into unformed substance. In the Deep Umbra, the Wyld is perhaps the most powerful member of the Triat. Close to Earth, the increasingly defined nature of existence weakens it, and within the Gauntlet it's by far the weakest Triatic force.

Garou tradition venerates the Wyld as the changers' greatest ally in the fight to preserve the world. Its Realms are filled with spirits, many of whom do help the Garou as best they can. The Wyld itself never answers the Garou or acknowledges their presences, and Wyld minions can make the greatest servants of the Weaver and Wyrms tremble for sheer menace. Creation does not distinguish between good and bad.

- **The Weaver** — Everything that endures owes its existence to the Weaver. Growth only means something when there's continuity of existence, and the Weaver makes that continuity possible. In the time of balance, the Weaver would take the raw creations of the Wyld and set them into a form that gave them substance and permanence. When it was time for things to change and end, the Wyrms would prune them away and the Weaver would let them go. Depending on who tells the story, the Weaver attempted to impose a single pattern on all of existence at once, paralyzing the



Wyld and driving the Wyrms into a frenzied effort to compensate that ended in madness. Some say the Weaver set out to make a single causality triumphant, snaring the Wyrms to remove the challenge of any other notion of balance and driving the Wyrms mad with the pain of confinement; or the Wyrms took the initiative in driving the Weaver to madness.

Most Garou agree that the Weaver was the first Triatic force to become self-aware, and that may be part of the problem. Whatever the case, the Weaver now seeks stagnation rather than maturation, and immobility rather than prosperous growth and development. If its forces prevail, the universe will lie immobile forever.

• **The Wyrms** — Originally the Wyrms brought balance to the universe, removing things whose time had past and encouraging growth by careful pruning. It maintained the harmony of forces, allowing neither Weaver nor Wyld to run amok. Then the Wyrms looked too long into the Weaver's webs, and its personality shattered into three parts. The Beast-of-War is the Wyrms of Destruction, devoted purely and simply to the end of everything. The Easter-of-Souls, the Wyrms of Consumption, aims to incorporate everything within itself, uniting the passions of greed, gluttony and envy. The Defiler Wyrms, the Wyrms of Violation, doesn't seek to destroy but to degrade, forcing each thing to become what it most hates. If the Wyrms prevail, everything will be like the Wyrms Realms of the Umbra, until at last everything in them ceases to exist at all.

The Celestines

The Celestines are the spirits behind the major celestial bodies. The most powerful are Luna, spirit of the Moon, and Helios, spirit of the Sun. The Celestine of Earth doesn't manifest all of Gaia's glory: She's associated specifically with the planet Earth. The Celestines all spend most of their time engaged in their own designs, and few spirits of lower than Incarna rank ever disturb them. The Celestines do sometimes send avatars — comprehensible beings which make a fraction of their creator's power manifest — to interact with werewolves and other changing breeds. Each Celestine can have more than one avatar active at a time, and even these limited forms seem essentially omnipotent and omniscient to any being born on Earth.

Incarnae

The Incarnae are the advisors, soldiers, errand-runners and consorts of the Celestines. Some occupy their own Realms, but most live with the Celestines they serve and do not claim power separate from their lords. Each Incarna presides over a specific sphere of influence, like War, Despair, Hope or Australia. Many Incarnae hope to achieve Celestine status themselves someday, gaining personal power as their sphere of influence becomes more important to the worlds.

Totem spirits are (generally) lower-powered Incarnae who take on the duty of guiding a pack, sept or tribe. Like the Celestines, totem Incarnae create avatars comparable to Jagglings in form and powers. While Incarnae are at least comprehensible, unlike the Celestines, they're still vastly more powerful than any Garou will ever be, and an encounter with an Incarna in its native form and habitat is awe-inspiring.

Jagglings

The Jagglings occupy the broad territory between spirits of very specific places and objects and spirits of wide-ranging concepts. Their ranks include monsters such as Vortices, Nexus Crawlers and Pattern Spiders. Some Jagglings teach Gifts, and some (like Englings) can grant Gnosis or other benefits to entire septs at a time. Most



Jagglings serve one of the Incarnae; a few, mostly very powerful, Jagglings serve Celestines directly. Jagglings are created out of the substance of their masters and have loyalty built into their very natures, but some are given free will to better discharge their duties.

Gafflings

Gafflings serve Jagglings, and seldom enjoy real sentence. They exist to discharge particular tasks; many come into existence, perform a chore and then dissolve. Even the ones who last lack the capacity for independent action, growth or change. Their masters remain intimately linked to them, so that whatever a Gaffling experiences, the Jaggling (or perhaps Incarna) behind it knows. A few Gafflings enjoy intelligence; all the ones that do seem to be the creations of high powers for mysterious ends.

Spirit Traits

Spirits don't have the range of Attributes that physical beings do. Everything they undertake relies on Willpower, Rage or Gnosis. Many possess Charms, distinct abilities like Gifts. Instead of health levels, each spirit has an Essence rating, which damage reduces. Each type of trait behaves somewhat differently for spirits than for creatures of matter.

- **Willpower** — Willpower provides coordination and self-control, and makes possible the equivalent of physical actions like moving and attacking. Willpower also lets a spirit reduce incoming damage. Most actions a spirit takes involve a Static Willpower Challenge of varying difficulty: three Traits for easy actions, five Traits for simple ones, six Traits for normal undertakings, eight Traits for difficult actions and 10 Traits for efforts that are almost guaranteed to fail. Challenges that would be physical for Garou are based on Willpower for spirits.

- **Rage** — Rage gives spirits the will to live and enables them to inflict harm on others. Once a spirit wins a Willpower Challenge to hit a target, Rage determines the damage done. In addition, a Garou or other creature attacking a spirit pits his relevant Traits against the spirit's Rage. The Storyteller may modify this difficulty for spirits who are particularly good or bad at combat.

- **Gnosis** — Spirits use Gnosis for Mental and Social Challenges. High Gnosis also often helps Charms work more effectively.

- **Essence** — The initial Essence rating for a spirit is the sum of its Willpower, Rage and Gnosis. Any damage that Willpower does not reduce removes Essence Traits. When a spirit reaches zero Essence, it "dies" and dissolves into the Umbra unless bound into a fetish or otherwise exploited. Spirits who slip away enter Slumber and gradually regain lost Essence before reemerging.

A spirit in Slumber floats in some secluded location in deep sleep, and its consciousness may go to some Umbral dream world. A Slumbering spirit can easily be bound through a rite that it could resist while awake. Spirits in fetishes automatically enter Slumber and remain that way until release.

Spirits fly or float at (20 + Willpower) yards per turn in the Umbra. Note that distances don't add up smoothly and become less smooth the further from the material world one goes. Storytellers have a largely free hand in setting distances to whatever's dramatically interesting. Only in the Penumbra do distances correspond to their material equivalents.



Spirits communicate through feelings and thoughts shared directly between minds, but the symbols that make up their communication aren't always easy to understand. The Gift of *Spirit Speech* is necessary to insure mutual comprehension. Spirits allied with the Garou can choose to speak their allies' language, and many other spirits also know terrestrial languages. They may or may not choose to use their knowledge; persuasion always helps.

Spirits of great power, like tribal totems, Incarnae and Celestines, have more than enough Traits to deal with whatever challenges characters can present. The Storyteller is quite justified in simply declaring "I win" if a player chooses to force a challenge. Mortals win against godlike spirits only when the spirits choose to allow it.

Charms

Charms work much like Gifts. Non-combat Charms generally last for one hour or for the rest of the scene, and most combat Charms last for one turn. Garou tradition says there's a Gift for every Charm, and spirits do sometimes teach Charmlike Gifts in exchange for special services.

The list here is a starting point. Storytellers can create new Charms to suit the needs of their chronicles. Just keep new Charms comparable in power and difficulty to the ones given here so that overall balance is maintained. Keep in mind that a single Gift can manifest in many different ways. A hedge-spirit's *Blast* might be a shower of thorns, while an electricity-spirit's *Blast* would more likely be a lightning bolt. Be sure to describe what characters actually experience rather than just reading off statistics, and everyone will have a more enjoyable time.

Common Charms

Almost all spirits have these Charms — any spirit that lacks one or more is unusual and distinctly disadvantaged, perhaps under punishment from its patron.

- **Airt Sense:** The spirit senses the directions of the spirit world, which are called "airs." This power lets the spirit find and make spirit tracks, and the spirit can make a Gnosis Challenge to find a particular person or place in the Umbra. (If this challenge fails, make two Simple Tests. If both those fail, the spirit homes in, usually disastrously, on something very much unwanted.)

- **Materialize:** The spirit can take on physical form in the material world if its Gnosis total is equal to or greater than the local Gauntlet rating. The spirit appears as it does in the Umbra, just solid. Use Gnosis for Social and Mental Challenges, Willpower for Physical Challenges. Spirits appear with seven health levels (unless they're much larger or much smaller than human-sized), and a spirit who "dies" in the material world returns to the Umbra to enter Slumber.

- **Realm Sense:** The spirit has an intuitive awareness of what happens in its native domain, both in the Umbra and on Earth. It takes a Static Gnosis Challenge against the Gauntlet rating to investigate some specific perception. Nature spirits and spirits equivalent to those for Umbral realms all have this gift; some free-floating spirits or ones created for tasks like messenger duty may well lack it.

- **Reform:** The spirit can dissolve its form and reassemble itself elsewhere in the Umbra. Make a Static Gnosis Challenge against six Traits (modified up or down for welcoming or hostile target realms). The effort takes one full turn whether or not it succeeds.

Specialty Charms

These are examples of the range of Charms available to spirits.



- **Armor:** The spirit spends one Essence Trait to soak half its current Gnosis total (round up) in all combat challenges for the rest of the scene.

- **Blast:** The spirit unleashes its Rage on targets at a distance. Manifestations of Blast are almost infinitely varied, from fiery jets to shards of glass. Spend one Essence to automatically inflict half its Rage total (round up) in levels of aggravated damage.

- **Cleanse the Blight:** Like the *Rite of Cleansing*, this Gift removes spiritual corruption. Make a Static Gnosis Challenge against a variable number of Traits depending on the depth of the corruption: three Traits for minor taint, up to six Traits for reasonably entrenched evils, nine Traits or more for lasting, widespread corruption. Most spirits can only use this Charm in limited circumstances, such as only in woods or only in summer.

- **Control Electrical System:** Make a Static Gnosis Challenge against three to nine Traits, depending on the target system's complexity, to gain control over an electrical device. Once in charge, the spirit can do anything that the normal operator could.

- **Create Fire:** Make a Static Gnosis Challenge to ignite a fire, with the difficulty depending on the desired size: three Traits for a candle, six Traits for a typical campfire or fireplace, up to nine Traits for a serious conflagration. The fire quickly burns out if it lacks a regular fuel source.

- **Create Wind:** Make a Static Gnosis Challenge to make the wind blow, against a single Trait for a momentary gust of wind or 10 Traits for a full-blown tornado.

- **Flood:** Spend one Essence to raise all the waters in the spirit's vicinity to their flood level. Weak spirits can affect water within a few dozen paces while stronger ones can command floods everywhere within their line of sight.

- **Freeze:** Spend one or more Rage Traits. Everyone in the area suffers one level of aggravated damage from sudden cold per Rage Trait the spirit spends. Other complications of sudden freezing are left to Storyteller's discussion. Some fire-spirits can produce comparable bursts of heat.

- **Healing:** Make an Extended Static Gnosis Challenge against six Traits for bashing or lethal damage, or eight Traits for aggravated damage. The spirit can heal up to its Gnosis total in health levels. This Charm can help any one target once per scene.

- **Open Moon Bridge:** The spirit can create a moon bridge up to 1000 miles long, and there need not be a caern at the destination.

- **Peek:** The spirit can look at will into the material world from anywhere in the Penumbra. Nomadic spirits most often possess this Charm.

- **Shapeshift:** The spirit can take on any desired form, though not that form's powers. If it tries to imitate a specific individual, observers who know the target can make a Mental Challenge to see through the disguise.

- **Shatter Glass:** Make a Static Gnosis Challenge against six Traits to break all glass in the vicinity, the extent of damage rising with the spirit's Rage total. At Storyteller discretion the glass may inflict secondary damage.

- **Short Out:** Make a Static Gnosis Challenge against six Traits to make a target electrical system short out. This is a less elegant or flexible version of *Control Electrical System*.

- **Swift Flight:** The spirit flies at triple speed, up to a maximum of 60 + (Willpower x 3) yards per turn.

- **Tracking:** Spend one Essence to track prey wherever it goes, for the rest of the scene.



- **Umbraquake:** The spirit makes the Umbra tremble. Everyone in the area takes bashing damage equal to half the spirit's Rage total, rounded up.

- **Uplift:** Spend one Willpower to lift a human-sized creature in the air and keep it there for one turn per current Gnosis.

Bane Charms

These are examples of the Charms the Wyrms gives its servants. Most werewolves and other servants of Gaia cannot learn these Charms... and would be expected to refuse even if it were possible.

- **Blighted Touch:** The spirit touches a target to pass along the Wyrms's Blight. Make a Willpower Challenge. If the spirit wins, the target is dominated by her negative characteristics for the rest of the session — any Negative Traits are magnified and multiplied at least once, and more times at Storyteller discretion.

- **Corruption:** Make a challenge of the spirit's Gnosis against the target's Willpower to implant a single evil suggestion that the target will attempt to act on before the end of the session. This Gift can work across the Gauntlet.

- **Incite Frenzy:** Make a challenge of the spirit's Rage against the target's Willpower to force a Garou into frenzy. Normal frenzy rules apply thereafter.

- **Possession:** The spirit (usually a Bane) takes control of a living being or inanimate object. Make an Extended Static Gnosis Challenge against the target's Willpower. One success allows the possession to happen in six hours; two successes in three hours; three successes in one hour; four successes in 15 minutes; five successes in five minutes; and six or more successes instantaneously. During this time the spirit usually settles in a Blight or other dark and isolated portion of the Umbra to concentrate, and it can take no other action. Spirit combat and any other strenuous activity breaks the link, forcing the spirit to start over.

Weaver Charms

The Weaver grants these Charms to its servants, who can use *Airt Sense* to navigate the Pattern Web.

- **Calcify:** Make an Extended Challenge of the spirit's Willpower against the target's Rage. Each success by the spirit removes one of the target's Physical Traits or Essence Traits, binding it into the Pattern Web. A target at zero Essence or Physical Traits is immobilized until released by packmates, Wyld energy or something else capable of damaging the Web. Traits return once the target is free.

- **Solidify Reality:** The spirit spins the Pattern Web, reinforcing the Weaver's laws on the Umbra. Make an Extended Willpower Challenge against six Traits. Each success adds one health level or Essence Trait to the target. The benefits last for about a day, and any given target can only receive the benefits of this Charm once — they must wear off before any spirit can use *Solidify Reality* again on that target. Pattern Spiders often use this Charm on each other while preparing for combat.

- **Spirit Static:** The spirit can raise the local Gauntlet rating by one with an act of will. Spirits working in conjunction with each other can raise the Gauntlet rating by a maximum of three Traits this way. The spirit must stay in the area and concentrate on this Charm, suffering a two-Trait penalty in all other challenges while doing so.

Wyld Charms

- **Break Reality:** The spirit disrupts a substance's reality and modifies its Umbral form. Make a Static Gnosis Challenge against six Traits. One success lets the spirit make relatively minor changes such as making a liquid into a gas, making an electrically conductive substance nonconducting, or making something normally fire-



resistant very flammable. Spend an additional Gnosis Trait for more major changes like creating a door in a wall, shrinking or growing an object or making an inanimate object come alive. If the challenge fails, the spirit loses one Essence and must make two Simple Tests. If both fail, the spirit also loses one Gnosis.

- **Disorient:** The spirit can rearrange landmarks and directions in its vicinity. Make a Static Gnosis Challenge against six Traits or the local Gauntlet rating, whichever is higher.

Sample Spirits

Building Spirits

If none of the following spirits with worked-out statistics suit the needs of a chronicle, Storytellers (particularly Spirit Keepers) can make new ones.

Trait Cost	Power
1	Per two Traits to divide among Willpower, Rage and Gnosis.
1	Per point of Essence.
1	Per Ability trait.
2	Per Charm known.
2	Spirit has one Renown Trait among other spirits.

Storytellers may assign suitable Negative Traits (Mental and Social ones) to help offset the cost of desired features.

Pack Totems

A Garou pack is something more than just a bunch of Garou who hang out together. The rite that binds them together also binds them to a totem spirit who oversees their actions, provides inspiration and instruction and keeps them focused on their duties. The totem often refers to its pack as its “children” and takes its parental responsibilities quite seriously.

Most totem spirits are Incarnae — most of them animal spirits, but the ranks of common totems also include mythological beasts, elemental forces and other sorts of spirit — who create Jaggling representatives known as “totem avatars” to attend to the packs which honor them. Most Incarnae have “broods” of lesser spirits who serve them in various ways, and a pack on good terms with its totem often gets along better than average with the Incarna’s brood. A pack dedicated to Rat, for instance, may find it easier to deal with Raccoon-spirits, Trash-spirits and the like, while a pack dedicated to Falcon may deal more readily with Bird-spirits of all sorts. Bonuses for related challenges are up to Storyteller discretion, based on the pack’s roleplayed relations. A pack on strained terms with its totem, on the other hand, likewise tends to have difficulties with its totem’s brood.

Most totems fall into one of four categories: Respect, War, Wisdom and Cunning. The first three are loosely associated with Renown categories. The fourth is less popular, though still important.

The following list of totems isn’t exhaustive. It includes many common totems, and provides a basis on which Storytellers can build when making more. Note that while some totems are affiliated with tribes, simply being a member of the tribe doesn’t make a Garou eligible for the benefits of affiliation. It requires specific pack dedication



to get the bonuses. Tribe members can and do encounter their totemic spirits in the Rite of Passage and at other key moments such as learning tribal Gifts, however.

Background Cost and Traits

Players of characters in a pack pool the total they've invested in the Totem Background to "buy" the totem spirit. Bonuses and penalties apply immediately unless otherwise stated.

The bonus Traits a totem supplies are renewed each turn, and are available to one pack member at a time. The one who currently has the power can choose to hand it off to another at any given time. Bonus Traits can make it possible for a Garou to know something she otherwise lacks any experience in, as well as enhancing her existing abilities. Renown awards are temporary Renown and given once, when the pack is accepted by the totem, unless otherwise stated.

By spending additional experience Traits and roleplaying out the process, a pack can learn more Gifts from its totem. As the totem comes to know, trust and respect the pack, instruction follows.

Every totem also imposes restrictions or Bans on its followers. Garou who violate the Ban lose *all* benefits from the totem — extra Traits, unlearned Gifts, etc. — until they perform a *Rite of Contrition*. Garou who persistently violate the totem's wishes and commands may lose it altogether.

Totems of Respect

These spirits embody virtue and honor, and Garou look them for advice in leadership and diplomacy.

Falcon

Background Cost: 5 Traits

Falcon is a noble spirit, looking deeply into the Garou heart and rewarding virtue and honor where he finds them. He unites the Silver Fangs in a shared vision of excellence in duty, and his tribe's lapses do not reflect poorly on him in most Garou's eyes.

Traits: *Leadership* x 3, and also four Willpower Traits per session. Each pack member gains two Honor Traits.

Ban: Dishonor is worse than death, and Falcon's followers cannot allow themselves to lose permanent Honor. They must put right the wrong if possible, and if not perform a *Rite of Contrition* and then hurl themselves against some powerful minion of the Wyrn. A righteous death may remove the stain.

Grandfather Thunder

Background Cost: 7 Traits

Grandfather Thunder is more feared than respected. His patience and subtlety set the example for his Shadow Lord children. He seldom sends one of his own avatars to packs that serve him; his Stormcrows usually act on his behalf.

Traits: *Etiquette* x 3, and also five Willpower Traits per session. All pack members may also invoke Thunder and gain *Intimidation* x 2. Each pack member gains one Honor. Shadow Lords find the pack interesting and watch its progress.

Ban: Thunder's Children should not tell the truth to anyone except those they respect, which in practical terms means anyone they can't dominate.



Pegasus

Background Cost: 4 Traits

Pegasus is concerned with sacred places above all else, and gives its Black Fury children gifts to let them move to sacred places in danger and defend them. Pegasus will not accept a pack with any Get of Fenris members.

Traits: *Animal Ken* x 3, and also three Willpower Traits per session. Each pack member gains two Honor. Black Furies are well-disposed to the pack.

Ban: Pegasus' children must aid females of all species, particularly young ones.

Stag

Background Cost: 6 Traits

Great Stag is an ancient spirit embodying masculinity, virility and the wild power of nature. He includes both light and dark, dividing the world between the wild and the tame, the living and the dead, rather than between good and evil, and his Gifts aren't always comfortable to those with a strong ethical sense. Sometimes his avatar appears to guide or aid lost Garou — he teaches responsibility to the whole world, including humanity, as well as leading the Wild Hunt.

Traits: *Tireless* (for long-distance running), *Survival* x 3 and also three Willpower Traits per session. Each member gains three Honor. Fianna will be well-disposed to the pack, and fae spirits and changelings favorably inclined.

Ban: Children of Stag must always show respect for prey, including the *Prayer for the Prey*, and must always aid the fae. (This latter Ban is seldom an issue in the modern day, but Stag remembers his commitments.)

Totems of War

These are spirits of battle, tactics and Rage. Ancestral warriors and predator spirits commonly serve as war totems. Note that while warriors are the chief followers of war totems, the calling of war includes scouts, sages, healers and the like as well as warriors. War packs earn less respect than some others for their overly focused nature, but it's a time of war and there's Renown to be won on the battlefield.

Bear

Background Cost: 5 Traits

Bear is wise in peace and fierce in war, renowned as a master of healing who also knows when to attack. Few Garou favor him as a totem; his true children, the Gurahl werebears, do not love the Garou and do not welcome competitors for their father's attention.

Traits: *Medicine* x 3. Each member gains *Brawny* permanently, and may use the Gift: *Mother's Touch* once per day. Pack members can also hibernate up to three months at a time without food or water.

Garou who serve Bear earn a measure of respect from the Gurahl and tribal peoples who worship Bear, but pay for it in losing five Honor each, since other Garou generally don't trust Bear. Further, each future Honor award is one less than it would otherwise be.

Ban: Bear asks nothing of his children beyond their usual duties, knowing they are burdened enough.



Boar

Background Cost: 5 Traits

Hunters fear Boar, and for good reasons. He's too angry to pass up a fight, too fierce to concede defeat and too stubborn to die quietly. Combative young packs of all tribes, especially the Get of Fenris and Fianna, choose Boar.

Traits: *Brawl* x 2. Each member gains *Robust* permanently.

Ban: Children of Boar must never hunt or eat boars.

Fenris

Background Cost: 5 Traits

The all-devouring god of wolves was a totem long before the Norse began to spin tales of the Fenrir, but their hymns and stories captured his essence so well that they've become nearly universal among Fenris' children. He is powerful, bloodthirsty and completely devoted to combat without mercy. He especially favors the Get of Fenris, but is willing to accept other packs who reject giving or receiving quarter and who frequently blood themselves with the life essence of their foes.

Traits: Each member can choose one of *Ferocious*, *Quick* or *Resilient*, and receive it on a permanent basis. Each member gets two *Glory*. Get of Fenris respect non-Get followers of Fenris more than most members of other tribes, and like to test them by inviting them to participate in wild hunts and battles.

Ban: Fenris' children must never pass up the opportunity for a worthy fight.

Griffin

Background Cost: 4 Traits

Griffin mourns extinct species, and carries a special rage against the human beings responsible for so many extinctions. His Red Talon children share this anger, and his Gifts make them better instruments of revenge. Note that to Griffin there's precious little difference between the European land developer who wipes out species for housing tracts and the aborigine who kills species with slash-and-burn agriculture or over-hunting, no matter how much the targeted humans might try to make distinctions.

Traits: *Alertness* x 3. In addition, pack members can communicate with birds of prey without requiring a Gift. Each pack member gains two *Glory*. Red Talons respect Griffin's followers.

Ban: Griffin's children may not associate with humans. Griffin almost never accepts homid Garou as his children.

Rat

Background Cost: 5 Traits

Rat is fast and quiet, the master of hit-and-run warfare and the neutralization of the enemy's strength. He fights to weaken, then destroy.

Traits: Five *Willpower* Traits per session. All pack members get a one-Trait bonus on biting and stealth challenges. Bone Gnawers respect Rat's children and aid them when it's not life-threatening, and Ratkin are more tolerant or at least less intolerant of Rat-serving packs than they are of most Garou.

Ban: Rat's children must never kill vermin.



Wendigo

Background Cost: 7 Traits

Wendigo descends from the north, wrapped in ice and roaring like the wind. He teaches his children the relentless fury of the storm and the power that comes in the utter frozen desolation of passion.

Trait: Each pack member gains five Rage Traits per story, regardless of Rage rating. Each pack member also gains two Glory. The Wendigo tribe respect non-tribe members who serve Wendigo, though the tribe remains distrustful until the outsiders prove themselves worthy.

Ban: Wendigo's children must always aid native peoples in need.

Totems of Wisdom

These spirits keep the secrets for time of need. Garou ally with them to learn how to uncover hidden truths and rare Gifts. Straightforward Garou regard Wisdom totems suspiciously, while Garou with a more nuanced view understand that the search for the unknown must accompany the destruction of known enemies.

Chimera

Background Cost: 7 Traits

Chimera is an enigma. She of Many Faces is the master example for the Stargazers tribe, who earn her special favor for their willingness to pierce through layers of illusion and confusion to find inner wisdom.

Traits: *Enigmas* x 3, and Chimera's children gain the Mental Trait *Insightful* permanently. Each pack member can disguise himself or something else while in the Umbra by making a Static Gnosis Challenge against seven Traits. Each pack member gets a two-Trait bonus to challenges involving riddles, dream interpretations and other applications of *Enigmas*. Each pack member also gains two Wisdom. Stargazers notice the affiliation, but seldom let it sway their judgment.

Ban: Chimera requires only that her children must seek enlightenment.

Cockroach

Background Cost: 6 Traits

Cockroach is perhaps the definitive totem of the modern age. (Glass Walkers say there's no "perhaps" about it.) It is hardy, quick and persistent, and its kin are everywhere in the city.

Traits: Each packmate gains a two-Trait bonus on challenges involving computers, electricity and science, and a three-Trait bonus on challenges to activate Gifts affecting technology. Pack members can also make a Static Gnosis Challenge against the local Gauntlet rating to enter the Umbra and view data stored in digital media or being transmitted electronically.

Ban: Cockroach's children must take pains not to kill cockroaches.

Owl

Background Cost: 6 Traits

Owl watches and strikes silently. He holds hidden wisdom, and inspires his favored children, the Silent Striders, to do the same. He flies with death even into the



Dark Umbra; the widespread belief that owls are spirits of the vengeful dead aren't completely baseless.

Traits: Each pack member gains wings in the Umbra, and a two-Trait bonus to challenges involving stealth, silence and quiet and a three-Trait bonus on challenges to use Gifts involving air, travel, movement or darkness. Each pack member gains two Wisdom. Silent Striders may mysteriously appear to aid an Owl pack in danger; Ratkin and other followers of Rat are particularly hostile to Owl.

Ban: Owl requires that the pack leave small rodents in the wood for him and his children.

Raven

Background Cost: 5 Traits

Raven is one of the cleverest birds, playful and cunning. He feeds without hunting, letting others kill for him and feeding on what they leave behind. He's companion to the wolf, summoning wolves to dead prey in winter and watching for trouble in summer, teaching wisdom all year round. Raven is also a totem of wealth, accumulated through skill and trickery alike; he makes sure the wolves want for nothing, even though perpetual hunger gnaws within him.

Traits: *Survival* x 3, *Subterfuge* and *Enigmas*. Each pack member gains one Wisdom. The Corax wereravens are more sympathetic to Raven's Garou followers than to most werewolves.

Ban: Raven's children must carry no wealth, trusting him to provide for them.

Uktena

Background Cost: 7 Traits

Uktena is an ancient water spirit with the features of a serpent, a cougar and a deer. He inhabits river beds and dark places, where he seeks out secrets.

Traits: Pack members gain one automatic soak level against all damage while in the Umbra. Each pack member gets one experience point *per story* (not per individual session) to spend exclusively on *Enigmas*, *Occult*, *Rituals*, *Gifts* and other mystical knowledge. Each pack member gains two Wisdom.

Many Garou distrust Uktena and its mysterious nature; pack members suffer a one-Trait penalty on Social Challenges with werewolves of tribes other than Uktena and Wendigo. Uktena tribe members usually regard Uktena packs as long-lost relatives.

Ban: Uktena's children must try to recover mystical lore, objects, places and animals from the Wyrms' minions.

Unicorn

Background Cost: 7 Traits

Unicorn is a wise spirit of peace, purity, healing and harmony. She leads her favored tribe, the Children of Gaia, toward the all-encompassing love of Gaia... while recognizing that it comes only at great cost.

Traits: Three-Trait bonus to challenges involving Gifts of healing, strength and protection. Pack members move at twice normal speed in the Umbra, and get a two-Trait bonus to challenges involving healing and empathy. They also suffer a two-Trait penalty on challenges to harm other Garou not of the Wyrms (and Unicorn isn't easily fooled about such things, nor inclined to accept carelessness or ignorance as excuses).



Each packmate gains three Wisdom. Children of Gaia always aid and usually side with the pack in disputes.

Ban: Unicorn's children must aid and protect the weak and exploited, except when doing so would aid the Wyrms (and Unicorn isn't easily fooled about this, either).

Totems of Cunning

Few Garou place much value on trickery and stealth, so these totems are relatively rare and not well-respected. In modern times, however, more young Garou find them good ways to avoid the pitfalls of tradition and respond to modern threats.

Coyote

Background Cost: 7 Traits

Coyote is the ultimate trickster, the perfect outlaw, the transgressor who makes Ragabash seem hidebound and conventional. He is unpredictable, lusty, sometimes even foolish. He's also a clever warrior as well as a master of deception.

Traits: *Stealth* x 2, *Streetwise*, *Subterfuge*, *Survival*. Coyote can find his pack wherever they are; this doesn't cost extra Background Traits.

Coyote isn't as wise as he is cunning. Pack members lose one from each reward of Wisdom, and they're likely to get blamed for anything that goes wrong anywhere nearby.

Ban: Coyote wouldn't think of limiting his children.

Fox

Background Cost: 7 Traits

Fox confounds prey and enemy alike, luring the weak into danger and the strong into confusion. He loves to trick opponents into trusting him, then snaring them in traps, particularly if the experience can teach the foe a lesson.

Few Garou trust Fox or his children, and pack members lose one Trait from each grant of temporary Honor.

Traits: *Subterfuge* x 2, *Stealth* x 2, *Streetwise*. Each pack member also gets *Persuasive* permanently.

Ban: Fox requires only that his children not participate in fox hunts and help foxes being hunted.

Cuckoo

Background Cost: 6 Traits

The cuckoo lays her eggs in other birds' nest, and her chicks push out the other squabs and are raised by the unwitting foster parents. The children of Cuckoo are likewise master infiltrators, capable of moving into the deepest recesses and secret strongholds of the Wyrms without being challenged. They are spies and manipulators, earning prize fetishes and other rewards for their demonstrated accomplishments... and earning the ire and envy of Garou who favor more conventional means.

Traits: *Ingratiating*, *Subterfuge* x 2. The chosen pack member can also make a Static Social Challenge against six Traits (or more in the absence of protective camouflage and the like) to blend in with the scene. If this challenge succeeds, anyone who notices her must win a Mental Challenge to pierce her camouflage. Most people in the area see her as "one of us," in some convenient and undemanding way, unless



she does something drastic to call attention to herself. That requires a second Mental Challenge.

Garou who know of the pack's affiliation are wary around it, and pack members lose two Traits from any grant of temporary Honor.

Ban: Cuckoo requires its children to be opportunistic, exploiting what fortune offers.

Creating and Modifying Totems

Players of the members of a pack can choose to buy additional abilities for their pack's totem. These purchases cost double if made after the consecrating rite as spirits don't easily change their natures or abilities.

Trait Cost	Power
1	Totem can speak with all pack members.
1	Totem can find all pack members.
2	Totem is nearly always with a pack member.
4	Totem is with each pack member and enables them to communicate mentally.
5	Totem can materialize when needed without cost.
5	Totem is feared by agents of the Wyrn.

Naturae

Garou encounter more nature-spirits, or naturae, than any other inhabitants of the Umbra. The ranks of the naturae include the spirits of dead animals not yet reborn and spirits generated from the belief in and significance of a place or thing. Long ago, living spirits filled the Umbra, rising from every stream, tree, stone — every single thing, in fact. Now much of the Umbra is barren, with few spirits remaining and most of those in long Slumber.

All naturae possess the Charms of *Airt Sense* and *Reform* in addition to those listed, unless the Storytellers have some specific reason for those Charms to be missing.

Animal Spirits

Most animal spirits look like idealized versions of the spirits they represent: healthy, bright, vibrant, filled with passion and strength. This list is only the beginning, providing Storytellers with the basis for working up statistics for spirits of other living or even extinct species.

Many animal spirits can teach Gifts to Garou, and in any event it's wise to appease them after hunting their kind for food. Garou believe in a totem Incarna for animal spirits; Wendigo and Lupus call them the Animal Fathers, and say that the Animal Fathers watch their children from lodges in the Near Umbra. Sufficient disrespect would anger the Animal Fathers, and perhaps even lead to a halt (temporary or permanent) in births of animals of that species.

Sample animal Gafflings include:

- **Deer**

Willpower 4, Rage 4, Gnosis 6, Essence 14

Charms: No special Charms

- **Falcon**

Willpower 10, Rage 6, Gnosis 5, Essence 21



Charms: *Swift Flight*

- Snake

Willpower 5, Rage 6, Gnosis 8, Essence 19

Charms: *Paralyzing Stare* (as the Shadow Lord Gift, p. 144)

Glade Children

Garou call the spirits of trees Glade Children. In the Umbra these spirits appear as robed, luminescent figures within trees, usually with kindly expressions. The tree's location in the physical world affects the Glade Child's manifestation in the Umbra: majestic and glorious in deep wilderness, grimy and wan in the midst of a polluted city and so on. Most Glade Children are Gafflings or Jagglings, though some of the eldest may be Incarnae.

Glade Children willingly share their knowledge of what they've seen when approached by friendly Garou. As blight and Pattern Webs take their toll, however, the Glade Children's information becomes more twisted and less reliable.

Willpower 7, Rage 3, Gnosis 8, Essence variable (20 for a sapling, 35 for a mature oak, 50+ for an ancient redwood)

Charms: *Cleanse the Blight, Domain Sense*

Lunes

These are the most common of Luna's Jagglings, appearing as shimmering ribbons of light outlined in blue or gold. They communicate empathically, with more vivid spirals and undulations indicating strong emotion or excitement. Their power, and their instability, rises and falls with the phase of the moon. Lunes can open any Moon Bridge at will and create new ones for petitioning Garou. Most of the time they react generally favorably to Garou as long as the visitors pay proper respect, but during the full moon, all bets are off.

Willpower 8, Rage 4 (8 during full moon), Gnosis 7, Essence 19-23

Charms: *Open Moon Bridge*

Stormcrows

Stormcrows are the best-known spirit servants of Grandfather Thunder and act as his eyes and ears. They are always connected to him, and often serve as pack totem avatars for Thunder.

Willpower 9, Rage 7, Gnosis 6, Essence 22

Charms: *Create Wind, Tracking*

The Wendigo

When Wendigo manifests in his avatar form, he arrives as a blue humanoid figured with huge claws and fangs, fiery eyes and black hooflike stumps for feet. On missions of vengeance, he can run through the sky at up to 50 mph. When he kills his target, he devours its heart; if somehow thwarted, he'll kill his summoner and eat that heart instead. The Wendigo Gift: *Call the Cannibal Spirit* brings this spirit to bear.

Willpower 7, Rage 10, Gnosis 5, Essence 32

Charms: *Blast (ice), Create Wind, Freeze, Materialize, Tracking*



The Wild Hunt

The Wild Hunt personifies fury. It acts as Stag's instrument of vengeance, a terrible weapon not to be used lightly. The Huntsman and his pack aren't specific entities, but conceptual forces that take on form for a specific hunt and then return to their realm of idea and possibility.

• **The Huntsman:** A powerful Juggling servant of Stag, a tall, stag-antlered man following his hounds.

Willpower 10, Rage 10, Gnosis 5, Essence 40

Charms: *Armor, Materialize, Tracking*

• **The Hounds:** Gaffling servants of the Huntsman, usually nine in number (more if necessary), with black coats and cold green fiery eyes. They can outpace a Garou in Lupus form and never tire.

Willpower 6, Rage 7, Gnosis 2, Essence 18

Charms: *Materialize, Tracking*

Ancestor-Spirits

Death doesn't end the duties Gaia gives to the Garou. The spirits of dead Garou watch their descendants from the Umbra, giving aid and instruction as they may. Most ancestor-spirits reside in the Umbral homeland of their tribe. Some dwell near caerns or in fetishes. Garou with the *Past Life* Background can call upon their ancestors for a form of temporary possession. In addition to Garou ancestor-spirits, the Umbra holds some human spirits, particularly those of Kinfolk, though these are almost always weaker. Ancestor-spirits vary widely in their abilities. This is representative, but should be modified to suit the needs of a chronicle:

Willpower 6, Rage 8, Gnosis 7, Essence 21

Charms: Charms relating to their tribal, auspice and breed Gifts.

Elementals

These spirits manifest the raw elements which make up all things, just as their names suggest. For a long time, the Garou Nation classified all elementals as earth, air, fire or water. (The Beast Courts and other communities used other categories, and the Garou Nation seldom noticed or cared.) In more recent times, the categories have multiplied to include glass, plastic, metal, electricity and the like. Elementals also vary widely in power, from minor Gafflings to near-Incarna levels. The following are relatively weak ones:

Earth Elementals

These spirits usually appear as vaguely human-shaped collections of rocks or simply as moving bulges within the ground.

Willpower 10, Rage 4, Gnosis 5, Essence 30

Charms: *Armor, Materialize, Umbraquake*

Air Elementals

These spirits are usually invisible except when moving through dust, smoke and other airborne contaminants, and indirectly by breezes and the like.

Willpower 3, Rage 8, Gnosis 7, Essence 18



Charms: *Create Wind, Updraft*

Fire Elementals

These spirits usually manifest as swirling columns of flame.

Willpower 5, Rage 10, Gnosis 5, Essence 20

Charms: *Blast (flame), Create Fire*

Water Elementals

These spirits are generally visible only as a viscous thickening in a body of water, though they can draw up into humanlike forms.

Willpower 6, Rage 4, Gnosis 10, Essence 20

Charms: *Cleanse the Blight, Flood, Healing*

Glass Elementals

Most of these spirits appear as humanoid mounds of glass shards.

Willpower 4, Rage 7, Gnosis 7, Essence 18

Charms: *Blast (glass shards), Materialize, Shatter Glass*

Electricity Elementals

These spirits can appear in any form of electrical discharge: arcs, St. Elmo's Fire, ball lightning and so on.

Willpower 6, Rage 7, Gnosis 5, Essence 18

Charms: *Blast (lightning), Control Electrical System, Short Out*

Enigmatic Spirits

Some spirits lack any obvious association to something discrete and tangible, either in the material world or across the Gauntlet. Without that frame of reference, free spirits can be very difficult to comprehend. It takes care and effort to come away with an encounter with such a spirit bearing useful wisdom, but the potential rewards are great.

Chimerlings

These are Jaggings of the totem spirit Chimera. They are enigmas given form, free to choose shapes as suitable for whim and assignment. They appear to Garou at the climax of dreamquests and haunt the dreams of Garou to teach Gifts and pass along cryptic messages.

Willpower 3, Rage 5, Gnosis 10, Essence 18

Charms: *Shapeshift*

Englings

These are Jaggings of Gaia. As spirits of Gnosis, Englings are the targets of ritual hunts during moots. If the Garou capture Englings, the hunters give thanks for the spirits' gifts and then drain the Gnosis to reinfuse the participants. The Englings sacrificed reform elsewhere in the Umbra.

Willpower 5, Rage 1, Gnosis 10, Essence 16

Charms: No special Charms.



Curiosi

These Gafflings appear as nested spheres with elaborate filigree work, hovering just above the ground. Stargazers of all auspices and Theurges of all tribes spend hours contemplating Curiosi to search out the patterns within the spirits' swirling motions. A Static Mental Challenge (retest with *Enigmas*) against nine Traits lets the Garou solve a particular Curiosus' puzzle, gaining one Gnosis and one Willpower Trait. Long-time observers of Curiosi gradually realize that the spirits are studying them just as intently as they study the spirits.

Willpower 5, Rage 3, Gnosis 9, Essence 17

Charms: *Illuminate* (lights a 50-foot area or changes the color of local illumination)

Epiphlings

Each Epiphling embodies a concept, such as Peace, Envy, Speed or Death. Garou don't really understand how Epiphlings fit into the spiritual hierarchy, and theories abound among scholars of Umbral affairs. Epiphlings often manifest as Gafflings, and Storytellers can use Gaffling Traits for Epiphlings encountered in play.

Spirit-Related Artifacts

Fetishes

Garou can bind spirits into suitable containers, called fetishes. The owner of a fetish can invoke the spirit within to perform a specific task. Given the near-infinite diversity of spirits, a fetish can allow almost any spirit-related feat, if the fetish's creator has the power to command the necessary spirit. Fetishes are marks of honor among the Garou, and treating them carelessly or abusively costs Renown. Sensible Garou remember that the ancient Pact allows them to create fetishes and that spirits could change the Pact if enough Garou showed signs of dishonoring it.

Garou make most fetishes out of natural materials such as wood and clay, decorating them in ways suitable to the spirit's nature and the fetish's intended task. Modern-minded Garou, particularly Glass Walkers, use technological materials as well. Most fetishes are portable, and a fair number, such as klaives, are also weapons. See the *Rite of the Fetish* (p. 158) for the process of creating fetishes, which requires a willing or subdued spirit. Note that spirits forced into fetishes against their will are often capable of inflicting minor curses and misfortunes on the fetish's owner — Garou avoid compulsion where possible for pragmatic as well as traditional reasons.

To use a fetish, a character must first attune to it, by making a challenge of the Garou's Gnosis against the fetish's Gnosis rating. If the challenge fails, something just doesn't "click," and the character cannot use that fetish or even try attuning to it again until making some effort to reach accord with the spirit. The details of this effort are up to Storytellers and can involve anything from recitation of a favorite story to some important quest. Attunement dedicates the fetish to its new owner as if the *Rite of Talisman Dedication* (p.157) had been performed on it, but fetishes do not count against the total of objects any one character can have dedicated at the same time.

Make a Gnosis Challenge against the fetish's rating to use one of the fetish's powers, or spend one Gnosis to force it active. This latter often annoys the spirit unless there's some pressing justification.



The following fetishes are ranked in five levels, corresponding to levels of the *Fetish Background*. Use this list as guidelines for creating more, along with the Rites information on p. 150. Fetishes are rare and should be cherished.

Level One

- **Apeskin:** Gnosis 6

This fetish is a scrape of ape (or human) skin tattooed with suitable glyphs. When activated, it makes a metis or lupus Garou's Homid form identical to that of a homid Garou: no special damage from silver, but no regeneration. A homid ancestor-spirit must be bound into this fetish.

- **Harmony Flute:** Gnosis 5

This flute is carved from hickory and decorated with songbird feathers. When activated and played (with a successful *Performance* challenge), the flute gives forth a harmonious melody invoking memories of life before the Severing. Aggressive creatures must make a Rage Challenge or cease fighting; aggressors without Rage succumb automatically. (All creatures can still defend themselves if attacked.) Once the music stops, preexisting imperatives take over again. A peace-, calm-, water- or bird-spirit must be bound into this fetish.

Level Two

- **Spirit Tracer:** Gnosis 5

This fetish is a human hair suspended in an iron ingot. When the fetish's owner activates it and concentrates on a specific spirit, the ingot pulls in the target's direction. A hunting- or predator-spirit, or one with the Charm: *Tracking*, must be bound into the ingot.

Level 3

- **Baneskin:** Gnosis 7

This is a piece of Bane spirit wrapped in cloth and worn as an amulet. When activated, it makes all malevolent spirits in the area respond to the wearer as if he were one of them. If the wearer takes hostile action against his "fellow" Banes, the disguise collapses, and in any event a Baneskin cannot fool Incarnae or more powerful spirits.

- **Fang Dagger:** Gnosis 6

This knife is always carved from the tooth or tusk of a great beast. It can be activated after its wielder successfully strikes at an opponent. If the activation works, the spirit in the Fang Dagger bites deeper, doubling the levels of damage inflicted and making the damage aggravated. The Fang Dagger requires a war-, pain-, death- or snake-spirit bound into the blade.

- **Phoebe's Veil:** Gnosis 7

This is a small, gold pendant in a half-moon shape, usually worn around the neck at the end of a leather thong. When activated at night, the pendant makes the wearer vanish completely for one minute, plus another minute per Mental Trait spent. All senses, mundane and spiritual, fail to detect the wearer, except for touch. An illusion-, shadow-, Lune- or chameleon-spirit must be bound within the pendant.

- **Sanctuary Chimes:** Gnosis 6

This is a miniature tubular bell. When activated, no spirit may materialize within 100 feet of its user unless invited to do so. Garou use this fetish to protect caerns and



the homes of pregnant Kinfolk, among other duties. A protection-, guardian- or turtle-spirit must be bound into the bell.

Level 4

- **Monkey Puzzle:** Gnosis 6

This is a piece of amber containing a single human hair. When activated, the fetish makes any human seeing the Garou view her as a normal person, regardless of her current form. Note that it doesn't mask her actions, just her appearance. A ghost-, illusion- or trickster spirit must be bound within the amber.

- **Spirit Whistle:** Gnosis 8

This is an ivory whistle. When blown into and activated, it emits a wailing scream which inflicts immense pain on all spirits in the wielder's line of sight. Each spirit must win a Static Gnosis Challenge against the wielder's Gnosis total or flee. Note that the whistle is directional, and doesn't affect spirits behind the wielder. A madness-, discord- or screech owl-spirit must be bound within the whistle.

Klaives and Other Fetish Weapons

- **Klaive:** Level 4, Gnosis 6

This is the signature weapon of the Garou, a special style of dagger made for use in any form from Homid to Crinos. Klaives are rare and precious artifacts, not the least because each one has a pure silver blade and therefore subtracts one Gnosis Trait from its wielder's current total. Not all klaives have spirits bound into them. A klaive without a spirit in the blade doesn't have to be attuned, but without the spirit it only inflicts lethal damage on targets without a special vulnerability to silver. The spirit allows the blade to do aggravated damage to all targets.

Pulling a klaive on a fellow werewolf generally indicates that the wielder desires a duel to the death. In successful times, klaive duels are rare; at the moment they're rising in frequency as the tensions of the Final Day grow. Tradition-minded Garou mourn the proliferation of klaives and their use for mundane tasks, while modern-minded Garou complain about elders' concealment of useful tools in times of need.

A klaive gives three bonus traits in combat and inflicts an extra level of aggravated damage. Because it's silver, werewolves cannot soak this damage.

- **Grand Klaive:** Level 5, Gnosis 7

This is the greatest personal weapon of the Garou, a "knife" as large as a sword. Its wielder loses two Traits from his current Gnosis total because of the silver blade. A war-spirit is usually bound into the grand klaive, allowing it to inflict aggravated damage on non-Garou foe. A grand klaive without the spirit isn't a fetish, just a silver weapon.

Grand klaives are rare, precious items, and usually tied to Garou lineages. The Silver Fangs, Fianna and Shadow Lords make particular effort to keep grand klaives within their creators' lineages, and no tribe or sept willingly loses one to outsiders.

A second spirit is often bound into the blade along with the war-spirit. The resulting powers depend on the spirit in question; common choices include a fire-spirit which reduces damage from fire when activated and an ancestor-spirit which provides extra levels of Abilities like *Occult* or *Survival*.

A grand klaive gives five bonus Traits in combat, and inflicts an extra level of aggravated damage. Because it's silver, werewolves cannot soak this damage.



Grand klaives attract notice from Garou and spirits alike. Young Garou without very good reasons for carrying one face condemnation (and loss of Renown) from elders and the jealous attention of peers who'd like to take it for themselves.

- **Other Fetish Weapons:** Many tribes have their own traditional weapons in addition to the klaive: the Black Furies' *labrys* or double-headed axe (which may howl when striking male opponents), the Wendigos' fetish spear with bound arctic- or storm-spirits, the Fiannas' great axe, the Glass Walkers' high-tech weaponry, the Bone Gnawers' concealed blades. Storytellers should play up differences in description, but in terms of game mechanics, all of these work the same as klaives.

Talens

Talens are simpler versions of fetishes. They don't require attunement, but can only be used once. After a successful Gnosis Challenge activates the spirit within a talen, the spirit returns to the Umbra. Anyone with Gnosis can use a talen; the *Rite of Binding* (p. 156) creates them. Werewolves consider binding spirits into talens as less morally complicated or offensive than creating fetishes, because talen residence always ends when the item is used.

Success on the *Rite of Binding* creates a talen with Gnosis equal to that of the spirit bound inside. Each Gnosis Trait the creator spends lets her make another talen of the same sort: Two Mental Traits on top of the requirements for the rite let her make three Bane Arrows, for instance. Powerful spirits who choose to cooperate with talen creation can divide their essence among several talens, so that just the basic success produces more than one talen. A spirit with 15 Gnosis, for instance, could inhabit three talens with five Gnosis each.

Storytellers should use the following list as a starting point and guideline for overall power level. Keep in mind that talens shouldn't be as powerful as the equivalent fetish.

- **Bane Arrows:** Gnosis 4

These obsidian-headed arrows home in on Banes, visible or otherwise. They automatically hit Bane targets and inflict a level of aggravated damage. The resulting pain always makes the Bane cry out, which spoils most forms of disguise. Wyrmspirits can sense Bane Arrows and often choose to strike first. A war-, air- or pain-spirit must be bound into the arrow.

- **Death Dust:** Gnosis 6

This is a small jar containing a handful of dust. When activated and sprinkled on the body of a creature which died within the last day, it allows the wielder to communicate with the corpse's spirit. The Silent Striders sometimes give talens of this sort to their cubs to help the pursuit of knowledge. A death-, communication- or divination-spirit must be bound within the jar.

- **Moon Glow:** Gnosis 8

This is a crystal holding a single moonbeam. The wielder make activate this talen upon entering the Umbra. As long as she continues to carry it, her journey will be a safe one. The crystal shatters as she reaches her destination. This talen wards off incidental dangers and subdues Lunes in the full moon, but can't repel powerful and hostile hunting spirits. A Lune must be bound into the crystal.

- **Moon Sign:** Gnosis 5

This is a small wax seal inscribed with the sign for the full moon. When the wielder activates and throws it before a werewolf, the target must make a Static



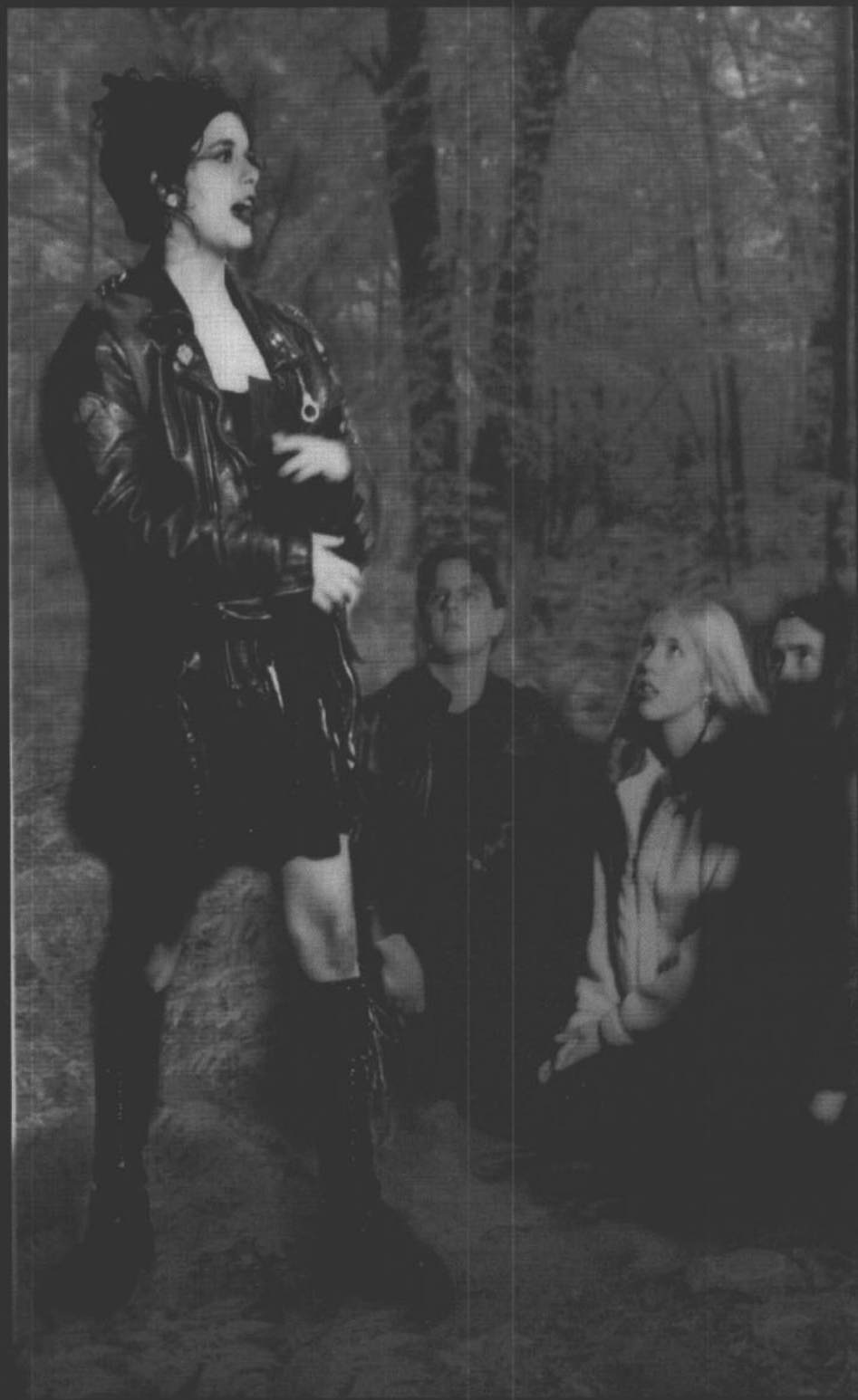
Willpower Challenge against seven Traits or automatically change into Lupus form. This works on Black Spiral Dancers and even on other changing breeds, forcing them into their respective animal forms. A Lune, change-, wolf- or Wyld-spirit must be bound into the seal.

- **Nightshade:** Gnosis 5

This is a single fluid ounce of a liquid mystically distilled out of the night. When activated and drunk, it turns the imbiber's body into shadow, virtually invisible in darkness. Only a watcher actively searching for the user can find her, and even then the user gets a two-Trait bonus on stealth-related challenges. The shadow form wears off in an hour. (Weaker forms, at Gnosis 4, last only until the change of the next hour). A night- or darkness-spirit must be bound into the vial holding the liquid.

- **Wyrms Scale:** Gnosis 8

This is a sigil inscribed on some durable substance, preferably an actual scale from a Wyrms-beast. When activated, it forces servants of the Wyrms within the immediate area (20 feet or so) to revert to their true forms. The sigil then erupts into a green fire which completely consumes it. A Wyrms-spirit must be bound into the sigil.



Marja tried to stop pacing in the clearing, but the wolf in her refused to settle down. She could taste salt on her upper lip. Tonight, she'd heard Jackie make her Rite of Passage, and Pete as well — she was the only one left, and she knew she couldn't screw up, not after all the lip she'd given both of them.

An unfamiliar emotion flooded her at the thought of their last quarrel — shame. She'd really gone over the edge, called them both every name in the book and made up a few new ones, and somehow seemed to find the worst wounds to rip at. She'd really done it this time. In the past, it had been little things, stuff she found a way to smoothe over. This time it wouldn't happen. They'd probably ask the sept elders to make sure they never had to deal with her again.

She straighted up and set her jaw defiantly. Well, the hell with them! It would be good to join a real pack, who had songs worth singing, not a couple of wusses — although she'd never forget Jackie's verbal karate on the Ragabash who always gave them a hard time, and Pete had never backed down from any fight...

There was a chorus of yips and howls from the clearing, and the sweat broke out anew. The Galliard had finished her tale, and now it was her turn. Her Rite of Passage — to sing her first tales before the assembled sept, and now it was her turn. She looked up to see the other Galliard beckoning her out to the firelight. Marja shoved every other thought aside, trying to concentrate on nothing but her intended tale. She walked from the clearing into the fire-circle and looked out into the assembled Garou, from wide-eyed cubs to hoary elders — and every single blessed word flew straight out of her head like a flock of birds. Her heartbeat was like thunder in her ears. Her eyes frantically searched the crowd, looking for some bit of inspiration, something that would jog her memory...

Jackie and Pete were sitting amid the group, eyes bright and gazing at her intently. The shame flooded Marja again — well, it would seem they would get to watch her fail after all. Then, Jackie grinned and flashed her a thumbs-up, and even Pete managed a crooked smile. They'd come to see *her*, to see her Rite of Passage because she was their packmate, their friend, their sibling. Suddenly, it hit Marja like a thunderbolt. She had her tale.

"Hear me now, oh Mother! Listen, all of you, for tonight I tell you a new tale. I sing of Jackie Walks-by-Still-Waters and Peter Raging-Winter, and of their path to reach the story-fires of the Sept of Winter's End..."



Chapter Seven: Allies and Antagonists

What's a roleplaying game without friends and foes? There's nothing to spur you on to greater heights of heroism, or greater depths of depravity, than the love of a friend or the hatred of an enemy. Here you may find details on those the Garou number among their allies and their many enemies.

Kinfolk: The Ties That Bind

At the basest level, Kinfolk are exactly what they sound like — wolf or human relatives of werewolves who bear the blood of Garou in their veins. They probably have relatives who bred true as Garou and may have sired children who bred true. True Kinfolk are immune to the Delirium; they may fear the werewolf they see, but no Veil washes over their memories. They are not werewolves, though. They cannot shift form nor can they endure the punishing damage that is part of daily Garou life. Except for their large, hairy relatives, Kinfolk are otherwise normal specimens of humans or wolves.

Kinfolk outnumber Garou 10 to 1. A mating between Kinfolk and Garou is far more likely to produce a Garou than a mating with a normal human or wolf. Once out of 100 times, a Kinfolk mating may produce a true werewolf offspring. Many Kinfolk grow up never knowing of their heritage, but of those who do, they are encouraged (to the point of force, occasionally) to breed with a Garou instead of mating with a normal human or wolf, or even another Kinfolk.

Kinfolk may act as allies, spying where Garou would have trouble going, using their jobs to earn money for use in Gaia's service, supporting the Garou in their cause. Some of them act with knowledge of the great tradition they uphold. Others remain ignorant, wondering why it is their relatives disappear into the night at odd times and come back with bullet holes in their clothes.

Kinfolk hold many positions within Garou society, but they almost always end up second-class citizens. They have a greater chance of bearing true Garou children, but that cannot compare to the blessing of being one of Gaia's chosen warriors. Their role as go-betweens when Garou have trouble dealing with normal human society is invaluable, but not as invaluable as the tradition and history that true Garou uphold,



or so the Garou believe. Sometimes the Garou use their Kinfolk as mere breeding stock, cannon fodder or pawns in elaborate plans. Many Kinfolk, having been taught from birth that this is their place in things, accept such treatment as a necessary evil. Some Garou may truly love their Kinfolk families and be willing to die for them, but in practice, Kinfolk are far more likely to pay the ultimate sacrifice for their Garou relatives. Very few Garou ever see their non-werewolf Kin as equals.

Many Kinfolk take the abuse their relatives dole out simply to feel close to the tradition they were raised in. The desire to be a part of something much greater than one's small self draws millions of people to organized religion, and Kinfolk are no different. Others stay with the Garou because this is their family, and one cannot deny the powerful ties of family, whether by blood or adoption. Kinfolk will (and do) fight and die to protect their beloved siblings, parents or children. Others endure their treatment for the occasional benefits — when you can tell your sister that some guy has been harrasing you at work, knowing she's likely to go tear his throat out, you have a hell of a weapon to aim.

Not every Kinfolk willingly endures what his hairy cousins dish out. Some become resentful of the way the Garou treat them and turn against their heritage. The Wyrms delights in targeting these vulnerable creatures and using them against their own families; even the Black Spiral Dancers must have Kin. It seems hardly surprising that after years of condescension and belittlement, even outright abuse, such people would turn against their “betters.” Many Garou, however, continue to be surprised when a family member betrays them, and are likely to deny their own part in creating the monster.

Kinfolk Creation

In general, Kinfolk characters follow the same rules for creation as Garou characters. Certain exceptions exist, however:

Instead of Gifts, a Kinfolk character receives nine points that she can spend in the following ways:

- Basic homid Gift that does not require Gnosis or Rage to activate: 3 Traits.
- Basic Rite that does not require Gnosis or Rage to activate: 3 Traits.
- Numina: varies.
- Merits and Flaws: varies.

Kinfolk do not receive Rage, Gnosis or any shape-changing abilities. Certain Backgrounds, Merits and Flaws will be obviously inappropriate for Kinfolk characters.

Kinfolk come from all walks of life, particularly if they grew up not knowing of their heritage. Some typical fields for those Kinfolk who want to help include medicine, forestry, veterinary medicine, conservation or local government. A Kinfolk in law enforcement can help his sept by bailing out members who got in trouble with the police while a Kinfolk at a university can do research.

Kinfolk of the Other Shifting Breeds

The other Changing Breeds also have Kinfolk. Under each of those other breeds the presence of Kinfolk will be addressed. Use the Garou Kinfolk character creation rules for Kinfolk of other breeds as well. Use common sense to determine which Backgrounds, Merits, Flaws, etc. should be different.

For more information on Kinfolk, see **Kinfolk: Unsung Heroes**.



Vampires: *Blood of Ages*

Garou call vampires "Leeches," and with good reason. More than simply siphoning off mortal blood, vampires also leech off of mortal society. They are parasites, taking whatever suits them and giving little back. They are the dead that refuse to be dead, and thus they defy Gaia's natural order of things. As corruptors and destroyers, most bear the stink of Wyrms-taint, although some are unaware of their taint.

Vampires and Garou find themselves in the position of natural enemies more often than not. Vampires encourage overcrowding and the spread of cities as they have an easier time feeding without being noticed in such places. The low population and simplicity of the rural areas Garou so love makes existence very difficult for vampires. The power games of vampires often cause problems for the political maneuvers of Garou who involve themselves in such things.

Imagine for a moment eternal life. Not the romanticized version of eternal life, but the reality of needing to find something to keep you occupied every night for centuries, maybe longer. This is only part of why vampires traditionally engage in intricate games, manipulating friend and foe alike in an effort to keep themselves entertained over the decades. Most vampires have at least one or two schemes up their sleeves, some of which span decades or even centuries. When a vampire is bored, he'll play with anything that comes into reach, and there's bragging rights that come with being able to claim a Garou as a pawn. Little can equal the desolation of a Garou who discovers that all her work has merely been the fulfillment of some Leech's grandiose plot.

Most vampires know very little about Garou society, if anything. They may have heard the name of Gaia, but have no idea regarding its significance. They don't know about auspices, tribes, Gifts or Rites, although they may have heard rumors of werewolves performing bloody rituals beneath the full moon. In short, the average vampire knows as much about werewolves as the shoddy movies on the Late Late Show can tell him. In return, most Garou know just as little about vampire society. They are unaware of the major vampire factions or that vampires organize themselves in clans just as Garou organize in tribes. They believe that garlic and crosses will hold a vampire at bay and that vampires cannot cross running water. They certainly don't know that vampires call themselves Kindred rather than vampires. Most Garou know about vampires through late-night movies or paperback novels.

Wise vampires never attempt to manipulate a werewolf directly. They work through intermediaries and functionaries, keeping at least three layers of intrigue between them and their target. Many vampires are stronger, faster and more powerful than mortals, but few can stand up to a Garou in war-form. It is rumored that elder vampires possess powers that can stop even a charging Crinos in his tracks, but only the brash go looking for elders to test the theory.

Two major factions of vampires exist: the Camarilla and the Sabbat. The Camarilla works to keep vampiric existence a secret from mortals; some vampires in the ranks struggle to maintain their sense of self and humanity, although few Garou appreciate the effort. The Sabbat believe themselves to be the ultimate predators, and everything else below them is prey. They have been known to hold hunts in which they track down Garou and kill them for sport.

Within the two factions may be found smaller ones: clans, bloodlines, societies, friendships, enmities — the usual variety of alliances and schemes and every sort of person can be found in the ranks. They include street punks, political power brokers,



wizards, diplomats, assassins and even stranger creatures. Some clans may be more likely to encounter the Garou than others. Those of Clan Gangrel have a particular affinity for the wild places that the Garou often share, and may maintain an uneasy non-aggression pact with the local Garou. Glass Walkers on the streets or in the halls of city power are likely to cross paths with Leeches who claim the same turf while the sorcerous Clan Tremere and the Uktena tribe often clash when they're fighting over the same bit of occult knowledge. In general, the hate that vampires and werewolves bear each other is ancestral, and at the very least, they will stay out of each other's way.

The youngest vampires, known as neonates, have Attributes and Abilities similar to those of Garou characters. Most vampires of less than 100 years' experience are neonates, unless they have found some way in which to distinguish themselves to their elders. Garou are most likely to encounter neonates as neonates are usually directly involved in their own power-games. Also, neonates may confront Garou in an attempt to gain status among their peers or elders.

Vampires from 300 to 1000 years' experience are called elders. Such vampires often hold positions of power in urban areas, whether among vampiric peers or by dint of long-standing influence. These older vampires will only rarely come into direct contact with a werewolf; most of them have enough experience and fear for their own safety to know better. Many older vampires have lost a great deal of their humanity, and thus are more likely to register as Wyrms-tainted. They often suffer at least one derangement as well — the human mind rarely survives centuries intact. Years of experience often give them far greater Attributes and Abilities that only the greatest athro and Garou elders could hope to counter.

Vampires often have multitudes of servants, usually mortal, who act for them during the daylight hours. Many of these servants are ghouls, humans who have fed upon the blood of vampires without first having been drained of their own blood. They tend to be stronger than normal humans, and as long as they keep vampiric blood in their system, they will not age. Otherwise they should be created as normal humans. Many vampires keep ghouls as servants, retainers, employees, spies and food. After ingesting enough vampire blood, many ghouls develop fanatic bonds of loyalty and devotion to their masters; some may even commit crime or hurl themselves bodily at Garou if commanded.

Mechanics

Garou possess 12 Blood Traits. Their blood is so potent that each Trait a vampire drinks counts as two Traits. Further, because of the Rage inherent in Garou, the vampire gains the Negative Trait: *Impatient*, and feels restless and edgy until the blood finally cycles out. Storytellers are advised that the last blood in is the last blood out.

Vampires with Humanity ratings of three or less will register as Wyrms-tainted to Garou sensitive to such things. Any vampire following a Path other than Humanity automatically stinks of the Wyrms, no matter what her rating; codes of conduct that espouse inhuman behavior are anathema to the Garou. The only exception to this are those who follow the *Path of the Feral Heart*, which registers like Humanity for the purposes of Wyrms-taint.

See **Laws of the Night** for more information on playing vampires with Mind's Eye Theatre, and **The Vampire Storytellers Guide** for information on vampire-werewolf interaction.



Wraiths: *The Whisper in the Shadow*

When people die in the World of Darkness, their spirits move on to a variety of resting places. Some souls fail to go on, though. These wandering spirits, called wraiths, hover near the living world, watching over their families, keeping an eye on favored places or guarding items that were of value to them in life. Wraiths usually have several "Passions," or quests of great importance to them; most of their actions will lead them in pursuit of these Passions. These pursuits are the reason why these ghosts were not able to move on.

Wraiths inhabit a portion of the Umbral spirit-lands known as the Dark Umbra. Silent Striders who have entered these lands speak of a place that is perpetually in twilight, a reflection of the world in the same way as the Periphery, but this reflection is in a dark mirror, showing only decay. As wraiths are no longer living, they do not enter the Umbra where Garou usually travel, nor can they enter the living world, save through some physical manifestation or by possessing a body. Both means are difficult, so many wraiths seek living allies to assist them with their tasks. Garou, being tied as they are to the spirit world, often make excellent targets. A dead mother might want to get her child away from his abusive father, or a child might want to comfort her grieving siblings — many tasks are often more delicate than a Garou's two-fisted sensibility can fathom. The quests might also be, as far as the werewolf can see, entirely pointless. A wraith might want an apparently worthless item (a doll, a car key, a diary) delivered to someone, and only the Garou can either hear her request or is solid enough to accomplish it. However, not every request is necessarily benign — some wraiths may hunger for revenge against a murderer or someone who is harming a beloved relative. Garou may create wraiths when they heedlessly slaughter a mortal who wandered into the wrong part of the woods or showed residual Wyrms-taint, and the wraith may well seek vengeance against her killer.

Some wraiths have given in to the darkness that resides within them, and these can be the most dangerous to encounter. Any wraith has a chance of becoming one of these monsters, and the transition isn't always obvious. Some of these creatures are mindless monsters. Others can be subtle and cunning, spinning schemes to ruin the world and the creatures around them. These monsters, called Spectres, embody the worst aspects of powerful emotion gone very wrong, and a Garou who survives her encounter with a sadistic Spectre is not likely to forget the encounter.

Most Garou, with the possible exception of Silent Striders, know little of wraiths. They may know that wraiths come in as many flavors as any other major group, and that some of them serve the Wyrms. They may have heard things that suggest that all wraiths enslave and destroy each other. They may also have seen "Beetlejuice" too many times and be wildly off-base regarding wraith behavior.

Recently, a mighty storm swept through the lands of the dead, upending whatever society the wraiths had and turning many loose across the spirit world. Some ghosts seem to have claimed bodies and returned to the lands of the living in search of their own private goals. In the past, only a few rare ghosts with incredible strength of will could return to their bodies, but now many more have been literally blown into the living world by the storm in the deadlands. If these ghosts succeed in achieving their goals, they return to the lands of the dead — unfortunately, many of their goals involve



bloodshed and destruction. Those Garou who know of the walking dead believe them to be an affront to Gaia's order and destroy them when possible.

Mechanics

You may use spirit Charms to simulate the powers of wraiths, or you may find more details on them in *Oblivion*. Other than these powers, you should create wraiths as normal humans, as most started out that way.

Wraiths cannot be harmed by normal weapons, but fetish weapons, such as klaives, will damage them. At the point at which a character would normally die, wraiths vanish. They have been temporarily destroyed, but they will reform at a later time, and often return to seek vengeance against their attackers. If they are destroyed enough times (Storyteller's discretion) they may disappear for good.

Wraiths cannot be bound into fetishes unless they agree to the arrangement.

Few Garou Gifts affect wraiths or allow Garou to interact with the dead. Occasionally *Spirit Speech* or *Sense the Unnatural* may work, but not reliably. The *Rite of Binding*, *Command Spirit* and *Call to Duty* will not work on a wraith. In general, wraiths are anathema to Garou, and Garou have little influence over them. After all, Garou are intimately tied to life and to the cycle of life. Wraiths, on the other hand, are quite dead, and have stepped out of that cycle.

Changelings: Dreams in the Waking World

The Fair Folk, like the Garou, have been adversely affected by the encroachment of civilization upon the wild places of the earth. To a certain extent, the Fair Folk are shaped by the dreams and belief of humanity; if they remained in their true form, they would be destroyed by the utter lack of belief in the supernatural Man displays now. Thus, faeries fused their spirits to hardy human shells in order to survive. The result was changelings, faerie souls bound in human flesh, walking between the world of dreams and the modern world.

Changelings come in quite literally all shapes and sizes — as many as there are dreams in the world. One group, called the *sidhe*, embody classic faerie traits — awe-inspiring beauty, noble bearing and heights of passion that can even give a Garou pause. These are often the rulers of the changelings. Other changelings may have animal traits, strange-colored eyes, the exotic features of distant lands or titanic strength. Some are even tied to the land itself, with the forms of native peoples or even the very elements. Being inspired by dreams does not necessarily mean all changelings are nice, though; nightmares are the flip side of dreams, and there are plenty of faeries with a taste for human flesh, an unhealthy interest in the dead or a love of chaos and destruction. As creatures of dream, their passions and rages are unabashedly wild, they love with abandon and take their duties very seriously.

Changelings inhabit a secondary world they call the *Dreaming*; this is a spirit-world, although inaccessible to Garou. Like any spirit-reflection of the living world, the *Dreaming* reflects the real world in a different fashion — in this case, the real world becomes more magical, more colorful, more fantastic. Normally the *Dreaming*, and their faerie forms, are invisible to normal eyes. By enchanting someone, a faerie can cause her to see the *Dreaming*. The downside to this is that a person can be hurt in the



Dreaming just as easily as in the real world. Once the enchantment is removed, a veil of forgetfulness similar to the Delirium, called the Mists, settles across the memories of the enchanted person — she may recall the time of enchantment only in dreams or in fragments that seem more like imagination.

Those of dreams fear reality, and sometimes with good reason. This is a world where dreams and imagination are scorned and where those with wildly different outlooks on life may be belittled or even harmed for their beliefs. The real world means being responsible, doing things “right,” and not enjoying fantasy. For changelings, such heavy doses of reality can spell disaster — dreams do not hold up well under scrutiny, and someone who actively disbelieves in dreams and faeries (or who is simply an extremely dull, unimaginative person) may well whittle a changeling’s spirit to nothingness.

The Fianna are typically held to have the most experience with the Shining Host, and indeed, their histories intertwine on several occasions; some even intermarried, mingling their blood to create truly gifted Kinfolk. Some faeries still honor the old pacts made by their ancestors with the Fianna, and elder Fianna remember to do the same. The Uktena and Wendigo also have legends from their mortal tribes of the mercurial Little People who inhabited the fields and streams of North America and occasionally emerge to treat with their supernatural cousins.

Odds are, Garou will encounter a faerie maybe once in their lifetimes, but once can be more than enough. Because the Fair Folk live intensely and tend to embody strong archetypes, this can give Garou very biased ideas of what the Fair Folk are like. They may believe that all changelings are heroes from ancient tales or that all changelings lie and trick mortals. Or, as always, their ideas may be heavily influenced by popular culture — they may think of the goblins of “Labyrinth” or pink-sugar “fairy princesses.”

Mechanics

The world of changelings is hidden to all, even Garou, unless they are first enchanted and opened to the possibility of dreams. Enchantment can happen a number of ways, the most common being for the changeling to offer her target an object (a cupcake, a drawing, a flower, whatever) that is infused with a bit of her faerie self. By willingly accepting this item, the person falls under enchantment.

Spirit Charms or Garou Gifts can represent the broad spectrum of changeling powers, or see **The Shining Host** for more information on using changelings with **Mind’s Eye Theatre**.

Mages: Shapers of Reality

Mages are mortals of great mystical power. They literally bend reality to their will. They can perform feats of magic not achievable by anyone else. Yet if they push reality too far, it bites back. They suffer from something called “Paradox.” If a Mage performs magic that violates the laws of reality, all sorts of nasty things may happen to her. She may suffer from small inconveniences called “flaws” — for instance, if she performs a feat involving electricity, then she may cause electrical appliances around her to short out for a while.

“Paradox spirits” may besiege Mages, haunting them or dragging them off to distant realms in order to teach them the error of their ways. Mages may literally explode with Paradox energy, taking great damage or even dying from the backlash.



Mages may develop hallucinations and delusions, apparently going mad for days or weeks at a time.

Because of the danger of Paradox, most magic takes the form of strange coincidences. Some mages use their magic simply to see and otherwise detect things that normal mortals cannot thus, these people may act as marvelous sources of information.

Garou usually avoid mages. Mages have all of the complex motives of any ordinary human, with world-altering powers to back them up. This can cause all sorts of trouble. Those Garou who understand enough about mages to grasp the basics of Paradox often see it as Gaia's punishment for mages' presumption.

Mages use an energy they call "Quintessence" to fuel some of their magical workings. Quintessence may be found in Nodes, what Garou call caerns. Mages may drain caerns dry in their search for more Quintessence; thus, some Garou see them as threats.

Mages make versatile allies and antagonists. Because they have all the goals and passions of any normal human, they get involved in all sorts of plots. Their power sometimes makes them think that they have the right or the duty to deal with things most people would stay out of. Mages may come into conflict with Garou by attempting to take the energy in a caern. Those called "technomages" indirectly serve the Weaver, which might well bring them into conflict with Garou. Still others serve the Wyld, or at least have good motives, and thus might be willing to work with Garou. Mages might trade mystical help, items, or information in return for favors from Garou; a good barter arrangement can lead to all sorts of interesting plots. Also, as Mages are ultimately human, they may easily become emotionally involved — one might fall in love with a Garou or hate the Garou because they killed someone she loved.

Magic

When it comes down to it, magic can be used to do absolutely anything — as long as you have the right mage. In general, however, magic comes in categories. One mage might specialize in living things — healing, shape-shifting, injury, etc. Another might specialize in the forces of entropy — luck, both good and bad, as well as the forces of randomness and decay, can be seen and manipulated by this mage. The basic categories are: Spirit, Entropy, Life, Matter (non-living things — vampires come under this category), Forces (energies), Mind, Correspondence (distances), Prime (magical energies), Time.

You don't need to know how a mage uses these categories in order to create her magic. They're simply provided to give you a way to make each mage's abilities unique and interesting. A mage who specializes in the manipulation of living things can do very different things than a mage who specializes in the manipulation of time. Use them as guides for the creation of a magical style rather than as rules for how to work magic.

Each Mage also has a particular style of casting magic. One Mage might work with elaborate rituals, chalk circles and intricate symbols. Another works with animal sacrifice and herbal brews. A third yet uses meditation and chanting. A technomage might write a program to accomplish magic.

A Mage may use magic to warp the world in whatever way you see fit. You would do well to decide ahead of time just how powerful a Mage is in terms of what he can



affect, how easy it is for him to harm Garou, etc. If you aren't careful it can be easy to let magic get out of hand.

Sorcerers

Sorcerers are not technically Mages, but they can work a poor cousin to magic. Rather than simply bending reality to their will with whatever style of casting they believe works best, Sorcerers work with rigidly prescribed rituals to achieve the same effect every time. They cannot cause the large, reality-altering effects that Mages can. However, they also do not have problems with Paradox. Sorcerers are even more likely than most Mages to operate in groups and to use elaborate rituals.

Factions

The Traditions are probably the closest thing to a "traditional" view of Mages and witches. The Traditions are a loosely affiliated group of various organizations of Mages. Some of the members of these "organizations" are just as loosely affiliated. Each Tradition specializes in a certain category of magic, and each has a style of magic that most of its members practice. Tradition Mages range from far-Eastern mystics to computer junkies to Goth street kids.

The Technocracy serve the Weaver, even though they do not realize it. The Technocracy are "technomages." They use Devices instead of Talismans, lab procedures rather than rituals. Most of them would deny to their graves that what they do is magic. They seek to bind as much of the Wyld as possible to static reality, mapping out and paving over the wild places of the earth — and beyond. The Technocracy considers supernaturals to be a danger to humanity, so they make marvelous antagonists. If a Garou is careless and allows herself to be seen by non-Garou, these Mages may come to investigate. They tend to integrate themselves into government offices, and may seem to be just another FBI team. But they know the supernatural exists and they're prepared to deal with it.

Marauders are Mages infected by the Wyld. Their minds don't work normally any more; most are considered incurably insane. Reality warps of its own accord when a Marauder is nearby. Some of them have such a strong effect on reality that Garou will only encounter them deep in the Umbra — if these Marauders try to come to earth, they fall right through reality. Garou have been known to ally with Marauders in the cause of the Wyld, but these creatures are dangerous and unreliable. When they work magic Paradox doesn't affect them; instead it affects the people and places around them. While Garou may occasionally make deals with Marauders, they're unlikely to spend much time in their presence.

Nephandi are Mages who serve the Wyrms. Think of every dark tale of black magicians serving demonic masters, and you'll understand the Nephandi. Some of them are simply evil and do little to hide their corruption. Others make an art form of disguise and the corruption of others. Nephandi might act as overt enemies of the Garou, or they might pretend to ally themselves to the Garou in an attempt to design their downfall.

Both the Technocracy and the Traditions generally see Marauders and Nephandi as the enemy. The Technocracy and Traditions also see each other as the enemy, and have been fighting something called "the Ascension War" for a very long time.



Mechanics

Mages have the usual statistics of a ranked Garou (with power that increases with age), although Mental Attributes are almost always primary. Mages always have at least three Willpower Traits — one must be strong-willed and self-possessed to command reality to their will. Some mages work with tried-and-true “spells” (or rites), particularly sorcerers. In this case, their powers may be represented as Gifts or as spirit Charms — albeit ones with side-effects for mages who take Paradox.

For more about mages in MET, see **Laws of Ascension**.

The Changing Breeds

The Garou may like to think of themselves as the only game in town, but there are a number of other shapeshifters out there. Most of these see the Garou as temperamental and dangerous, and usually in an uncomplimentary light. The War of Rage took a devastating toll on these shifters' numbers, and they blame the Garou for the carnage. Meetings, therefore, tend to be few and far between. Every once in a while, however, the Garou may find themselves face-to-face with a shifter of an entirely different breed.

Nuwisha

The laughing werecoyotes see themselves as tricksters of Gaia's creatures and self-appointed guardians of the Umbra. Nuwisha value humor and cunning above valor and do not tend to take themselves, or anyone else, too seriously. The Nuwisha are mostly gone from the world, save for some two dozen who walk the Gaia realm. The rest dwell in the Umbra, where they explore to their heart's content and guard it from abuse. Most people (particularly the Garou) see Nuwisha as practical-joking annoyances. The Nuwisha see themselves as teachers; their lessons simply believe that the best way for someone to learn is through mistakes made, and encourage this learning by playing pranks on their targets. Some Nuwisha play subtle, cunning jokes that never get recognized for what they are. Others possess all the subtlety of a hurricane, although only in rare instances are pranks fatal (unless the target is of the Wyrms).

Nuwisha are solitary creatures, and they seldom like to stay in one place for a long time. They see companions as a hindrance rather than advantages, and they do their best to indulge their insatiable curiosity. The Nuwisha are believed to have been the first of the Changing Breeds to explore other lands, and their Kinfolk are widely diverse, both ethnically and geographically (Coyote was a rather amorous sort, and the Nuwisha follow his example with enthusiasm).

Nuwisha are the perfect tool when a character needs to learn a serious lesson, and previous attempts have not scratched him. Nuwisha may spend long hours, days or even weeks setting up the perfect prank to teach a Garou a lesson. Any Garou who takes himself way too seriously, who believes that violence is the answer to every situation or who treats mortals or other Changing Breeds like trash may find himself the victim of a Nuwisha joke. Nuwisha also tend to get into all sorts of odd situations and problems because of their curiosity. It would be perfectly in-character for a Nuwisha to find a problem that needs to be solved and trick a bunch of Garou into solving it for him (if it teaches them something along the way, all the better).



Mechanics

Coyote once offended Luna, who angrily turned her face from him and his children. Because of this, all Nuwisha are Ragabash. They have no Rage. They may regenerate damage, yet they take no damage from silver. They cannot frenzy and take no extra actions during combat. The Nuwisha believe this state to be a blessing — since they can control their tempers much better than Garou, they can solve problems through other means than violence.

Nuwisha have access to any Ragabash Gifts related to stealth, trickery and deceit. They all follow the Trickster as their totem, choosing different aspects of him to honor. Otherwise, they should be created as any Garou.

Nuwisha see all coyotes and humans as their kin, and so there are no special notes regarding the creation of Nuwisha Kinfolk.

See **The Changing Breeds 1** for more information on the Nuwisha.

Corax

The gossipy wereravens call themselves Gaia's messengers and scouts, and they fulfill their role admirably. Their insatiable curiosity outpaces even that of the Nuwisha, and they are drawn to uncover every odd piece of information that they can. For as much as they dig up, they also pass it along. Followers of Raven, they are a mix of his various appearances — tricksters, spies, messengers, creators and heralds. Raven's place in world folklore assures his children are found nearly everywhere in the world, and are usually welcome.

While most folks find Corax information helpful, they also dread a Corax actually learning anything about *them*. In addition to being fonts of gossip, Corax are also terrible blabbermouths — they simply can't help themselves. One never knows what's going to come out during a late-night gab-fest, although most Corax are wise enough to know what is *not* to be talked about in casual company. Status among the Corax is directly related to the amount of interesting information a Corax uncovers and passes on to the great network, so the high-ranking Corax are some of the best informed creatures on the planet. Corax delight in the advent of the electronic world and use it freely. What better way to spread information than by e-mail and Web pages? What better way to spy on people than with listening devices and cameras? After all, not all people are obliging enough to hold their top-secret meetings outside where a nondescript raven can listen in on the proceedings.

Corax travel swiftly in the Umbra and seem to know their way around the Gaia realm quite well — after all, the info's no good if you can't get back with it. They are well-versed in Umbral travel, particularly through the deadlands, which leads to another of their particular abilities. Corax are capable of drinking the eyes of dead humans and animals, which allows them to see the last moments of an individual's life. They believe it to be their sacred duty to do this, to give the dead their voice in things. It doesn't hurt that they gain amazing information this way.

Corax have a fascination with bright, shiny objects. Bits of jewelry, coins, most anything sparkly or shiny (including important things like car keys or fetishes) tends to go missing when the Corax are around.

The Corax have a better relationship with the Garou than most other changers do; after all, everyone needs information, and certain tribes honor Raven highly. Often Corax perform scouting activities for septs, such as uncovering and spying on a group of fomori, and then pass the actual battle duties on to the local pack of Garou.



Garou might need to enlist a Corax's help to uncover information about a foe. Corax can be used to get Garou into all sorts of plots, and to get almost any piece of information to the Garou.

Mechanics

Corax have access to spirit Charms as Gifts, Silent Strider Gifts and any other Gifts that have to do with travel, spying or information-gathering.

Corax are not born in the way that other shifters are. Instead, a Corax forms an Umbral Spirit Egg and ties it to a child or fledgling raven. When the Spirit Egg hatches, it lets out a shriek heard for quite a distance in the Umbra, which can attract all sorts of nasty beasts who are looking for Spirit Egg omelet. This scream brings the Spirit Egg's guardian running, and she helps the new Corax through his First Change. Since Corax are created rather than born, their parents and siblings can't really be considered Kinfolk, although their children are. However, since Corax don't need Kinfolk to create more Corax, and because they're such solitary folk, Kinfolk don't matter all that much to Corax. That isn't to say that they treat their Kinfolk badly or look down on them. Instead, it means that they don't tend to use and abuse their Kinfolk the way some Garou do. The creation method also ensures that there are no metis Corax.

Early on, Raven took up with Helios, the sun, as have Raven's children. Because of this, gold affects them in the same way silver does a Garou.

Corax aren't really built for battle; Gaia meant for them to be messengers, not death from above. They have only three forms: Homid, Rara Avis and Corvid. Rara Avis is their equivalent of Crinos. It's also a rather embarrassing, ungainly form, so few Corax will admit to it in mixed company; Garou who have never seen it tend to think it's an unusually ugly form.

See **Changing Breeds 1** for more information on the Corax.

Bastet

The legends have it that a long time ago, the Garou would not approach the encampments of humanity. They asked Gaia for an ally to bring them information and Gaia created the Bastet. However, the Bastet had an inordinate love of secrets, and hated it when someone told them what to do; they learned the secrets of humanity, but refused to share them. Gaia cursed them in turn, that their secrets would prove their undoing. Perhaps it is from the werecats that one finds the expression about curiosity killing the cat....

The Bastet find humans fascinating, and many feel protective toward them. Although they regret that the spread of humans has caused their feline relatives to be hunted near to extinction, the Bastet continue to protect humans. Many Bastet so opposed the Impergium that a rift grew between them and the Garou, and it has yet to heal. Both Wars of Rage took a terrible toll on the Bastet, further deepening the bitter wounds.

The Bastet are a sensual folk who enjoy the companionship of others, but most of them move on eventually. Most Bastet believe that rank and status should be determined entirely by an individual's own worth. Because of this, they treat metis just like any other Bastet — although severe physical deformities may cause these finicky folk to avoid someone. The Bastet share the famous curiosity of their feline cousins, but they tend to keep their secrets to themselves. Their fondness of appearing



enigmatic sometimes causes them to exercise bad judgement in terms of which secrets they should keep to themselves or reveal. Unlike other secret-gatherers, like the Corax and Nuwisha, the Bastet can and do fight to guard their secrets. Those who know them do not willingly tangle with them.

As stereotypical as it might sound, these dogs and cats do not get along. The Bastet see Garou as crude, stupid and dirty, little better than stray dogs. A Bastet might get in the way of any Garou who becomes too careless with humans, especially her own Kin. As they tend to hang onto their information unless the receiver is worthy, Bastet might require entire quests or the acquisition of important secrets in return for divulging information.

Tribes

The **Bagheera** are the wereleopards, the judges and mediators of catkind. They travel a great deal, and are generally well-learned. Bagheera are remarkably even-tempered, and are the Bastet most likely to interact calmly with Garou. Don't make them angry, however; they fight with a passion few can match. Bagheera work constantly to make peace between cat, wolf and human.

Aggressive and fiercely xenophobic, the werejaguar **Balam** are usually found in Central America. Beneath their anger and warlike nature, the Balam share a rich culture and a knack for elaborate tribal artwork. Few know of this culture, so most see the Balam as warriors.

The **Bubasti** are descended from the mystical cats of ancient Egypt, and were once worshipped as gods. Since then, they have delved in occult secrets and do not shrink from wherever the search takes them. Their desire for knowledge leaves them lean and eternally hungry, and some fear their hunger leads them to Wyrn-taint.

The **Ceilican** descended from wildcats that once lived in Northern Europe. They bore faerie blood, and often held great revelries with the Fair Folk. Legend has it they died out in the 1500s, victim of human witch-hunts; in reality, a couple dozen have survived. Like the fae, they are mercurial and strange — manically happy one minute, then sullen and unresponsive the next. The Ceilican sometimes dabble in sorcery, and they have a love of gossip. Because of their faerie blood, they fear the touch of iron as well as silver.

The **Khan** are the union between tiger and man. Some call them the warriors of the Bastet, and they have matched Ahroun in battle many times. They set great store by honor, and like humans less than many of the other tribes. The loss of their tiger-kin to human encroachment has driven them to great rage.

The **Pumonca**, the werecougars, enjoy their solitude even more than other Bastet. Most descend from Native American stock to at least some degree. They have a very strong sense of the earth, and a bond with nature. Pumonca take their post as defenders of the sacred land very seriously.

The **Qualmi** werelynxes have a fascination with riddles, puzzles and enigmas, and they tend to confuse those they meet. They maintain a very strong Native American lineage, and are vigorous, sturdy people.

Simba bring together the most violent aspects of lion and man. Unlike most Bastet, these wercats believe the Impergium was necessary to keep the humans in their place. They see themselves as kings, and they resent Bastet who do not bow to their will (most often the Khans).

The **Swara** are werecheetahs. Like their feline cousins, they are fast and fleet. Unlike the majority of the Bastet, they may step sideways into the Umbra. The Swara



do not trust humans or other Bastet; they trust only the animals and the spirits. They, like the Pumonca, are loners, and they revere Luna (they call her Seline), calling themselves “the Silver Folk” in her honor. They know almost as much spirit lore as the Garou, but they hate the wolves.

Mechanics

Feline Bastet have the same restrictions on Backgrounds and Abilities that lupus Garou have. They may not take *Past Lives* or *Pack Totem* Backgrounds. Bastet have access to Silver Fang and Shadow Lord Gifts, as well as to any Gifts related to social interactions, grace, information-gathering, cunning and combat.

Bastet do not receive Luna’s favor and have no auspices. Only a few of them can step sideways into the Umbra. They do, however, share the Garou vulnerability to silver, as well as the Garou regenerative ability.

The cats’ solitary nature often leads them to interact little with their Kinfolk, although there are exceptions to this rule. The Khan continue to intermarry with noble families of India and Asia, and take pride in their blood. The Bagheera remain close to their Kinfolk on both sides. Most Simba care only for their feline Kinfolk, and will breed only with cats. The laws of the Bastet encourage them to honor their Kinfolk as they would each other.

See **The Changing Breeds 1** for more information on the Bastet.

Gurahl

The Gurahl bear-shifters embody the wisdom and nurturing instincts of Gaia. They are the keepers of great lore, and they take loving care of the bears and those humans who respect bears in their protectorates. Most know the Gurahl as healers and protectors. When something makes them angry, however, they become quite powerful and dangerous. They share intimate ties with the land and with Gaia; they often sense when their protectorate is in danger.

Gaia entrusted the Gurahl with the secrets of life and death; legend has it they were the first and the best-loved of her children. They possess (as a *very* high-level Gift) the ability to restore life to dead wercreatures. They have never been known to use this Gift on non-Gurahl, and use it only on Gurahl who gave their lives to save others. The Garou once asked the Gurahl to teach them the secret to the restoration of life. The Gurahl refused, and the resultant anger of the Garou was seen as one of the causes of the War of Rage.

The Gurahl move through the various auspices during their lives, never staying in any one for very long. Usually auspice is determined by age; for example, cubs display playfulness and inquisitiveness associated with the New Moon. However, events in a Gurahl’s life may also force a change from one auspice to another. Like their ursine cousins, Gurahl tend to walk alone and have been known to enter hibernation.

Tribes

The Gurahl recognize four primary tribes. Membership does not necessarily imply racial background or parentage. Membership instead implies an affinity for and dedication to a natural feature.

The **Forest Walkers** remained isolated for a long time. Now they move again among the humans. They work in environmental restoration programs, act to restore the black bear population and aid in rights movements of various kinds. They may be



found across the United States and even into Mexico and parts of Canada. Some walk the forests that remain in Europe, and others travel to the rainforests in Africa and South America. Their policy of isolationism greatly reduced their numbers and they're trying to reverse that tide. They have made some alliances with the Bastet, and have made some attempts to breed with native Asian bears, with little success. Forest Walkers may be found living in groups of two or three for support and mutual protection.

The **Ice Stalkers** take their war against the Wyrms quite personally, and they hunt down and destroy any corruption that enters their frozen lands. While they could not prevent humankind from settling in their lands, they extracted a heavy toll for its presence whenever possible. Eventually Pentex got a foothold in their lands, occasionally arranging oil spills in order to create lands suitable for habitation by Wyrms creatures. The Ice Stalkers, in response, have Raged across the cold lands, doing battle whenever possible with the Wyrms' minions.

The **Mountain Guardians** formed after the Gurahl moved into the Americas to escape the War of Rage. When Europeans swept across the continent, the Guardians withdrew entirely. This almost proved their undoing. While they hid, their ursine Kinfolk, the grizzly bears, almost entirely died out. Their human Kinfolk were forced onto reservations or killed outright. Now the Guardians do everything they can to bring the grizzly back and to aid their human Kinfolk in retaking their rightful places. The Guardians are the strongest and the most combat-oriented Gurahl.

The **River Keepers** flourished along many of the world's great rivers and acted as spiritual leaders. They used to be the most numerous of the Gurahl tribes, but the Garou killed many of them in the War of Rage. The Impergium, as well as many human wars, wiped out large numbers of their Kinfolk. The River Keepers may be most easily found in the Pacific Northwest and Alaska, but they do their best to maintain a presence along other waterways as well. Most River Keepers descend from brown bears, but a number come from other bear types.

Mechanics

Gurahl may spend Rage at a one-to-one ratio to increase the number of health levels they inflict in Physical Challenges. They may have access to Philodox, Theurge and Children of Gaia Gifts, as well as any other Gifts or Rites involving peace, healing or nature.

Kinfolk are very precious to the Gurahl now that the bear populations have shrunk in so many places. The Gurahl honor and trust their ursine Kinfolk more than the human, but they realize the importance of human Kinfolk. Many Gurahl claim tribes of Native Americans as Kinfolk, and are often involved with helping their chosen tribes. All of the Gurahl tribes seek to expand their Kinfolk breeding stock as best they can.

See **The Changing Breeds 2** for more information on Gurahl.

Mokolé

Gaia chose these mighty werelizards to be Her memory, and it is a trust they hold sacred. They alone hold memories stretching back before the Impergium, even to the time of the dinosaurs, who live on in Mokolé Archid (or Crinos) form. The Garou hunted the Mokolé mercilessly during the War of Rage; many believed their reptilian forms resembled the very face of the Wyrms, and that this implied a spiritual



resemblance as well. Gaia's Memory has never forgotten, and most Mokolé consider the war to be ongoing. Few Garou have managed to work peaceably with the Mokolé.

The werelizards live in clutches, or family groups, usually found in warm climates near water. In the western half of the world, they are the alligators of the Southeastern US, the Gila monsters of the Southwest and the crocodiles of the Central and South American river basins. They cluster along the African rivers, wade in the Indian subcontinent, and wallow with saltwater crocs and monitor lizards in Australia. In the Far East, they are the caymens and Komodo dragons, but their war-forms recall dreams of the wise and mighty dragons.

The Mokolé consider the Impergium to still be in effect, and continue to cull humans. The waning numbers of their lizard Kin have resulted in an upswing of homid Mokolé and human Kin. Further, with so much swampland disappearing, a number of Mokolé are sheltering at "alligator farms" run by homid or Kinfolk, or occasionally in the sewers of cities (giving rise to urban legends of "sewer gators").

The werelizards are not called Gaia's Memory for nothing — each is in touch with a collective memory that stretches back to the days of the dinosaurs. Mokolé may recover memories from at least one century into the past, regardless of how young they are. Some even recall other shifters who were entirely wiped out during the First War of Rage, their names not even known to many Garou.

Mokolé obviously make dangerous enemies. Entire plots could be had out of Garou needing to convince one or more Mokolé to help them achieve some goal. Likewise, Mokolé may need to convince Garou to help them. In the dangerous times that are coming, peace is the greatest chance both Mokolé and Garou have — yet peace is the last thing most of them want. Garou who care about humans may also need to convince some overenthusiastic Mokolé to let go of the Impergium — a difficult task indeed.

Mechanics

Mokolé cannot automatically step sideways; they must learn a Gift in order to enter the Umbra. Most Mokolé stay out of the Umbra anyway as it is a place of Garou power, and there are rumors of angry spirits that do not enjoy Mokolé company.

Mokolé may have access to Ahroun, Black Fury and Get of Fenris Gifts.

The Mokolé primarily follow the Sun. Consequently, gold harms them the way silver would harm a Garou. However, because they also have Rage and one faction honors Luna, they can also be hurt by silver. Their "auspice" is based on the position of the sun, from morning to twilight, when it is clouded over, or even when it's absent. These last, the "Crowned", are considered the leaders

The Mokolé have only three forms: Homid, Archid and Suchid. Suchid form is the reptilian form: crocodile, alligator, monitor lizard, Komodo dragon. Crocodile and alligator Mokolé are most common. Archid form is a shape taken from dream at the Mokolé's Rite of Passage, and it resembles a dinosaur or, occasionally, dragon.

A clutch usually consists of two to 30 Mokolé, and a few dozen to a hundred or so Kin. Suchid Kin tend to be valued above homid Kin, although all are valued as a part of the clutch. The Mokolé value fertility greatly, and will gladly fight and die to protect a woman who is heavy with child.

See **The Changing Breeds 2** for more details.



Ratkin

Ratkin could be termed “Gaia’s terrorists.” Ratkin have often been said to be the worst of man and rat, smashed into one body. They believe Gaia asked Mother Rat to keep the humans in check, and they all take their responsibility quite seriously. They rely upon hit-and-run tactics to get the job done. They tend to be rough-mannered and unattractive, the blood of centuries of outcasts (along with all manner of diseases) in their veins. No one would ever call the Ratkin easy to get along with — least of all the Garou.

Alliances with Ratkin, particularly for Garou, are temporary things. And the Ratkin will want compensation. “What’s in it for me?” she’ll ask, and if there isn’t a good enough answer she’ll head for the door. Few alliances between Ratkin and other supernaturals last more than a few cycles of the moon at most. Ratkin sometimes ally themselves with Bone Gnawers or a group of sewer-dwelling vampires (the Nosferatu). Itchy and Scratchy jokes aside, the Ratkin and Bastet are notoriously intolerant of each other.

Ratkin often travel in packs of five to 10. Loyalty matters to Ratkin; they just define loyalty a little differently than most other shifters. They do not delineate their loyalties by geography or blood — all Ratkin are Mother Rat’s children, no matter where they’re from, and a rat from Singapore will greet his New York “sibling” with respect.

Ratkin are made, not born — as the wererats cannot pass the changing gene to their offspring, new Ratkin are created by subjecting the prospective rat or human to a rite that induces incredible sickness of body and spirit. Those who survive become Ratkin. Fewer would-be Ratkin have survived the rite in recent times, though.

Ratkin have aspects rather than auspices, and these are determined by the visions the Ratkin has while undergoing her First Change:

The **Tunnel Runners** act as messengers, spies, scouts and scammers. They’re known for their quick wits and deal best with other shifting breeds..

The **Shadow Seers** act as shamans, and keep the lore of a geographic area. They stay in communication with spirits and tend to the spiritual and physical well-being of their fellow travelers. At times Seers become lost in religious devotion and mania, losing touch with the physical world and those around them. Some see them as insane; others see them as gifted.

The **Knife-Skulkers** act as judge, jury and executioner. They believe in justice and seek it out. If they find justice in need of assistance, they will provide it.

Ratkin **Warriors** live constantly with the urge to fight. They often turn this urge against humans, seeing the Wyrms as the responsibility of the Garou. They often commit wild terrorist acts, and many don’t care if they die when the battle-lust seizes them. Warriors do not simply kill — they sow chaos and confusion among their enemies.

Mechanics

Ratkin were built to strike fast and hard, not to be one-man death squads. They have three forms: Homid, Crinos and Rodens (rat). In Crinos, they gain little height, but they are fast, their long tails become like extra limbs, and they are exceptionally nimble, squeezing through any hole they can fit their heads in. The Rodens looks like a unusually large wharf rat with a very nasty bite.



Ratkin have access to some Shadow Lord, Ragabash, and Bone Gnawer Gifts. In particular, they may learn Gifts that have to do with information, movement and survival.

See **Ratkin** for more information.

Ananasi

Originally the werespiders and their Queen, Ananasa, served the Weaver. Ananasa created the first spider out of Wyld, Weaver and Wyrms together. When the Weaver went mad, Ananasa tried to cure it, but the Weaver caught her in a dark opal and gave her to the Wyrms, expecting that the Wyrms would devour her. The Wyrms held Ananasa hostage and forced the Ananasi to work for it. Eventually Ananasa found a flaw in the gem, a way to contact her children. The Kumo, Eastern Ananasi whose minds had been twisted by their time spent in servitude to the Wyrms, remained its servants. The rest of her children Ananasa divided in three. The Hatar follow the path the Wyrms once followed before the Weaver trapped it. The Tenere follow the path of order as Weaver once saw it, before she went mad. The Kumoti follow the ways of the Wyld. Ananasa's vision was always one of balance and symmetry, and so she used her children to create that balance, even though it meant that they would often war with one another.

The other shifters, for their part, have never forgotten that the Ananasi once served the Wyrms. Many believe the Ananasi never stopped serving the Wyrms. The one thing stronger than the divisions within the Ananasi is their will to protect their kind against the other Changing Breeds. Ananasi of different camps will drop whatever they're doing in order to protect each other from other shifters.

After their First Change, Ananasi do not hold as much interest in the world as they used to. Ananasa made them cold and merciless, her hunters, destroyers and builders, and the Ananasi call this the Blessing of Ananasa. Their cool reactions and icy demeanors among the often Rage-filled shifters earns them few friends. Because other shifters do not trust the Ananasi, the Ananasi have learned not to trust other shifters. The spiders are monsters; their form has been so ingrained upon the race memory of mortals that most humans fear the sight of even a small spider. Thus, the Ananasi prefer to remain hidden, sometimes passing as vampires. Because the Ananasi may serve any aspect of the Triad, they may involve themselves with the Garou in almost any respect. If the balance between the members of the Triad is off in any location, one of the types of Ananasi may arrive to re-balance things. This could help the Garou or hurt them. Regardless, the Ananasi have not forgiven the Garou for the War of Rage.

Mechanics

Ananasi have Blood Traits like vampires instead of Rage. They have access to any Gifts that suit the side of the Triad the Ananasi serves.

Ananasi do not feel the effect of silver, but nor can they regenerate as quickly as other shifters. They require warm mammalian blood, preferably human, in order to survive, and even in Homid they possess retractable fangs. They prefer to sleep during the day, but sunlight cannot harm them. Fire is their greatest enemy. It's no wonder they're often mistaken for vampires.

Ananasi have four forms: Homid, Lilian, Pithus and Crawlerling. Lilian form comes in different flavors, but blends some monstrous mix of human and arachnid.



Pithus is the form of a gigantic spider. Crawlerling breaks the Ananasi down into a horde of normal-sized spiders—enough to equal his human mass. While in Crawlerling, the Ananasi is almost impossible to destroy; if even one spider remains, the Ananasi may devour other spiders to eventually return to its full mass. She *will* come back, even if looking very different than before.

Ananasi can and do mate with humans, and they often need humans for blood. Since their emotions have been blunted, however, they tend not to care much for the people around them. An Ananasi going through the First Change (usually a protracted experience) might well kill one or more of her family for sustenance.

See **Ananasi** for further information.

Rokea

Little is known about the weresharks — they stay in the oceans, where very few other Changing Breeds go. They are capable of living for hundreds of years, although they can be killed or destroyed. Until recently, their only thought was self-preservation and watching the oceans. Humanity's "sudden" leaps ahead that dumped crude oil and toxic waste into the oceans have changed their mission considerably. These awesome predators now have their sights set on humans and *anything* that assists them.

Some Rokea used to travel on land and live as part of human society; the Rokea called them betweeners. When the humans fouled the oceans with pollution and atomic weapons tests, the Rokea decreed that no more Rokea should walk on land. Some Rokea took exception to this and became determined that they be able enter the mortal world. Thus, the hunting of betweeners became a common part of Rokea society. A part of the Rokea Rite of Passage involves the hunting of a betweener. (Although, since betweeners are rare, sometimes such a hunt will go after a vampire or other breed of shape-shifter.) Because of this, very few Rokea may be found on land, and those live in constant fear of their lives.

Rokea may not stray far from the ocean. They may only regain Gnosis when in the ocean, and if they live one calendar year without entering a natural body of salt-water they lose their ability to shift shape forever. They become stuck in whatever two-legged form they happen to be in at the time; tales of half-fish "gill men" circulating around the beaches no doubt arise from unfortunate Rokea who were trapped in their Gladius form.

A betweener might need the help of the Garou to avoid death at the hands of the ocean-dwelling Rokea, or she might desire protection for her mate and child. A Garou might find himself the subject of a Rite of Passage hunt. Garou who seek to fight the pollution of the oceans might discover they're receiving mysterious aid from those who do not wish to reveal themselves.

Mechanics

Rokea have five forms, similar to the Garou: Homid, Glabrus (half-man), Gladius (or Crinos), Chasmus (Hispo equivalent), Squamus (shark). As there is no human blood to temper the shark, Rokea in homid form look very... displeasing. A Gladius is literally a thing of nightmare, while the Chasmus is enough to give the staunchest cage-diver nightmares.

The Rokea effectively cannot travel into the Umbra, although silver does have its traditional effect upon them. They may take Ahroun and Lupus gifts, although some must be adjusted for underwater use.



There are no shark Kinfolk — unions between Rokea and sharks always produce Rokea. Luckily Rokea only feel the urge to mate about once or twice a century, so the Rokea don't overrun the oceans. Only a handful of human Kinfolk exist. Any breeding between Rokea and normal human always produces Kinfolk, never Rokea. Land-dwelling Rokea seek these Kinfolk for breeding purposes, and ocean-dwelling seek them as bait to lure land-dwelling Rokea into the open. A few homid Rokea have been born of union between Rokea and Kinfolk, but none of these have lived to reach age two — Rokea hunting parties always find them first.

See **The Werewolf Players Guide** for more information about the weresharks.

Nagah

For lack of a better title, the weresnakes are Gaia's executioners. They bear no special allegiance to the Triat or to Gaia, but this lack of loyalties allows them to carry out their purpose without too much entanglement. They watch the other Changing Breeds, judge their actions, determine whether they have overstepped their purpose and execute them if necessary. The snakes have shadowed their steps and have been very good at what they do. They so carefully cloaked their activities that the only records remaining of their existence mourn them as peaceful, noble and proud.

The Changing Breeds believe the Nagah to all be dead, victims of the War of Rage, and the Nagah would like to keep it that way. After all, the other shifters would hardly look kindly on snakes who act as self-appointed judge, jury and executioner. Because of this, Nagah never stay in one area for more than a few months at a time. They move in "nests" of two or three, and report back to their leaders once or twice a year through mystical means.

No Nagah would ever allow her presence to become known to the Garou. However, the Nagah have noticed that the Wyrms' influence has grown out of proportion to what it should be, and so they work to restore that balance as well. Because of this, Garou might end up working with a Nagah and never even know it.

Mechanics

Nagah may take any Gifts related to stealth, camouflage, misdirection and assassination.

The weresnakes enjoy the five forms like Garou, with similar restrictions: Balaram (Homid), Silkaram (Glabro), Azhi Dahaka (Crinos), Kali Dahaka (Hispo) and Vasuki (serpent). The Ahzi Dahaka is truly a thing of horror — a magnificent hooded serpent with powerful arms, balancing on a thick trunk and tail between 16 and 20 feet long.

Nagah used to marry into the royal families of India, and took great pride in their heritage. As they spread beyond India, they mated as was convenient. Because the Nagah care more than most of the other breeds about blending in with the humans, they regard their Kinfolk highly. Nowadays, they are spread into every continent; the only restriction on their Kinfolk is that any snake they mate with must be venomous.

See **The Werewolf Players Guide** for more about the Nagah.

Black Spiral Dancers

Almost two millennia ago the Garou tribe of the White Howlers lived in Scotland with their Pictish Kinfolk. According to Garou legend, agents of the Wyrms



wiped them out. In truth the White Howlers, an extremely violent tribe, fell to the corruption of the Wyrms, and became the first Black Spiral Dancers — werewolves entirely in the service of the Wyrms. Today, as more and more Garou fall prey to apathy and anger, thus opening up their hearts to the Wyrms, the Black Spiral Dancers grow in numbers and power. The Garou have little idea just how strong the Spirals have grown. Their population now equals one-tenth of the Garou population, and while the other tribes decrease, the Spirals are on the rise, especially since they have few qualms about metis. Black Spiral Dancers have no taboo about mating with anything, resulting in a large metis population. The Spirals treat metis no differently than their other tribe members; indeed, metis often raise Spiral cubs.

While the White Howlers formed the original Black Spirals, any Garou who gives himself over to the Wyrms and walks the Black Spiral Labyrinth may become a Black Spiral Dancer. Spirals may subtly corrupt some Garou or blatantly abduct others. Through torture and exposure to toxins, Banes and balefires, they force the Garou to turn to the Black Spiral. Or they may take the “innocent” Garou and toss her straight into the Labyrinth, often destroying her sanity in the process. Others they keep as unwilling “breeders.” Since Black Spiral Kinfolk have occasionally managed to breed with other tribes’ Kinfolk, some Garou (particularly the Fianna and Silver Fangs, who drove the Spirals out of Scotland and settled there) possess a thin strain of taint through which the Spirals and the Wyrms manipulate them.

Most Garou think of Black Spirals as stupid thugs; the Black Spirals know better. Far worse than the head-on assault is the subtle whisper in the ear. Their totems taught them the more subtle ways of corruption, how to drive other Garou to into madness, self-doubt, greed, lust and ambition, and they have learned very well.

Black Spirals keep up corrupted underground caerns in places they call “Pits.” Labyrinthine underground tunnels mystically connect Pits, as Spirals cannot use Moon Bridges. Several packs allied to form a Hive serve each corrupted caern with the help of Kinfolk and local Wyrms-spirits.

The most obvious way to use Black Spiral Dancers in a game is as antagonists. When you really want to have a knock-down, drag-out, possibly-deadly battle, Black Spiral Dancers can give Garou a real run for their money. Don’t use them lightly, however. If there are Spirals in the area, then much more is going on than a simple combat. Perhaps one or more Garou might find themselves having nightmares of depraved *Past Lives*. Maybe they hear voices or are haunted by Banes. Perhaps something much more subtle is going on. Someone’s Kinfolk might also be Kinfolk to the Spirals, acting not entirely in the Garou’s best interest. Perhaps the characters must rescue a Garou who has been captured by Spirals and whose corruption has already begun. How do you help such a creature? And what if the only thing you can do is kill him?

Sample Deformities

The prevalence of metis, the proximity to toxic waste and radiation, and the Spirals’ long relationship with the Wyrms has led to a number of physical and mental abnormalities and deformities. These abnormalities are seen as blessings conferred by the Wyrms. Black Spiral Theurges spend a great deal of time researching a way to allow their metis to breed — luckily for everyone else, they haven’t yet succeeded.

The Black Spiral Dancers and their Kinfolk rarely look pretty. Spiral fur may be albino-white, black or even gray-green (of course, Spirals who started out as members of other tribes show a wider variety of appearances). They usually have hairless, batlike



ears. Some few may display an unearthly beauty, although their eyes tend to reflect their madness.

Insanity of one form or another is one of the most prevalent abnormalities among the Spirals. Those insane enough to present a danger to the Hive are used as shock troops and given an “honorable” death in battle against Garou or other Hive enemies. Those more subtly marked often rise to positions of leadership, revered for the touch of the Wyrn upon them. Amnesia is one common mental abnormality. Many Spirals forget their time before they danced the Black Spiral. Others may suffer from delusions, particularly delusions of grandeur. Some Spirals may develop the ability of berserking but have great difficulty containing their Rage; other emotional problems, such as deep depression or wild mania, also exist. Others might have hallucinations — these are seen as sacred visions gifted by the Wyrn. Some Spirals hear voices in their heads. Occasionally Spirals suffer from multiple personality disorder. Paranoia is a particularly prevalent disorder, along with masochism and sadism. Some Spirals lose their ability to empathize with others — useful in that these Spirals have no way to feel guilt at what they do to others but difficult in that they find it hard to understand and thus predict the actions of their foes.

Some Spirals look like particularly mangy Garou — their fur might be ragged or coming out in patches. A Spiral might not have all of their fingers or toes, or digits might be fused together. Limbs might be too short or too long or in other ways twisted. Blindness and cataracts are not unheard of, although if the Spiral doesn't learn to deal with it quickly, she may find herself someone's sacrifice. The same applies to Spirals whose deformities cripple them. Blisters or tumors erupt across their skins. Some have humped backs or cleft palates. Many Spirals don't pay much attention to their appearance, so crooked teeth and lank oily hair are not unusual. After that it gets weird — forked tongues, serpents' eyes, tentacles in odd places, strange growths, extra eyes, missing noses or other twists on the normal set of features exist. Spines may replace or supplement fur. Spiky protuberances may act as a natural defense or weapon; thick, platelike skin may form a crude armor. Eyes may lack lids, or use nictating membranes instead of lids. Talons may replace fingernails. Arms may end in tentacles or twisted claws. Teeth may drip venom or acid.

Spirals range in appearance from your average next-door neighbor to hideous monstrosities that could make most battle-hardened Ahrouns run in fear. Use deformities carefully, to achieve horror rather than laughter.

Mechanics

Create Dancers in the same way that you create other werewolves. They tend to have access to Ahroun and metis Gifts, although these gifts often reflect the Dancers' twisted nature. For example, *Heightened Senses* may result in a Dancer growing huge batlike ears. Dancers may be able to produce poisons as a Gift, or they may hurl balefire. Simply pattern their abilities after pre-existing Gifts and alter the visible effect to a nastier end.

Black Spiral Kinfolk often experience terrible nightmares, odd compulsions, emotional problems and derangements. Due to inbreeding and the taint in their blood, many of them possess deformities of some kind, whether physical or mental. Kinfolk may enjoy the same depravities as their Black Spiral relatives, or they may be used and abused for food, breeding or other types of fun. Many of them don't even know what they serve. Very few wolf Kinfolk exist. Black Spirals will breed with anything, even



the Kinfolk of other tribes (often distorting their memories with Gifts afterward), so you never know where Spiral Kinfolk and taint will show up.

Pentex

Pentex is the Wyrms' human arm in the world. Technically, Pentex is a single company, although it has grown so large that it is more a conglomerate of different companies operating under the aegis of one board of directors. Pentex finds ways to spread the Wyrms' taint throughout the world one way or another — through toxic "accidents," "helpful" medicines or even toys.

While Pentex may create fomori or hire Black Spiral Dancers, when it comes down to it, most Pentex operatives are human. If they went directly up against the Garou, they would die, and they know it. Subtlety is key, hiding behind layer upon layer of corporate doublespeak and the jingle of the business world. Most Pentex employees have no idea what it is they really serve: They're good men and women just trying to make enough money to support their families. They're unaware of the Wyrms-taint on them and are struggling too hard to put food on the table to think too much about Gaia. If the Garou kill these unwitting dupes they shouldn't be called heroes for it.

Use Pentex when you want an enemy on a different front, who can't be attacked and killed like a Black Spiral Dancer or a vampire. Pentex plans tend to build up slowly, so you don't notice what's happening until you've already fallen into their trap. Some of their products, such as King Beer, could slowly turn Garou into the monsters they claim to oppose.

It is Pentex's humanity that should make them as frightening as any Black Spiral Dancer — or more so. When a Black Spiral does terrible things to people, it makes sense (in an ugly sort of way); that's what the monster was created to do. But when people hurt and corrupt each other, it should terrify. They weren't created to destroy; they have no evil spirit inside of them driving them to violence. No matter the events that drove them to it, they *chose* to do what they did.

Divisions

The **Project Coordination Division** organizes the blatantly destructive activities of Pentex. The point of having one coordinating office is to avoid duplication of effort, accidents involving friendly fire and market clashes between different Pentex companies. If you're shooting at each other or vying for the same market share, you aren't getting as much done. The PCD also handles some aspects of public relations — which is to say, it tries to make sure that Pentex stays out of the public eye. It particularly tries to make sure that no one takes note of the ties between Pentex's subsidiary companies. The PCD also keeps track of the budgets of the various subsidiaries, making sure that the various books work out and that no one is trying to shortchange the mother company or its projects.

The **Acquisitions Division** watches over Pentex subsidiaries and holding companies. It acquires new companies for purchase by Pentex. It also handles relations and contact with most outside groups, such as Sabbat vampires and the Black Spiral Dancers. The AQD includes in its purview the collection of information on anyone and everyone, including Pentex's own employees. This collection involves everything from torture to kidnapping, terrorism to theft.



The **Operations Division** deals with day-to-day business, from mail delivery to requisitions for equipment to copier repair. This is the least supernaturally-oriented division as most of the jobs involved are mindless and repetitive. It is also the most indispensable division, as without it nothing at all would run smoothly. The OPD also handles human resources — hiring, firing, employee training, etc.

The **Special Projects Division** handles some very specialized research projects, including human and animal experimentation, fomori, taints, infestations, etc. This is by numbers the smallest division, but it has the largest budget. Project Iliad's purpose is to create and train fomori, and they experiment endlessly to produce more effective fomori. Oddly enough, this division is run by a Black Spiral Dancer. Project Odyssey works on the development of psychic abilities. They also do their best to recruit, kidnap, or kill any psychics they locate. Most of the SPD's psychics develop problems with paranoia and delusions as their powers grow.

Subsidiaries

Endron started out as just another oil company, but now has influence (and spin-off companies) in a number of related fields — refineries, a research and development section, Endron Technological Solutions, trucking, mini-marts, gas stations. It possesses international influence and specializes in brutally and savagely ruining the earth — taking natural resources in as harsh a manner as possible.

Magadon is a pharmaceutical and medical research company, and like Endron, it possesses an international reach. They dabble in advising and consulting to other companies, as well as pharmacy benefits plans and rehabilitation centers. They produce more than 600 different products for all areas of human and veterinary medicine, including reproductive health. Because the health industry is so closely watched, they do not corrupt as directly as most of Pentex's other subsidiaries.

King Breweries and Distilleries is a collection of seven companies, all centered around the production of alcoholic beverages, from beer to wine to hard liquor. King products do their work well — they're a little more addictive than other drinks, produce nastier hangovers, make drunks a little meaner and act a little faster to ruin your liver.

Avalon produces children's toys, everything from stuffed animals and dolls to toy trains and tricycles. They donate toys designed to promote violence and ruin children's self-esteem to orphanages. This is one of Pentex's most terrible branches because it strikes quietly and directly at the most defenseless victims.

Tellus produces ultra-violent computer games. Oddly they also produce educational software provided at large discount to schools. Lifelike gore and death pepper their products, and the company ruthlessly drives its competition out of business. Like Avalon, they do their best to promote violence, lack of self-esteem and brutality, although their audience is teenagers.

Black Dog Games produces roleplaying games that desensitize players to violence and encourage people to lose themselves in fantasies rather than doing something to help the world. It also quietly encourages parents to blame their children's problems on roleplaying games, rather than fixing the real problems.

Mechanics

Most Pentex employees are normal humans, although they might have some unusual Merits, Flaws and Backgrounds. Indeed, many are unaware of their "mission"



to destroy Gaia. Because of their proximity to various forms of Wyrmtaint (the cleaning supplies, the cafeteria food, the very building they work in), they will stink of the Wyrmtaint, although not necessarily by their deliberate effort.

For more information, see *Book of the Wyrmtaint, Second Edition* or *Subsidiaries: A Guide to Pentex*.

Fomori

When a Bane possesses a human, a fomori is created. With few exceptions a fomori can never be “freed” from his possession; the Bane isn’t released until the human dies. Most fomori are not affected by the Delirium; the more Wyrmtainted the creature, the more immune he is. Pentex injects its fomori with a serum that eliminates all susceptibility to the Delirium.

Pentex uses fomori as shock-troops. The more human they look, the easier it is for them to get close to Garou. They are not as powerful as Garou, but they can certainly be very dangerous, especially in any numbers or with equipment and backup from Pentex. Fomori may look and sound just like any other human until they breathe a cloud of poison in your face or vomit hydrochloric acid on your feet. They may be shambling monstrosities that barely show sign of their origins. They may be mindless shock-troops or cunning adversaries.

Fomori reek of despair, Wyrmtaint and a distinct lack of humanity — each one, whether she realized it or not at the time, sold her soul in return for power. And that power certainly wasn’t what she was expecting. If the Wyrmtaint wins, fomori are what the human race will become. Fomori are pitiful, wretched creatures who would be better off dead, but they once were human. They once had all the ability and promise that humans can have, and the loss of that is certainly a tragedy.

Character Creation

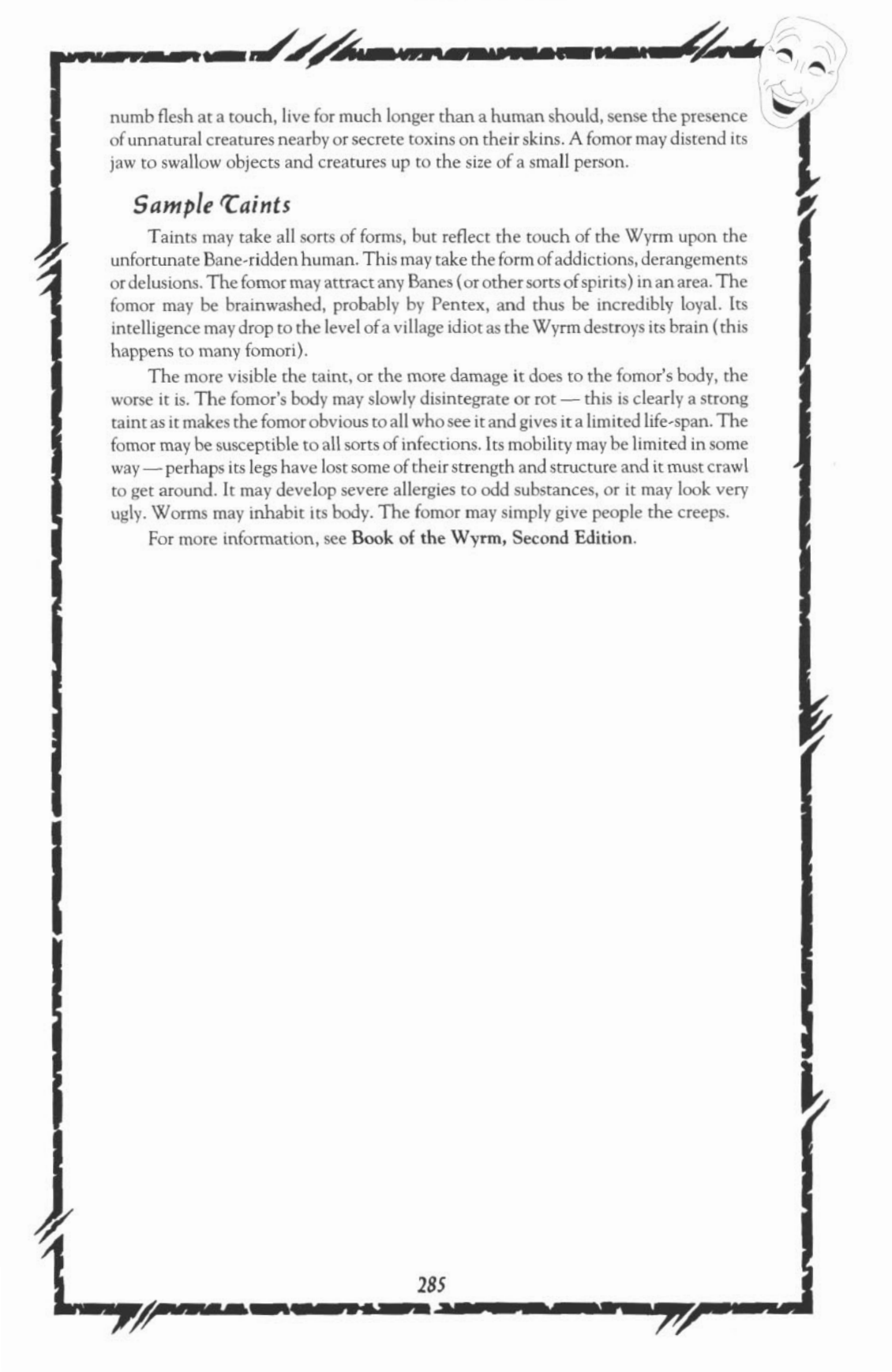
Build fomori as normal humans, then give them powers and taints. For each power they take, they should also take one taint. Make sure the taints and powers are approximately equal in strength. If you give a fomori a particularly powerful taint or power, you might create two weaker taints or powers to balance it. Most fomori do not have more than two or three powers; some very powerful ones might have four or five.

Powers are just that — odd powers fomori can use. Some examples appear below; others may be approximated with Gifts and spirit charms. Taints are the costs fomori pay for their powers, the mark that the Bane leaves on the fomori.

Sample Powers

Fomori powers may be fairly run-of-the-mill in nature: animal control, extra speed, unusual size, etc. Powers may represent unusual physical traits: extra limbs (allowing extra attacks), claws, fangs, horns, frog tongue, gaseous form, hide of the Wyrmtaint (acts as armor), lashing tail, plasmic form, poison tumors, rat head, regeneration, shape-change, venomous bite, wall-walking, water-breathing or wings.

Powers may be odd attack or defense mechanisms. Some fomori may go berserker. Others have barbs on their bodies. Some may breathe poisonous fumes or vomit acid on their opponents. Others have exoskeletons that protect them from attack. Other fomori may invade others’ minds, cause insanity, infect people with diseases at a touch, create spiderlike webs to entrap people in, change their coloration like a chameleon,



numb flesh at a touch, live for much longer than a human should, sense the presence of unnatural creatures nearby or secrete toxins on their skins. A fomor may distend its jaw to swallow objects and creatures up to the size of a small person.

Sample Taints

Taints may take all sorts of forms, but reflect the touch of the Wyrms upon the unfortunate Bane-ridden human. This may take the form of addictions, derangements or delusions. The fomor may attract any Banes (or other sorts of spirits) in an area. The fomor may be brainwashed, probably by Pentex, and thus be incredibly loyal. Its intelligence may drop to the level of a village idiot as the Wyrms destroys its brain (this happens to many fomori).

The more visible the taint, or the more damage it does to the fomor's body, the worse it is. The fomor's body may slowly disintegrate or rot — this is clearly a strong taint as it makes the fomor obvious to all who see it and gives it a limited life-span. The fomor may be susceptible to all sorts of infections. Its mobility may be limited in some way — perhaps its legs have lost some of their strength and structure and it must crawl to get around. It may develop severe allergies to odd substances, or it may look very ugly. Worms may inhabit its body. The fomor may simply give people the creeps.

For more information, see **Book of the Wyrms, Second Edition**.



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