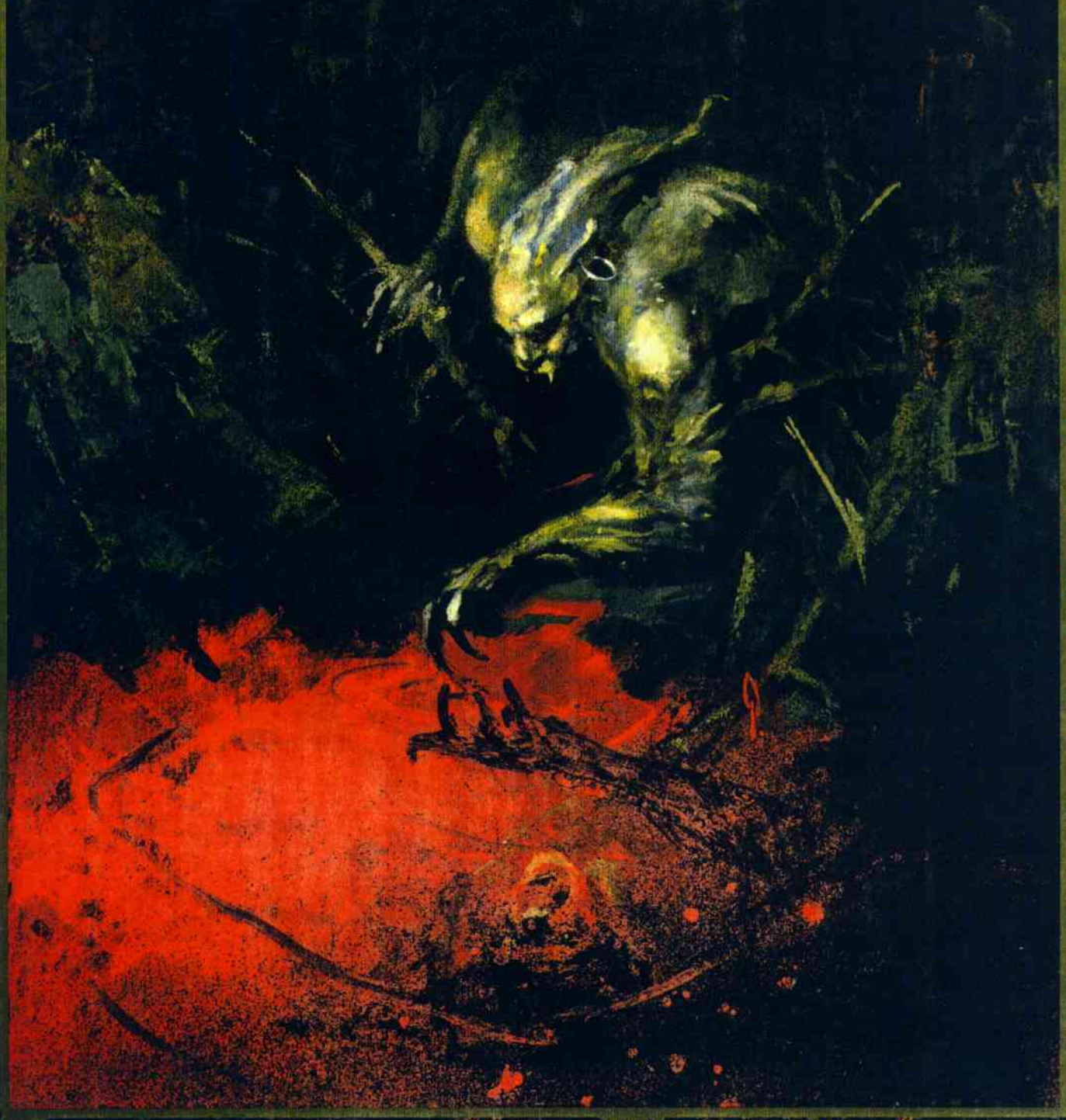


U M B R A

THE VELVET SHADOW™



*The Spirit World Sourcebook
for Werewolf: The Apocalypse™*

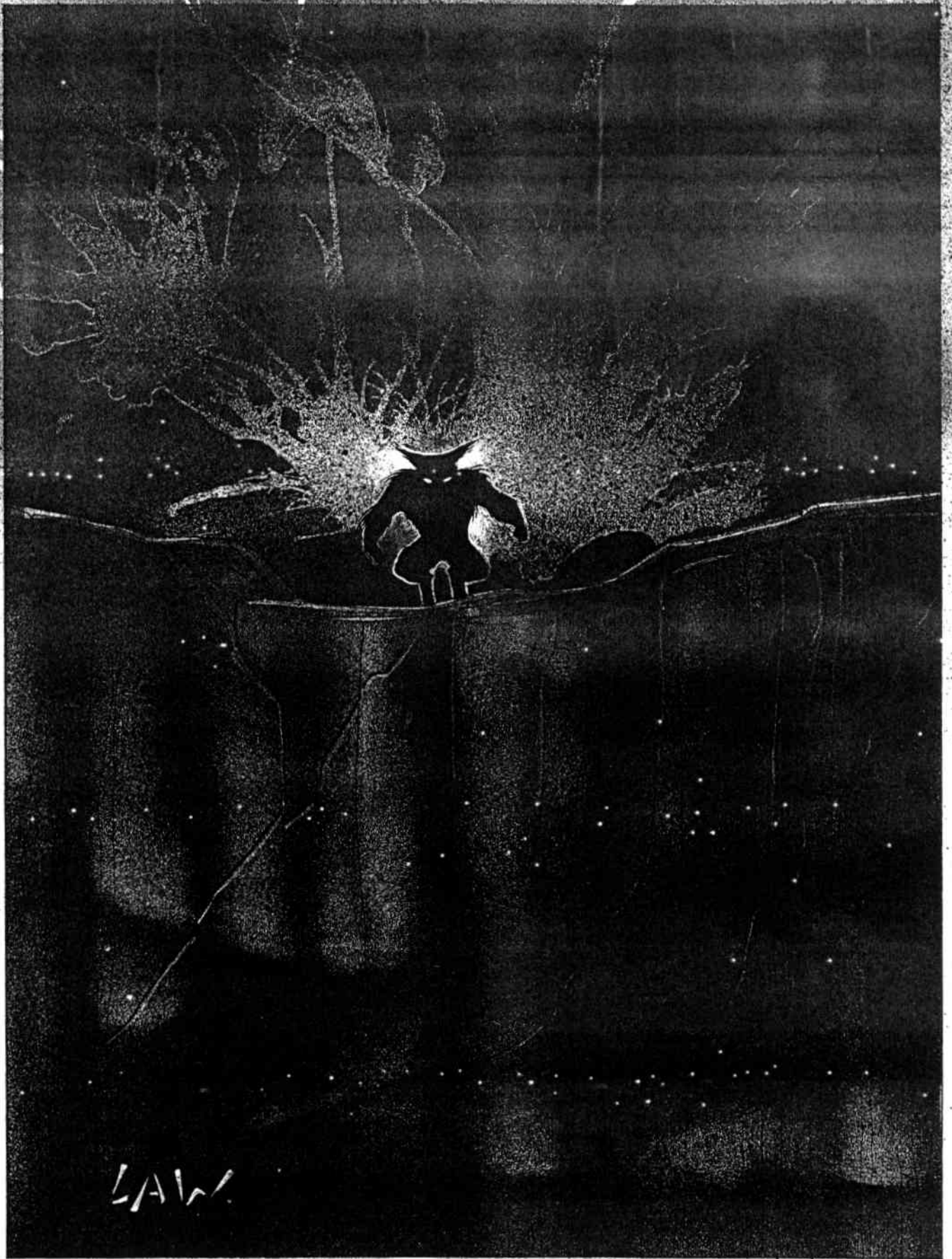
UMBRA

THE VELVET SHADOW



The Spirit World Unveiled

by Daniel Greenberg and Harry Heckel



LAW

LEGENDS OF THE GAROU

Through the Shadow

O children! Hear my sad tale of woe and degradation... of strife and yearning... of joy and triumph! Listen and heed well, for I shall sing secrets for you....

Once, my children, once the Umbra was our loving home. It was not this desolate spiritual wasteland you see before you, but a land of living soul made manifest. Every tree could become a different creature with but a thought, and the rocks sang sweet songs. Water rolled uphill, and the birds hunted the cats. The clouds rained sweet honey, and we flew among them without fear. The sun sometimes lingered in the sky for many moons, and the moon dwelt among us as a trusted friend.

Once our world was One. The One was Gaia, and Gaia was whole. She was an endless cycle of birth and rebirth that followed the simple path of creation, pattern and destruction. We were the world, and we were made of one substance. We were One.

When the Wyrn turned, the world was torn. Flesh tore from spirit, and spirit fell from flesh. All the living world screamed in unendurable agony as Unity collapsed into two halves. That scream still echoes throughout the newly formed physical and spiritual worlds. Ripples of grief and abandonment have been carried to every corner of every world.

Many creatures perished. Many others were forever crippled and deformed. Many went mad. The few survivors wept at all they had lost. The weeping goes on. When we howl for Gaia, we howl to lament the annihilation of our once whole and unified world.

Like a mother torn from her child, the worlds of soul and matter yearn to be One again. They bloody their fingers trying

to reach through the wall between them. That wall is the Gauntlet, and though it separates the two worlds, it connects them as well, for there are holes in the wall. There are breaches in the mountain; bridges cross the chasm. Within those fissures, above those spans, the Spirit Warriors make their greatest journeys. We seek to understand both worlds, grasp them in our furred fists and bring them together as One. All the perils of both worlds are not enough to stop us.

Through our acts of aising we reach into the Umbra and learn of the wonders therein. All the miracles of the Umbra were once a common part of our lives. Now they are enigmas, wrapped in mystery. We must unravel this tangled skein if we are ever to weave the tapestry of a whole and living world.

So my children, you were born as beings of two worlds—welcome in both, but at home in neither. You have no place to lay your weary head. Animals, including human animals, are unaware of the other world, though they may be awakened to it. Spirit beings, like elementals and Banes, are often unable to reach the physical world, though they are often eager to do so. But you, my child, are made of a form long faded from both worlds. You hold within your hearts the blood of the living goddess, and that blood will carry you from here to there and deliver you safely back.

In the spirit world you can feel your true nature. Mired in the physical world, we fight to shift our form. In the Umbra, changing form is effortless. It is as easy as wiggling your toes. We are not restricted by physical needs of the body. We can live without eating or sleeping. This is so liberating that some Garou choose to live all their life in the Umbra. Heed me well

when I tell you that choosing one world would be a tragic mistake. Garou who live too long in one realm begin to disconnect from the other. A Garou who reveres the Umbra in such a way that he forsakes the material world may well discover that he cannot return. He has disconnected from the physical side of his being, existing like a phantom of his former self. Only a great quest can undo this. Likewise, Garou must not refrain from entering the Umbra, lest they lose their ability to pierce the Gauntlet. We are creatures of the Wyld and must never become so complacent in any one world that we stay there. We must be true to our Wyld hearts, hurling our bodies into the unknown with passion and courage.

The journey into the Umbra is fraught with peril. Danger is hidden behind every tuck and fold of alternative reality. But the rewards are so great that we shall forever venture there, forever testing our will against the forces of spirit. The single most fearsome moment I have ever encountered in the Umbra is the moment *before* stepping sideways. The terrors that overwhelm me are strongest when I summon the resolve to enter. Once I am in, my footing must be sure, for there is no turning back.

On my last sojourn, I sought the secrets of an aged pesticide factory on the outskirts of my bawn. Though it was shuttered and empty, we suspected it was responsible for the continuing seepage of poison into nearby aquifers. The area had suffered an outbreak of fomori, and we were determined to find the source. Our rituals indicated tainted water from the factory was to blame.

I ventured into the factory with my pack brothers. Soon we were ambushed by toxic Banes. We defeated them easily, but when we tried to clean the tanks, the poison seepage continued unabated. Strong spirit magic was at work. We left dejected and turned our pack's attention to greater matters. I returned alone.

That was my first mistake. The Umbra has special hazards for the solitary traveller. Remember that.

Facing the vast, empty factory without the comfort and camaraderie of my packmates chilled me. Its great hollowness mirrored the terrible spiritual emptiness of the Banes and their creators. The physical poisons of the pesticides mocked me, warning that pollution of the soul lay in the direction I faced. I felt a moment of weakness, I do confess, when I considered turning and fleeing from the hateful place. No one would know of my cowardice, no one but me. But I stepped sideways, flipped over backwards, and wrenched free of the solid ground beneath me. I felt I was growing a thousand feet tall as inner space descended upon me. Then I glided into the Penumbra—the spirit shade of the physical world.

The forest behind me took on a lush, opalescent glow. The sky beyond the factory windows shimmered with the luster of pure sky. My body became a supple river of unsurpassing grace. My fetishes seemed to move with lives and personalities of their own. But the building around me darkened and filled with piles of decaying dust: spirit fragments of the invisible poisons that even now seeped into the ground water.

I stole through the factory, my every bristling hair tuned to sense danger. I beheld the rendering vat. A great tub stretched out before me, filling with great drops of black bile. Every time the bile would fill to the top, a valve would open, and the vat would vomit its contents onto the floor. Poisonous fluids would seep through cracks in the concrete and sink into the thirsty earth. Even though the factory was long closed in the physical world, the evil matter continued to seep in from the Umbra. I followed that trail of inky sorrow to its source, a small pipe in the wall. Summoning the power of a fetish, I tore down the wall. Behind lay gray, twisting emptiness and the single pipe stretching into the distance. I had discovered the passage into the Near Umbra.

The pipe continued to drip. After a moment's hesitation, I stepped forward into the gray haze. I gripped the pipe and followed it into the murky, undefined land between realms. The haze grew thicker and noxious, taking on an odor that was painful to smell. Rusted, hulking metal columns rose up in the distance. Flashes of red sparks burst in patches in the distance. Groans and clanks filled the thick air. I scampered along the pipe like a rat on a fence until the haze cleared. I could see that I had come to a blackened, blighted land. I knew the name for this realm: The Scar.

Along rickety scaffolding, thousands of emaciated humans toiled over greasy, clanking machinery. I was horrified to occasionally see a human body topple headlong into the relentless jaws of the rattling engines. The machine would slow for a moment, as if it was having difficulty chewing, then rattle up to full speed again as blood spurted and the screaming stopped. I confess that the ghoulish sight left me both vaguely amused and terrified.

I followed the pipe up a building's edge, around a great bend, and right into a nest of toxic Banes. I tore into them furiously, and at length I defeated them. The human drones, who fled their posts at the sounds of battle, now crept back to see a great wolf bleeding from a thousand cuts filled with poison. They watched as I disemboweled the chief Bane, whose excreta became the bile that filled the pipeline. I then tore into the bloated sac on which the chief Bane sat. It was a Gnosis battery, and it poured out sweet Gnosis. I was strengthened in spirit, even as my body was failing.

The dispirited humans snapped to attention as their stolen Gnosis was restored, and they cheered for me even as I began to sink to the ground. Their leader approached me tentatively. He handed me a small, greasy vial of a strange pink liquid. It was not an antidote, he said, summoning all his courage, but it would slow the spread of poison within my system. I took it gratefully. We thanked each other and fled the building as a new patrol of Wyrms converged. The humans took me to a great tank, where stagnant, oily water bubbled slowly. I froze with fear for a moment, then dove in and swam.

When I emerged, the horrid smell was gone, replaced by the tang of cordite and steel. The sound of an explosion in the distance pierced my ears like a skewer. I was in the land called the Battleground. I fled from the exploding shells, searching for shelter. Ignoring the sting of the poison in my cuts, I ran

through rivers of mud from which protruded hands and legs. Heads with gaping mouths and swollen eyes stared at me out of the muck. A relentless drizzle kept my fur damp and heavy. At length I saw a plain ahead where many roads converged. A great signpost rose from the ground at the junction.

Two great armies clashed on the plain ahead, and deadly pellets flew through the air. One side would gain a few feet before falling back. I cowered in a small foxhole, but soon saw my opening. I changed to Homid form and donned a muddied trench coat. I picked up a gun from a fallen soldier and roared. I charged the plain, spraying bullets everywhere. The troops behind me rallied and ran with me. A few pellets struck me, but did not injure me severely. I felt my hot, tainted blood pound in my temples. The flush of the glory of war was upon me. If I were to die this day, it would be in glorious battle, not huddled in a pool of poison.

My "fellow" troops fell all around me, but miraculously, I reached the signpost unscathed. I fell away from the battle as my "fellows" surged past me, flush with victory. As the battle passed me by, I read the signpost. The sign was made of bark, and it held writing in Garou runes. The word inscribed was *Pangaea*. I followed that path and left the glory of war far behind me. It was only then that I realized the folly of my battle lust. Though I led my side to victory in the battle, my triumph was for nothing. The men were not my allies, and the cause was not my own. It was a hollow victory against those who had done me no offense. I pondered the lesson as the pain of the poison returned.

As I trudged, sprouts of green appeared along the road. The gray drizzle turned to clean rain, and the sky brightened. Pink clouds emerged from an azure sky, and trees loomed large in the distance. The air smelled sharp and pure. All around me, savage beasts gibbered and called out as they passed. Titanic lizards lumbered in the distance. I had reached the heart of *Pangaea*.

I came upon a race of leopard men who called to me from the trees. They dropped from their jungle perches to surround me. They regarded me warily, no doubt smelling the Wyrms upon me. I called out to their leader, who approached. He called out a blood curdling cry that made the birds scatter and brought sudden stillness to the jungle. I drew in a deep breath, but realized that in my weakened condition I could never compete with him in volume. I had to defeat him with cunning.

I recalled a tune taught to me by an itinerant Fianna. I launched into a stirring rendition of the vocal section of Beethoven's Ninth Symphony. At first the leopard man troops burst out laughing. A glare from their leader silenced them. But I persevered, and slowly, slowly, the universal power of the *Ode to Joy* calmed them. As I built to the last chorus, they began to hum with me, primitive throats struggling with the German poetry. When I finished, we were warm friends. They walked up to me as I collapsed from fatigue.

When I was revived, my wounds were healed and my body felt stronger than it had in years. I drank in great gulps of the clean air. It was not like the air on Earth. My lungs didn't ache when I breathed deeply. The leopard men regarded me with the greatest curiosity. We ate and drank together, and at night we danced before a great bonfire. Their loregiver told a tale of a great land on the edge of *Pangaea*'s great pine forest where great, gray Garou gather on icy fjords. My heart raced, and I asked to be taken there. The next day, three leopard men and I set out into the forest primeval and headed north.

After dodging flying raptors and evading stampeding thunder lizards, we came to a place of ice and snow. I bade the leopards farewell, and this time I shouted their terrifying cry to salute them. They sang the final chorus of the *Ode to Joy*. The next weary traveller to their land will be greatly shocked when they sing for him.

I trudged through lands of ice and snow, feeling all the while oddly at peace, as if I were coming home. Ahead I heard singing, and I saw a great hall. I ran forward, but my brother Fenris Wolves ambushed me. We fought tooth and nail, and when they could see I was no weakling, we called a truce. I banded with them and walked forward. A great rainbow bridge appeared before me, and we entered the lodge. What transpired in the Get of Fenris Homeland is for Fenris ears alone, as is my adventure on the Rainbow Bridge. Suffice it to say that my Fenris allies showed me the way back to the physical world, bypassing every trap that the Umbral spirits had set for travellers.

So I say unto you, my cubs, journey into the Umbra. Only in the other world can we rediscover our ancient heritage and make it accessible in this world. Only there will the Wyrms be destroyed. Only then may Gaia be healed. Then the world will shine with the purity of completeness.

— Gunther Stone, Get of Fenris Galliard



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Jim "Magic Bus" Townshend, for being the first back from Gen Con '93 in his truck.

Mike "Meichebuster" Davis, for killing Pentex execs for us. Our thanks, mighty Garou!

Dedications

To Walt Kelly, who understood the other world where animals walk like men and men behave like animals.

Yep, son, we have met the enemy and he is us.

— Pogo, Pogo (Earth Day, 1971)



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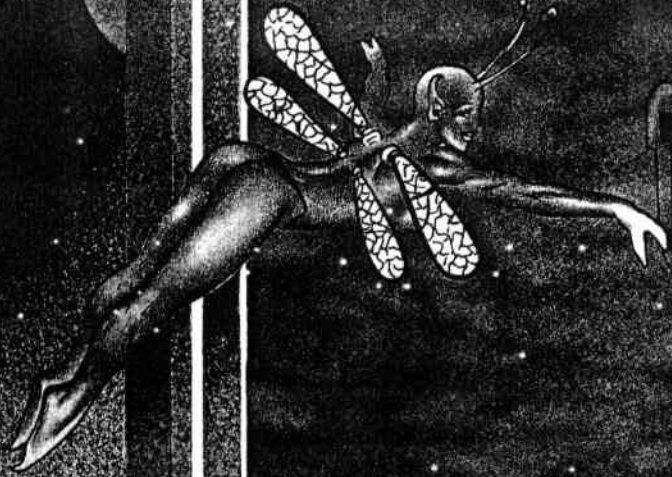
UMBRA

THE VELVET SHADOW

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Welcome to
ARCADIA



Introduction

There is another world, but it is in this one.

— Paul Aluard

The shadow world enwraps you like a warm curtain; dark, musty and very old. Turning sideways, you slip, very carefully between the folds of this world and the next. Turning gently sideways, like an actor sliding between the overlapping, pleated stage curtain into the funfair realm of the theatre. Like a lover slipping between the sheets to paradise.

You are in the realm of the Umbra. You have offered yourself to the velvet shadow, and it has taken you.

Umbra: A Realm Apart

The Umbra is a place of vast excitement and ferocious terror. To journey into it is to embark on the most frightening, exhilarating, illuminating experience possible. All things exist in the Umbra, the Old Ones say. If you look deep enough, you can find your heart's desire— if you are not destroyed by your own ambition first.

Restless young Garou dream of the day they will first step over the threshold of dream and emerge in the land of unending wonder. Old Garou look back with deep satisfaction and grave thanks to Gaia for helping them survive their forays beyond the wall of sleep. Other Garou in the sept shudders to think about their last visit. They tremble when contemplating their next visit, but they know they will go. All the terror in the

thirteen realms is not enough to keep them from the rich rewards that come from challenging fear and triumphing in the Umbra.

The Umbra and You

The Umbra makes an outstanding setting for adventures. It is a world of endless variety and limitless possibilities. Because it is a place of raw spirit, it can take on any form. A Storyteller can devise any situation or scenario he chooses and manifest it in the Umbra, unfettered by the dictates of "realism."

Because the Umbra is uniquely tied to the earth and the Wyld, werewolves have a direct kinship with it. The shamanic Garou are sensitive to matters of the spirit. They understand its ebb and flow, and can tap into it. They did not build the Umbra, but they are the inheritors of those that did. The spirit world is their birthright and their legacy.

Theme

The Umbra is a place of mystery and discovery. There are grave threats and great rewards in the spirit world, and it is often difficult to tell one from the other. But everything in the Umbra, helpful and harmful, is awe-inspiring.



The theme is revelation. A game in the Umbra is built on uncovering that which is hidden or obscured on earth. In the Umbra, illusions from earth are exposed for what they are. Clever Garou can go to the Umbra to reveal knowledge that has been lost. In the end, the greatest mystery is not of the Triat, or even of Luna or Gaia. In the end, the greatest quest and the most profound answers come from the revelation of an inner mystery. Sometimes a pilgrim will come to the Umbra to solve problems in the world. She will often end up solving riddles about herself.

Mood

The Umbra is a vast, frightening, exhilarating place. It dwarfs even the mightiest Garou. There are three strong moods here. The first is fear. The second is the terror and joy that comes with the first surge of courage. The third mood is triumph, as the Garou emerges victorious over both his adversary and his fear.

The greatest mood is splendor. The Umbra is the spiritual home of the Garou, and even though it is an unforgiving, Weaver-wrapped, Wyrn-tainted landscape, it is also the first-born of Gaia. The spirit world is filled with enchantment and wonder.

A Note on Other Sourcebooks

This book assumes that the Storyteller has the *Werewolf Players Guide* (in addition to the basic rulebook). The sourcebooks *Book of the Wyrn* and *Ways of the Wolf* can be helpful. They are referenced frequently in this book. Other sourcebooks, for both *Werewolf* and *Vampire: The Masquerade*, can add to the detail of any chronicle taking place in the Umbra.

This book can also be used with *Mage: The Ascension*. The Umbra travelled by the mages is somewhat different from the Umbra presented in this book. The spirit world explored herein is that of the Garou, and it is a very shamanistic, primitive place. This book can be used in a *Mage* chronicle, but it should be emphasized that only the Dreamspeakers would feel fully conversant with and ready to accept many of the mysteries revealed here. Information on the astral planes encountered by the mages (and some Stargazers) will be provided in forthcoming *Mage* sourcebooks.

Recommended Books and Films

Many books and films convey the feel of the Umbra, a place of magic, wonder and spirit where the rules work differently. Below is just a bare sampling.

Books

Folk tales, myths or legends from countries around the world are helpful, especially Native American, Australian Aboriginal and African stories. Creation myths from these cultures are the best for providing a feel for the cosmology of the spirit world. It cannot be emphasized too highly that reading mythology will do more for your game than any science fiction or fantasy retelling can. The following books are especially useful:

- **The Hero with a Thousand Faces** by Joseph Campbell. This is the best all-around book on the meaning of mythology. A must read for anyone who wants a greater understanding of the importance of myth today. Also recommended: any works by the psychologist Carl Jung, a great influence on Campbell.
- **American Indian Myths & Legends** compiled by Richard Erdoes and Alfonso Ortiz. One of the best collection of Native American myths and legends. It includes many creation tales, trickster tales and heroic tales.
- **The Kalevala** various translations. This is considered to be the Finnish national epic, woven together from oral songs of the nomadic Finnish people, stretching back to their ancient beginnings. J.R.R. Tolkien was greatly inspired by this book when he wrote *The Silmarillion*. Its creation saga and the tales of the Finnish hero Väinämöinen are a great source for legendary adventures in the Umbra.
- **Alice in Wonderland** and **Through the Looking Glass** by Lewis Carroll, for obvious reasons...

Films

The one thing that can be said about all of the following films is this: *see them*.

The Adventures of Baron Munchausen (or any film by Terry Gilliam), *Altered States*, *Alice in Wonderland*, *Alice Through the Looking Glass*, *All That Jazz*, *Buckaroo Banzai*, *Dreamchild*, *Dreams Come True*, *Dreamscape*, *Explorers*, *Into the Woods* (a film of the Steven Sondheim play), *Labyrinth*, *Made in Heaven*, *A Midsummer Night's Dream*, *Navigator: A Medieval Odyssey*, *The Never Ending Story*, *The Singing Detective*, *Time Bandits* (Terry Gilliam again), *2001: A Space Odyssey*, *Quintet*, *Prisoners of the Lost Universe*, *Slaughterhouse Five*, *Watership Down* (read the great book by Richard Adams) and *The Wizard of Oz*

A Lexicon of Umbral Terms

Airts: The magical paths within the spirit world, e.g. spirit tracks.

Aisling: A journey into the spirit world.

Awen: The sacred Muse, the creative impulse. It is said to actually be a spirit, but it has never been found. Moon Dancers will periodically go on quests for her.

Blight: Any corrupted area either within the spirit world or physical reality. Also a domain tainted by the Wyrms and the Weaver.

Caern: A sacred place, one of the meeting spots of the Garou where they can come into close contact with the spirit world.

Celestine, Greater: The greatest of the spirits, the closest thing the Garou have to gods: Gaia, Helios and Luna.

Celestine, Lesser: Among the most powerful of spirits. Many were worshipped by ancient man as gods.

Deep Umbra: The aspects of the Umbra that are not of Gaia, but are only found away from The Realm. Reality becomes more and more fragmented the farther out one gets.

Domains: A part of Umbral reality that is sustained by spiritual power from some other area.

Emanations: Spirits who resemble a dead being, often believed to be the ghost of that being, although many Theurges believe them to be shadows of the departed.

Epiphs: Strange domains of thought, accessible with the Stargazer Gift: Astral Mind.

Gafflings: Simple spirits, usually without free will. Tools of Jagglings and Incarna.

Gaia: The earth and related realms, both in physical and spiritual form; the Mother Goddess.

Gauntlet: The barrier separating the physical world from the spiritual world. Garou can pass through this barrier to enter the Umbra. It is weakest in wilderness areas and strongest in the cities.

Hellhole: A Wym domain probably connected to Malfegas.

Incarna: Children of the Celestines, but still greater spirits by any measure; demigods.





Jagglings: Client spirits of Incarna.

Malfeas: The realm of the Wyrn in the Deep Umbra. For more information, see *Book of the Wyrn*.

Membrane: The barrier between the Near and Deep Umbra; also called the Horizon. Anchorheads must be used to pass this barrier.

Mini-realms: Small spirit realms with no energy flowing to or from them.

Mirror Zone: A frightening, perverse and poorly understood Zone that lurks along the Gauntlet between the physical world and the spirit world. It looks like an almost perfect replica of earth. The Mirror Zone traps Garou in nightmarish situations by fooling them into thinking they are back in the physical world. Also called the Flip Side, the Twilight Zone and the Mirror World.

Moon Bridges: A gate between two caerns which appears during ceremonies held at such a place. A Moon Bridge provides protected travel through the Aetherial Realm, connecting two areas together, either on the physical plane or in the Umbra.

Moon Paths: The pathways of moonlight that connect the Umbra at night. The most common means of Garou travel to locations in the Umbra.

Near Umbra: The part of the spirit world that exists around Gaia between the Membrane and the Gauntlet.

Null Zone: A strange "Backstage in the Tellurian" Zone little understood by the Theurgues.

Pack Totem: A Totem Child chosen as a Totem by a pack. They may become very powerful.

Penumbra: The area of the Umbra directly across the Gauntlet from earth. Also called Earth's Shadow, Earth on the Umbra and the Soul Land.

Periphery: Also known as the Soft Umbra, the area of the Umbra that touches the lives of normal people.

Phragments: Unfulfilled dreams given life as spirits.

Reaching: Travelling into the spirit world.

Realm, The: Term used to refer to Gaia (when capitalized).

Realms: The worlds of "solid" reality that exist within the Tellurian.

Realm-System: What is presented in this sourcebook; a collection or organization of realms.

Spirit Gates: Holes in the Umbra allowing instant travel from one area of the Umbra to another.

Spirit Tracks: Pathways taken by spirits through the Umbra; airts.

Stepping Sideways: Entering the spirit world. This term is exclusive to young Garou. Most elders consider it flippant and disrespectful.

Sub-realms: Umbral locations reflecting the Near Realms or The Realm but with enough spiritual energy to sustain themselves.

Subway, the: The mysterious underground cross-Umbral train of the Bone Gnawers.

Tellurian: The whole of reality.

Totem: The spirit taken by an individual or tribe to represent its inner nature.

Trod: A faerie domain, probably connected to the Fianna homeland or Arcadia Gateway (see pp. 151-152 of *Werewolf*).

Umbra: The nebulous plane that exists around each realm.

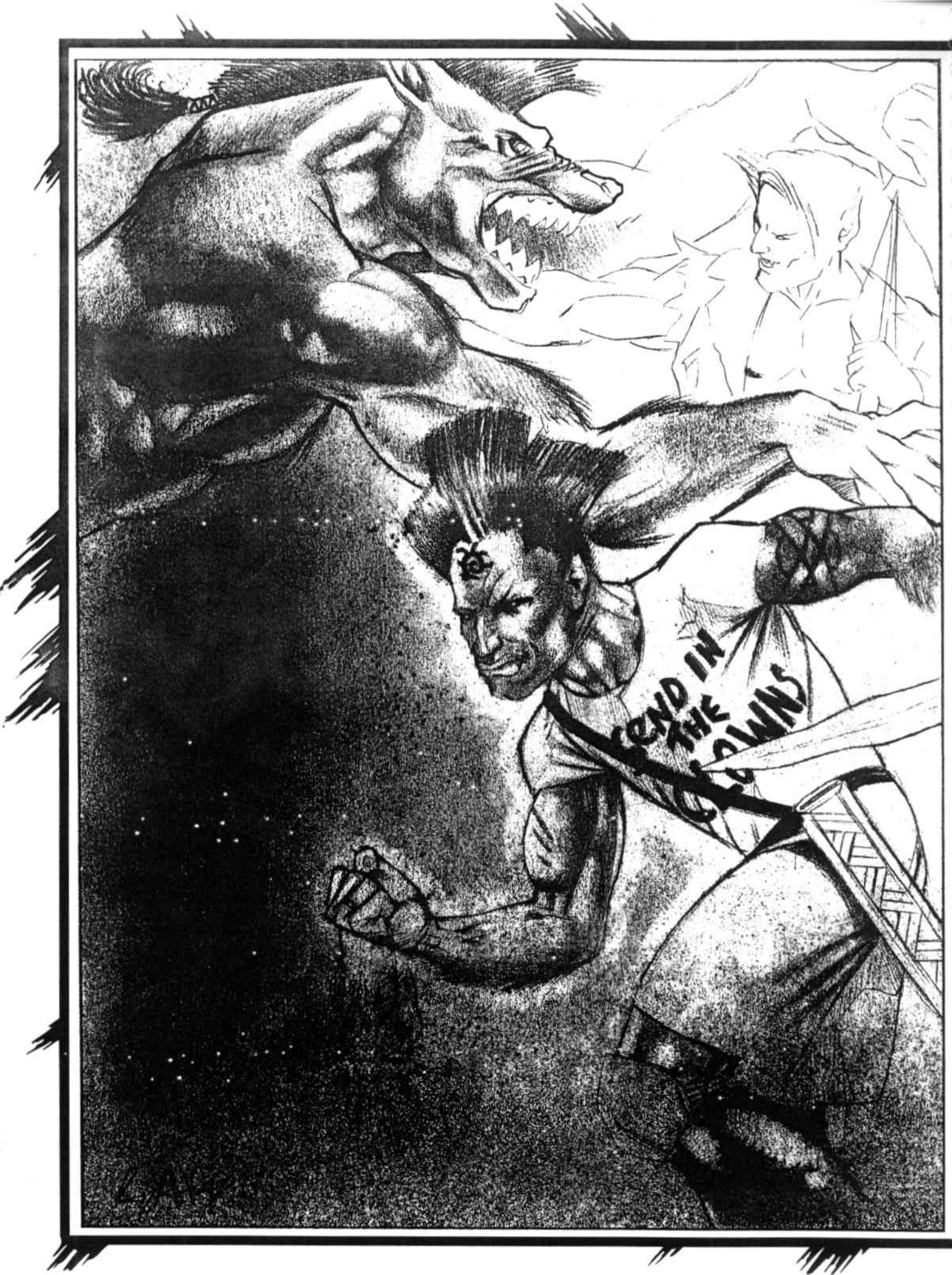
Virtual Odyssey: An aisling or reaching into the Computer Web of the CyberRealm.

The Wagnerians: A group of Garou mystics who are trying to make contact with the Gaia spirit of another Realm-System,

which they believe must lie somewhere within the Deep Umbra. They hope that somehow the spirit realm they seek will be able to save this one. They travel on some of the most lengthy and dangerous spirit journeys ever attempted, going deep into the Umbra. They claim to be having some success.

Web: A domain of the Weaver; part of the Pattern Web which may be used as a path through the Umbra.

Zones: Mysterious areas of the Umbra that do not seem to fit with the rest of the Realm-System.



Chapter One: Cosmology

*We shall not cease from exploration
And at the end of our exploring
Will be to arrive where we started
And know the place for the first time.*
— T.S. Eliot, "Little Gidding"

What is the Umbra?

The Umbra is a realm of pure spiritual energy that defies all natural physical laws. It can approximate any conceivable state of being. The Umbra coexists with the physical world, but lies apart from it at the same time. The spiritual world affects the world of matter and is, in turn, changed by it. The Umbra is all around us, but still removed from us.

Though it is intimately connected to the physical world, it is invisible to most living beings, the part of the world that most men cannot, or *will not* see. It is as much a part of us as the dark, seething, inner urges that lurk around the corners of our minds—difficult to accept, but impossible to completely ignore. This dream realm builds us and is in turn rebuilt from our dreams.

The mysterious realm of the spirit reflects life on the mundane world. It has many eerie similarities to the world around us, but it goes far beyond the world we know.

The Spirit World and the Spirit Wolves

The werewolves are creatures of two worlds, but are at home in neither. Like restless nomads, they shuttle from a hostile, human-infested physical world to a frightening, Wyrn-corrupted spiritual world and back again, seeking beyond the horizon a solace they have never known.

The physical world is a landscape of unendurable beauty, breathtaking wonder and subtle menace. So, too, is the Umbra, except the wonders are even greater and the menace is not so subtle. The dangers and perils of the Umbra dwarf those of the physical world, just as the stunning Vistas of the Umbral horizons dwarf those of the physical world.

These two worlds are one; their unity divided an eternity ago.

The Umbra grows from the physical world, surrounding it like swirling tides of orbiting spirit stuff. It surrounds, but never touches: always of the world, but always apart.

Mood and Mechanics

Werewolf: The Apocalypse is a storytelling game and is deliberately stronger on mood than mechanics. The Umbra is a vast and complex place. It's easy for a Storyteller to get as lost here as the Garou. To see you through these adventures, we recommend that you refer to your imagination instead of the rules as often as you like. The Storyteller's imagination is a far better guide than all the dice, rules and mechanics we can create. Once you have a feeling for the material, you may well surprise yourself at the stories you create. If any rule is a hindrance in this process, feel free to ignore it or scrap it altogether. Just remember that when you do this, the players are surrendering a great deal of trust to you. It is up to you to respect that trust.

Cast yourself adrift and see how it goes. The players and the characters will be flying upside down here—why don't you?

Slipping Away

In an ancient time that once existed but now never was, the spirit world and the physical world were one and the same. They were not cut from the same fabric; they were the whole cloth. They were not flip sides of the same coin, but were the indivisible face of reality. In a vast but subtle shift, this unified reality divided, lifting the spiritual realm from the physical. A thin membrane, called the Gauntlet, keeps the two sides apart. The Garou believe that this cosmological shift was the result of war within the Tellurian.

Some say the Wyrms became corrupt, causing the division as the first step in destroying the world. Others say the Weaver saw that all her work was meaningless and went mad, weaving insane pattern webs. They say she caught the Wyrms in her web. The Wyrms were prevented from balancing the universe. It could no longer pare back the Weaver's creations. The Weaver spun its webs out of control until it had roped off half the universe from the other half. The Wyrms went mad and now lashes out blindly at everything that exists.

This second theory has strong adherents among the wiser Garou, who say that all the wickedness and evil in the universe

Disconnection

Garou are meant to live between the Umbra and the physical world. If they stay in one, they begin to disconnect from the other.

For each full year a Garou spends in the Umbra, add one to the difficulty number of the Gauntlet to return to the physical realm. It is the same for each full year spent in the physical world. The longer a Garou stays in physical reality, the harder it will be for her to return to the Umbra. A quest in the other realm can overcome this disconnection.

can be traced directly to the Weaver spinning indiscriminately and the Wyrms destroying indiscriminately. All creatures suffer in the wake of so grave a cosmic error. The Black Spiral Dancers believe that the Wyrms implore the Wyld to intervene and rescue him and that their madness is directed at this aim. They want to break the Pattern Web and free the Wyrms. The labyrinth of the Black Spirals is part of the twisted Pattern Web. They need to be insane to move through it.

Humans and Spirit

As a result of this universal schism, humankind fell away from the spirit realm of infinite potentiality and slipped into a world of cold, hard facts and quantifiable, finite possibilities. In the quest for certainty, humans abandoned their sense of spiritual wonder and left it to spoil on the other side of the velvet curtain. Separated from the material from which they once built their spiritual life, humans fell, bereft and adrift.

With life suddenly devoid of its inherent meaning, humans tried desperately to fill their time with abject mockeries of the transcendence they fled. In a bitter travesty of transcendent bliss, humans now seek out similar sensations where they can. They turn to gambling, drugs, alcohol, destructive sex, television, excessive sleep, food, intellectualization and even other people to fill up the void left by the loss of the Umbra.

After an eternity of ecstasy in the effortless unity with Gaia, humans crashed into oblivion. They staggered, lost and alone in a world grown suddenly cold and hostile. They have forgotten.

But the Garou remember. They remember and return. There are many kinds of pollution, and the pollution of the physical realm only mirrors the pollution of the spiritual realm.

In many ways, the Umbra mirrors the lives, hopes and fears of the Garou. The Garou tend to think as a group, and they have a strong ability to project their inner feelings onto the

Scents of the Spirit World

The sense of smell is the vehicle for Garou to track and locate spirits in the Umbra. Animals on the physical plane use smells to interpret the world in ways that humans cannot. Garou may use their sense of smell to follow pathways and tracks through the Umbra, developing mental pictures of past events in the spirit world. Scent allows the Garou to follow airt. Through scent, they can find the Near Realms and their Tribal Homelands.

A Garou in Crinos, Hispo or Lupus form rolls Perception + Primal-Urge to find her way through the Umbra and create these mental images. The Primal-Urge score is limited by the character's Enigmas score. The difficulty is determined by the Storyteller, although three successes are needed to "see" specific past events in the Umbra. *Thunder-On-High, with Perception of 3, Primal-Urge 4 and Enigmas 2, can only roll five dice, since her Enigmas score is lower than her Primal-Urge.*



world. The Garou imbue spirit into the world, and that in turn defines the Umbra. In many ways the Wyrms are the repressed shadow of the Garou, the dark side they do not wish to face within themselves. They project onto the Wyld their feelings of a perfect cosmic mentor and project onto the Wyrms the form of their greatest enemy.

The Roles of the Auspices in the Umbra

Each auspice has a different view and role in the Umbra. Each one serves a purpose, and together the Moons can master any challenge in the spirit world.

The Ragabash in the Umbra

We are the New Moons, the questioners, the tricksters, the jesters. Of all the auspices, the Umbra welcomes us the most. We may not have the Gifts of the Theurges or the Philodoxes, but we are closest to the philosophical essence of the Umbra. Unlimited possibilities and rules of reality broken to pieces make up the spirit world. The Ragabash slips into the Umbra and unravels its true secrets.

It is our role to fit in where we are not invited. Nothing should block us—no thought, emotion or barrier. We must spread the influence of the Wyld, attack the Laws, and bring back into Gaia whatever we find. We must protect our fellow Garou through our creative thinking and scouting abilities.

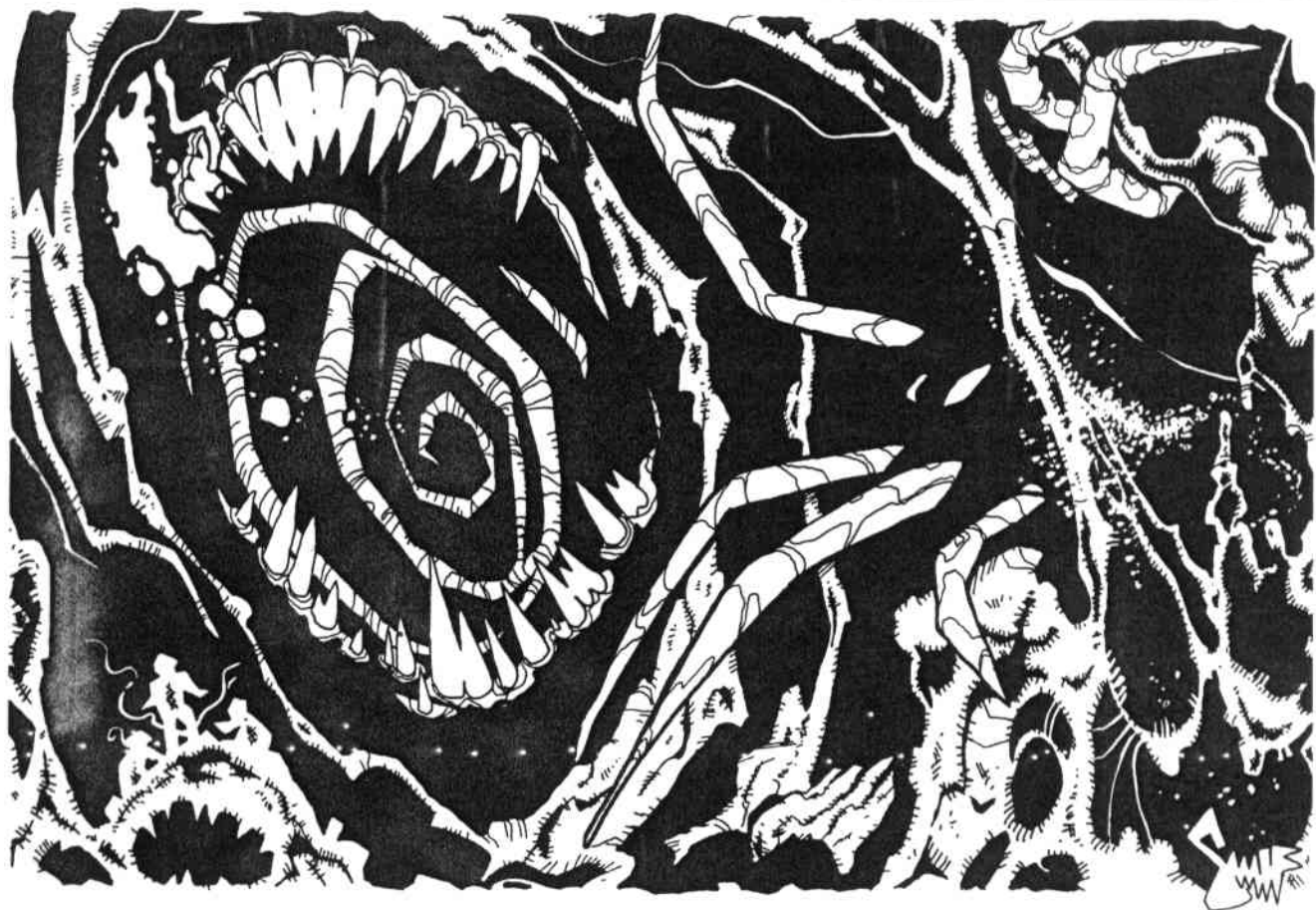
We laugh at the Wyrms, for the time when it believes it is strongest is really our time. We watch its Banes travel from its secret places in the dark. When Luna is full, we direct the Ahrouns to the heart of the enemy.

The Velvet Curtain protects us. We can step sideways and hide from enemies on Earth. We enhance our own stealth abilities by using the Umbra as an ally. Learn the other lessons of the Umbra. Go into the Umbra and speak to the great tricksters. Watch the other auspices and learn their secrets. Pay attention to men behind curtains. Expose what lies beyond the Gauntlet and the Membrane. Push back the envelope and defy reality as only a New Moon can.

The Theurge in the Umbra

So, you want to know what the Umbra means to the Theurge? Well, that depends a great deal on which one you talk to. Of all the auspices, Crescent Moons spend the most time contemplating the mysteries of the Umbra.

Our Gifts enable us to communicate with and understand the spirit world more easily than any other auspice. We must explore and question, ever searching, slowly piecing together the Umbral puzzle. However, each new piece of understanding leads to ten new enigmas. And once you've mostly finished the latest puzzle, you have to turn it around and realize that you only have a small part of a greater mystery. Time, space and any other "constants" are as variable as the winds. We have to learn how to ride the Umbral winds.



The other Auspices need our understanding of the Umbra. We are ultimately responsible for dealing with spirits and guiding our packmates along the Moon Paths between the realms. We are searchers, and the Umbra is the ultimate frontier. Cherish the joy of discovery and treasure your spirit allies.

The Philodox in the Umbra

The Umbra is a strange place, full of sights unseen on the Earth. As a Philodox, ensure that these new experiences do not provoke our people to forget our laws. The other auspices all have their roles within the Umbra. We are no different. However, our role must be one of balance, making the others remember that their actions in the Umbra have consequences elsewhere.

There are those among our people who would use the Umbra as their own without regard to the results. There are those who would push the limits of Gaia's tolerance without seeing that they may push too far. As the Philodox, we must see these things for them. As the Half Moon is the balance between dark and light, so must we be the balance between Wolf and Human, Weaver and Wyld, Spiritual and Physical. We must be the advocates of moderation and balance in all things, especially among the unknown and unknowable mysteries of the Umbra. Rein our people in, be sure that in their quest to protect, inspire, discover, and unravel, they do not forget that they are creatures of the Earth as well.

This does not mean, however, that you should not feel the power of the Umbra yourself. The Umbra is an incredible place for a Philodox. We have the power to command spirits, the building blocks of the Umbra. We receive ancient wisdom from the totems. These benefits give us both enormous potential and enormous responsibility. We must always remember our responsibility. We are judges, arbitrators and guides. Act with honor and be sure that your pack does so as well.

The Galliard in the Umbra

Remember. Many Garou believe they know what lies beyond the Velvet Curtain. Some ascribe systems and conceptions to it. Among the Glass Walkers, there are Garou who try to put the Umbra into equations. They don't understand the nature of the spirit world. If they did, they would realize that the Umbra is no one thing. It is the truth of every song ever sung. The spirit of the Umbra is the meaning behind our dances, the meaning of life itself. As each individual has her own dreams, thoughts and meanings, so do we all have our own visions of the Umbra.

The Umbra is where a Galliard's duties are the most important of all auspices. We are the shapers of dream and emotion. We must inspire and cheer our allies. We are the closest to the Umbra. The Umbra is where feelings become reality. The Umbra reacts to us, and we respond in turn. Help your packmates through the trials of their spirits. Every time the Gauntlet is penetrated, spirit can be lost. Know the spirits

you encounter, and sense and know what they do as well as what they are.

When you travel with your pack into the Umbra, soak in as much of the experience as possible. Every experience that you have moves you closer to what we once were, but can never become again. Remember. The Umbra is your realm, Galliard. Every story you will ever tell is in the Umbra. You must bring the Umbra back to the physical world, through your songs and your stories. When you are in the shadows, listen and open your companions' ears. Always maintain an open mind and heart.

The Ahroun in the Umbra

We are the spirit warriors. The most dangerous foes an Ahroun will ever face, the greatest challenges she will have to endure, all wait beyond the Gauntlet in the Umbra. Horrors from one's deepest nightmares are waiting. They wait to kill Garou who try to regain the spirit world that was once an intimate part of life.

A great Ahroun learns the value of wisdom as well as glory in the Umbra. Rage cannot overcome every foe in the spirit world. Sometimes it is more important to inspire packmates with leadership than to use claws. In the Umbra, an Ahroun must be fearless and decisive, not reckless.

There are two rules for Ahrouns in the Umbra. First, believe in yourself. Death may be a heartbeat away in the Umbra. The strange realms and domains of the Umbra may require an Ahroun to react without having a complete understanding of a situation. In these cases, an Ahroun must keep her own counsel and trust her instincts. Never let the spirit world drive you toward Harano.

Second, know your limitations. You can't do everything. Entire realms of war and suffering exist in the Umbra. Even the greatest Ahroun cannot win every battle. A true warrior recognizes when the time comes to fight and when the time comes to consider alternatives. Rely on your pack, and defend them to the death.



LADY

Chapter Two: Geography

Landscape of the Soul

For the Garou, the Umbra is as important as the physical world. The Garou are children of both worlds and live their lives between our world and the spirit world. Just as the physical world is the material body of Gaia, the Umbra is her spirit.

The Garou need the physical world for the matter that makes up their bones and blood. They need the Umbra for the "spirit stuff" that heals their wounds and builds their Gifts.

The realms of the Umbra belong to all of Gaia's children, but those not imbued with the energies of the Wyld are denied free access by the Gauntlet. The Gauntlet is a spiritual barrier that separates all creatures of Gaia from an essential part of themselves. The Umbra is essential for knowledge of Gaia, which leads to self-knowledge and understanding. The Garou strive to keep spirits as part of their lives, for they know that losing their spiritual birthright would mean losing touch with their Mother Goddess.

The Umbra reflects the thoughts, hopes and feelings of the Garou. Each Garou perceives the Umbra in her own way. The spirit world has its own reality. For spirits in the Umbra, the physical world seems to reflect life in the Umbra, although the geography of the spirit world is unlike the geography of the physical world. Reality in the Umbra is mutable; it is not bound

by logic. Wyld energy flows through the Umbrascap. Some pathways and regions are set, but they do not limit the existence of other areas, even contradictory areas. The Umbra can be conceptualized, but it cannot not be quantified.

This chapter contains guidelines for both Storytellers and players so that they may explore strange realms beyond the Velvet Curtain. In the next section are 13 Near Realms, several sub-realms, domains, Zones and other miscellaneous spirit constructs that make up the Near Umbra. As always, these areas and ideas are meant to be aids to storytelling, not hindrances. They should be different for each chronicle and each pack.

The Penumbra

Gaia is the center of the Realm-System of the Near Umbra. The entire Near Umbra is influenced by the spirit of Gaia. The thirteen Near Realms "orbit" Gaia. Because of Her importance, the nexus of Gaia, the Earth, is often referred to as The Realm. All of the other realms are referred to by their own various names.

Earth is bound by the Gauntlet. All other realms have a pericarp, or lesser Gauntlet, around them. Caerns are important to Earth because they exist where the Gauntlet is weak.



Spiritual energy can be manifested through them in The Realm. The area of the Umbra corresponding to and co-locational with the physical world is called the Penumbra. This is the area that has been detailed the most in previous *Werewolf* supplements.

The Umbra possesses certain qualities in the Gothic-Punk universe. It is a dark and mysterious place when the Moon is full in the sky. There is an Umbral Sun, Helios, but it does not shine through most of the Umbra. During day in the physical realm, the Umbra is a dark place. Agents of the Wyrms do their work in the Umbra during the day, when the light of Luna does not shine. The Garou travel on Moon Paths through the Umbra at night under the radiance of the moon. The phase of the moon in the Umbra corresponds to the moon's phase on Earth.

The Penumbra reflects how a physical place makes a person feel. If a physical change is made to a place, it will change the way the site appears in the Penumbra. Cleaning up a vacant lot and turning it into a park would be one example. For some chronicles, if a place is changed in the Penumbra, the atmosphere of the corresponding place in the physical world will change. Suppose a group of Scraggs attacked a public park in the Penumbra and killed the tree spirits living there. The trees might start dying in the physical world, and people would be more prone to litter there. The Penumbra and The Realm are intertwined. For the Garou, neither realm can exist alone.

In the Umbra, everything is composed of spirits or ephemera. Every rock, every flower, every object in the Umbra has some spirit substance within it (with the exception of certain areas in Zones and some Near Realms). Almost everything in the physical world has a spiritual representation or reflection in the Penumbra. If something on Earth has its Penumbra spirit stripped from it (bound into a fetish, destroyed, etc.), it affects that object or being. For example, a stereo system would appear to be a tangled mass of webs and Net-spiders in the Penumbra. If a Garou destroyed the webs and spiders in the Penumbra, then the stereo would short out the next time it was turned on. If the spirit of the item was permanently destroyed, it might not be repairable. However, if someone cared enough about the stereo to work on it passionately while trying to fix it, they might imbue the ephemera left behind with enough energy to create a new spirit.

The weaker the Gauntlet in an area, the more the Penumbra and the Earth resemble each other in appearance and atmosphere. Gauntlet ratings are dependent on how close the atmosphere and appearance of both places are. This is how the Gauntlet can be changed simply by moving an item. On a particularly beautiful night, the moon may cause a city park to look as though it could be part of a deep forest. When this happens, the Gauntlet may weaken to the point where it would be possible to step sideways without knowing. Also, the Near Realm of Pangaea could be close enough to Earth at that point. A Garou stepping sideways in the park might enter that particular realm.

The Umbra around caerns and Glens tends to hold a more beautiful image of the physical world surrounding it. The trees are larger and more impressive. The moonlight is more radiant. The sky is a more brilliant shade of blue. For the Garou, the Umbra is like the Earth experienced during childhood: the sky is enormous and the world is huge.

For cities and technological items, a Storyteller has many options. They may not appear at all if they aren't inhabited by spirits. A building may just be represented by a patch of dead ground with a gray column of mist rising over the site. Buildings may appear as they do in the physical world, only covered in webbing. Every transmission, electric current or other field of physical energy should be represented by some form of web. Pattern spiders can fill rooms and cover walls, ignoring the Garou, until they shatter something. Another option is to have a building appear normal until closer inspection reveals it as actually composed of fine strands of webbing. The same ideas hold true for other technological items. An entertainment center in a house with a VCR, TV, stereo system and video game system could be a cluster of different webs. Different Pattern Spiders would travel along the webs, depending on what device is on. Technology elementals could be found in windows, girders and other modern constructions.

Blights and Hellholes, trash dumps and toxic waste sites should appear as true areas of the Wyrms. They can be dark places with Wyrmlings leaping about them. Wyrms sites can be spreading like oil spills across the land. They can also be combined with the Weaver imagery, creating dark barbed webs and oozing twisted tendrils and slimes within the webs.

The key is to take whatever the abstract meaning of the environment is— your game's tone and mood— and physically represent it in the spirit world. The Umbra is a place of mystery. The appearance of a place should be a reflection of how it makes a Garou feel. One place may not look the same to different Garou. Also, as the tone and mood of your chronicle changes, the Umbra can reflect these changes as well, adding a sense of foreboding and even visions of the Apocalypse.

Here's a descriptive example of the Penumbra. Let's say that Pentex has built a high-tech research center next to a forest containing a Garou caern. There is also an old farmhouse in the area inhabited by two Kinfolk who love their house and the land.

On Earth, the forest looks like any other forest. There are trees and squirrels and other small animals. In the Penumbra, the forest glows from the care the Garou have given it. The trees are taller and the undergrowth is healthier. Glade Children live in the trees around the caern and help protect it. The forest is thicker and deeper in the Penumbra. Many spirit animals roam through the trees, including a few impressive Pack Totems. Garou who come across the forest in the Penumbra would realize that the colors are more vibrant than in the physical world and the smells are stronger and more distinct. They might find the experience in the Penumbra forest more real than the same experience in the physical world.

The high-tech research center looks nice and clean on Earth. There is even a beautiful fountain in front of the center, and the grounds are well kept. In the Penumbra, the research center is a dark building covered in oozing sticky black webbing. The fountain hisses and steams with sulfuric acid. Many glowing strands of webbing pull away from the building. Net-spiders race along them. Large mutated Weaver spiders slowly crawl over the webbing. Inside, the glow of balefire from the experiments can be seen. Clouds of dark Bane spirits fill the interior. Behind the center, the back lawn, which appears nicely landscaped and beautiful on Earth, undulates as burning chemicals burn up through the ground. The grass around the building is dead in the Penumbra.

The farmhouse also looks like a typical structure on Earth. In the Penumbra, it looks similar. The fields are the same in the Penumbra as on Earth. There are various webs strewn over the house, but nothing like the tangle of the research center. A warm glow comes from the interior of the farmhouse, and a set of cherished family pictures give off a strong radiance. The aroma of good food is part of the spirit of the house, and a set of small gnome-like house spirits work hard to keep the house in good repair.

Umbral Travel

When the Garou step sideways, their physical bodies travel with them into the Umbra (unless they possess the Stargazer Gift of Astral Mind). The Umbral form of the Garou does not necessarily function the same way their physical body does on Earth. Some Theurges have spent many moots debating whether the physical body “physically” enters the Umbra or if it is converted into “spirit stuff” for the aising. Another thought is that the Garou pull the Umbra to them instead of venturing into it.

Once a Garou arrives in the Umbra, she must find her way through the Umbrascap. There are five major methods of transit through the Umbra.

First, there are Moon Bridges. Most Moon Bridges travel from one point on Earth to another through the Umbra. Moon Bridges require the use of Pathstones and the permission of the spirits protecting the interconnected sites. Moon Bridges are the safest, easiest means of travel through the Umbra. They are only open for short periods of time, flashing through the Aetherial Realm. All Moon Bridges are guarded by Lunes and the totem spirits of the sites. It is rumored that it is possible to trick or defeat the guardian totems and enter a Moon Bridge to arrive at a site, but this is unlikely. Moon Bridges created by the Galliard Gift: Bridge Walker do not have Pathstones or Guardian spirits. They are not protected by any power except for the powers of the Galliard.

Moon Paths are a second means of travel. At night, they appear in the Umbra when Luna shines. Some Garou use the terms Moon Bridges and Moon Paths interchangeably, but experienced Umbral travellers are careful to note the difference. Moon Paths crisscross the Umbra and connect most

locales with one another. They are the most common means of travel within the Umbra for Garou.

Moon Paths change depending on the phases of Luna. During the Full Moon, they are the safest means of travel and are guarded by Lunes all along their routes. During the Gibbous Moon, they may be partially incomplete; sometimes they require a special howl to open completely. At the Half Moon, the Moon Paths become hard to read. Some spirits take up residence on the Moon Paths during this time, negotiating with the travellers for passage. Wyldings are notorious for this. During the Crescent Moon, the Moon Paths become virtually unreadable. A Garou has to roll Perception + Enigmas to be certain of the routes. Banes will ambush Garou travelling during the Crescent Moon. However, it is said that during the Crescent Moon the Moon Paths travel farther than they do at any other time. When Luna is the New Moon, the Moon Paths fade to near invisibility. Wym minions roam freely across the Umbrascap, and only the wise can hide while finding the paths. The Moon Paths existing during the New Moon require Garou to solve mysteries within themselves. A Storyteller can require the Garou to make Charisma + Enigmas rolls at a difficulty equal to the Garou's Rage. It is said that the Moon Paths are shuffled along different routes during the New Moon.

Garou travelling through the Umbra may encounter a number of hazards and strange difficulties. When Garou start taking a Moon Path, you can make them roll Intelligence + Rituals, with a difficulty determined by destination and familiarity with the route. For every success less than five, give them an encounter.

1. The Umbral Wind: The Garou are suddenly buffeted by the Umbral Wind. They are blown off track and are now headed to a different area in the Umbra. If this will only hinder the story, scare them with the fury of the storm (let everyone make Stamina rolls, but don't inflict any damage).

2. Lunae: The Garou have come to a crossroads domain inhabited by Lunes. Other Umbral wanderers may be here. Garou can rest and recuperate here for a time. They may also change Moon Paths.

3. Weaver Spiders: Weaver Spiders are sealing up the Moon Path. They see the Garou as potential building material. The Pattern Web can be reached from here.

4. Vista: A Vista (described in this chapter) unfolds before the characters, following them if necessary until it has finished its scene.

5. Banes: One of the Wym's agents crosses the characters' paths. It could be an ambush or a chance encounter, but as with the Umbral Wind, this should not derail the story.

6. Allies: The characters encounter Lunes, totem spirits or other Garou. They will initially be friendly to the characters, but this may change depending on how the roleplaying goes.





7. Moon Shadow: A break appears in the Moon Path. Characters must make a Perception + Enigmas roll (difficulty 7) to find the rest of the path. This break in the Path could lead to the Abyss.

8. Wydlings: A group of shifting Wydlings approach the characters, warping everything around them. They may offer to serve as guides if the right payment is given.

9. Mini-realm: A mini-realm intersects the Moon Path. Garou must walk through this strange area to get back on course.

10. Black Spiral Dancers: A pack of Black Spirals is travelling through the Umbra. They attack any Garou they encounter.

The third method of travel is by Spirit Tracks or Airs. Spirit Tracks are made by spirits using Airt Sense. These pathways are never used or guarded by Lunes. However, intrepid Garou who take Spirit Tracks are likely to encounter the spirits who commonly use them. Airs don't vary in appearance like Moon Paths, but without a spirit guide, they are virtually impossible to find. Also, they may twist and turn in ways that the Garou are unable to follow. The Stargazer Gift: Surface Attunement and other similar Gifts may help reduce this difficulty.

A fourth method is by Spirit Gate. Spirit Gates are naturally occurring connections between linked locales. Anchorheads are a type of Spirit Gate. All Domains contain Spirit Gates

back to their empowering realm. This type of travel can provide near instantaneous transit between locales. Distances hold no meaning when travelling this way. However, Spirit Gates are rarely meant to be used by Garou, and many are virtually impossible to be traversed with a physical body. Garou projecting themselves with Astral Mind will not have this problem. Major Spirit Gates are almost always guarded. The greater the spiritual energy in the interconnected locales, the greater the chance of the Spirit Gates being traversable.

Finally, a Garou may climb through the Webs of the Weaver. The Pattern Web has interconnected nearly everything in the Umbra. The complexity of the Web makes it almost impossible to read without the Glass Walker Gift: Web Walker (see Appendix). The best chance a Garou has of navigating the Web is to summon and successfully communicate with a Weaver spirit. This is not an easy task. However, the Webs are static within the Umbra. Once a path has been discovered, it will remain. A Storyteller can require an Intelligence + Enigmas roll (difficulty 7+) for a Garou to remember a Web system.

Encounters for a Web system can be difficult. Here are some possibilities.

1. Weaver Incarna: An incredibly large and powerful spirit is travelling along the Web. This is a Weaver Incarna. If the Garou ignore it or play dead, it will not bother them.

2. Wyld Attack: A group of Wydlings are breaking apart the Pattern Web and anything else in the area. The Garou may have to fight to protect themselves.

3. Web Connections: Several different types of Web come together here, creating a small Weaver domain. Garou may be able to reach the Computer Web from here.

4. Wurm Taint: The next sections of Web have been corrupted by the Wurm. Blight Spiders (the Wurm equivalents of Pattern Spiders) are working on acid-coated spiked webs. Things are about to become very dangerous.

5. Calcified Objects: This macabre section of the Web is filled with calcified items, such as Wurm spirits and packs of Garou. Some fetishes may be found in the webbing.

6. Informational Geomid: A large pyramid-shaped Informational Geomid (see Chapter Three: Denizens) sits blocking the way ahead. A few Attack Geomids are with it. The Informational Geomid will let them pass if they are able to answer a few trivia questions. This encounter could challenge Garou, but should not kill them.

7. Structural Geomid: A new area of the Web is being constructed. Pattern Spiders are weaving around a gigantic Structural Geomid (see Chapter Three: Denizens). Characters would make good building material.

8. Weaver Spiders: A group of Weaver Spiders is patrolling the Web. Optionally, some of them may be insane, attacking and killing the others around them and eating the Web.

9. Umbral Wind: The Umbral Wind rips the characters off the Web unless they make Strength rolls. Optionally, it may just shake the Web.



10. Barrier: The Garou come to a vast section of Web covering a realm. This could be the Gauntlet, the Membrane or any number of borders between the Pattern Web and a realm.

Other methods for Umbral Travel include certain Gifts, rites and Zones.

The Thirteen Near Realms

There are 13 locales orbiting Gaia in the Near Umbra that are stronger spiritually than the surrounding Umbrascapes.

Each of these areas has its own reality and set of laws. These areas are the Near Realms, places of concentrated spiritual energy. According to the legends, the Near Realms are not set places. They have changed with the spirit world throughout the ages.

Twelve of them are generally accepted by most Garou lore keepers, but the thirteenth realm, the Summer Country, is a matter of great debate. Many Garou are adamant that the Summer Country does not exist. Many more are equally sure that it does.



The Thirteen Near Realms

Here is a brief summary of the known Near Realms.

Abyss — The Abyss is a tear in the fabric of the Umbra where the greatest spirits fear to travel. Hidden within its depths are things lost and best left forgotten.

Aetherial Realm — The Umbral heavens form the Aetherial Realm. It is a vast cosmic vault stretching out to the Membrane, filled with Anchorheads and powerful spirits of the air and the stars. Phoebe, an Incarna of Luna dwells here, as does Hyperion, an Incarna of Helios.

Arcadia Gateway — The Arcadia Gateway is the last outpost of the faeries in the Umbra. They protect the Gate to Arcadia from the Wyrms and pursue their own conflicts with the spirit world.

Atrocity Realm — The Atrocity Realm is a frightening testimony to victimization in all its forms. No Garou may escape this spawning ground of Banes without suffering.

The Battleground — The Battleground is a realm dedicated to all forms of conflict, especially war. The spiritual emanations of every battle from the Impergium to the Siege of Sarajevo and beyond have created shadow versions of themselves in the Battleground. Shades of all the world's wars are manifested in rings around the empty Plain of the Apocalypse, the area in the Umbra where the Final Battle will be fought.

CyberRealm — The Sprawl and the Computer Web make up the CyberRealm. In this realm, Garou can take the battle against the Wyrms into a high-tech domain of the Weaver.

Erebus — Beneath the caverns of the Umbrascapes lies Erebus, the dreaded underworld, where Garou suffer excruciating agony in a Lake of Silver. Some say these

torments can purify Garou who have been corrupted by the Wyrms or need to atone for transgressions.

Flux — When the Wyld began to leave Gaia, he left his heart to sustain her. Now, the Weaver has encased the strange and powerful energies of the Flux Realm in the Pattern Web. The Weaver knows that within the Flux Realm, anything is possible.

Legendary Realm — Within the Umbra, the legends of the Garou are preserved in the Legendary Realm. Modern Garou experience the lives of their ancestors. The disparate heritages of the tribes have created a composite mythic-fantasy realm, a place that never was nor could have been. It incorporates the legends of all the tribes.

Pangaea — Pangaea is a spiritual memory of an Earth still endowed with Wyld energies. It is a world without civilization, a world before the Impergium. It may hold the secrets to the salvation of Gaia and the Garou.

Scar — In the darkest days of the Industrial Revolution, the Scar rose out of the Umbra. Every employee's nightmarish fears about the numbing, soul-deadening horrors of their workplace are real in the Scar. Wyrms creatures and tainted Weaver spirits constantly produce fetishes here to destroy the Tellurian.

Summer Country — The Summer Country is a world of pure, uncorrupted love from Gaia. It is a land of endless bounty. The bounty of Gaia is bestowed on the land without restraint. It is very difficult to reach the Summer Country, and its existence is hotly contested.

Wolfhome — Wolfhome is a strange reflection of Gaia which transforms Garou from werewolves to wolves. Before a Garou is certain that she knows the ways of the wolf, let her endure Wolfhome.



Abyss

There is a crack, a crack in everything.
That's how the night gets in.

— Leonard Cohen

Howling, we fled from the Nexus Crawler.

Our pack scattered through the Umbra as the spirit of the Fox overtook us. I don't know how far we ran along the Moon Paths, but whenever we paused to look back, the Nexus Crawler and its swarm of Banes remained in pursuit. I thought we wouldn't escape. Then Soul-of-Fire gave a howl of warning and turned back to face the Wyrmspawm.

The Umbrascap had changed. I was running through gray mud. I slowed, feeling compelled to aid Soul-of-Fire, but the Fox held me in his grip. Gutterpaws stopped short, right in front of me. I collided into her and nearly ended both of our stories. I expected her to snap in anger, but she didn't even notice me. Her eyes were locked on something beyond me. We had come to the Abyss.

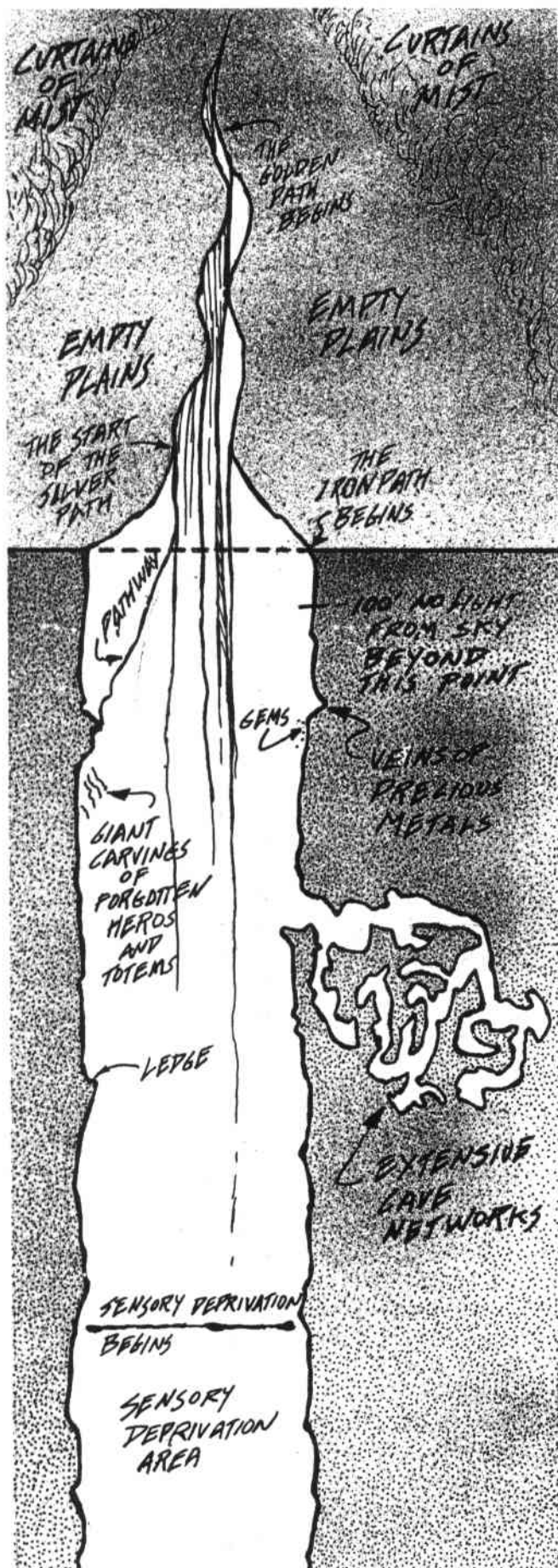
The horror of the sight was so great that even the Fox fled from me. My mentor had mentioned the Abyss during my tutelage. He called it a great danger. Being a young confident Theurge, I always thought he had meant one of the great canyons in Pangaea. I thought he was exaggerating the size of it to curb the curiosity of a reckless pup. But this was unmistakable, a rent so deep in the fabric of the Umbra that it defined its own realm.

Words cannot describe the Abyss. The Abyss must be experienced. It was nothingness given form. It was not dark, not light. It was nothing. I can feel Banes of madness tease me even as I remember. The void was tangible, almost a presence. I was afraid for my pack. Soul-of-Fire howled in rage, then screamed in agony. The sound didn't echo. It was as though they were devoured by the chasm.

I took to Crinos as Atalanta lunged at the Nexus Crawler. The spirit turned its gaze on her. The Black Fury was reduced to a glossy black pool of liquid fur. Gutterpaws did not move to help. She sat transfixed in Lupus, staring into the Abyss. Freebird gave a maddening howl and soared over the Nexus Crawler, scraping off some scales. I threw myself on the monster and clawed and clawed. It was not enough. The lesser Banes swarmed me. I fell, poisoned by hundreds of Bane stings.

Soul-of-Fire rose and came at the monstrosity again. The Athroum used The Falling Touch to topple the Nexus Crawler. Freebird was now in Hispo. He lowered his head and charged into the Nexus Crawler, slamming it onto the edge of the Abyss. I could not move. The Nexus Crawler balanced for a moment on the edge. Then it lurched mechanically toward the void, as though it was compelled to enter. Gutterpaws was still motionless. The Nexus Crawler lashed out with a clawed tendril to anchor itself in the mud. I wondered why it didn't use a Charm to hover over the Abyss. The claw splashed in the pool of Atalanta's fur and slipped. The Nexus Crawler fell out of sight. Its Bane Gafflings hovered mindlessly for a moment. Then they followed their Patron into oblivion. The fight was over.





The pool congealed, and Atalanta was whole again. I gave the nothingness a final gaze as I pulled Gutterpaws away from the edge. Our pack left.

The Nexus Crawler is gone, but I still fear the Abyss.

— Midnight Eyes, Child of Gaia, Theurge

The Abyss is a chasm in the Umbrascap surrounded by a realm of barren mud and rock. There are many paths leading there, so many that some travellers claim the Abyss interposes itself in the way of travellers. The border of the realm is a shroud of mist.

Worn, cracked paths snake down the sides of the Abyss. These trails existed long before the Garou. They wind down the sides unevenly, growing wider, then narrowing. There are ledges in places, almost like viewing areas for the nothingness of the Abyss. A quarter mile down, fissures appear in the rock walls. After another hundred feet, some fissures grow wide enough to form caves. According to the Uktena, Pictish runes adorn the cave walls. The runes look like those used in the Hives of Black Spiral Dancers. Gibbering, Wyrms-infested creatures dwell in these dark caverns. The Valkenburg Foundation's Questing Pack tracks many lost children into the Abyss.

Nearly half a mile from the surface, giant faces and totems jut out of the rock. These massive sculptures depict forgotten heroes and spirits now claimed by the Abyss. According to some legends, those Garou who see the faces and totems reclaim memories of their forgotten heritage.

The Garou do not understand the Abyss. The Dispossessed camp of the Silent Striders claim it is the first stage in the death of the spirit realm, a cancer in the soul of Gaia. According to the Dispossessed, if a noble pure Garou sacrifices herself to save the Umbra by throwing herself into the Abyss, then the Abyss will seal. However, this sacrifice can only be done by the greatest of all Garou heroes. Some Garou have sacrificed themselves to seal the Abyss. None were great enough. The Abyss remains.

Wagnerian theorists believe the Abyss is a gateway to outer realms beyond the Tellurian and the Deep Umbra. The Bane Tenders of the Uktena tell stories of a prison created by the Celestines to hold Wyrms manifestations too powerful to be destroyed, giants and dark spirits of an earlier time. They believe that prison is now the Abyss. The Get of Fenris call the Abyss the "Maw of Jormungandr." On the Day of Ragnarok, Banes and all manner of foul beasts will spew forth to consume the spirit realms, and only the greatest warriors among the Get will be able to stop them.

According to the Silver Fangs, the Abyss is home to the Gathering Darkness of their creation legend. Any wolf who enters the Abyss will die unless they know the secret of death. The Stargazers say the Abyss is a remnant of the First Times. It is something that can never be truly understood by Garou. The Children of Gaia say that the Abyss is a reflection of the





emptiness and darkness within the world. One thing that all Garou agree upon is that the Abyss is dangerous.

Manifestations of the Abyss extend throughout the Tellurian. They appear as cracks along the ground that grow ever wider as one follows them. If a Garou

walks along its edge far enough, she will eventually come upon the curtain of mists. Some think that children's superstitions about stepping on cracks come from a deeply buried knowledge and fear of the Abyss. Bone Gnawers say that even the Undead have visions of it.

From a symbolic point of view, the Abyss represents the unknown and the collective fears of the unknown held by the Garou. The Abyss symbolizes emptiness in each individual's life. Unrealized desires and pent-up emotions are represented there, along with lost, forgotten dreams and hopes. The Abyss evokes these things in those who view it. The void becomes a reflection and voice for the soul of the viewer. The Abyss defies the Garou to recapture what they have lost.

Entering the Abyss

There are three ways to enter the Abyss. A Garou can climb down the sides, fly down into the void or fall. Moon Bridges will not open within or over the Abyss. Attempts to burrow down along the sides of the Abyss eventually fail because of an impenetrable metal about a hundred yards down. This metal is not made of ephemera, the spirit substance that forms the material for much of the Umbra. Nothing in the realm is composed of spiritual stuff. No known spirits are native to the Abyss.

If a Garou cannot fly into the Abyss, she may either take the paths or scale the rock. The paths are safer, but winding. Scaling is more direct and more dangerous. Mysterious winds blow down into the Abyss, threatening to fling Garou into the chasm. Streams of water trickle out of cracks in some of the rocks. The water runs over some of the rock walls, making them slippery. (The Stargazer Gift of Balance negates the dangers posed by these threats.) The Abyss devours all light that enters it. There is no light after about 100 feet. A light source will still illuminate it, although not quite as far as it should. The Abyss devours sounds as well. The depths of the Abyss steal all senses.

Different minerals line its sides. Veins of gemstones run down into the chasm. Some of the minerals have mystical properties, such as protection from possession. The Silent Striders have named the three major tracks into the Abyss after the metals lining them. They are known as the Golden Path, the Iron Path and the Silver Path.

The Golden Path is the most precarious of the three. Bones of Garou and other creatures lie shattered in the rocks around it. Glittering veins of gold highlighted by patterns of emeralds and rubies mark the Path. The Golden Path has large gaps in it which must be leapt to continue downward. Many brave explorers venture down the Golden Path, but few return.

The Iron Path travels by many caverns. Lost children who enter the Abyss most often take the Iron Path. Most of the caves located along the Iron Path only hold bones and desiccated bodies. If a cave is inhabited, then the cave dweller is always mad. Saving a maddened Garou from the Abyss is a deed of great honor. Mother's Touch may help cure the madness. The Unicorn requires her children to save anyone stranded in the Abyss, as long as they are not of the Wyrms. The Iron Path is solid and easily traversed along most of its route. Goethite, used for making Shards of Despair (see *Werewolf Players Guide*, Chapter Five), is plentiful about 200 feet down the Iron Path.

The Silver Path remains a mystery. Klaital, legendary hero of the Stargazers, supposedly took the Silver Path through the Abyss. The Silver Fangs say the Silver Path leads to the heart of the Gathering Darkness. The Uktena claim that a manifestation of the Wyrms called Eater-of-Souls lives at the bottom of the Silver Path. Veins of silver give the Silver Path its name near the surface. Silver streaks cross the Silver Path more and more often as Garou travel deeper, until silver covers the entire trail. Most of the giant sculptures found near the half mile mark in the Abyss lie along the Silver Path, awakening memories of ancient heroes and totems in their viewers.

If the Garou fly down into the void, they will be able to see one side or the other if they have enough light. Winds blow down from above, threatening to plunge them into the void. The temperature drops, and all Garou start to feel the Fox frenzy gnaw at them. Garou must roll Willpower to resist the fear caused by the pit (Storyteller's difficulty). Eventually, Garou flying into the Abyss will suffer from sensory deprivation. Garou must then make frenzy checks. The Garou will hallucinate. Friends and enemies will appear in the void. Memories play in front of them. No Garou has ever passed beyond the nothingness, unless one believes some of the Stargazer legends about Klaital, their hero.

A Garou who falls into the Abyss is believed to experience many of the same sensations as those who fly into the Abyss before she is lost forever.

Spirits in the Abyss

Spirits rarely enter the realm of the Abyss. They must Materialize to do so, and they lose touch with the rest of the Umbra. The Charms of Break Reality and Solidify Reality do not work here. The Abyss possesses a strange reality of its own. Charms that affect the physical planes from the Umbra may not be used against Garou here. If a spirit's physical form is destroyed, it dies and is forgotten. Even a Familiar Spirit prefers to wait outside the realm instead of entering.

The Abyss works like a spirit magnet in the Umbra. The Abyss aids the summoner by compelling whatever is summoned to arrive. Spirits fear the Abyss, and the threat of being sent into the Abyss will add to any intimidation attempts used on them.

Also, it is believed that anything lost in the Umbra will eventually come to the Abyss. Packs of Garou, misled by

Wydlings in the Umbra, often wind up at the edge of the Abyss. Forgotten spirits wander the lands around the chasm.

Other beings congregate in the realm. Lesser Celestines hold meetings near the void. The mere vicinity of the Abyss is enough to deter most spirits from interfering with them. Powerful Wyrms stalk the Moon Paths nearby. Number Two of Malfeas desperately wants to conquer the realm. A faction of the Black Spiral Dancers believes that the Abyss is the actual form of the Consumption Wyrms, now dormant due to the Croatan sacrifice. Black Spiral Dancers go on pilgrimages to the Abyss.

Nightmaster

There is only one permanent resident of the Abyss Realm. Nightmaster is a Shadow Lord Philodox and a member of the Society of Nidhogg. According to legend, he traveled into the Abyss with his pack, the Dark Watchers, along the Golden Path. The Dark Watchers sought riches and forgotten power deep within the Abyss. Nightmaster believed that the Abyss might hold the key to devouring Helios.

The palpable darkness of the Abyss weighed on the minds of Dark Watchers. One by one, they lost their sanity, a sign of their weakness. Nightmaster eliminated his pack as they went mad, sacrificing them to the Abyss. He was the last one alive.

Nightmaster continued deeper into the Abyss, ignoring his fear. Finally, he was exhausted and alone in the Abyss, dwelling beyond light and sound. He refused to give himself up to the void. As Nightmaster lay on the Golden Path, he had a vision. The Abyss spoke. It asked Nightmaster for another sacrifice. Nightmaster screamed that there were no more bodies to give to the Abyss. The Abyss closed in on him. Nightmaster pleaded for mercy, shouting that he had come to feed Helios to the Abyss, the greatest sacrifice anyone had made to the void. The Abyss entered Nightmaster, turning everything it touched to emptiness. Nightmaster was transformed into a child of the Abyss. The Abyss had devoured his weakness. Now he was the greatest Shadow Lord, the most powerful of the Society of Nidhogg. He strode through the caves imprisoning and destroying the inhabitants and gaining forgotten powers. Nightmaster recruited a Legion of the Abyss from his maddened slaves.

No one is certain of Nightmaster's specific powers or plans. The few Shadow Lords who claim to have encountered him say he appears as a shell of a Crinos, animated by the void. He is intelligent, cruel and merciless, motivated only by a lust for consumption.

A Theurge, Midnight Eyes of the Children of Gaia, has dreamt of a land beyond the Abyss. Hope and beauty can be found there, and maybe another Gaia. Perhaps those who survive the challenge of the void will be rewarded.

Story/Encounter Possibilities



1. Garou may travel to the Abyss in order to search for lost cubs or fetishes.
2. An Old One may challenge the Garou to destroy Nightmaster and his minions.
3. The Abyss could be the goal of a quest to eliminate an indestructible Wyrms fetish.

True Laws

1. Anything without a natural ability to fly that falls into the center of the Abyss is lost forever.
2. The Abyss amplifies the power of summonings by drawing spirits to it. Performing a Rite of Summoning in the realm of the Abyss doubles the Dice Pool of the summoner. If a Garou rolls a failure, it remains a failure. Unfortunately, if a summoning results in a botch, the effects of the botch are doubled.
3. Anyone staring into the Abyss must make a Willpower roll to look away (difficulty at Storyteller's discretion). If she fails the roll, she must make a frenzy check. If she has three or more successes on this roll, then she is automatically seized by a Fox frenzy and will run from the realm at top speed. If she has lost all of her Willpower, she will try to leap into the Abyss.
Gutterpaws stares into the Abyss for the first time. She has a 5 Willpower. Her Storyteller tells her to make a Willpower roll, difficulty 7. She fails the roll. Her Storyteller asks her to make a frenzy roll. The difficulty is 4, since it is the night of the Full Moon. She rolls against her six Rage points and gets four successes. She flies into a Fox frenzy and turns away from the Abyss, running in terror back to the Umbra. If she failed her frenzy check, she would have continued to sit, staring ever deeper into the nothingness.
4. Exploring the Abyss by climbing down its walls can lead to the discovery of knowledge about one's self and an understanding of mystery, possibly justifying purchases of Enigmas or Gifts. In order to successfully scale the sides of the Abyss, Garou must roll Strength + Athletics (difficulty 6 or more).
5. No actions involving expenditure of Gnosis work within the Abyss for spirits or Garou unless the individual is a Child of the Abyss. This includes fetishes.

Midnight Eyes moves over to Soul-of-Fire, who was mauled by the Nexus Crawler. Soul-of-Fire has aggravated wounds. Midnight Eyes tries to use the Gift: Mother's Touch to heal Soul-of-Fire, spending a Gnosis point to close the aggravated wounds. Midnight Eyes rolls four successes on his Intelligence + Medicine roll. However, the Gnosis point is consumed by the Abyss, so the Gift fails. Soul-of-Fire is still wounded, and Midnight Eyes has lost a precious Gnosis point.



6. Anything lost in the Umbra will eventually arrive at the Abyss. Exactly how this happens is unknown, but if Garou search for a particular object lost in the Umbra, they may roll Perception + Investigation to find it. The location they are searching in the Abyss determines the

number of successes needed.

Location	Successes Needed
Surface	6
Golden Path	5
Silver Path	4
Iron Path	3
Deep Caves	2

The difficulty of this roll is determined by the Storyteller.

7. Garou make all Perception rolls (except to check hallucinations, see Law #8) at one greater difficulty for every 300 feet a Garou travels down into the Abyss. See Law #11 for normal sight perception difficulties.

8. When the difficulty number for sight perception rolls goes over ten, Garou have entered the sensory deprivation areas. Once this happens, they must roll Perception + Primal-Urge (difficulty 8). The players will want to fail this roll. Successes equate to hallucinations. The more successes made by the Garou, the greater the intensity of the hallucinations. If a Garou rolls more successes than her current Willpower, she loses touch with reality and believes her hallucinations are real. A frenzy roll may be needed depending on the nature of her visions. The Gift: Heightened Senses reduces the difficulty of this roll, making it more likely for perceptive Garou to be affected by the hallucinations. The hallucinations can be similar to those encountered by astronaut David Bowman at the end of 2001: A Space Odyssey.

If the Glass Walker Theurge Mindbender (with Perception 4, Primal-Urge 2 and Willpower 7) has reached one of the sensory deprivation zones in the Abyss, he would roll six dice against a difficulty of 8. If he rolled four successes, he would discover surprisingly real hallucinations.

9. All Intimidation rolls made in the Abyss Realm receive two automatic successes. Gifts that use intimidation, such as True Fear, benefit from this rule.

Atalanta, a Black Fury Ahroun, wants to intimidate Soul-of-Fire, a Shadow Lord Ahroun, into surrendering pack leadership to her. She rolls her Charisma + Intimidation and receives two successes before the dice are rolled. Therefore, even if she rolls a botch, she would have a success.

10. No Moon Bridges may penetrate the Abyss Realm. This includes those created by the Galliard Gift: Bridge Walker.

11. All sight perception rolls made in the realm use the following chart.

Moon Phase	Difficulty
Daylight, New Moon, Crescent Moon	10
Half Moon	8
Gibbous Moon	6
Full Moon	4

12. Any Garou who collects gemstones and gold from the Golden Path can collect enough wealth to provide herself with Resources 5. However, the Curse of the Abyss forever haunts that individual. She will lose things mysteriously and her difficulty for regaining Gnosis permanently becomes 10, regardless of the circumstances. Other unfortunate circumstances may befall the possessor. The Hope Diamond is believed to have come from the Abyss. The only way to remove the Curse of the Abyss is by returning the gemstones to the Abyss.

Optional Laws

13. The Gift: Sense Wyrms, used against a difficulty of 2, will detect the entire Abyss as radiating Wyrms energies. As an option, if a Garou attempting to use Sense Wyrms gains more than five successes, he may black out for a turn.

14. The Abyss serves as a prison for ancient powerful Wyrms spirits, trapping them deep in the fissures along its sides. Only untainted Garou or spirits may break the wards that trap them. In order to open one of these gates, a Garou must roll Gnosis against a difficulty of 10. Some believe that the prisons do not hold Wyrms spirits at all, but imprison Wyldlings and spirits of Gaia.

15. Some of the gems along the walls are fetishes called Hearts of Midnight (see Fetishes, below). These gems prevent anyone from using Gnosis powered abilities on the possessor. However, they prevent the bearer from using Gnosis. They are virtually impossible to remove from the Umbra without attuning them first.

16. The first time a Garou sees the giant faces and carvings in the walls of the Abyss, he might gain a point of Past Lives.

Fetishes from the Abyss

Hearts of Midnight

Level 5, Gnosis 8

These black gemstones prevent Gifts involving Gnosis from affecting the possessor. They also prevent the bearer from spending any Gnosis. Like all other fetishes, a Garou may attune herself to them. Hearts of Midnight are only found in the Abyss. Some Garou say that the Wyrms plans to use the fetishes to strip Garou of their spirit.

The Aetherial Realm

Phoenix took me.

Carried me in his claws.

High above the world.

So that I could see beyond tomorrow.

— The Prophecy of the Phoenix

Owl's child carried me above the clouds. I felt the substance of the Umbra change. It was like surfacing after swimming underwater. We soared over an ocean of white mist. The moon filled one side of the sky, larger and more beautiful than I had ever seen it. Opposite the moon, Helios was distant, first among stars, but not the bright shining sun of Gaia.

As I looked up to the zenith, I could see farther than I ever dreamed possible. The heavens were filled with stars, more than I had ever seen. Even a dark night out on the ocean wasn't as beautiful.

Owl turned toward the heavens. The white blanket of clouds spread out behind me. I gripped Owl's feathers, afraid that I might somehow slip off his back. Instead, flying was easier than in the Near Umbra. I watched the stars grow as we went ever higher. I watched, small and awestruck before the majesty of the Umbral heavens. I believe every cub should experience the Aetherial Realm.

— Lewis Shadows-of-the-Mountains, Stargazer Theurge

Above the Umbral clouds lies the Aetherial Realm, the home of the Umbral heavens. In this realm, the Celestines hang constellations of the great heroes. Here brave souls can meet Incarna of Luna and Helios. The Aetherial Realm is where the Membrane is weakest in the Near Umbra, and it is home to many strange spirits that have ventured to the Near Umbra from beyond.

Anyone in the Umbra can find the Aetherial Realm. The Aetherial Realm opens just above the clouds and continues outward to infinity. Luna and Helios are always visible in the Aetherial sky. In one direction, the Moon dominates the Umbrascape, appearing much larger than it does on Earth. In the other direction, the Sun gleams faintly in the darkness. Helios looks more like an artist's conception of how Sol might appear from one of the Outer Planets. The celestial vault dwarfs the mightiest spirit. Garou are often overwhelmed with how tiny they are compared to the Aetherial Reaches.

Pale filaments of cloud vapor swirl around Garou as they stalk the solid cloudtops. Towers and other structures stand on the Umbral clouds. Strange lights beckon to the skies. Some cloudtops rise above the others. These cloud-mountains contain the aeries of bird spirits. Spirits of all flying beasts may be encountered soaring above the clouds. Wind and air spirits sweep across the cloudtops. All totems that govern the air have domains among the clouds, including the Wendigo, Griffin, Pegasus, Falcon and Owl. Gafflings fly through the realm to protect the Children of these totems.

The Sept of the Stars



Atop one of the higher cloud mountains is an enormous spirit-orrery built by the Stargazers. It is a strange place, empowered by the Anchorhead it sits on. Here groups of Stargazers meet to view the Aetherial Realm and unravel the enigmas of the heavens. The Garou who dwell at the spirit-orrery call themselves the Sept of the Stars. Any Garou who wish to view the Aetherial from the spirit-orrery must speak to Altair, the protector of the sept.

Altair

Altair is an older Garou who has spent much of his lifetime in the Umbra. His black coat is marked with strange battle scars from his many spirit battles. He requires visitors to pass a test of enigmas or grant a gift of knowledge to him before he will let them enter. Usually, the test of enigmas will be a riddle. It may have one answer, more than one answer or no answers. The gift must be important knowledge about the Umbra that the sept does not possess and could not discover easily. If a Garou possesses no knowledge and fails the test, Altair will send him on a quest through the Umbra to discover a vision of the Apocalypse. The Sept of the Stars is committed to learning the nature of the last days and the Seven Signs.

If a Garou is foolish enough to attack Altair, he will discover that Altair is an Ahroun who is worthy of the nickname "Spirit Warrior". He is a master of Kailindo, and his exposure to the Wyld energies have made Altair part spirit himself. Many blows will not affect him. (See the Appendix for Altair's statistics.)

The Spirit-Orrery

The spirit-orrery is a strange structure made of a reflective metal. Inside, it works somewhat like a tesseract, and parts of it conform to non-Euclidean geometry. It is a feat of engineering impossible outside of the Umbra. Each surface is a gate to a different area inside the spirit-orrery. Garou have to roll Wits + Enigmas (difficulty 7) to find their way around the interior. For example, if a Garou walks through a hall in the spirit-orrery and accidentally touches one of the walls, she will find herself in a different place inside the spirit-orrery.

The Stargazers use certain tribal Gifts, like those involving balance, to move through the spirit-orrery. There is a secret way to move without difficulty through the spirit-orrery that the Sept of the Stars share among each other. Once the secret is known, a Garou no longer has to roll to find her way around. The spirit-orrery has a definite mathematical pattern based on the number 13 (for the thirteen tribes). Consistently tapping the same surface 13 times from anywhere in the structure transports a Garou to the center of the spirit-orrery, the Celestial Chamber. Doing the same thing from the Celestial Chamber transports a Garou to the exit. The Stargazers use their Gifts to move easily by walking up the walls towards the



ceiling instead of down the open hallways. A Garou who discovers this secret may actually map the structure. It is all a matter of changing one's point of focus and looking at the walls as hallways and the hallways as walls.

The Celestial Chamber is designed like a meditation chamber instead of an observatory. The positions of the stars in the Aetherial Realm mark the sides of the chamber. The Stargazers call on star spirits to help them understand enigmas. Within the Celestial Chamber, the Stargazers summon and commune with allied star and planetary spirits. Through their meditation and the Gift: Astral Mind, they decipher the alien thoughts of the star spirits. The Stargazers have spent centuries in the Aetherial Realm building alliances with these spirits. If anyone attacks one of their spirit allies, the Sept of the Stars will seek vengeance. Spirits also protect the orrery.

The Moon

Garou travelling toward the Moon watch the skies become brighter until the moon is the only discernable object. The journey takes some time (days or even weeks). Garou may have many encounters on the way. When the Garou get close to the Moon, Lunes approach as glowing moonbeams and ask them to turn back. Initially, the number of Lunes will equal the

Phoebe

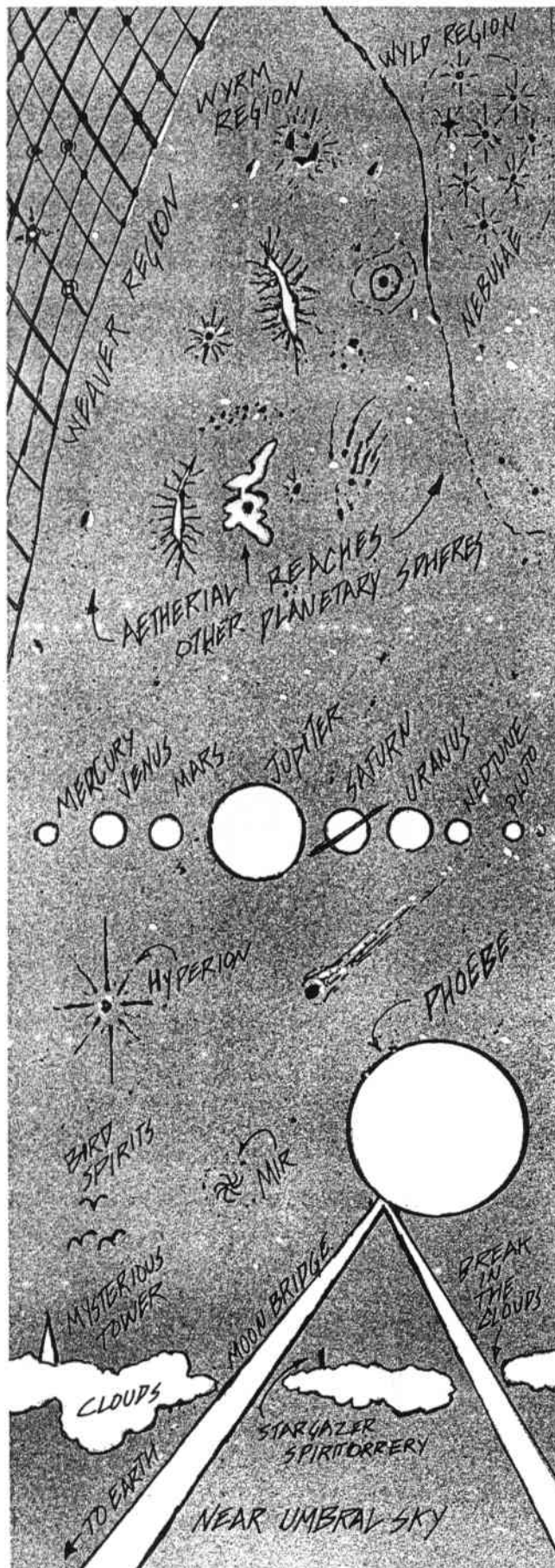
A pack may choose Phoebe as a Totem. She is a Totem of Respect. Choosing her costs seven background points. All of her Children automatically receive Enigmas 3 and Primal-Urge 2. Her Children possess the Ragabash Gift: Open Moon Bridge. She requires that her Children help the Lunes guard Moon Bridges and Moon Paths from the Wyrn.

number of Garou in the pack. The Lunes do not turn away Stargazers.

If the Garou continue, the Lunes will try to divert the pack onto a Moon Bridge. Garou must attain seven successes on an extended Intelligence + Enigmas roll (difficulty 10) to resist the Lunes. Only three rolls can be made. If the Garou succeed, they arrive safely at Phoebe, the Incarna of Luna. If the Garou fail, the Lunes shift them onto one of many Moon Bridges (back to their home caern if possible).

Should the Garou attack the Lunes, the number of Lunes will double. They do not wish to kill the Garou. The Lunes fight until one or more of them have lost their physical forms. They will flee towards Phoebe, trusting her to judge their attackers. Waves of Lunes will attack Wyrn-tainted Garou, such as Black Spiral Dancers, stopping only if the Garou flee or die. A near-infinite number of Lunes live in the Aetherial Realm around Phoebe.





Phoebe is an Incarna of the Celestine Luna, and the Moon is one of her physical forms in the Aetherial Realm. Phoebe may assume many forms at once. Phoebe's Moon form is a perfect sphere made of Moonsilver. Moonsilver inflicts twice the aggravated wounds that silver does to Garou. It also increases the effective Gnosis of its possessor by one. (See Fetishes, below)

Phoebe is beyond the power levels of the greatest Garou. If Garou try to attack her, she will automatically send them back to Earth by summoning a Moon Bridge. Her reaction to visitors depends on how she is approached and the current phase of Luna in the Tellurian. On a New Moon, she tends to be cryptic and enigmatic, sometimes playful. During a Crescent Moon, Phoebe grants prophecies and Gifts. When the Half Moon is in the sky, she is moderate and listens to her visitors. During the Gibbous Moon, Phoebe inspires songs and tells stories. On a Full Moon, she appears as an inspiring goddess ready to battle the Wyrms.

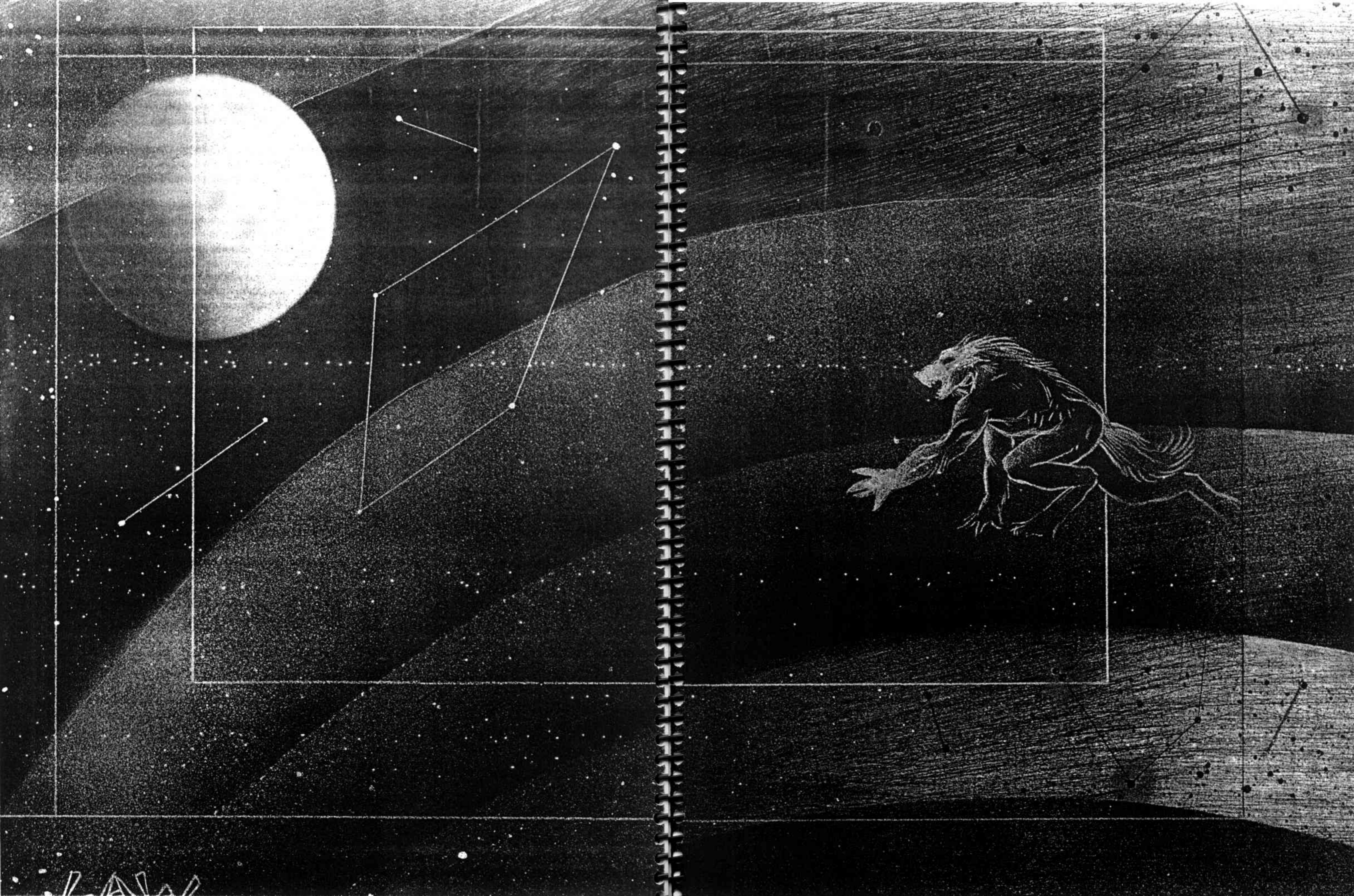
Phoebe may do many things for the Garou. She is an ancient spirit and possesses a vast amount of wisdom. However, Phoebe believes that whenever possible, it is best for Garou to learn things for themselves. She has the power to completely replenish a Garou's Gnosis. All Pathstones for Moon Bridges come from her. Phoebe may create a Moon Bridge to virtually anywhere on Earth. She may also open Moon Paths through the Near Umbra. She is the Patron of the Lunes in the Aetherial Realm.

Phoebe knows all of the Moon Paths throughout the Umbra. She may also let those who prove themselves to her take some of the Moonsilver to fashion into a fetish. Phoebe requires a quest from Garou who want Moonsilver. Examples of quests include forays against the Weaver or the Wyrms and the retrieval of stolen Pathstones or Moonsilver.

She marks Garou who quest for her with her sign visible on their forehead in the Umbra. It appears as a moon of the Garou's auspice. Garou with this sign may approach Phoebe without difficulty in the future. She requires any Garou who takes Moonsilver to spend a permanent point of Gnosis to replenish her spiritual loss.

MJR Caern

One area above the clouds appears as a black hole spinning in the midst of Weaver webs, covered in Weaver spirits. If Garou watch the hole, they see that the webs and spirits enter one side of the hole and come out the other side, twisted, strange and covered in balefire. This is the Black Spiral Dancer caern on board MIR (see *Book of the Wyrms*). Around it, Banes float in strange patterns and make twisted sounds. The Banes will drag approaching Garou through the gate and into Malfegas. Dark Moon Bridges flash to and from this point.





Phoebe has a special relationship with the Stargazers. This relationship has been cultivated by the Sept of the Stars. Any Stargazer with 20,000 or more Honor Renown will be considered worthy of aid by Phoebe. She will let them take Moonsilver from her without a quest.

The relationship between Phoebe and the Stargazers is so strong that a Stargazer who betrays or harms Phoebe or her Children will automatically lose 5,000 points of Honor, and she will face strict punishment from the members of her tribe.

Moon Bridges

All Moon Bridges travel through the Aetherial Realm. Garou can watch the bridges flash through the realm and may identify travelers. A Garou with the Gift: Bridge Walker may create a personal bridge to arrive at almost any locale in the Near Umbra or on Earth from the Aetherial Realm, even the abodes of Phoebe and Hyperion, the Incarna of Helios. Lunes and caern spirits protect all Moon Bridges.

The Sun

The Umbral skies grow hotter and brighten as Garou travel toward the Sun. Fire elementals dance around the Aetherial Sun. Some attack the Garou, but most ignore them. Assume one fire elemental attacks for each Garou present. Garou continuing past the outer ring of elementals suffer aggravated wounds from the heat. They must suffer through five damage rolls. Each roll is against a nine difficulty, doing three wound levels. This can be soaked; Luna's Armor functions normally. At the Storyteller's discretion, some Wendigo Gifts, such as Chill of Early Frost, also reduce damage. For each wound a Garou suffers, he regains a Willpower point. If a Garou survives this gauntlet of fire spirits and intense heat, he arrives at the citadel of Hyperion, Helios' Aetherial manifestation.

At the citadel, flames bathe the Garou, but they do not burn. They no longer suffer the effects of the heat. Hyperion appears before them along with his attendant fire elementals. Like Phoebe, he has many forms. He is the Aetherial Sun. All of Hyperion's forms have something to do with flame. He is not well-disposed towards any of the Garou for their role in the War of Rage except the Children of Gaia. Hyperion feels that the Garou have helped create the coming Apocalypse. He will demand to know why the Garou have sought him out. If the

Hyperion

A pack wanting Hyperion as a Totem must pay 10 background points. Hyperion's Children receive the Ahroun Gift: Kiss of Helios. Hyperion expects his Children to protect the other shapeshifters left on Earth, especially the Mokolé and Corax. The Mokolé respect Children of Hyperion and will not harm them. It is rumored that Hyperion has secret Gifts he may teach Garou.

Garou act in an honest, brave and respectful manner, Hyperion treats them well. As long as the Garou do not lie about their intentions, Hyperion will not harm them. Otherwise, Hyperion has the power to punish them as he sees fit.

Like Phoebe, Hyperion is an ancient Incarna. He has the ability to heal any type of damage. The Silent Striders claim Hyperion may give life to the dead. He can also inflict damage that can only be healed with the Gift: Mother's Touch. Garou who perform services for Hyperion may chose him as a Totem (see sidebar). Hyperion prefers to send Garou on quests to places where the light of Helios does not shine, such as the Scar.

The Skies

Stars, planetoids, comets and other celestial bodies fill the Aetherial Reaches. Some Theurges say each world in the Aetherial Reaches is a separate domain. The Silent Striders say the Aetherial Reaches reflect the Deep Umbra. In addition to Phoebe and Hyperion, manifestations of the planets possess domains here. Regions influenced by the Wyrms, the Weaver and the Wyld lie past the planetary spheres. Beyond those areas is the Membrane separating the Near Umbra from the Deep Umbra.

The Wyld Reaches

The Wyld Reaches border the section of the Membrane closest to the Wyld areas of the Deep Umbra. Wyldlings, Nebulae and other Wyld spirits inhabit the Wyld Reaches, along with star and planet spirits. Strange sounds, like the static received by NASA space probes, can be heard echoing through the Wyld Reaches. A Storyteller who owns some of the Voyager recordings may find they make excellent background music for stories in this section of the Umbra.

Garou travel the Wyld Reaches questing for the mystic Wyldstones floating among the planetoids. One story about Wyldstones says they grant their possessor complete control of his transformations. A different tale claims Wyldstones grant Garou the spirit Charm: Break Reality.

A multitude of Anchorheads drift through the Wyld Reaches, leading through the Membrane into the Deep Umbra. Worlds filled with strange life and objects drift through the Wyld Reaches. One Umbral explorer has discovered a gigantic stellar cloud, larger than the Nebulae spirits, filled with stars, worlds and a variety of other objects. One theory suggests that a Spirit Gate may lead from the Bermuda Triangle to the Wyld Reaches. Spirit Gates to other Near Realms may also be found in the Wyld Reaches, including one to the Flux Realm. Travelling through the Wyld Reaches is difficult, requiring Intelligence + Enigmas rolls (difficulty 7) to avoid getting lost.

The Weaver Reaches

A grid-like spider web covers the Weaver Reaches. This area looks like a physicist's test area for space-time relations. Worlds hang lifelessly on the web. It is an eerie place for Garou,

even Glass Walkers. Large Star Spiders travel along these Webs, hunting for other celestial objects to calcify.

Geomids, strange geometric Weaver-spirits, are the only free-floating objects in the Weaver Reaches. Some Geomids are large enough to be worlds unto themselves. (For more information on Geomids, see Chapter Three: Denizens.) No Garou fully understands the purpose behind these large objects. One paranoid theory maintains that the Geomids function as part of the largest neural net ever created. In other words, the Weaver Reaches could be an artificial intelligence, perhaps even the consciousness of the Weaver.

No Anchorheads exist in the Weaver Reaches, but some suggest that travel is possible across the web through the Membrane. Many Garou believe that fetishes and powerful spirits may be discovered bound in the webs of the Weaver. Others travel the edge of the Weaver Reaches to reach deeper places in the dangerous Wyrms or shifting Wyld Reaches.

The Wyrms Reaches

The Wyrms Reaches may be the most dangerous areas of the Aetherial Realm. Anchorheads to Malfeas swirl through the Wyrms Reaches (referred to disparagingly as "Wyrms holes" by the Stargazers). Warped and corrupted star and planetary spirits devour each other in the Wyrms Reaches. Balefire elementals swarm over each other. The constellations in the Wyrms Reaches form foreboding signs. The Sept of the Stars can sometimes predict the Wyrms' activities by studying the Wyrms Reaches. The Ouroboros camp of the Stargazers claims that the Wyrms purposely shows its plans to the Garou so they will try to foil them. Banes inhabit planets in the Reaches. Dark clouds of matter obscure large sections of the sky.

Exiting the Realm

To leave the Aetherial Realm, all a Garou has to do is fall through a break in the clouds. Garou may observe other locales in the Umbra through these breaks. Almost all of the Near Realms may be reached from the Aetherial Realm, with the exceptions of Erebus and the Flux Realm (accessible through the Wyld Reaches). After leaping through one of these holes, the Garou will experience a falling sensation like those in nightmares before suddenly landing safely elsewhere in the Umbra.

Moon Bridges and Moon Paths provide another way to leave the Aetherial Realm. Many pathways out of the Aetherial Realm may be found near Phoebe. Some Umbral explorers come to the Aetherial Realm to access the Anchorheads. An opening to the Abyss exists in the Wyrms Reaches.

Story/Encounter Possibilities

1. The Aetherial Realm is one of the main targets of the Dukes of Malfeas. An Anchorhead to Malfeas exists on one of the planets in the Wyrms Reaches, and Number Two plans to move against the alien Weaver Reaches.

2. Corrupted star spirits overwhelm the spirit-orrery. The Sept of the Stars goes mad. They begin using their resources to further the Apocalypse. The Garou must stop them and restore their sanity.

3. The Weaver Reaches do possess a mind of their own, and it is as insane as the Weaver. Weaver spiders assault the Aetherial Realm, trying to seal it completely. This threatens the Moon Bridges of every caern in the world. The Aetherial Realm is an area that has come to the attention of the Weaver.

4. Garou wanting to establish their own caern have to approach Phoebe to gain a Pathstone.

Laws

1. Garou are immune to the effects of outer space in the Aetherial Realm (with the exception of weightlessness) at the Storyteller's discretion. Therefore, a Garou in the Aetherial Realm does not need to worry about such things about whether there is an atmosphere; he may still breathe, talk and be heard, etc. Even though the realm is a reflection of outer space, space does not affect the Umbral environment.

2. The spirits native to the Aetherial Realm are more easily summoned here than on Gaia. Star spirits, Lunes, air spirits, Auroras and flame elementals may be summoned at difficulties reduced by two. For a Rite of Summoning, Hyperion, an Incarna who dwells in the Aetherial Realm, may be summoned at a base difficulty of 6 or 7 instead of a difficulty of 8 or 9 as indicated in the chart found in the *Werewolf* rulebook.

3. All Moon Bridges travel through the Aetherial Realm. The difficulties for all rolls involving Moon Bridges in the Aetherial Realm are reduced by two.

4. Falling does no physical damage in the Aetherial Realm, no matter how far someone falls. If a Garou slipped off one of the webs in the Weaver Reaches, he could fall through the Weaver Reaches, through the Planetary Sphere and past Hyperion and Phoebe. He would impact in the clouds near the spirit-orrery of the Sept of the Stars without taking physical damage. A Garou's mental condition after such a fall is questionable. Additionally, if the Garou fell through a hole in the clouds, he would fall into another section of the Umbra and still take no damage.

Garou can walk on clouds in the Aetherial Reaches without falling through them.

5. Garou attempting to use astrology or Gifts that use atmospheric or celestial objects have the difficulties of their rolls reduced by two.

6. Hyperion and Phoebe in the Umbrascape correspond with the positions of Helios and Luna.

7. Due to the proximity of Phoebe in the Aetherial Realm, all Garou regain a Rage point upon entry.





8. The clouds in the Wyrms Reaches reduce the difficulty of all Perception based rolls by one.

Optional Laws

9. All Garou can fly in the Aetherial Realm by using Perception + Enigmas to move. The standard difficulty is 6. Garou may move a distance equal to 10 feet times their Gnosis per success (10 x Gnosis/success). All a Garou has to do is will herself to fly. This knowledge is one of the great secrets of the Aetherial Realm. It is carefully guarded by the more experienced visitors and residents.

Altair wishes to fly. He rolls his Perception + Enigmas (difficulty 6) and gets four successes. With a Gnosis score of 10, Altair may fly 400 feet this turn (10 feet x Gnosis 10 x 4 successes).

As an extra note, if a Garou possesses the Silent Strider Gift: Speed of Thought, it doubles flight speed as well as land speed.

10. The Aetherial Realm may correspond with space in the Tellurian if the Storyteller desires. If this is the case, then the Gauntlet can be penetrated from the Aetherial Realm. However, this would be bad (explosive decompression is bad) unless they have the Silent Strider Gift: Adaptation. Also, a Garou could use Intelligence + Science (difficulty 6) to navigate through the realm.

11. Each planet in the Aetherial Realm is its own domain and might have laws that contradict or change the laws of the realm.

12. The infinite represents destiny and the future of the Garou. The Aetherial Realm itself is a microcosm of the Near

Umbr. Any attempts to use prophetic Gifts receive a bonus of one extra die.

13. The Silver Fang Gift: Lament Flame does not cost any Willpower to use in the Aetherial Realm. However, Silver Fangs with this Gift in use leave a trail of light behind them as they soar through the Umbr.

14. All Garou who use Gifts related to Luna or Helios receive a bonus of one success to any roll they need to make. These include Open Moon Bridge, Luna's Blessing, Bridge Walker, Kiss of Helios, Luna's Armor, Halo of the Sun, Luna's Avenger and Gate of the Moon.

Fetishes from the Aetherial Realm

Moonsilver: Any item made from Moonsilver will do double aggravated damage to Garou. Also, unlike silver, Moonsilver increases the Gnosis of its holder by one.

Pathstones: Pathstones are necessary for opening Moon Bridges from caerns. (See description in the Werewolf rulebook.)

Wyldstones

Level 5, Gnosis 8

Wyldstones appear as small dark pieces of rock found floating in the Wyld Reaches. When activated, Wyldstones glow with an entire spectrum of color. They let Garou use the spirit Charm: Break Reality (see the Wyldings in the Werewolf rulebook) using the Gnosis of the Wyldstone. They also aid a Garou's transformations, reducing his difficulty numbers by two.

Arcadia Gateway

*There is a land not far from the ears of sound, the eyes of sight can see,
It's over the trees, you'll be there by tomorrow's breeze.*

*Few people get there quick by their chosen road
They don't know its quicker to go at your own velocity.*

*There is a wall of doubt surrounding everything that's there,
Children fair, they ride there on the dreamy mare.*

There is a great big gate, waiters wait...

— Donovan, "There is a Land"

It was the night of the Eisteddfod, the first time I travelled to the Arcadia Gateway. My mentor, Sits-Under-Trees, knew a faerie of the woods who lived there, who he claimed could make the pipes sound more beautiful than anything in this world. Tonight, he wanted to invite his friend to the Eisteddfod.

We raced across the Moon Paths as Lunes watched over us. We stopped when we encountered a woman dressed in a flowing gown. She had flowers in her hair and stroked a harp. She smiled at me, and I looked into her eyes. To this day, I can remember how beautiful they were, although I still can't remember their color.

"Good evening, lady," said Sits-Under-Trees. "We're in a bit of a hurry tonight. It's the night of the Eisteddfod, the Fianna festival. We were hoping to make it to the Gateway and invite a few friends. What will be your price for passage?"

Her eyes never left mine. "A long kiss from him in his human body."

"Well, that's easy enough," Sits-Under-Trees said. He turned to me. "She's a comely one. Kiss her."

I didn't need any encouragement. She was the most gorgeous creature I had ever met. I shifted to Homid and walked over to her. She slipped one hand into the curls on the back of my neck and pressed her whole body against me. We kissed, and I will never again feel the way I felt at that moment.

She was absolutely intoxicating, and our kiss lasted a lifetime.

"Okay, already. Stop making like a gum commercial and come on. We don't have much time," said Sits-Under-Trees.

Ours lips lingered before parting. She took my hand. I started walking with her.

"Please stay with me," she implored. I couldn't say no.

"Now, wait a moment. You got your kiss; you need to develop your willpower." Sits-Under-Trees snagged me and pulled me away from her.

I tried to resist, but she was gone.

"Beware of faeries, my pupil. They are wonderful creatures, but you can't let them get the better of you," he said.

We were suddenly off the Moon Path and in a thick forest.

"Why did you take me away from her?" I asked.

"Because you would've stayed with her forever, or at least until the Apocalypse. Your pack needs you, and I recall there's a certain girl you've been seeing."

I remembered Mary, my fiancée. I was in love with her.

"That kind of power is frightening," I said.

"Now, you understand why we've just got to get my flute-playin' friend to the Eisteddfod tonight. What an impact he'll make!"



According to Fianna Moon Dancers, the Fair Folk and the Garou have always been allies. In times past, some Fianna were recognized as faeries by the courts of Arcadia. Then, with the rise of the Weaver, magic faded from the world. As the Wyld fled from Gaia, the Faeries retreated to Arcadia, leaving only a single outpost in the Umbra as a Gateway to Arcadia.

The Gateway to Arcadia is a Near Realm in the Umbra. The realm contains the gate and a fortress to guard Arcadia from enemies. The Fianna have called this realm Avalon, Hy-Brasil and Tir-na'nogth, some of the other names humans use for Arcadia. The other tribes refer to it as the Arcadia Gateway. The realm is a confusing and confounding place of paths that lead nowhere.

This land is not actually in Arcadia. It exists completely within the Umbra, in the area that directly connects to the land of the fey. One group of faeries took over this section of the spirit world in order to protect Arcadia from incursions by powerful spirits and demons. The mazes are designed to confound them and make them turn away, or at least give the faeries time to study their potential foes.

To reach the realm of the Arcadia Gateway, Garou must follow the Moon Paths through the Umbra near the Fianna





homeland realm and Luna. Other homelands have similar paths, but the Fianna paths are the most clearly defined. The Get of Fenris have a path called the Way of the Dwarves, and the Black Fury homeland has the Nymphic Roads.

Low Faeries wait on the paths, requiring a task of some kind before they allow passage into the realm. Some Low Faerie trolls demand payment in gold. Others must be defeated in riddle contests. Some demand that Garou sing or dance for them, especially hostile Ahrouns. Garou who refuse to subject themselves to the whims of the faeries never reach the Arcadia Gateway. Those who successfully complete one of these tasks step off the Moon Paths into a thick verdant forest covered with trails racing off in all directions.

The forest is divided between two High Faeries, Lord Lysander of the Seelie Court and Princess Mariana of the Unseelie Court. Lysander controls lovely areas, filled with quiet glades and trickling brooks flowing down into fish-laden ponds. The woods are well tended, with little undergrowth. Mysterious lights guide travellers. Gossamer waterfalls slip over moss covered boulders by meres that reflect the unbroken blue sky. It is always summer—Midsummer to be exact—and the sun is near setting.

The forest darkens where Mariana holds sway. The trees are gnarled and dying. The pools are stagnant, and the mud-filled creeks sluggishly ooze past their banks. Dead leaves and brambles cover the forest floor. Spider webs stretch across the

trails. As a Garou nears the Grim Fortress of Mariana, deep snow covers the ground. Here it is always Midwinter night.

The Trails

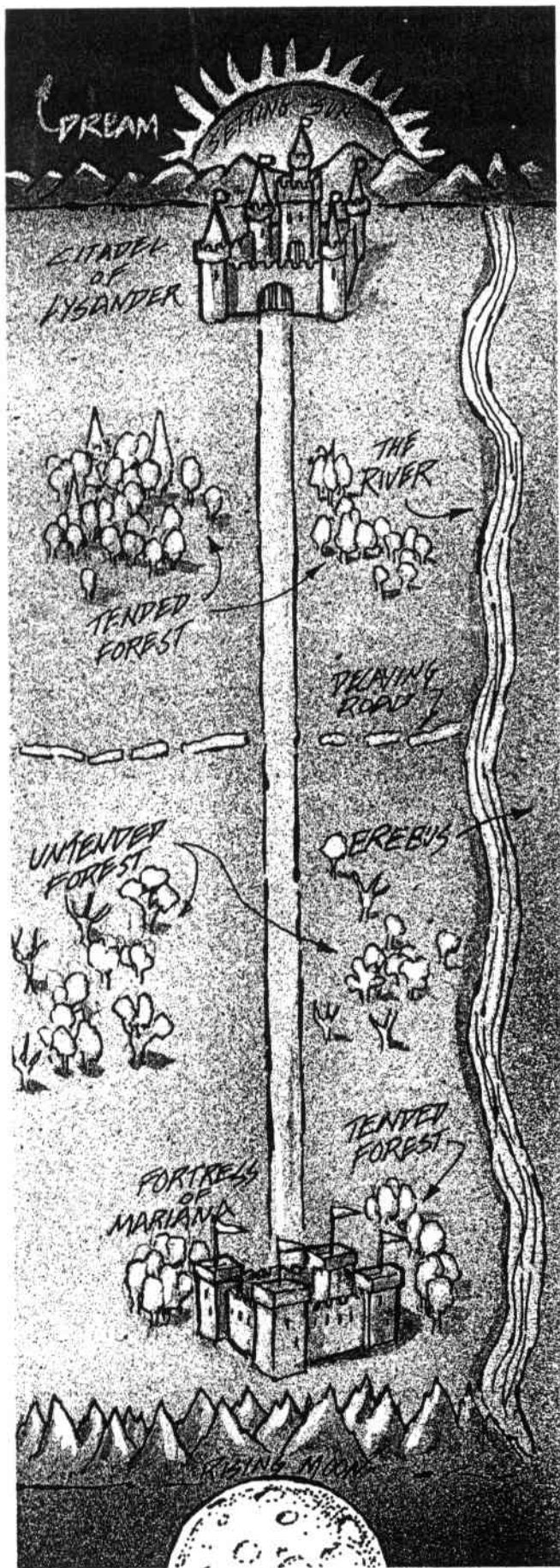
The forest trails shift and move. Garou may use their survival skills to try to find their way out of the forests, but it is a hopeless effort. Low Faeries and magical beasts living in the forest may guide Garou out of the forest. A White Stag will lead members of the Fianna tribe out of the forest.

Another method of escape is rumored to work. A Garou must close his eyes, spin around and around until he almost falls from dizziness, and then try to walk in a straight line. This method requires a willingness to be comfortable with a lot of tripping and falling. Even if this method doesn't work, it's likely to attract many faeries for its sheer amusement value.

Garou may also encounter Lord Lysander and his entourage of silver knights enjoying a hunt in the woods, or some of the spies of Princess Mariana returning from secret missions in the Seelie sections of the forest. Garou foolish enough to bellow out threats to the faeries in the woods will find themselves subject to numerous sneak attacks by Low Faeries using small silver arrows. Eventually, knights will come to remove the Garou from the woods and either escort them from the Arcadia Gateway or take them to the Grim Fortress of Mariana, depending on who the knights serve.

Garou who escape the forest find themselves on a great Roman road, cutting as straight as a razor through the heart of





the forest. The road travels from east to west, appearing to stretch from where the sun rises to where the sun sets. A few may realize that they must have crossed the road at some point during their wanderings through the forest. They never noticed the road; such is the power of faerie. At its center, the Roman road crosses another great road of much older origin, travelling north to south through the forest. If any Garou travels out of sight of the roads into the woods, he gets lost again. Some faeries try to lead the Garou back into the woods with strange lights or houses barely visible from the road. The Seelie faeries do this for fun. The Unseelie faeries do it to be cruel.

If the Garou take the southern road, it leads through the forest to an immense ocean. The strange shores beyond that ocean remain beyond the knowledge of the Garou. A few believe that it leads to other realms in the spirit world beyond the Umbra. The faeries do not speak of things beyond the ocean.

The northern road cuts through the forest towards great misty mountains. The forest and road slope upwards to meet the mountains. The road ends at a dark murky river miles wide. Sometimes faeries put signs here saying "You have reached the edge of the map, go no further." Strong Garou can swim across the river. Over the mountains, the faeries say the road leads to darkness. The Garou believe the northern road changes into the Silver Road that leads through the Umbra to Erebus.

Gateway Castle

If the werewolves travel west, towards the setting sun and a rose-colored sky, they reach a clearing in the forest. Rising before them, like something out of a dream, is the Gateway Castle. The castle appears fragile with impossibly thin towers, but it is strong enough to withstand the fury of legions of Banes. The Gateway Castle is surrounded by beautiful gardens, hedge mazes, ponds, life-sized chess boards and many other wonders. There is even a tournament field.

Beyond Gateway Castle, toward the setting sun, is a path that leads through the forest to Dream. Sometimes, lost Phragments (see the Dream Zone) find their way from Dream into the Arcadia Gateway.

Silver-armored faerie knights ride forth from Gateway Castle to meet approaching Garou. They immediately recognize Fianna and the Children of Dana (Garou allied to the Totem Dana) and welcome them to the castle. The knights politely question Garou about their identities and business before offering them the hospitality of the Gateway Castle. They will be escorted into the Castle, given rooms and invited to dinner with Lord Lysander. If Garou attack the knights, horns sound through Gateway Castle and reinforcements sally forth, led by Lord Lysander himself. Lord Lysander is a dangerous but merciful opponent. He will order his knights to subdue the attacking Garou and force them out of his realm.



Lord Lysander

Lord Lysander is a tall handsome man wearing elegant clothes from centuries past. He carries a presence appropriate for a noble member of the Seelie Court who has guarded the gate for centuries. In all that time, Lysander has not left the Arcadia Gateway. The modern world is completely unfamiliar to him, and Lysander sees no reason to adapt to it. If Garou tell Lysander about any faeries remaining on Earth, he politely suggests that they may be mistaken. Lysander will answer any questions that he can about Arcadia, such as telling Garou that the good faeries belong to the Seelie Court, while evil faeries belong to the Unseelie Court. Lysander believes in the importance of his duty and will die to defend Arcadia from threats.

Lysander is an interminably correct fellow who has adopted and mixed his favorite aspects of the Victorian Age and the Age of Chivalry. He will be courteous to a fault to all visitors, no matter how offensive, unless they threaten or insult him or his duty. Lysander believes in hospitality and grants reasonable aid to any who have chosen to sleep in the Gateway Castle. If he must, however, take to arms, he does so with skill and enthusiasm. Lysander attempts to disarm and disable his foes, if possible. He sees no gain in killing Garou. But, if all else fails, or his own life is in jeopardy, he will not hesitate to kill.

Lysander has one dark secret that can be used against him. He has fallen in love with Princess Mariana. They secretly rendezvous at a lodge in the forest between their lands. He fears she is using him, but he cannot help himself. Lysander truly loves her to such an extent that he would lead his armies away from the Gateway Castle if an enemy threatened to destroy the Grim Fortress. No matter what, Lysander cannot bring himself to destroy Mariana.

The faeries treat the Garou staying at the Gateway Castle to fine foods and faerie wines. Lysander grants his guests full run of Gateway Castle. They may wander through the hedge maze or go with Lysander and his knights on hunts through the woods. Aurik, the dwarven blacksmith of Gateway Castle, will forge faerie weapons and armor for Garou who go on missions for Lysander and Arcadia. Depending on when the Garou arrive, a grand tournament between the Unseelie forces from the Grim Fortress and the defenders of Gateway Castle might be in progress. The faeries of Gateway Castle always win these tournaments, despite foul play by the opposition.

The Grim Fortress

To the east, towards the rising moon, stands the Grim Fortress of Princess Mariana, ruler of the Unseelie Court. Her castle stands in a small patch of light trees, surrounded by the darker Unseelie forest. Deep snow and barren skeletons of hedge sculptures surround the Grim Fortress. The ponds lie frozen over. Beautiful fish are trapped in the ice, forever suspended. The whole scene is lit by moonlight, rising behind the castle. Some Garou feel inclined to howl upon seeing the Grim Fortress.

The drawbridge of the Grim Fortress is always pulled up. Dark figures man the battlements. Visitors who hail the castle have the drawbridge lowered. Princess Mariana and her attendants receive them. Garou who decide to attack the Grim Fortress face an overwhelming force of dark faerie knights. The knights will be armed with silver weapons. Princess Mariana is a powerful faerie sorceress and she uses her magics to devastating effect. Unlike the knights at Gateway Castle, the warriors of the Grim Fortress show no mercy in battle.

Princess Mariana

Princess Mariana is a tall, dark woman dressed in diaphanous gowns. She was a great sorceress in the Unseelie Court until she raised the ire of those with more political power. For her crimes, she was exiled to the Arcadia Gateway to spend her days countering the Seelie faeries and trying to capture and control the Gate to Arcadia. Mariana has seized control of the exits to Arcadia Gateway. Just beyond the Grim Fortress lie all of the Moon Paths leaving the Arcadia Gateway. Princess Mariana lets the Fianna pass without trouble.

Mariana plays the role of a poor young woman trapped by forces beyond her control. She appeals to the kindness of visitors, begging for them to help her return home by seizing the Gate to Arcadia. She tries to enchant any Garou she meets in the hope that they will discover information about the Gate to Arcadia for her. She invites Garou to stay in the Grim Fortress and train with her dark knights. Princess Mariana particularly likes to deal with members of the Shadow Lords.

Unlike Lysander, Mariana is intensely interested in the modern world. Mariana has begun to believe that the faeries have forgotten about the Arcadia Gateway and abandoned her. She is a deceptively dangerous enemy who uses minions to accomplish her ends. Deep in the dungeons of the Grim Fortress, Mariana creates faerie monsters to serve her. If they grow uncontrollable, she releases them into the forests, where Lysander and his men hunt. Her most recent failure was a set of faerie boars.

Princess Mariana has a dark secret. She loves Lord Lysander. This causes her great agony. She no longer has the will to destroy Lysander and seize Gateway Castle. Without the ability to complete her mission, she may never return to reign over the Unseelie court. In fact, if she felt that Gateway Castle was on the verge of being destroyed or that Lysander's life was in jeopardy, she would send her dark knights and use her magics to aid him. Originally, they met as part of her plan to seduce and destroy him. Instead, his nobility and passion melted her heart. She fears he is using her, but she cannot bring herself to stop meeting him at their forest lodge.

The Gate

The Gate to Arcadia is of the Wyld. The Gate assumes different shapes and moves through Gateway Castle. Only Lord Lysander knows where it is located at any one time. If the Gate to Arcadia is discovered, it may be entered. Entry to Arcadia requires a Gnosis roll against the difficulty of the

Garou's own Rage plus five. Information on Arcadia will be detailed in the fifth installment of the Storyteller series.

The Tragedy of the Fey

Within the Arcadia Gateway realm, Garou may encounter many faeries, low and high, Seelie and Unseelie. However, Lysander and Mariana and their retainers are no longer representative of the true Faeries. None of them have seen Arcadia for centuries. Their memories have faded, and none of the faeries can remember Arcadia.

The tragedy of both Lord Lysander and Princess Mariana is that the world of the Faeries has passed them by. While they have lived in a pocket of protective stasis, the world behind the Gateway has evolved at a furious pace. The Faeries who live there are nothing like the stately nobles who protect them. The lords of the Gateway do not accept this, though they fear in their hearts that the dream they protected against the ravages of eternity is long gone, altered from within. Some of the Low Faeries seem to know of the change, and mock the regal pair.

The antiquated faeries living around the Arcadia Gateway are still useful. They possess great knowledge and power. They know the locations of ancient caern sites. They also possess secret Gifts and magick. Faeries could also prove to be invaluable allies on quests into the Umbra or into the physical world. However, they do not part with their information or services cheaply. Quests on their behalf, promises of service, internal

organs or a stupid dance from a stern Ahroun might be requested as payment. Other antiquated faeries, such as Puck, Jack-in-the-Green and Patch Goblin may reside in the forests of the Arcadia Gateway.



Connections to almost every other location in the Umbra exist in the Gateway to Arcadia. These gates may only be activated by those with faerie blood. Lysander and Mariana both know many secret exits to the realm, but neither will reveal their locations except in the most extreme circumstances.

Story/Encounter Possibilities

1. A strange faerie weapon has wounded an ally of the Garou. The Garou travel to the Arcadia Gateway to find a cure from either Lord Lysander or Princess Mariana. The faeries may require the Garou to perform a task for them in return for help.

2. Mariana has sent her minions to Earth to capture Garou for her experiments. They attack the Garou and try to seize them. If the dark faeries capture the Garou, the werewolves must escape from the Grim Fortress before Mariana completes her experiments.

3. The Wyrms strike. An army of Banes and Black Spiral Dancers descends on Gateway Castle attempting to break into





the Gate to Arcadia. The faeries send out messengers requesting help from anyone who can give it.

Laws

1. Faeries feel a kinship with members of the Fianna tribe and the Children of Dana. All social rolls involving these Garou and their dealings with faeries are reduced by two.

2. Haven't we been here before? For each day spent wandering in the forest, the growing frustration makes the difficulties on frenzy rolls decrease by one. This effect is cumulative until Garou leave the forest.

3. Faeries are not spirits. Gifts that affect spirits do not affect faeries.

4. Cold iron harms the faeries of Arcadia Gateway, just as silver damages the Garou. Faeries may be permanently killed only with iron weapons. Also, no steel of any nature may be found in the realm.

5. No matter how much Gnosis a Garou spends in the realm, he always has one point remaining due to the proximity of Arcadia.

6. Names have power. Should a Garou learn the true name of any faerie within this realm (and none of the names they give are their true names), she can control them. The faerie thus affected must perform any task asked of him. However, he will make every attempt to escape the control of the Garou.

7. Time passes randomly in the Arcadia Gateway with no relation to Earth.

8. The faeries understand the Garou in all of their forms, and communicate easily with them.

Optional Laws

9. Bargains are binding to faeries. If a Garou and a faerie make a deal, the faerie must perform its part of the agreement. Should a Garou fail to carry out his side of the deal, measures will be taken.

Fetishes from the Arcadia Gateway

Faerie Weapons

Level 2, Gnosis 7

All faerie weapons are treated as Earth versions of the same weapons, except that when activated, they do aggravated damage. Also, faerie weapons never dull or break.

Faerie Armor

Level 3, Gnosis 6

Faerie armor is lightweight armor designed by the faeries for their favorite knights. It will shift with the Garou and adds three dice to the Garou's soak roll. These dice also soak aggravated wounds, including silver. Faerie armor does not hinder movement or Dexterity. It also does not wear or break.

The Atrocity Realm

It's a rough, rough world, it's a tough, tough world, well you know.

*And things don't always, things don't always go the way we plan.
But there's one thing, one thing we all have in common,
And it's something everyone can understand.*

All over the world, sing along:

I want you to hurt like I do

I want you to hurt like I do

I want you to hurt like I do

Honest I do, honest I do, honest I do.

— Randy Newman, "I Want You to Hurt Like I Do"

Wayward Son had come to the Umbra seeking answers. His tribe wanted to destroy the Wyrmscomers who had infected the Pure Land. Wayward Son was a Philodox, a Mediwiwin. He was a guide for the tribe. The Children of Gaia had shown him the futility of the Wendigos' war against the Wyrmscomers. Wayward Son believed that the Wyrmscomers could only be stopped by taking more peaceful measures. Terrorism only turned the opinions of the humans to the Wyrms. Wayward Son needed to convince his sept that the war had to end. On this visionquest, he intended to find that way.

The Moon Paths he travelled were long and dark. The forests he had just passed seemed to be more of the Wyrms than the Wylde. The Tern spirit that had responded to his Call circled ahead, then flew off. It had completed its task. Ahead, the Moon Path ended.

Wayward Son gave thanks and then stepped into the realm. His first sensation was a faint, nearly inaudible, penetrating buzzing. Small Banes were hovering in the air around him like deformed versions of Alaskan mosquitoes. He could hear an echoing noise like discordant thunder. Wayward Son raised his ears to listen and swatted at the annoying Wyrmlings. He could discern different pitches in the echoing noise. They were voices. Every one was a scream.

Wayward Son felt a shiver. They sounded like death screams, enough to sound like distant thunder. He attacked the Banes more vigorously. This had to be their doing.

Then, as they fled, he heard the thunder again. There could be no denying the voices.

Wayward Son then looked across the land. A small village of settlers was before him. A Wendigo howled. He was answered by another. Crinos poured from the trees. They tore into homes, grabbing women and children, killing them with fang and claw. Wayward Son watched in horror as the helpless died screaming. Their voices joined the thunderous chorus.

Gaia would give him an answer. He just wasn't sure if he was strong enough to hear it.

Victimization is a favorite tool of the Wyrms. These atrocities have massive spiritual consequences in the Gothic-Punk world. The Atrocity Realm is a one result of these actions. These events linger in racial memory and subconscious. Even atrocities involving only a few people, such as deaths due to child abuse, leave their mark. This applies especially to the Garou. The Garou possess a greater affinity with the spirit

world than humanity does. Therefore, the actions of Garou may have greater spiritual significance. The Stargazers say the Impergium was one long atrocity.



The Atrocity Realm stains the Umbra. The Silent Striders say it was a death realm before the Wyrms reached it. Now, it is a spawning ground for Banes. The Defiler Wyrms already control the Atrocity Realm. It recreates scenes of guilt, misunderstanding and perpetual suffering, feeding the Bane larvae. Banes and other Wyrms creatures train in the arts of victimization in the Atrocity Realm. They learn how to create pain with the farthest reaching effects through the Tellurian.

The scenery is enough to disturb even Garou. Hills of dying scrub and gray mud coat the land. Buried beneath the gray mud are pits of mass graves. A constant dirty drizzle falls, sometimes becoming a full rainstorm. Mud slides sometimes occur, scattering bones and decayed bodies across the land. Garou with acute senses will hear crunching noises and feel the ground give slightly with every step. Black smoke fills the air. Visibility is limited to the next rise or bend. A thunder of echoing cries rolls across the land. Sometimes, a single whimper or scream will rise above the chorus. Often, it is hard to distinguish the sound of rain from faint cries.

The Atrocity Realm contains odors of burning flesh, sulfur, waste products and less recognizable smells. Due to the stench, tracking is not possible. The vapors are inescapable. They





LAZY



quickly fill a Garou's lungs. Once a Garou breathes the foul air of the Atrocity Realm, nothing smells as bad again.

Death is part of every scene. Twisted visions of mass death, from the Roman massacres to Hiroshima, fill the realm.

The difference between the Atrocity Realm and the Battlefield Realm is simple. There is no true struggle or conflict here, only pretense. The strong prey on the weak. The Atrocity Realm is a place of victimization and helplessness. Infants lie starving and screaming of malnutrition while wolves gnaw at them. Men beat their wives to death. Nomads burn villages. Cannibalism runs amok among explorers. Concentration camps run their showers. Serial killers strike victim after hapless victim. These scenes replay continually while Banes hover gleefully nearby.

Garou may attack the spirits and try to stop the killing. The Bane larvae will flee in terror from Garou. However, the attacker spirits reform after being destroyed, and the scenes of slaughter begin again. These spirits, like those of the Wild Hunt, cannot be permanently destroyed. For even the most hardened butchers among the Black Spiral Dancers, the Atrocity Realm grows sickening.

Garou find that many of the scenes they encounter have some personal significance. They may witness themselves on a bloodthirsty frenzy in a shopping mall again and again and again. Even the purest Garou cannot escape the wholesale slaughter of other shapeshifters performed during the War of

Rage and the Impergium. For example, Get of Fenris may watch the most destructive and brutal Viking raids of ancient times over and over or live through scenes of the Holocaust.

The Garou can communicate with the spirits in the Atrocity Realm. The spirits are emanations of whoever they appear to be. Their reactions to the Garou depend on who they believe they are. Many will plead with the Garou to save them. Others accept their fates. A small number of emanations don't believe what is happening, and some just don't understand. Some victims accuse the Garou of being victimizers.

If the Garou wander into the wrong place at the wrong time, they may become victims, much to the enjoyment of nearby Banes. If the Garou enter Hiroshima, the A-Bomb will catch them. When this happens, a Garou experiences the sensations of death in slow intimate detail. Dying in the Atrocity Realm does not kill a Garou, although she may believe that she is dead.

"Dying" is the way out of the Atrocity Realm. A Garou must suffer as victims suffered. Moon Bridges and other methods of departure do not work. Once a Garou has "died", the Atrocity Realm transports her to Gaia (Earth), Dream, Erebus, Summer Country, Pangaea or wherever the Storyteller desires. Upon arrival, she immediately checks for frenzy.

The Wall

The Wall rises from one section of the land. No Banes are found near the Wall. A list of names is inscribed on it. According to legends, the Wall has the names of all those who



died as victims. The Wall marks the edge of the Atrocity Realm.

No Garou has ever found the beginning or the end of the wall. The Wall stretches up out of sight in the black mist of the realm. It is indestructible. Observant Garou note the names only go up about 20 feet on the Wall. The remainder is blank, reserved for future names. If a Garou stares at the Wall long enough, more names appear. A new name is inscribed every time someone dies as a victim. When the Wall is caressed by moonlight, each name glows with a silvery light. A legend persists that if a Garou burrows underneath the Wall, he will enter a strange space in the Umbra (see the Null Zone).

Bane Pits

The Atrocity Realm contains pits of newly formed Bane Larvae. Large Scraggs guard these pits. The Larvae are pathetic spirits, barely above the status of ephemera. They appear as solid clumps of maggots devouring each other. Eventually, the strongest Bane Larvae will grow large enough to crawl out of the pits. They will then slither to the nearest scene of an atrocity, where they feed off of the angst of the reenactment. Garou may slay Bane Larvae and their Scrag tenders.

The Horror

The Atrocity Realm is a place of extreme horror, a constant reminder to the Garou of what they strive against, both inside and outside. It emphasizes victimization occurring in a chronicle, in all its forms. This includes victimization of humans and animals. The Atrocity Realm is not an endlessly repeating slasher movie. Garou have time to empathize and develop a rapport with the victims or the killers before victimization recurs. This will properly convey the messages of the Atrocity Realm.

The persecutors provide a small challenge compared to the horrors facing the Garou themselves. The Garou must confront the inhumanity of the realm, and through it, identify the inhumanity within themselves. The Atrocity Realm serves as a reminder to Garou of the consequences of their actions. The Atrocity Realm opens emotional and spiritual wounds. Some septa take criminals to the Atrocity Realm to face their crimes.

Some Garou see the Atrocity Realm as a positive force. By forcing victimizers to confront their actions, it causes them to take the first steps toward spiritual healing. The second step involves atonement in Erebus. However, many Garou debate about whether the Atrocity Realm brings healing or pushes a Garou closer to the Wyrms. Guilt sends many Garou into Harano and insanity.

The Wyrms have drawn recruits from Garou, who have broken down when faced with their own crimes in the Atrocity Realm. Wyrms spirits are immune to the effects of the suffering. Black Spiral Dancers are not immune to the effects of the Atrocity Realm. There is at least one story of a Black Spiral breaking free of the taint of the Wyrms after visiting the Atrocity Realm. She then contacted a group of Children of Gaia before she was devoured by her old pack.

Emanations from the Atrocity Realm can prove helpful. Some have valuable information possessed by the being they represent. Other victims give the Garou a better understanding of humanity and courage, possibly imparting knowledge that can justify purchases of Charisma, Empathy, Leadership and some Gifts. Almost none of the victims have weapons, although most of the victimizers do. No weapon from the Atrocity Realm may be taken outside the realm. Weapons found in the Atrocity Realm vanish into ephemera outside the realm. Some Garou have bound spirits into fetishes or to themselves.



It is said that Garou may destroy a scene by administering justice for the victims. Museums and monuments to the slain may also ease the number of recurring scenes of the event, but sometimes, they are tools of the Defiler Wyrms, reminding survivors of the victims' pain and trying to open holes in their spirits for Banes.

Story/Encounter Possibilities

1. Banes possess a town full of citizens involved in a Pentex toxic "accident" cover-up. They want to stop the local employer from closing down. The Garou fight off the Banes, but more keep appearing. The Garou must travel to the Atrocity Realm and locate the particular scene of the event. They must then find the Bane pits nearby, where the Banes that plague the town spawn and destroy them.

2. Garou wish to find the Black Spirals responsible for wholesale slaughter of the children of their Kinfolk. They travel to the Atrocity Realm to witness this dread happening, hoping to discover the identities or any clues about their enemies.

3. A Garou in the sept has a long history of carelessly slaying innocents. She is sentenced to travel to the Atrocity Realm to confront her crimes against Gaia. The pack must escort her.

4. A group of Uktena Bane Tenders, Stargazer Ouroboreans, Shadow Lord Masks or other Garou have disappeared into the Atrocity Realm after entering it to seek knowledge of the Wyrms. The Garou discover them overwhelmed by their own histories of victimization and in states of deep Harano.

5. A young pack has become lost in the Atrocity Realm. As they tenaciously cling to life there, they remain trapped. The sept is concerned for their sanity. The pack is sent to find them and convince them to "die" so they may escape.

Laws

1. Due to the spiritual nature of the emanations of the Atrocity Realm, they are unable to kill visitors to the realm or be slain by them. If "killed" by an emanation, a Garou exits the realm. Other visitors, other Garou or the Scraggs and Bane Larvae may kill Garou or be slain by them. So, if Brenda, a Black Fury, came upon a scene of a man beating his daughter to death, she would be unable to destroy the man permanently.



She might shred him with her claws, but he would reform later. If the man fought back and "killed" Brenda, she would fall out of the Atrocity Realm into the Near Umbra. However, Brenda could attack and permanently destroy a giggling Bane Larvae observer.

2. The Atrocity Realm has a draining effect on Garou. After each scene they witness, a Garou will lose a point of Gnosis. After all his Gnosis is lost, he loses Rage, one point at a time. If he has lost all his Rage and Gnosis, he loses a point of Willpower per scene. If he has no Willpower left, he will automatically become the realm's next victim and exit following his "death."

3. Garou encounter scenes in the Atrocity Realm relating to their own lives or heritage. A Shadow Lord who sold his services to a Leech might witness the vampire draining blood from helpless victims or spreading her unlife through the Embrace. He might see himself raging through a crowd, stopping only to feast on human flesh. He could see himself in a Past Life crucifying political enemies in Ancient Rome.

4. If a Garou wishes to encounter a particular scene, she may roll Charisma + Enigmas (difficulty 6).

Courtney Wellington, a young Child of Gaia has returned to her caern only to discover her entire sept mysteriously slaughtered. Later, Courtney travels to the Umbra under the advice of an Old One and reaches the Atrocity Realm. She succeeds in her Charisma + Enigmas roll, and as she crosses the next hill of gray mud, she witnesses the brutal slaughter of her peaceful sept. If her sept had actually fought their enemies, she would have to travel to the Battlefield Realm to witness the event. Victimization is different from real conflict in the Umbra.

5. If a Garou confronts a scene in which she was a victimizer, she may spend a Willpower point to receive a Charisma + Empathy roll against a difficulty of her maximum (not current) Rage. If she succeeds, the scene stops replaying and she makes peace with the spirits. This may only be tried once. A Rite of Contrition may make peace with the emanations.

6. The only way to leave the Atrocity Realm is to "die." Moon Bridges, fetishes, and Gifts may not overcome this law.

7. There is no set entry into the Atrocity Realm. Often, if a Garou is feeling guilty or obsessed with death, he will arrive there.

8. Some Garou will seek the massacre of the Croatan tribe in the Atrocity Realm. It is not here, nor can the Croatan sacrifice be found in the Battlefield Realm. The reasons for this remain a mystery for both the Wendigos and the Uktena who desperately seek a sign of their lost brother tribe.

9. Perception rolls in the Atrocity Realm are made at difficulties two higher than those listed in **Werewolf: The Apocalypse** for the Near Umbra. The phases listed correspond with those on Earth where the Garou entered the Umbra.

Phase	Difficulty
Daylight	10 (12); 3 successes needed
No Moon	10 (11); 2 successes needed
Quarter Moon	0
Half Moon	8
Gibbous Moon	6
Full Moon	4

Optional Laws

10. If a Garou is remorseful enough about a scene, at a Storyteller's discretion, he may gain a point of Empathy.

11. Garou may use the Gift: Sense Wyrms to detect a particular group or type of Bane Larvae in the Atrocity Realm. This requires a Perception + Occult roll at a difficulty of 9.

Fetishes from the Atrocity Realm

Memory Ribbon

Level 4, Gnosis 7

Memory Ribbons are simple bands of cloth worn about the wrists containing the essence of emanations from the Atrocity Realm. They serve as continual reminders for Garou of the atrocities they fight to prevent. A Garou wearing a Memory Ribbon may not be possessed and has the difficulties for all frenzy checks raised by two.

Battleground

War is the greatest of all human endeavors.

— attributed to Gen. George S. Patton

The flares. We would have made it except for the flares.

Our pack had stepped off the track to avoid the shelling. Then, the track vanished. We were trapped somewhere like Europe during World War II. The Signpost had said something like that. Of course, we hadn't paid attention. We were Umbra explorers with too many pack members who thought video games should be played without reading the instruction book, myself included. A few soldiers jumped us, but my Gift of Jamming Technology eliminated their rifles. My packmates' Crinos forms eliminated the men. I felt a little bad about that, but I didn't know what was going on. Besides, they pointed guns at us.

Then we heard people screaming from one of the relatively untouched buildings. We discovered a pack of Get culling a group of civilians who thought to hide from the fighting. Kenneth, the Fianna, and Antiope, a Black Fury, attacked. The rest of us joined in. Caught by surprise, the Get went down fast. We made sure that they didn't get back up. We saved the locals' lives, but we sure didn't help their mental states.

We left and made for the countryside, despite my protests. We got away from the artillery and spotted a forest across some hills. As we crossed that last stretch of open ground, the flares went up. I saw the tanks, and I knew we were dead. Everything exploded. I was

covered in dirt and shrapnel. Antiope's head landed next to me, and I wished I had a copy of the Instruction Manual for the Umbra.

— Avery "Steel Byte" Hollins,
Glass Walker

The Battleground is one of the most ancient Near Realms. The Final Battle of the Apocalypse will be fought there. The Battleground contains the spiritual reflections of every war, every battle, every conflict known to human or beast. The spiritual nature of conflict lives here in all its glory, majesty, cruelty and horror, growing more powerful with each new struggle on Earth.

When Garou arrive in the Battleground, they appear at the Signpost. The Signpost stands at the intersection of two tracks. The Signpost and tracks take many forms, which may be anything from a Roman milestone to a certain signpost from the set of M*A*S*H or an airline departure sign. The Signpost has a list of various conflicts and the directions to them. The tracks may be roadways, train tracks, dirt paths or hallways. The landscape around the tracks and the Signpost varies with the mood of the area. The landscape, the Signpost and the tracks all remain constant with each other. For example, a Roman milestone will be at the intersection of two Roman roads in the untamed Gallic countryside. A computer terminal might be located at the intersection of two hallways inside an office.

The conflicts listed on the Signpost are not necessarily consistent with the theme of the initial entry point. For



example, Cannae, Antietam, Stalingrad, Lyonesse, Waterloo, and Kuwait may all be listed on a manifestation of the Signpost. Not all of the conflicts are large-scale battles or even skirmishes. For example, the Sylvan-Sylvan vs. Ivan Ironclaw (from *Rage Across New York*) or the Aaron

Burr-Alexander Hamilton duel have reflections in the Battleground. Mythic conflicts that may not have occurred, such as the Trojan War or the legends of Robin Hood, cannot be found in the Battleground. Garou seeking them might do better to travel to the Legendary Realm. Affairs between Garou, fights of life or death between animals, and other struggles unknown to human civilization are represented in the Battleground, such as battles from the War of Rage and the Impergium.

The Plain of the Apocalypse

One location remains constant on each version of the Signpost: the Plain of the Apocalypse. The Plain of the Apocalypse differs from the other locations. Quiet and empty, the Plain of the Apocalypse stretches as far as the eye can see. Garou walking onto the Plain will be impressed by the size and silence of the field. If they set out in the direction of the Moon, they come across a small gathering of Lunes and Garou. Every tribe except the Croatan is represented, but each tribe is divided into its own camp.

These Garou, calling themselves the Army of the Apocalypse, wait for the Final Battle of the Apocalypse. They are of all breeds and auspices. Each tribe in the Army is prepared to make the ultimate sacrifice for their tribe and Gaia in the final battle. Fellow tribe members will challenge visiting Garou to stay and wait for the Day of the Apocalypse. All of the members of the Army of the Apocalypse have a religious zeal about the End Time. Wise Garou will realize this Army is wasting its energies waiting for the war, instead of fighting now on Earth and in the Umbra.

If the Garou refuse to join the Army of the Apocalypse, then one of the camps opens a Moon Bridge so they may leave. Attempts to persuade the Army of the Apocalypse of the folly of their ways are doomed to fail. The Army of the Apocalypse is alone on the Plain of the Apocalypse.

The Track

Garou following the tracks will come to the battles listed on Signposts. They will not be directly attacked by combatants from the battle unless they step off the track. Shrapnel and incidental missiles may strike Garou staying too close to certain battles. The tracks shift to accommodate travel to the next conflict. For example, if Garou head to the Battle of Midway, the track would lead to a dock and a fueled motorboat would pilot itself and take them out to sea. Garou stepping off the track instantly lose sight of it. For Garou in one of the battle sites, the track is gone until the end of the conflict. Garou on



the track however, may grab their packmates and pull them out of the battle, as long as they don't leave the track themselves.

Retreat or Evacuation

Garou ignoring the battles listed on the original Signpost who keep travelling along the track will discover another Signpost. This Signpost might list Retreat or Evacuation as an option. If they head to the Retreat or Evacuation site, they discover combatants fleeing from their enemies into a wall of ephemeral mist. The Garou must leave the safety of the track and flee to the mist to leave the Battleground. Retreat sites also appear in many forms. The wall of mist could be located on the water, and the site could be a ship under fire. The mist could be in the sky; Garou would have to reach helicopters to escape.

The Battles

Garou who head off the tracks and carefully avoid the conflicts find themselves in various war-torn lands. They encounter wounded soldiers, dying combatants and emanations of refugees. Travellers might be attacked. These assailants could be humans, wolves, other animals or stranger entities. Prison camps dot the landscape. Sometimes, these camps provide gates to the Atrocity Realm. A continual fog limits line of sight to about 50 yards in the best conditions through these areas. Garou who travel far enough will encounter a battle site or one of the tracks.

The battles are spiritual representations of actual conflicts. They are dangerous situations for any Garou who leaves the tracks. The outcome of a battle may be changed by the efforts of a Garou. No one is certain what effects this has on the physical world, if any. A group of Wendigos have started travelling the Umbra, searching for conflicts involving Native Americans and winning them. This has corresponded with an upswing in Native American rights movements, but whether or not the two have any connection is unknown. The Wendigos believe they are connected.

Once a battle has ended, sometimes the site where the battle occurred fades from the Battleground. All Garou in the area return to the Near Umbra. At other times, the field lingers as flies buzz about the dead and carrion birds circle above. Allies of a Garou involved in a battle who have remained on the tracks may be able to signal or rescue their friend before he is lost to the Umbra. Also, a Garou with the Gift: Sense of the Prey can find the tracks by tracking down friends who remained behind on them.

The Battleground is important to any Garou who wishes to understand warfare in any form, including learning to master his own Rage. From the tracks of the Battleground, all types of battles and all aspects of conflict may be witnessed, from grand strategy and logistics to psychological warfare and collateral damage. Combatants are overwhelmed by their emotions. The Battleground is a testament to the ways in which conflict has shaped the history of human civilization and the natural world. Emanations of mighty warriors can be found, and a Garou can study conflict from them first hand.

Different tribes of the Garou see the Battleground in different ways. For the Get of Fenris, it is another possible Valhalla, a place where the honored dead may go to struggle until Ragnarok. The Children of Gaia offer it as proof of the insanity and disaster caused by mindless battles. The Silver Fangs go to view great warriors of old battling in life and death struggles on these fields. The Fianna do the same, but they are more willing to enter on the side of their Kinfolk.



Many Garou consider the Battleground to be a rehearsal for the Apocalypse. Gaia allows them to experience the sound and fury that will accompany the final act. Some travel to fields when the battles are over to see what remains in the aftermath.

The Battleground responds to those who visit it. The realm gives Garou an outlet for Rage. If the Rage is directed against a specific source, the Garou may find that source listed on the Signpost. Also, if a Garou comes to the Battleground specifically seeking a certain conflict or enemy, he might find it.

At any time, a Galliard with the Gift: Bridge Walker can use it to escape the realm.

Story/Encounter Possibilities

1. Garou may use the Battleground to solve mysteries in the physical world. If enemies attack them at night and the Garou fail to identify them, they may travel to the Battleground to witness the conflict from a different perspective. Also, if they suspect something strange about any conflict (perhaps a duel to lead their sept), they might want to witness the event again.

2. Garou may come to the Battleground to cut loose with their Rage and practice new fighting techniques. Get of Fenris and Shadow Lords may have to travel to the Battleground for initiation in their camps.

3. Garou wanting to learn about combat or enemies may travel to the Battleground. Garou who have never fought Black Spiral Dancers could seek a conflict involving them out in the Battleground. In a similar manner, a Garou who wishes to learn Kailindo may watch a fight between a Kailindo master and a famous opponent in the Battleground.

Laws

1. Due to the nature of the realm, difficulties for all frenzy rolls are reduced by two. For example, if Lucian "Wavewalker" Napier arrives in the Battleground on the night of a Full Moon, he would need to roll against a 2 instead of his normal difficulty of 4 on a frenzy roll. If he were in Crinos form, he would still need to roll 2's, but would start with one automatic success.

2. If a Garou enters any one of the battles in the realm, she automatically gains one point of Rage each turn for the duration of the conflict.

3. The Signpost in the Battleground will sometimes have a purpose or grand theme crossing through its locations. If a Garou entering the Battleground has a particular set of en-



emies, then the battles will have some symbolic relationship to his conflict.

4. Weapons, such as swords, guns and grenades, may be collected on any of the individual fields. All of them are made of "spirit stuff" or ephemera (see Chapter Three: Denizens), and they can only exist in the Umbra. They can, however, be taken from realm to realm. For example, a group of Garou could capture a Panzer from an evacuation area in the Battleground and take it to another realm. These weapons are never fetishes, and they cannot exist in the physical world.

5. If a Garou comes to the Battleground seeking to witness a particular battle or enemy, he must make a Willpower roll (difficulty 8 — consult Battleground Witness Chart).

Optional Laws

6. Changes in the outcomes of conflicts may change the memories of people in the physical world, but not the result of the battle. For example, if a pack of Garou went to the Battle of the Alamo and fought with the Texans to defeat the Mexican Army, some humans in the physical world would remember that the Texans won the Battle of the Alamo until confronted with evidence to the contrary. (Maybe this has happened already...)

7. Conflicts among spirits replay in the Battleground as well as conflicts in the physical world.

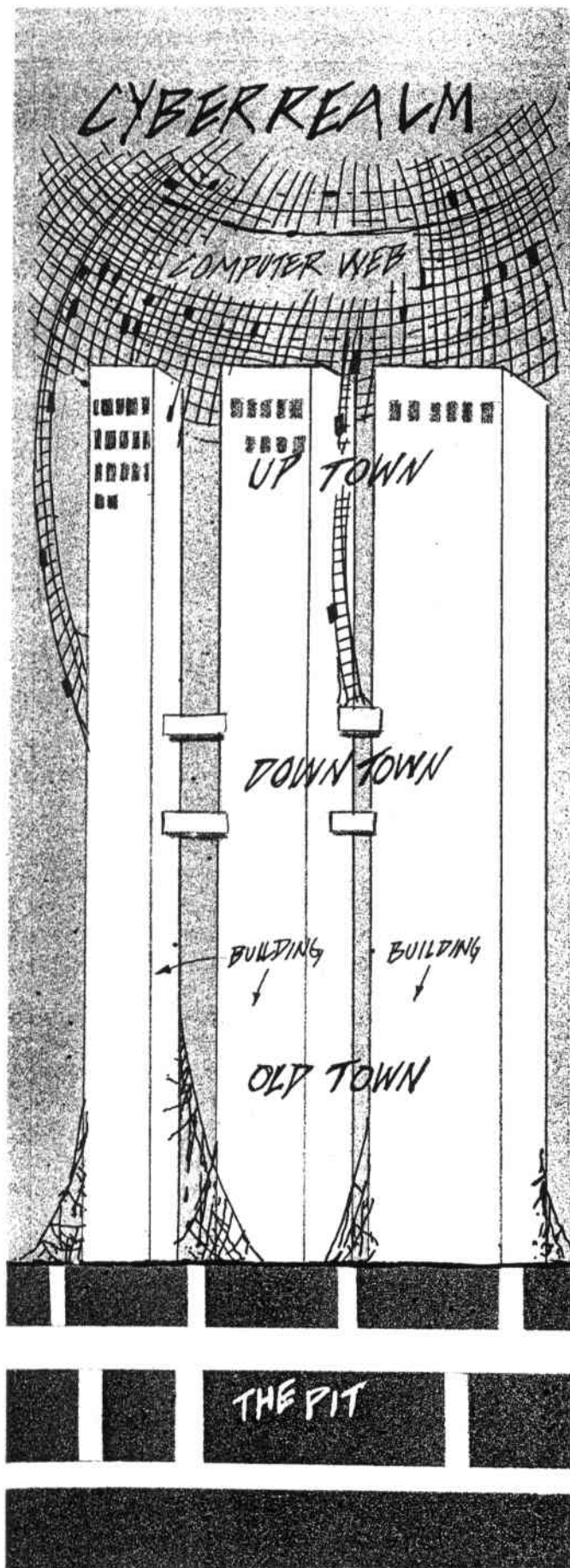
Battleground Witness Chart

Successes	Result
Botch	Garou loses a Willpower point and cannot find any relevant battles.
0	Garou loses a point of Willpower. The Battleground Realm pays no particular attention to the quest.
1	The Garou may witness a battle she fought.
2	The Garou may witness an enemy or battle she knows well.
3	The Garou may witness a battle or enemy she vaguely knows.
4	The Garou has little or no knowledge about the battle she discovers.
5	The Garou will uncover a possible enemy or a future conflict.

8. Conflicts in which an individual Garou was a participant might be waiting in the Battleground. The battle will not begin until the Garou arrives.

9. Garou cannot be killed by the emanations in the Battleground. Any Garou who is "slain" in the Battleground is transported into the Near Umbra and loses two Gnosis points.

10. No force may kill a Garou in the Battleground. As with #9 above, Garou who are "slain" return to the Near Umbra. This rule makes it possible for Garou to fight their friends and allies in the Battleground during Berserker frenzies or for "fun."



The CyberRealm



Give me absolute control over every living soul,

And lie beside me baby, that's an order...

And now the wheels of heaven stop,
you feel the devil's riding crop,

Get ready for the Future, it is murder.

— Leonard Cohen, "The Future"

Mindbender locked his hands around the webs and hung on for dear life. He hated heights. He had avoided most of the business dealings of his fellow Glass Walkers, but now he was climbing his way up the Corporate Ladder—the hard way.

Old Town, or the Rubble, as he liked to call it, was some 50 stories beneath him. Above him, he could hear laughter from the emanations that lived in Downtown. They were close. The first skywalk was only about 20 more feet up. There were a lot of handholds in this web-covered skyscraper. As long as he didn't shake the webs too hard, nothing would notice him.

Mindbender heard a buzzing noise off to his left. He whirled his head quickly. A sharp diamond shaped metal object hung in the air—an Attack Geomid, another type of Weaver spirit. It detected him. An alert would start at any second.

Mindbender pointed his Klaive of Electricity at the Attack Geomid and blasted it. The Geomid shimmered and started to lose its resolution. Mindbender wasted no time and pressed his attack. Then he heard the alarm go off.

Weaver spiders swarmed out of the building below him. The webs shook violently with the activity. Mindbender had only one chance. He climbed with every bit of energy he had. The Fox made his heart pump and his breathing speed up. He mustered what Willpower he could to resist it.

Mindbender leapt up the side of the building and onto the skywalk. All around him, humans in suits and hi-tech fashion froze. They stared at him with blank expressions. Mindbender looked past them and ran. The spiders were coming from all directions now.

He reached the computer terminal. Thank Gaia. The Weaver left terminals all over Downtown. Mindbender pressed his hairy palm against the screen and concentrated. Webs spun around him. Then he was gone.

The Computer Web opened up all around him, more beautiful than he had ever imagined. The three dimensional web sparkled on all sides as he hung just outside the doorway to the Sprawl. It was like looking over the lights of a city at night, but the lights spread in all directions. Now he had to find the DNA, Inc. data clusters he was looking for in that cityscape of lights.

Behind him, the juncture buzzed and three Net-spiders appeared.

When humans first embraced the Weaver, a Near Realm dedicated to technology rose out of the Umbra. As humans developed more sophisticated devices, the realm grew, reflecting both the spirit and the direction of technological advances.



Today, in the age of information and sensory overload, these advances have spawned what the Glass Walkers call the CyberRealm.

The CyberRealm has two parts. The first is a dark, futuristic, endless urban sprawl called Spider City by the Glass Walkers. Stench City is the least offensive of the Bone Gnawers names for it. Others call it the Sprawl. Spider City is an endless tangle of steel, concrete, glass and plastic. Visitors view the Sprawl in different ways. For the Glass Walkers, it is the Near Realm where they have an edge over other Garou. The Shadow Lords consider it a place to attain might. The Red Talons want it destroyed at any cost.

There are four levels in the Sprawl: the Pit, Old Town, Downtown and Uptown. The Pit is the lowest layer.

The Pit

The Pit lies beneath the surface of the city. Twisted subway tunnels and sewers interlock. The thin air reeks of organic wastes. Few spirits venture here. The Pit is abandoned, and only an occasional flickering florescent bulb breaks the absolute darkness. The refuse of Spider City is thrown into the Pit. Damaged Weaver spirits, weak emanations and Umbral wanderers unable to leave are trapped in its depths. Banes have invaded the Pit and work to corrupt whatever they find.



Ratkin can access the Pit through their Rite of the Bolthole. The subway system found in the Bone Gnawer homeland is rumored to stop in a station in the Pit. However, there are things in the Pit looking for "juice"...

Old Town

Old Town is the street level of Spider City. It is deserted and decayed. Cobwebs and dust coat Old Town. Everything in Old Town is gray. The towering skyscrapers and their interconnected walkways blot out direct light from above. Only reflected beams reach Old Town. The city smells damp and rotted. Piles of refuse and rubble are strewn all over. Grime and molds grow on the buildings as the Wyrms seep up from the Pit. Many of these are Bane Elementals.

Unlike the Scar, the Weaver and the Wyrms are not allies in the CyberRealm. The CyberRealm belongs to the Weaver. Wolf spiders and Attack Geomids patrol the streets of Old Town searching for spirits. These spirits use equivalents of the Cybersenses Gifts to find their victims. They always travel in multiples of three. The hunters ruthlessly and systematically carry out their tasks. If a Garou is truly unfortunate, she may encounter a triad of Strand Spiders.

Emanations and Umbral wanderers hide amid the rubble and ruin of Old Town. They carry out guerrilla tactics against the upper city. The Glass Walkers call these survivors CyberWolves.

The CyberWolves

The CyberWolves have secret hideaways in Old Town. These range from a burrow beneath some broken concrete to hidden first floor offices. Nuwisha members of the CyberWolves create hidden "traps" for their allies with the Gift: Hidey Hole.

Some CyberWolves serve as cybernetic surgeons. These are Garou with Weaver spirits bound in their bodies. These "cybersurgeons" can direct Weaver spirits to use their Charms on Lupine flesh, reweaving a Garou's body. With their regenerative abilities, Garou can survive cybernetic surgery, although it can be quite agonizing. Then the cybersurgeons bind spirits into the technological pieces created by the Weaver spirits, creating Technofetishes. A Garou must attune herself to these fetishes in order to use them. (See Fetishes, below)

Downtown

Downtown, the Weaver draws the line. Pattern Spiders have clogged the stairwells and elevator shafts between Downtown and Old Town with webs. Getting from Old Town to Downtown takes work. The most obvious way to reach Downtown is to climb the webbing along the sides of the skyscrapers. This is a daunting task requiring high Stamina and Strength. The Glass Walkers call it "climbing the Corporate Ladder." The real threat on the Corporate Ladder comes from Guardian Spiders. Any attempt to scale the Corporate Ladder will probably draw the attention of Guardian Spiders. A Garou's

only hope is to move quickly and fight well, unless he has the proper fetishes, talens or Gifts to deal with the spirits.

Downtown is clean and raised high above Old Town. Skywalks and balconies form the streets of Downtown. Downtown is well lit and beautiful. Regardless of whether it is day or night, a web of shadows from the building connections above falls across Downtown. Lights from Uptown add to the web-like shadows.

Downtown is filled with conveniences. Computer terminals stand at the end of every skywalk. Physical computers brought into the Umbra may connect with these terminals and access the Computer Web. Automated conveniences are everywhere. Weaver spirits move through Downtown, but they never spend much time there. If other spirits are alerted to Garou trespassers, there will be an immediate response. All non-combatant spirits in Downtown will freeze, except for Wolf Spiders and hunter groups. At least three hunter groups will come after intruders.

Human emanations live in Downtown. The Delirium affects these spirits, and they seem to be normal humans. Each one serves as a low- to mid-level office worker. They organize information in the Computer Web. Each one hopes that one day she will be promoted to the wonders of Uptown, a virtual paradise.

All emanations carry Identification Cards. These are small cards that can be read by Weaver spirits. This card is needed to access the Computer Web without using a Phreak Box (see Fetishes, below).

Stores and nightspots abound in Downtown. All of them contain cutting edge technology and are run by Weaver Constructs.

Weaver Constructs are group entities. Their bodies are composed of aware Technofetishes. Weaver Constructs direct nanospiders and elementals to build any conveniences the emanations request. They use a combination of spirituality and nanotechnology. Weaver Constructs regard Garou in Homid form with Identification Cards as emanations. However, the Weaver Constructs have specific orders to sound an alert if an emanation requests a highly unusual convenience, such as an AK-47 assault rifle. Weaver Constructs always stop and consult the spirits within them before signaling an alert. Experienced CyberRealm visitors call this behavior "conferencing." If a Garou corrects his mistake before the Weaver Construct finishes conferencing, no alert will sound. The objects created for an emanation's use have physical substance and may be removed from the Umbra. Weaver Constructs do not order the creation of fetishes or talens.

Uptown

At the top of the CyberRealm is Uptown, home to the most powerful spirits in the Sprawl. The skywalks and lights of Uptown are all parts of the Pattern Web. Any being possessing an Identification Card can use the mag-lev elevators to reach Uptown. Otherwise, an even harder climb up the Corporate Ladder must be attempted. At least one Guardian Spider

guards the top of each elevator shaft. The Guardian Spiders immediately attack anything that comes out of the elevators, except Glass Walkers and other Weaver spirits. This includes all emanations. If there is resistance, the alert is signaled. No one is certain why Glass Walkers are not prohibited from Uptown, although the Red Talons claim it is because the Cockroach is a manifestation of the Weaver.



Uptown is an eerie alien place. The tops of the skyscrapers are hollowed out husks filled with webs and Informational Geomids. Commanding an Informational Geomid is the only way to access the Computer Web from Uptown. Strange manifestations of the Weaver lurk in Uptown. Trapdoor Spiders have created many pockets, making the Web-systems even more complicated. Roach Gafflings move through the webs.

Promoted emanations go to reconstitution chambers. The amount of Gnosis an emanation possesses determines when she is promoted. In the reconstitution chamber, Weaver spiders immobilize the emanation. They then drain her Gnosis, or "juice." Nanospiders reshape the emanation into an appropriate Weaver spirit. Enough juice to empower the new Weaver spider or Geomid is placed back into her after processing. Juice collected by Old Town Hunters is brought to these chambers for empowering new Weaver spirits. Such is the way of the Sprawl. Many other secrets await in Uptown.

The Computer Web

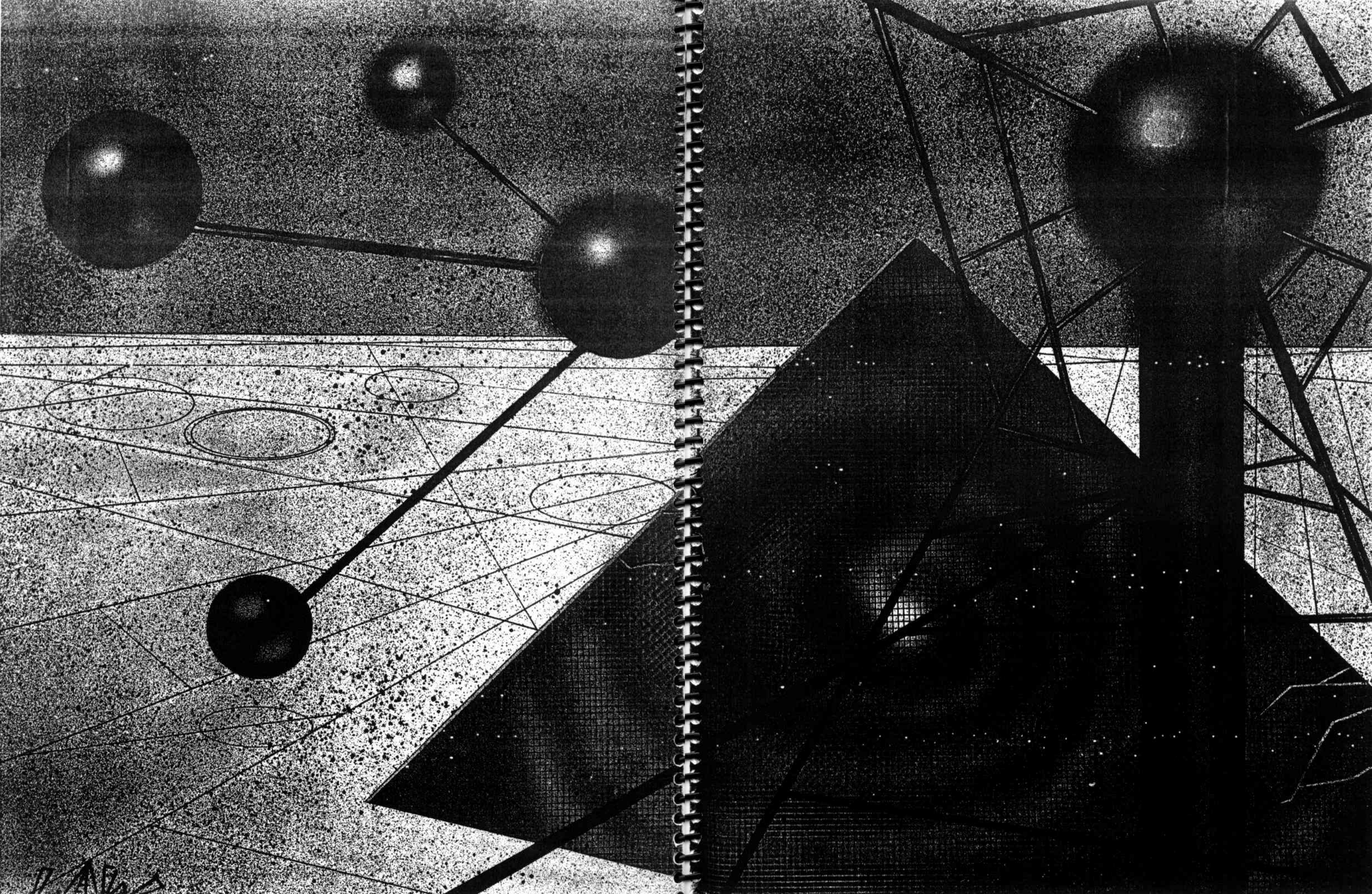
The second part of the CyberRealm is the Computer Web. The Computer Web contains the spiritual reflections of every computer and telephone system on Earth. However, it is distinctly separate from networks operating on Earth. The Computer Web touches every computer, even computers that are turned off or disconnected from phone lines.

The Computer Web appears as a tremendous three dimensional spider web, like a web spanning the inside of a bush. Each strand of the Web glows and shimmers as if covered by countless droplets of morning dew.

Pentex ICS

Only two organized groups directly access and utilize the tremendous power of the Computer Web. They are Pentex ICS (see *Book of the Wyrms*) and the Weaver herself. When Pentex first established its Umbral network, they did not realize that they had become part of the Computer Web. Only recently has Pentex begun developing the potential benefits of the Web. Pentex is tainting Net-spiders for protection and weaving purposes.

Pentex ICS has serious problems. The Glass Walker Random Interrupts unknowingly use the Computer Web to link their spiritware programs and modems. Some have discovered the connections between the CyberRealm and the Computer Web. Direct access into the Computer Web could enable





Garou to discover everything about Pentex's holdings and conspiracies.

Accessing the Web

The Computer Web may be accessed four ways. First, if a Garou physically brings a computer into the CyberRealm and links it to a Downtown terminal, he can use the Computer Web just like a normal network listed in the computer rules from *Werewolf Players Guide* (although it would be a vastly more powerful one). Those pages are useful for a complete understanding of some of the concepts in the CyberRealm.

The other three ways involve a Garou sending his body into the Computer Web. Informational Geomids have connections to the Computer Web and can access it from anywhere in the Near Umbra. If a Garou has an Informational Geomid bound into a Technofetish (such as a neural interface) and she can connect herself to the computer, she may shift into the computer using an ability resembling the Stargazer Gift: Astral Mind. A Stargazer with Astral Mind may also project himself into the Computer Web from any computer with a modem.

In the Sprawl, a Garou may enter the Computer Web by touching a computer screen and making a *Crisis* roll. The difficulty is 4. The Weaver has created a mini-Gauntlet between the Sprawl and the Computer Web within the CyberRealm. Some say this is because the Weaver fears the Wyld has entered the Computer Web.

Some webs spun by Orb-spiders lead into the Computer Web from Uptown or the Near Umbra. The Glass Walker Gift: Virtual Umbra (see Appendix) gives access the Computer Web from any Weaver domain.

The Macro and Micro Levels

The Computer Web consists of two levels, a Macro Level and a Micro Level. The web is composed of faintly glowing spirit-datapaths between information storage clusters. The shimmering lights are Informational Geomids and Net-spiders transferring and modifying data. The Net-spiders living here include Back Door, Orb-Weaver and Wolf Spiders.

Virtual Odysseys (aislings into the Computer Web) begin on the Macro Level. On this level, Garou view the entire Computer Web. They might see clusters of Geomids, Net-spiders weaving new strands and other activity in the Web. Movement through the Macro Level is done by Willpower. To travel, a Garou concentrates on the direction she wants to go. Then she is there. Travelling through the Computer Web is fastest on the Macro Level.

Data clusters are difficult to recognize. Often, Garou bring bound Weaverspirits with them as guides. Cockroach Gafflings make excellent guides. Rites and Gifts involving tracking can help Garou trying find their way in the Computer Web. At the Storyteller's discretion, Garou may roll Intelligence + Computers (difficulty 9) to navigate through the Computer Web. Unlike webs in the Near Umbra, the strands in the Computer



Webshift. Finding something once does not guarantee finding it on a later visit.

Access to information is available on the Micro Level. The Micro Level is a series of Umbral pockets in the Computer Web. The openings or "doorways" into these pockets are junctures similar in appearance to Informational Geomids. Reaching the Micro Level is done by touching a doorway and concentrating on entry. A Garou must make a Willpower roll to enter the Micro Level. The difficulty is determined by the Storyteller. If he succeeds, the doorway opens. The juncture expands and shifts into a more specific form, such as the Pentex ICS building. Connections to other data clusters vanish.

Garou immediately encounter daemons bound to the junctures as spiritual defense programs. Daemons are Weaver spirits bound to a data cluster. They have the same attributes as Weaver spirits. Daemons and the Micro Level environments are limited in form only by the imagination. However, these forms all look like computer art.

Daemons scan Garou who enter their Micro Level cluster. They will allow access to Garou who provide proper pass codes. If Garou do not give the proper pass codes, the daemons attack. Back-Door spiders can create connections to data clusters that avoid front door daemons.

The interiors of data clusters are mazes of chambers and connections containing data, daemons and roaming Net-spiders. These interiors could appear as anything. Storytellers have full dramatic license. Data clusters reflect the nature of their users. A Pentex data cluster is a sick dark oozing place, like a scene from a horror video game.

All data in data clusters appears as a liquid of some nature. It may be milk, water, blood, etc. Garou take this "juice" to steal information. If a Garou imbibes the "juice," the data will download itself directly into the brain. If "juice" is transported to another juncture, the data is shifted there.

Data is always guarded. Geomid daemons appear as stationary objects, such as flowers or furniture, until activated by intruders. Net-spider daemons move through a data cluster, taking the forms of security guards or monsters.

To leave the Micro Level, a Garou travels through a previously made doorway or makes a new one. Exiting immediately transports Garou back to the Macro Level. A Garou leaves the Computer Web by returning to his entry point or finding another accessway.

Travelling the Web

Travel through Computer Web has plenty of hazards. Weaver spirits fill the Computer Web. Guardian spiders, Net-spiders and Attack Geomids make powerful opponents. Problems with Weaver spirits in the Computer Web spill over into the Sprawl (and vice versa). Weaver spirits through the entire CyberRealm search for discovered Garou. Rumor has it that at the center of the Computer Web lives a Weaver manifestation directing the entire CyberRealm.

Viruses are another problem. Viruses are mysterious sentient spirits capable of doing extreme damage to data clusters

and anything else they encounter. The existence of viruses and the variety of forms found on the Micro Level lend credence to the theory that the Wyld has gained a foothold in the Computer Web. Some stories have started about Wyld domains located in the darkness surrounding the Computer Web.



Moon Paths lead to Old Town, but not to any other levels of the CyberRealm. The Pattern Web has many strands attached to the CyberRealm. Moon Bridges, spirit paths and Spirit Gates may all be found leading to the CyberRealm. The CyberRealm has strong connections to Scar, the Weaver Reaches in the Aetherial Realm and the Glass Walker and Bone Gnawer homelands.

Story/Encounter Possibilities

1. The CyberWolves have a plan to open up access to the Computer Web. They want to attach a long cable fetish to one of the terminals in Downtown and run it back to a terminal in Old Town. They ask the Garou to climb the Corporate Ladder to Old Town with the cable, attach it to a terminal and string it back down through the webs.

2. Weaver spirits capture spirits in the Umbra and take them back to the CyberRealm to drain their "juice" (Gnosis) and reshape them into Weaver spirits. Garou have to stop these spiders before an important spirit ally gets transformed.





3. A pack of Garou trapped in Antarctica (or any other wilderness area) needs Pentex uniforms and guns to sneak into a Pentex research station. They may go to the CyberRealm and visit the Weaver Constructs in Downtown to get these or other mundane items. They must dedicate these items (using the Rite of Talisman Dedication) to remove them from the Umbra.

4. A virus is destroying all of a Glass Walker sept's records. The sept asks the Garou to enter the Computer Web and destroy the virus.

Laws

1. The emanations in the CyberRealm are suspicious of strangers. All social rolls have their difficulties increased by one.

2. Weaver spirits have their power doubled in the CyberRealm. A Pattern Spider possesses 50 power points in the CyberRealm instead of 25.

4. Wyld spirits have only half their power in the Sprawl. They have all of their power in the Computer Web.

5. In the Computer Web, Mental Attributes replace Physical Attributes. Strength is replaced by Intelligence, Dexterity by Wits, and Stamina by current Willpower.

Visions-of-Darkness tries to claw a daemon in the Computer Web. She rolls Wits + Brawl instead of Dexterity + Brawl. Intelligence is used instead of Strength to figure the damage dice.

6. On the Micro Levels of the Computer Web, a Garou may change his appearance by spending a Gnosis point and rolling Manipulation + Computers (difficulty 6). This form may be anything, as long as mass does not change by more than 50%. If a Garou shifts between his normal five forms, he loses the false shape.

Susan Wyldstrike is chased in Hispo form by two wasp daemons through a honeycombed data cluster. In order to escape them, she changes into a wasp herself. She spends her Gnosis point and rolls Manipulation + Computers against a six difficulty. She succeeds, but her packmates then enter the chamber and see her. She quickly shifts to Lupus so her pack won't attack her. The Wasp shape is gone. Assumed shapes do not change attributes or abilities.

7. Time flows much faster in the Computer Web than in the CyberRealm.

8. Technofetishes (see Fetishes, below) attached to a Garou do not regenerate. Also, for each Technofetish, a Garou's transformation difficulty increases by one. If Ethan, a Get of

Fennis, added two Technofetishes to his body, he would need to roll a nine to change to Glabro instead of a seven.

9. Navigating through the Computer Web is a matter of understanding the Web itself. Garou must make a Perception + Computer roll to find the data clusters they search for in the Computer Web, but they may not add more dice in Computer than they have in Enigmas to their Dice Pool.

Mindbender, with Perception 4, Computer 3 and Enigmas 4, would roll seven dice to navigate through the Computer Web. If his Enigmas ability was only two, he would roll six dice.

The difficulty for navigating in the Web is at the Storyteller's discretion. As a general rule, the more phone lines a network has linked to the physical world, the easier it is to find in the Computer Web.

10. Garou must roll Willpower while touching a juncture to shift from the Macro Level of the Computer Web to the Micro Level.

Optional Laws

11. Glass Walkers who spend one point of Gnosis to activate the Gift of Cybersenses receive as many senses as they have current Gnosis. Spending more Gnosis does not activate any more senses. As an option, all technologically based Gifts have their difficulties reduced by two in the CyberRealm.

12. A Garou "killed" in Computer Web is stripped of his Gnosis and shifted to the Pit under Spider City. She also automatically receives an aggravated wound.

Fetishes from the CyberRealm

Technofetishes: These are fetishes created from a Garou's own body and empowered by a spirit. Technofetishes are automatically considered dedicated items and count against a Garou's total number of items. They may be attacked and they do not regenerate. They also make transformations more difficult and are retained in all forms.

Here are two examples:

Steel Fur

Level 4, Gnosis 5

This is a Technofetish that places a metal elemental into the coat of a Garou. This fetish gives the Garou a chromed look. It adds four dice to all soak rolls, even against aggravated damage. Steel fur counts as two dedicated items.

Lightning Claws

Level 3, Gnosis 5

This Technofetish is created by using Weaver spirits to rework a Garou's claws. An Electricity Elemental is bound into them. A Garou with Lightning Claws does two dice of electrical damage with every successful claw attack in addition to regular damage. Also, Lightning Claws let Garou scramble machinery by touching it and rolling Gnosis (difficulty depends on the complexity of the machine). They are metallic-looking and unconcealable in Homid form.

Geomid Fragment

Level 3, Gnosis 7

This perfect geometric solid is a piece of a Geomid. When activated, all Weaver creatures treat the possessor as though he were also of the Weaver.

Identification Card

Level 1, Gnosis 3

This card identifies the bearer to all Weaver spirits as an emanation from Downtown.

Phreak Box

Level 4, Gnosis 6

This piece of machinery is a fetish created by the CyberWolves. When activated, a Phreak Box allows a Garou to open doorways into and out of data clusters in the Computer Web. The Phreak Box also gives its possessor the power to shift the Micro Level environment by making a Gnosis roll (difficulty 6). When in use, the Phreak Box emits high pitched sounds. There is a Technofetish version of the Phreak Box, created by reworking a Garou's throat.

Talens from the CyberRealm



Weaver Patches: These are a variety of patches that inject their contents through the skin when slapped firmly onto a being. These patches may contain any liquid, but there are a few special mixes found in Spider City.

Stabilizer Patch

Gnosis 5

This patch sends stream of Nanospiders into the body to correct any "aberrations" found there. This has three effects on Garou. First, a Garou automatically shifts into her natural form. Second, any foreign spirits possessing her must make an opposed Gnosis roll against the Patch's Gnosis plus the Garou's Gnosis to retain possession (10 maximum). Third, the Garou must make an opposed Gnosis roll against the Talen. If she succeeds, nothing happens. If she fails, she takes one aggravated wound for each success the talen beats her by. This attack also works against creatures of the Wyld and Wyrn.

Booster Patch

Gnosis 3

These patches increase a physical attribute from one to three points. The effects last an entire scene. At the end of the scene, the user must make a Willpower roll against the Gnosis of the patch. If he fails, he becomes addicted to the patch and must have more.



Erebus

Brother, as long as you burn, you belong to life.

— Anonymous Egyptian author, writing to himself, 2500 to 1991 BC, "Rebel in the Soul"

Wym Eater, formerly an Ahroun of the Uktena tribe, sat in the vampire's library and waited. The old Theurge had escaped. Wym Eater had failed to kill or capture all his brethren. Now his continued supply of vampiric blood depended on how the Embrace of the prisoners went. Dark purple sweat trickled across his face—a small side effect of his power.

Silver Wind wept. Strength-of-the-Mountain held his head in shame. Cloud Seeker just stood out on the bluff overlooking the city. Wym Eater had betrayed the entire sept to the Wym. The Undead destroyed the caern. He should have seen it coming. Cloud Seeker knew that when the Gangrel Leech had come to the caern telling them about a traitor, he should have stopped Wym Eater from slaying her. The other Ahrouns had praised Wym Eater's quick actions. Now they were dead.

The Rage within Cloud Seeker was a furnace. Never in his 70 years had he seen a crime of this magnitude. If he could not slay Wym Eater, there was one rite that might deliver him to justice. Cloud Seeker looked at the young Galliard and Ahroun with him.

"We will perform the Rite of the Silver Forge. If there is a Garou left within Wym Eater, this rite will reveal him. If not, Erebus will destroy our enemy. Let us begin."

Wym Eater sat in the leather chair and frowned as he listened to Riversong's screams die out. Had not a single one of his pack survived the Embrace? The Prince might withhold the blood if his promised items did not survive. Wym Eater reached into his trench coat and pulled out a hypodermic. More Magadon, Inc. experimental #1C steroids. Wym Eater quivered with the surge of power as he plunged the needle into his arm. He watched the green stain under his skin grow after the injection. That felt better.

Wym Eater sat and waited. Time passed. The chorus of screaming was growing. It surprised him that so few of his sept had the strength to survive the Embrace. He knew that he could. It just wasn't his time. He was more useful as a ghoul.

There was a knock on the front door of the mansion. Wym Eater could barely hear it over the screams. Milo, the Prince's ghoul doorman, didn't answer. Wym Eater stood up. Confidence surged through him as the Magadon drugs took effect. Wym Eater had destroyed a caern tonight.

He opened the front door. Three people were standing on the porch. The first was a blond unshaven guy wearing a trench coat over ripped jeans and a tie-dyed t-shirt. To his right was a redhead woman clad in black wearing a silver ankh around her neck. She glared at him like she thought she was an Ahroun. On the left was a nondescript clean-shaven Oriental man holding a pistol.

"Hey, man," said the blond guy in a raspy voice. "Guess what? Clan Gangrel and company are here to visit. By the way, I know what the hell you are. So does the real Prince. He's not happy, man."

"If you know what I am," said Wym Eater, "then you should know that your Unlife is meaningless." Wym Eater let the Change come. What fools these Leeches were.

"They fall for it every time, Red," said the blond guy. "Steve, get him."

Wym Eater heard something behind him as two silver bullets ripped into his back. His screams joined the chorus from within. The Oriental guy was moving. The red-haired woman was sporting claws of her own.

Wym Eater ran back to the library, passing the man in black who had appeared behind him. He leaped for the mirror. The Umbra was his only hope of escape. He stepped sideways.

On the other side was a lake of molten silver. Wym Eater howled as he crashed into the burning lake. A large hairless Crinos knelt on the bank near him holding a black spear. "Welcome to Erebus, Wym-lover. Charyss will be pleased. Don't worry, we will remove your taint."

Wym Eater felt his muscles peel away from his skeleton.

Cloud Seeker looked at the others. "It is done. Let's go."

Erebus is the Garou's spiritual crucible, a place for the Garou to burn the chaff from their souls, purify their hearts and remove the taint of the Wym. However, the process is not easy. It is a surgery of the soul without anesthesia. No one leaves Erebus' clutches unchanged.

Erebus is the anger of Gaia given substance in the Near Umbra. The realm is contained within an underworld of caves delving beneath the Umbrascapae. Rivers of silvery fire wind through its caverns before joining together in a great silver lake. The citadel of Charyss, the Lady of the Underworld, sits on an island in the center of the lake.

Charyss rules Erebus. She is a powerful Incarna spirit. Her origin is unknown and she takes many forms, all female: a silver Crinos, burning with Lambent Flame; a beautifully cold human dressed in silver or red; a demonic shape reminiscent of the Eumenides found in the myths of the Black Furies. Charyss has as many types of personalities as forms. She is not a creature of the Wym. Her mission is to cleanse spirits, not corrupt them.

Erebus is known as the Silver Forge. Those immersed in the silver fires of Erebus are the Unfortunates. The Unfortunates emerge from the Silver Forge finely honed or not at all. Erebus is a place of cleansing where the tainted can burn off their tarnish and begin healing. In Erebus, a Garou redeems himself for wrongs that he has committed. Erebus forces the Garou to confront their weaknesses and fears. It is a waking nightmare terrifying enough to burn out the evil within one's spirit. Besides the Wym-tainted, those intoxicated with the Wyld or stagnated by the Weaver can also purge themselves in Erebus.

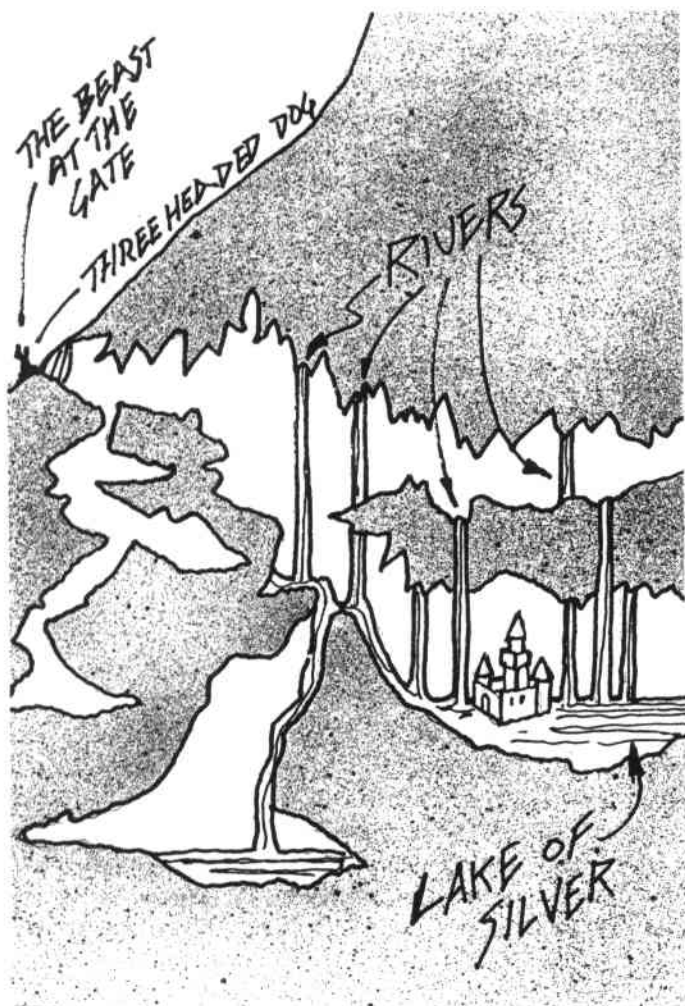
Most Garou do not understand the true nature of Erebus. It is widely believed that Erebus is a hell for traitors to the Garou.

Some Shadow Lord septs intimidate cubs into following the Litany with stories of Erebus.

Erebus is never found by accident. A large Moon Path called the Silver Road leads through the Umbra to the Gates of Erebus. The Rite of the Silver Forge (see Appendix) and travel through Dream are the only other ways to reach Erebus, although some Spirit Gates open onto the Silver Road.

Inside the Gate of Erebus, a large black dire wolf spirit with three heads stands sentinel, restrained by three silver collars. Bones litter the ground around it. This spirit possesses many names, all immortalized in lore. Many know him as Cerberus or Garm. The left head is that of a dire wolf with swirling glowing eyes. The right head is mechanical, built out of cold metal and electricity. The central head is twisted and warped, with spiraling horns and balefire breath. His tail is covered in spikes. Cerberus does not prevent Garou from entering or reacting to them in any way, other than an occasional unnerving stare. But Cerberus will prevent Unfortunates from escaping Erebus. If a Garou is foolish enough to attack it, it responds without mercy.

Visitors to Erebus are welcome. They can move through the realm with free reign as long as they do not interfere with the agonies of the Unfortunates or enter the silver rivers. Erebus is filled with a number of spirits responsible for tending to the Unfortunates. The most common are called Charyss' Brood.



Charyss' Brood



Brood members appear as huge (over twelve feet tall) black Crinos. They are sexless, hairless and extremely muscular. Their veins and red eyes pulse in harmony with the fires of the rivers. The Brood have whip-like tails and long tongues that constantly flicker between their fangs. All Brood members carry long silver spears used for poking and prodding the Unfortunates. The Brood are fearsome in appearance, but they ignore everything outside the focus of their ministrations.

The Deal

Brood without Unfortunates to tend approach visitors and test them. They do this in the form of a challenge, commonly called The Deal. The Brood member challenges a Garou to a Facedown, gamecraft contest or ritual combat. The Brood promises rewards to the Garou for winning. Servitude to the Garou, aid in combat, guidance through the Umbra, the location of Unfortunates in Erebus, and knowledge of the Rite of the Silver Forge are some examples. The fool, er, um... bold Garou risks becoming a member of the Unfortunates linked to the Brood member.

The Deal is a test of the Garou's ability to resist temptation, for nothing the Brood member offers could be worth eternal suffering. If a Garou loses, it shows the Brood member that she could be easily corrupted by the Wurm. It is then the duty of the Brood member to burn the impurities out of her spirit. If a Garou tries to renege on the Deal, as many other Brood members as necessary will come to subdue her.

Brood members feed on Rage. A raging Garou attracts all the Hell Hounds in the area. The Hounds may use an action to steal a point of Rage from a Garou. This transfer is automatic. No Garou can exceed the anger contained in Erebus. If a Garou frenzies in Erebus, the Hell Hounds will strip his Rage from him. Visitors who do not accept the Deal and do not frenzy at the sight of the Unfortunates are those who succeed in passing the tests of the Brood.

The Unfortunates

The Unfortunates are Garou or emanations of Garou creatively tortured by the spirits of Erebus. Unfortunates are of all tribes, breeds and auspices. The purpose of Erebus is to purify these Unfortunates. Ancient Garou suffer the greatest tortures. Some of the oldest emanation have stayed in Erebus for longer than a lifetime. Some Unfortunates endure their suffering as a necessity or despair over their fate. Many are insane. Other Unfortunates cling to their taints like loved ones. These sometimes die because there is almost nothing left untainted within them. A strange few seem calm and peaceful.

All of the Unfortunates come to Erebus in their own way. The Rite of the Silver Forge forces some to Erebus. Many succumb to the temptation of the Deal. Others voluntarily come to purge themselves of the taint of the Wurm or to repent.



It does not matter why a Garou comes to Erebus. Only the need for cleansing matters. The Silver Forge even cleanses Black Spiral Dancers.

Each individual receives different treatments. Every Unfortunate is linked to their personal Brood member. This link grants the Brood member intimate knowledge of the Garou's thoughts, feelings and memories. Brood members use this information to personalize treatments.

Only three things can break a link. The Brood member may release it, Charyss may break the link, or, once the Garou has redeemed herself, the link will automatically break. Brood members release a Garou from the link if one of their number loses a Deal requiring the release of an Unfortunate. Legends persist of Brood members releasing Unfortunates when confronted with true love. Whether this is because true love moves the hearts of the spirits or because an Unfortunate who can experience true love must be whole remains a mystery.

The Citadel of Charyss

The Unfortunates move down the silver rivers toward the Citadel of Charyss. This is the path of redemption. Finally, they come to the Silver Lake. Once Garou enter the waters of the Silver Lake, they stop burning and heal. The Silver Lake removes the sting of the memories. The former life of the Unfortunate, including the cleansing, seems like a distant



A Vista of Suffering

A Shadow Lord burns next to a Bone Gnawer in a river of silver. A Get of Fenris heals and screams as his scars reopen by the never ending swing of a razor-sharp pendulum. A Silver Fang in Lupus form fetches dog biscuits and wears a collar. His torturer shoves the Lupine's snout in his own feces. A Fianna huddles in near catatonia against a rock wall. In the cell of his mind, he runs down a dark and empty hallway, unable to find the doorway out. One of the Children of Gaia lies bound and tormented as a Brood member inscribes a list of her sins with hook-knives into images of her children. A chain lowers a Red Talon trapped in a dog carrier into the molten silver river. The cleansing continues.

dream. The cleansing is complete. The Garou wash up on the shores of the island as silvery lights float about them. They lead the Garou to the Silver Gate, one of the few exits from Erebus.

Charyss awaits the survivors in one of her more angelic forms at the Silver Gate, which stands gleaming in the courtyard of the citadel. She affirms the purity of the former Unfortunate, restoring all of his Willpower, Gnosis and Health. She then tells him the secret of Erebus and grants him the Rite of the Silver Forge. Charyss instructs the purified Garou to think of a location anywhere in the Tellurian and enter the Silver Gate. The Silver Gate transports the Garou to whatever locale the Garou has pictured in his mind. If the locale does not exist, then the Silver Gate will fail to function until a real location is envisioned.

Visitors travel along the banks of the rivers until they reach the Silver Lake. To avoid becoming Unfortunates, they must control their emotions, avoiding rage and resisting the Deal. A barge without a boatman moves between the island and the shores of the Silver Lake. This barge approaches any visitors standing on the shores of the Silver Lake. It mysteriously heads toward the island after all willing passengers have embarked. The barge will not tip or sway from the weight of its cargo. As visitors approach the island, they see the backlit spires of the Citadel of Charyss rise toward the dark ceiling. The barge stops at a landing on the island, where a number of Brood wait. The Brood greet the visitors in the name of Charyss and escort them to the citadel.

The fortress interior is beautiful and strange. Expressive artwork fills the halls. Silvery flickering torches light the castle. The Brood take the Garou to an audience chamber where Charyss waits.

Lady Charyss' form depends on her mood. She introduces herself to the visitors and asks them either individually or as a whole (again, depending on her mood) what they saw in Erebus. She transports any visitors foolish enough to use Gifts or force against her into the silver rivers. Charyss listens in silence to whatever the visitors have to say, no matter how harsh it is. Charyss might reply by telling visitors about the true purpose of Erebus and give one among them knowledge of the Rite of the Silver Forge. She then has the Brood escort the

visitors to a passage in the stone beneath the citadel, which seals seamlessly behind them. This path leads into the Null Zone, from where the Garou can travel to almost any location.

The secret of Erebus is that Erebus cannot heal the Garou. Healing comes from within each individual. Erebus burns physical taint out of the Garou, bringing them to the brink of atonement, but each Garou must break free of her dark emotions herself and close the holes in her spirit. Each Unfortunate in the Silver Forge ultimately redeems herself.

Story/Encounter Possibilities

1. A member of the sept has gone to Erebus to atone for killing his Kinfolk during a frenzy. The sept discovers that she was not responsible for the killings. Instead, her Kinfolk were slain by fomori. The sept sends the pack to Erebus to retrieve her.

2. A captured Black Spiral Dancer begs for his life. He claims that he would stop serving the Wyrms if he could only escape from the madness. Truth of Gaia or a similar Gift will verify his words. He asks the pack to take him to Erebus to be cleansed.

3. The Wagnerians believe that a gate exists to a new Gaia in the Citadel of Charyss. They recruit the pack to help them in their quest.

Laws

1. A Garou who has endured the Silver Forge gains a minimum of 3,000 points of Wisdom and Honor Renown.

2. All Garou in Erebus regenerate aggravated wounds as easily as they regenerate non-aggravated wounds. Also, no Garou may drown in the silver rivers.

3. Time flow in Erebus varies relative to the rest of the Umbra. While in Erebus, it becomes difficult to keep track of time.

4. The guardian of Erebus does not allow any to leave through the front gates.

5. Garou in the rivers take an aggravated wound every turn, but they also heal an aggravated wound every turn. The Unfortunates remain alive in perpetual agony.

6. The light in the realm comes from the silver rivers. Eerie backlighting illuminates Erebus. Sight perception roll difficulties are reduced by two.

7. Brood members lose all knowledge of their charges after the Unfortunates enter the Silver Lake.

8. Garou who survive Erebus have their difficulties for frenzy rolls increased by two. Once they have survived Erebus, they gain a measure of self-control unknown to many Garou.

9. The Silver Forge purges dark emotions brought by the influence of the Wyrms, such as hate, guilt, despair and jealousy, as well as physical taint. Purified Garou may also gain a point of Gnosis from their experience in Erebus.

10. Travelling through Erebus is a spiritual experience. Garou may use a trek through Erebus to justify the purchase of Willpower, Gnosis or Rage.

11. Due to the power of the link between the Brood members and the Unfortunates, no Unfortunate reaches the Silver Lake before she is purified.



Optional Laws

12. Survivors of the Silver Forge gain the Merit: Immune to Wyrms Emanations (see the *Werewolf Players Guide*).

13. Garou may undergo the Rite of the Silver Forge to change tribes or auspices. The path of redemption washes away the Garou's former life, but it allows them to retain their Rank and Renown with their new tribe or auspice.

14. The lights of the rivers pull images out of the minds of the Unfortunates. These images enact scenes of tragedy and horror over the rivers.

15. An incredibly bold Garou may challenge Charyss to the Deal. Charyss is capable of virtually anything, but she may decide to make the challenge a fair one.

16. Taint from the Weaver and Wyld is also purged by the Silver Forge.

17. Some Garou believe that a gate to the Lunar Realm in the Deep Umbra exists beneath the Silver Lake.





Fetishes from Erebus

Brood Spears

Level 4, Gnosis 6

These fearsome weapons are designed to be used by a creature slightly larger than a Crinos. They are silver-tipped and give the user a bonus of plus one to Melee. They have a difficulty of 7 and do Strength + 4 damage. If the wielder rolls five or more successes to strike, he impales his opponent, causing her to lose her next action. When activated, the Brood Spear burns with a silver fire that inflicts an extra aggravated wound with each hit.

Talens from Erebus

Water of the Silver Lake

Gnosis 8

The waters of the Silver Lake bring forgetfulness and peace. A Garou who drinks these waters will be healed of madness as painful memories fade. The memories are not lost, they just have the pain from them eased. Old memories seem to be part of a dream. However, the water of the Silver Lake is incapable of completely restoring a Garou driven insane by the Wyrn. The waters create a road to sanity in a darkened mind, but the individual must make the walk back.

The Flux Realm

*The waves crash in and the tide pulls out,
It's an angry sea, but there is no doubt,
The lighthouse will keep shining out to warn the lonely sailor,
And the lightning strikes and the wind cuts cold,
Through the sailor's bones to the sailor's soul,
'Til there's nothing he can hold, except the rolling ocean,
But I am ready for the storm...*

— Dougie MacLean, "Ready for the Storm"

*First there was the Wyld. Infinite possibility flowed unchecked,
untamed. No meaning. No order. No substance. No time or space.*

*With infinite possibility came the birth of the Weaver. If anything
was possible, then something could exist to actualize that possibility,
giving it form and limit. The Weaver was born. The Weaver gave
substance to the creation of the Wyld. There was time and space.
There was conflict. Through conflict, there was meaning.*

*The Wym was born of the conflict. The Wym balanced the
dichotomy. The Tellurian was created from the interaction of the
Weaver, the Wyld and the Wym. Creation blossomed.*

*Gaia was born the spirit of the Tellurian, the daughter of the
Triat. The Triat cared for Gaia, and she gave meaning to their tasks
of creation and conflict. Each member of the Triat gave Gaia gifts
and advice. Life was born, and it flourished within the Tellurian.*

*Then the Weaver went mad. The Wym fell into the Pattern
Web. The Weaver spun her web over Gaia and the Wym attacked
Gaia, trying to destroy all creation. The Wyld fled. The things of the
Triat became meaningless to Gaia, and she grew sick from the
attacks of the Wym and the Weaver. The Wyld could not
completely abandon his daughter to the Weaver and the Wym as she
died. So he gave Gaia a final gift— His heart. It became the Flux
Realm.*

Within the Near Umbra lies a remnant of the primordial chaos, a place of power and possibility. The heart of the Wyld given to sustain Gaia. A place of the Wyld and Luna. The Flux Realm.

Within its borders, anything is possible.

Time and space are mutable within the Flux Realm. The Flux Realm is the home of the last energies of the First Time. The landscape shifts randomly and continually. Garou who enter the Flux Realm are gripped by the Wyld within themselves. They lose control of their transformations. The Wyld energizes and changes the Garou. The renown Glass Walker Theurge, Mindbender, almost lost his sanity in the Flux Realm. Others enter the Flux Realm only to return as different beings. Many do not return at all. Wyld Chyldryn of the Uktena visit the Flux Realm as the final part of their initiation.

The landscape of the Flux Realm shifts and flows. It is commonly described as a series of ribbons of color floating among islands of solid material. Some Garou describe parts of it as an Escher collage.

The terrain becomes vast and terrible at times. Giant volcanoes erupt around Garou. Negative light versions of Gaia appear. Nothing is certain.

Time may be reshaped in the Flux Realm. If a Garou is trapped out in the Umbra trying to race back through the Moon Paths to reach the Earth, she may attempt to "catch up" on Time by traversing the Flux Realm. If her Gnosis is strong and she is wise in the ways of Enigmas, she may be able to leave the Umbra having used less time than she should have. The Stargazers believe that Garou can travel backwards or forwards in time through the Flux Realm.



Garou can mold space and substance— even themselves— in the Flux Realm, although not easily. A Garou who can tap into the Wyld energies may apply them to empower a fetish or permanently work changes in his own body. Obtaining a botch while attempting these actions can prove fatal. Failure could mean transforming into a different type of shapeshifter, such as a Mokolé or Bastet. The damage is only limited by the imagination of the Storyteller.

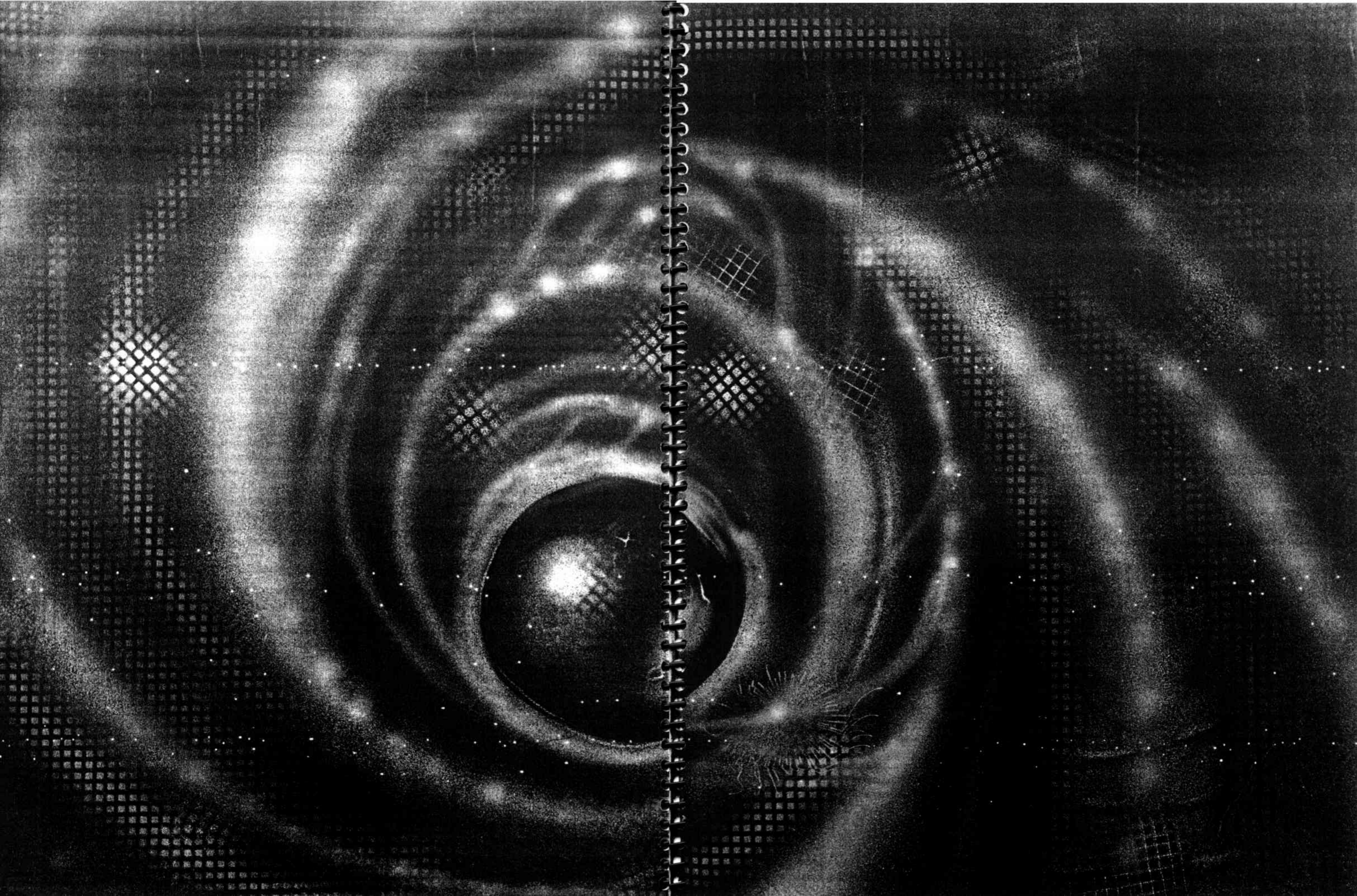
Exposure to the Flux Realm often results in derangements or insanity. The Flux Realm changes the thought processes of the Garou who enter. There are stories about Garou who have been endowed with mental powers after entering the Flux Realm. Their human psychic potential was unlocked. There are also stories about Garou being evolved or devolved into more advanced or primitive forms by the Flux Realm. The Nuwisha often travel there as well. They are immune to the insanity caused by exposure to the Flux. This is credited to their almost supernatural sense of humor.

Garou have met themselves in the Flux Realm. How this happens is not understood, but in one case, a Theurge saved her pack because of an encounter in the Flux Realm with a future self who warned her of a Wym ambush.

The Flux Realm sometimes shows Garou other alternatives to their current lives. Unlike the Dream Realm, Garou's thoughts, fears or desires do not determine these alternatives. They are stranger motivators, such as the concept of life without the color blue. Some Garou believe that Vistas are escaped ephemeral fragments from the Flux Realm.

Time Changes

This is a warning. The limits of the timeshaping powers of the Flux Realm are completely up to the discretion of the Storyteller. They are meant to be an aid to storytelling in the Umbra. However, these powers can cause problems with correlated, separated groups of players and different events. In the Umbra, time and space are not set, as in The Realm. The Flux Realm is the embodiment of the power of the Wyld found within Gaia. It gives players a way to make up for lost time, and to find other alternatives when other possibilities are exhausted. No set of laws or restrictions to the Flux Realm could cover all the situations and problems that could come up. Just realize that the Wyld allows the illogical, irrational and impossible, and use good storytelling judgment.





Entry and Exit

Entry into the Flux Realm is possible from any Moon Path. However, Weaver spirits have encased the Flux Realm within a monstrous web. Garou must make an Intelligence + Enigmas roll (difficulty 10), followed by a Gnosis roll (also difficulty 10). The first roll determines whether the Garou may locate the Flux Realm. The second roll determines whether they can breach the barrier between the realm and the rest of the Umbra. Weaver spiders intercept Garou who fail the second roll to enter the Flux Realm, attacking mercilessly. A Garou who botches is transported to part of the Pattern Web. He will be attacked by Guardian Spiders and Attack Geomids attempting to calcify him.

Exiting the Flux Realm is also difficult. A Garou must concentrate on finding a gate in order to locate one. The gates always appear as glowing lights. They may lead to a variety of locations. A werewolf must roll Perception + Enigmas (difficulty 8) to be certain that he finds the exit he wanted. If he fails the roll, he will not be certain whether he has found the gate he desired. A botch means that he is certain that it is the right one. The gate will send him to a distant location, such as the Deep Umbra or the wrong side of the Earth.

Spirits in Flux

Wyld spirits live throughout the realm. Lesser Celestines and Incarna sometimes dare the Flux Realm to recharge their vast energies. Spirits in the Flux Realm are immune to all bindings or controls. The Wyld energies here will also release a previously bound spirit. Wyld spirits regenerate a point of Gnosis every turn in the Flux Realm. Nebulae, Color Streams and Wyldlings can be found in this realm. Some Theurges claim Wyldstorms result from the pulsations of the Heart of the Wyld.

Story/Encounter Possibilities

1. Garou on a mission far out in the Umbra learn of the Wyrms' plans to attack their caern. According to their information source (a rather messed up Bane), the attack should begin at any moment. The pack decides to chance the Flux Realm in order to save time and warn the sept.

2. The Garou discover a powerful Incarna stripped of her energies in the Umbra. The only source of Wyld energies strong enough to revive her is the Flux Realm.

3. A Wyldling approaches the Garou in the Umbra. He begs them for help. A Strand Spider has breached the Flux Realm and is establishing a Weaver domain. The Garou must brave the dangers of the Flux Realm to battle the Weaver.

4. In order to recreate a powerful fetish, the Garou must reforge the meteoric metal from which it was made. They

venture into the Flux Realm to harness the power of the Wyld and mold the metal.

Laws

1. The landscape of the Flux Realm shifts uncontrollably. The terrain may be of any particular type, but it tends to be surrounded in a shifting universe. (The art of Steve Ditko may give Storytellers some ideas.) Bands of color float through negative lighting. Strange objects move by. In game mechanics, a Storyteller may roll a die every three turns. If the roll is odd, the landscape shifts.

2. Uncontrolled Transformations: Garou must roll Intelligence + Primal-Urge against a difficulty of their own Rage upon entering the realm. The number of successes indicates how long they have between random shifts.

Successes	Transform
Botch	Shift continually with no control; parts of the Garou may shift into different forms.
0	Garou changes randomly every turn.
1	Garou changes randomly with 1-5 turns between transformations.
2	Garou changes randomly every 5 turns.
3	Garou must shift forms every 5 turns (player's choice of form).
4	The Garou gets a Willpower roll (difficulty 7) to avoid transforming every 5 turns.
5+	The Garou is unaffected by the transformations induced by the Flux Realm.

Random Forms

1-2	Homid
3-4	Glabro
5-6	Crinos
7-8	Hispo
9-10	Lupus

As an option, on the odd numbers, a Garou will shift, but not into his form. He changes into a duplicate of someone he is familiar with, most likely a pack member. These forced changes are at the least disturbing, and can be traumatizing.

Leaps-Into-Madness enters the Flux Realm. He must roll his Intelligence + Primal-Urge against his Rage. Leaps-Into-Madness has a Rage of 5. He rolls three successes. For the duration of his stay in the Umbra, he must shift forms every five turns. Leaps-Into-Madness may choose the form he changes into as the Wyld energies course through him. He does not have to go in sequence.

3. Garou change forms as though they were within the Near Umbra (no rolls) unless they botch the roll for Law #2. Changing forms takes the normal amount of time. A Garou may battle the random shifting in this manner, but if she does, she will most likely stay preoccupied.

On his fifth turn in the Flux Realm, *Leaps-Into-Madness* feels the Wyld explode within him, forcing him to shift forms. He chooses to go from *Crinos* to *Lupus*. The next turn, he spies a Wyldling approaching across a yellow undulating ribbon. He decides to shift back to *Hispo*. He automatically changes to *Hispo* without rolling.

4. Flux Molding: Garou manipulate the Flux environment by expending a Gnosis point and rolling Manipulation + Enigmas. This includes molding objects into existence, fixing the landscape, etc. The difficulty is up to the Storyteller and depends on how large an area is being shaped. The effects of the molding last for a number of turns equal to the number of successes rolled.

Leaps-Into-Madness decides that he can't take the twisting landscapes of the Flux Realm anymore. He spends a Gnosis point and rolls his Manipulation + Enigmas to remove the psychedelic lightshow he is currently swimming through and replace it with a normal park. He wants the park to cover a 100 foot radius. His difficulty, the Storyteller declares, is 7. He spends a Willpower point for an automatic success and rolls. He gets three successes plus the Willpower point, so he has four successes total. The park appears and *Leaps-Into-Madness* has bought himself four turns worth of stability.

5. No entity may be bound or controlled in the Flux Realm. All entities that enter the Flux Realm are freed from any outside coercive control. This includes vampiric Blood Bonds, Domination and Bane possession, as well as alcoholism and other forms of addiction. Spirits bound into fetishes are also freed. Ephemera are not freed by this law. These effects are permanent.

Leaps-Into-Madness brought his *klaive* with him into the Flux Realm. Upon entering, the Rat spirit within it is freed. *Leaps-Into-Madness* pleads with Rat spirit to stay and help him against the *Wyrms*. The Rat spirit looks around the Flux Realm, decides that he and *Leaps* could cut a deal afterwards, and stays with him.

6. Garou must make a Rage roll after every five turns of exposure to the shifting landscape of the Flux Realm to resist the frenzy within them (difficulty dependent on the moon phase). If they botch this roll in the Flux Realm, they gain a derangement, such as paranoia, multiple personalities or megalomania. (See *Book of the Wyrms* for a list of derangements.) The derangement cannot be cured while in the Flux Realm. Mother's Touch or the expenditure of a great amount of Willpower may remove the insanity.

7. In order to locate a particular exit, a Garou must roll his Gnosis (difficulty 8). This is an extended action. He must accumulate 10 successes to find the exit. Garou may aid each other and add successes to find the exit. A botch erases all accumulated successes. The amount of time between rolls is up to the Storyteller.

Cracked Teeth is trying to find a way back to the Sept of the Awakening in Washington, D.C. He must make a Gnosis roll against a difficulty of 8.

He has accumulated seven successes.

He rolls and receives one more

success, for a total of eight. On the

following turn, he rolls again and fails the roll. He may keep

rolling. He tries again, but he botches the roll. This wipes

out all of his previous successes, and he must start again.



8. Whenever a Garou exits the Flux Realm, the possibility of a Time Warp exists. If a Garou is aware of this benefit of the Flux Realm, then she may spend Willpower or use Inspiration to benefit another pack member on this roll. The difficulty is 8. This is a Gnosis roll. If the Garou botches, then the time for the entire aising may be doubled or some equally heinous effect may be devised by the Storyteller.

Successes	Possible Effect of Time Warp
0	None
1	Up to fifteen minutes saved
2	Up to one hour saved
3	Up to twelve hours saved
4	Up to one day saved
5	Up to one week saved
6+	Storyteller's discretion

Leaps-Into-Madness enters the Spirit Gate he wanted to find. He knows about the Time Warp effects. He has stayed in the *Umbr*a for a day of time, relative to him. He wants no time to have passed on *Gaia*. He rolls his Gnosis. He makes three successes, saving himself up to twelve hours. *Leaps-Into-Madness* returns to Earth. His Storyteller decides to be nice, and gives him the entire 12 hours.

Optional Laws

9. Wyld Warping is the reshaping of one's self with Flux. A Garou must roll Charisma + Primal-Urge against a difficulty of 10 and spend three Gnosis points. With Wyld Shaping, Garou may perform cosmetic changes in themselves or larger scale changes, such as fixing a metis' deformities. The more radical the change, the greater the number of successes needed. If a Garou wanted to change himself into living silver, he would need at least six successes. The Garou could find that when he returned to Earth, life as living silver isn't at all easy. Wyld Warping is only permanent for Garou who bring their bodies into the *Umbr*a.

10. If the Storyteller desires, Garou may develop psychic abilities after exposure to the Flux Realm, such as Psychokinesis, Clairvoyance and Telepathy. For more details on these powers, see *The Hunters Hunted* or *Vampire Players Guide* for *Vampire: The Masquerade*. If you don't own these products, be creative. Just don't unbalance the game.



11. Garou may roll Charisma + Enigmas (difficulty 6) to regenerate Gnosis every fifteen minutes in the Flux Realm. Optionally, they may just regenerate a point at the Storyteller's whim.

12. Exits from the Flux Realm appear randomly. Apertures to Moon Paths open spontaneously in the Flux Realm, although there are rumors of fixed Spirit Gates. Passing out of the Flux Realm directly to Gaia is extremely dangerous. When Garou make a Gnosis roll leaving the Flux Realm, if they roll an odd number of successes, they enter the Mirror Zone. If the Garou roll more than five successes, then they enter the Null Zone.

For the example in Law #7 above, Leaps-of-Madness rolled three successes on his Gnosis roll to warp time as he travelled to Earth. Little did he know, his Storyteller was using optional law #12. Now he thinks that he is back in the physical world, but he has wound up in the Mirror Zone instead (see the Mirror Zone later in this chapter).

13. The Flux Realm works as a universal Anchorhead. Before travelling through the Anchorhead, the Garou must complete the Rite of Becoming. This requires difficulty of 9 on all rolls due to the disruptive influence of the Flux Realm, unless another Garou is using Flux molding to keep the area stable. He may then travel to any location that he knows of within the Deep Umbra. The default location for this and other failed transport is the Abyss.

14. Write your own law, and feel free to change it any time after it has taken effect.

The Legendary Realm

When the world seems to be falling apart, stick to your own trajectory; hang onto your own ideals and find kindred spirits. That's the rule of life. And it's that life that survives the mega death.

— Joseph Campbell, "An Open Life"

Guinivere "Fire Heart" Masters locked her claws around the handle of the gate. She inhaled and pulled. If she could open the gate in front of her ancestors, she would be worthy to lead the pack. The Rite of Passage would be complete. The spirits watched with disdain. Her muscles weakened with the effort. Fire Dancer thought the gate moved, but nothing happened.

One of the Ragabash spirits taunted her, and others joined him. Fire Dancer could not believe that she couldn't open it. Her ancestors were laughing. Her new pack would be shamed. She felt her anger rise.

Leafhunter, her packmate, stood by her, and she felt his silent encouragement. She glanced at him, hoping for more strength. He spoke to her with Mindspeak: "Remember, Fire Dancer, you did not open the gate, your Silver Fang ancestor did." Leafhunter was considered wise for a reason.

Fire Dancer closed her eyes and concentrated on her ancestor, Tears-of-Gaia, who reopened the Gate of the Wyld so many years ago. She recalled all of the stories of Tears-of-Gaia. She remembered her dreams about her ancestor. The laughing was far away. Fire Dancer was Tears-of-Gaia. She pulled. The seal broke, as it had in the legends.

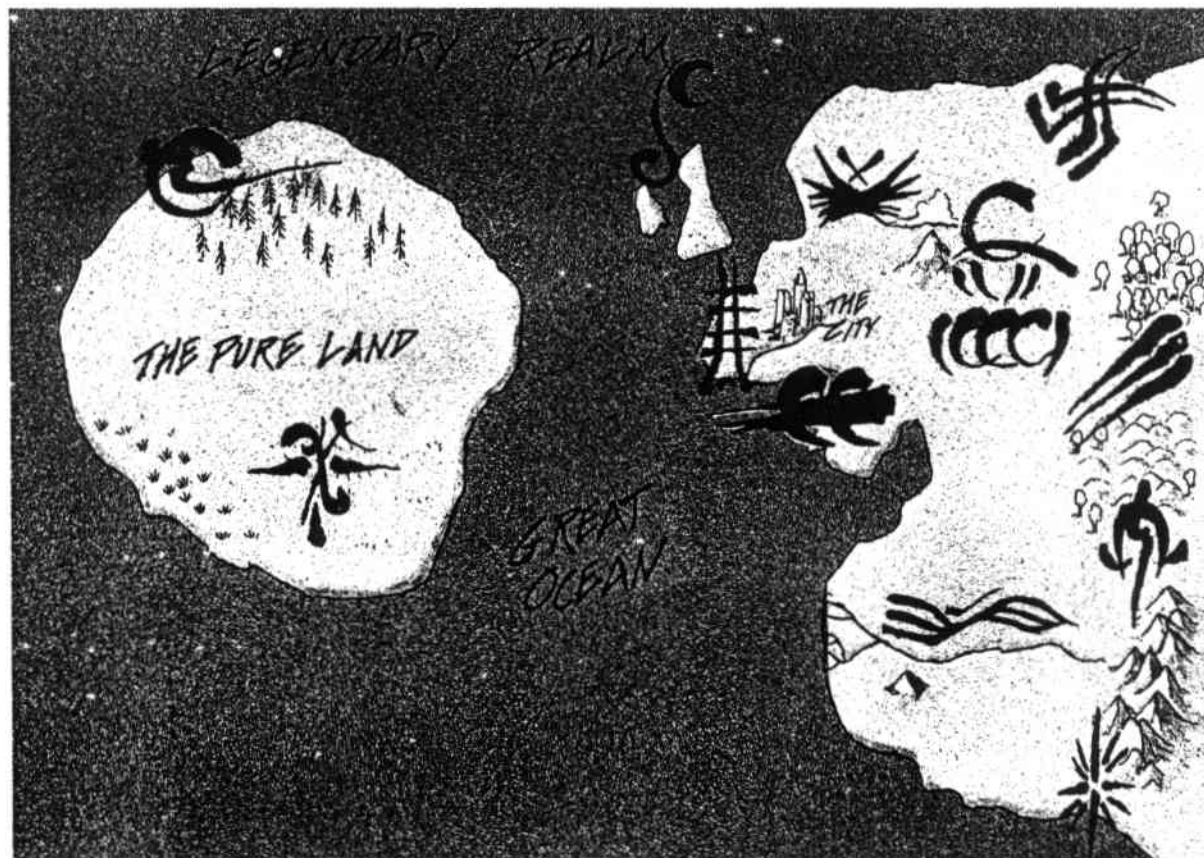
Great deeds never die in the spirits of the Garou. In the Near Umbra, the legends of the Garou are relived over and over. All tribes travel to the Legendary Realm to relive past lives and experience the stories of their heroes. The Legendary Realm is well-known especially to the Silver Fangs, who send their pups to it for the Rite of Passage.



The Legendary Realm represents a place in the hearts and minds of the Garou. It is a place that never was, but should have been. In the Legendary Realm, all Garou can find their golden age. It is a nearly divine place for the Garou where they are in touch with their heritage.

The Legendary Realm is unlike the Garou homelands, because it does not reflect the psychic underpinnings of the Garou or even their ideal vision of self, but the historical versions of the Garou as they could have been. Galliards and Philodoxes across the world debate whether the challenges and episodes of heroics relived in the Legendary Realm are true experiences or only what the Garou believe they were. Some Glass Walkers consider the realm to be a large-scale denial of the present day.

Entry to the Legendary Realm is linked to a Garou's knowledge of his past lives. Some Garou search Moon Paths for the Legendary Realm for ages, yet never find it. All Silver Fangs know how to reach the Legendary Realm through the Umbra. Silver Fang Rites of Passage create Moon Bridges leading there. These bridges are protected by the Falcon.





The Legendary Realm is caught historically in several different periods between primordial forests, Ancient Egypt, the medieval world and pre-Columbian American Indian cultures. The Legendary Realm reproduces the same stories of the great heroes over and

over. They only change slightly with the characters and point-of-view. The land is filled with spirits, who appear human and believe themselves to be such. "Humanity" in the Legendary Realm is immune to the Delirium. In places, the Garou exist among humans. Often, inexperienced Garou falsely believe they have gone back in time when they enter the Legendary Realm.

The Legendary Realm is one complete realm. It is not a fragmented, divided place like the Battlefield. Each tribe has its own place in the Legendary Realm where most of their legends take place. These places are straight out of the myths and stories of the Moon Dancers. Each one varies depending on the legend, but all of them are pre-Industrial Revolution. However, there is a composite part of the Legendary Realm, where the legends of the tribes mix and have separate roles.

Most Garou go to a point in the Legendary Realm where a myth of their tribe is replayed. They rarely realize that there are also areas where the legends of all the Garou overlap. Packs made of a mix of tribes may find this composite realm when they enter the Legendary Realm. Most Old Ones claim that packs of mixed tribes suffer from spiritual dissonance caused by

their conflicting tribal heritage. This causes them to come to a composite area in the Legendary Realm. A few mixed packs argue that the legends are only as real as the fantasy style worlds they encounter in the Legendary Realm. Only they can see the truth behind the legends of the Garou.

Tribal Areas

The Black Furies control sites of magic and Wyld power. Waterfalls, oracles, volcanoes, rivers, sacred groves—all have Black Fury guardians and spirits. Here the Black Furies fight battles against mythical beasts. The emanations respect and fear the Black Furies, and they call upon the Furies to protect the Legendary Realm against the Wyrms. The Amazon Kinfolk emanations of the Black Furies terrorize kingdoms.

The Bone Gnawers have safe places among the masses in the cities. Many live as beggars and con men. A few are cutthroats and thieves. A rare number are actually rich misers. In the cities where they dwell, it is important to regularly donate to the poor.

The Children of Gaia serve as respected spiritual elders for humanity. They also take advisor and priesthood positions. A few are philosophers, and some are politicians. The Children of Gaia are negotiators of peace between both human kingdoms and Garou. They have created small countries with near-utopian societies.

The Fianna have a large island filled with dolmens, faerie circles, ley lines and spirits. The land has an ancient Irish/





Celtic feel. There are druids and warlords who roam the lands. The Fianna travel the realm as bards. They receive renown far and wide for their verse.

The Get of Fenris live the lives of Vikings and German barbarians. They raid and ravage the weak, stomping out the corruption and weakness perpetrated by the Wyrms. The Get are lords of whatever seas they set sail upon. They conquer cities, and kings and queens have nightmares of the hordes of their Kinfolk descending upon them. The Get of Fenris are also the greatest explorers of the lands, and they travel to the ends of the world to do battle with the Wyrms.

The Glass Walkers control the guilds in the cities. Whether you're a merchant or assassin, whatever culture or style of city you live in, if you want something, you go to the Glass Walkers first. They are the richest of the Garou, and they hold a great deal of power. They enjoy lives of hedonism and some will take many mates in order to help perpetuate the Glass Walker blood.

The Red Talons have vast regions of wilderness, untouched and untainted by humans. There are many packs of wolves that roam their lands, and humans who venture into their dark woods never return. They still maintain the Impergium in the Legendary Realm.

The Shadow Lords are the rulers of many of the human lands. They are nobles and warlords. All of them ascribe to a code of strength and honor. The Shadow Lords make commands, and nations rally behind them. If the Shadow Lords cast suspicion over an individual, he is hounded to the ends of the Earth. Some Shadow Lords style themselves as knights.

The Silent Striders live on the fringes of society as trackers and wanderers, mysterious heroes who appear and disappear with a moment's notice. They also control an ancient Egypt-like country in the south, known as Khem. It is a dark and mysterious land, filled with mysticism.

The Stargazers travel the lands as wandering wise people and ascetics. They bring philosophy and mysticism mixed with science to those who will listen. The Stargazers have visions of the Wyrms and the dangers it poses to the Legendary Realm.

The Uktena and the Wendigos live as their American Indian ancestors did. Their home is in the Pure Land, separated from the other peoples. The Wendigos dwell in the north, and the Uktena live among the peoples to the south. Emanations of people and wildlife co-exist in harmony in the Pure Land.

Strangely, the Silver Fangs have no set role in the Legendary Realm. They are found in roles as lords of aristocracy, politicians, artists and heroes everywhere except the Pure Land.





Black Spiral Dancers even have a place in the Legendary Realm. They establish their lairs in caves and lead the goblinoids and other Wyrms creatures against the kingdoms of Kinfolk.

The Croatan tribe is never encountered in the Legendary Realm. They are strangely absent even from the legends of the Uktena and Wendigos in which they played a part.

Creatures

Mythical creatures, good and ill, fill the Legendary Realm. They range from dark faeries to dragons. Spirits of ancient heroes and villains wander the lands and live out their lives. Gifts such as Call to Duty and Name the Spirit still affect spirits. The spirits of the realm consider these Gifts to be "magic." All of the spirits have physical forms with few exceptions. Almost none of them are aware they are spirits.

The Wyrms has several minions in the realm. However, these spirits are trapped, condemned to play their roles in defeat over and over through eternity. Recently, however, rumors have started about Wyrms creatures overwhelming the Garou heroes.

The Silver Fang response to these rumors is that the Wyrms creatures have free will, although they are bound to the Legendary Realm. The Silver Fangs say that no outcome in the realm is predetermined. This opinion is hardly universal among the Garou. Some (especially Glass Walkers), feel that the Legendary Realm is made of the racial memories of the Garou stuck on infinite repeat. Recent Umbral wanderers say the myths are changing and growing darker. Seer-spirits prophesy a great threat in the Legendary Realm. Most Old Ones interpret this as another sign of the Apocalypse. A radical sect of Wagnerians believe that the Legendary Realm is the reflection of another Gaia-Realm out past the Deep Umbra.

The Sacred Quest

The only definite way to leave the Legendary Realm is to complete a sacred journey within it. A myriad of stories among the Silver Fang Moon Dancers tell of Garou who did not complete their sacred journey and left the Legendary Realm through a Moon Bridge. They returned to the Legendary Realm the next time they stepped into the Umbra. Some packs entering the realm will be trapped in epic quests. These epic quests have different stages. After a stage is completed, the packs return to the Earth. Then, without warning, the next stage of the quest will begin.

Totems take part in the myths reenacted the Legendary Realm, and they are accessible to the Garou. No totem has ever preempted a sacred journey in the Legendary Realm.

A number of sub-realms connect to the Legendary Realm. These sub-realms focus on specific times in mythic history. One well-documented sub-realm reflected the year 1863 during the Civil War in the United States. Another sub-realm



contains a variant of the Roman Empire controlled by decadent Shadow Lords.

Story/Encounter Possibilities

1. The Legendary Realm is a vehicle for allowing Garou to relive the experiences of their ancestors. Any legend can become an encounter, with the Garou taking the roles of the heroes. This is an alternative to using flashbacks to convey past events.

2. The composite Legendary Realm is a wonderful tool for telling parallel stories. Events in the realm may foreshadow events elsewhere in the Tellurian.

3. Garou may seek out the Legendary Realm from the Umbra and enter it to retrieve an ancient fetish. Also, it may be used by Garou to find out the weaknesses of an ancient Wyrmspirit.

4. Garou may establish parallel lives in the Legendary Realm. Stories like C.S. Lewis' *Narnia* tales and Stephen Donaldson's *Thomas Covenant* series, where protagonists from Earth travel back to a land of fantasy, may be told with the Legendary Realm. As another option, victories in the Legendary Realm could be more important than those on Earth in the struggle against the Wyrms.

Laws

1. The only way to leave the Legendary Realm is at the completion of some form of sacred journey. The Legendary Realm is not a place that can be passed through easily on an ailing through the Umbra. When the sacred journey of the Garou ends (most likely the end of a story), Garou will immediately reappear in the Umbra.

2. Vast amounts of time may seem to pass in the Legendary Realm while a Garou is on Earth. Mixed packs may visit a particular composite kingdom, complete a sacred journey, and return to the kingdom later only to find centuries have passed in the land.

3. Spirits only possess knowledge of their specific roles. Few have Charms. All of them will reform after they are physically destroyed, but they may take on a different role.

4. Spirits bound to a Garou may enter the Legendary Realm without difficulty. Other spirits must make a Gnosis roll (difficulty 10) to enter the realm.

5. All myths replayed in the Legendary Realm have their environment and background set. The outcome is not predetermined. A legend may be changed dramatically by the actions of different Garou.

6. All Garou add three extra dice to their Past Lives background while in the Legendary Realm. If Fangs-of-Steel, a Glass Walker Ahroun without any Past Lives, enters the Legendary Realm, he receives three dots. If Tathan Rivercrosser, a Fianna Ahroun with four points in Past Lives enters the Legendary Realm, he is treated as if he has seven points. These extra dice disappear upon leaving the Legendary Realm.

7. Unlike some of the other areas in the Umbra, the Legendary Realm does not cause Garou to disconnect from Gaia. (See Chapter One: Cosmology.)

8. All combat in the Legendary Realm is resolved as it would be on Earth. Death in the Legendary Realm is real. At the Storyteller's discretion, however, a Garou with Astral Mind projecting himself into the Legendary Realm might be restored by the powers of the realm.

Optional Laws

9. No time passes on Earth or in the rest of the Umbra while a Garou is within the Legendary Realm. Garou also do not age in the Legendary Realm. Some Garou are reputed to have traveled to the Legendary Realm to escape dying.

10. Fetishes travel between the Legendary Realm and the rest of the Tellurian unchanged. Other items dedicated to a Garou are replaced by appropriate Legendary Realm equivalents.

Mindbender has a klaive, a pair of blue jeans and a shirt bound to him. He enters a Stone Age myth. His klaive remains the same, but his blue jeans become a loincloth and his shirt becomes a leather tunic.

11. All spirit Garou encountered in the Legendary Realm are emanations.

12. After completing a sacred journey through the Legendary Realm, all Garou have their full Willpower restored.

13. Mages and faeries may enter the Legendary Realm.

14. The Legendary Realm may never be completely mapped. Maps of individual areas may be drawn, but the entire realm cannot be put on a map.





Pangaea

Into the woods, but not too slow —
Into the woods, it's nearing midnight —
Into the woods to mind the Wolf,
To heed the Witch,
To honor the Giant,
To mind, to heed, to find, to think, to
teach, to join,
To go to the Festival!

—Stephen Sondheim, "Into the Woods"

The forest was deep and quiet. A thick canopy of vines blocked the light of Helios, and only a few rays reached the forest bottom. The plants were thick, and I could feel the Wyld pulsing through the life all around. Bird spirits and insect spirits flew all around me.

My pack pushed and clawed its way through the undergrowth, past colossal ferns and around giant redwoods. Stormchaser climbed into a tree and made like Tarzan, swinging on vines over the brush. The rest of us joined him, although Mist Coat snarled at us for being apes. We ignored her, and the majesty of the realm seemed to impress even our resident Red Talon.

Our pack finally reached a cliff that looked over a vast expanse of untouched forest. There was no sign, sound or smell of civilization. Great flocks of birds streamed over the treetops. I looked over to Silvertongue and smiled at her. This beauty was what we wanted

for Gaia. She returned the smile. We all breathed the clean air. It was strange for me. I'm not sure that I really knew what clean air was before then. Moon-song finally looked like he had left his Bane possession nightmares behind.

"Stormchaser, this visionquest is spectacular. Thank you," I said.

He looked at me and smiled.

The ground trembled. We almost didn't notice. It happened again. And again. I looked to Stormchaser, like everyone else.

"I'm not sure what it is," he said.

"I do," said Mist Coat. "It's a Great Beast."

The ground trembled again.

Then I looked up and saw the dinosaur. It looked at me. I made three quick wishes. First, I wished that I didn't know what an Allosaurus was. Second, I wished I was at a movie set and this was all done by special effects. Third, I wished there wasn't a cliff behind me. Good thing that we don't always get what we wish for.

"Grab the vines," yelled Stormchaser. "Hold on and climb down the side of the cliff."

The Allosaur moved. I thanked Gaia for her wisdom in giving us Rage. Our pack climbed down the vines with amazing speed, even for us.

Pangaea is a spiritual memory of primordial Gaia. The landscape comes from a time before civilization. Deep virgin woods, thick jungles and rain forests blanket the land. Vast deserts don't stop for roads, oil wells, military bases or casinos.



The beaches are empty. The plains and grasslands are only broken by rivers winding through them to the ocean.

Pangaea is a single vast continent extending north to the pole and south past the equator, with a few islands off its coasts. A mountain range divides the continent. The mountains vary in size from great peaks, like the Himalayas, to smaller mountains, like the Appalachians. Rivers run down from the mountains, molding and shaping the land. They carve canyons, form lakes and seas, create deltas and swamps, before completing their voyages to the ocean. A single great shield glacier dominates the north. On the western part of the continent lies a desert as vast as Africa. Grasslands and savannas dotted with forests sprawl around the center of the continent. Sand and rocks compete with wetlands for the coastlines. Thick forests cover the rest of Pangaea.

Pangaea makes many Garou feel like children on their first deep woods camping trip. The untouched wilds call to them. Red Talons have fallen into Harano after experiencing the beauty of Pangaea. They realize how much Gaia has lost. Adventures and wonders fill the land. Pangaea has more land than all of the continents on Gaia combined. All of it is untamed. Visitors find the untainted wilds either relaxing or ominous. Uktena tell stories of dark woods on Pangaea under the sway of Wyrms spirits.

There are trails across the continent, made by the large amount of animal life. All of the living creatures in Pangaea are spirits, although, as in many realms, most are unaware of their nature. Some spirits are sentient entities with Charms who venture into the Near Umbra. Some Incarna Jaggings dwell in Pangaea among spirits of their Incarna's animal. Hunter-gatherer groups of humans live in Pangaea. Red Talons will hunt and slay these apes who have no Weaver weapons to protect them. Shamanistic Kinfolk of the Garou travel to Pangaea on visionquests.

The Garou are part of the ecosystem of Pangaea. They are both predator and prey. Spirits of Great Beasts, including dinosaurs, live in Pangaea and will eat careless Garou. Large wolf packs stalk the forests. Game abounds. Great buffalo herds thunder across the plains. Rabbits abound in all but tropical climes. The spirit animals on Pangaea represent species from all over Gaia, including extinct ones, such as Woolly Mammoths and Sabertooth Tigers. The Fianna run with packs of Dire Wolves. The Kraken of the Rokea is rumored to live in an undersea cavern.

There are many insects in Pangaea, including a species of large honeybees. The nectar of these bees provides a mystic form of sustenance. Ragabashes joke that the nectar of Pangaea is why there are so few Children of the Bear left on Gaia.

Pangaea retains the spiritual energies that were once prevalent on Gaia. Natural caern sites are scattered through Pangaea, although none are as strong as those in The Realm. The light on Pangaea comes from Helios and Luna, and perception is treated as it is on Gaia. Occasionally, young members of the Wagnerians will return after one of their first ayslins from Pangaea and report having discovered a second Gaia. Some of

the Children of Gaia believe that Pangaea's spiritual energies may provide the cure for Gaia's ailments.

Garou unaccustomed to the wilderness face many dangers in Pangaea. There is little shelter from storms. Bogs and tar pits can devour travelers. Traversing the ice sheets is extremely treacherous. Pangaea can be brutal and unforgiving.

The Wyld permeates Pangaea. Garou are spiritually healed and purified after visiting the realm. In Pangaea, all tribes are one. The Change comes as almost quickly and easily as it does in the Near Umbra (all shift difficulties are reduced by 2). The life energy of Pangaea is so strong that Garou heal more quickly and easily. The plants provide Garou with many talents. The animal and plant spirits are wise and know ancient lore.

The Wyld energies warp and change the land. A trail does not always lead back to where it began. Forests may suddenly change, becoming unfamiliar to the greatest hunter. The forests grow so quickly that damage done to foliage disappears after a day. Rivers will surge and move without warning. The Wyld also dampens Rage.

The Elder Serpent

A Theurge, Cassandra Shadow-Watcher of the Black Furies, claims that high in the mountains of Pangaea lives a Lesser Celestine, the Elder Serpent. She knows it is not the totem of the Mokolé or the Green Dragon revered by the Black Spiral Dancers. Cassandra has seen the spirit silhouetted across the moon at night. The other spirits of Pangaea fear it. Even the mightiest Tyrannosaurs hide beneath the treetops when the Elder Serpent flies.

Both the Silent Striders and the Stargazers have sent packs on quests to find this entity. The Silver Fangs warn that the creature is a plot to destroy the Garou. The Shadow Lords and Get of Fenris want the glory of slaying the Wyrms beast. Despite attempts, it is believed that no Garou has successfully scaled the mile-high crags where the Elder Serpent sleeps.

Until now, the Garou have only glimpsed the Elder Serpent soaring over the wilds by moonlight. Courageous Garou can reach the lair of the Elder Serpent. If the Elder serpent becomes aware of any Garou in Pangaea, perhaps because of the Call of the Wyld Gift, it will seek them out. The Elder Serpent should be described as the greatest of dragons. Upon encountering the Elder Serpent, Garou must make frenzy checks to avoid fleeing in terror. The Elder Serpent will not attack the Garou, except in self-defense.

The Elder Serpent wants Garou to help it restore the balance by attacking the Weaver and the Wyld. While the Garou fight the Wyrms, the balance continues to slip the entire Tellurian closer to the Apocalypse. The Elder Serpent will tell Garou that it is the only hope of restoring Gaia. The Elder Serpent is willing to grant the Garou knowledge and Gifts if they take on this quest. The Serpent will challenge the Garou to perform a task, such as destroying one of the factories in the





Scar or bringing it one of the Midnight Eyes from the Abyss. If the Garou do this, it will reward them with Gifts and power. If they do not, the Elder Serpent will not spare them when they meet again.

Ultimately, the truth about the Elder Serpent, whether it is an agent of the

Corruption Wurm or a manifestation of the Wurm of Balance, is up to the Storyteller.

The Wurm's Plot

The capture of Pangaea is a priority for the Dukes of Malfeas. Wurm creatures have invaded Pangaea only to be repulsed by the inherent Wyld energies and powerful animal spirits. Fire will be the next weapon of the Wurm against Pangaea. Agents of the Wurm are binding and gathering fire elementals for an assault against the realm. If they succeed in reducing Pangaea to ash, they will have many new toys to twist and send against the Garou.

Entry and Exit

Pangaea has many entrances, and many Moon Paths lead to Pangaea. Most are long, circuitous routes. These Moon Paths are more convoluted than most due to their proximity to the Wyld. Banes have blocked some of them.

Many Glens contain Spirit Gates connected to Pangaea. In some Galliard songs, Garou travelling far enough into the wilderness may pass into Pangaea and not realize it. For example, an unfamiliar rapid may flow into a cave, and the waterfall on the other side may come out in Pangaea. In fact, the waterfall from the El Dorado Realm (see *Rage Across the Amazon*) falls into Pangaea. A trail discovered deep in the woods at night could lead there. Kinfolk use rites to enter the realm. Also, the Nuwisha and the Corax know secret paths from Pangaea into the Umbra.

There are many ways to leave Pangaea. Sailing away from land out on the Great Ocean, Garou will eventually discover a great rushing noise and a current pulling them further out to sea. If they follow the current, they come to the end of the realm where the water falls off into the Near Umbra. This is one of the most dramatic but least common ways to exit.

Dream can be reached from Pangaea by ingesting certain herbs and berries before going to sleep. The natural "caerns" in Pangaea provide access to the Near Umbra. A Garou simply wills himself to return. No Gnosis roll is needed. Many natural apertures, such as Glens or deep caves, provide connections to the physical plane and other Near Realms.

Pangaea is reflected in several sub-realms, all containing some aspect of the wilderness. Most of the Totem Realms are sub-realms of Pangaea.



One Tribe

One of the greatest roleplaying opportunities in Pangaea comes from the tribal unity law. Glass Walkers may sit down with Red Talons in Pangaea. Bone Gnawers and Shadow Lords can drink from the same cups. Get of Fenris and Black Furies can share stories about battles against the Wyrms. Black Spiral Dancers also suffer from this effect. A pack of Black Spirals might come to the aid of a group of Silver Fangs battling a Great Beast.

Storytellers should refrain from describing the coats of other Garou the players encounter in Pangaea. (Black Furies will have fur of any color but black, Silver Fangs will no longer be white, the fur of Bone Gnawers won't be mangy, and so on.) Another option is to describe the coats as belonging to the tribe of the beholder. Diligence on the part of the Storyteller is essential for conveying one of the most important aspects of Pangaea.

Somewhere, deep within the jungles of the continent, is a spiritual graveyard filled with the bones of the Great Beasts and all the species of animals that have become extinct since life on Earth began. It is a final testament to life and death.

Story/Encounter Possibilities



1. Englings and Jagglings from Pangaea are called to moots to restore the Gnosis of Garou. A pack of Garou may be sent into the Umbra to hunt and capture one instead of summoning it to the moot.

2. Garou can go to Pangaea for healing. Wyrms poisons and diseases heal more quickly in Pangaea. Pangaea restores sanity to maddened Garou.

3. Garou could go to Pangaea to harvest rare plants that cannot be found in their region of the world.

4. Naturae no longer found through Gaia may be bound by Garou and taken back to help restore a damaged Glen.

5. Pangaea is a place where different tribes of Garou may meet on peaceful terms. Friendships between enemies may arise in Pangaea, even between Black Spirals and other Garou.

6. Of all the Near Realms, Pangaea is one of the best to use as a staging ground for expeditions into the Near Umbra.

7. Groups of metis Garou may decide they like the healing powers of Pangaea (see Law #10) and establish a camp there.

8. Garou may search for the graveyard of Pangaea to find the materials for a powerful fetish. If they do, many spirits will have to be appeased.





Laws

1. All Primal-Urge rolls receive one automatic successes due to the primal nature of the realm. For example, if a Garou in Lupus form is trying to pick up the scent of a dinosaur, he would normally roll Perception + Primal-Urge. He receives one successes before he rolls the dice.

2. As a side effect of being more in tune with their natural environment in Pangaea, the difficulties for all survival rolls are reduced by one.

3. All Garou within Pangaea regain a Gnosis point with each dawn. For example, if a Garou with two Gnosis points remaining out of a maximum total of three or more points enters Pangaea at night and stays until dawn, she will have three Gnosis points after daybreak.

4. All Garou in Pangaea belong to the same tribe. This has two effects. First, Garou can no longer identify or remember the tribes, not even their own. This includes the Black Spiral Dancers. Second, all tribal Gifts belong to all tribes and may be purchased without non-tribal penalties.

Wayward Son of the Wendigos wanted to learn Lambent Flame, a Level One Gift, from Victoria Silverfire of the Silver Fangs. He spends three experience points to purchase it in Pangaea as opposed to five on Earth. In Pangaea, it is one of Wayward Son's tribal Gifts, since all Garou belong to one tribe.

5. Rage difficulty numbers are increased by two in Pangaea. It is more difficult for Garou to lose control of themselves in the realm. If a Garou does succeed in a Rage roll, the results will be greater than in the rest of the Tellurian. A Frenzied Garou in Pangaea will have all of her physical abilities raised by one in addition to being able to ignore wounds. Her Frenzy will also be longer lasting and require two Willpower points per turn to control.

6. Garou double their rate of healing in Pangaea. Two aggravated wounds may be healed per night of sleep. Garou gain two Health levels per turn when resting. In combat, they automatically heal a Health level each turn. Garou with the Gift: Combat Healing can heal two extra Health levels per turn without having to spend Rage points.

7. Silver cannot be found anywhere in Pangaea. If silver is brought into Pangaea, Garou may soak the aggravated damage with their Stamina.

8. The phases of the Moon control the activities of the spirits. On nights of the Full Moon, the spirits fight and kill. Large predators roam the night. When the Gibbous Moon is high, spirits look to caring for their families, if they have any. Courtship begins between animal spirits. The Half Moon is a time of peace across Pangaea. Lions and hyenas drink next to each other at watering holes. The Crescent Moon is a time of migrations and strange gatherings of the spirits. During the New Moon, the jungles of Pangaea are quiet, and small lizards creep out to steal the eggs of birds.



9. Great Beasts live in Pangaea, including the Predator Kings and the Dinosaur Kings. Abilities for some Great Beasts are found in *Ways of the Wolf*. Lupus breed Garou have the best chance of communicating with the Great Beasts.

10. The healing powers of Pangaea are so great that metis characters who come to Pangaea will be healed of their deformity for the duration of their stay. For instance, when a Metis with the Tough Hide disfigurement (from the *Werewolf Players Guide*) comes to Pangaea, she sheds her warty skin after a few hours, losing all the advantages and disadvantages of her deformity. A new shiny coat replaces it. It is an illuminating experience for the metis and her allies. Tragically, the deformity returns the instant the metis leaves Pangaea.

11. Weather in Pangaea is more extreme than weather on Gaia. The thunderstorms are larger, the ice caps are colder and the deserts are hotter. This negates some of the advantages of the reduced survival difficulties.

12. Garou can shift forms easier within Pangaea. Reduce all shift difficulties by two.

13. The spiritual life of Pangaea is incredibly resilient. If an area of forest is burned down, within the month new growth

will cover the area. However, Pangaea is just as vulnerable to the predation of the Wyrms as Gaia. If the memory of primordial Gaia is lost, how can Gaia ever be restored?



Optional Laws

14. The Wyld warps the landscape of Pangaea to reflect the moods of the characters. If the pack is depressed, then the jungles are silent and gloomy. If the pack is happy and excited, the sun shines on a spring day.

15. Any creature of the Wyrms entering Pangaea automatically takes an aggravated wound at moonrise. If a Wyrms creature dies from these wounds, the taint of the Wyrms leaves their body and spirit.

16. Time flow is the same as in The Realm.

17. Any Garou finding a Glen in Pangaea may leave the realm without making a roll. He returns either to the Near Umbra or the physical world.



The Scar

Sixteen tons and what do you get?
Another day older and deeper in debt.
St. Peter don't you call me, cause I can't go.
I owe my soul to the company store.

— Merle Travis, "Sixteen Tons"

Heart-of-Rage scowled at the factories pouring smoke into the sky. The black clouds choked off the sunlight. Green liquid seeped out of the mud as he walked closer to the chain-link fence around the nearest factory. Heart-of-Rage knew he was in the Umbra. This was not what he had expected of a Near Realm. A long line of workers slowly moved through the gates. All of them were in gray and blue uniforms and overalls. The air stank of industry. Heart-of-Rage walked over to the men.

"What are you doing?" he asked. A few faces stared blankly at him. Their spirits were crushed and drained. Heart-of-Rage repeated his question. A few people shuffled away from him. Heart-of-Rage walked up to the gate. Two bloated and twisted vaguely humanoid spider things checked the workers as they entered.

"Look at these things," shouted Heart-of-Rage, pointing at the spider-things. The workers kept walking through, staring at Heart-of-Rage with glazed eyes. One of the bugs turned his attention to Heart-of-Rage, and guards ran up to the fence. Heart-of-Rage tried to change to Crinos. The Change started slowly, too slowly. Guards charged out of the gate at him, holding batons.

Heart-of-Rage was still stuck in Glabro when they reached him. He grabbed one guard, crushing him. The others didn't pause. They beat him over and over. Every blow made his Rage ebb. Everything started to buzz, then went black.

When he awoke, Heart-of-Rage was chained to an assembly line wearing dull coveralls. A spider creature cracked a whip. Workers stood in place around him on the line. Heart-of-Rage tried to feel disgusted. He tried to Rage. He couldn't feel anything at all. Instead, he tapped a small nail into a hole on a piece of machinery, then waited for the conveyor belt to bring another piece... and another... and another...

The Scar is a psychic remnant of the cataclysmic forces unleashed during the Industrial Revolution. It is a realm of the Weaver that has been tainted by the Wyrms. The Scar comes from the days when capitalism went completely berserk. It comes from a time when the Wyrms used industry to start its campaign of pollution and destruction. It comes from a time when forests were torn down to fuel the engines of industry. The Scar is the realm of the eighty-hour work week with minimal pay and no benefits. There are no safety standards. The spirits in the Scar feed the Wyrms and the Weaver. They have no energy for themselves.

The landscape of the Scar is made of shanty towns and slums surrounding large factories, mines and office buildings. The entire populace works. There is no entertainment. There is no respite from the gloom. There is only a continual program of demeaning work overseen by tainted Weaver spirits. The air is filthy. A Garou can be covered in soot by standing in place. It



is difficult to tell whether it is day or night by looking outside. The workers are constantly in motion.

The Spirits

The Maeljin Incarna come to the Scar to feed off the energy generated by the spirits. The factories drain all spirits coming to the Scar for power. Wydlings, Jagglings, Gafflings—any spirit can be drained here. The factories convert Gnosis into pollution and Weaver webbing. As more webbing is spun, more creatures fall into the trap.

The spirits live in pathetic conditions, usually in and around trash heaps. Pollution Scraggs, such as those found in *Rage Across New York*, are the only beings in the shanties with energy.

The spirits here don't even know why they work. It does not matter whether they are overseers or workers. Only the type of abuse changes. Occasionally, one or two will start to have the energy to resist. Scraggs move to crush them swiftly and put them back in line. Pattern Spiders help the Scraggs enforce the domination. From a Garou perspective, it is hard to tell whether the Weaver or the Wyrms holds the most sway over the realm.

The Factories

Some Garou say that the Scar was a human land, a human version of Wolfhome before the Industrial Revolution. During the Industrial Revolution, the Wyrms launched a major assault from Malfeas while the Weaver exponentially increased technology. As a result, agents of the Wyrms were woven into the fabric of the technology. Through the Wyrms, the spirit of work and industry was corrupted, and people suffered in the industrialized world because of it.

The factories are dismal places lit by sparks, flame and fluorescent light bulbs. The interiors are gray and black. A constant vibration penetrates everything. The air is hot and filled with cinders. All piping is exposed. Workers mindlessly perform their tasks. No one wears any type of helmet or goggles for protection from flying sparks. Welders work until they go blind. There are no breaks or safety precautions.

Wyrms and Weaver spirits circle, watching the overseers. Whips and batons motivate the workers. Workers lose body parts and lives on a daily basis. They do receive pay, which almost manages to cover their living expenses. They sleep and they work.

There are also textile mills. These places are even more dangerous than the factories. Machinery in the textile mills is constantly in motion, and the laborers work in cramped conditions. The heat inside the mills grows so great that the mills occasionally burst into flame. During a fire, the overseers allow no one to leave their station.

The office buildings are new to the realm. They are part of an effort to drain more energy from the Scar. They are high-stress environments filled with drab colors (beige and dull white being favorites). Communication is nonexistent, and all

of the tasks are either mindless or counterproductive, usually both. No one ever receives a raise. There are no perks. There is no overtime pay. Elevators never work. Bathrooms are constantly backed up. The roofs leak. The computer screens are always on, and they hum at a barely audible level. Some Garou believe the Scar reflects the spiritual nature of some Wyrms-tainted companies. One pack of Shadow Lords claim they recognized a Pentex office building in this realm.



The Corruption

The Wyrms are taking control of the realm away from the Weaver. The presence of Weaver elements has prevented an Anchorhead from being opened from the Scar to Malfeas. Nonetheless, the corruption of the Scar is underway. Banes creep through the realm, tormenting other spirits.

Some Garou think the fact that the Wyrms doesn't already completely control the Scar is proof of its insanity. Glass Walkers say it is because the Wyrms cannot comprehend the Weaver. Whatever the reason, the Wyrms do not have enough force to completely control the realm. If a Garou could inspire or command the worker spirits...





The Lords of Scar

The Lords of Scar are powerful Banes who style themselves as barons of industry. They have divided the realm into thirteen different regions. They are no longer completely controlled by the Wyrn, but they still retain some loyalty to their former lord. They usually take the forms of humans, and some have been known to personally tour their factories and feed off the hopelessness there.

Bane Spiders

Sickly Bane spiders, spirits of the Weaver twisted by the Wyrn, serve as overseers and builders in the Scar. These Bane spiders may have their Wyrn taint removed. Otherwise, they combine the worst aspects of Banes and Pattern spiders. They have the same abilities as a similar Weaver spider, but they also possess some Bane Charms. They are obviously corrupted, and they are never confused for Weaver spirits, even by other Weaver spirits.

Scar facilities produce Bane fetishes and other weapons for the armies of the Wyrn to conquer other Near Realms. They perform Bane fetish R&D work for Pentex subsidiaries. Some facilities specialize in Weaver fetishes.

Entry and Exit

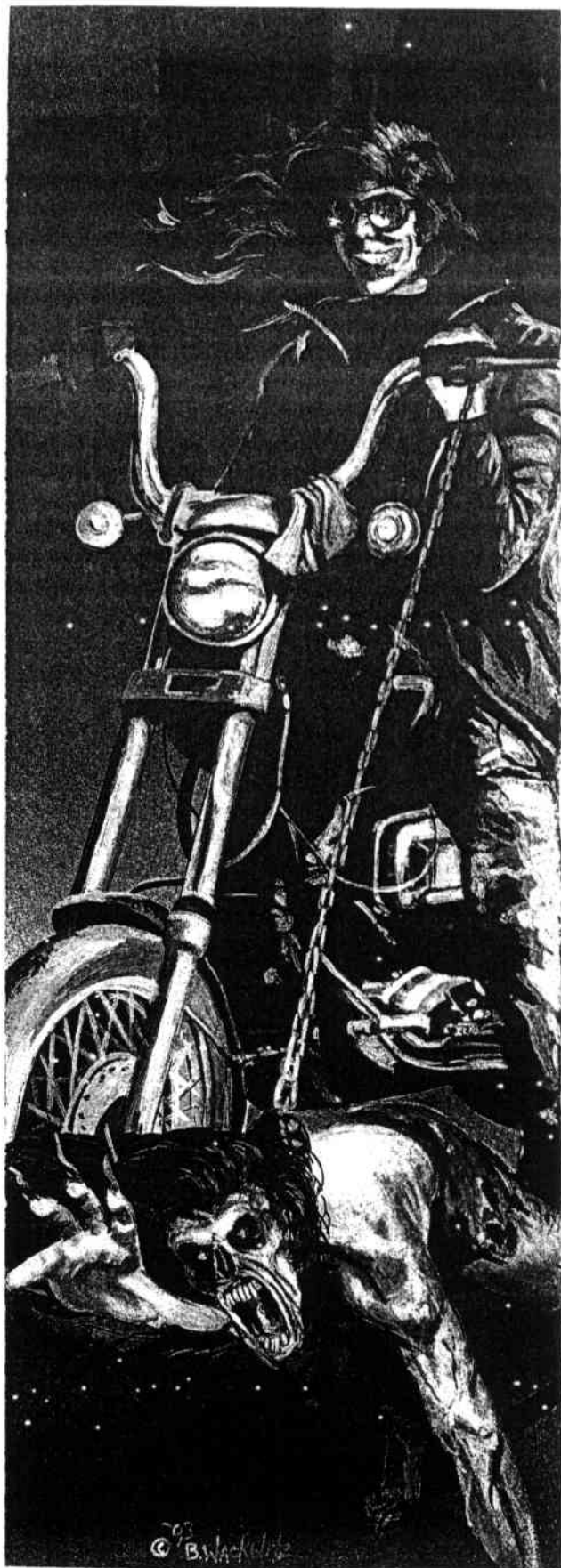
There are many Moon Paths to the Scar. The paths are easily travelled, and although there are often Banes travelling them, they are fairly constant and safe. When Garou get close to the Scar, they will notice the increase in webs and Weaver spirits. From the Umbra, the Scar closely resembles the Flux Realm. The Gauntlet around the Scar comes from internal, not external sources. It is also possible to reach the Scar from Dream.

To escape the Scar, a Garou must penetrate the Gauntlet around it. (The Gauntlet has a strength of nine.) This is done in the same way a Garou steps sideways from Earth. Dream can be reached by a Garou who is able to dream in the realm, but the nature of Scar makes it almost impossible for anyone to have dreams within it (see below).

Servitude

Guards try to press into servitude any Garou who enters the realm. If a Garou is captured by the guards, she immediately loses a temporary point of Gnosis. She has to make Willpower rolls against the mind-numbing effects of the Scar (difficulty 8). Failure equates to a lost point of Willpower.

Garou attempting to sabotage the realm will find many factors in their favor. The lack of safety devices means that fires cannot be contained. The poor facilities are incredibly unstable, and the construction is shoddy at best. Also, the Lords of Scar keep the Gnosis and Power they siphon from the worker spirits in large batteries before processing the energy into webbing. If a Garou can tear open one of these batteries and



release Wyld energies for all of the spirits, the workers might all wake up at once.

The Resistance

The Rat has started a resistance movement in the Scar. Bone Gnawers, Ratkin and Rat Gafflings are taking the Scar back from the Wyrms and the Weaver. So far, none of their efforts have inspired the spirit population of the Scar or caused any lasting damage. However, they have captured an Informational Geomid with maps and layouts of warehouses, research facilities and factories.

Story/Encounter Possibilities

1. Garou discover that a local Pentex subsidiary is selling some particularly loathsome product. However, the subsidiary has no manufacturing facilities. Also, they are not buying the product from other companies. After a few break-ins, the Garou discover that the factory is located in the Scar. They must go there to destroy it. New fetishes from the Scar may be introduced in this manner.

2. Agents of the Wyrms use the Scar as a staging ground to attack some of the other Near Realms. The Garou decide to take the battle back to the Wyrms.

3. In order to revive a lost caern, the Garou need to find a large source of Gnosis. One of the pack's Theurges has a vision of the enormous Gnosis batteries created in the Scar.

4. The Barons of Scar decide not to rely completely on Pentex to influence Gaia. They send Banes and corrupted Wyrms spiders to take over another company.

5. The uprising is about to begin. The Rat and his minions start a full scale revolution among the workers of the Scar. A sept of Bone Gnawers ask the Garou to join in the revolt.

6. Weaver agents strengthen the Gauntlet between Earth and the Umbra using strange twisted webbing. This webbing leads the Garou back to the Scar and its textile mills.

Laws

1. All visual perception rolls are at a minimum difficulty of 6 due to the poor lighting and constant haze. Helios and Luna both shine in Scar, but most of the light in the realm comes from the factories.

2. Dreaming requires a Garou to make a Charisma + Enigmas roll at a difficulty of 7. A single success will allow a Garou to escape if she can breach the Gauntlet in the following turn. This is performed like stepping sideways, with two exceptions. The time it takes to penetrate the Gauntlet must be spent asleep, and a botch rolled by someone trying to reach Dream attracts a Phragment.

Moondancer wants to escape the Scar after fleeing for hours from guards and choking on cinders. She finds a place to hide in some garbage and goes to sleep. She wants to dream her way out of Scar. She rolls seven dice for her Charisma + Enigmas Dice Pool. She gets three successes. She has managed to dream. Now, she must roll her Gnosis against a difficulty of nine (the Gauntlet) to escape. She rolls one

success. So after fifteen minutes, she would appear in Dream. However, a rat Gaffling spies her, decides that she would be a good recruit for the resistance, and wakes her up. If she wants to Dream, Moondancer has to start all over again.



3. The Gauntlet around the Scar has a strength of nine. This Gauntlet is treated exactly the same as the one on Gaia. However, any Garou who botches his Gnosis roll while stepping sideways will instantly be detected by Weaver spirits. They will try to calcify him.

4. All Rage difficulty numbers are raised by three in the realm. So, if Heart-of-Rage in Glabro form was attacked by Scar guardsmen on the night of a Full Moon, he would have to roll seven on his Rage roll instead of four. If it were the night of the New Moon, he would need a ten.

5. All Primal-Urge difficulty numbers are raised by three in the realm. If Robert Kinsolver were to try to change from his Homid form to Glabro in the Scar, he would need to roll a nine instead of a six.

6. All the spirits not allied with the Wyrms or Weaver trapped within the Scar have virtually no Gnosis or Power. They replenish the Gnosis they need to sustain themselves, but nothing more.

7. Any Garou who shatters a Gnosis battery finds his Gnosis fully replenished. Also, any other beings in the area automatically have their Gnosis replenished. Gnosis Batteries are talens that may hold up to 100 points of Gnosis. They have 10 Health Levels in the Umbra, and a Stamina of seven for soaking damage.

8. Garou enslaved in the factories have their Gnosis siphoned on a daily basis. A Garou loses one point of Gnosis per day spent in the factories. So, if Moonsinger is imprisoned in a factory for three days, she loses three Gnosis points.

9. In order to find one's way around the Scar, a Garou must roll Perception + Streetwise (difficulty 7).

10. The Guardsmen are typical emanations.

Optional Laws

11. The Scar is so filled with smells and toxins that it is impossible to succeed on any type of scent perception roll.

12. The textile mills provide the webbing for the Gauntlet around the Scar. If a textile mill is destroyed, the Gauntlet around it will fray and the Gnosis roll to enter or leave the realm will drop by one.

13. If a Garou is able to make a Charisma + Empathy or Leadership roll against a spirit's Willpower (difficulty 6), modified by good roleplaying, he may break a spirit out of the apathy of the realm. Any spirit so freed will want to escape, but may be able to be convinced to rise up against the Lords of the Scar. In any event, they will be well-disposed toward the Garou in the future. Numerous Weaver spirits, elementals and emanations suffer in the Scar.



Fetishes from the Scar

The factories of the Scar produce many fetishes, such as those found in *Book of the Wym*. However, few of them are unique to the realm, since the distribution networks in the Scar make certain they are sent throughout the Umbra.

Web Spinner

Level 3, Gnosis 4

The Web Spinner is a glove made of woven spider silk. When activated, the Web Spinner allows a Garou to create a Weaver web. The web may be used to entrap an opponent (Strength equal to the fetish's Gnosis) or it may be used to create an Umbral connection between parts of the Pattern Web.

Summer Country

"It's gone!" sighed the Rat, sinking back into his seat again. "So beautiful and strange and new! Since it was to end so soon, I almost wish I had never heard it. For it has roused a longing in me that is pain, and nothing seems worth while but to just hear that sound once more and go on listening to it for ever."

— Kenneth Grahame, *The Wind in the Willows*

The fomor slumped to the ground spouting quarts of thick, clear liquid from the holes in its bloated neck. It was down for good, and the hospital was safe. Edge Runner spat the viscous, bitter fluids from his bloody muzzle as he carved a holy sign into the linoleum floor. A howling vortex opened and swallowed the fomor and its meat puppet allies. When the portal slammed shut, Edge Runner finally granted himself the luxury of slumping to the floor. His internal organs were bursting in his belly, and his bones could no longer support his weight. He felt like a worn bag of wolf skin holding together a great mass of toxic stew.

The poisonous wastes that coursed through his system had done what the Wyrms spawn could not. They had destroyed the mighty Fianna Ahroun.

But death was slow in coming. The corners of his muzzle turned up in a half smile when he remembered the young Ragabash saying that they didn't need to fear fomori toxic waste. If they swallowed any, she had said with a laugh, the preservatives in the waste would just pickle them and add years to their lives. But the sight of her body riddled with bullets and scarred by the ravages of disease ended his reverie. He knew their deaths were his fault.

"There is a crack in my soul," he thought, "and the blight has entered me. I am finished. The filth of my own anger and hate has finally poisoned me. I invited the toxic wastes of the spirit into my soul every day of my life, until it bloated me and tried to spill out my eyelids. Now my outer body reflects my inner thoughts. This poison is of my own devising—the Wyrms creature merely made the outside equal to the inside. The flesh is equal to the spirit."

The antiseptic room around him began to fall in on itself as the great gray wolf convulsed in agony. He tried to hold his dying body together even as he wished for a quick release from the agony. He wanted divine help, but refused to trouble Gaia by asking for it.

At length, the pain overcame him. As his corroding body sank further into the floor, he yielded to pain and desperation. In his mind he called out to the Earth around him, saying, "Mother Gaia, I have tried to serve you in all my life, and I did. Yet I could not save you from the Wyrms. I... I want to beg for your embrace, but I cannot! I ask for nothing that you have not already given in abundance. I accept the full weight of your judgment."

A shape hovered before his poisoned and delirium-wracked mind. A young mole cocked its head quizzically at Edge Runner and asked "But do you accept Her love?"

Edge Runner burst into tears, and writhed in sudden, unexpected convulsions, for he knew that he did not. In desperation, he summoned enough self will to control his spasms. He finally was able to give a tight, barely perceptible nod. In a torrent, he nodded faster and faster until his collapsed skull was frantically bobbing up and

down. He felt like a pup eagerly begging for attention from a beloved elder. And then his skin burst open, and all quivering stopped.

Edge Walker felt himself lifted out of his pain and into blessed quiet.

He awoke to light, and green, and chirping birds, and laughing streams, and the sweet song of insects at his ear. The soft earth below him cradled his body, and the sky above him sheltered him with unrestrained love. Like a baby, he gently rejoiced in the very best day of his perfect life.

He savored the delicious moment for a long time, and then slowly rose. He was shocked to feel his body strong and supple. He felt strong, vigorous and much lighter than he used to be. He stepped forward. Then he strode. Then he ran. He was filled with joy.

All around him, the soft plants and stately trees of the endless woods reassured him that all was well. Birds in flight dipped their wings to him, young does smiled at him without fear, and the river sang of wholeness. And Edge Runner marveled at it all. He threw up his arms and gave thanks to the great goddess who found him worthy enough to be brought to an afterlife of such pure and radiant holiness.

"Well, you're very welcome," the mole replied, huffing alongside him, flushed from trying to keep up with the charging wolf. "Except that Gaia has always found you worthy of the Summer Country. No, the goddess wasn't the one who found you worthy of being brought here. That was you. After years of treating yourself like toxic waste, you finally gave yourself a break. You took what was offered. And... er, let's see... what else did you say... oh yes! This isn't the afterlife."

Edge Runner stopped still, struck by this apparition. The mole stopped beside him, and sat back on its haunches, panting, and wiping its small, rubbery nose. Finally, Edge Runner said "She... I... it's not?"

"That's right," the mole said calmly.

"Then where am I?"

"You are in the Forest of Promise," the mole replied. "Oh," he added in an afterthought. "In the Summer Country."

"But the Summer Country is a myth!"

"I suppose so. And life is but a dream. Merrily, verily."

The wolf looked at his body. "Then I'm not dead?"

"Goodness, no. You just needed a little patching up."

"But how did I get here?"

"You decided to be here. Of course, I had to ASK you if you would come, but you agreed. You accepted the full love of Gaia. That's how you came here."

"Can I... leave?"

"Any moment you desire."

"But my body is gone."

"Then what is this?" asked the mole, giving him a pinch on his flank.

Edge Runner twitched. "Ow!" he said. "In that case... how long can I stay?"

"Every moment you desire. Now come, there is a celebration in your honor up on Cloudtop High. Everyone wants to greet you!"







The mole bounded down the hill, laughing along with the river. Edge Runner followed slowly, marveling at the beauty around him. He felt transformed somehow, and he felt the smile of an endlessly forgiving, eternally loving goddess upon him.

Summer Country is a beautiful realm in which the radiance of Gaia shines with wholeness and purity. It is a land of endless bounty, where the gifts of the goddess are bestowed on the land without restraint. The Summer Country is a world of pure, uncorrupted love from Gaia. Gaia is an undiminished force here. The Gauntlet never separated spirit from matter in this land, and all life is whole.

Entrance to the Summer Country is difficult at best. Because the spiritual terrain of endless, freely offered love is so alien to most Garou, few can traverse its boundaries. Souls deeply callused by painful relationships can find little purchase in the soft soil of the Summer Country. A Garou cannot enter this land until he has accepted that it is normal for all his desires to be fulfilled. Most flint-hearted werewolves insist that they are only being realistic when they insist that life is endlessly unkind and cruel. They would rather die than admit they are wrong. Few of them can get to the Summer Country.

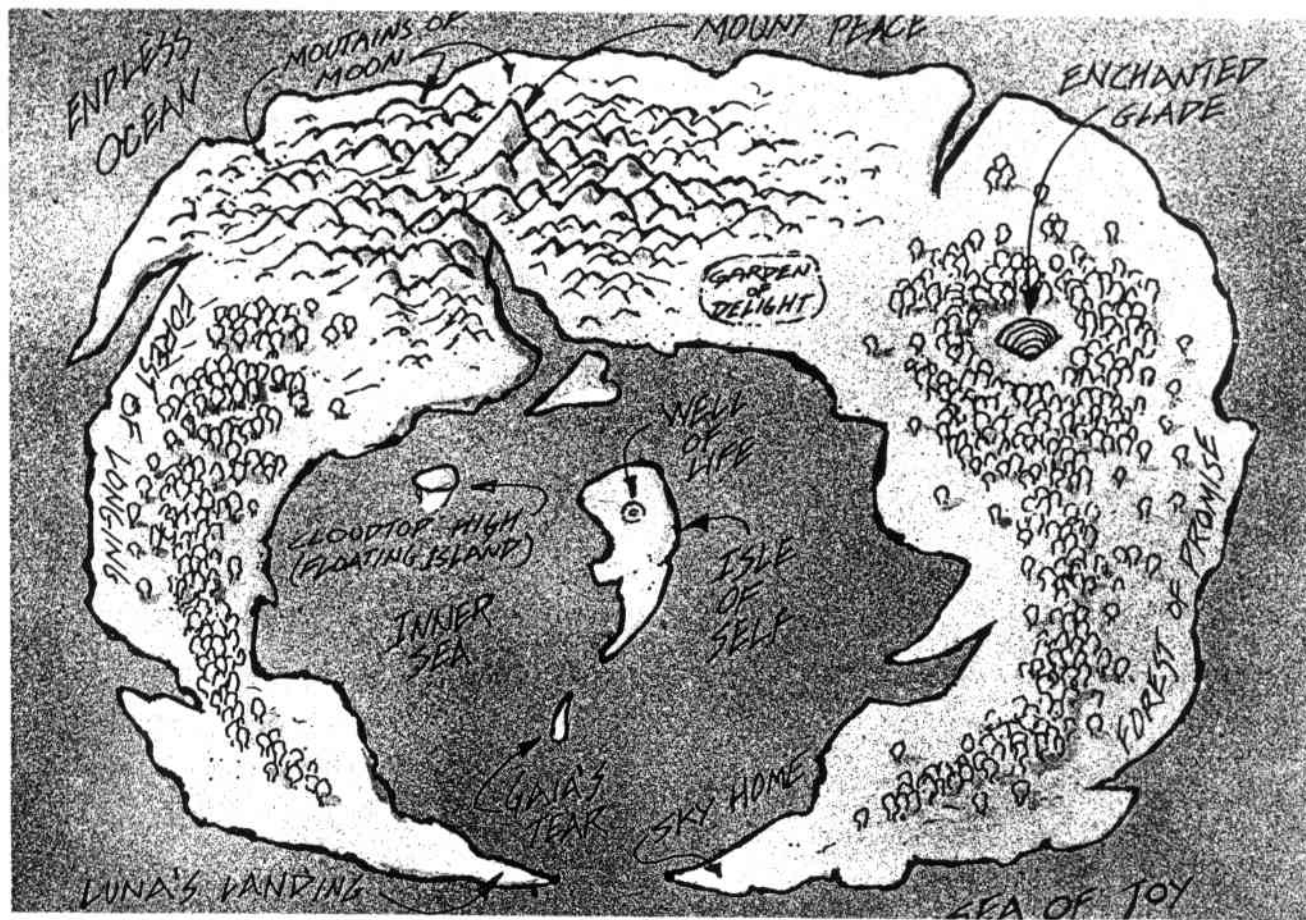
As a result, the very existence of this Garou paradise is hotly contested. Most Garou have never been able to reach the Summer Country, or even sense it. Many insist that it is a myth; a pleasant story to calm frightened cubs. But those who have visited it bring back tales of wonder and the bliss of direct unity

with the goddess. The Children of Gaia claim to have visited the Summer Country often enough to be confident that it is at least a full realm, and possibly larger. Though they have established its presence, even they admit that returning to that far away shore is sometimes difficult. Since they must be in a transcendent state of self-forgiveness and universal love in order to be there, they seldom can visit simply by wishing it.

The Land

The Summer Country is a verdant isle in deep blue sea. A tremendous diversity of stately trees and lush plants cover the island, and animals of every description dart through the woods and race across the plains. These plant and animal species include even extinct ones. Birds soar through the clear skies, which they share with the floating island Cloudtop High. Any creature that dies in the Summer Country is reborn the following morning. Animals hunt one another, and those that die give themselves in a ritual that celebrates the bond between the hunter and the prey.

In addition to animals, there are humans, shapechangers and spirits of all descriptions. Though the many creatures of the Summer Country have a wide range of backgrounds and opinions, they treat each other with universal respect. They are in direct and effortless communion with Gaia, and see the goddess in themselves and all others. Even killing for food is done respectfully. No life is "lost", since life returns to the system.



Getting There is Half the Fun

So how does a Storyteller decide that the players can visit summer country? If they simply say "O.K., I respect myself and all my fellow creatures, so I'm in," are they in? No.

It's not that simple. The Garou are good at deceiving themselves about their state of mind. They often cannot see when they have stumbled into Harano, and they often confuse wishing ill toward no one with loving everyone.

The state of universal love is still a very rare state. It requires nothing less than complete transformation. A character who undertakes and completes a powerful vision quest that culminates in seeing all creatures as One would be ready for the Summer Country.

It is not required that the PLAYER be in this state. The Storyteller must simply determine that the CHARACTER has transformed. And if the Storyteller determines that the state of being no longer exists in the character, the character will fade back to the spot he left (or any safe area of his choosing).

The rest of the pack would not arrive with the transformed character. But since the character visiting the Summer Country can return to any point in time after his arrival, he does not ever have to look like he actually left.

The Mountains of the Moon are home to the greatest diversity of animal life. The Garden of Delight is a magic place in which new variations on old species are created. The most successful of these templates are sent to Earth to grow wild. Mount Peace is the tallest mountain in the Summer Country. There is a great amphitheater in the center of the Enchanted Glade. The denizens assemble here for prayers of supplication and celebration.

The main shrine to Gaia is on the Isle of the Self. Those who drink from the Well of Life are healed of all wounds and illnesses. (This divine water becomes ordinary water outside the Summer Country. It does not heal the kinds of addictions that the Flux Realm cures.)

The floating island Cloudtop High is thick with exotic succulent plants that form five buildings and a great castle of vines. The wisest seers explore the deepest mysteries of the Goddess in the castle.

Journey and Departure

Journeying to the Summer Country does not usually create great changes in a Garou. Instead, arriving there is a result of having brought the peace of Gaia directly to oneself. It is a reward and a vindication.

It is possible to visit the Summer Country from the Dream Zone. Sleepers who let down their personal defense systems and trust the universe to love them often find themselves

sleepwalking through the Forest of Longing, wishing they could enter in their waking state. Many a grizzled old Garou Ahroun has stumbled through these woods, clutching a well-gnawed rattle and a worn scrap of blanket, his lower lip quivering as he sighs and wishes he could always be here. In the morning he will only have a vague sense of embarrassment mixed with loss. Those who hear him speak cannot help but be moved by the plight he spells out in baby talk. He is too set in his ways to let himself have his heart's desire.



Some Garou have less than distinct memories of the Summer Country after they leave. Some Garou believe that the indescribable beauty of the Summer Country fades so as to not overshadow the mixed pleasures of life. This is not true.

Memories of the Summer Country are often hazy because the Garou have ceased to be in the state of being that brought them there in the first place. As Gaia's Love fades from them, so does all clear memory of the event. Since many Garou find the state of universal acceptance difficult to maintain, they end up with hazy, dream-like memories of their time there.

Story/Encounter Possibilities

1. Since arriving in the Summer Country is the reward and not the process by which a reward is obtained, journeys here do not work like trips to other realms. Here the journey is completely the reward. However, the Garou could still quest after the Summer Country in order to heal themselves or a friend of a terminal illness.

2. The Garou learn that all disputes can be mediated in the Summer Country. They might convince their rivals to undertake an excursion to Gaia's Umbral home to work out their differences. The big secret is that the process of working together to reach the Summer Country requires that they all drop the hurts they are nursing and see themselves and one another as holy and worthy of total respect. If they do this, they will resolve their dispute before they enter the Summer Country. If the dispute is resolved with love, the former rivals will arrive in the Summer Country together.

Laws

1. In order to be in the Summer Country, a Garou must have a genuine love and respect for all creatures, including himself. If a Garou acts differently, he is clearly not ready to be there and fades back into the Umbra or the Earth from whence he came. He has only a passing memory of what he has experienced.

2. All creatures killed in the Summer Country are resurrected the following morning.

3. When Garou leave the Summer Country, they may return to the place in the Umbra or the physical world where they left, or any other place that is safe or filled with Gaia energy. They can return to any moment in time after they left, including the very next second. If they choose, they do not even need to look like they ever left.



Wolfhome

*So runs my dream: but what am I?
An infant crying in the night:
An infant crying for the light:
And with no language but a cry.*

— Alfred Lord Tennyson, "In
Memoriam A.H.H. Canto
LIV"

Gregor was stuck, and stuck good. He couldn't tear his paw out of the bear trap. He could feel himself starting to Rage. He tried to change out of Lupus and into Crinos or Hispo so he would have the strength to free himself. He failed. Gregor tried again. The pain from the trap was probably preventing him from concentrating... although the Change usually came easily with anger.

Blood soaked into the snow around him. He wondered where he was. He had been travelling on a distant Moon Path when the Wyldling came upon him. Gregor had changed to Lupus and fled. Now he was in this pine forest. He had just decided to change to Crinos or Homid form when he had stepped into the trap. Now he couldn't change.

Gregor found himself wishing that he hadn't scoffed at the offers by the lupus members of his sept to learn the ways of the wolf. Gregor was a Bone Gnawer. He didn't need to learn about the wilds, only the city. Gregor still couldn't transform to Hispo. He heard barking and the shouts of men.

His heart started to pump harder, and he could hear his panting increase. He tried to change. Nothing. He was still a wolf. The dogs sounded closer. The barking grew louder. A man was coming. Gregor could smell him. He began to grow desperate. The forest flashed red in front of his eyes. The Rage was building within him. He used what was left of his will to drive it down. He had to think. If he could gnaw his paw off, he could escape. No, that was too sick. If he changed to Homid form, then he could persuade the man that he had been a victim of some thugs and needed help.

Gregor tried the change again. He failed. He howled in Rage. Then he heard the man shout and the dogs bark. Gregor felt the Fox grip him. He gnawed and tore at the trap. Then the dogs were on him, attacking viciously. The Fox gave way to the Berserker. He howled in Rage and fought the dogs, tearing out throats. Then, the man broke through the trees and lowered a shotgun. Gregor felt cold as he stared at the barrels. The sound of thunder echoed on and on into infinity.

Wolfhome is a realm in the Near Umbra forcing Garou to confront their Lupus self. All Garou who come to this realm automatically shift into and are fixed in Lupus form. A few Red Talons claim to have reached Hispo in the realm, but no one outside their tribe believes them. Wolfhome is a reflection of Gaia from the point of view of the Lupus. For lupus breed Garou, it is not much of a change from their lives, except that they cannot call on the power of the Hispo or strength of the Crinos to resolve problems.

Wolfhome has trappings of civilization: villages, roads, even cities. All of these are unidentifiable and unrecognizable except in the most generic terms by the Garou. There are humans here, and the Garou understand human tongues here. The Garou in this realm can also understand the languages of all animals.

Most humans hunt the wolves and most of the other wildlife for sport. Helicopters fly over the forest so hunters can pick off wolf packs from the air. Packs of dogs track wolves. To make matters worse, other humans try to "save" the wolves. Science teams with drugs seek out wolves. They place tracking collars on some and take others back to laboratories, where the Red Talons claim the humans perform unspeakable experiments on them.

Civilization is expanding in Wolfhome at a rate even faster than the "progress" in the physical world. Bulldozers continually tear forests apart. Sub-divisions and roads cut through virgin wilderness. Other wilderness areas are declared national parks. Dangerous rangers patrol these parks, and easily frightened tourists and campers strew tons of litter across the landscape.

The Deep Woods

The Garou who stay to the Deep Woods after reaching Wolfhome find themselves abandoned by their spirits. Most Gifts don't function in Wolfhome. Bound spirits and fetishes are inaccessible. Even Red Talons are shocked to realize that they are no longer completely Garou, only wolves. They're big wolves, with regenerative abilities and Rage, but wolves nonetheless.

Other wolves and wolf packs hunt in the deep forests. They resent intruders and drive foreign wolves away. Garou may challenge an alpha male or alpha female for dominance if they wish to survive in the deep woods. A victorious wolf is responsible for the survival of the pack. Garou ignorant about the wilderness are challenged and harassed constantly. For a wolf that does not have the strength to claim a hunting ground, life will be harsh. Game is difficult to find, and humans hunt in the fringes of the wilderness.

The Cities

Some Garou may make their way into the cities or villages, especially Glass Walkers, Bone Gnawers and Children of Gaia. They will find humans willing to feed them table scraps, and some Garou may even become household pets. Veterinarian visits can provide interesting roleplaying experiences. Another survival method is to stay with packs of wild dogs in the cities.

Animal control types will try to catch and maybe kill a Garou, particularly if the animal has Raged. Even if a Garou is safe in a family home, if authorities discover he is a wolf, they will try to take it to a shelter. This is unavoidable and part of the nature of the realm.

Other animals will pose problems, such as antagonistic cats goading the Garou into Raging and dogs who bark at the Garou. Some say that Garou encounter other werereatures trapped in coyote or raven form. There are rodents and diseases in Wolfhome. Garou are now susceptible to rabies and mange.

The shelters are overfilled with frightened animals. Garou brought to a shelter will be drugged. The entire experience will be quite nightmarish. A Garou brought in from the wilderness may be taken to a laboratory for study. She will be thrown in a cage with other wolves so that social behavior can be studied. If she is lucky, the others will be demented and apathetic. One tragic tale spread by the Questing Pack concerned a lost Homid child who had to be rescued from one of these laboratories. She had been drugged by the scientists, and the other wolves had abused and attacked her. Scientists performed a variety of experiments on her while she was in Lupus form, including spraying her with chemicals to change her scent, painting her coat, giving her drugs and seeing how she handled various environmental stimuli.

Some Garou in captivity unwillingly participate in illegal animal fights. In regular shelters, a Garou has to control himself. Small children pull on his fur and poke at him. If he doesn't remain docile, he may be put to sleep. Humans talk about adoption or zoos, depending on how feral the Garou acts. Other animals plead with the Garou to help them escape. They witness other animals being led off to their deaths. Also, a Garou who is slated for adoption instead of the zoo might be subject to some surgery to prevent breeding. (Don't panic, regeneration is a wonderful thing.) If the Garou is taken to a zoo, he will have to prove himself to the caged wolves. He will be forced to watch the plight of other animals and deal with abusive or "fun-loving" zookeepers.

Escape

Escape from Wolfhome is difficult. It involves coming to an understanding of life as an animal. It does not necessarily mean a denial of human society. It is an acceptance of one's role as a wolf in a human world. Whenever this point is reached, a Garou will be transported out of the realm, and into the Umbra.

Any Garou who goes through these experiences can easily justify the purchase of a level of Primal-Urge or Survival. They may also have less difficulty shifting to Lupus form in the future. (Perhaps the difficulty for all Primal-Urge rolls will be permanently reduced by one).

Lessons Learned

Many Theurges believe Wolfhome is a test for the Garou, established by ancient Celestines to remind the Garou of what they are. They also believe this realm balances the influence of the Weaver on them. Once a Garou has escaped Wolfhome, she may always return to it and leave whenever she deigns. The Red Talons, the Uktena and the Wendigo all claim to have Rites which may send a Garou to the Wolfhome. If a Garou wishes to join the Red Talons, they must undergo this rite.

Experiences in Wolfhome are not all bad. Some Garou will make friends among the animals or humans there. A Silent Strider was once reported to have a pack of spirit-wolves that he had brought back with him from Wolfhome. If a Garou does manage to retrieve spirit allies from Wolfhome, they will have to learn how to use their inherent spirit abilities.



Wolfhome has trapped at least one pack of Black Spiral Dancers. Human paranoia in the areas roamed by the Black Spiral Dancers has risen dramatically, even for Wolfhome. Humans put out chemical agents and poisons to kill the Black Spirals. The chemicals kill everything in the environment. This may be a plan of the Wyrms to corrupt Wolfhome.

Story/Encounter Possibilities

1. Wolfhome is meant to be used as a spiritual journey for the Garou. Any story centered around the plight of wolves is good material for the realm.
2. The Black Spirals are indeed working to destroy Wolfhome. Many Red Talon cubs are not surviving their Rites of Passage due to the interference. The Garou have to go into Wolfhome to stop the Spirals.
3. Garou may make friends in Wolfhome. They may want to return to rescue them from Wolfhome.

Laws

1. A Garou who enters the Wolfhome is trapped in Lupus form. He may not even partially shift into another form.
2. Most humans in Wolfhome are afraid of wolves and will regard all with suspicion (with the possible exception of Children of Gaia).
3. In order to make a Gift function in Wolfhome, a Garou must expend a Gnosis point and a Willpower roll against a difficulty of five plus the level of the Gift (5 + Gift level). This is in addition to the normal requirements. If the Gift is one which is normally always in effect, it will only last three turns.
Atalanta, a Black Fury, wants to use her Heightened Senses Gift. She spends a Gnosis point. Then she rolls her Willpower against a difficulty of 6 for the Level One Gift. If she succeeds, Atalanta possesses her Heightened Senses for three turns.
4. The only way to leave Wolfhome is to accept and understand the life of the wolf or some other goal defined by the Storyteller. A pack that enters Wolfhome may remain until the entire pack reaches this point.
5. None of the denizens of Wolfhome are aware that they are spirits.
6. All spirits not native to Wolfhome must be bound to a Garou or a dedicated talisman to enter the realm. They automatically become dormant after entering.
7. Performing rites in Wolfhome is impossible.



Optional Laws

8. All Garou who enter Wolfhome must come into conflict with both wolf and human society before they may leave.

9. Garou who use experience to buy Animal Ken, Primal-Urge or Survival after their first visit to Wolfhome need to pay one less experience point than normal for the next level. Also, they may use this adventure to justify any level of purchase for these three skills.

10. Garou may not have pups from liaisons with the spirit-wolves of Wolfhome.

11. Only the Garou and the Nuwisha may enter Wolfhome. Tales of the Corax doing so are believed to be myths.

12. If a spirit in Wolfhome is willing to bind itself to the Garou (actual binding is unnecessary) and the Garou cares about the spirit, it will travel into the Umbra with the Garou when he leaves.

Fetishes from Wolfhome

There are no natural fetishes found in Wolfhome.

The Tribal Homelands

Each tribe of Garou has a homeland in the Umbra. These areas are special domains of the Totem Realms, filled with emanations of the tribe and Jaggings of the tribal totems. Every homeland reflects part of the group psyche of each tribe.

The Black Furies

The Black Furies' sacred place in the Umbra is a mythical wilderness. It is a forested and hilly land with numerous rivers, valleys and small mountains surrounded by rocky seacoast. All Black Furies recognize their homeland, even if they've never visited it before. Every piece of the Black Furies' homeland is a spirit. Deer spirits spring through the forests, and dolphin spirits splash in the sea. Animal spirits may be hunted, but only if a Rite of Contrition is performed beforehand.

Shrines in the style of Ancient Greece hide in the forests and valleys, each one located at a site of breathtaking natural beauty. The shrines are small open circular buildings, not

grand temples. At the center of each shrine, a stone from Gaia is kept. This is a reminder to the Black Furies that their true home is within Gaia.

Along the hillsides, Greek theaters and amphitheaters are carved into the earth. The Black Furies gather at these sites to share wisdom. Moon Dancers perform plays in the theaters. Every year, the Black Furies hold ancient Olympic-style competitions and ritual combat in the amphitheaters. The champions win talens and fetishes along with Renown.

Mount Selene, a peak shrouded in clouds, stands in the center of the domain. According to legend, the entrance to the Totem Realm of the Pegasus sits at the summit of Mount Selene. At Mt. Selene's base stands the Oracle of Artemis. The eldest member of the Temple of Artemis camp tends the oracle. She speaks directly with Artemis, and it is her duty to call Artemis for the choosing of the Inner Calyx. Artemis imparts her wisdom to the Black Furies through signs from the oracle.

The Black Furies perform mystery rites in their homeland domain. No one outside of the tribe may witness these rites.

Tribal Homelands Summary

Black Furies — The sacred homeland of the Black Furies resembles a land from Greek mythology. Here, the Furies meet to hold mysterious rites and commune with Artemis.

Black Spiral Dancers — The Black Spiral Dancers have created a toxic wasteland out of the hills left behind by their White Howler ancestors. They gather in a massive subterranean Hive filled with Banes and the spawn of their strange totems. They eternally enact a rite in which they walk a spiral web and pull a great Wyrms creature from a cocoon of twisted spider silk.

Bone Gnawers — Although it's not paradise, the Bone Gnawer homeland is a beautiful city park overflowing with useful toys, food and rats. This park is complete with surrounding city blocks for entertainment and a working subway.

Children of Gaia — The Children of Gaia care for a homeland free from the Delirium, where the Unicorn welcomes all Garou. It is a place of physical and spiritual healing.

Croatan — Quiet and cold, the Croatan homeland remains as a legacy to the fallen tribe. It is a place where creatures of the Wyrms fear to tread.

Fianna — The Fianna have an emerald homeland filled with spirits. Here, they gather to celebrate life, meet with faeries and run with the Wild Hunt.

Get of Fenris — The Get of Fenris' homeland is as harsh as they are. Fenris culls the weak. For warriors, there is no better proving ground on this side of the Rainbow Bridge.

Glass Walkers — The Glass Walkers reside comfortably in the city of the future. Everything is automated and the Glass Walkers fight duels in virtual reality.

Red Talons — The Red Talon homeland is a savage, beautiful place where the Wyld is strong, a land far away from anything human.

Shadow Lords — The Shadow Lords believe their mountainous homeland overlooks all the others. Shadow Lords assail the Great Mountain in an attempt to prove themselves strong enough to lead the Garou.

Silent Striders — Believed lost by many Silent Striders, the Silent Strider homeland is hidden in the Umbra. Discovery of this enigmatic homeland only begins the mysteries, starting with its ancient guardian.

Silver Fangs — The Silver Fang homeland stands as a testament to the past glories of this proud tribe. The rot grows behind this facade.

Stargazers — The homeland of the Stargazers is located on a high mountain plateau. The solitude, coupled with the nature of the homeland, aids meditation and spiritual understanding.

Uktena — The Uktena cling to a homeland that resembles the pre-Columbian North American wilderness. Councils of Uktena Skywalkers hold open councils here, sharing knowledge about the Wyrms and potential allies in the war against it.

Wendigo — The Wendigo dwell in a harsh homeland of ice and cold where they revere their culture and ancestors. Many packs of Wendigo use it as a base for attacks on the Wyrms.

Some of the Black Furies' rites involve maddened hunts. During these hunts, the creative energies of the Wyld overwhelm the Black Furies, and they tear anything they find to pieces. The Black Furies forbid any male to set foot in their homeland, including their own male metis children. Males who enter are marked for death.

The Black Furies have a strong bond with their Umbral homeland. All Black Furies who visit their homeland may find it again in the Umbra. Black Furies require their tribe members who seek fourth or higher Rank to make a special pilgrimage to the Oracle of Artemis. Male metis tribe members are the exceptions. The initiation for the Temple of Artemis camp also requires a pilgrimage to the Oracle of Artemis.

Black Spiral Dancers

The Black Spiral Dancers hold on to their ancient homeland in the Near Umbra as it spirals away from Gaia towards Malfeas. The beauty of the White Howlers' home is gone. Plants are strange and twisted. Glowing fungi and strangle vines choke and kill the diseased trees. Acid rain falls in a continual drizzle. Volcanoes erupt, spewing out ash and lava. Smells of chemical plants and paper mills fill the air. Mutated bats, birds and insects fly across the wastes. Banes hunt whatever they can find, even one another.

The true expanses of the domain are subterranean mazes of caves and tunnels, like the Black Spiral hives. The Black Spirals consider the homeland to be one Hive. Pools of balefire and glowing fungi light the caves. A Jaggling of the Great Fungus, over 10 miles in size, lives in a series of caverns. Stargazer Ouroboreans and Uktena Wyrms agree that the Hive contains a spirit of decay that was once the White Howler Totem.

The caves wind out of the homeland to connect to hives in the Penumbra. Other tunnels connect to places in the Near Umbra, such as the Abyss, the Atrocity Realm and the Scar. These tunnels are marked with Pictish runes. The Black Spiral Dancers bring captured Kinfolk and Garou here for experimentation. A dark Pit in the center of the Hive's labyrinthine passages provides a gate to Malfeas. Maeljin Incarna come out of the pit during rituals and command the Black Spirals.

The Black Spiral Dancer homeland is a staging ground in Number Two's plan to conquer the Near Realms. Bane Armies assemble here before making maddened attacks on the other Garou homelands.

Although all accounts are to the contrary, whispers persist among the Garou about an untainted section of the Black Spiral Dancer homeland where the White Howler Totem dwells.

Bone Gnawers

The Bone Gnawers have sought to find the land of Paradise in the Umbra for a long time. Their homeland isn't it, but it's not bad. It consists of a large park surrounded by a city block

filled with restaurants, a red-light district and an extensive underground of sewers and subway tunnels.

The entrances in the Umbra appear as sewer pipes at the edges of Moon Paths. Only Bone Gnawers may enter the homeland freely. Other tribes may enter if they are willing to serve and attend the Bone Gnawers. Rat spirits enforce this rule by swarming to repel the unwanted.

The park is vast and filled with benches, pigeons, fruit trees, overflowing garbage cans and untended vending carts filled with food. A little digging can uncover anything in the garbage bins. The fountains clean anything, no matter how dirty it is, and the bottom of any fountain is lined with quarters, not pennies. The park statuary features Bone Gnawer heroes. No flies buzz around the garbage. Bone Gnawers lounge undisturbed on benches, and there are plenty of blankets under trees for picnicking or warmth. The only property law is "finders, keepers". Lying about the park are new portable stereos, bottles of alcohol, clothes and fresh newspapers.

Rat spirits run around the park. They steal food from Garou, but it's nothing personal. The rats are information merchants. They sell information in exchange for Gnosis, favors, or heck, their lives. One story the rats sell is about the Magic Trench Coat, a powerful lost fetish. The Magic Trench Coat contains a null-space in its interior from which anything can be pulled, just like one of the garbage bins.

A Theurge dubbed Father Noah is building a boat in one section of the park. He claims the end is coming. Several rats are living on the boat. Depending on his mood, he'll describe



them as either a help or a hindrance. Father Noah owns the only working turnstile in the domain. He's placed it in front of the boat and sells Apocalypse survival tickets. Refuse and trinkets of important cultural value to the coming New Time clutter the interior of the vessel. The ship has several spirits bound to it, protecting it from attack.

Ratkin are welcome in the Bone Gnawer domain. It is the most common destination for the Rite of the Bolthole. Thousands of spiritual rat holes open into the sewer tunnels.

An extensive Umbral subway system takes Bone Gnawers from one area in the domain to another. All of the subway turnstiles are broken, so everyone rides for free. The trains come whenever more than two Bone Gnawers wait for them. The CyberRealm is on the list of stops.

Children of Gaia

The benefits of the Children of Gaia homeland are not limited to Children of Gaia. The Litany states "all are of Gaia," and the Unicorn considers all Garou her children. In the homeland of the Children of Gaia, every Garou has a personal spirit or anamae. Soon after entering the realm, a unicorn greets each Garou and bonds itself to her. Once bonded, the unicorn serves as a guide and guardian to the Garou in the homeland. She acts as an indicator of the Garou's spiritual health.

Every unicorn is unique to each individual. For instance, a Wyrms-tainted Garou might have a frail, dying unicorn. A Get of Fenris might have a black-furred mighty unicorn, and a Silver Fang's anamae might be beautiful and noble, with a silver coat and a slight case of asthma.

According to the Children of Gaia, when a bonded Garou dies, its anamae joins the unicorns of other dead Garou at the Well of Serenity located deep in a forest glade. The Well heals those who touch it, removing battle scars, restoring Willpower and refilling Gnosis. The anamae at the Well of Serenity answer questions about the Garou with whom they were bonded.

The homeland of the Children of Gaia is a place of plains, forests, mountains and beaches, populated by bands of nomadic Delirium-free humans who welcome Garou, accepting them into their caravans. The humans and Garou live in peace together.

The weather is warm, but not hot, with an almost continuous gentle breeze. Sleeping under the stars gives both the humans and Garou a good view of the heavens. During the days, the sky is a vivid blue. Helios makes a brilliant circuit of the land. At night, the sky is remarkably clear. There are five moons in the sky, one moon for each auspice. Even the new moon can be seen, slightly lit with reflected Earthshine. The stars shine brightly even next to the bright light of the full moon. The oceans and lakes are a sparkling clear blue, bordered by shimmering white sand beaches. The forests are lush, abundant with all manners of flora and fauna.

In the Child of Gaia homeland, humans do not fear Garou. If a human is brought into the homeland, she will be unaffected

by the Delirium. The memories of the Impergium are soothed by the spirits of the Children, who helped end the killing. All Rage rolls are at a difficulty two higher than normal, and Gnosis rolls are at a difficulty two lower than normal due to the peaceful nature of the homeland.

The Children of Gaia come to their homeland to escape the savagery of the War with the Wyrms, so that when their time comes, they will withstand the challenges of the Apocalypse. The Unicorn has repaired the breach to the Battlefield Realm, but no Garou can reach that realm directly from here.

Croatan

Around the campfires, stories are still told at caerns about the Croatan. Some say the ghosts of the Croatan tribe linger in the Umbra. A pack of young Wendigo tell a story about having been saved from the Wyrms by strange Garou not resembling members of any tribe. A few brave souls venture to the Croatan homeland to prove the truth.

The Croatan domain is a cold land of tall grasses, forests and seas, an empty place where voices echo. No sentient spirits live here. Members of the Wendigo Ghost Dancer camp who come to the Croatan homeland feel eyes watching them. The domain contains no trace of the Wyrms. Uktena and Wendigos who travel here may feel an overwhelming sense of loss, causing them to make Willpower rolls to avoid Harano. Once, a pack of drunken Get took a spirit-ship to search the Croatan homeland for treasure. No one saw them again.

Banes do not enter the Croatan homeland. Wyrms spirits avoid the Umbra around the homeland. They fear it. Nuwisha and Corax sometimes travel to the homeland and search for traces of the Croatans. The Nuwisha have great respect for the memory of the Croatans, the one tribe that never betrayed them. Groups of Silent Striders gather in the homeland, contemplating images of death. The Silent Striders do not believe that the Croatan are completely gone. The Uktena and Wendigos resent the trespassing of Wyrmscomer tribes in the Croatan homeland, but they refuse to spill Garou blood in the sacred homeland of their lost brothers. (See *Rage Across New York* for their history.)

The Turtle

The Turtle was the Totem of the Croatan tribe. No Garou has located the Turtle since the Croatans died. It is believed by many to have died with the tribe, although the Wagnerians claim to have contacted its Jaggings through special guides. Both the Uktena and the Wendigos are seeking desperately to find this once powerful spirit.

Fianna

The Fianna homeland is located near the Arcadia gateway. Emerald hills, plains and forests paint the landscape. Numerous Glens are scattered through the homeland. The homeland has a fairy tale atmosphere. Minor pixie faeries flit around like glowing will-o'-the-wisps and play games with visiting Garou.

The land is filled with spirits. Some of them are ancient beasts, like dire wolves and Irish stags. Others are spirits like the faeries of their homeland. The spirits speak of times long ago, before the magic changed. Some talk of the struggle between the Unseelie and the Seelie returning to Earth.

The Fianna do two things in their homeland. They commune with spirits of their ancestors and they party. No other tribe can match the revelry of the Fianna. The drinks alone send the mighty reeling. Fianna concoct spirits-brews and potions with strange grains and herbs only found in the homeland. The spirit folk reward good songs with stories. The Fianna sometimes invite Lord Lysander and his allies from the Arcadia Gateway to their parties, but he always refuses to attend. The Fianna receive most tribes in their homeland, with the exceptions of the Get of Fenris and the Shadow Lords.

The Fianna have two laws in their homeland. First, no one violates the Litany. The second law was added in recent years—human politics aren't discussed under any circumstances.

The Wild Hunt defends the domain. If Garou encounter the Wild Hunt, they may be swept up into it, even carried into the physical world on missions of vengeance.

Many Moon Paths connect the Fianna homeland to the rest of the Umbra. Secret paths exist to trods through the Near Umbra and to the Arcadia Gateway.

Get of Fenris

The Get of Fenris have strong links to their homeland. Their territory is filled with emanations of ancient warrior Get. Fenris himself visits the homeland of the Get to test his Children's strength and courage. Fenris rends and devours the weak and cowardly. Packs of the Get engage in massive ritual combats to prove their strength. War parties raid other tribal homelands on spirit-longboats.

Fenris has made the land harsh to prepare his Children for Ragnarok. The land is covered in deep pine forests, tundra, ice and fjords. Giant animals and monsters live in the wilderness. Storm clouds continually brew overhead.

The Get gather in lodges and tell stories of their struggles and victories. Ale and mead pass through the lodges. The greatest Storytellers receive Renown as easily as the greatest warriors. The Philodoxes judge the stories and feats, although drunk Ahrouns challenge some decisions. Fighting in the lodge is strictly forbidden. Usually, if a poor decision has been made, enough Get agree to help a Philodox rethink by stepping outside. Sleeping in the lodge restores all Rage and all health. This is the only form of healing other than natural regeneration that works in the domain. These lodges contain many trophies, from fetishes to wolf ears. Even weapons are left in the lodges. Any Get strong enough may claim them.

An Anchorhead called the Rainbow Bridge regularly appears in the domain. The Get maintain that any strong enough to climb it go to Valhalla. The Rainbow Bridge is always guarded by a pack of powerful Ahrouns armed with Viking-style fetishes. They attack all those who try to pass, showing no

quarter. Nonetheless, when a storm ends, battles stop. The Get of Fenris watch for the Rainbow Bridge. Once a rainbow is sighted, the Get rush to reach it and storm the bridge. The Rainbow Bridge may only be climbed if the Garou defeats the guards. It remains insubstantial until the last guard falls. Once the werewolves vanquish the guards, the Get must still reach the top of the Rainbow Bridge before it vanishes.

Glass Walkers

The Glass Walker homeland resembles the city of the future. High-tech skyscrapers dominate the landscape, towering over the city below, yet reflecting the light of the sun by day and the light of the moon by night. This keeps the city from having an oppressive feeling. Monorails, moving sidewalks and hovercars all provide transport for the residents of the Glass Walker homeland.

Everything is fully automated and houses include robot servants. The city is clean. Large parks and open spaces are landscaped to compliment the surrounding buildings. Solar and hydroelectric plants provide energy for the city. They are extraordinarily efficient and produce a surplus of power for the homeland.

However, the structure of the homeland reflects the Glass Walkers' dwindling number of Lupus members. There are not many places for wolves in this world. The gleaming skyscrapers and orderly parks, though not oppressive to the Glass Walkers,



are extremely frightening to other Garou, especially Red Talons and others of the lupus breed.

A massive computer network with ties to the Computer Web links the homeland together. The Glass Walkers use their computers for communication, entertainment, and data retrieval and storage. The Glass Walkers have set up a system by which they can resolve their conflicts through virtual ritual combat, allowing them to preserve both their honor and their numbers.

The computers analyze the combatants and set the system parameters to duplicate real-world dueling. Due to the high technology of this system, the rules for virtual combat are the same as for physical combat. The rolls are the same. The only difference is that the damage isn't real and the Garou don't have to be anywhere near each other.

The only exception to this orderly world are the cockroaches roaming wherever they please. The roaches are unkillable, and the denizens of the Glass Walker homeland not only accept their presence, but consider it good luck to have a roach scuttle by.

The Glass Walkers have a closely guarded secret in their domain. They have an Anchorhead to the Weaver's realm in the Deep Umbra. It appears as a large satellite dish atop the highest skyscraper.

All Weaver and technology oriented Gifts have their difficulties reduced by one due to the domain's connections the Weaver. Similarly, the difficulty of Wyld oriented Gifts increases by two.

Red Talons

The Red Talons claim their homeland has forests deeper than those in Pangaea, one where the spirit of the wolf is stronger than in Wolfhome. It is a pristine wilderness filled with magnificent scenery. No trace of anything resembling humans or their creations are found.

The homeland of the Red Talons teems with life. Spirits of rabbits, deer and other animals live in the homeland. Hawks and other birds of prey aid Red Talons in their hunts. Nature elementals and Wyld spirits dwell in the homeland. Griffin Jagglings come here to hunt whatever prey presents itself, even unwary Red Talons. Great Beasts live deep in the wilderness of the domain.

The Red Talons have watched the numbers of wolf-spirits in their homeland swell in recent years. Many believe that as more wolves die in the realm, there are more spirits here. Overpopulation is starting to change the behavior of some animal spirits. Red Talon Philodoxes are concerned with tendencies of animal spirits and Red Talons to kill for the sake of killing, instead of killing for food or sustenance.

Entry to the homeland is forbidden to homids or humans. If a homid or human does venture into the homeland, he is set upon by the predators of the domain until they feast on his torn carcass.

Some young Red Talons believe their homeland has moved too close to the Wyld. They claim some Talons have gone mad

and lost control of their transformation in the homeland. The majority of the Red Talons believe they must stay close to the Wyld to help balance the other Garou who have abandoned the lupus breed.

Moon Paths lead to Pangaea and Wolfhome from the Red Talon homeland.

Shadow Lords

Rising from the Umbrascape is the Domain of the Shadow Lords. At its center, the Great Mountain casts its shadows down over the land. Thunderstorms rage across the Domain.

Fortresses and caves are carved into the peaks and summits that ring the Great Mountain. Some Shadow Lords have set themselves up as overlords and rulers of the lands around their citadels. Many have legions of spirits bound to their fortresses. These lords grant sanctuary to those who give them more spirit servants and warriors. Beneath the mountain homes of the Shadow Lords, vast expanses of land stretch, where the Shadow Lords say the homes of the other tribes lie.

The Shadow Lords build and gather their power here. They await the Apocalypse. When it comes, then they alone of the Garou will be ready. The Garou will come to them and beg to be let into the fortresses to be protected from the Wyrms. If they swear fealty, they will be spared by the Shadow Lords. If not, there can be no mercy for the weak.

The Shadow Lords war with each other for control of the homeland. Some will enlist wandering packs of Garou as mercenaries. There are whispers and accusations that some of the Shadow Lords have opened the domain to agents of the Wyrms in order to acquire more lands.

The ultimate goal of each Shadow Lord in the Domain is to take the fortress that lies in the center of the storm over the Storm Mountain, where clouds of storm crows ride the edges of the storm. According to legend, whichever member of the tribe has the strength to take the fortress shall rule supreme over all Garou.

No Garou has ever seized control of the fortress atop the Mountain. Most die in the attempt to climb the Great Mountain. They either lack the strength to make the ascent, or the storm destroys them. A handful in the history of the Shadow Lords have reached the peak. The few that returned were insane. Obviously, their weakness unhinged their brains. Industrious nobles have tried to burrow up through the interior of the mountain. The horrors they uncovered were far worse than the dangers posed by the storm. Manifestations of Grandfather Thunder wander in disguise between the fortresses testing the strength and loyalty of the Shadow Lords.

Silent Striders

No Moon Paths lead to the homeland of the Silent Striders. Shrouded from the rest of the Umbra, only the Owl and a few Old Ones know the spirit trails to it. Many Silent Striders are unaware of its existence.

There is only one way to reach the homeland without a guide. The Gift: Gate of the Moon may be used in the Near Umbra with the Silent Strider homeland defined as its destination (the roll is at a difficulty of 10).

The homeland is shrouded in eternal night, lit only by Luna. The land resembles ancient Egypt. A great river, the River of Life and Death, runs through the center of the homeland. A Garou who sails far upstream or downstream on the River of Life drifts out of the Silent Strider homeland to other rivers in the Umbra, including the molten silver rivers of Erebus. Any Garou who drinks from the River of Life and Death heals his wounds and restores his Gnosis. Any creature of the Wyrms who drinks from the river dies. Great pyramids, temples and obelisks are far from the river in the desert beyond. Silent Striders have reached the monuments, but the enigmas they have revealed remain unknown.

Some Striders believe the Undead stole part of their spirit in Ancient Egypt. Some Silent Striders whisper that the Undead have taken their homeland. Perhaps Set holds power over sections of the Silent Strider homeland.

An ancient Silent Strider, Wepauwet, guards the homeland. Wepauwet is a unique creature, a Garou mummy (see *World of Darkness: Mummy* for **Vampire: The Masquerade**). He underwent the mummification ritual to help protect Gaia against the Wyrms in his form as Set. This is his secret. He was born long ago in Egypt and remembers the diaspora of the Silent Striders. He believes the key to destroying Set is to help bring the Undead to rest. As the number of restless Dead increases in the Tellurian, the Apocalypse draws nearer. Wepauwet remembers ancient vampires who warred with Set, and thus does not think that all Kindred are of the Wyrms. Wepauwet tells his tribe members to look for allies among the Kindred, especially those of Clan Gangrel who share the same heritage as the Silent Striders. Wepauwet cannot always be found in the homeland. (See the Appendix for Wepauwet's statistics.)

Traces of the Wyrms linger in the homeland. Scorpions and vipers hide in the sands. Sandstorms form in the desert with winds strong enough to tear the hide off of a Garou. Still, the bravest of the Silent Striders dare to seek the monuments and recapture their homeland.

Silver Fangs

The homeland of the Silver Fangs is a land of high legend and quiet despair. Walls of high castles slowly crumble in disrepair. Mighty oaks are consumed by rot. Nonetheless, the homeland is nothing if not impressive.

Upon arrival, Garou cannot help but be overwhelmed by the majesty of the land. Great castles mark every crossroad with banners gleaming in the sun. Forests are full of the great beasts of all eras awaiting the next hunt. The land reflects the tribe—despite the best efforts of the Shadow Lords and others, the Silver Fangs are the royalty of the Garou. The moon stands unmoving in the sky, always at its zenith, for the moon never sets on the Silver Fang—at least in their own eyes.

At the center of the homeland stands a tremendous fortress, the Castle of Heroes, a monument to the rich history of the Silver Fangs. Only the Silver Fangs may enter. The Castle of Heroes contains a museum filled with the legends and lore of their tribe. Those Silver Fangs who walk on the edge of Harano, those weighted down with the responsibilities of being a Silver Fang, or those that have lost faith in their tribe will have their spirits restored within the fortress museum.

Out towards the edges of the homeland, wild forests grow between mountain crags. Beasts of legend stalk within deep caves. Swords of power stand driven into stones, and crowns of royalty lie within deep forest pools guarded by dragons. Spirit gates lead directly to the Legendary Realm. All Silver Fangs will, sooner or later, be visited by a Gaffling of the Falcon itself, who will streak out of the sky to settle upon an upraised arm.

A subtle decay pervades the homeland, invisible to the Silver Fangs. Visitors from other tribes see the true form of the homeland. The great forests are in late autumn. Leaves coat the ground. The castles are falling. The moats are clogged. The winds have tattered the banners. Even the great Castle of Heroes is crumbling. Windows are cracked, and many doors are stuck. The moon is not quite at the zenith, but it is slowly setting over the mountains. Now and then, the mourning cry of a great bird of prey can be heard echoing across the land, shaking the trees and stirring the waters. The sound is ignored by the Silver Fangs.

Stargazers

The Stargazer homeland has a dreamlike quality to it. The sky is always clear. Millions of stars shine overhead. The landscape consists of a forested plateau surrounded by snow-capped mountains. Helios only shines faintly during the day.

Hidden in the homeland are many Stargazers who have lost contact with Gaia. They are content to remain removed from other tribes. Some of these lost Stargazers are more like spirits than living beings. The lost Stargazers spend their time in contemplation and help fellow tribe members.

Most Garou who arrive here will be alone. Only the winds will keep them company. Food is found easily in the homeland, as is solitude. Despite the stories about Grand Kailindo tournaments and other tales told by other tribes, the Stargazers do not gather in their homeland to meet. Instead, the homeland is a place for each individual to reach her inner star.

Strange locales in the Umbra connect to the Stargazer homeland. Stargazers with the Gift: Astral Mind may reach an Epiphany, or domain of thought, from the Stargazer homeland. By focusing on a single thought, the Stargazer enters the Epiphany. This requires an Intelligence + Enigmas roll (difficulty 8).

Falling asleep in the Stargazer homeland makes a Garou enter his own Chimera, or dream world. From there, the Garou may leave the Stargazer homeland for the Dream Realm. From the mountaintops, Garou can step into the clouds to the Aetherial Realm. Also, an entrance to the Null Zone may exist somewhere in the Stargazer homeland.

Stargazers direct their own Chimares and use them as therapy after treks through the Deep Umbra. If this is done, a mad Garou may make a Gnosis roll to regain sanity, at the Storyteller's discretion.

Many entrances to the Stargazer homeland exist in the Umbra from Epiphs and Dream. All require Garou to pass some type of Enigmas test to enter, such as solving a riddle. These mental exercises prepare visitors for the environment of the Stargazer homeland.

Uktena

In the Umbra, the Uktena homeland is a pre-Columbian American wilderness. Spirits of now extinct animals, such as the passenger pigeon, live in the homeland. Game is plentiful in the Uktena homeland, and the Uktena perform Rites of Contrition so they may hunt safely here. Spirits of many Native American legends inhabit the countryside. While in the homeland, all Uktena try to live as their ancestors did. For some of the younger Uktena of different backgrounds, this can be difficult.

Councils of Skywalkers meet in the Uktena homeland and share stories about their travels. These councils have accumulated great wisdom about the Umbra and the Wyrms. They are receptive to members of other tribes coming to the homeland, because they seek whatever allies they may find against the Wyrms. Nuwisha also may be found with their councils. It is said that they have even met with renegade Black Spiral Dancers and use drums to call spirits of the dead.

Larger tribal councils meet in the homeland on rare occasions, but traditionally each sept maintains its own place in the homeland. They tend their areas and keep them protected from the Wyrms.

The Uktena homeland has connections to many other locales. An Anchorhead to the Deep Umbra may be found in the Uktena homeland, always guarded by Jagglings of the tribal totem. Well-protected Moon Paths lead to the Croatan and Wendigo homeland. Also, the Uktena have spirit gates to Pangaea and the Legendary Realm.

It is rumored that the Uktena have dug a deep cave in their homeland where they store dangerous objects collected by the raiders. These objects are too dangerous to bring back to Earth. Banes have heard this rumor, and the Wyrms may be planning an assault upon the Uktena homeland soon. However, the wily Uktena may be setting a trap.

Wendigo

The Wendigo homeland is a bitterly cold place of ice, tundra and taiga, broken by an area roughly akin to the coasts and forests of the Pacific Northwest. Any Garou who spends time in the homeland will need to make survival rolls unless they take measures to protect themselves from the cold. As with the Uktena, allied spirits live throughout the land.

The Wendigo hold traditional gatherings and rites here. The Wendigo do not allow Garou from the Wyrmscomer tribes to enter the Wendigo homeland. Of all the other tribes, only the Uktena may come to the Wendigo homeland. When the Uktena do not visit, the Wendigo always ask the spirits to look over their brother tribe. The Wendigo fear they are losing the Uktena to the Wyrms. Also, the Wendigo Kinfolk visit their homeland. They are one of the only tribes with Kinfolk still able to use rites to go into the Umbra.

The Wendigo Totem echoes the Rage of his children by sending ice storms and blizzards across the homeland. Lesser Wendigo spirits guard the homeland from the Wyrms and Wyrmscomers. Wind Incarna and Auroras also send signs to the Wendigo tribe.

The Wendigo homeland has connections to Pangaea, the Legendary Realm, the Aetherial Realm, the Totem Realm of the Wendigo and the Uktena and Croatan homelands. All Wendigo who rise above the fifth Rank must travel to the Wendigo Totem Realm. The Wendigo also travel the Moon Paths to the Croatan and Uktena homelands.

The Wendigo have erected entire Native American villages in their homeland. These villages are left deserted, to be used by the spirits of their dead ancestors and Kinfolk who died after the European invasion. They are sacred to the Wendigo. Some have claimed to see spirits of long-dead Wendigo heroes in the villages.

Packs of Wendigo travel throughout the Umbra launching sneak attacks on agents of the Wyrms and practicing the guerrilla tactics the tribe is known for. The Wendigo tribe avoids conflict with the Wyrmscomers in the Umbra. The only exception to this was when a pack of Wendigo destroyed a lodge belonging to the Get of Fenris after a series of raids on the Wendigo homeland.

The Rest of the Umbra

A nearly infinite number of other areas and strange spaces join the Near Realms and the tribal homelands in the Umbra. The songs of the Galliards recount the existence of many sub-realms, mini-realms, Vistas and other unexplainable zones. Theurgues constantly discover new secrets of the Umbra. The Umbra also fluctuates as the time of the Apocalypse draws near, creating and dissolving Umbral locales.

Realms and domains should be tailored to each chronicle. Every Garou perceives the Umbra differently. Different tribes, auspices, breeds, septs, packs and individuals experience the Umbra in their own unique manner. Meaning takes physical form in the Umbra.

The Near Realms are the most solid locales in the Near Umbra. Sub-realms and mini-realms are mutable. They fade in and out of existence in the spirit world. Just because Garou visit a place in the Umbra doesn't mean it won't be gone during their next aising. However, these other locales are pieces of the Umbra and may carry the most importance to an individual Garou. The fate of Gaia may hinge on the battles fought in these places.

The locations in the Umbra are loosely grouped into six categories: domains, mini-realms, realms, sub-realms, Vistas and Zones. These are not hard and fast terms among the Garou, and some Umbral areas defy categorizing and fall under more than one of these headings.

Domains

Domains are places in the Umbra sustained by spiritual energy that comes from outside their bounds. The tribal homelands are some of the strongest domains, sustained by energies from the Totem Realms and the spiritual strength of each tribe. The Penumbra is filled with domains as listed in *Werewolf: The Apocalypse*. The Near Realms have some of these domains as well.

Blights

Blights are mixed domains influenced by the Weaver and the Wyrms. They are found clustered around Webs, and they contain some of the worst aspects of Hellholes and Webs. They appear as polluted web-covered cityscapes. Many of them are powered by energies from the Scar. Blights are attacked by changing the environment on Gaia, destroying a factory on Scar or collecting Gnosis to attack the spirits that live within the Blight. Usually, all three actions are needed to permanently remove a Blight. Spirit Gates to the Scar, the Abyss, the CyberRealm and Malfegas may exist in Blights. Blights are connected to the Pattern Web.

Chimares

Chimares are individual Dream domains. Every dreaming person has a domain where his dreams take place. Openings to these domains appear as mists on the Penumbra surrounding the sleeping person. Chimares may be dangerous. Phragments

and Dream Banes may inhabit them. Garou may use their special dream abilities in them. All Chimares connect to Dream. They are sustained by the dreamer and vanish once she wakes up. Mages and vampires have very large and potent domains in their Dreams.

Den Realms

A Den Realm of a Bastet is sustained by its creator. Den Realms always rest on the Penumbra. By staking out a Den Realm, a Bastet prevents other domains, such as Webs and Blights, from existing in that part of the Penumbra. This protects Gaia. Most Garou deny the value of the werewats' Den Realms, although the Silent Striders are quick to defend the Bastet. Den Realms vary depending on the whims of the creator.

Glens

Glens are domains of the Wyld, inhabited by sentient spirits. They are beautiful reflections of the natural world. They may provide spirit gates to Pangaea, Wolfhome or some of the Totem Realms. Glens allow Garou to restore Gnosis by making Charisma + Enigmas rolls against a difficulty of 8. Moon Paths in the vicinity of Glens are usually safe from the Wyrms.



Hellholes

Hellholes are domains of the Wyrms. They appear as desolate areas overwhelmed by pollutants. Each Hellhole contains a pit that can release energies from Malfeas. This sustains the domain and offers a gateway directly to Malfeas. Their Wyrms power makes Hellholes dangerous. They can inflict damage on werewolves entering them. There are usually Banes nearby as well. The depths of a Hellhole will hinder the use of Gifts and Gnosis. Many Garou gain Rage simply by coming near one.

Lunae

Lunae are domains that form where Moon Paths cross. Lunae are bright silvery areas where Lunes dwell. Children of Phoebe may return to her in the Aetherial Realm through special Moon Bridges they can use in the Lunae. Umbral wanderers use Lunae to rest and recover from travel in relative safety. The Celestine Luna provides the energy for Lunae.

Trods

Trods are areas sustained by faerie energy. They appear in the Umbra as faerie circles. Most trods are abandoned and fading. Several trods rest in the European Penumbra. The Moon Paths from these trods lead to the Fianna homeland or the Arcadia Gateway. Faeries are not believed to travel these Moon Paths, but seem to have their own ways of passing through the Umbra. No Garou has discovered a trod with a Moon Path leading from it straight to Arcadia, although the Fianna have many legends of Garou travelling directly to Arcadia from trods.

Webs

Webs are Weaver domains in the Penumbra. Webs are translations of cities in the Penumbra covered in the webs of Weaver spiders. They are sustained by the cityscape across the Gauntlet from them. Webs subtly change the Umbra around them, making the difficulties for Wyld Gifts and transformations increase by one or two points. Travel along the Pattern Web is possible from these domains. The Pattern Web runs throughout the Umbra. The CyberRealm, Scar and the border of the Flux Realm are three points many strands touch.

Wyldings

Wyldings are domains of the Wyld located near the Deep Umbra. They appear as clouds of whirling energy and color filled with Wyld spirits and ephemera. Wyldings may contain Anchorheads to the regions of the Wyld in the Deep Umbra. The laws and structures of Wyldings shift randomly and dramatically. Garou have gone mad from entering Wyldings. Wyldings may be sustained from the Deep Umbra by the Wyld, although some Umbral scholars suspect the Wyldings somehow receive power from the Flux Realm.

Mini-realms

Mini-realms do not derive power from any other area in the Umbra. They are connected through other areas by spirit trails and Moon Paths. The Garou classify anything they don't understand as a mini-realm. They are blank checks for Storytellers to do whatever they want with the Umbra, unrestrained by the rest of the spirit world.

The Beast

The Beast is a mini-realm in the Umbra. As far as the Garou who stumbled across it know, it is a colossal spirit to whom the Garou are less than fleas. Giant strands of fur reach hundreds of feet in the air around the surface of the Beast. All attempts to gain a complete view of the Beast and draw its attention have failed. Bane parasites live on the Beast, feeding on its Gnosis. The Beast shifts in the Umbra and has sent Garou flying away from it into the Near Umbra. One pack of Bone Gnawers is fascinated by the Beast. They believe that the Beast is a gigantic Crinos spirit, perhaps a primordial totem of all Garou lying asleep or unconscious in its own section of the Umbra.

Sub-Realms

Sub-realms are reflections of the Near Realms or Zones. All sub-realms are connected to a Near Realm, but sub-realms contain enough spiritual power to sustain themselves. Some are areas where the reflections of more than one Near Realm come together. Many Garou believe that the Tribal Homelands are sub-realms instead of domains. Others believe that the Totem Realms are sub-realms of the Near Realms. A sub-realm has some of the laws of its connected Near Realm. Here are a few examples.

Daydream

Daydream is a sub-realm of Dream. Moon Paths do not reach Daydream, only spirit trails. It is a place where spirits of idle thoughts play off one another, connected to the Chimares formed by daydreamers. Daydream produces some of the most powerful Phragments, or spirits of discarded dreams. Garou entering Daydream encounter their own waking dreams.

Land of the Dinosaurs

Pangaea has a sub-realm in the Umbra known as the Land of the Dinosaurs. It is filled with extinct animals from the Age of Dinosaurs. Garou who have something to prove visit the Land of Dinosaurs to hunt. A few return with unbelievable trophies. The rest tend to get eaten.

Television

The Television sub-realm is connected to the CyberRealm. Within the television sub-realm, spirits of all of the programs broadcast in the history of television live. A Garou who enters the television sub-realm can find himself in the middle of one of his favorite TV shows. Visitors walk from the set of one show

Garou and Televisions

The Garou are highly perceptive creatures. Televisions are alarmingly mesmerizing to Garou in Glabro, Crinos or Hispo forms. The flashing light on the screen has a hypnotic effect on the Garou. Many Garou who enter into the Television sub-realm do so by accident after feeling compelled to move closer to the television. For this reason, the Fianna avoid watching television except for their favorite shows or important sporting events. Glass Walkers are immune to television hypnosis. Bone Gnawers can become addicted to the effect. Many Glass Walker executives keep televisions on in the background when they meet with other Garou.

into another. The easiest way to enter the television realm is through a TV screen in the Umbra. If a Garou tries to enter the Umbra through a reflection on a television screen, she might enter the Television sub-realm. An opportunity to escape comes at the conclusion of each program.

Vistas

Vistas are areas Garou cannot enter. They are images and meanings adrift in the Umbral flow. The Vistas have no connection with any other area in the Umbra, and they are a hazard to travelers. The Stargazers speculate that they could be dreams of Gaia. Some believe that they are free-floating pieces of dreams—facets of dream set free. The Vistas unfold in front of wanderers, not stopping until they complete their image. Some Glass Walkers have put forth the hypothesis that the Vistas are reflections of past events trapped in the Near Umbra by the Membrane, like light trapped in a black hole. A more widely held belief is that Vistas are spirits with the power to project images.

Death

Several Garou have claimed to see their own deaths in the Vistas. These deaths are all individualized, and the images are incredibly realistic. There is at least one case of a vision of death becoming a reality. Seeing a Death Vista requires a Garou to make a Willpower roll against a difficulty of 10 minus her Gnosis. Failing this roll means that she loses a point of Willpower. A botch eliminates half her Willpower (with fractions rounded against the Garou).

Chaos

Some say the Chaos Vista represents a universe in which the Wyld has consumed everything. Other Garou say it is a representation of madness. Few Garou who have looked into this Vista have managed to retain their sanity. Any who view it for more than a single turn must make Willpower rolls (difficulty 8) or suffer some form of insanity. Chaos is a constant whirlpool of changing objects. There is no distin-

gishable pattern in the items that appear. Everything that can be conceptualized by the Garou takes form in the maelstrom.

Stasis

Stasis is a stark image of the triumph of the Weaver. Many Glass Walkers maintain that the image is a deception. They claim that even if the Weaver did conquer everything, it would not look like the image in this Vista. The image shows the Earth covered by the webs of the Weaver. The moon and sun are fixed in the heavens. Everything is calcified into the web. Even the Pattern Spiders are weaving themselves into the unmoving strands.

Origin

This Vista starts as a blinding white light. The energy opens up and stretches outward. Some Garou claim that afterward, the Origin Vistas show the creation of the Umbra and the Realm-System. Others say the vision vanishes after the explosion.

Zones

Zones are areas that are part of the inherent structure of the Umbra. They have aspects that cannot be explained satisfactorily by the spirit world. For example, Dream is not a Near Realm, but a Zone of amazing strength. Zones have strong connections with the rest of the Tellurian. Damaging them causes major repercussions across the Tellurian and draws the attention of Lesser Celestines. Most Zones were believed to be part of the Deep Umbra. There are at least three of them rumored to exist. Most Umbral wanderers believe that there are several others, including a Temporal Zone.

The Mirror Zone

Our pack had returned from the Umbra, successful and feeling good. We assembled at the caern to review what had occurred on our sideways journey.

As we sat in the clearing, we heard a noise in the forest. Something was heading through the forest toward the clearing. As it broke through the edge of the clearing, I gave the Wail of Foreboding. I had recognized the scent, although I couldn't believe my nose. Blood-Demon, the giant Wyrms-corrupted metis was back. Twelve years before, when I was just a cub, my pack tore him limb from limb during a huge combat. Three members of our young pack died that day. I barely survived, and I carried a battle scar across my stomach as a memory.

We ran, and the monstrosity followed us through the woods. Then I turned past one of the trees and found Grimjaw, the Shadow Lord I had slain in a duel. I didn't understand. He was alive, according to his scent. Why was he here with Blood Demon? We were back in the physical world, right?

As I dodged Grimjaw's flashing klaive, the scar on my stomach ached...

If a Garou, or an entire pack, crosses the Gauntlet from the Penumbra to Earth and botches the Gnosis roll, they don't quite make it back. Instead, they fall into the Mirror Zone.

No one knows exactly what the Mirror Zone is. There are many theories. Some say it is a section of both the physical world and the Umbra trapped between layers of the Gauntlet. Others claim it is a shadow of ideals, thoughts and dream, perhaps the reputed Nightmare Zone. The Mirror Zone is not a single reality. There are an infinite number of Universe-Next-Door possibilities played out in various sections of the Zone. Some are so close to reality that Garou might stay in the Mirror Zone for days without realizing that she has not returned to her reality. At other times, the differences are obvious and recognizable, such as in the story above. The Mirror Zone is deceptive. Its symmetry to reality is its greatest threat.

Anything and everything can happen to Garou who come to the Mirror Zone. Garou return to find themselves married, even with children. They find dead parents alive, living friends dead, their careers vastly successful or their lives completely failed. The world may have aged or returned to youth. Most differences between the Mirror Zone and Earth are more subtle, such as friends having different opinions and feelings than before the Garou entered the Umbra. Something is always different. It may look right at first glance, but any amount of investigation will show that it isn't.

Some Garou have specifically sought out the Zone to view alternate decisions and changes in reality. None of these searchers have found a way to choose which differences they want in the Mirror Zone. Things brought out of the Mirror Zone into the Umbra immediately fade into black smoke.

Leaving the Mirror Zone

The only way to escape the Mirror Zone is to confront or resolve the problems presented in this realm of perversity. There is no roll or other simple mechanic used to leave. In this way, the Mirror Zone resembles the Dream Realm or Wolfhome. The Storyteller and player roleplay the escape.

Solutions to the trap of the Mirror Zone involve a strengthening or reaffirming of the Garou's own inner self. Only then may a Garou reenter the Umbra and travel to the physical realm. For example, if a Garou went to the Mirror Zone and found her entire tribe had turned against her, she could resolve the issue by confronting them and challenging them, even at the risk of her own life. Or she might resolve to live without the tribe and show them up by living well without their support. Sometimes just having the courage to face a problem might be enough to allow a character to slip out of the Mirror Zone.

The Garou who know of the Mirror Zone suspect that it is a vestige of the original cataclysm that caused the separation of the physical world and spiritual world. Each Garou who resolves a piece of the perversity contributes to breaking down the Gauntlet and reuniting the dual halves of reality.

One sept believes that the Mirror Zone is the true field where the Apocalypse is to be fought. This group, the Warriors of Twilight, seeks out any Garou who has been trapped in the

Mirror Zone and questions him at length. They are seeking a reliable way in, and will richly reward anyone who can help them. They are also trying to liberate Garou stranded in the Mirror Zone. If a Garou is stranded for too long and cannot escape on his own, he may be rescued by the Warriors of Twilight.

Null Zone

Within the Umbra, there is rumored to be a second barrier or Gauntlet. Beyond this barrier is the Null Zone, the backdrop of reality. A Garou may make a Gnosis roll with a difficulty of 10 under special circumstances to enter it. However, botches on this roll produce incredibly horrible results. Pieces of the Garou might be strewn across several realms. Multiple versions of the Garou can appear, all interconnected in thought and body. When one dies, all die. What the multiple perceives, all perceive.

The Null Zone is a strange place, and Garou in the Zone may feel delusional. It feels more like a series of powerful hallucinations or long-forgotten memories. All the Garou who claim to have entered the Null Zone report strong feelings of *deja vu*. It is a space behind the Umbra. The Umbra appears staggeringly real to Garou in the Null Zone.

The Null Zone consists of warm, damp, dark tunnels with walls of solid darkness. A Ragabash might be reminded of a fun house at an amusement park. Where the Zone borders places and scenes throughout the Tellurian, there is light. Garou can watch these scenes, but they cannot affect them without coming out from behind the scenery. Exits are located in windows, doors, air vents, manhole covers or caves in the Umbra or Penumbra where the Null Zone touches them. Leaving is easy, just step through the door. Returning is virtually impossible.

The Fianna call the Null Zone "Backstage at the Theatre of the Umbra." The Zone shares some traits with a backstage area in a play. Time doesn't pass unless the Garou are viewing a scene, in which case it passes at the rate of the scene. Some Garou have reported lights in the walls. A Bone Gnawer Theurge, Burger Hunter, believes that a subway train from Boston is trapped in the Zone. It seems to become whatever the Garou perceive it to be. One theory is that there is nothing in the Zone beyond what the minds of the Garou place in it to retain their sanity. Mages might understand the Null Zone.

The Null Zone is the ultimate shortcut. Space has no meaning there. It connects almost every area in the Umbra with every other area. A Garou can walk from Penumbra London to the Sept of the Green in Central Park. However, normal methods of reckoning don't work in the Null Zone. Also, normal means of tracking and trailing don't work. By rolling Intelligence + Enigmas at a difficulty of 10, a Garou can find her way around. She needs five successes to arrive at her exact destination. A botch may lead her to a slide or pit that drops her into a truly heinous area, like one of the silver rivers of Erebus or a path of the Abyss.

Spirits infest the Null Zone. They are lost in the woodwork of reality. Spiritual Power and Charms do not function there. The spirits cannot perceive the exits. The Null Zone has no ephemera. The spirits have no source of energy. A lot of trash and garbage litters the corridors. The Uktena believe there may be a connection between the Null Zone and the Abyss.

Some have speculated that it might not be possible to die backstage, but this has never been tested. Also, the Null Zone illusion concept leads some Stargazers to believe that there is no time or space in the Zone unless a being is present. Attempts to destroy the scenery always fail. Rumors persist of paths through the Zone to other Realm-Systems and places beyond the Umbra. There are also legends about perverse space-time accidents befalling those trapped in the Null Zone.

Dream Zone

Do you know the terror of he who falls asleep?

To the very toes he is terrified,

Because the ground gives way under him,

And the dreams begin.

— Friedrich Nietzsche

Dreams are not just random thoughts that fill the sleeping mind.

No Garou remembers a time before dreams. The hopes, fears, joys and sorrows of Gaia's myriad children form here. It is a testing ground for reality. Many Garou come to the Dream Zone to understand their struggles and their place in the grand dreams of Gaia.

Whenever someone falls asleep, she creates her own little dream world in the Penumbra, a Chimare, by opening a path to the Dream Zone. Within the Chimare, her mind plays out her subconscious fears and hopes. The dreamer tests the limits of reality and renews her own spiritual energy. Normal dreaming takes place within the Chimare. The Dream Zone provides substance and material for the Chimare. It stores archetypal dreams, as well as lost and incomplete dreams from the Chimare. The Dream Zone links the dreams of all living creatures.

Entering Dream

The Dream Zone is isolated from the Near Umbra by vast clouds of mist. No Moon Paths lead to it, yet there are many ways to enter Dream.

Anyone may enter the Dream Zone through their own Chimare. The Dream Zone has a strong reality, much greater than that of the Chimare. Frighteningly real dream experiences take place when dreamers enter. Most adults forget these dreams. Children often wake up from trips to the Dream Zone with night terrors.

Sleeping in the Umbra creates a direct link to the Dream Zone, unhindered by the Gauntlet. The dreaming experience is similar to the Astral Mind Gift. A Garou's spirit leaves his body while he is asleep and travels to the Dream Zone. The Garou have developed a Rite of Dreaming which allows them

to enter the Dream Zone directly from The Realm (see Appendix). Some fetishes also allow immediate access.

When the dreamer reaches the Dream Zone, he sees an immense shroud of mist suspended in absolute darkness. The only light is a faint glow emanating from within the mist. The dreamer is drawn through the mist for several endless minutes while the light becomes brighter and clearer. Finally, he breaks through the mists and for a moment views the Dream Zone in all of its glory. This vision is beyond comprehension. The dreamer is left with her own vague impressions of the sight.

One of the most common descriptions of the sight is of a gigantic flawless gemstone rotating in the mist and shining with a brilliant light. Each facet refracts the light so that the entire gem scintillates with stunning patterns of color. Other descriptions include a glowing dandelion ready to give up her seeds to the wind and a cluster of spinning light fibers with multicolored tips. After this vision, the dreamer hurtles towards the Dream Zone at incredible speed, and everything is enveloped by darkness.

When a dreamer reaches the Dream Zone, he enters a single facet on its surface. This surface area holds the remains of recent dreams from his Chimare. If he has not left a recent dream incomplete, he may pass through the surface into the deeper archetypal facets. If he enters the Dream Zone from another person's Chimare, he then finds himself in the remains of the person's recent dreams.

Archetypal facets contain essential dream elements for the Chimare. The archetypal facets near a dreamer's surface facet tell a dream interpreter a great deal about the nature of a person's dreams. Garou who enter an archetypal facet will find themselves inside a dream incorporating the element of the facet. A common one is the dream of falling. Garou entering the archetypal facet that contains dreams about falling will suddenly find themselves in a dream about falling. What type of dream about falling occurs depends on the individual. A Red Talon may dream about falling through a burning forest, while a Glass Walker may dream about falling off a Manhattan skyscraper. The facets react to the dreamers. Once the archetypal elements in a facet have played themselves through, the dream ends.

The Garou leave the facet when the dream ends, and they enter another connected dream facet. When this happens, they actually start another dream, although the Garou may not realize that one dream has ended and another one has begun. This is like what happens to real sleepers, who often perceive multiple dreams as one long uninterrupted event. Dream facets show their connections through the other elements that are incorporated into the dreams. For example, the Garou falling off the Manhattan skyscraper might fall into a dream about New York City on the city archetypal facet or into a crowd in the crowd facet, or she may be bleeding after impact in a dream on the blood archetypal facet. How it works can be a little confusing, but dreams can be very confusing for dreamers.

Dreamquests

A dreamquest involves following a path through interconnected facets to the end of the scries of dreams. Each series of dreams reveals a truth or teaches a lesson about something. Once the goal of a dreamquest has been reached, a Garou will leave the facets.

For example, Elizabeth Lionheart, a Silver Fang Philodox, starts waking up in a hot sweat and near frenzy every night after returning from a series of attacks on Wyrms-corrupted corporations. She has a sept member perform Sense Wyrms on her to see if she is possessed. She has no taint of the Wyrms, although she is advised to beware, for such dreams can open holes for Banes in the spirit. She decides to enter the Penumbra around her caern and go on a dreamquest to find out what is happening.

She falls asleep, and her spirit goes to the Dream Zone. She has no residue lingering from uncompleted recent dreams, so she passes through her surface facet directly into the archetypal facet that represents dreams of burning.

The dream begins with Elizabeth tied to a stake. Cloaked figures pile wood at her feet. Then one of the figures sets the wood aflame with a torch. The crowd of figures cheers. Elizabeth changes from her Homid form into Crinos and breaks free. She leaps over the flames, only singeing her coat, and runs for a nearby forest. She has now ended her first dream.

She moves into the facet filled with dreams of being chased. Elizabeth is running through the dark woods, and the cloaked figures are pursuing her. The branches of the trees grasp at her. However, in Crinos form, she pulls away from them. Just as she thinks that she may have escaped, she hears a set of familiar howls right behind her. She turns and sees her sept members. Some of them have changed into Hispo and others are still wearing their cloaks of Crinos form. She runs faster, but she cannot elude them. Elizabeth stops at the edge of a bluff and prepares to fight. The second dream is over. She enters a new facet.

The new dream starts with the sept attacking her. Elizabeth fights with every bit of her strength, using teeth, claws and fangs. Fights-like-a-Badger, the Warder of her sept, locks his jaws around her neck and pins her to the ground. Elizabeth is choking on her own blood and is grievously wounded. Then, Eyes-of-Lawrence appears and challenges Fights-Like-a-Badger to a duel for her life. The third dream ends.

In the archetypal facet of helplessness, all Elizabeth can do is watch and heal herself as Fights-Like-a-Badger engages Eyes-of-Lawrence in brutal combat. She looks into her pack member's eyes, and for the first time, she realizes how much she cares for Eyes-of-Lawrence, especially since he saved her from a group of fomori guarding one of the corporations. He returns her stare. The battle starts. After a swift savage battle, Eyes-of-Lawrence howls in victory. He issues a challenge to any others in the sept who would be next. The sept members slink away with their tails between their legs. The fourth dream ends.

Finally, at the final archetypal facet in the dreamquest, Eyes-of-Lawrence embraces Elizabeth. The both change to



Homid and hold one another. Suddenly he kisses her, and whispers "I love you." The final dream ends.

Elizabeth wakes up in the Penumbra. She now knows the source of her nightmares. Eyes-of-Lawrence has acted strangely around her recently. He has fallen in love with her. His actions make sense in that context. She would have noticed sooner, but she never considered the possibility. She is a Philodox and responsible for upholding the Litany. Since she has played out the archetypal dreams connected to her Chimare, the nightmares won't return. Now Elizabeth needs to decide what to do about Eyes-Of-Lawrence.

The Light Within

These facets come together at the center of the Dream Zone and blend into a bright, multicolored light of incredible beauty. Few know how to reach this light. Some Garou believe the light is the dream of Gaia, the source of all other dreams.

The Stargazers have discovered a secret about the light using their Astral Mind Gift. Although the Dream Zone is located at the center of the Realm-System, it is not bound by normal concepts of Umbral space. The heart of the Dream Zone borders the Membrane. A Stargazer who completes a dreamquest in her out-of-body form may enter the center of the Dream Zone by rolling either Gnosis or Willpower, whichever is lower (difficulty 7). If they fail this roll, they are returned to the Penumbra. If they succeed, they may penetrate the Membrane and arrive in the Deep Umbra. For the Stargazers, the inner world is the key to the outer world.

Leaving Dream

There are a few ways for Garou to leave the Dream Zone. If their physical bodies wake up, they are transported out of the Dream Zone. A Ragabash may use his special dream power, Hidden Path, to leave Dream (see below). If a dreamquest is completed, Garou are sent out of the Dream Zone. A Garou may also exit the Dream Zone by making a Willpower roll (difficulty 10) to wake themselves up. Strange Dream Gates are said to exist between the Dream Zone and many other places in the Near Umbra.

Auspice Powers

The Garou have powers within Dream that they possess nowhere else. The Uktena say that this is because dream comes from the spirit of Gaia. The Stargazers believe it comes from the Dream Zone's relationship with each individual. Each auspice gains a different extra power in the Dream Zone.

Hidden Path — The Ragabash tests the limits of Garou society. In the Dream Zone, they may use their unique insight to move through disparate facets without completing the dreams within them. This movement is hidden to other Garou. The facets a Ragabash moves through do not have to share any elements. By spending a Willpower point, a Ragabash may make a Perception + Enigmas roll (difficulty 6) to discover the dream path between facets.

Bloodfang, a maniacal little Ragabash, is trapped in a dream about his sept coming to rip his guts out. He turns a street corner and comes to a dead end alley. Bloodfang wants out of this facet and out of this dream. He spends a Willpower point and concentrates. Bloodfang rolls his Perception + Enigmas and gets three successes. He watches the dreamscape fade, replaced by the archetypal facet around him. He is able to step through the walls and off this facet. If he had a pack with him, he could rip them through the walls, too.

The only problem with this power is that the Ragabash cannot tell what facet he is entering. A Ragabash cannot complete a dreamquest by burning lots of Willpower and leaping between facets.

Dream Comprehension— Theurges are the seers of the Garou. In the Dream Zone, a Theurge gains the ability to interpret the dream environment by spending a Gnosis point and making a Willpower roll (difficulty 6). Each success lets him know one fact about the dream environment. These facts include the essential element of the facet, the presence of any non-ephemeral spirits, the location of the next facet in a dreamquest or the identity of the user of a surface facet. Dream interpretation is much easier after using this power (all attempts to interpret these dreams by the Theurge with this knowledge are reduced by three).

The Theurge may aid other auspices with this knowledge. For example, he could tell the Ragabash which facet to reach with Hidden Path in order to continue a dreamquest.

Control Dream Self— The Philodox must develop self-discipline to perform her duties. In the Dream Zone, she may harness this self-discipline. She may spend a Gnosis point to roll her Willpower and augment her Physical Attributes in the Dream Zone (difficulty 8). Each success gives her a dot to place in any Physical Attribute she desires. They must be placed immediately. Her Attributes may be raised over 10 at the Storyteller's discretion. The bonus attributes last as long as she remains in a single facet.

Dream Shaping— Galliard is the auspice with the greatest knowledge of dreams. Galliards are masters of manipulating dreams. By spending a Willpower point, a Galliard may use her Gnosis to change any parameters of a dream except the archetypal element. For example, if a Galliard were in the archetypal facet for "chase" and was being chased by her own sept, she could use her Gnosis to change the sept into a group of kittens. She could also change the forest into a shopping mall if she preferred. She could not make the chase stop. If she tries to go against the archetypal element, she loses a Gnosis point and automatically fails.

This power only affects the ephemera of the dream environment. It could not be used to change a packmate into jello or a Nexus Crawler into a ham sandwich, for example. The difficulty depends on how much the Galliard changes the mood and theme of the dream. The chart below offers sug-

gested difficulties. A failure costs a Gnosis point. A botch costs a Gnosis point and the situation worsens measurably.

Difficulty	Change
2	Insignificant change of atmosphere.
4	Change that gains a slight advantage for dreamers.
6	Major change that prevents another action from taking place.
8	Massive environmental shifts, such as the examples above.
10	The Galliard takes over for the Storyteller and puts her own stamp on the dream environment (as long as she retains the archetypal element).

Heart of Rage — Ahrouns are the great warriors of Garou society. In the Dream Zone, all Ahrouns are capable of harnessing their Rage to attack dream spirits. To do this, they roll Rage against a difficulty of 6. Each success does a wound level to all dream spirits in the area and costs a single Rage point. An Ahroun gains a point of Rage if she botches and must make a frenzy roll at the Storyteller's discretion.

When Heart of Rage is used, the dreamscape changes to accommodate the Garou's attack. Heart of Rage might appear as shafts of flame reaching out from the Garou or sudden machine-gun fire mowing down the Ahroun's enemies.

Render-of-Bones and his pack are surrounded by hundreds of gibbering rats with the faces of humans. Render-of-Bones unleashes with Heart of Rage. He has an 8 Rage, so he rolls eight dice (difficulty 6). He gets four successes and loses four Rage points. His howl of anger causes a pipe to burst next to the rat things. As he and his companions watch, the rats are crushed by the spray of water and washed down into a gutter. This does work even against the more powerful spirits in the Dream Zone.

Encounter Possibilities

The Dream Zone is a unique environment filled with its own spirits and encounters. Here is a list of possible spiritual encounters in the Dream Zone. (Game statistics for many of these encounters can be found in the Appendix.)

1. Ephemera: Ephemera is the spirit-stuff that makes up most dreams. Ephemeral encounters are treated as encounters with whatever the ephemera would be in the physical world. All of the damage done by ephemera is imaginary. It cannot truly slay or harm a Garou, even if used in conjunction with attacks from "real" spirits. Garou completely heal from ephemeral damage after changing facets. Gifts that affect spirits do not work against ephemera in the Dream Zone. Ephemera is "the stuff that dreams are made of". In a dream about a baseball game, ephemera would compose the fans, the team, the diamond, the sky and everything else in the dream.

2. Phantasms: These dream spirits feed off malignant energy from dreams. Phantasms in a Chimare help dreamers relieve stress by unlocking the emotions of their inner beasts. Phantasms feed off Rage in Garou. When Phantasms are



encountered in dream, they take the role of major villains. Garou who control their Rage in a dream involving a Phantasm may communicate with them. Phantasms also serve as protectors of the Dream Zone, defending it against the Triat. Phantasms often guard valuable secrets in the Dream Zone.

3. Phragments: Phragments are the spirits of abandoned hopes and desires. They are the remnants of childhood ambitions and unaccomplished goals from the psyche of dreamers. Each Fragment wants to become reality. Phragments will disrupt dreams that they enter and try to possess dreamers. Some Phragments have gone insane, forgetting the dream they once represented. These Phragments often become Dream Banes.

4. Dream Banes: The Wyrms has corrupted many facets of the Dream Zone. Dream Banes are its servants and minions. They try to twist the elements in dreams and darken them. Dream Banes prevent phantasms from doing their work and cause negative emotions to build in dreamers. They start the first stages of corruption spread by the Defiler Wyrms. Dream Banes appear to dreamers as weapons of extreme violence that may be turned against the villainous Phantasms. The Dream Bane weapons are much more destructive than the Phantasms. Dream Banes also direct dreams that erode the confidence of the dreamer. Dreamers who have lost touch with reality may be possessed by Dream Banes.

5. Dreamers: On occasion, Garou will discover other dreamers in the Dream Zone who have come through their own Chimare. Most dreamers that Garou encounter are lost in

the Dream Zone. Many of these lost dreamers are comatose, suffer from insanity or are habitual drug users. Kinfolk and lost cubs are more likely than most dreamers to enter the Dream Zone because of their connections with the Umbra. Garou may help these dreamers escape to the waking world.

6. Interlopers: There are wars within the Dream Zone between forces striving to gain control over all dreams. Beings with the power to shatter and reshape facets travel through the Dream Zone. These entities threaten the dreams of Gaia. The Chimera asks all Garou to stop these interlopers from changing or destroying the Dream Zone.

7. Mind Spiders: Mind Spiders are servants of the Weaver created to calcify the Dream Zone. They appear as small dark spiders spinning cobwebs through Dream facets. They may nullify the special dream powers of the Garou.

8. Chimerlings: The Chimerlings are the Jaggings of Chimera. They are mysterious wisps of ephemera given life. Chimerling live at the ends of dreamquests and hold enigmas. They are also responsible for restoring Willpower to Garou who travel through the Dream Zone. Chimerlings always attack interlopers and Dream Banes.

9. Wyld Spirits: The creative energies of the Dream Zone create a connection with the Wyld. Wyld spirits encountered in the Dream Zone are extremely dangerous. They warp the facets they inhabit to such a degree that even the small ties between dreams in a dreamquest are unraveled. Wyld spirits may cause dreamers to get lost or go insane in the Dream Zone.

10. Other Entities: The Dream Zone borders areas in the Umbra unknown to the Garou. Mysterious entities, possibly related to the interlopers, move through dreams. Many spirits inhabiting dream have yet to be identified by the Garou.

The Oneira also inhabit Dream. Some Mages know them as the Dream Lords. The way they control or interact with Garou in this realm, however, is unknown. Some say that Chimera is not just a totem, but also the greatest of the Oneira.

Storytellers are encouraged to fill Dream with their own creations.

Fetishes and Talens from the Dream Zone

Dreamers may discover many fetishes and talens in the Dream Zone, usually at the end of dreamquests.

Dream Stones

Level 1, Gnosis 6

These stones create portals directly to the Dream Zone. Each fetish has a different means of activation. Some must be thrown into a reflective pool of water before the Garou steps sideways. Once the Garou enters behind the stone, he will arrive in the Dream Zone. The stone will be at his feet in the Dream Zone. Others must be held or placed by the head of the sleeper as he prepares to enter the Zone.

Nightmare Coins

Gnosis 7

These talens appear as small coins covered with strange markings. When viewed in the Umbra, they appear as small blue glowing spheres trailing black and red lines. When activated, they cause anyone who looks at them to fall into a fit of terror. The Gnosis of the talen is rolled against the target's Willpower. If the talen wins the resisted roll, the target becomes helpless for a number of turns equal to the number of extra successes made on the roll. In addition, Garou must make a frenzy check after this period to avoid a Fox frenzy.

The Periphery

Most people ignore the spirit world. The spirit world does not ignore humanity. Though most humans will never venture into the Near or Far Umbra, many people have had chance encounters in the misty realm called the Periphery, or Soft Umbra.

The Gauntlet is not, as most Garou realm-runners believe, a vast, impenetrable wall. It is actually quite porous in places. The spirit world bleeds through to the physical world in many ways. The thin traces and wisps that arrive are too ephemeral for use by most Garou, but they can have profound impacts on the lives of humans.

The most common experience of the periphery is the magical state of *knowing* that all humans feel as they slip from waking to sleeping. That state is a direct union with the Periphery. From there they may remain unconscious in the physical world, or slip into the Dream Realm for wild, hyper-conscious adventures. But while they are in the Soft Umbra, they can easily access forgotten memories, see past the mental blocks of waking consciousness, glimpse the future and even recreate themselves anew. Unfortunately, most people, feeling the awesome power of the Periphery at their fingertips, choose to flee into unconsciousness.

The Umbra even intrudes on the waking world. Many humans have experienced an altered state of consciousness in which they seem more "alive": images seem sharper, colors seem brighter and sounds seem clearer, as if the whole world had suddenly become suffused with an enchanted light. Though many people ignore such sensations or disregard them by minimizing their importance (the rosy glow of love, the clear focus of adrenaline, etc.), they have had a moment of contact with the Periphery.

This experience is often even more striking. Many people have experienced a chilling sensation in which they were sure that something wicked had just passed them. Most people are eager to laugh off even the most deeply felt awareness, but that does not change the fact that quite often something wicked *did* just pass them. The horror of the Delirium is, in part, a trip into the Periphery.

Some humans have found ways to take advantage of their sensitivity to the periphery. They have learned to trust the hunches and vague sense of *knowing* that comes with attunement

to the Periphery. This does *not* require one to lead a spiritual life. Many con men and inside traders rely on a connection to the Periphery to gain uncommon insight into people and trends. However, access to the Periphery does tend to increase a person's empathy, which in turn helps him develop his spirituality. Many artists and poets enter the Periphery to gain access to the vibrant creative energy there. Artists like Monet, Van Gogh and Pollack create raw expressions of the spirit world. Their work has a strong effect on so many people

because the rest of humanity is distantly familiar with such visions.

Many Kinfolk develop their ties to the Periphery through shamanistic rituals. Though they may not have the power to pierce the Gauntlet, they can live most or all of their lives in the Periphery and gain great wisdom and temporal power.

Though the power of the Periphery is too weak to be a focus for the Garou, it can be used at the Storyteller's discretion as a plot device allowing Kinfolk to get hazy messages or send impressions to Garou who are adventuring in the Umbra.



Chapter Three: Denizens of the Umbra

*The spirit host is advancing, they say.
They are coming with the buffalo, they say.
They are coming with the new earth, they say.*

— Songs of the Ghost Dance Religion, *American*

Indian Poetry

A World of Spirits

Except for the materials of a few unusual zones, everything in the Umbra contains spirits. Some of these spirits are animate, but the majority are inanimate. Inanimate spirits are called ephemera. They form the substance of all things in the Umbra. Other spirits found scattered throughout the Umbra include the spirits of the Weaver, the Wyrn and the Wyld. This chapter discusses spirits commonly encountered by Umbral wanderers.

For quick reference during gaming, statistics for many of these are given in the Appendix.

Emanations

Emanations are encountered in virtually every realm in the Near Umbra. They appear to be the spirits of dead Garou, humans or animals. Some Garou believe that emanations are the spirits of the dead. Emanations have elements of the actual spirit of the being they represent. They possess the thoughts, abilities, memories and all the other intangible elements that made up the Garou, but the end result is now a spirit. Some gifted emanations have Charms as well.

An emanation will believe it is the living being it represents. Emanations interact with the Garou, giving them advice and teaching them Gifts. They defend most of the Garou homelands. Strangely, no one has found an emanation of a Croatan in the Umbra.

Some Theurges have encountered multiple emanations in different sections of the Umbra representing a single individual. Emanations may be the spirits of the dead and forgotten Garou or simply spiritual memories of those beings sustained by each particular Umbral region where they are found. The truth about emanations may never be resolved, but for the Garou, it doesn't matter. Emanations are close enough to the beings they represent that they might as well be the real things.

Ephemera

Ephemera are non-sentient inanimate spirits. They are the "spirit stuff" of the Umbra. Everything in the Umbra is composed of ephemera. Garou may be able to affect ephemeral spirits as though they were regular spirits. When an animate spirit is stripped of all of its Gnosis and destroyed, it normally becomes an ephemera.

Spirits draw upon the pools of ephemera around them for their power. An ephemera contains a small bit of spiritual energy, but not enough to give sentience or develop Charms. Large amounts of spiritual energy in an area may charge ephemera. Sections of it could then store Gnosis and give birth to a spirit. By manipulating Gnosis, these spirits can, in turn, shape the ephemera around them.

Elementals are spirits produced by empowered ephemera. They are produced when enough of the same type of ephemera is gathered in one place to provide enough power to create a Gnosis point. If an elemental spirit is destroyed in its home in the Umbrscape, most likely the resulting spread of power over the area will give the ephemera enough energy to produce another elemental. These "births" of Children to ephemera are the only type of spiritual procreation known to produce Children more powerful than their parents.

The Spirit Family of Gaia

Gaia is the first Realm, the birthplace of life, the center of the Umbra. She is the mother goddess and creator of life. Gaia is the greatest of the Celestines. Many other spirits are descended from her. These spirits are usually encountered in the Penumbra.

Gaia

Gaia is the most important spirit to the Garou. There are three Celestines: Gaia, Luna and Helios. Gaia is the greatest among them. All the totems are Her Children. She is the spirit of the Earth and the Mother Goddess of the Garou. She is found in every expression of life.

She is also dying a slow lingering death. The Wyrms are killing her. The Weaver is killing her. The Wyld energies that once flowed through her are drained. If Gaia dies, the Tellurian dies.

Some Garou believe that Gaia will sleep until the Day of Apocalypse. Gaia rarely manifests herself directly before the Garou. Instead, she communicates with the Garou through totems and the spirits of the Penumbra.

Naturae

Originally, all things found on earth had spirits. When the Weaver spun the Gauntlet, Gaia was wounded. The spiritual world was removed from the physical world; the Penumbra was created. Naturae are spirits of Gaia that live in the Penumbra, divided from the physical object they represent. They are the spirits of plants and animals. Sometimes rocks possess spirits as well.

Galliards say there was a time when the Penumbra was covered in a beautiful Glen where the naturae lived. Most naturae are degenerating into non-sentient ephemera as the Apocalypse draws ever closer. Other naturae have been twisted by domains of the Wyrms and the Weaver.

Many Garou feel that communicating with naturae is the closest they will get to speaking with Gaia herself. Naturae are friendly to the Garou and will almost universally try to aid them. Black Spiral Dancers and Wyrms creatures will always be attacked by naturae trying to defend their Glens. Glade Children and animal spirits are some of the most common naturae. Naturae also dwell in other Near Realms with natural places, such as the realm of Pangaea.

Totems

The totems are Children of the three Celestines. There are many totems, and each one has its own area in the Umbra or Deep Umbra. The ones listed here serve as the Tribal Totems of the Garou tribes.

Chimera

Chimera is the many faceted Incarna who watches over Dream. She is the Totem spirit of the Stargazers. Chimera incorporates hopes and the essence of imagination. She is close to the Wyld, and she provides infinite possibilities for each individual. Chimera uses Dream to veil herself and her Children. She allows other Incarna to use Dream to speak to her Children. The Stargazers believe that Chimera is closest to Gaia. She is the manifestation of the Dream of Gaia. Chimera takes many forms in the Umbra, and she guides her Children to self awareness through these cryptic visions. Some Stargazers believe that Chimera is also the creator of the Vistas.

Chimera takes many forms in the Umbra, as do her Jagglings and Gafflings. She prefers to guide Garou through the Umbra while allowing each individual to make her own choices and decisions. Some say that Chimera is an Incarna of Luna. Regardless, she is a Totem of Wisdom.

Cockroach

As Chimera is tied to Dream, Cockroach has become tied to the Weaver. Cockroach is an Incarna of Gaia, but it has managed to work itself and its Children into the Pattern Web. The Glass Walkers maintain that Cockroach is trying to twist the Weaver back to sanity by adding bits of Wyld to the Pattern Web. Cockroach's Totem Realm also connects to the Computer Web of the CyberRealm.

Cockroach controls the alien imaginations of computers and insects. It is among the most knowledgeable of all the Incarna, and its Jagglings are the hardest. The totem has an incredibly alien intelligence combined with extreme wit and cunning. It appears as a giant Cockroach in the Umbra and is often found scaling the Webs of the Weaver. The Glass Walkers have received many Gifts from Cockroach to help them avoid being trapped in the Pattern Web. Cockroach is also a Totem of Wisdom.

Falcon

Falcon is one of the greatest of the Incarna. Falcon represents the virtues of the Garou. He sees into the hearts of heroes. He stands in the forefront of battles against the Maeljin

Incarna, acting as the great protector of the Garou. No matter what Garou may think of the Silver Fangs, the virtue and power of Falcon is indisputable. Falcon appears as a perfect silver falcon in the Umbra.

Falcon tells its Gafflings to keep the Silver Fangs in communication with one another. He patrols the Moon Paths, keeping them safe from the Wyrms. Falcon constantly travels from one area of the Umbra to another. He is said to appear to noble and heroic Garou in the Umbra. Some of the Silver Fangs are concerned because they cannot always find their totem. Falcon is a Totem of Respect.

Fenris

Fenris is an ancient Incarna of War. He watches his subordinates from Valhalla (either a sub-realm of the Battleground or a Realm of War in the Deep Umbra). Fenris is the greatest of all wolves, the greatest of all the creatures of Gaia. He feels no pain and fears no danger. Fenris respects sacrifice and courage. When he sends a Jagglings out in the Umbra, he tests the courage and strength of Garou he encounters by sending them on quests or by challenging them himself. Fenris wishes to make the Garou the strongest of all creatures, and wants to begin this process with the Get.

Fenris takes the physical form of an enormous, perfect dark wolf. He combines the feral nature of the wolf with the mentality of humans when he wages war. He gives strength to his Children to aid them in conflict. Fenris is bloodthirsty and tenacious in combat, no matter who he opposes. Fenris is a Totem of War.

Griffin

Griffin is the defender of the Wyld. It gives form to the anger of the Wyld as it continues to be driven from the Near Umbra and The Realm. Griffin has almost no patience and often shows poor judgment in his attacks. Nonetheless, Griffin often makes up for his lack of restraint through sheer will and rage. It uses incredible cunning and creativity in his violence.

Griffin will not usually hunt Garou in the Umbra, but at least one pack of Glass Walkers has fallen prey to his hunger. Griffin is always decisive. His avatars will find indecisive Garou and force them to make decisions or defend themselves. Some say that Griffin has a nest in Pangaea. He travels from there to wage war against the Weaver and the Wyrms.

The physical form of Griffin is a large reddish monster with the front parts of an eagle and the hindquarters of a lion. It is a very fierce-looking beast. Griffin is incredibly perceptive. Griffin's Jagglings can also be encountered in The Realm among Avian Naturae. The Griffin is a Totem of War.

Owl

Owl is possibly the wisest of the Incarna. Owl sees everything in the moonlight. Little remains hidden from Owl and his Children. Owl knows the weaknesses in the Gauntlet. He moves swiftly through the Umbra. No one knows whether he considers in any one Realm his home. Owl grants premoni-



tions to his Children, and he spends time in the Legendary Realm and the Aetherial Realm. He explores the ever changing Umbrascapes. The Children of Owl often have the greatest knowledge of the Near Realms.

Owl's avatars appear as giant versions of the animal. He will take the form of any of the many species of its kind, although his coloration is often different, usually pure black. It is said that Owl sends Gafflings to help his Children by giving them knowledge and the gift of flight. He is known not to get along with Rat, who tries to hide things from him. Owl is a Totem of Wisdom.

Pegasus

Pegasus is a powerful and noble Incarna. She is a protector of beauty and purity and defends the sacred sites. She rules the Air and uses her abilities to aid her Children. Pegasus deplors Fenris and the insanity of his bloodthirsty nature. Although she is savage in battle, she does not let herself become tainted by taking on the ways of the Wyrms in battle.

The physical form of Pegasus is a large black winged mare with glowing red eyes. She helps her Children travel through the Umbra. She is known to give her Children Gafflings that appear as lesser versions of herself to travel in the Umbra. When Garou travelling through the Umbra encounter a Jagglings of the Pegasus, she will ignore them unless they are in need. If a Black Fury or female is in danger, Pegasus will attack immediately. Pegasus is a Totem of Respect.

Patronage

Spirits have special relationships with one another called Patronage. A Patron is a spirit that has provided Gnosis to create another (usually lesser) spirit. The created spirit is referred to as a Child of the Patron. A Patron must spend a permanent point of Gnosis to create its Child. The death of its Patron would be traumatic for this Child. Children must make a Gnosis check (difficulty 8) after the death of a Patron to survive. Spirits who do survive are referred to as orphaned spirits. Spirits who are tied to other sources of spiritual energy (such as a pack of Garou) do not need to make this check; another source of spiritual energy sustains them.

Rat

Rat is a survivor above all other things. He is an Incarna that reflects the strength of life to survive under any circumstances. He is believed to have allies waging wars against the Wyrms and Weaver in both the Scar and the CyberRealm. Rat gathers and hides things, even from other Incarna. For Rat, self preservation is the first priority, followed by the preservation of his Children. He is very involved with his tribe, and he will aid them and tell them secrets.

Rat believes in using all resources possible in his struggle to survive. His avatars, Jagglings and Gafflings will swarm enemy spirits, and they use ambushes and guerrilla tactics to fight their battles, even when they have numerical superiority. Rat is very secretive, and he has brought the wrath of Owl down upon himself.

Rat's physical form varies. It is always a rat, sometimes nondescript, sometimes colossal and dripping with sewage. Rat is a very dangerous enemy. Bone Gnawers in the Near Realms can rely on Rat Gafflings to help them no matter where they should go. Rat is a Totem of War.

Stag

Stag is one of the greatest of the totems. It is said to be older than the Garou and related to powers beyond those known to the Garou. Stag is believed to have some importance to the faeries. Stag represents virility and strength. Stag is a representation of the masculine power of nature. It is said he dwells in Arcadia.

Stag will send physical manifestations to aid his Children in the Umbra. He has a flawless Airt Sense, which seems to work throughout the Near Umbra. Avatars of Stag have often appeared to the Garou to lead them out of danger or to do battle for them in crises. The Fiarina claim that no one of their tribe has ever been claimed by the Abyss due to the diligence of the Stag. In his physical manifestations, Stag appears as a great Irish Stag with burning eyes. He always aids those of faerie blood. Stag is a Totem of Respect.

Thunder

Grandfather Thunder is a disembodied force of nature. He represents all that is unknown and feared by the powers of Gaia. He is not liked among the other Incarna, but Thunder does not care. Grandfather Thunder is the storm, the hurricane, the unstoppable wrath of Gaia. The Thunder is feared by the Garou for his power. The Thunder tests his Children and makes them strong. He is a fearsome Incarna to behold. He is feared by the enemies of the Garou and is known to cast bolts of lightning to strike down Banes and destroy strongholds of the Wyrms. Grandfather Thunder creates forest fires to destroy his enemies among the Garou. The Thunder has no physical form—his servants are storm crows who herald his arrival. The Shadow Lords believe Grandfather Thunder has a Realm in the Deep Umbra. Grandfather Thunder is a Totem of Respect.

Uktena

Uktena is a mysterious, ancient dark totem. Uktena is the most knowledgeable of all the Incarna on the nature of spirits. Uktena knows secrets belonging to all of the other spirits. He is attuned to all of the naturae of The Realm. Some believe that Uktena's attunement to Gaia's spirits has caused him to go mad. Uktena protects his Children in the Umbra from the Charms of hostile spirits with defensive wards.

Uktena is a water spirit and has power throughout the Near Umbra wherever there is a source of water. In his physical form, he appears as a cross between a cougar and a serpent. He has also been known to use avatars with many different appearances. Uktena voraciously seeks information. He wishes to know of the Wyrms and the ways of magic.

Uktena will rarely appear in the Umbra, and when he does, he is usually under mysterious circumstances. It is believed that Uktena lives in a secret mini-realm hidden from other spirits in the Umbra. Uktena is a Totem of Wisdom.

Unicorn

Unicorn is an Incarna of healing. She represents the power of Gaia to heal herself. Unicorn is a wise totem of peace and harmony. Unicorn is a swift spirit, and she imparts great speed to her children travelling in the Umbra. But Unicorn is a very sad being, and she seems distant to her children.

Unicorn will always send avatars to help the weak and the helpless wherever she may find them, regardless of breed, auspice or tribe. She will fight to protect Gaia from the Wyrms and its foul diseases. She is said to be able to heal any wound no matter the cause or amount of damage, but she cannot heal Gaia alone. Most of the spirits think highly of Unicorn. At rare times, even agents of the Wyrms have refrained from attacking an avatar of Unicorn at rare times.

Her physical form is usually of a beautiful Unicorn with iridescent eyes. She dwells in The Realm, just beyond the physical world. She is said to travel across the world, healing what damage she can. Unicorn is a Totem of Wisdom.

Expanded Totem Background Chart

Cost	Power
1	per three points to spend on Willpower, Rage or Gnosis
1	per ten points of power
1	Totem can speak
1	Totem can always find the characters
2	per Charm possessed (except Materialize; see below)
2	Totem is nearly always with the characters
2	Totem is respected by other spirits
4	Totem can be co-located with entire pack and allow communication between them (even when the pack is separated by great distance; Storyteller's discretion)
5	Totem can Materialize in time of need
5	Totem is feared by agents of the Wyrms

Wendigo

Wendigo is much like Grandfather Thunder in some ways. It is the Incarna of the Wilderness and a reflection of the power of the wilderness. Wendigo is the blizzard and the cold winds of the North, the glaciers that consume the land during Ice Ages. Wendigo is a savage, dangerous spirit that will kill what it catches.

Wendigo is said to dwell in an Arctic sub-realm of Pangaea. Its physical manifestation is a huge beast able to tower over the mightiest Crinos. Its avatars travel through the Umbra, attacking the enemies of the Incarna. They are ceaseless hunters. However, Wendigo also gives its Children control over their inner Rage. Wendigo is a Totem of War.

Other Totems

There are many more totems respected by the Garou. Other totems include Lion, Sphinx, Bull, Weasel, Wolverine, Flea, Dolphin, Fog (Aeolus), Old Man Sea, the Wind Incarna, Fox and Raccoon. These can be found in the *Werewolf Players Guide*. *Ways of the Wolf* details the totems called Glooscap, Hare and Raven. The Bear, Coyote and Dana can be found in *Werewolf: The Apocalypse*.

Expanded Pack Totems

When Garou buy the Totem background, they buy a totem for their entire pack. Pack Totems are aspects of the larger Totem spirits. For example, Steel Falcon might be an aspect of the Falcon Totem chosen by a pack of Glass Walkers. The Pack Totem is tied to the Falcon Tribal Totem revered by the Silver Fangs, but it is also independent of that totem. As a Pack

Totem gains more influence, it becomes more independent and may eventually rise to become a Tribal Totem.^x

Pack Totems grow in strength as time goes on. There are four ways for a Pack Totem to increase beyond its initial power level.

First, if a new member is added to a pack, he may spend background points on Totem. These points represent that new member's spiritual addition to the strength of the Pack Totem.

Second, if a member of a pack dies in a glorious or honorable fashion and the rite of Gathering for the Departed is performed, the Pack Totem gains a single background point to spend on abilities.

Third, whenever a pack member gains a rank never before held by a pack member, the Pack Totem gains a background point. For example, if Wavewalker rises to Rank Three, and he is the first in his pack's history to do so, his Pack Totem gains a background point worth of abilities.

Finally, under special circumstances, a Pack Totem may be awarded a background point by the Storyteller. These circumstances involve the gaining of Renown by the pack that is associated with the totem (Honor for Totems of Respect, Wisdom for Totems of Wisdom and Glory for Totems of War). It must be a special instance of Renown, however, such as the pack overcoming amazing odds to save a series of septs from the Wyrms.

When designing a Pack Totem, remember that all totems start with seven points to divide between Rage, Willpower and Gnosis. Also, all Pack Totems receive the Charm: Airt Sense and the ability to Reform automatically.

Jagglings of Gaia

Jagglings are Children of totems or Incarna. They possess a form similar to their Patron. Jagglings are designed in the same manner as Pack Totems and have about 15 background points to spend. Their strength depends on how powerful you want to make them. Jagglings connected to Tribal Totems are more powerful than ones that aren't.

Englings

Englings are Jagglings of spiritual energy, or Gnosis. During moots, some septs will summon an Engling to restore Gnosis. This is a three step process. First, the Master of the Rite will lead the sept in a Rite of Summoning. They will call an Engling they wish to hunt. The Master of the Rite will explain the need for Gnosis among his people and persuade the spirit to be hunted to restore them. (This isn't as hard as it sounds.) Then the Master of the Rite performs a Rite of Contrition for the deed about to transpire. The Garou then hunt the spirit in either the Umbra or the physical world, depending on the sept (usually the Umbra). Once they make the kill, the act of the hunt and the willing participation of the spirit allow the Garou to restore their Gnosis.

Gafflings of Gaia

Gafflings are the smallest of spirits. A Gaffling of the Wind Incarna would be a small breeze. A deer spirit would be a Gaffling of the Stag. They almost never have free will, and they possess limited sentience. Gafflings only possess the Charm: Airt Sense. They rarely have Gnosis, Rage or Willpower above five or Power above 30.

The Nature of the Weaver

The Weaver is the force of order, pattern and stasis in the universe. The Weaver originally provided order and stability to the creations of the Wyld. Then something happened during the creation process, and the Weaver went insane.

Now, the Weaver is the most powerful member of the Triat, for its creation has gotten out of control. The Wyrms itself is said to be trapped within the Pattern Web. The Weaver has developed three aspects, yet unlike the Wyrms, these aspects are part of a single whole in the Weaver. These three aspects of the Weaver are the Instinctual, the Irrational and the Judgmental.

The Instinctual behavior of the Weaver seems to be based on its original pattern. The Weaver continues to serve its original purpose of spinning the Pattern Web across the

Tellurian. The Instinctual aspect of the Weaver is completely committed to completion of the Web. It achieves order.

The Irrational behavior of the Weaver came from the madness brought on by the seeming meaningless of its overall task. The Irrational behavior in the Weaver leaves spirits and ephemeral structures half-created. It reweaves existing patterns in the exact same manners and pursues meaningless goals and structures. Were it not for this behavior of the Weaver, the Tellurian might already be bound in the Pattern Web.

The Judgmental behavior of the Weaver contemplates and tries to structure the consciousness of the Weaver, providing meaning to the Web. Some Weaver spirits have been created simply to attempt to provide meaning. However, without the essence of the Wyld, the Weaver can find no meaning in the structure, leading to greater irrationality.

The Stargazers believe that the Weaver is attempting to incorporate the activities of the other members of the Triat, just as the Wyrms is, in order to try to preserve the Triat. This is most likely a result of its consciousness' attempt to find meaning.

The Weaver and Ephemera

According to Galliards, there were once many more sentient spirits in the Umbra. There were sentient spirits for the rivers, the clouds, the trees and almost everything that could be found. The Umbra seems to now be mostly made up of ephemera, "spirit stuff" with no real sentience. The reason for this is the work of the Weaver. Spirits need the energy of the Wyld for purpose and life. As the Pattern Web grows, more things become fixed. Less is possible. Spiritual energy is taken from the Tellurian and placed in the Pattern Web. Ephemera are spirits that have been drained and are awaiting calcification. They are a first layer of structure in the Umbra.

Celestines

If the Weaver has any Celestines, they are unknown to the Garou. Some Garou have speculated that the Pattern Web itself could be a Celestine.

Incarna

The Weaver has a number of servitors responsible for maintaining the Pattern Web. These seem to have specialized functions such as producing more Pattern Spiders, compiling data and so on. Their names and abilities remain a mystery for most Garou.

Weaver Spiders

The Weaver has two main types of spawn. The first type are Weaver Spiders. These spirits perform a variety of functions involving the weaving and maintenance of the Pattern Web. There are many types, including the Pattern and Net Spiders found in the *Werewolf* rulebook. Details on types of Net Spiders can be found in *Werewolf Players Guide*.



Mind Spiders

Mind Spiders are servants of the Weaver that try to extend the Pattern Web to Epiphs and Dream. They also gather bits of information from these locales. They appear as small dark spiders and travel in large groups. They spin strands of webbing that often take the form of cobwebs.

Strand Spiders

These are some of the most fearsome of the Weaver spirits. They are large vehicle-sized spiders that are sent forth on strands of the Pattern Web to establish Web Domains. They have the duty of calcifying all initial opposition. They may bite a victim, causing him to lose Gnosis. If the victim loses all of his Gnosis, he will be paralyzed. Strand Spiders are capable of absorbing enormous punishment and repairing themselves. All Strand Spiders are attached to the Pattern Web and use strands of the Pattern Web to their tactical advantage by climbing up it and spraying an area with webbing.

Guardian Spiders

These are large spiders that are indistinguishable from the Pattern Web. They appear to be large clumps of webbing. If the Pattern Web is attacked, the Guardian Spiders move to eliminate the attacker and repair the Web. They will single-mindedly attack the offender and attempt to use her form as material to fix the damage. They have a bite similar to the Strand Spiders, but are not quite as powerful. They will attempt to use the Web to help trap the offender. If the offender leaves the area, Guardian Spiders will not give chase.

Geomids

These are the second common form of Weaver spawn. Geomids take the forms of fractals and geometric patterns. Geomids provide patterns for the spiders' webs. Geomids also serve as receptacles and nodules for information. The Glass Walkers like to call them Icons.

Informational Geomids

Informational Geomids store knowledge about a particular subject. Sometimes, they will actually aid Garou who give them information. If an Informational Geomid is attacked, it can usually summon a number of Weaver Spiders to protect itself. If an Informational Geomid's form is destroyed, the pieces of it may be analyzed by Net Spiders or other spirits. Informational Geomids may take the form of any perfect solid and are often woven into the Pattern Web.

Attack Geomids

These spiked and edged crystals and solids attack any unrecognized form they encounter (non-Spider or Geomid). They do aggravated damage and they may travel along Moon Bridges. They have two major attack forms. First, they may simply slash a spirit or Garou into small pieces. Second, large clusters of them, usually triangle or diamond shaped, will cover

the target and fuse themselves into a solid around their victim, effectively calcifying her.

Structural Geomids

These are the architects that guide the Pattern Spiders in their construction efforts. Structural Geomids use their own angles and forms to provide stability for laying initial webs. They are not warriors, although some structural Geomids are quite large. Structural Geomids will usually leave an area if attacked. If they are forced into combat, they will attempt to crush their attacker or slam them into the Pattern Web. This does non-aggravated damage.

The Nature of the Wyld

The purpose of the Wyld in the Tellurian is creation. The Wyld is possibility in all of its forms. Originally, the Wyld's creations were woven into the structure of the Tellurian by the Weaver. The Wyrms maintained the balance between the two. Then the Weaver achieved consciousness and went mad. The Wyrms tried to stop the imbalance caused by the Weaver. The Wyrms failed and was woven into the Pattern Web. Now the Wyrms are trying to incorporate the Wyld into the Pattern Web. The Wyld has pulled away from The Realm to the Deep Umbra because of the structure of the Pattern Web.

Strangely, the Wyld is the only one of the Triat that has retained its sanity. It also may hold the key to healing the other members of the Triat. However, the Wyld is also the only member of the Triat that has yet to gain consciousness. The Red Talons believe that this is what has kept the Wyld sane. The Glass Walkers say the Wyld needs consciousness to stop the Wyrms, and the only way to do that is by bringing it in contact with the Weaver. Most Garou believe that the Glass Walker idea would doom the Tellurian.

About Anchorheads

Most known pathways into the Deep Umbra are of the Wyld. These Anchorheads use the Wyld energies to maintain openings in the Membrane. Mages are known to be very interested in these Anchorheads, and some Garou claim they have destroyed some of them. Anchorheads can be dangerous places surrounded by the Wyld powers.

Celestines of the Wyld

The Wyld is not known to have any equivalents to the Celestines possessed by the other Members of the Triat. Some Garou believe that Luna may be a Celestine of the Wyld. If there are any Celestines of the Wyld, they are probably very strange multi-faceted creatures.

Incarna of the Wyld

Again, the Wyld is not known to have any Incarna. Some say that Wyldstorms and Greater Vortices are Wyld Incarna,

but this is difficult to know for certain. Some believe that the children of the Wyld don't have a set hierarchy or pattern.

Wyldstorms

Wyldstorms are massive spirits with the power of hundreds of Vortices. For Garou, they are more like phenomena than spirits. Wyldstorms penetrate the Membrane and race through the Umbra, shattering reality and releasing spirit energy from ephemera along the way. They destroy half-webs and object structures of the Weaver. They may also tear apart Moon Bridges and mini-realms, creating waves of disruption and dissonance through the entire Near Umbra. Wyldstorms always seem to have a destination in the Umbra, usually in one of the Near Realms, but sometimes within Gaia herself. If any Garou is caught in the Wyldstorm, she may get lost for all eternity, change radically into something else or pass through unscathed. Any domains that are caught in Wyldstorms are almost always destroyed.

There are fearsome tales of Black Furies using the Wyld Warp Gift and summoning a Wyldstorm to the physical realm. During Lunar Eclipses, Wyldstorms occur in the Umbra.

Nebulae

Nebulae are enormous spirit structures encountered on the edge of the Membrane. They are reported to be found in the Deep Umbra. Several of them exist in the Aetherial Realm. The Nebulae at first look like their cosmological equivalent on a much smaller scale, large groups of gases glowing with various colors. At closer look, the Nebulae are darker. Things can be found forming inside. Most of these things are little bits of flotsam and jetsam, but some useful items can be found inside.

The Nebulae are sentient spirits, but they tend to have selective memories and no sense of priorities. They can create objects from the ephemera, including some simple life forms, such as plants. Garou with the proper Gifts or approach may be able to convince a Nebula to make a particular item for them. Nebulae defend themselves through shattering reality around a being or shunting the attacker off along a Moon Bridge to another location in the Umbra. Persistent attacks will drive off the Nebulae.

Greater Wyldlings

There are many Wyld spirits equivalent to Jagglings. Not surprisingly, there are more varieties of Wyld spirits than any other type of spirit. However, they are few and far between in the Umbra.

Color Clouds

Color Clouds appear to be swirling clusters of various colors. They will create images around themselves and might be mistaken for Vistas. They may shift the visual perceptions of those around them. Usually, the structures they create are long bridges and bubbles of color floating in a strangely colored background. Color Clouds make Garou feel as though they have discovered some strange mini-realm out of a comic book

artist's rendition of a magic zone. Color Clouds are sentient, but only communicate through visual media. They are elements of Nebulae.

Vortices

The Vortex spirit described in the *Werewolf* rulebook is one of the more powerful Wyld spirits encountered in the Umbra.

Malleons

Malleons are shapeshifting sentient Wyld beings. According to all accounts, they seem to be quite insane and somewhat dangerous. They like to play tricks on Garou, and they will often imitate the images that they see around them. The Malleons will often know information. They seem to be the most normal of the Wyld spirits most Garou will encounter. However, Malleons are possessed of the same Wyld energies as the Vortices. Any attack done by an angry Malleon will most likely do aggravated damage. If a Malleon is bound by something, its personality gravitates very quickly to its binder. Some Malleons become saner with a little structure.

Lesser Wyldlings

Lesser Wyldlings are not simply one type of spirit; there are several types. The description in the *Werewolf* rulebook is adequate for most of these Wyld creatures encountered in the Near Umbra. They are more powerful than their typical Gaffling equivalent, but Wyldlings are far more rare. Lesser Wyldlings are the easiest of the Wyld creatures for Garou to interact with.

Color Strings

Color Strings are small intangible strings of color. They can shift their hues at will, and they blend in easily with clothing, fur or anything else. They will act as guides for Garou and some Garou find the simple spirits relaxing. They are playful and often like to play a quick game of tag. For some reason, Color Strings will tend to hover around characters with high Rage scores and try to play with them. They will perform tricks, such as passing through the ears of a Garou.

Pockets

Pockets, or Bubbles as they are sometimes called, come in a myriad of forms. They usually look like some of the geometric shapes of Weaver spirits, but are more brightly colored and vaguely liquid in substance. They float aimlessly through the Umbra until they are attacked. If a pocket is attacked, it will immediately take the shape of a moderately useful but non-threatening object, complete with abilities. If a Garou is thinking of a particular object, a pocket will sometimes take the form of that object. Some packs have reported discovering large clumps of Pockets and attacking all of them to see what forms they will take. If the Pocket is still attacked, it will shape itself into a glittery butterfly form and try to escape. Pockets have extremely limited intelligence and knowledge.

Rejects

Rejects are miscellaneous spirits of varying power levels that drift into the Near Umbra through Anchorheads. They are believed to be creations of the Wyld that were somehow thrown free. Rejects can be anything, although they are usually easily confused for a fetish or ephemera. Sometimes rejects are powerful sentient spirits that will seek guidance from those they encounter. All rejects possess the Break Reality Charm. They often arrive in the Near Umbra with a blank slate.

Servants of the Wyrn

Book of the Wyrn is the definitive sourcebook for information on the Wyrn and its minions. Any type of Bane published for **Werewolf: The Apocalypse** can be encountered in the Umbra. The Wyrn infests every corner of the Near Umbra. Even Pangaea and Flux are not unaffected by the power of the Wyrn. Wherever there is pain, hate, deception, despair, entropy or rage, the Wyrn is there. In addition to its numerous Banes, the Wyrn has corrupted versions of every other type of spirit. If you do not own *Book of the Wyrn*, the Banes provided in **Werewolf: The Apocalypse**, along with dark versions of the other spirits in both that book and this one, should allow you to play agents of the Wyrn.



Chapter Four: Storytelling

Moonlight can be cruelly deceptive.

— Noel Coward, *Private Lives*

The Umbra expands the environment of *Werewolf: The Apocalypse* beyond the physical world. This enables Storytellers to probe deeper into the common experiences that provide the basis for all our stories. With the Umbra, many new possibilities unfold. Werewolves may battle dinosaurs, replace mutilated limbs with cyberware, travel to the stars and visit spirits of the dead. That's just the beginning...

This chapter of the book is meant for Storytellers. If you are a player in a regular group, do yourself and your Storyteller a favor: don't read this chapter. You can still play in a game if you do. You just won't enjoy it as much. Feelings of genuine surprise and suspense can't be faked. Don't miss that experience. Don't read this chapter. Trust your Storyteller to breathe life into the ideas here and let you experience them.

The Umbra reflects the spirit of Gaia and the spirit of the Garou. The Umbra should enhance every *Werewolf* chronicle. If something in this sourcebook doesn't fit, conform it to your own chronicle. Even if you like something, but you know or discover that your players have problems with it, don't use it. At least, not at first. You can always go back and add things later.

Spirits and spiritualism are difficult for some people to grasp and take seriously. Be careful. Humor has its place in every game, but if a serious threat is considered silly by the players, then it probably should be removed or transformed. Help the players' roleplaying by giving them encounters that they find plausible. Then use the Umbra to experiment. The Umbra

pushes the Storyteller and the players to expand their roleplaying abilities.

The Umbra should be used sparingly unless player characters develop an interest in it. Hold information on the Umbra back from the player characters. Even Old Ones should not be certain about the Umbra. If you want to run stories in the Umbra, use the "carrot" method. Give all the players small hints and hooks. Reward them by allowing them to justify raising Abilities or Attributes. Eventually, most groups will become curious and want to enter the Umbra. Also, if the enemies of the characters use stepping sideways to gain tactical advantages in combat, then the players will want to even the odds. Let them experience the joy of discovery. Take the Umbra and mold nonessential things in it to the expectations of the characters. Let your players develop their view of the Umbra. Soon, the spirit world will probably be as important to their characters as to any Garou.

Incorporating the Umbra into a chronicle or adventure is a welcome change of pace for most Storytellers and an opportunity to show off creative energies. The Umbra is also an excellent place for inserting plot devices to help a chronicle flow better.

Two of the best storytelling techniques for the Umbra are symbolism and foreshadowing. Recurring symbols can appear in the Umbra. For example, if Pentex's nightmarish scheme in your chronicle is to release Wyrms mutagens into the atmosphere near the werewolves' caern, perhaps there will be dark

clouds everywhere they go in the Umbra. Letting players compare and contrast the Umbra with the physical world makes for great effects. A normal office building can be transformed from brightly lit offices to a dark tangle of spider webs by stepping sideways. Let the Umbra be an information source for the players by reflecting the atmosphere of an area.

Most importantly, the Umbra provides settings and story ideas, giving Storytellers more options for their campaigns. Garou can transcend the limitations of the physical world. In the Umbra, they can affect things on a large scale. A story set in the Umbra can parallel an entire chronicle.

Every Storyteller will have ideas on how the Umbra should look and what the Umbra means to their world. Throughout this chapter, there will be many suggestions and guidelines on what the Umbra might be in your chronicle and for your players. These are just suggestions. There's only one absolute law about storytelling: have fun.

An Umbral Atmosphere

Changing the real world gaming environment helps to create the eerie feel of the Umbra. In your game sessions, you might alter the environment you play in when the characters shift into the Umbra. Go outside. Change rooms. Turn off all of the lights. Play without dice. Play by candlelight (just be careful). Softly play CDs of winds or storms. Use the soundtrack from a horror film. Have everyone close their eyes when the group breaks through the Gauntlet. Any of these atmosphere enhancing suggestions can make sessions about the Umbra more memorable.

If you think you can change parts of your storytelling style without harming your game, go for it. The way you describe the Umbra can greatly affect the mood of your game. You can vary your descriptions and methods of storytelling. You can, for instance, describe everything as more tangible and real than the real world. Using more detailed descriptions can add more suspense; using less detailed descriptions can convey a dream-like atmosphere. Change your tone of voice: lower your voice, sing or even mouth words. Try something completely different. Experiment. Play around and challenge yourself.

Story Concepts

This section describes some basic ideas for stories set in the Umbra. They should help spark ideas for designing your own.

Against the Wyrms

Malfestas may be the center of the Wyrms' operations, but it has agents trying to conquer the Near Realms and control the pathways through the Near Umbra. Many Garou argue that the Umbra is where the true battle against the Wyrms must take place. Stories could center around destroying the domains or agents of the Wyrms in the Umbra. Banes could also be tracked back to their domains and attacked on their home turf by Garou. The Near Realms could be used as staging grounds for attacks against Malfestas itself.

Against the Weaver

The Weaver is too powerful in the physical world to overcome. In the Umbra, Garou can damage the most powerful computer systems, destroy phone lines or circumvent power plants to reawaken the Wyld in modern humanity. The Garou might attack the Pattern Web or try to destroy one of the zones. They could uncover mini-realms of Weaver spiders or the hiding places of Informational Geomids.

Against the Wyld

The chaos of the Wyld threatens to destabilize whatever it touches. Some Anchorheads have been lost to Wyldlings and Vortices. If the Garou are going to travel to the Deep Umbra, they may be forced to do battle with pure chaos itself.

Cool Umbra

Some spirits have personalities and feelings. Garou have always had problems with love. What happens if a spirit falls in love with a Garou? It could be quite a different romance story, whether it's unrequited or fulfilled. What would it mean for the rest of the pack?

Defense of the Near Realms

The Apocalypse nears. In the Umbra, spirit legions of the Wyrms gather to assault Gaia. Theurges want to keep the battle away from Gaia for as long as possible. Packs of Garou are called to wrest the Wyrms' influences out of the Near Realms and use them as a first line of defense against the Wyrms.

Dream Warriors

Within Dream, all things are possible. Through the facets of Dream, the truth shines. Dream is both within and without, the secret to travelling to the Deep Umbra. Even the executives of Pentex and the mightiest of vampires have to sleep. Whoever can rule dreams can control everything. The movie *Dreamscape* shows an example of this type of adventure.

Exploration

What paths can be found in the Umbra? What does the Umbra look like now? What are the Near Realms? What is within each one? A story of simple exploration to show the nature of the Umbra can be filled with mystery and adventure.

Gaining Rank

Many septs require a Garou to go on spiritual journeys before he can rise in rank. A Garou could trek to one of the Near Realms, returning with a fetish and proving her worth.

Lost Caerns

Some things are more obvious from the Umbra than the physical world. Garou may come across an area by stepping sideways, only to find that it has the spiritual energy to be a caern. The Garou could also stumble across such a place from the Umbra and not be able to penetrate the Gauntlet. They

may not even know where the site is in the physical world. Garou can open the caern from the Umbra to reach the physical world.

Lost Allies

A member of the pack or sept has gone into the Umbra and not returned. The Garou are asked to go on a search and rescue mission into the Umbra.

Near Realms

Each of the Near Realms contains many hooks for stories. Feel free to expand on any of the information listed in this book. Have the Garou in your campaign verify or disprove any rumors or legends about a locale.

Other Shapeshifters

The Garou are not the only shapeshifters who can enter the Umbra. The wercoyotes practically live there, and the wereravens fly to and fro on their airts. A story or even a chronicle can be based around meeting these other werereatures. One option would be a story about a spiritual quest to atone for the War of Rage. (See *Werewolf Players Guide* for details on Gaia's other shapeshifters.)

Past Lives

The past lives of any Garou can become the focus for a story. What happens if the Garou lives his or her past lives through dream? Perhaps they find themselves having spiritual memories of places like Pangaea, Summer Country or Erebus? They may feel *deja vu* in the Umbra and have to fulfill some long forgotten quest.

Renunciation

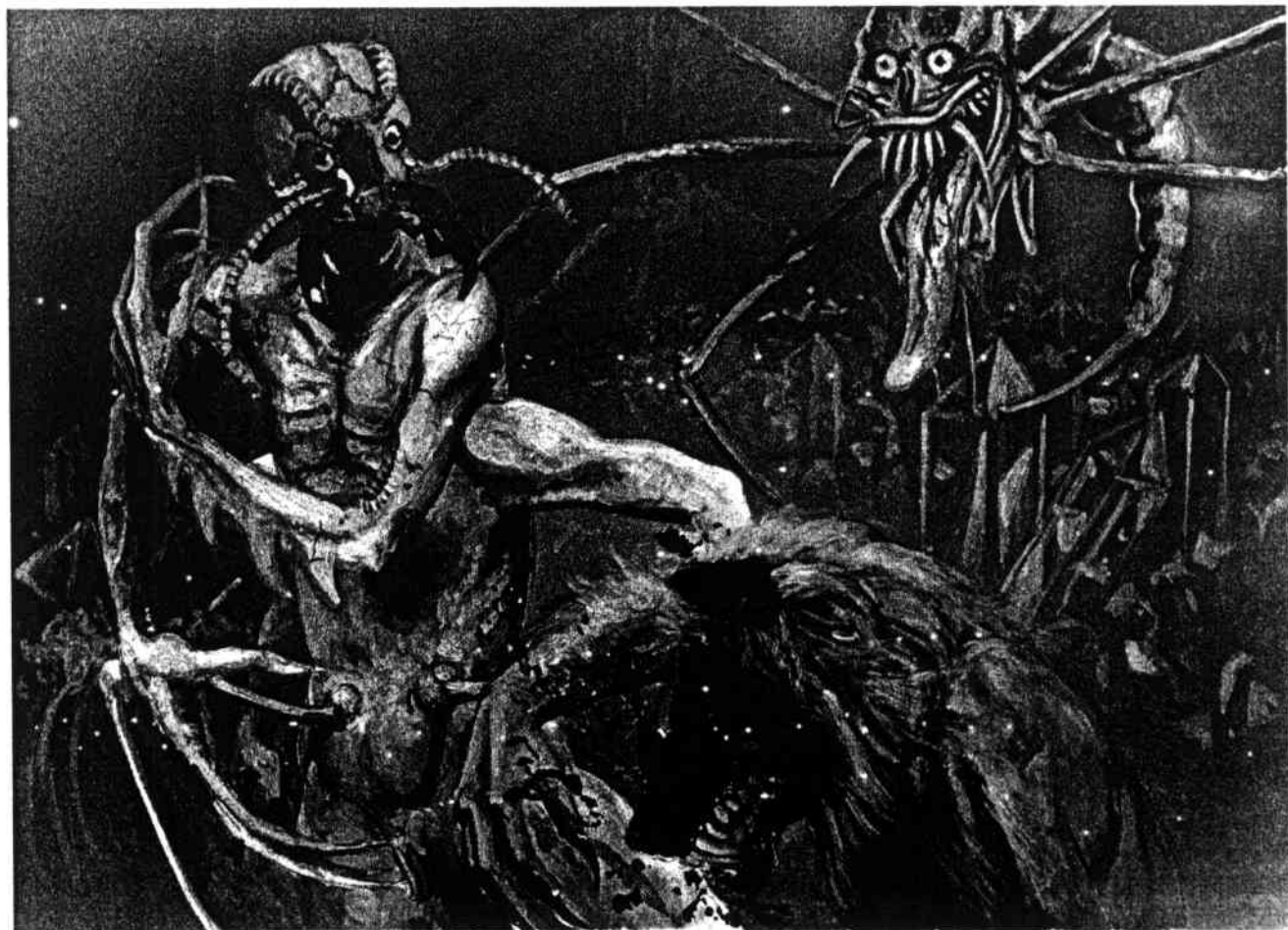
In order for a Garou to change auspice, he will often have to travel into the Umbra and survive the tests of his new auspice.

Rite of Passage

The Silver Fangs often send their pups to the Legendary Realm for their Rite of Passage. Other Garou, such as the Stargazers and Silent Striders, will do the same.

Visionquest

A single visionquest could form the backbone of a story, such as an attempt to find information on a pack's enemies through: the spirit world.



Chronicle Concepts

An entire Chronicle could focus on the Umbra. Here are some ideas for Umbral chronicles.

Changelings

Garou venture out to the domains and Anchorheads of the Wyld and manage to change their true forms.

Dream Garou

This campaign is built on the Dream Warriors concept. The characters are normal humans in the mundane world. In their dreams, they become powerful Garou. The campaign would become even stranger if they found out that werewolves exist in the real world.

The Gathering Darkness

The Abyss is an avatar of the Wyrms, growing and consuming the Umbra. Nightmaster leads the Legions of the Abyss on strikes at caerns throughout the world. The pack must brave the Abyss and destroy it by marshalling the powers of Gaia from the other realms and discovering the secret of life and death.

Guerrilla Warriors

The Garou use the Umbra as a staging ground to engage in terrorist activities. They step sideways and take Moon Paths to and from sites. They could be eco-terrorists attacking polluters or even pro-Impergium Garou trying to control the human population.

Incarna Warfare

Tribal warfare extends to the spirit realms. An enemy tribe's totem has declared war on your tribe. Both sides send Garou into the Umbra to defend their homelands and attack their enemies. Optionally, characters could be from a tribe trying to stop one of these wars.

One with Gaia

This chronicle helps the Garou to understand and become one with Gaia. They hope to revitalize her spiritual energies. In the meantime, the Garou must experience as much of Gaia as possible along the way.

Unify the Incarna

The Garou see the spirit force of all as part of Gaia. They work to try to unify the spirits of all Garou in hopes of fostering peace among the tribes before the Apocalypse.

Wagnerians

The player characters are all members of the Wagnerians and spend their time searching for another realm system. Their destination might hold the secrets to saving Gaia. They work with Nuwisha guides and a variety of different types of Garou.

Hunting in the Shadows: Adventures in the Umbra

Betrayal

The characters are sleeping near a caern. A howl echoes through the night. The pack runs to find the source of the plaintive wail: the caern Gatekeeper is twitching on the ground in pain. He has been stabbed with a klaive. As blood bubbles from his chest, he gasps a message to the characters.

"The Pathstone... Windchaser stole the Pathstone. She fled into the Umbra!" The Gatekeeper falls unconscious. Examination (Perception + Medicine) will reveal that the Gatekeeper will live; the Gift: Mother's Touch will ensure it. The Sept Leader will arrive to hear what has happened.

He will respond with a swift decision. "That traitor in the Umbra must be found. We cannot lose that Pathstone. This could be a prelude to an attack on the caern by the Wyrms. I must rally the sept." She kneels to tend to the Gatekeeper. "Be swift! Go!"

Tracks lead about ten feet into the woods and then disappear. The pack must step sideways to go after the Gatekeeper's attacker. Windchaser is a young Garou who recently joined the caern. She has fled along Moon Paths towards the Abyss. If the pack has a Gift that allows them to track her, they may use it. They may also roll Perception + Enigmas (difficulty 8) to track her through the Umbra.

The Abyss

Tracking Windchaser will lead the pack to the Abyss. Windchaser is standing at the edge of the chasm and holding the Pathstone. She looks unstable, and she is shaking violently. The Sense Wyrms Gift will reveal that she is being possessed by a Bane. She threatens to jump with the Pathstone if the characters come closer.

Windchaser's Willpower is stronger than the Bane originally thought. She is fighting the possession. Windchaser holds the Pathstone over the edge, and she is considering jumping. She does not want to face her crime. The Bane can't leave her without giving up the Pathstone, but it doesn't want to die. Windchaser will switch between the two personalities. Good roleplayers should sense the inner struggle.

The Bane can be scared into abandoning her. If it does, a black cloud issues from her body and she collapses, dropping the Pathstone. Garou can still attack the Bane, but the Pathstone is gone, fallen into the void.

The Teeth of Despair

After the first encounter, Windchaser will fall into a state of extreme depression, almost Harano, and start talking about suicide as she's taken back to the caern. The depths of her misery will depend on the sept's reaction to losing its Pathstone.

The Sept Leader has gathered the Garou, and will show concern. The thought of a Garou committing suicide bothers her. Later that night, she will go to the pack.

"I am concerned about Windchaser. I believe she may try to kill herself. Such self-hatred opens room for the Wyrms. She must face her crime. I would like you to escort her to a realm in the Umbra called Erebus. It is a dangerous trip, but Erebus is a place of atonement for Garou like her. Will you do this?"

Hopefully, the characters say yes. If not, another Garou could escort Windchaser into Erebus and not return. The Sept Leader would then ask the characters to investigate the disappearance of their septmates.

Stepping back into the spirit world will reveal that Erebus is waiting for her. The pack must hand her over to the Brood. Windchaser feels that she should be punished. The characters may decide not to hand her over to Erebus. If they don't, then they must protect her during the entire journey to the Citadel of Charyss. Brood members may try to make a Deal with the Garou for the Pathstone, unless the Brood discovers the Pathstone was lost in the Abyss. They know enough not to risk that journey.

The encounter should be gut-wrenching. Characters will either manage to control Windchaser and keep her from going with the Brood or deal with the sorrow of letting her go to her spiritual "cleansing".

Moon Trek

There is, of course, a way to obtain another Pathstone. An occultist, Theurge, Galliard or even a Brood member might have heard about travelling to the Aetherial Realm. There, the Incarna Phoebe would be able to grant a new Pathstone to the sept, allowing them to open their Moon Bridge again. If the pack has no method of flying above the clouds, a Master of the Rites could summon a flying spirit to carry them there.

The Garou must journey to the Aetherial Realm. Once there, they may encounter the Sept of the Stars or possibly some wind or avian spirits. If they reach Phoebe with their request, she will offer them the Pathstone if they will undergo a quest for her. She needs a pack to go to the Scar and destroy one of the factories responsible for blocking her light there. (If the Garou fail to reach Phoebe, they can always try again, or Altair of the Sept of the Stars might summon her.)

The trip from the Aetherial Realm to the Scar must be done through the Penumbra. The thick smog of the Scar has sealed the realm from Moon Bridges and Spirit Gates in the clouds of the Aetherial Realm.

The Garou may arrive in Scar in front of the factory they need to destroy or in one of the cities, depending on how long you want them to visit this realm. The best way to destroy a factory is by detonating a Gnosis battery. Other ideas include seizing machinery, starting a fire or sabotaging the factory, causing it to shut down for a while. The players must rely on ingenuity.

As soon as the first rays of moonlight reach the Scar, Phoebe will bring them back to her in a nimbus of moonlight and give them the Pathstone. The moon will seem to shine a little brighter as they return to their sept.

A Truce with the Enemy

A small spirit rat has approached the leader of the characters' pack. It carries a message. A group of Black Spiral Dancers is fed up with being betrayed and backstabbed by Pentex, Inc. They have decided to defect from the Wyrms forces.

A small scroll tied to the rat's neck holds the details. "*We have information about Pentex. Please meet with us in Pangaea on the night of the next Half Moon. We must talk.*" The pack must risk a possible trap to obtain vital information.

If the Garou go to Pangaea, they will be affected by the "One Tribe Law": all Garou will appear to be of the same tribe. The Black Spiral Dancers will use their Gifts to find their fellow Garou.

In the depths of the jungle, they will give the Garou some minor information on Pentex. Then they will begin talking to their fellow pack members. No doubt some characters will be waiting to see if they will be attacked. They will... by the Wyrms creatures looking for the defectors.

When things get slow, the Nexus Crawler arrives. It has come to find and kill the Black Spirals. Add as many Nexus Crawlers as you need to make the situation highly dangerous. The Black Spirals will refuse to leave Pangaea and will make



their stand here. The characters must quickly decide their strategies. (If things go poorly, a Tyrannosaurus Rex in the final scene attacking a Nexus Crawler could even out the battle.) The outcome of the battle will also raise the question of what to do with the defectors afterward...

Run, Werewolf, Run

While returning from an aising, the Garou come to a Moon Path they don't recognize. It leads to a pine forest. If they pass it by, it will continue to haunt them the next few times they head into the Umbra.

If they decide to follow it, they appear in a suburban section of Wolfhome. Characters will shift to Lupus form and soon hear the wailing of a siren. Animal control officers are already on the scene. Officers have guns in case the wolves are rabid. Garou will be pursued across miles of neighborhoods as they try to escape suburbia.

All they have to do is survive. Let them experience the world of Wolfhome, and once they've gained an appreciation for the difficulties of life as a wolf, let them escape.

Clearing the Shadows

One night, during a storytelling contest, the Silent Strider Sokaris Amon arrives at the player's caern with a strange tale.

"I was journeying through the deep woods in the north when I came across a place that raised the fur on the back of my neck. I had been travelling through a nice area of the forest when I came to a grove of dead trees. All the trees in one area of the wood were dead. The leaves were brown and cracked. My Gift of Umbral Sight failed me. My vision could not penetrate the Gauntlet there. I fear that it could be an area of the Wym. Although I must travel onward, I thought that you should be warned."

The sept leader is worried by this story. She selects the players' pack as part of a group of Garou to investigate. They must explore the grove and return quickly. The Silent Strider gives quick directions to the grove before he leaves.

As the pack follows these instructions, the forest becomes thicker and more alive. All Garou can feel the strength of the Wyld. The feeling ends at the edge of the grove.

The grove is just as Sokaris described it. Attempts to pierce the Gauntlet and step sideways fail. Outside the ring of dead trees, however, entering the Umbra is easy. The strength of the Gauntlet is only five in the surrounding woods.

Around the grove on the Penumbra, the Garou discover the remains of faerie trods. Rings of toadstools, glowing trees and streaming moonlight fill the woods. A wall of solid gray mist rises between the trods and the dead woods. No other clues about the site can be found. The pack must return to the sept leader for more information.

The sept leader understands the connection between the site and the faeries, even if the players do not. She sends the player's pack on an aising to the Arcadia Gateway to find the faeries and inquire about this location.

The Arcadia Gateway

The Moon Paths to Arcadia Gateway wind through mysterious forests in the Umbra. The pack will find a lone faerie knight standing in the center of the Moon Path. He is clad in faerie armor and holds a sword of faerie metal. When he sees the pack, he issues a challenge.

"All those who would dare to seek Arcadia must first defeat me."

The Garou must defeat the faerie knight in combat before they may enter the Arcadia Gateway. (His statistics are in the Appendix.) The knight will do battle with one Garou at a time. He will not kill the Garou under any circumstances. The pack may try as many times as they wish to defeat him. Once the knight has fallen, the Moon Path leads directly into the Arcadia Gateway.

Upon arriving at the Arcadia Gateway, a mischievous faerie named Glee greets the Garou. She is a small glowing pixie with a Willpower of 6 and a Gnosis of 7. Glee knows nothing about the site. Glee follows the Garou around, giving them contradictory advice (they must not be listening properly) on the way to leave the forest. If the Garou press her, she will insist that they must catch her before she will tell them the way to Lord Lysander's castle.

Glee has a Dexterity + Athletics Dice Pool of 8. The Garou must achieve five successes on a resisted roll of Dexterity + Athletics. If the Garou win, Glee leads them to Gateway Castle. If they fail to catch her, they might find their own way out of the forest. (See Chapter Two for more details.)

Once they reach Gateway Castle, the Garou are granted an audience with Lord Lysander. Lysander treats the Garou to a delicious meal. He chats with his visitors. He has heard about a dead wood, but all he can recall is that it has something to do with a battle. Lysander is also unsure whether he heard the story a century ago or in the last few weeks. He apologizes for his lapse in memory and suggests that the Garou seek out the Battleground. There they could serve as witnesses to the event. Lysander offers to send knights to escort the Garou past the Grim Fortress to a Moon Path leading to the Battleground. Glee offers to go with the Garou as a guide.

The next morning, some of Lysander's knights lead the Garou to the Grim Fortress. They ride in a circle past Princess Mariana's stronghold and reach the Moon Paths to the outside without difficulty. Glee follows the Garou secretly if they have not accepted her offer to guide them.

When the Garou arrive at the Battleground, the "Battle for the Faerie Caern" is listed on the Signpost. The site of the battle is easily found. Black Spiral Dancers, armed with steel and silver weapons, are locked in a struggle with faeries and a single multi-tribal pack of Garou. The pack includes a couple of Fianna, a Silver Fang, a Child of Gaia, and a Glass Walker named Spike Stealer. As the battle continues, the Black Spiral Dancers overwhelm their enemies. The Glass Walker draws forth a strange fetish as her pack members die around her. It is



a black box covered in glowing purple knobs. She turns the knobs and a gate opens in the Gauntlet. Webs pour through covering everything. Black Spiral Dancers and faeries scream together. The battle ends.

Erebus

Glee appears if she has not been guiding the Garou. She suggests that Spike Stealer knows what happened to the site, and that Spike Stealer could be questioned. If the Garou are brave enough to travel to Erebus, Glee will lead Garou to the Silver Road. She does not, however, have the courage to enter Erebus.

The Garou follow the Silver Road to Erebus. The Gate to Erebus opens for Garou who seek it. Brood members squat on the banks of the Silver Rivers. If the Garou ask to see Spike Stealer, the Brood members explain The Deal and try to tempt the Garou into taking it. Once they have refused the Deal three times, the Brood members tell them where Spike Stealer suffers.

Spike Stealer is chained to one of the rock walls. An open chest lies next to her and thousands of black insects swarm around her. She is desperately trying to catch them and place them in the chest. Her linked Brood members stand nearby, watching silently. When she places the bugs in the chest, they immediately fly back out of the chest.

"Greetings," says her guardian. "If you wait until Spike Stealer returns the insects to the chest, she will be free to leave with you." It laughs.

Spike Stealer is desperate and pathetic, but she snarls at anyone who tries to help her. "I must do this alone," she says.

If the Garou ask her about the event, she tells them that the box was a fetish of the Weaver. She stole it from the place now known as the CyberRealm. If asked how long she has been in Erebus, she tells them that she was alive in the 19th century. If there is a way to undo the effects of the fetish, they might find the solution in the CyberRealm. The Brood member returns Spike Stealer to her task. It politely instructs the pack on how to leave from Charyss' Citadel.

Once the Garou escape Erebus, they may travel the Moon Paths to the CyberRealm. Weaver Spiders are the most likely encounter on this trip.

The CyberRealm

The pack enters the CyberRealm in the middle of a battle between Weaver Spiders and CyberWolves in Old Town. This encounter should be challenging, but the pack should save the CyberWolves if possible. If the Storyteller wishes, the Garou might receive Technofetishes as a reward for saving the 'Wolves. They can also answer any questions the Garou have about the realm.

The CyberWolves can help the Garou retrieve the information they need. The Garou must reach Downtown and access the Computer Web. Guides or bound Net-spiders are provided



for the Garou. The Garou must "climb the Corporate Ladder" and enter the Computer Web from a terminal. (Encounters on the Corporate Ladder are listed in Chapter 2.)

The data cluster that the Garou seek appears as a museum on the Micro Level. Net-spiders there can help the Garou access data on the fetish used by Spike Stealer. Spike Stealer's fetish calcifies an entire area in the Umbra when it is activated. Only an extreme amount of Wyld energy can break the calcified area of the Penumbra.

Further data retrieval reveals a source for the appropriate Wyld energy: the Flux Realm. Batteries for storing spiritual energy are produced by agents of the Weaver in the Scar. One of these could store enough energy to burn through the calcified area. The easiest way to the Scar is across the Pattern Web. The Net-spiders will hopefully lead the Garou out of the CyberRealm.

The Garou may have encounters on the Pattern Web before they reach the Scar.

The Scar

The Scar is a wasteland covered in factories and pollution. The Garou have a straightforward task. They must enter one of the factories, overcome the Bane Spiders, and steal an empty

Gnosis battery. If the Garou accomplish this task, all they need to do is take the battery and fill it in the Flux Realm.

Garou may follow the Pattern Web to the Flux Realm, or they may travel the Moon Paths to the realm. The Moon Paths are a more dangerous method of travel (see Chapter Two).

The Flux Realm

Once the Garou enter the Flux Realm, they must activate the Gnosis battery and wait for it to fill. The landscape around them will undulate and quiver. As the Garou wait, a Wyldling attacks to stop them from draining the energy from the realm. Garou must hold it off for three turns to fill the battery. The Garou can then escape to the Penumbra.

Back to the Woods

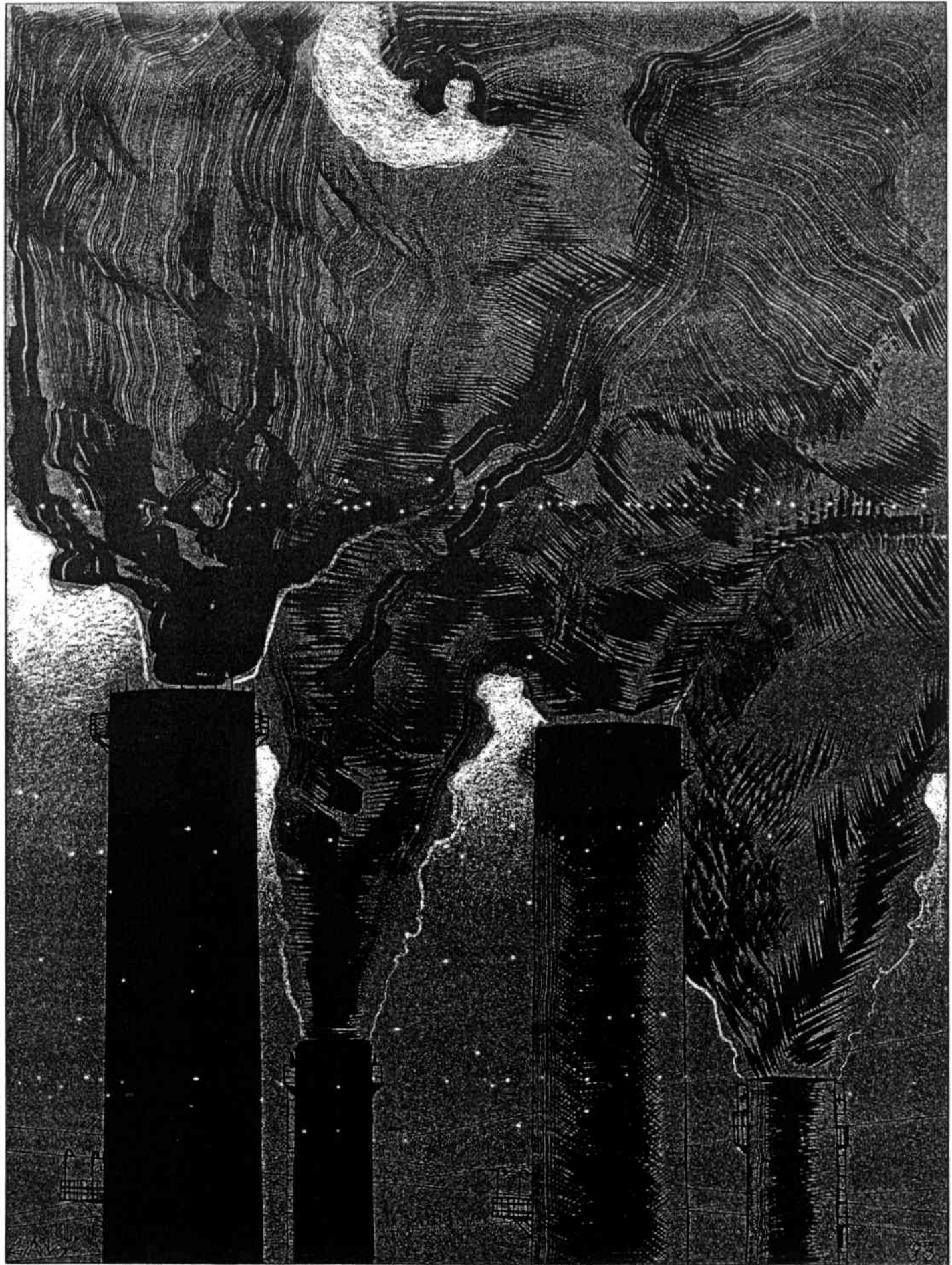
If the filled battery is placed next to the gray barrier around the site, and the energy within it is released, the barrier burns to pieces. The potential caern site is revealed. In addition, any Garou on the Penumbra during the energy release will have Gnosis restored. In the physical world, the cracked leaves will start to fall from the trees.

Sitting in the Penumbra at the center of the grove is Spike Stealer's fetish. The fetish remains, and it is still empowered. The sept will make one final request of the Garou. They ask the pack to take the fetish to the Abyss and dispose of it.

Facing the Abyss

This trip is the easiest one of all. Reaching the Abyss takes only a short time. The Storyteller can describe a suspenseful journey to the Abyss and the empty Moon Paths nearby. Throwing away the device will end the adventure.

Unless, of course, Nightmaster catches it...



Appendix: Game Rules

Gifts

Lupus

Sense Wyld (Level One) — On a successful roll of Perception + Enigmas, the Garou may sense Wyld energies or spirits in the nearby area. The difficulty is based on the strength of the Wyld's influence. (Sensing a Garou in the forest would have a difficulty of 5.)

Theurge

Sense Weaver (Level Two) — On a successful roll of Perception + Science, the Garou may sense Weaver spirits or energies in the nearby area. The difficulty is based on the strength of the Weaver's influence. (Sensing a Mind Spider in Dream would have a difficulty of 6.)

Sense Wyld (Level Two) — As the Lupus Gift.

Parting the Velvet Curtain (Level Three) — This Gift allows a Garou to transport non-Garou into the Umbra. If the non-Garou wants to resist, she must make a resisted Willpower roll against the bearer of the Gift. This Gift can be used for physical transport through a reflective surface or spirit travel. It requires that the Garou touch the subject and expend a Gnosis point. The Garou may then make a Gnosis roll against the strength of the Gauntlet plus one for each non-Garou. This difficulty is not raised for Kinfolk. A maximum of eight non-Garou may be transported this way. While in the Umbra, the non-Garou are connected to the Garou by silk threads. The non-Garou will stay with the Garou in the Umbra, and when

the Garou leaves the Umbra, they return as well. If a Garou wishes to send someone home prematurely, she may do so by spending a Willpower point.

Philodox

Power of the Ways (Level Four) — This Gift enables a Philodox to draw energy from the ephemera of the Umbra. She spends a Gnosis point and then rolls her Willpower against a difficulty of 8. Every success she receives may be used to restore a point of Gnosis, Willpower or Rage.

Galliard

Scent of Distinction (Level Three) — Scent of Distinction allows a Galliard to sense the nature of her surroundings (influenced by the Wym, Weaver or Wyld) and the history of the area. It involves a general sniffing of the area followed by a short period of meditation. The Galliard must spend a Gnosis point and roll Intelligence + Streetwise (for cities) or Survival (for more natural areas). The difficulty is determined by the Storyteller. Scent of Distinction can be used over large or small areas, but information is more generalized for larger areas. A Galliard who used it on a caern would know when the caern was founded, the name of the caern totem, changes in leadership, the type of caern and other important pieces of history about the site.

Black Furies

Sense Wyld (Level One) — As the Lupus Gift.

Children of Gaia

Parting the Velvet Curtain (Level Three) — As the Theurge Gift.

Glass Walker

Sense Weaver (Level One) — As the Theurge Gift, except this is Level One for Glass Walkers.

Web Walker (Level Three) — This Gift allows a Glass Walker to move along the Pattern Web through the Umbra. Weaver spirits will ignore the Glass Walker on a roll of Charisma + Science against a difficulty of 7. This Gift requires the expenditure of two Gnosis points.

Virtual Umbra (Level Four) — This Gift allows a Glass Walker to be instantly transported into the Computer Web from any section of the Pattern Web. It requires the expenditure of a Gnosis point and a roll of Intelligence + Computers at a difficulty of 8. The Glass Walker may transport willing companions with him at a difficulty of 10.

Rites

Rite of Dreaming

Level 3

This rite allows any number of Garou to travel together through the Dream Zone. Garou may enter Dream directly from the physical plane with this rite. The rite is performed by painting a series of symbols on each of the participants while intoning the proper sounds. Each participant then eats a paste made up of a special combination of herbs and goes to sleep. The leader of the rite rolls Charisma + Rituals (difficulty 7). The number of successes will suggest to the Storyteller the clarity and effectiveness of the Dream.

Rite of Homecoming

Level 3

This rite allows a Garou to immediately transport to her tribal homeland from anywhere in the Umbra. Members of the rite leader's pack may be transported with her to her homeland. The Silent Striders cannot use this rite to get to their homeland.

Rite of the Silver Forge

Level 4

This powerful rite causes its target to shift directly to Erebus the next time he enters the Umbra. Once there, Brood members automatically treat him as one of the Unfortunates. The Rite of the Silver Forge is an ancient rite given to the Garou by Charyss herself. This rite grants the subject a final opportunity to purify himself before Gaia. All participants in the rite must know the target. To complete the rite, the leader

of the rite must make a Gnosis roll against a difficulty of the target's Gnosis. The Rite of the Silver Forge only works against Garou. If the rite master performs this rite out of malice, then she may find herself in Erebus instead.

Fetishes

The Magic Trench Coat

Level 4, Gnosis 6

The Magic Trench Coat looks like a well-used, large black trench coat. Within its interior, a Garou may find any mundane item that could be concealed inside. This requires a Perception + Enigmas roll; the difficulty is determined by the Storyteller, depending on the nature of the object (today's newspaper from the local city would be at a 2, while a flawless duplicate of an art piece would require a 10). Once an object is removed, it stays out. A Garou may only take a number of objects out of the trench coat equal to her Gnosis until she has to start returning them. If a Garou pulls a gun out from the trench coat, unloads it, and then puts it back, the gun still counts as having been returned.

Moonsilver Whip

Level 5, Gnosis 9

This whip has an intricately designed wooden handle and a chain of moonsilver extending from it, ending in a small spiked ball. The difficulty of the weapon is 7, and it does four dice of damage. Damage is doubled against Garou or Wyrn creatures. If five successes are gained on an attack roll, the whip entangles its target. The whip never dulls or breaks.

Talens

Dream Incense

Gnosis 5

These sticks look like black cone incense, marbled with gold streaks. When burned, they send the spirits of all sleeping beings in their vicinity into the Dream Zone.

Spirits

Emanations

Emanations possess the attributes, abilities and Gifts of the individuals they represent. However, they are tied to a specific area in the Umbra and may not leave it.

Incarna and Celestines

All Incarna and Celestines have powers and abilities far beyond those of the Garou. New Incarna in this sourcebook are Phoebe, Hyperion and Charyss. Storytellers should use these entities as hooks to motivate Garou and provide the basis for stories.

Weaver Spirits

Mind Spiders

Rage 3, Willpower 6, Gnosis 8, Power 15

Charms: Airt Sense, Calcify, Sap Will, Solidify Reality and Nullify Dream (cost: 3; the Mind spider nullifies the effects of a Garou's dream powers for a turn; this works against both the auspice Powers and dream-oriented Gifts.)

Strand Spiders

Rage 8, Willpower 8, Gnosis 8, Power 50

Charms: Airt Sense, Calcify, Solidify Reality, Materialize, Reform, Drain Gnosis (cost: 5; the Strand Spider makes an opposed roll with its Rage against its opponent's Gnosis. It drains a point of Gnosis for each success scored over its opponent's. If an opponent has no Gnosis, she loses Health Levels instead. The damage is aggravated.)

Guardian Spiders

Rage 6, Willpower 7, Gnosis 10, Power 35

Charms: Airt Sense, Calcify, Solidify Reality, Reform, Materialize, Drain Gnosis (see Strand Spider)

Note: Guardian Spiders appear to be part of the Pattern Web until they move. All perception rolls to detect Guardian Spiders have their difficulties increased by three.



Informational Geomids

Rage 4, Willpower 5, Gnosis 10, Power 20-100

Charms: Airt Sense, Solidify Reality, Tech Sense, Materialize, Reform, Informational Link (cost: 10; Informational Geomids have access to all the knowledge incorporated in the Pattern Web. By using this Charm, they may get a Gnosis roll, difficulty 9, to answer any question.)

Attack Geomids

Rage 6, Willpower 9, Gnosis 4, Power 20

Charms: Airt Sense, Materialize, Reform, Group Fusion (cost: 1/turn; a group of three or more Attack Geomids may surround a target and fuse together around her. Each one drains a Physical Attribute from the target every turn, and they hold her with a strength equal to their Willpower. Once the target has lost all her Attributes, she is calcified.)

Structural Geomids

Rage 5, Willpower 8, Gnosis 10, Power 30-150

Charms: Airt Sense, Materialize, Reform, Spirit Static, Solidify Reality

Wyld Spirits

Wyldstorms

Wyldstorms are massive entities, reaching beyond the power levels of normal spirits into the areas of Incarna and Celestines. See the Laws of the Flux Realm for possible effects of Wyldstorms.

Nebulae

Nebulae are also beyond the scope of Gafflings and Jagglings. A Garou must roll his Gnosis (difficulty 8) to avoid being transported elsewhere in the Umbra by an annoyed Nebula.

Color Clouds

Rage 2, Willpower 10, Gnosis 7, Power 50

Charms: Airt Sense, Materialize, Reform, Shapeshift, Disorient, Break Reality, Create Object (cost: 2; a Color Cloud may create almost any non-technological object out of the ephemera around it, up to the mass of a Garou.)

Malleons

Rage 7, Willpower 8, Gnosis 6, Power 60

Charms: Airt Sense, Materialize, Reform, Shapeshift, Break Reality

Color Strings

Rage 1, Willpower 10, Gnosis 9, Power 30

Charms: Airt Sense, Reform, Intangibility (cost: 7/turn; the Color String partially shifts into a zone and becomes unable to attack beings in the Umbra or be attacked by them. This confers immunity to Gifts and Charms as well.)



Pockets

Rage 2, Willpower 5, Gnosis 4, Power 10
Charms: Airt Sense, Reform, Shapeshift

Rejects

Due to the unusual nature of Rejects, their power levels vary dramatically. All Rejects possess the Charm: Break Reality.

Residents of the Abyss

Nightmaster

Breed: Homid
Auspice: Philodox
Tribes: Shadow Lord (Society of Nidhogg)
Nature: Bravo
Demeanor: Bravo

Attributes: Strength 5 (7/9/8/6), Dexterity 4 (4/5/6/6), Stamina 5 (7/8/8/8), Charisma 3, Manipulation 4 (3/1/1/1), Appearance 1 (0/0/1/1), Perception 4, Intelligence 5, Wits 5

Abilities: Alertness 5, Athletics 4, Brawl 4, Dodge 3, Empathy 1, Intimidation 7, Primal-Urge 3, Subterfuge 4, Melee 3, Leadership 4, Performance 3, Repair 2, Stealth 5, Survival 4, Enigmas 5, Medicine 3, Occult 5, Politics 3, Rituals 5

Backgrounds: Pure Breed 2, Resources 3

Gifts: (1) Aura of Confidence, Fatal Flaw, Persuasion, Resist Pain, Scent of the True Form, Truth of Gaia; (2) Call to Duty, Clap of Thunder, Luna's Armor, Stare-down, Strength of Purpose, Disquiet, Icy Chill of Despair, Paralyzing Stare; (3) Reshape Object; (4) Body Shift, Open Wounds, Roll Over, Scent of Beyond, Stench of the Peasant, Take the True Form; (5) Geas, Obedience, Shadow Pack, Stealing the Soul

Special Gift: The Abyss has granted Nightmaster the Gift: Stealing the Soul. It is a Level Five Gift that allows him to roll his Gnosis against an opponent's Gnosis. For each success he surpasses his opponent, he drains a point of his opponent's score (temporarily). This is the only way that Nightmaster can regain Gnosis. Nightmaster must see his target to use this Gift. He can (and does) use it in conjunction with Scent of the Beyond. Also, his only legions are from his Shadow Pack Gift.

Rage 7, Gnosis 10, Willpower 10

Rank: 5

Rites: All

Fetishes: Nightmaster has a Heart of the Spirit fetish filled with 10 points of Gnosis. He also owns an ancient klaive.

Image: Always in Crinos form, Nightmaster appears as a tall, powerful black Garou with empty pools of darkness instead of eyes. He is covered with battle scars and wears a black cloak.

Roleplaying Notes: The Abyss consumes Nightmaster. He sees himself as its living incarnation. Nightmaster hates life and works to bring the Apocalypse and feed the Abyss with



devilish cunning. He uses Scent of the Beyond to watch Garou who come to the Abyss. Then he attacks with his special Gift, Stealing the Soul. Nightmaster considers himself the greatest of all Garou.

Nightmaster is a very powerful and corrupt Garou. His statistics are exceptional and should not be considered typical for Garou of his rank.

Residents of The Aetherial Realm

Altair

Breed: Homid

Auspice: Ahroun

Tribe: Stargazer

Nature: Visionary

Demeanor: Confidant

Attributes: Strength 4 (6/8/7/5), Dexterity 4 (4/5/6/6), Stamina 5 (7/8/8/8), Charisma 4, Manipulation 4 (3/1/1/1), Appearance 2 (1/0/2/2), Perception 5, Intelligence 3, Wits 4

Abilities: Alertness 4, Athletics 4, Brawl 4, Dodge 4, Empathy 3, Expression 1, Instruction 3, Intimidation 3, Primal-Urge 2, Subterfuge 1, Animal Ken 1, Melee 3, Leadership 5, Performance 2, Stealth 1, Survival 3, Area Knowledge (Aetherial Realm) 4, Enigmas 5, Linguistics 2, Medicine 1, Occult 2, Rituals 3, Kailindo 5, Meditation 4, Wyrms Lore 2

Backgrounds: Past Life 2

Gifts: (1) Balance, The Falling Touch, Sense Wyrms; (2) Inner Strength, Staredown; (3) Clarity, Merciful Blow, Whispering Wind; (4) Body Shift, Preternatural Awareness, Questioning, Spirit Ward; (5) Astral Mind, Directing the Soul, Kiss of Helios

Rage 7, Gnosis 10, Willpower 10

Rank: 5

Rites: Any the Storyteller desires.

Fetishes: Altair possesses Phocbe's Veil and a Harmony Flute.

Image: Altair's Homid form is that of a man of indeterminate age between 30 and 50 in superior physical condition. In Crinos, Altair has a black coat streaked with gray fur. His Lupus form has black and gray fur and is larger than the average wolf. He has unnaturally bright eyes in all forms.

Roleplaying Notes: Altair is secure and confident in his own wisdom and abilities. He acts like the quiet calm sensei in many martial arts movies, instantly assessing situations and saying much with few words.

Note: Altair's reputation for being partially made of spirit-substance comes from his incredible skill at Kailindo.

Star Spirits

Rage 9, Willpower 10, Gnosis 8, Power 50

Charms: Airt Sense, Reform, Flare (cost: 5, sends a bolt of powerful energy at an opponent, doing three dice of aggravated damage. The Star Spirit may double the cost for six dice.)

Residents of the Arcadia Gateway

Lord Lysander

Attributes: Strength 5, Dexterity 5, Stamina 5, Charisma 4, Manipulation 3, Appearance 5, Perception 5, Intelligence 4, Wits 5

Abilities: Alertness 5, Athletics 5, Brawl 3, Dodge 3, Empathy 1, Expression 4, Intimidation 4, Subterfuge 2, Animal Ken 3, Etiquette 5, Melee 5, Leadership 5, Performance 4, Ride 5, Survival 3, Area Knowledge (realm of the Arcadia Gateway) 3, Enigmas 2, Linguistics 4, Occult 3, Rituals 1

Rage 0, Willpower 10, Gnosis 10

Image: A tall attractive man with golden skin and green eyes dressed in clothing borrowed from the time of European nobles.

Roleplaying Notes: Lysander uses proper diction and has an extensive vocabulary. He should be played as a benevolent lord of the Arcadia Gateway with a sense of humor and an appreciation for art. Lysander is also very romantic.

Special: Lysander is so tied to the Arcadia Gateway that he is partially sustained by the Near Realm itself. This puts him beyond most Garou and spirits. He may control the fabric of the land around the Gateway Castle. Lysander wears Faerie Armor and uses a Faerie Blade. He may only be killed by iron or steel weapons.

Lysander is a powerful entity meant to be used in the manner of an Incarna or Celestine.

Princess Mariana

Attributes: Strength 3, Dexterity 5, Stamina 5, Charisma 5, Manipulation 5, Appearance 5, Perception 4, Intelligence 5, Wits 5

Abilities: Alertness 3, Athletics 2, Dodge 4, Empathy 3, Expression 3, Intimidation 5, Subterfuge 5, Etiquette 3, Melee 4, Leadership 4, Performance 5, Ride 4, Stealth 5, Area Knowledge (realm of the Arcadia Gateway) 3, Enigmas 4, Linguistics 4, Occult 5, Rituals 5

Rage 0, Willpower 10, Gnosis 10

Image: Mariana is an unnaturally beautiful woman with pale skin, bewitching green eyes and dark hair. She dresses in simple yet elegant dark dresses.

Roleplaying Notes: Mariana is an enchantress, and she takes every opportunity to enchant her guests with her personality as well as her magic. Mariana is an intelligent manipulator. She is torn with anger and sadness over her situation. If angered, her rage knows few limits.

Special: Mariana has the power of Glamour. She may create illusions so real that they change reality for those who believe in them. Werewolves must make Willpower rolls at difficulty 7 to resist her power. In addition, she may have the abilities of an accomplished mage. She may also be permanently destroyed only by iron or steel weapons and is meant to be used in a similar manner to Lysander.

Faerie Knights

Attributes: Strength 4, Dexterity 5, Stamina 5, Charisma 3, Manipulation 3, Appearance 3, Perception 4, Intelligence 2, Wits 4

Abilities: Alertness 2, Athletics 2, Brawl 3, Dodge 3, Intimidation 3, Animal Ken 3, Melee 4, Ride 4

Rage 0, Willpower 8, Gnosis 7

Special: Faerie Knights wear Faerie armor and carry Faerie swords. Lysander's knights have their weapons made of silver, otherwise the abilities of Mariana's and Lysander's knights are the same.

Low Faeries

Low Faeries abound in the forests of the Arcadia Gateway.

They have variable abilities, but most of them possess the Gifts of Blissful Ignorance, Scent of the True Form and Doppelganger, although they don't have to spend Gnosis to use the Doppelganger Gift. Some of them also have Gift of the Spriggan. None of them possess Rage, and they have Willpower and Gnosis scores ranging from 3 to 8.

Residents of Erebus

Charyss' Brood

Attributes: Strength 6, Dexterity 3, Stamina 5, Charisma 0, Manipulation 2, Appearance 0, Perception 5, Intelligence 3, Wits 5

Abilities: Alertness 5, Athletics 5, Brawl 5, Dodge 2, Empathy 1, Intimidation 4, Melee 4, Stealth 3, Enigmas 2, Occult 3

Special Powers: The tridents used by Brood members and their special links with the Unfortunates are discussed in the Erebus section.

Residents of the CyberRealm

CyberWolves

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Appearance 3, Perception 4, Intelligence 3, Wits 3

Abilities: Alertness 3, Brawl 3, Dodge 3, Empathy 3, Primal-Urge 2, Streetwise 4, Drive 1, Firearms 3, Repair 3,

Area Knowledge (Spider City) 4, Computer 3, Enigmas 2, Occult 3, Rituals 3

Gifts: If Rank One, choose four Rank One Gifts for the CyberWolves. If Rank Two, add two Rank Two Gifts. For Rank Three, add an additional Rank Three Gift appropriate to breed, tribe and auspice.

Rage 6, Willpower 6, Gnosis 6

Rank: 1-3

Fetishes: Whatever you want to give them.

Attacks: All CyberWolves will possess advanced technology firearms of some nature. Many of them have bound Weaver spirits or fetishes.

Cybersurgeons always have bound Weaver Spiders.

Nanospiders

Rage 1, Willpower 6, Gnosis 2, Power 1

Charm: Solidify Reality

These are the smallest Weaver spirits. They appear as small glittering pieces of metal and they always travel in large groups. Nanospiders solidify reality on a minor level.

Weaver Constructs

Attributes: Strength 6, Dexterity 3, Stamina 6, Perception 2, Wits 2

One to five Technofetishes make up a Weaver construct. The construct possesses whatever powers the fetishes would.



The Rage, Willpower and Gnosis of a Weaver Construct are determined by the Gnosis and Levels of the fetishes composing it. The Gnosis of all the fetishes are added together. Any extra is divided among Rage and Willpower. The Levels of the fetishes are also divided among Rage and Willpower. A Weaver construct may not have scores in any of those three areas greater than 10.

Residents of the Legendary Realm

The Legendary Realm is filled with mythical creatures, limited only by the Storyteller's imagination. Many of these beasts will be normal animals tainted by the Wyrms.

Residents of Pangaea

Abilities for most of the spirits encountered in Pangaea may be found in the *Ways of the Wolf* or *Rage Across the Amazon*.

Residents of Scar

Blight Spiders

Rage 6, Willpower 5, Gnosis 6, Power 25

Charms: Solidify Reality, Calcify, Sap Will, Materialize

Residents of the Tribal Homelands

Bone Gnawers

Father Noah

Breed: Homid

Auspice: Ragabash

Tribe: Bone Gnawer

Nature: Maker

Demeanor: Fanatic

Attributes: Strength 2 (4/6/5/3), Dexterity 4 (4/5/6/6), Stamina 2 (4/5/5/5), Charisma 3, Manipulation 4 (3/1/1/1), Appearance 1 (0/0/1/1), Perception 3, Intelligence 3, Wits 5

Abilities: Alertness 2, Brawl 3, Dodge 5, Empathy 1, Expression 2, Primal-Urge 1, Streetwise 4, Subterfuge 3, Animal Ken 3, Drive 1, Leadership 3, Performance 2, Repair 4, Stealth 2, Survival 1, Enigmas 3, Rituals 4

Backgrounds: none

Gifts: (1) Cooking, Open Seal, Persuasion, Scent of Sweet Honey; (2) Odious Aroma, Taking the Forgotten, Trash Magnet

Rage 3, Gnosis 5, Willpower 6

Rank: 2

Rites: Rite of Talisman Dedication, Rite of Binding, Ritual of Summoning, Rite of the Fetish

Fetishes: The Ark is supposedly a powerful fetish. It has numerous spirits bound to it, but whether or not it does anything is highly questionable.

Image: Father Noah is short, gnarled and old-looking in all of his forms. He constantly needs a bath.

Roleplaying Notes: Father Noah shuffles and mutters to himself incessantly. His attention continually shifts between a number of different subjects, unless he has an audience (the rats don't count). If he finds someone who listens to him, he sells his philosophy along with tickets to board his ship. Father Noah constantly looks for recruits for his cause and trinkets to preserve for the New Time after the Apocalypse.

Children of Gaia

Unicorn Anamae

Rage, Willpower and Gnosis are equal to the scores of the bonded Garou. Power equals 20.

Charms: Reform, Reflect Bonded Garou (cost: 0; the unicorn anamae reflect the nature of the Garou they have bonded with.)

Silent Striders

Wepauwet

Breed: Homid

Auspice: Ahroun

Tribe: Silent Striders

Nature: Autist

Demeanor: Judge

Attributes: Strength 4 (6/8/7/7), Dexterity 4 (4/5/6/6), Stamina 4 (6/7/7/7), Charisma 4, Manipulation 3 (2/0/0/0), Appearance 3 (2/0/3/3), Perception 5, Intelligence 3, Wits 4

Abilities: Alertness 5, Athletics 3, Brawl 4, Dodge 2, Empathy 3, Expression 2, Instruction 3, Intimidation 5, Primal-Urge 4, Subterfuge 2, Animal Ken 3, Melee 3, Leadership 1, Performance 1, Repair 2, Stealth 4, Survival 5, Enigmas 5, Investigation 1, Linguistics 5, Medicine 2, Occult 5, Rituals 5, Science 2

Gifts: (1) The Falling Touch, Inspiration, Mother's Touch, Persuasion, Razor Claws, Sense Wyrms, Speed of Thought, Spirit Speech; (2) Blissful Ignorance, Messenger's Fortitude, Spirit of the Fray, Stare-down, Summon Talisman, True Fear; (3) Adaptation, Combat Healing, Disquiet, Heart of Fury, Message Glance, Silver Claws, Tongues; (4) Attunement, Body Shift, Cocoon, Spirit Ward, Stoking Fury's Furnace

Rage 7, Gnosis 10, Willpower 7

Rank: 4

Rites: All

Fetishes: As many as the Storyteller desires.



Image: Wepauwet is only seen if he wants to be seen. He appears as a mature, physically impressive Silent Strider with features remarkably similar to those of Anubis. In Homid form, he has dark skin and wears ancient Egyptian garb.

Roleplaying Notes: Wepauwet is a stalker in shadows. He is a font of ancient wisdom and mysteries. Wepauwet drops hints that he is more than what he seems, but he does not give away his secret.

Background: Wepauwet is a Mummy in addition to being a Garou. For those who own *A World of Darkness: Mummy*, he has the following abilities: Ka 10, Ba 7, Sekhem 41, Conscience 3, Self-Control 4, Courage 5, Honor 4, Truth 3. He is a master of Necromantic magic and possesses these spells: Body Preservation, Separate Ka, Revisit Death, Separate Ba, Khaibit and Reshaping the Lost Soul.

In Werewolf: The Apocalypse terms, Wepauwet is an immortal spirit who reforms his physical body if he is killed. He has a Power of 41 and the Charms of Airt Sense, Materialize, Reform and Dark Omen. He may separate his spirit from his body as if he possessed the Gift: Astral Mind. Wepauwet may only use his Gifts in his physical form. Wepauwet travels through the Umbra to restore his Gnosis (Ka) and sustain his body. He has magical powers relating to Necromancy, including the ability to send ghosts to rest and preserve his own body.

Wepauwet remembers the war between Horus and Set in ancient Egypt. He is willing to serve as a mentor to any Silent Striders who wish to learn from him. Wepauwet is a very powerful and ancient Garou—perhaps the oldest “living” werewolf.

Residents of the Dream Zone

Phantasms

Rage 9, Willpower 7, Gnosis 10, Power 50

Charms: Incite Frenzy, Drain Rage, Reform, Airt Sense, Warp Dream (cost: 10, this allows the Phantasm to alter the parameters of a dream by rolling Gnosis against difficulty 6)

Phragments

Rage 3-10, Willpower 5, Gnosis 4-8, Power 10-40

Charms: Incite Frenzy, Sap Will, Possession

Dream Banes

Rage 5, Willpower 6, Gnosis 8, Power 40

Charms: Airt Sense, Reform, Sap Will, Incite Frenzy, Possession, Corrupt Dream (cost: 10, this charm enables a Bane to corrupt dream experiences and transform them into nightmares.)

Wanderers

These are two non-player characters wanderers who have travelled through much of the Umbra. They may make good mentors or one time encounters.

Cassandra Shadow-Watcher

Breed: Homid

Auspice: Theurge

Tribe: Black Fury

Nature: Survivor

Demeanor: Loner

Attributes: Strength 4 (6/8/7/5), Dexterity 5 (5/6/7/7), Stamina 4 (6/7/7/7), Charisma 4, Manipulation 3 (2/0/0/0), Appearance 4 (3/0/4/4), Perception 5, Intelligence 4, Wits 4

Abilities: Alertness 4, Athletics 3, Brawl 5, Dodge 3, Empathy 2, Expression 3, Intimidation 2, Primal-Urge 4, Subterfuge 2, Animal Ken 3, Etiquette 2, Instruction 4, Meditation 5, Melee 5, Leadership 1, Performance 4, Stealth 3, Survival 3, Enigmas 5, Linguistics 2, Medicine 4, Occult 5, Rituals 5

Backgrounds: Past Life, Pure Breed

Gifts: (1) Heightened Senses, Mother's Touch, Sense Wyrn, Spirit Speech; (2) Command Spirit, Sense of the Prey; (3) Pulse of the Invisible, Tongues, Visceral Agony; (4) Bacchantes' Rage, Grasp of the Beyond, Wasp Talons; (5) Gorgon's Gaze, Shadowplay, Wyld Warp

Rage 7, Gnosis 10, Willpower 9

Rank: 5

Rites: All



Fetishes: Moonsilver Whip, Key to the Umbra, Phoebe's Veil, Faerie Armor

Image: In Homid form, Cassandra is a woman with black hair, blue eyes and the body of an aerobics instructor. Her coat in Crinos, Hispo and Lupus form is shiny black with silver covering her chest. She wears pieces of ancient Greek-style faerie armor in her Homid, Glabro and Crinos forms, which adds to her Amazonian appearance.

Roleplaying Notes: Cassandra has an aura of confidence and does not back away from challenges. She is a prophetess and wanderer. Cassandra is open to new ideas and unencumbered by many of the prejudices of her tribe. However, she hates the Get with a passion matched by few others. Cassandra is friendly to young Garou in the Umbra, and she cherishes friends.

Background: Cassandra is a Homid Black Fury Theurge of the Fifth Rank. The Get of Fenris destroyed her sept and caern when she was a cub, and she escaped the attack by fleeing into the Umbra. Cassandra learned the ways of the Umbra. She would travel when the moon was high, and find a realm or domain to hide in after the moon set. She has spoken to Phoebe, and possesses as a fetish a whip made of Moonsilver. She was once part of the Wagnerian movement, but she has since decided that there are no other realms in the Deep Umbra.

Cassandra makes certain to return to Gaia after an aising, so that she doesn't lose herself in the spiritual wonder of the Umbra. Cassandra has visited all of the Near Realms. She will give instructions and guidance to any who would come and follow her. In the Umbra, she rides a Gaffling spirit, which is part of the Pegasus. The Gaffling has the same appearance as the Incarna, and it is large enough to hold two Crinos. Cassandra believes that the Silver Fang understanding of the Triat and reality is the closest to the truth about the Umbra. She hates all Get of Fenris.

Dr. Stephen "Mindbender" Garrison

Breed: Homid

Auspice: Theurge

Tribe: Glass Walker

Nature: Director

Demeanor: Visionary

Attributes: Strength 2 (4/6/5/3), Dexterity 4 (4/5/6/6), Stamina 3 (5/6/6/6), Charisma 4, Manipulation 4 (3/1/1/1), Appearance 2 (1/0/2/2), Perception 4, Intelligence 4, Wits 3

Abilities: Alertness 3, Athletics 1, Brawl 2, Dodge 3, Instruction 3, Primal-Urge 2, Streetwise 1, Subterfuge 3, Drive 1, Meditation 2, Melee 1, Leadership 2, Repair 4, Stealth 2, Computer 3, Enigmas 4, Investigation 1, Linguistics 1, Medicine 1, Occult 2, Rituals 3, Science 4, Hypnotism 2

Backgrounds: Contacts 2, Familiar Spirit 2, Resources 2

Gifts: (1) Control Simple Machine, Spirit Speech, Sense Weaver; (2) Command Spirit, Cybersenses, Jam Technology, Name the Spirit; (3) Control Complex Machine, Invent, Pulse of the Invisible, Web Walker; (4) Virtual Umbra



Rage 4, Gnosis 7, Willpower 7

Rank: 4

Rites: Rite of Contrition, Rite of Cleansing, Rite of Talisman Dedication, Rite of Binding, Rite of Spirit Awakening, Rite of Becoming, Rite of Summoning, Rite of the Fetish, Rite of the Totem, Rite of the Opened Bridge

Fetishes: Klaive of Electricity (Level 4, Gnosis 5; this is a blade of steel with an electricity elemental trapped within it. It may be used to fire lightning bolts that do five dice of damage.), Key to the Umbra, Vulcan's Interface

Image: In his wolf forms, Mindbender has steel colored fur with neon yellow circuit patterns. In Homid form, he has long brown hair, wears glasses (although he doesn't need them) and consistently dresses in blue jeans and unusual T-shirts.

Roleplaying Notes: Garrison is a brilliant scientist who creates theories on everything from the nature of the Abyss to the most efficient manner for brewing coffee. He sees himself as a man in wolves' clothing and has almost a superhero mindset about his ability to transform. He loves nothing more than knowledge.

Background: Dr. Garrison has spent his many years researching and exploring the Umbra. He has even visited Malfeas in the Deep Umbra. Dr. Garrison has performed experiments in the Umbra with various Gifts and rites, and he is still interested in gathering data about the Umbra.

Despite the spiritual nature of the Umbra, Dr. Garrison believes that theories can be formed regarding its nature. In Dr. Garrison's view, the Weaver has to be the base point when studying the Umbra. The Pattern Web underlies the structure of reality. Dr. Garrison believes that Zones are pieces of the Pattern Web. He also believes that the abstract nature and illogic of some sections of the Umbra are signs of their decay. The Wym spends most of its time attacking the Wyld, and the Wyld has no organization to its minions. It is slowly being driven from the system. However, Dr. Garrison is pleased to cite the Computer Web as evidence that the Weaver cannot be part of change.

Dr. Garrison is an intelligent Garou who labors to back his conclusions with evidence. He has bound a number of Net-spiders to himself and also keeps a Malleon, who has come to agree with his ideas. Mindbender has a great zeal for exploration, and he is always interested in obtaining new information about the Umbra, even if it contradicts his current theories.

Charms Chart

Charm	Cost	Roll	Difficulty	Effect
Airt Sense	1	—	—	Travel the Umbra without difficulty
Atomic Blast	3/die	—	—	A biochemical attack
Blast Flame	2/die	—	—	Blast flame at opponents
Blighted Touch	2	Attack	Willpower (R)	Victim's worst characteristics come to the fore
Break Reality	varies	Gnosis	varies	Change reality (create doors, etc.); difficulty depends on amount of change
Calcify	2	Willpower	Rage	Subtracts one Attribute/success (Rage for spirits); target frozen in Pattern Web when reduced to 0
Cleanse the Blight	10	—	—	Cleanses spiritual corruption in the vicinity
Control Electrical Systems	1-5	Gnosis	varies	Diff. depends on complexity
Create Fires	1-5	Gnosis	varies	Diff. 3 for small fires, 9 for conflagrations
Create Object**	2	—	—	Spirit may create non-technological object from ephemera
Create Wind	varies	—	—	Create wind effects; cost 1 for breeze, 20 for tornado
Corruption	1	—	—	Cause bad or evil thoughts in others
Corrupt Dream**	10	—	—	Spirit can change dreams into nightmares
Cut*	3/die	—	—	Damage targets in Umbra of physical plane
Dark Omen*	5	Gnosis	Per. + Occult	Deliver dark portent to target; target depressed, -1 to all Dice Pools
Disorient	2	Gnosis	varies	May alter landmarks and directions
Drain Gnosis**	5	Rage	Gnosis	Drain one Gnosis/success
Flare**	5	—	—	Bolt of star energy; 3 damage dice or 6 damage dice for 10 pts.

* Details for these Charms can be found in *Werewolf Players Guide*.

** Details for these Charms can be found in this book.

R= Resisted roll

Forest Sense	10	—	—	Spirit can sense all that transpires in its earthly domain
Hold*	2	Willpower	6	Spirit grapples target (Overbear maneuver)
Incite Frenzy	3	Rage	Willpower	Cause target to frenzy
Informational Link**	10	Gnosis	9	Spirit can answer any question
Intangibility**	7/turn	—	—	Spirit is immune to Gifts, Charms and attacks, but cannot attack
Lightning Bolts	2/die	—	—	Fire lightning bolts
Materialize	1/Attrib.	—	—	Take form in physical world; Gauntlet must be 4 or lower
Nullify Dream Powers**	3/turn	—	—	Target cannot use auspice or Gift dream powers
Open Moon Bridge	5	—	—	Open Moon Bridge at will
Possession	none	Gnosis	Willpower (R)	Possess target's body; possession time depends on # of successes; spirit cannot perform other actions
Reform	20	—	—	Dissipate into Umbra far away
Sap Will*	5	Gnosis	Willpower (R)	Drain one Willpower/success; target must make Willpower roll to act
Shapeshift	5	—	—	Take any desired form
Shatter Glass	3	Gnosis	6	Shatters all glass in vicinity
Short Out	3	Gnosis	6	Short out electric systems
Solidify Reality	varies	Willpower	varies	Make a semi-permanent feature (hard wall, etc.); Diff. depends on amount of change
Spirit Static	10	—	—	Raise the Gauntlet by 1 in given area
Suffocation*	2	Willpower	Sta. + Athletics	Choke a target; subtract 1 Stamina/success and then Health Levels until target is dead
Suggestion*	5	Gnosis	Wits + Occult (R)	Cause target to do as spirit wishes
Tech Sense*	1	—	—	Awareness of technological events in area
Throw Glass	5	—	—	Direct shards of glass at intruders; 3 dice damage

* Details for these Charms can be found in *Werewolf Players Guide*.

** Details for these Charms can be found in this book.

R= Resisted roll

Umbraquake*	varies	—	—	Everyone within radius fall to ground. 10 yds/5 Power, 1 die/2 Power.
Updraft	3	—	—	Lifts a human-sized creature into the air
Warp Dream**	10	Gnosis	6	Change the parameters of a dream
Warp Reality	varies	—	—	1 pt.: minor changes; 3 pts.: major changes (3 damage dice, roll Willpower); 5 pts.: spectacular changes (6 damage dice)

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