

Silver Fang: The First Tribe

2011 Silver Fang Packet

Disclaimer of Rights

The purpose of this packet is to create a baseline of the history and changes from the printed material that reflects the state of play for the One World by Night Community and the Garou Genre. While some of the information found within may be summarized, paraphrased, or in some instance directly quoted from White Wolf's Published Garou resources, our purpose is only to apply that information to the larger organization as a whole. This packet is not a comprehensive, stand-alone, resource. This document is intended to define and provide a consistent environment for the One World By Night Community in general, and the Garou Genre in specific.

Neither One World By Night or the authors claim any copyright or trademark to any term, name, person, or place used in this text. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

See www.white-wolf.com for more Werewolf related material.

The Tribe

(Intro and New Player's Guide)

Universally recognized as the First Tribe of the Garou Nation, the Silver Fangs have long struggled to maintain their right to guide the western Concordiat of the Garou nation in their war against the wyrm.

As a new Silver Fang Player, there are a few things you'll need to know and make choices about, though not necessarily right away.

House: Something of a tribe within a tribe the current seven houses still in existence each have their own territory, distinguishing traits and traditions. Choose carefully when you create your character as houses are familial, lineage based things where membership is passed down from parent to child with only the occasional intermarriage breaking a lineage. Your house should be established before entering play.

Lodge: Since time immemorial there have always been two lodges within the tribe. Few know the secrets of as to why this is but suffice to say it is important to consider which of the two you would like your character to be a part of. The Sun Lodge focus' on diplomacy and leadership while the Moon lodge instead delves into the mysteries of the spirit world. Each venerates their respective Celestine above the other. This choice is not essential for new Cliath to make but by the time they achieve the rank of Fostern it is always wise to have some inkling of the direction you'd like to take your character in.

Camps: For the most part, in practice Silver Fang "Camps" are actually their Houses. There are two recognized "Camps," the Royalists and the Renewalists, but these are more political affiliations than social alliances. However, there are several unofficial and secretive Camps within the tribe which every member of the Tribe should know about, but are not commonly spoken of, particularly with those outside of the Tribe.

The Curse: Every Silver Fang is cursed by Luna, a curse of insanity which the Tribe has a difficult time reconciling itself with. Every Silver Fang starts with a Derangement, which is partially responsible for the Fang's reputation as mad kings (or queens). New players are well advised to carefully consider the Derangement taken at character generation, as it will likely turn out to be a defining factor of the character as time goes forward.

Lodges

Most Silver Fangs hold allegiance with one of the two lodges. The Monarchs of the Houses are one such exception, as they must set aside their membership when taking the throne. Otherwise it is seen only in the very young and in those who are somewhat outcast from the main society of the tribe.

This choice is usually made soon after the Garou's first change, though sometimes this does not occur until following the completion of their Fostern challenge. A ceremony is generally performed, based on the House and Sept's particular traditions. (note: the Sun lodge will take Cliath as members, they are simply not taught any gifts or rites until they achieve Fostern).

The formation of the Lodges is generally accounted to the Silver Fang divine right of Kingship over the Garou people. According to ancient Silver Fang lore, originally Luna only allowed the first rulers of the Garou to rule only for seven years. Seeking to escape this bond, an ancient King of the Silver Fang approached Falcon, whose lord is Helios. Falcon agreed to serve as Totem to this King and his people, granting the favor of Helios, and allowing them to rule for more than seven years at a time, into perpetuity. The Silver Fang venerate Helios to this day. Thus marked the founding of the Sun Lodge.

The Moon Lodge formed when the Silver Fangs determined that seeking the favor of Helios had angered Luna, the first of the Celestines to acknowledge the Garou as a people over the other Changing Breeds and granted them Auspice. The Moon Lodge formed to restore Luna's rightful place in the veneration of the Silver Fang, in an attempt to win Luna's favor back, a task at which they account themselves as having largely succeeded, though they still ascribe the Curse of the Tribe to Luna's ancient disfavor.

This disparity is mostly ceremonial in modern nights; most Silver Fang venerate both Helios and Luna almost equally, though their Lodge will generally signify which Celestine they favor, however slightly. While no longer exactly rivals, the two lodges do make a point of not sharing secrets with the other. Large political disparities exist between the two Lodges, who espouse different philosophies on leadership. In practice, the Sun Lodge tends to be more concerned with diplomacy and secular leadership, favoring practicality, while the Moon Lodge tends to be more mercurial and spiritual in nature, favoring insight and instinct.

It is almost unheard of for a Garou to change their lodge. Membership in either lodge is open to any Silver Fang PC.

Note on Lodge Gifts: There is an intentional disparity in the number of Gifts offered to each Lodge; the Sun Lodge has two unique Lodge Gifts, while the Moon Lodge has 10 unique Lodge Gifts. There is some concern that this predisposes players to choosing the Moon Lodge. A suggested house

rule to solve this disparity is to only allow Moon Lodge members the opportunity to buy Lodge gifts associated with the moon phase of their Auspice (each of the Moon Lodge gifts is associated with a phase of the Moon, 2 for each Auspice).

Titles, Offices, Rank, and Orders of Precedence.

The Silver Fangs place a great deal of emphasis on titles and their proper usage.

While each house has its own particular variations, the following are held in general. *(Note: As with many details of the tribe White Wolf changed and altered much of this over the various editions and books. The following is meant to reflect OWBN's practical use on the subject.)*

House Titles

High King: While not technically a title of a single House, but rather all Houses, Jonas Albrecht is often referred to as the High King, a reflection of his status as the owner of the Silver Crown and his (largely) recognized position as leader of the Western Concordiat. Though he has been careful not to personally imply control over the other houses and their monarchs, the term is still met with a certain distaste by highly traditional members of tribe.

King/Queen: In times past the royal title was sometimes used by the Silver Fang leader of any protectorate. This is still seen in some places (notably Australia) but has for the most part fallen out of practice. These terms are generally now only applied to the heads of the seven Houses. It should be noted that the House Monarchs are no longer considered to be members of a Lodge, but are equally responsible to both Lodges of the Tribe.

Lord/Lady: Any Silver Fang who holds the position of Alpha of a Sept (or the more traditional title of Grand Elder of the Sept) is entitled to be addressed as Lord or Lady. This is traditionally acknowledged by the Monarch of their house soon after they assume the position. The title is theirs as long as they hold the position. In addition those Garou who have served a Monarch with distinction are often granted the title as a reward. Most of those who hold one of the offices of a Royal Court are granted this as a matter of course. Finally Garou who are close relatives of a reigning Monarch are addressed as Lord/Lady.

Personal titles: Many Silver Fangs still hold human titles from their families. While these are often used as part of the individuals formal mode of address these do not carry actual power in the tribe.

Lesser House Offices

The major offices of the court are the Seneschal, Grand Duke, Royal Heir, Shaman, Steward, and Squire. The last three offices are bifurcated (held by two individuals, one from each Lodge, who share the position). The court is primarily concerned with advising and supporting their monarch.

Grand Duke

OWBN added the office of Grand Duke to the those spelled out in the tribe books. The Grand Duke is in many ways the face for a given Monarch, the individual tasked with going out and interacting not only with the house, but with the rest of the Nation. The Grand Duke can expect to be called on to perform many duties, such as organizing for battle, establishing alliances, acting to resolve disagreements, etc.

This is a Silver Fang office and as such only truly holds sway within the Tribe. However the holders of the office are generally well respected Garou and are (usually) speaking with the backing of a powerful elder giving their opinions some weight among most of the nation.

The Grand Duke can be of any lodge and auspice. It would be against common precedence for a Metis to be named to the office. There are two major Houses which claim Tribal Territory in North America, House Wyrmling, and House Unbreakable Hearth.

This office is open to player characters. The CBC's office controls the appointment (and removal) of any Grand Duke. A binding agreement between the CBC office, the player and their storyteller is required. However, it should be noted that the position may be honorably challenged for; the transfer of title is simply not complete until acknowledged by the Monarch of the House.

Knighthood

Sometimes a Fang who shows themselves to be a paragon of the specific Virtues their House espouses and lays specific claim to will be Knighted by the Monarchy of that house. Males are to be referred to as Sir and females as Dame. (PCs may hold this title)

Some examples of said virtues are Ferocity for House Wyrmling, Political Acumen for House Unbreakable Hearth, Self Control for House Austere Howl, Traditionalism for Clan Crescent Moon, Wisdom for House Wise Heart and so on.

Rank:

The Silver Fangs respect rank every bit as much as any other tribe, and Elder is an Elder and will be treated as such. This will be modified to some extent when an office holder is acting according to their duties. For example most Elders will listen to the "advice" of an Athro Shaman on matters related to their lodge.

Houses

Each House has territory they claim in the common world of today. When deciding on what house you'd like your character to be from, pay close attention to the territory that said house calls as their own and go from there. Within each House there is a power structure of the nobility. Below is a list of the nobility of each house, in alphabetical order. (Any contact these NPC's must be run through the High Tribes sub-coord)

Austere Howl

Totem: Osprey

Colors: Dark Blue and Silver

Note on titles: The court officers of AH traditionally receive a title related to each of the house's Caerns in the British Isles. While these titles did not automatically equate to being the actual alpha of the Sept they did symbolize that sept's expected duty to assist that officer in times of need.

Monarch: Her Majesty, Queen Mary Campbell "Scours The Heather" the Duchess of Edinburgh, Ahroun, Homid, Adren, (was intended for the sun lodge, but never formally inducted before her coronation)

Seneschal: His Grace Lord Timothy Garret Westerman "Linden-wood", the Duke of Dover, Weaponmaster of Austere Howl, Bearer of the Osprey Blade, Ahroun, Homid, Athro (was sun lodge)

Grand Duke: His Grace Lord Gawain Bennet "Braved the Tomb", the Duke of Bath, Theurge, Homid, Elder (Moon Lodge, Ivory Priesthood)

Heir: none currently named. The formal title of address is His/Her Royal Highness

Shaman of the Sun Lodge: The Most Honorable Lady Hannah Goldwin "Swiftsure", The Marchioness of Dublin, Theurge, Homid, Elder

Shaman of the Moon Lodge: The Most Honorable Lord Malcom Cameron "Sea's Wrath", The Marquis of Cambridge Court, Theurge, Homid, Elder

Steward of the Sun Lodge: The Most Honorable Lord Joseph Maysfield "Soul of the Castle", the Marquis of Abergavenny, Bearer of Promised Strike, Philodox, Homid, Athro

Steward of the Moon Lodge: The Right Honorable Lord Pyotr "Speaks the Past", the Earl of Powys, Philodox, Homid, Elder

Squire of the Sun Lodge: The Right Honorable Lady Rose Moore "Hope in the Dawn", the Countess of Gwytherin, Galliard, Homid, Athro

Squire of the Moon: The Right Honorable Lord Sebastian White "Candle-down", the Earl of Lavernock, Galliard, Homid, Adren

Further note on Austure Howl: Times have not been good for Austure Howl. About a decade ago, the House was revealed to have largely fallen to the Wyrms by House Gleaming Eye, who mounted war to retake the traditional Caerns of the House for the Silver Fang Tribe, and began a blood hunt of every member of the House. Gleaming Eye maintains that every member of the House is corrupted, and with the backing of popular support from the Fianna of Britain (Austure Howl's traditional tribal territory), this view was largely been accepted by the Silver Fang at large. Austure Howl is currently a House on the run, with its few remaining scions attempting to clear the House's good name. Many have fled to America, where Houses Unbreakable Hearth and Wyrmsfoe have offered some refuge from the relentless hunting of House Gleaming Eye.

Within the past year it would seem the tides are turning in favor of Austere Howl. Several powerful Fianna have sworn themselves allies of the House and attempted to deflect House Gleaming Eye away from the Austere Howl. The traitors within the House are being exposed and several have fallen to the blades of Gaian Garou. In a summit of Silver Fang leaders the troubles of Austere Howl were discussed and the enemy and architect of their fall, Red Jack, was declared an enemy of the Nation. Now the Fianna allies of the House call on more aid to bring Red Jack to justice and struck into Scotland rescuing Queen Mary's Kinfolk, Jeremiah Sinclair from the traitor Austere Howl that held him.

It would seem the final hour of reckoning is approaching for Queen Mary and the House. Time will tell whether they rise from the ashes, or are stuck from the memory of Falcon.

Blood Red Crest

Totem: Merlin

Colors: Red and silver

Note on titles: The title following the personal name of each officer is the one traditionally associated with the office.

Monarch: Maharajadhiraja Palmarstan Nayar, The Shining Sky, Bearer of Pashupata Ahroun, Homid, Elder (was sun lodge, also rumored to have been a gray raptor)

Seneschal: Lord Vishayapati, Stalks with Tigers, Warder of the Forests, Ahroun, Lupus, Elder (was moon lodge)

Grand Duke: Lord Vishayapati, Ravindir Gill, Protector of the Waters, Bearer of Varunastra Philodox, Homid, Athro

Heir: Rana, Jasveer Nayar, Lord of the Rains, Bearer of [Vayavastra](#), Ahroun,

Homid, Athro

Shaman of the Sun Lodge: Lady Adhikarana, Inderjit Kaur Sahota, Hotr Solar, Theurge, Homid, Elder

Shaman of the Moon Lodge: Lord Adhikarana, Pach Chhoeun, Hotr Lunar, Theurge, Homid, Elder

Steward of the Sun Lodge: Lord Adhikarana, Hari Manjrekar, Adhvaryu Solar, Philodox, Homid, Elder

Steward of the Moon Lodge: Lord Adhikarana, Davinder Panesar, Adhvaryu Lunar, Philodox, Homid, Elder

Squire of the Sun Lodge: Lord Adhikarana, Ishan Navarathna, Udgatr Solar, Galliard, Homid, Elder

Squire of the Moon Lodge: Lord Adhikarana, Yashpal Sangawar, Udgatr Lunar, Galliard, Homid, Elder

Clan Crescent Moon

Totem: Buzzard

Colors: Light Blue and Silver

Notes on titles: In High court functions the officers of Clan Crescent Moon's list of titles will include not only the parentage of the officer, but the list of all heroes in their direct line and their current home sept, place of birth.

Since the fall of the Shadow Curtain, custom has included the naming which battles against the Hag the officer took part in.

Monarch: Her Imperial Majesty Queen Tamara Tvarivich, Tsarina of the Mother Country, Imperatritsa of All Russia, Lady of the Crescent Moon Sept, Dragon-Slayer, Bearer of Death's Certainty, Restorer of the Firebird Crystal. Theurge, Homid, Elder (was moon lodge, member of the Ivory priesthood)

Seneschal: Her High Excellency Sofya Softkiller, Chief Marshal of the Court, Bearer of Hero's Bite, Ahroun, Homid, Athro (was sun lodge)

Grand Duke: His High Excellency Chases Street Demons, Chief Master of the Court, Bearer of the Twin Swords of Lothair, Ahroun, Lupus, Elder (Moon Lodge)

Heir: None named yet.

Shaman of the Sun Lodge: His High Excellency Konstantin Spiridonov, Chief Chamberlain, Theurge, Homid, Athro

Shaman of the Moon Lodge: Her High Excellency Nightmane, Chief Mistress of Ceremonies, Theurge, Homid, Athro

Steward of the Sun Lodge: His High Excellency Andrei Bolkowski, Chief Master of the Hunt, Ritemaster of the Crescent Moon Sept, Philodox, Homid, Elder

Steward of the Moon Lodge: Her High Excellency, Zhenya Tikhomirov, Chief Mistress of the Horse, Philodox, Homid, Athro

Squire of the Sun Lodge: His High Excellency, Won Through, Chief Cup Bearer, Galliard, Lupus, Athro

Squire of the Moon Lodge: Her High Excellency, Dariya Baranov, Chief Portion Steward, Galliard, Homid, Athro

Gleaming Eye

Totem: Hawk

Colors: Black and Silver

Notes on titles: The style of titles for the house has altered over time, depending on the ruling line. The current Germanic style has been in use for the last 5 reigns. Calvin has chosen to use the title Furst instead of Konig if deference to his missing sister. Until she is proven dead, he will not call himself King. Herzog Keilson was named as regent for the Austere Howl holdings in the British Islands and was created Graf-Palatine to reflect this.

Monarch: His Serene Highness, Calvin de Provence, Furst Gleaming Eye, Protector of the North and Baltic Seas, Prince of the Rhine, Bearer of Ice Wind, Philodox, Homid, Elder (was sun lodge)

Seneschal: Her Grace Lady Celeste "Walks the Spiral Backwards" Ragabash, Homid, Elder (moon lodge)

Grand Duke: His Grace, Herzog Leopold Keilson, Graf-Palatine of Great Britain, Ragabash, Homid, Elder (sun lodge)

Heir: Her Highness Lady Henrietta van Regteren, ErbKonigin Gleaming Eye, Ahroun, Homid, Adren

Shaman of the Sun Lodge: Hochgeboren Lord Fabian La Motte, Theurge, Homid, Athro

Shaman of the Moon Lodge: Hochgeboren Lord Roar of Wind, Theurge, Lupus, Elder

Steward of the Sun Lodge: Hochgeboren Lord Ludger Merveldt, Philodox, Homid, Elder

Steward of the Moon Lodge: Hochgeboren Lord Marcel Tourville, Philodox, Homid, Athro

Squire of the Sun Lodge: Hochgeboren Lady Lucille Delacourt, Galliard, Homid, Elder

Squire of the Moon Lodge: Hochgeboren Lord Emmrich Schrotte, Galliard, Homid, Elder

Unbreakable Hearth

Totem: Harrier

Colors: Dark Gray and Silver

Note on Titles: In full formal situations the officers of the court list their parentage and septs of origin.

King: His August Majesty King Cyrus the Bald, Harrier's Own, Lord of the Middle Lands, Bearer of Price of Peace, Weapon Master of Unbreakable Hearth, Ahroun, Homid, Elder (was sun lodge)

Seneschal: Lord Martin Swift Sword, Harrier's Claw Ahroun, Homid, Elder (sun lodge)

Grand Duke: Lord Ladislas Padrescu, Grand Duke of the Midwest, Hand of the King, Theurge, Homid, Athro (lodge of the moon)

Heir: Her Highness Lady Margaret Standing Stone, Harrier's Heir, Galliard, Homid, Elder (lodge of the sun)

Shaman of the Sun Lodge: Lady Adele Chandonne, Harrier's Morning Soul, Theurge, Homid, Athro

Shaman of the Moon Lodge: Lord Hunter Courtemanche, Harrier's Evening Spirit, Theurge, Homid, Elder

Steward of the Sun Lodge: Lord Michael Thériot, Harrier's Clear Light, Philodox, Homid, Elder

Steward of the Moon Lodge: Lord Judges True, Harrier's Wisdom, Philodox, Lupus, Athro

Squire of the Sun Lodge: Lord Eldon Fierce Soul, Harrier's Cry, Bearer of Last Cut, Galliard, Homid, Athro

Squire of the Moon Lodge: Lord Oaklimb, Harrier's Shriek, Galliard, Homid, Elder

Commander of the King's Guard: Lady Katherine St John "Sharp Sorrows", Knight Captain of the Guard, Ahroun, Homid, Athro

Wise Heart

Totem: Peregrine

Colors: White and Silver

Notes on titles: The titles of office for the court of House Wise Heart belong to the position. Each individual office holder gives up any previous deed name to use the traditional one. For example every Seneschal has been known as "Silahtar of Peregrine, The King's Most Trusted Hand, Keeper of the Royal Seal". The king is only exception to this rule, each adding one descriptive to their name. Tariki's is "He Who Walked the Paths Unseen"

Monarch: His Majesty, King Tariki of Wise Heart, Beloved of Peregrine, He Who Walked the Paths Unseen, Keeper of the Keys of Mystery, Theurge, Homid, Elder (was once moon lodge, known to be a member of the Ivory Priesthood)

Seneschal: Lady Roxanna, the Silahtar of Peregrine, The King's Most Trusted Hand, Keeper of the Royal Seal, Bearer of the Sun's Shining Wrath, Ahroun, Homid, Athro (was sun lodge)

Grand Duke: Grand Duke Peregrine, Japhet Sun's Glory, Voice of the Open Sky, Keeper of the King's Trust, Bearer of the Aton's Blade, Ahroun, Homid, Elder (was sun lodge)

Heir: Lord Serhat Uzlanar, Keeper of the Future. Ahroun, Homid, Athro (moon lodge)

Shaman of the Sun Lodge: Lord Tariq, Flame of the Sunrise, Keeper of the Words of Light, Bearer of the Mask of Wise Council, Theurge, Homid, Elder
Shaman of the Moon Lodge: Lord Malik, White Star in the Darkness, Keeper of the Words of Night, Bearer of the Mask of Wise Council, Theurge, Homid, Elder

Steward of the Sun Lodge: Lord Nihat, Protector of Truth, Keeper of the Scales of Justice, Philodox, Homid, Elder

Steward of the Moon Lodge: Lady Ayse, Nobility of Truth, Keeper of the Scales of Mercy, Philodox, Lupus, Athro

Squire of the Sun Lodge: Lord Bashir, Mahtar of the Searing Path, Keeper of the Rising Songs, Galliard, Homid, Elder

Squire of the Moon Lodge: Lord Themidious, Mahtar of the Silver Way, Keeper of the Descending Songs, Galliard, Homid, Elder

Herald of the Court: Lord Gorkem Moon Blessed, Galliard, Homid, Athro

Wyrmfoe

Totem: Eagle

Colors: Dark Green and Silver

Note on titles: King Albrecht's court has reflected his preference for informality, leaving off most of the lengthy titles associated with some of the offices.

Monarch: His Majesty, High King Jonas Albrecht, Bearer of the Silver Crown, Chosen of Falcon and Eagle, Lord of the North Country Protectorate, Wielder of Solemn Lord. Ahroun, Homid, Legend. (Albrecht was sun lodge)

Seneschal: Lord Victor Harwood "Stems the Tide" Master of Klaivaskar for House Wyrmfoe, Bearer of Just Lesson, Ahroun, Homid, Elder (was sun lodge)

Grand Duke: currently held by Victor Harwood pending a new appointment to the office. The formal title for the office is Grand Duke of Wyrmfoe

Heir: Lord Seth Rothchild, Ahroun, Homid, Fostern (lodge of the sun)

Shaman of the Sun Lodge: Lady Eldest Claw, Mistress of the Rite for the North Country Protectorate, Theurge, Lupus, Elder

Shaman of the Moon Lodge: Lord Barktooth Theurge, Lupus, Elder

Steward of the Sun Lodge: Lord Thomas Abbott, Philodox, Homid, Athro

Steward of the Moon Lodge: Lady Patricia Brussier "Shining Outwards" Philodox, Homid, Elder

Squire of the Sun Lodge: Lord William Grayling "Mountain Runner" Galliard, Homid, Athro

Squire of the Moon Lodge: Lord Elphias Standish, Gatekeeper of the North Country Protectorate Galliard, Homid, Athro

Camps

Royalists: The officially recognized conservative Royalists believe staunchly in their divine right to rule as granted by Gaia, Helios, and Luna; they seek to preserve the traditions Silver Fangs have ruled by since ancient days. By this they mean explicitly the Monarchical rule of the Fangs over the Nation, the noble right of rule, and eschewing modern concepts of democracy or multi-tribal leadership. They include in their number most Monarchs of the Houses of the Tribe.

Renewalists: Conversely, the more liberal Renewalists believe in a more modern approach to leadership, based on compromise and direct experience with the other Tribes and their methods. The Renewalists essentially believe the traditions of Silver Fang leadership must adapt to current times, embracing experimentation with multi-Tribal leadership. Their most prominent member is the High King Jonas Albrecht.

Secret Camps:

These camps are not officially recognized by the Silver Fang when inquires are pressed from outside of the Tribe. The Tribe considers their existence to be Tribal Secrets, and at least some of them are considered dirty laundry by most Silver Fang. However, most Silver Fang know about the existence of these Camps, they simply know they would also be punished for revealing their existence to those outside of the Tribe, likely by the Grey Raptors.

The Ivory Priesthood: The Ivory priesthood are selective in their membership, seeking out only those they deem the best and brightest. They will often watch a candidate for many seasons, judging their worth. It is extremely rare for anyone below the rank of Adren to be approached by the Priesthood, though certain exceptional individuals (usually those with merits like Speaker For The Dead) may be recruited earlier.

Any potential member will be given a series of tests before being allowed to join. All members take oaths to protect their secrets from all outsiders.

Membership in this camp requires the approval of the Changing Breeds Coordinator.

The Grey Raptors: None admit to membership in this order, and few are willing to speak of them, but most Silver Fangs willingly turn a blind eye to this camp's actions. The camp looks for young Silver Fangs who have shown a strong pride in their tribe and willingness to act on insults. Rank is less important than drive and dedication.

Traditionally a potential recruit will receive a single feather one night before being visited by the camp's members. Should the recruit wish to join they are expected to hang the feather outside their rooms or den. The other raptors will then arrive to take the recruits oaths of loyalty. Each member is presented with a fetish cloak that hides their face's and forms, making them appear similar to the Rara Avis form of the Corax.

Membership in this camp is open to any Silver Fang of the correct mental bearing. If a PC is interested in joining, and has sufficient Tribal Lore lore, they might want to send a spirit out to places rumored to be frequented by their sort. (Contact the offices of the CBC to indicate interest.)

Masters of the Seal: Another secret Camp, this Camp is largely secret because most Silver Fang find it's actions to be deplorable and dishonorable. The Masters of the Seal are thieves, stealing Gifts and Rites of other Tribes, to provide them to members of the Tribe who may need them.

Only they decide which members of the Tribe might be in such need, and the Masters of the Seal generally employ a number of methods to discover and learn such gifts, from infiltration into some of the most secretive Camps of other Tribes, to simple bartering, to intimidation; darker rumors about the Camp suggest they are not above extortion or even

torture in obtaining some of the most tightly held secrets of the other Tribes, though the veracity of such rumors has never been verified-- officially, in any record at least.

Membership in this Camp requires the approval of the Changing Breed Coordinator.

Klaives and Klaviskar

Klaives have long held a very special place in Silver Fang history and tradition. Often handed down from parent to child and along royal lines they signify the Fangs might and right to rule as well as being dangerous weapons in the hands of those with the skill to wield them. The means by which they are handed down vary among different houses and family lines but they are always treated with the utmost respect and care.

The art of wielding these weapons is also something well cherished and guarded by the Tribe, with family and House styles prevalent throughout the Western Concordiat. The Silver Fangs account themselves the true masters of the art, though other Tribes, particularly the Fianna and Fenrir, might beg to differ. Please see the upcoming Klaviskar packet for more information.

Dueling

The art of the Duel is of immense and precise importance to the tribe. Often conducted with Klaives (should the situation be dire enough to warrant it) it is always a highly formal and scrupulous affair where the utmost pains are taken to preserve the Honor of those involved. Each House tends to follow the dueling traditions of the humans in their territorial domain. Players are encouraged to research The Code Duello and various other forms and styles of ritual combat. Despite cultural and geographical differences of style and preference, the terms of any duel will be agreed to by both primaries with their seconds acting as intermediaries. Should the disagreement become so stifling that even the terms of a duel can not be agreed upon, a Master of the Challenge (almost always another Fang) may be requested to facilitate and oversee the proceedings.

Silver Fang Lore

For a suggested Lore system, please see the non-binding Tribal Lores packet.

Notable Heritages

The Silver Fang place a great deal of emphasis on breeding, and several lines carry a certain extra social weight in the Tribe, hence leading to the "Notable Heritage" Merit in the Tribebook. Below are a list of existing Notable Heritages within OWbN.

Albrecht: The line of the High King, tightly tied to House Wyrmling; further info is available in the Tribebook and other Werewolf: the Apocalypse sources.

Tvaravich: One of the most pristine lines in all of clan Crescent Moon, it is the line of Queen Tamara Tvaravich of clan Crescent Moon. See the Tribe Book: Silver Fang Revised, Rage Across Russia, and Rage Across the World for more information.

Morningkill: A highly distinguished line of House Wyrmling, the Morningkills are perhaps one of the most connected families of Tribe Silver Fang, an impressive feat in and of itself. See the Tribebook for more information.

OWbN Specific:

Delamont: A long line of Honorable Garou who mainly held land in France. They were most noted for their contributions to the Tribe as advisers and diplomatic leaders.

Lenglander: A long line of Ragabash only stewards in service to the Monarchy of Austere howl that, although frequently obtaining the Rank of Elder, are never given Rank within the house. (A High Silver Fang Lore will explain more; query the High Tribes sub-Coord.)

Defoe: The Defoe lineage of the Silver Fang Tribe can be traced back as far as the 1300s when it was a loyal fixture of House Austere Howl. Its primary holdings were in Le Bretagne of France. The Defoe's main residences were in and around Saint-Malo, a fortified island at the mouth of the Rance River. Several generations of the family had hopes of bringing some order to the region as Saint-Malo had become notorious as the home of French privateers, and sometimes pirates. (A High Silver Fang Lore will explain more)

ShiningStorm: A line of clan Crescent Moon closely related to the Tvaravich line known for producing great Theurges and kinfolk klaivesmiths. In an attempt to create closer relations Baroness Nadia Shiningstorm was wed to, at the time, Grand Duke Tarl Burningsky.

St.John: One of the few lines in the Unbreakable Hearth where more than one child that is birthed from the same mother only a couple of years apart has Changed.

Beaumont: The Beaumonts are a line from House Gleaming Eye. They have been centered historically in Northern France, though branches can be found in the Low Countries. One line of kinfolk settled in England, eventually

becoming part of Austere Howl. (A High Silver Fang Lore will reveal more; contact the High Tribes sub-Coord for further info)

Notable PC Silver Fang

The following is a list of some notable PC Silver Fang, and some brief information on their exploits, listed by House:

Austere Howl

Kenneth "Forges-the-Spirit" Keir, Theurge, Homid, Athro:

A member of Austere Howl, Keir had something of a reputation as an abrasive personality, often ascribed to his birth as a waning Crescent Moon. Many looked askance to his chosen methods as a Theurge, as he has not built a reputation for dealing with the spirits kindly. Never the less, he has proven himself by deed, and earned the respect of the Tribe. Recently, he has begun to speak more openly.

He agreed to serve under Unbreakable Hearth in 2009 under former Grand Duke Fights-With-Words after a klaive duel with a Gleaming Eye ended in the death of the Gleaming Eye and nearly his own. He stood as an enforcer for the House, and a shining example to Silver Fang around the Nation until his recent death at the hands of a Dancer ambush.

House Gleaming Eye

Guillaume de Beaumont, Comte de Meulan. Theurge, Homid, Athro

Guillaume was left with a permanent limp during his rite of passage by a fallen member of House Austere Howl. Despite this he is known to be a supporter of seeing that House redeemed and restored. He was sent to North America observe how House Wyrmling manages the mixed tribal septs under its control. He settled at Gaia's Blessing where he has become Master of the Rite and Keeper of the Land.

He is known to be very scrupulous in his dealings with spirits and for requiring the same behavior from those around him. His relationship with Firebird has led to a reputation for honesty and an attention to detail. He has shown a keen interest in the family lines of the Silver Fangs, having amassed one of the larger private collections of such information.

Guillaume has taken several trips into very difficult portions of the Umbra, returning with considerable information for his House and the Moon Lodge.

House Unbreakable Hearth

Christopher St. John "Fights with Words," Philodox, Homid, Elder

A veteran Royalist, he has a nearly perfect record of leading others in battle. Known for his stiff and abrasive demeanor, he is well respected for his results, and is considered well-accounted as an Elder through his many deeds in the Nation. A former Grand Duke, "Fights with Words" has a name known well beyond his own Tribe. A man of few-- if carefully chosen-- words, he lets his reputation speak for itself, and it speaks silent volumes.

Kiril Sokolov "Voice of the Oak, Tempestwalker," Galliard, Lupus, Athro

Kiril's deeds of note include participation in successful Caern raisings in Milwaukee and Chicago. He has also taken part in numerous major battles in defense of the Sept of the Melting Pot in Cleveland, Ohio. Styling himself as a teacher and advisor, Kiril strives to help others learn from his experiences, both good and bad. Having recently succeeded in his Athro challenge Kiril has left Cleveland and is travelling the Midwest to visit friends, share stories, and offer help where he can.

Ladislav Padrescu "Confronts the Storm, Ends the Unending, Calls the Crows," Theurge, Homid, Athro

After a troubled youth in the nation, Ladislav, ("Lenny" to his friends) first rose to prominence within the Silver Fangs when he became Alpha of the Sept of the Melting Pot in Cleveland, Ohio. An ill-advised deal with Helios and Coyote eventually lead to the loss of this position, but he was later redeemed in the eyes of the spirits and Falcon. He is now Alpha of the Sept of Whispered Oaths in Columbus, Ohio, and more notably in the Tribe holds the title Of Grand Duke of House Unbreakable Hearth. Often the neutral voice of reason, Ladislav preaches the hallmarks of Harrier's children.

House Wyrmling

Baron Tarl Burningsky "Follows the Flames of Firebird Through the Darkest Night As a Dark Moon Rises, Defying Fate To Shatter the Talons of the Wyrmling", Theurge, Homid, Elder

Perhaps one of the most infamous Silver Fang in the Nation, Tarl is largely considered ruthless, cold, and calculating, and takes unabashed pride in these traits. While widely shunned for them, he takes further pride in his

word and sense of duty, and few question his commitment to Gaia's cause, though many question his methods. Tarl disappeared for some time for reasons unknown, and his recent re-appearance ended in a Klaive duel with the High King-- which Tarl won. Since, he has disappeared again, with many speculating as to what nefarious schemes Tarl may be up to.

Griffin Owynn Defoe "Crusader's Light," Ahroun, Homid, Athro

Recently Griffin was involved with helping to reclaim one of his family's lost Caerns in Lake Erie. The Defoe line at one time controlled several Caerns, and are generally known as one of ancient tragedy and glory, with prowess in fighting demons.

Griffin has fought many battles for the Septs of Ohio and now claims Alphaship of the Sept of Gaia's Gateways in western Ohio, where he has made a name for himself as a careful, rational leader. A lost cub until more recent years, he did not become an active part of Garou society until his mid-twenties. He has certainly made up for lost time.

Thanks:

This packet represents the work of many volunteers of One World by Night. The authors would like to thank the Silver Fang players and past Silver Fang sub-Coords/TNs for their help in assembling this packet. Special thanks to Tracey Collett, Conor Walsh, Richard Reske, Jacob Hoffman, Rebecca Cook, and Jason Hubbard.