



DARK PACK

Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission. All rights reserved. For more information please visit worldofdarkness.com.

This material is not official White Wolf material and is intended solely for use in One World by Night.

2008. Written by the Changing Breeds Coordinator's office for One World by Night.



Shadow Lord Tribe Genre Packet

Objective – The purpose of this packet is to create a baseline for the One World by Night Community and the Garou Genre. While some of the information found within will be summarized from Garou resources, our purpose is to apply that information to the larger organization as a whole. This packet is not intended to serve as house rules for gifts, rites, or chronicle oriented story. Instead, it is to define and provide a consistent environment for the Garou Nation.

HISTORY

Old History (From 2004 packet)

In North American Midwest the tribe has been in many ways dominated by the Petrovich family. Beginning with Ivan Petrovich, who was Grandmaster for the Midwest from 1950-1975 the family has produced many leaders and elders. They have also been the source of many of the tribe's troubles.

Julias Darkfire married Ivan's daughter Demona, and soon afterwards they gave birth to Julie Darkfire. Julias rose to the position of Grand Master of the Midwest in 1984. Sadly he was already becoming influenced by the wyrm, and killed the current grand master, James Westfield Sr., when he discovered Julias's secret. He would assassinate several others to avoid discovery. In 1994 his fall was complete and he danced the spiral and became "Defiler for the Wyrms". He is still hunted.

After Julias's fall the seat of Grand Master was vacant for 5 years. The next person to take it was James Westfield Jr. (a grandchild of Ivan Petrovich). He eventually adopted the name Petrovich and in 2001 rose to the position of Grand Master of North America. Over time he grew disenchanted with the Garou nation and its politics. When the Stargazers left the Nation, James renounced with them and became a member of the beast courts. He has been seen traveling in North America several times since then.

Julie Darkfire grew into a formidable Garou, though one known for extremes. She claimed the Grand Master of the Midwest after James, and soon became embroiled in several major feuds. She was a bitter enemy of Grand Duke Nicholas Morningkill and Baits the Hook of the Silverfangs, engaging in many political struggles against them and their allies. She killed the Fianna Gannon, and the Uktena Rends the Curtain. She also engaged in an argument with the Shadow Lords of the south east, leading to a major split within the tribe. There were several attempts made against her life and her position by other Garou. She was tried in 2003 at the sept of the ancient harvest for the death of Rends. Her punishment included providing a child to the Sept of the Flying Rose and assisting it against the Chicago hives. After this she was sent to Erebus. She has not yet returned.

Following Julie's reign things did not substantially improve for the tribe in the Midwest. Snares the Wyrms was forced to undergo 4 separate challenges to achieve elder rank,

having had the first three declared invalid by the bone gnawer Banyon. Despite these troubles he did lead the sept of the flying rose to victory over the dancer hives in Chicago.

The final set back for the tribe in the Midwest was the destruction of the sept of the Thunder's acclaim. A pack of Shadow Lords arrived at the sept and challenged to obtain the positions of Warder and Guardians. Once they had done so they closed off the Caern to the previous inhabitants. The alpha of the sept stepped aside rather than fight them. Later the prior owners of the sept returned and attacked the Shadow Lords. In the battle most of the Lords were killed, but before dying they exorcised the Caern Totem. Then an explosion destroyed the heart of the caern. This has blamed on the two Shadow Lords who escaped.

The Southeast was a stronghold for the Shadow Lords for several years, led a by series of strong elders Eternal storm, Logan Grimnar and Christian. But, like the Midwest a set of scandals cost the tribe.

The first was the death of the Silent Strider elder, Walks the Shadows. Logan Grimnar killed him in apparent cold blood, creating a rift between the tribes. Logan's death while defending a caern against the wyrm brought the issue to some resolution.

It flared up again when it was discovered by the striders that Logan had acted on the orders of Eternal Storm. Many of the Striders hunted Eternal Storm for his part in the murder.

Eternal Storm disappeared when Fenris took him away over an honor slight. Many feel this was a ruse to allow him to pursue tribal business.

Christian soon became embroiled in a series of troubles that rivaled Julie Darkfire's for notoriety. After many items were brought up Nationally, an Elder's council was held at Gaia's Blessing in the fall of 2003. Over ten elders heard charges, and, after heavy deliberation, sentenced him to undergo the Rite of Winter Wolf. Per Dusty Morningkill's words, the rites were performed, and Christian then underwent the Rite of the Winter Wolf. Over recent months, this last past has been discovered to be false.

The tribe remains strong in the area with many up and coming members.

The Northwest was not a stronghold for the tribe, the prominence of the silver fangs eclipsing them for some time. The last few years has seen this change. The rise of Evelyn Constantine and her victory over the leeches has been a major factor in this. Many young shadow lords have begun to enter the area and advance the tribe's position.

The west has been a quiet, with no Lords of note rising to any prominence in the past 50 years.

Current History (2008 Packet)

The Midwest and west coasts have been silent after many septs where lost. Snares the Wyrms has been traveling his territory, attempting to gain the tribe a better name. Snares challenged the Margrave for the right to be named Elder of the Nation before claiming the position of Elder. This was AFTER completing his challenge multiple times, but being denied the right. Recently, Chicago has returned to the Nation, from a New Sept, but most of the Septs in his area are still lost.

For a time, the South East was a den of Shadowlord activity. The Septs of Brothers Compromise, Deep Waters, and Silver Tear all holding powerful Lords. The first sept to fall was Deep Waters, rumored to have been sold to either the Walkers, or Mages by a member of the Tribe. The septs of Silver Tear and Brothers Compromise both fell on the same day from a combined attack. Then the south was silent.

One year later, the Sept of Gaia's Hope and Memory announced itself to the Nation. Not long after, a young Judge of Doom named Reveka Armund gained Alphaship, even though she was just a Fostern. A few Shadow Lords came to her banner, Judges Worthy, an Elder of her Camp, and a returning Eternal Storm. As he was preparing to leave for a large gathering, Eternal Storm was ambushed by Spirals, laying to waste most of them, but losing his life in the process. Not long after, a Fostern Bringer of the Light fell to the Wyrms, and led a host of Leeches and Spirals against the Sept, causing the death of Judges Worthy.

At the same time, the North East has remained a hotbed of activity.. Julie Darkfire held the Grand Master position for most of recent memory, forging those in her territory into a Tribe to be feared. She claimed and held the whole of the East Coast, being the first to do so in many years.

Her Protege, Brody Petrovitch, proved to be just as ambitious. Building his base of power, he finally was able to successfully challenge Julie for her positions. He claimed both, even though whispers on the wind told that there were many claimants to at least one, if not both, of those positions.

Brody was then punished for a Crime, Satired so that he no longer held the appropriate rank, and could no longer hold the positions he did. Evelyn made it known that it was by her mandate that Brody was removed and that Snares the Wyrms would hold all of the Regional positions till they were taken from his grasp.

Also in the area, a group of Weaver Mages tried to harness the power of Grandfather Thunder, members of his brood were destroyed in their attempt to fuel...of all things...wind mills. Those mages have been destroyed, but it's questionable if the plans for those wind mills have been lost.

The South East was challenged for almost immediately by Reveka Armund, and the challenge was as quickly won. She now holds the South East.

The North East is still in contestation. Mariesk "Dove's Blood" Slavinski (Adren, Theurge, Homid) and Viktor "Writes the Law in Blood" Thunderfury (Adren, Philodox, Homid), are both contesting this position, and their challenge is shrouded in secrecy.

Positions

The Margrave – His control extends to the whole Tribe, no matter where they are located. The Margrave is the power of the Lords, and his power in the Nation is only second to the High King. In recent years, he has consolidated his strength in Europe, gaining allies of many of the Tribes in the area. Currently held by Yuri Konietzo (TNPC)

Grandmasters

North America – This Lord is one of the Seconds to the Margrave. Her power extends to all that is North America. As the Margrave has done in Europe, she has slowly gained allies of the lesser Tribes, showing them how a true Alpha should act. She also decides on her regional Grand Masters, where their territory extends, and if they should be....removed....Currently held by Evelyn Constantine (TNPC)

Midwest – Midwestern States of the US. Currently held by Snares the Wyrms (PC)

West - The Western States. Currently held by Snares the Wyrms till someone takes it from him (PC)

North East – North East portion of the Nation, north Virginia. Currently held by Snares the Wyrms till someone in the NE can claim the position (PC)

Grandmaster of the South East – South East portion of the Nation, including Virginia. Currently held by Reveka Armund(PC)

Rank- The regional Grand Masters need to be of Adren rank or higher. Sometimes, due to shortage of candidates, or because the most qualified individual is not of high enough rank this requirement cannot be met. In those cases the lead individual will be given the title Chancellor. This recognizes the individual's merit and the acceptance others have given as a leader, while still acknowledging they need to advance in rank. (this is primarily so we can have pcs in the positions, even if they couldn't normally hold it).

Breed- Under the Margrave's leadership any breed can be accepted as a Grand Master, though a Metis is likely to find their position challenged more frequently. Old habits die hard after all.

Auspice- Any.

Tribe- Must be a Shadow Lord, accepted as such by Grandfather Thunder. Those adopted from another tribe could hold the position, if they are now a Shadow Lord. However, no ronin, no hakken.

Other criteria-

Skill, cunning, and leadership are the important criteria for being a Grand Master.

The other Shadow Lords of the region are expected to look to the individual, and to seek his guidance. While no formal hard mechanics exist (i.e. you don't need x levels of subterfuge) a good spread of abilities and knowledge of the tribal rites are considered very important.

The position of a Regional Grand Master is open for PC's, where as the National Grandmaster will stay under the purview of the Shadowlord TN, just like any other. Such events usually occur at a shadow moot, and are never done in front of those outside the tribe. As stated above, the National Grandmaster may always change who are her Grandmasters.

Also, there is nothing keeping one Shadowlord from holding more then one position. If they can hold them, so be it. It's also possible that the lines may be redrawn at any time.

The Positions may have different holders then what is shown in this packet.

Activity- The PC/Player ***must*** be active on the Shadow Lord IC List, the OWbN Garou IC list, and most importantly, their home chronicle.

The player should also have at least neutral relations with their home Storyteller staff, the ST staffs of other games in their region, the TN and the other members of their Tribe on an IC basis.

Also, the Player must realize that the position is an IC responsibility, not an OOC one. They have no authority over the players when game is off.

Since the position is an IC entity, the player and PC should both realize that they may be challenged by other PC's for the title. Likewise, the National Grand Master may find it necessary to step in, direct or remove a given character's area of responsibility.

Camps

For more information on Camps, see the Shadowlord Tribebook Revised.

Lords of the Summit – This camp has had a resurgence as of late, with at least one Grand Master hold allegiance to it. These Lords will do almost anything to further their goals, and are the most outspoken against the Silver Fangs as the Leaders of the Nation: This camp is applicable for both Pcs/NPCs

Children of Crow – Loyal betas, the Children will get their hands dirty where their Alphas will not. They are skilled in the arts of subterfuge and misdirection. At one time, this was the Tribe, not a camp. The camp waxes and wanes in popularity, but any good Lord of the Summit has at least one near by: This camp is applicable for both PCs and NPC's

Judges of Doom – Fanatical loyal to the Litany, and feared by not only their own Tribe, but the rest of the Nation as well. The Judges are ALL Philodox, with no exceptions (see Shadowlord Tribebook Revised, page 92). Receiving one of their trademark daggers shows that you are needing to shape up, or prepare your last will and testament: This camp can become overpowering. Both PCs and NPC's can follow this camp. PC's are CBC Approval, NPC's are TN Approval.

Children of Bat – Mostly found in Mexico, most of the Tribe fears this camp. It's followers claim to have saved a portion of Bat from the clutches of the Wyrms: This camp should mostly be used for NPC's. PC's are CBC Approval (recommended to go through the TN first), NPC's are TN Approval. Let's face it, unless your in Texas or Mexico, they are rare.

Bringers of Light – The Bringers of Light are watched, heavily. They constantly place themselves with the forces of the Wyrms, to sabotage or spy. Many raids are only successful thanks to the information gathered by this camp: It is recommended that this camp be NPC only, unless PC's have the freedom to travel to non-Garou games.

The Masks and The Society of Nidhogg: For various reasons, these societies do not exist. There are rumors of some holdouts, but those that claim to be members of the Masks or Society of Nidhogg are quickly hunted down by the Judges of Doom: These camps are all but dead in Third Ed, and should only be rumors on the wind. PCs and NPC's through CBC approval only.

Lazarite Movement: Another society that is dead in the Lords ranks. The stigma of the Mules is not so strong in the modern days due to the Margrave. There are no approval requirements, however this society is all but dead in the Third Ed Shadowlord book, and really should have no reason to gain strength unless the PC's force it.

Shadowlords of Note:

This section will NOT detail WW NPC's, but will detail OWBN PC's/NPC's

Trevellyan

"Carries the Past, Slow and Methodical, Gets the Job Done"

Adren in challenge for Athro

Ragabash

Homid

Vlad

Adren

Galliard

Homid

Mariesk Slavinski

Doves Blood

Adren

Theurge

Homid

~Beta Rites Mistress, Beta Theurge, Eldest Shadow Lord, Keeper of the Land and Sept Beta of Urban Renewal under Trash Heap & G'Mork. One of the Two in contestation for Grand Master of the North East

Filip Octavian

"Rift-Walker"

Fostern

Theurge

Homid

Zara Zandra Zonavich

"Shadow of Coyote"

Cliath

Ragabash

Homid

Reveka Armund

Fangs of Justice, Seeks Vengeance With Honor, Salvages Gaia's Lost Children

Adren in challenge for Athro

Philodox

Lupus

Judge of Doom

~After the death of her brother, Reveka swore vengeance on human gangs, and of the old enemies of the Tribe, Clan Tzimizie. Her enemies seem to know this, and attack her Caern as often as possible. Currently in Tibet, on Athro Challenge. Alpha of the Best Served Cold Pack, under the Fimbul Wolves. Grand Master of the South East.

Brody Petrovich

Fostern

Philodox

Homid

Lord of the Summit

~As a Fostern, Brody was named Beta Grand Master by Julie Darkfire. He had a much talked about rivalry with the now dead Judges Worthy, and Snares the Wyrms. He is one of the few active in the states that has the pleasure to have been whelped at the Sept of Nights Sky. Brody challenged successfully for Adren, but was eventually satired back down to Fostern, after which he mostly disappeared from the eye of the nation.

Viktor Thunderfury

Writes the Law in Blood, Delivers Thunders Justice, Thunders Rage

Adren

Philodox

Homid

~One of the two in contestation for the position of Grand Master of the North East

Julie Darkfire

Elder

Ahroun

Homid

~For years she held the position of Grand Master of the North East. Perhaps the longest lived active member of the Tribe to date. She recently lost the position to her Protege, Brody.

Snares the Wyrn

Elder

Galliard

Lupus

Lord of the Summit

~Snares is currently an elder-at-large in the Midwest, moving from Caern to Caern, sometimes disappearing for weeks at a time. He can often be found at the court of the Margrave, researching tales with the tribe's great Galliards. He has some renown among the lords of Europe, having successfully challenged the Margrave for the rank of elder before he became the grandmaster of the Midwest.

Malek Donovan

"Shoots the Wyrn from Behind"

Fostern

Galliard

Homid

~The only son of a Providence Mob Boss, Malek was more than a little surprised when, after a deal gone sour, he grew claws and fur. He has readjusted well since then, becoming Hidden Flame's oddest Den Parent ever and the Alpha of Made Men under Providence's City Father. Since then he seems to be collecting other Garou with ties to the Underworld around him and handles all of the Sept's dealings with the outside world with the ruthless perfection that the Shadow Lords are famous for.

Peter SlicingWing (TNPC)

Adren

Galliard

Homid

~Pack Beta to Evelyn.

Past PCs of Note:

Ivan "Baptized By Flame" Zhukovich, Homid, Fostern, Ragabash

Ivan was part of the once notable Horizon Event pack, along with Jared Cheveyo of the Uktena and Tani Garrett of the Child of Gaia. This pack was gaining quite a name for itself as Leech hunters until Shadow Lord politics imploded it. At Beltane 2007 Ivan was sent on a job by his tribal elders and committed the one unforgiveable sin for a Shadow Lord, he got caught. He was given a choice, die by the hands of his Elders, or be sent by Johnny of the Nuwisha on a secret mission to the far corners of the Ethereal Realm. He chose to continue serving Gaia in the Ethereal.

Stephen "Eater of Hearts", Homid, Philodox

Eater of Hearts was another Hidden Flame Shadow Lord whose reach exceeded his grasp. He rose to the top, becoming Alpha of Hidden Flame for a time. But in the end he sank as low as one can go, punished first for eating the hearts of some wolf hunters at Wendigo's command, then, finally, as punishment for trying to murder a Child of Gaia Elder exiled from North America and sent on a quest that would either redeem his name or kill him. Word was received at the end of his year of exile that he had in fact died without redeeming his name.

Rite of Shame

The Rite of Shame was devolved to give those Lords that have done things that the Nation would look down on, but were for the betterment of their Sept, the Tribe, or the Nation. This Rite will gain the Lord a small amount of renown, that the Spirits will only tell to other Lords.

Mechanics – For the description of this rite, see the 1st edition Tribe Book. If the Rites Master is successful, the target of the rite will gain half the renown his deeds would normally gain if there wasn't a question about how the deeds were done. Actively working for/with the Wyrms will cause this rite to fail. Otherwise, it is the same as Rite of Accomplishment. This rite can only be preformed during a Shadow Moot. The Tribe will hunt down those that are non-Lords that may know about this rite. Otherwise, the Tribe denies anyone that questions them about this rite.

The Blood Chalice

The Blood Chalice was removed from the Tribebook in the Revised Edition. As far as the Tribe is considered, that means that it no longer exists.

There will be no write up for it, however, that does not mean that it is not an applicable fetish. It just means that you may be hunted down for using it.

Clout

This background, as placed in the Shadowlord Tribebook Revised, is mostly a RP background, with a few mechanical extras. It is one of the few ways to get around the dual disadvantage of the Tribe. Even though it's up to the ST's on how a PC gains this background, here is a bit of advice.

For the Roleplay side, those of the SAME RANK or higher that have this background are going to be listened to more often than someone without it. Someone with 5 dots in this background will generally be treated as having higher Rank, as they are generally owed favors by Elders of the Tribe.

New NPC Caerns

These are some caerns that Storytellers and Players can work together with the TN to base characters out of. There are some PCs from some of these caerns already in Play.

Sept of Hidden Insight- The Sept of Hidden Insight is medium sized, a bit small for a level 4 Caern, but there are disproportionate amounts of the three higher ranks there. The adren, athro, and Elders totaled, outnumber the cliath and fostern about two to one... 30 ish members, all told. It is a caern of stealth and wisdom. The totem is Thunder and the Alpha of the sept is an Elder Judge of Doom. The sept is surprisingly tolerant of pups and children and cubs... It knows the wisdom of remembering to cherish the joys in life. Families there tend to be close-knit, and mating is for life, in most cases. Life is lived on the bawn, in a large compound-like setting, complete with its own schools and farmland. There are a fairly large number of lupus, tending to number around two out of five. Only two metis make their home at the sept. The sept is very traditional, and yet, understands that other places may not be. This is not, however, to say that they approve of this. The sept produces far more Judges and Crows, than it does lords, due to the views that members of the sept hold. Several years ago, the sept was ripped by strife, involving the death of a Fenrir within the territory held by the sept. There is a very tense relationship with a mostly get sept about 70 miles away as a result of the death, and skirmishes between younger members of the two Septs are not unheard of.

There are two Notable families there: The Octavians and the Armunds. Both are long lines that have spawned many proud garou warriors, and some of the best Shadow Lords the region has seen, and both are highly bred (Purebreedx3 is common, and x4 not unheard of)

The Octavian Family is renowned for the innovative abilities of those of its line. Each Garou from that line has brought something unique and useful to the Tribe, and the same is expected of its future generations.

The Armund Family is widely known for its high fertility rate, equally high chances of breeding true. Each Garou in this line tends to be a shining example of its Auspice.

Sept of Thunder's Glory- The Sept of Thunder's Glory is a low-level caern of War, dedicated to an Ahroun Ancestor spirit, who answers to the name Dillan Farst "Cleanses the Blight", and is served by about 15 Garou. The caern is an Urban Caern, located in Inverness, Florida. All of the Sept members, save for a single Lupus, are Homid, and they are exclusively Shadow Lord. Other tribes are politely, if coldly welcomed when they visit, but visitors seem to find reasons to leave quickly. The Sept is led by an Athro Ahroun. It is located in a very large house/small manor located within a short drive from the state forest. This sept is just about the opposite of the Sept of Hidden Insight: Intolerant of children, cubs, and ragabash, a place of business first, and a veritable hot-spot of Lords of the Summit, causing an endless amount of (mostly) harmless internal strife.

References/Bibliography

Shadowlord Tribebook Revised – The Margrave (page: 98-99), Evelyn Constantine (page: 94-95), Camps (pages: 43-47), Clout (pages: 65-66), Shadow Moot (pages: 42-43 Revised; Shadowlord Tribebook 1st Edition – Rite of Shame (page: 56), Blood Chalice (page: 53)

All mention of characters, locations, or terms as used from White Wolf's published materials are © 1990-2007 White Wolf Publishing, a division of CCP North America. All rights reserved.