

VAMPIRE THE MASQUERADE

**LUPINES:
TARRY NOT
IN THEIR PATH**



LUPINES: TARRY NOT IN THEIR PATH

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Special Thanks: To the fans of Kelly Black and Weaponized Ink.
Thank you. Sincerely,

...and a quick note

This is the first team-up between Weaponized Ink and Kelly Black – and our first foray into V5. *Lupines: Tarry Not* is V5 update and expansion of *The Darkness Owns: the Lupines* (for V20). This book is a much deeper and more fulsome look at the monstrous werewolves that plague the **World of Darkness**. Everything in *The Darkness Owns* gets new content in this book. And of course, an updated and more modern visual approach more in line with V5's aesthetic.

If you enjoy this book, please consider leaving a review. Reviews are the lifeblood of self-publishers like us. We appreciate the feedback, critical and positive. Also, if you see any edits that need to be made, feel free to contact us at weaponizedink@gmail.com.



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SWEDEN

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THIS GUIDE IS FOR THOSE OF THE BLOOD AND
WRITTEN WITH RARE TECHNIQUES TO DEFY
PASSING OR EPHEMERAL INTERESTS. IF YOU
DO NOT KNOW WHAT THIS MEANS, THIS BOOK
CANNOT BE FOR YOU OR YOURS. YOUR
INTEREST IS ANATHEMA AND SHALL BE RE-
BUKED. THERE WILL BE REFERENCES HEREIN
THAT WILL NOT MAKE SENSE TO YOU. INTENT.

REST ASSURED THAT YOU WILL BE PUNISHED
FOR YOUR MISPLACED ATTENTION.
EXTORRES! EXTORRES!

LOQUIMUR IN LINGUA VETERI!

THE INFORMATION HEREIN IS PROTECTED, AND
NOT BY LOCK NOR KEY. NOR CYPHER.
CETERAE POTESTATES.

IN THESE PAGES, IF YOU WISH TO SUCCEED, IT IS
NECESSARY TO MAKE THE FOLLOWING
PREPARATIONS IN THE TIME, WITH THE
REQUISITE SOLEMNITIES AND CEREMONIES
CONTAINED AND LAID DOWN WITH THE
INSIGHTS OF THOSE WHO CAME BEFORE AND
PAID WITH THEIR EXISTENCE.

AVAKAZA! EXTORRES! EXTORRES! AVAKAZA!

*At the present time this guide contains many pages and lists numerous
actions by which you should avoid and others you should embrace.*

*There are thousands of places and practical techniques that we don't
know about and can't list which are known locally to be haunts of the
OTHERS, but it is hard to secure entries of these places and practices
since we can't secure the agents to send us the information.*

*It is always best to canvas the local KIN. They know best their own
ways and the ways of the OTHERS in their region.*

In gratiam hermeticum.



Lupines are our nightmares made manifest. They are literally creatures of the ephemeral, given form. Once formless, they could twist and contort their physical shape any way they saw fit, and chose to emulate wolves in a mockery of the human form. You know what else is formless evil given form? Demons. The Lupines are demons.

Why wolves? Because canis lupus is one of the few creatures smart enough and vicious enough to give humans, and by extension the Kindred, a run for its money.



We spend a lot of time telling ourselves that we are at the very top of the food chain. Humanity lords over the world and we lord over them. Simple. Humans have no natural predators, save us... assuming we can call ourselves 'natural.' It is a very comfortable spot at the very top. Its soothing to think that we are our own worst enemies. Its not true, of course. There is another level for which we serve as the prey.

Lupines are real. We ignore them at our peril and because we hate to break our delusions of comfort and power.



ISAIAH 34:14

THE DESERT CREATURES WILL MEET WITH THE WOLVES,
THE HAIRY GOAT ALSO WILL CRY TO ITS KIND;
YES, THE NIGHT MONSTER WILL SETTLE THERE
AND WILL FIND HERSELF A RESTING PLACE.

GENESIS 49:27

BENJAMIN IS A RAVENOUS WOLF;
IN THE MORNING HE DEVOURS THE PREY,
AND IN THE EVENING HE DIVIDES THE SPOIL.

ACTS 20:29

I KNOW THAT AFTER MY DEPARTURE SAVAGE WOLVES
WILL COME IN AMONG YOU, NOT SPARING THE FLOCK;

EZEKIEL 22:27

HER PRINCES WITHIN HER ARE LIKE WOLVES TEARING THE
PREY, BY SHEDDING BLOOD AND DESTROYING LIVES IN
ORDER TO GET DISHONEST GAIN.

THE BOOK OF NOD 2:11:77, EPHIUS-SALT LAKE TRANSLITERATION

THE MOON-BEASTS, THE ONE'S WHO CHANGE,
THEY ARE THE OLDEST OF ALL,
BEFORE MY FATHER, THEY ROAMED THE LANDS,
TARRY NOT IN THE PATH OF THEM,
AVOID THEM,

THEY ARE SET UPON US,
LIKE WOLVES IN THE SHEEPFOLD.
FOR WE ARE OF ONE KIND, AND THEY OF ANOTHER.
BEWARE THEIR SACRED GROUND,
WALK SOFTLY THROUGH THEIR WILDERNESS,
THEIR BITE IS OUR BITE,
THEIR CLAWS ARE OUR CLAWS,

TARRY NOT IN THE PATH OF THEM,
AVOID THEM,
THEY ARE OF ONE KIND,
AND WE OF ANOTHER.

The blade must be made of fixed silver; it must be infused with mercury to be found in a she-dog's den where their whelps have been proffered, and edge of the stone must be engraved the words, "custodire ab lupum monstrum." You must hold the blade sinister, and if you look at yourself in a mirror and cannot see the blade it is a sure sign that it has been successfully crafted.

Do not hesitate to brandish silver in their presence. The were-wolves abhor the metal and will recoil. This is a reliable technique. It is not unreasonable to ask all visitors to touch or kiss some silver to verify that they are not one of the Lupines. In fact, you can smell

"They are the wolves in the deserts, the ones who watch the cities with the great cats. They are the Tribe of Elijah, who rejected Lilith and Caine. Scripture is clear, if we leave our civilized homes, we will be torn to shreds. The Lupines are God's chosen agents, sent to punish us and other apostates for our living-transgression against Him. Stay here and you can avoid their gaze. Leave? And you are fair game."

+++



"Kine retainers are a vulnerability and a liability. You are weak not only for relying upon them, but also because of what they can become. We know the stories of kine licks rising up and destroying their Kindred masters, but there are also stories about them turning into nightmarish things."

+++



"The Lupines see our human chattel as an opportunity. Their kind can infect humans and turn them into beasts. Maintaining too large a flock means you will inevitably lose oversight and control. In time, the Lupines may come knocking and if you don't have your kine under our thumb, they will turn. One night you will be going through your routine and one of your retainers -- probably one you don't remember their name -- will fall to the ground in pain. You will watch in stunned curiosity as their body contorts and shifts. Hair will sprout. Eyes will deaden. Claws and fangs will grow."

"Follow not this advice to your doom."



بُيِّنَ لَإِسْرَافِ بْنِ إِسْرَافِيلَ أَنَّهُ يَنْزِعُ حَيْلَ يَنْ إِسْرَافِ

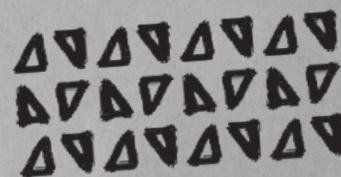
[Jacob] said, “Indeed, it saddens me that you should take him, and I fear that a wolf would eat him while you are of him unaware. (12:13)

نُورِ سِاخِلَ إِذَا أَنْ إِتَبَّصُ عَنْ حَنْ وَبُيِّنَ لَإِسْرَافِ بْنِ إِسْرَافِيلَ أَنَّهُ يَنْزِعُ حَيْلَ يَنْ إِسْرَافِ

They said, “If a wolf should eat him while we are a [strong] clan, indeed, we would then be the lost. (12:14)

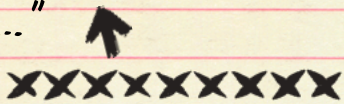
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Then they said, “O our father, indeed we went racing each other and left Joseph with our possessions, and a wolf ate him. But you would not believe us, even if we were truthful. (12:17)



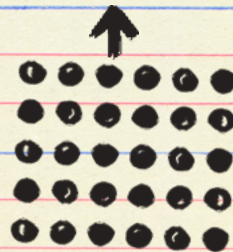
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"In two partes their natures may be divided; the nature of their own, and the nature proceeding from them towards one other. And this division now being well understood, will serve you in understanding their actions. For although all that they are not mortal, nor Kindred, nor beast, they have elements of all three that can be recognized and anticipated, according as they take it to be: For as I said before, speaking of their occult natures illudes the senses, and they may be considered as witches..."



+++

"First for them that are transformed in the likeness of beasts or creatures, they can enter through so narrow passages, and thus effect the appearance of disappearances or tele-portation. You should always understand your environment and shift your focus."



+++

"In their actiones towards others, three things ought to be considered: First the manner of their consulting thereupon: Next their part as broken creatures pain-driven: And last their masters part, who puts the same in execution and for whom they do its bidding..."







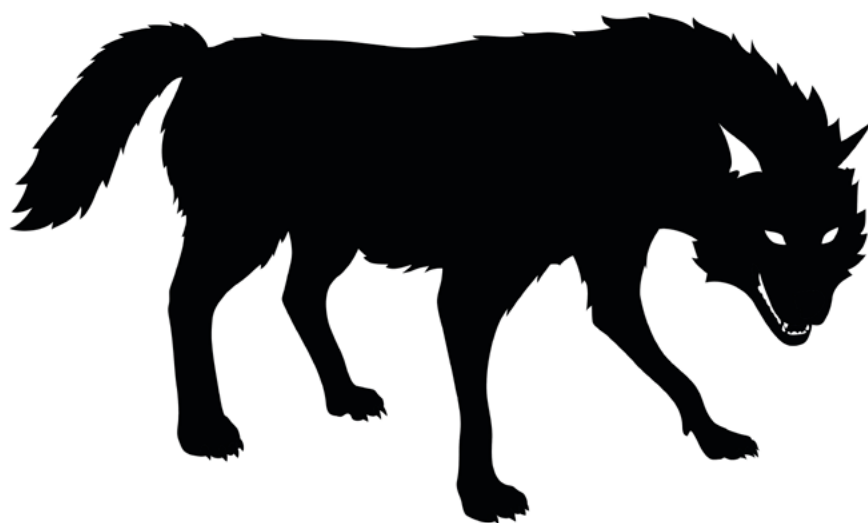
INTRODUCTION

*The Moon-Beasts, the ones-who-change,
they are the Oldest of all,
Before my Father, they roamed the lands,
Tarry not in the path of them,
Avoid them, they are set upon us.*

-Of The Moon Beasts, *The Book of Nod*

Lupines are the shadowy monsters that scare the shit out of the Kindred. Or... at least they should be. Where the Kindred are sophisticated, urbane, and mystical, the Lupines are none of these things. The Lupines are creatures of relentless brutality, mystery, and insatiable fleshlust. Where the Kindred are masters of the city, the Lupines rule the rural. Where the Kindred are considered and calculating, the Lupines are monstrous and direct.

Despite being preyed upon by the Lupines for millennia, the Kindred still know remarkably little about the werewolves. And, yes, many Kindred are terrified of the Lupines. Rightfully so. The Lupines are a very real threat to the Kindred, and any vampire more than a few decades old assuredly has seen the savagery of the Lupines at least once.



A Bit of Background

There was a time, albeit brief, when the WoD boasted ‘**LUPINES**,’ not ‘**GAROU**.’ When *Vampire the Masquerade* was first released, there was no such thing as Werewolf the Apocalypse. No Garou, no Tribes, no Triat, no Umbra. Instead, the Lupines were presented exclusively from the Kindred’s point of view as bogeyman monsters -- creatures that waited at the edges of civilization to, quite literally, tear the Kindred limb-from-limb should the vampires stray too far from the cities. Lupines were horrific. In those heady days, Kindred characters did whatever they could to never travel past suburbia (and into presumed Lupine territory). The Kindred greatly preferred to take a plane if they absolutely had to travel.

From *Vampire: the Masquerade 1e*:

“Werewolves are the mortal enemies of Vampires. They tend to live in tight knit Clans connected by family ties, and are quite rustic in outlook. All those in the Clan are related, and most inherit their power through the female line. They are very secretive and insular, despising outsiders. Any Vampire who intrudes on their land is hunted down and executed.

Lupines are ferocious fighters and it is almost impossible to sway them from their aims. It is most dangerous to gain their enmity. Only the Gangrel have any contact with the Lupines. On most nights of the full moon, whole Clans of Lupines go on a mad rampage, and all those caught in their path, mortal or otherwise, are slain.”

And here are some of the insights from *Vampire Anniversary Edition*:

“The cities belong to the Kindred, and the race of Caine adopts their gilded cage as a badge of pride. The truth of the situation is a bit more complex, however. The interstices between cities and the swaths of untenanted wilderness that surround communities belong to the creatures calling themselves the Lupines. These are the wolf-men, the werewolves, and in the territories outside the cities,

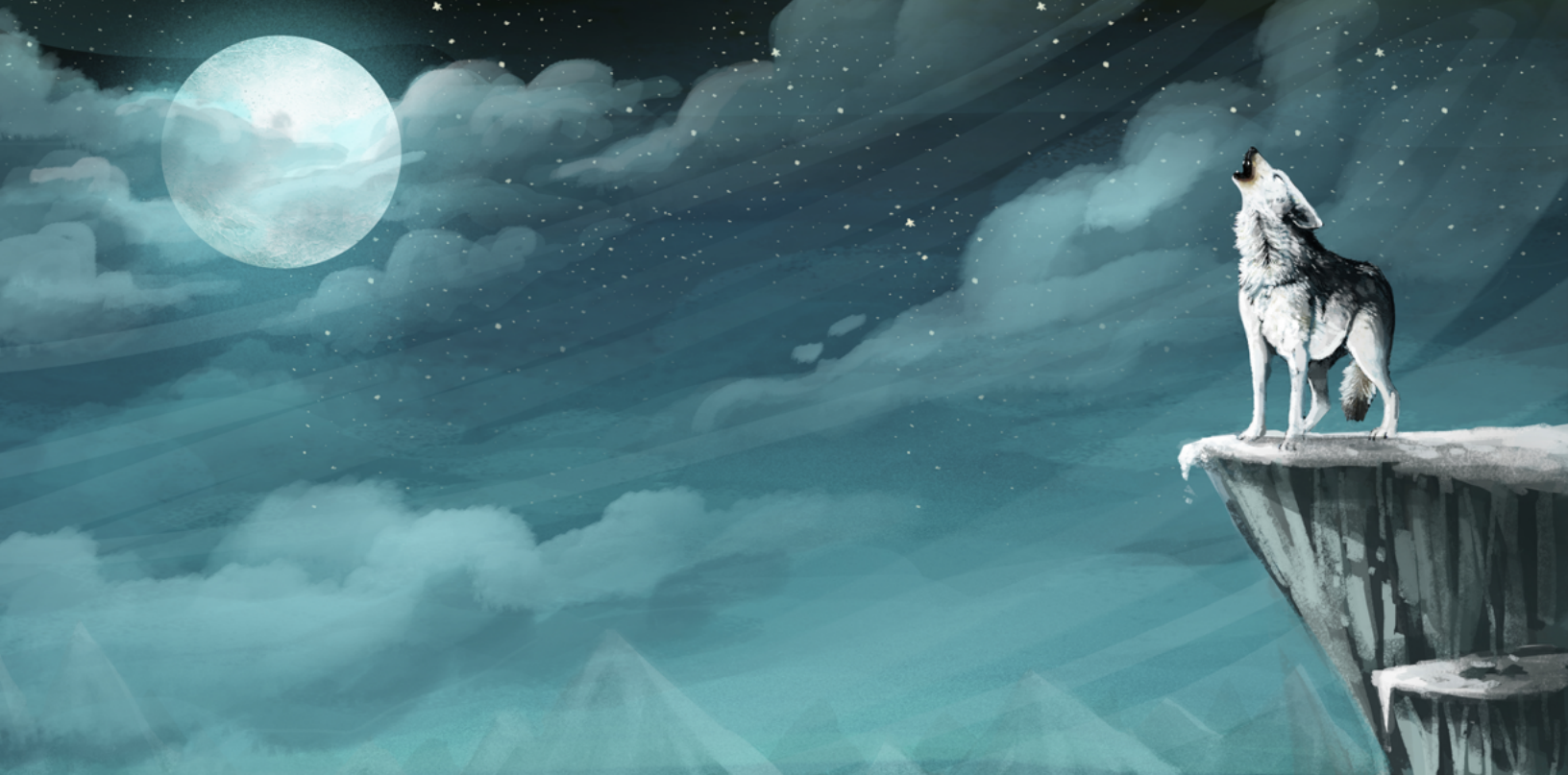
their wrathful will is law. Vampires speak fearfully of the Lupines’ capacities for violence. Even the most hardened Brujah and the deadliest Assamite give the werewolves a wide berth, for the shapeshifters consider themselves a warrior race and their rage lays close to the surface. Indeed, the Kindred and the Lupines have been at war since time out of mind, and to the shapeshifters, it is every bit a holy war. Even what fleeting commonalities certain Kindred may share with the werewolves — affinity with animals, a Beast that guides their movements, the ability to take on other forms — is no help.

When vampires and Lupines meet, bloodshed is almost certain to follow. Even elders wisely fear the viciousness of the wolfmen, as much for their near-indestructibility as their ability to inflict carnage. Savvy Kindred say the greatest threat posed by a werewolf isn’t just his potential to invoke violence, but to withstand it as well. One werewolf is a match for a whole coterie of young Kindred, and certain revered Lupines may well be able to stand toe-to-toe with a coterie of elder vampires. The werewolf reputation for formidability is so great that cocky packs of Sabbat sometimes take on the challenge of hunting these creatures down and proving their own superiority. It’s a boast upon which few Cainites can deliver.”

This book is an attempt to reinvigorate that concept - one where Lupines (not Garou) are the shadowy menace that threatens the Kindred. In this version, the Gangrel are masochistic oddities for venturing into the farmlands and woods outside of the safe environs of concrete and glass, and an ‘alliance’ with a werewolf is not just unlikely, it’s damn near impossible.

Lupines: Tarry Not in Their Path redefines werewolves strictly within the Kindred’s worldview. It excises a lot of the stuff that *Werewolf the Apocalypse* introduced to make the lupine concept a more natural fit into the setting of all editions of *Vampire the Masquerade*.

Ultimately, this is a return to werewolves as monsters. This book deals with a lot of very serious issues and the dark side of humanity - from racism, to violence for its own sake, to mental disorders to cult behaviors. There is a lot of very shitty behavior discussed in these pages. Lupines are not meant to be player characters. They are meant to scare the player characters.



"ALPHA WOLVES"

Okay, so let's just agree that there is no such thing as that popular conception of an **"ALPHA WOLF"** in nature. However, for this book and all the shitty personality-stuff that goes with the Lupines it was simply too useful a term not to use.

Some background on where "alpha wolf" came from: The term was popularized by a researcher named Rudolf Schenkel who wrote about social structure and body language among wolves in 1947. Schenkel studied wolves in a zoo where up to ten wolves were kept together in uncomfortably small area and with wolves that were unrelated to one another. The wolves in captivity displayed aggressive tendencies to secure dominance, which is where the term "alpha" came from.

However, the "alpha" was the result of artificial environmental pressures and not indicative of how wild wolves actually behave. Wolves in the wild establish dominance through parentage since packs are formed by parents having cubs. Packs in the wild are families, with the parents at the top.

But the Lupines aren't half this healthy. Even "families" like the Kensingtons use violence and aggression to establish dominance – familial ties and filial piety be damned. So, while "alpha wolf" is a fictional term based on synthetic relationships, it seems appropriate to apply it to the Lupines and their mockery of the traditional wolf pack.

WHAT THE KINDRED KNOW



"The term lycanthropy has been used since antiquity to describe the transformation of a man into a wolf and the demonstration of animal-like behaviour. The definition of lycanthropy through the ages remained unchanged: a person acquires the characteristics of the wolf, roaming around at night, wandering in cemeteries and attacking human beings and beasts in search of raw flesh."

- "Lycanthropy in Byzantine Times", *History of Psychiatry* (December 2009)

"Know"

Generally, the Kindred reliably know the Lupines are supernatural, but not in the same way they are. The Lupines are at least part human and part... something else. They can transform between their forms, though the Kindred do not understand what the parameters are for the transformation. The creatures are known to be intelligent, but are assumed by most Kindred to not be terribly sophisticated.

Throughout the world and over the march of ages the Kindred Clans used a myriad of names besides 'Lupine' including: werewolf, *lasus naturae*, lycanthrope, therianthrope, skinwalker, *nagual*, *garulph*, *loup-garou*, turnskin, savages and the beasts. It all comes down to one basic meaning, "horrific monsters of teeth and claws that live out there."

WHY THEY PLAGUE THE KINDRED

For many Kindred, the Lupines are more than just a menace, they are an existential threat. The Lupines are predators and the Kindred are the prey. For many Kindred, that is a reality they refuse to accept. The undead curse supposedly came with a mystical promise that the Kindred were apex hunters, that the world and humanity was theirs to rule. The Lupine predations are an uncomfortable reminder that the Kindred don't actually rule the nights as much as they want to think.

Most Kindred believe the Lupines exist for nothing more than to hunt and kill the Kindred. Religious Kindred and some Noddist scholars believe werewolves are a punishment sent by YHWH or mystically connected to Lilith (a suggestion vigorously denied by the Bahari).

A few Kindred believe the werewolves are a form of supernatural population control – keeping Kindred numbers in-line. A few conspiracy-minded Kindred think that the werewolf threat is concocted by the Gangrel as a way to sow fear and confusion within the ranks of the Camarilla (or rival Anarch enclaves). Other Kindred, particularly those in the Camarilla, believe the Lupines are vampiric in nature and are actually some sort of particularly bestial sect of the Gangrel.

POWERS

All Kindred know that Lupine claws are as powerful as any Gangrel's. Lupine teeth are just as strong as their claws. Werewolves are strong and tough and often as hard to take down as a very old Elder. Most Kindred have heard rumors that werewolves can use occult/mystical powers that mimic Disciplines like Potence and Celerity -- though the menu of Lupine powers tends to shift from report to report.

Lupines are known to have an affinity for canines -- particularly wolves but also sometimes feral dogs and coyotes. Many Kindred believe there is a connection between the Lupines and the moon, especially in terms of when the creatures hunt. Full moons can be tense times, and most Kindred will actively avoid leaving the confines of their city during a full moon.

Kindred know that the Lupines are long-lived, though the Kindred generally are not sure if the Lupines are undead or something else. There is no consensus on how the Lupines propagate. Many Kindred assume that Lupines spread an infection through their saliva in the same way as werewolf legends.

A number of Kindred stories suggest werewolves have a special affinity for the spirits of the dead. However, the nature of these interactions changes from story to story

with few underlying commonalities. Members of Clan Tremere suspect that the Lupines are particularly resistant to Blood Sorcery, though they generally do not share this belief with other Kindred.

It is believed by many Kindred that Lupines have three forms – human, werewolf, and wolf/canine. There are hundreds of rumors about how to identify a human or canine that might be a werewolf. Old folkloric techniques are still quite popular with the Kindred – everything from unbrows, fused digits, hairy palms, and oddly colored eyes are all believed to be werewolf tells. Even if a Kindred laughs openly about the possibility at these tells, when presented with one in the flesh they will let superstition take over and err towards caution.

It is commonly believed that Lupines cannot be embraced.

It is also commonly accepted that silver does significant damage to a Lupine.

SOCIETY

Some Kindred know the Lupines tend to live and hunt in packs and family-like groups, but few if any Kindred understand the real social dynamics involved in Lupine groupings. These 'families' are usually found in rural areas, but sometimes operate in urban areas. There are rumors that some Lupine families exist in the cities, and when those rumors have a whiff of legitimacy, many Kindred will rally to the cause to hunt the supposed Lupine infiltrators and destroy the infestation. Oftentimes, these presumed "threats" lead to either a series of frustrating dead-ends or, occasionally, the lynching of a supposed "werewolf" that is nothing more than an unwilling sacrifice to allay the mob's fears.

Almost all Kindred believe that the areas outside of a city are the domains of the Lupines, and that traveling outside of suburbs is inviting violent disaster. Likewise, Kindred believe that Lupines haunt wild places because of their connection to wolves and feral canines. Many Kindred have convinced themselves that urban environments are somehow inimical to the werewolves' existence. Many Kindred tell themselves that presumed vampiric control of the halls of power in a city serves as a barrier to Lupine predations in the cities.

Modern Kindred lore recognizes that a particularly large confluence of Lupines invaded Chicago and massacred many of the vampires of that city. How and why is a mystery to most, but it serves as a cautionary tale within the Camarilla and Anarchs alike that the Lupines can occasionally become strong and numerous enough to overwhelm even the largest of cities.

There are rumors that a "Lupine Lord" exists and that he/she is organizing the werewolves to enact another massacre like Chicago. Those Kindred that are particular-

ly nervous about a Lupine uprising are often very active in checking up on other cities in the region to share intelligence about presumed Lupine activity and ensure nothing untoward has happened in the area.

Some Kindred claim that there is an “alliance” between vampires and werewolves in Vancouver. This is a lie. Vancouver’s Kindred population is a frequent target of a number of nearby Lupine packs. The frequency is enough that the Kindred of the Pacific Northwest have a sense of when an “invasion” is imminent and, like preparing for a natural disaster, can prepare for the storm by hunkering down and hardening their havens. The ability for Vancouver to prepare for an invasion often looks to optimistic outsiders like some sort of understanding between the Kindred and Lupines.

The Concrete Hunt

Lupines deeply resent the intrusion of Kindred into their territory, which includes most of the world outside the cities. Werewolf packs greatly prize vampiric vitae, and if a Kindred strays into an area controlled by a pack, the Lupines will not hesitate to attack. Maiming and killing a vampire are the easiest ways for the Lupines to taste Kindred blood, so almost all Lupine packs default to violence as the easiest way to get “their” blood.

Because traveling outside of a city is considered dangerous and undesirable, most Kindred that are forced to do so tend to travel on their own. This plays into a werewolf pack’s interest, making it easier to isolate and harry a Kindred victim.

Lupines occasionally conduct hunts into the city. They do this for a number of reasons including expanding their packs (‘recruiting’), desire to proactively secure Kindred vitae, and to pursue specific prey/vendettas.

For Vampires, anything outside of the city is considered wilderness, and it is far more dangerous than it seems. Even the suburbs are often considered ‘the wilds’ to the Kindred, in part because Lupine attacks are more common in suburbia than in more densely populated urban locales.

The city offers security since many mortal institutions in a city are controlled by the Undead, and the urban terrain is better understood by the Kindred. At the very least, the city provides a sense of security and control not available to most Kindred in the wilds. As one may expect, the animal control department in nearly every city will not be neglected by powerful Kindred who seek to anticipate any Lupine threats.



THE THREAT

*"I saw werewolf with a Chinese menu in his hand
Walking through the streets of SoHo in the rain
He was looking for the place called Lee Ho Fooks
For to get a big dish of beef chow mein"*

-Warren Zevon, Werewolves of London

What They Really Are

The Lupines are a lot more complicated and significantly more varied than most Kindred know or expect. The Lupines do not have a cohesive culture of their own. They generally exist in tight-knit family-like groups that are usually just call a **'PACK'** or sometimes a **'CIRCLE.'** Some packs are literally family, tied together through breeding and blood. Many others are composed of individuals brought together and indoctrinated into the pack, sometimes forcibly.

Unfortunately, Lupine packs are rarely supportive and nurturing. Instead, they are caustic and manipulative. Pac members are drawn together through intimidation, violence, bullying, biological senses of duty and companionship, and fears about being on their own. Even when elevated to leadership positions, junior pack members continue the cycle of pain and humiliation because it is all they know.

Almost all Lupine packs are steeped in mysticism and magical ritual and operate like cults. In fact, to an outsider looking in, Lupine packs look a lot like traditional cults and are often mis-identified by mortals as such. Tragedy inevitably occurs if local authorities stumble upon a Lupine pack – they approach the situation with all the wrong tools and unprepared for the unbridled violence that lays at the heart of Lupine packs.

A MONSTROUS PHYSIOLOGY

Lupines are werewolves. They are humans that are infected with the lycanthropic occult-disease. Physically, Lupines are just as horrific as the Kindred believe. When in war-form (the massive hybrid form), they are masses of muscle, claws, and teeth driven by an insatiable need to destroy. Many Lupines stand more than three meters tall in their war form.

Lupines are ravenous, and controlled by predatory instincts. Even in human form they are cunning and devious, and tend towards mental and social domination as their default process for interacting with others. While in werewolf/war form, they are exclusively driven by predatory desires and have little ability to think in rational terms – it isn't just about consuming and destroying; it is about dominating anything around them.

Lupines are influenced by the moon. Though they can transform into their werewolf form at any point between dusk and dawn, they must spend the evening in their war form during periods of the full moon. During the full moon they launch into a mad rampage not unlike the frenzy of sharks as that smell chum.

Lupines can operate in the day and night, though they can only take their half-man war from starting at dusk. When dawn arrives, a Lupine is forced to transform into their human form.

As supernatural creatures, a Lupine's senses are tuned to magic. They can sense the use of magical abilities over considerable distances. Their territorial urges prompt them to hunt down the source of that magic and kill. Kindred blood, which radiates magical essence, is particularly easy for the Lupines to pick up and track.

Kindred are the preferred prey of the Lupines. The werewolves crave the flesh and blood of the vampires. Lupine packs count coup in regards to killing and eating Kindred. Lupines get a considerable boost to their strength and stamina and enjoy a drug-like high when they drink Kindred vitae.

Lupines don't just hunt and eat Kindred, they are happy to slay the fae, mages, and other entities that dabble in the mystical and the occult.

TOP OF THE OCCULT FOOD CHAIN

While the Kindred largely define their understanding of the Lupines in terms of the physical threat the werewolves present, Lupine society is considerably more complicated, varied, and nuanced than the Kindred know.

Lupine packs (and circles) are personality driven and very local affairs. However, there are a few notable commonalities throughout Lupine society no matter where they are in the world. Packs are built around one, or sometimes two, strong personalities known as an **ALPHA**. These leaders are always ego-driven and destructive - demagogues, sociopaths, and narcissists are all common personalities of a Lupine Alpha. The pack is ultimately built around the Alpha to serve their needs and desires, and the Alpha demands control and loyalty of her members.

As previously noted, Lupine packs and circles are essentially cults. Members define their self-worth in terms of how they are different than humanity. They are loyal to their Alpha, but are also zealously proud of their Lupine natures. They tend to believe they are superior to the teeming masses of fragile humans, and claim a special exalted status compared to humans and other supernatural creatures. As such, the means justify the ends because of their presumed special status. Pack leaders often use shame, violence, and a sense of 'us against the world' to manipulate their members into conformity and rigid loyalty. For most Lupines, life is meaningless outside of the group (though there are a few notable exceptions).

Lupine packs are violent. They use mental and physical violence to establish the group's social hierarchy. In human form, many Lupines have considerable scars as evidence of their previous hunts and/or transgressions against the Alpha. Lupine society generally believes that strength is exhibited in being both able to do violence as well as to take it. Weakness is a deep character flaw that must be

removed through whatever means possible.

Not surprisingly, most Lupines are mental and social disasters. Many Lupines exhibit sociopathy or outright psychopathy. Their ideals on proper social norms are completely out of alignment with human society, driving them to even more insular behavior. When interacting with humans, Lupines often present as boorish, passive aggressive, angry, racist, misogynistic, and elitist.

If a Lupine interacts with human society for long, they will almost inevitably have a rap sheet and regular encounters with public authorities (usually the police). The tendency to solve problems with violence all but ensures a Lupine will have a number of violent encounters with those close to them.

Many Lupines eagerly abandon their human lives and refuse to accept they were ever part of humanity - creating a mental buffer that permits all sorts of hurtful and hateful thoughts towards the 'lesser' humans. This sense of identity-distance creates the mental space to allow a Lupine to perform all manner of horrific acts against humans. Most Lupines reject that they were ever human.

A Lupine's human personality is either gradually overwhelmed or violently ripped away and replaced with a predatory way of thinking. Lupines see the world as predators do -- as a binary threat or prey. They value speed, strength, and cunning, all things their Lupine nature excel at. Lupine egos are generally quite fragile, and they find enjoyment and self-worth in belittling those who are weaker than themselves.

To a Lupine, everything is a competition. Either they are winning or they need to try harder to win. Losing is no better than a humiliation. This hyper-aggressive outlook is bioengineered into the Lupine's mind when they undergo infection and transformation, and is reinforced by the pack's cult-like social structure to strip away and rebuild the individual's personality into something inhuman and capable of horrific acts.

Lupine society places considerable stock in counting coup and collecting trophies. Conquest and dominance are important to the sense of identity of a Lupine. Aspiring Alphas will seek to aggressively add to their trophy collection, sometimes at the cost of their packmates.

While Lupines may uncomfortably direct, socially awkward, confrontational, and competitive, they are not dumb. Even in human form, a Lupine's senses are acute. They are constantly taking in new stimuli and processing their environment - and require sharp minds to take all of their environmental information in. The combination of stress and intelligence means they are hyper-focused on slights - perceived and real. They do not accept being belittled or mocked by anything other than another Lupine that is verifiably stronger.



(NOT) INTERACTING WITH KINDRED

Lupines think very little of the Kindred, even powerful or ancient vampires. Lupines see the Kindred as prey – little better than unliving receptacles to produce vitae. No Lupine would willingly admit that a Kindred is stronger or a better hunter, and would tend to try to prove their primacy through wonton violence.

Some Kindred do develop relationships with a pack of Lupines, but this is a very dangerous endeavor. No matter what the Lupines so or how fervently the Kindred wants to believe they are special, the Lupines do not respect the Kindred. They will occasionally tolerate a Kindred in the same way a vampire will tolerate a mortal, but, deep down, the Lupines know they are superior to the Kindred and will never treat the vampire as an equal. To most Lupines, the Kindred are not worth understanding.

Some Gangrel claim to have treaties or truces with local Lupines. This is almost assuredly a lie told to make the Gangrel look more impressive to her peers. Few, if any, Lupines make meaningful distinctions between different vampire Clans and make no special dispensation for the animalistic Gangrel.

It is only a matter of time before the social pressures created by pack dynamics drive a Lupine to show their strength by killing their so-called Kindred ally.

The exception to Kindred-Lupine relations is when a pack of Lupines takes a vampire prisoner. This happens for one of two reasons: either to turn the Kindred into an enslaved Vitae production factory, or to use the Kindred to gather intelligence on other vampires.

In the case of the vitae factory, the Kindred's unlife will be miserable. They will be imprisoned and immobile, and force-fed animals and human sacrifices so the Lupines can take what they want. Usually, taking vitae involves mangling the hapless vampire... whose beast is then manipulated to heal the wounds and feed once again. Suicide for these prisoners is usually their only option to end the pain.

In the case of the intelligence gatherer, the Kindred is forced to be a spy against her own kind. The Lupines force the Kindred to offer up everything they know about the Kindred of the city – especially havens. The Lupines will make it very clear that their Kindred “pet” continues their unlife as long as they are useful. Once that utility comes to an end, the Lupines will execute the vampire to harvest their vitae. It is rare, but possible, for a traitor Kindred to earn a place within a Lupine cult as the lowest-of-the-low member. Life is still painful and difficult, but in these rare cases the Kindred is grudgingly allowed to continue to exist and speak with the Lupines – not as equals, but as master-and-slave.

LYCANTHROPY: THE INSIDIOUS THREAT

Lycanthropy is little better than being diseased. There is a very good reason why there are so many analogies connecting werewolf infections and rabies. The 'infection' is passed through the bite of a Lupine (not necessarily through the saliva -- it is the mystical act of the bite that taint-infects the victim). However, the infection will not express to transform the human into a Lupine without further occult rituals.

Lupine Lycanthropy is a syncretic blend of the mystical and virological. While there is no actual virus, the fact that Lycanthropy is transferred does give it pathogenic-like properties.

The semi-virulent / semi-mystical nature of Lycanthropy means that, in theory, any human is a potential victim. This creates a problem for the Kindred since they need to rely of humans to provide the infrastructure for their undead lives. As much as the Kindred are loathe to admit it, they need humans -- more than that, they need to be able to trust the humans that they are closest to.

Lycanthropy casts a long shadow of doubt on the reliability of a Kindred's human thralls. Wise Kindred are always a bit wary of their Kine flock, and doubly so when there are credible reports of recent Lupine attacks.

The Lupines understand how important humans are to the Kindreds' way of un-life, and often target their infections to forcibly recruit and subvert humans loyal to the Kindred. There are ample cautionary tales shared by the Kindred about this trusted retainer or that years-loyal blood doll suddenly transforming into a werewolf and killing their master. Some ancients wave these stories off with a shrug and suggest the stories are based more in the fears of class warfare or social upheaval and not really in the Lupines -- but the rumors persist -- and the trust the Kindred hold for their Kine waivers and, sometimes, breaks.



THE RITUAL

Becoming a Lupine is not coincidental. There are specific processes that must be observed, including biting the victim and then conducting a ritual to coax forth the Lupine manifestation.

The ritual that transforms a human into a Lupine is the single most defining event in the life of the Lupine. It is at that point they cease to be human, with all the attendant mental shifts that go along with becoming a monster. 'The Ritual,' in common parlance, includes both the bite and the ritual itself.

A ritual alone is not sufficient to transform a human into a Lupine. The human must first be bitten by a Lupine. The Lupine's bite must draw blood. The best way to do this is through an unquestionably devastating bite, possibly one that cracks bones and taints the victim in such a way that the werewolf-taint will fester, propagate, and metastasize throughout the body.

There is mystical power and meaning behind the bite's somatic effort that cannot be replicated by any other means. Even forcing a Lupine to bite another human in the hopes of transferring the taint is doomed to failure as there needs to be intent behind the bite action.

If the bite is powerful enough and mystically potent enough, and assuming the victim-aspirant lives, she is now primed to undergo the next steps to become a full Lupine. The specifics of the ritual are different for each and every Lupine pack and circle. The names and processes are all slightly different as well.

Few victims of the bite asked for it. Almost all Lupines started out as unwilling victims traumatized by the very real attacks of a monster. Following the bite, their spirit is tainted with dark materials and their mindset shifts into something more consistently predatory, and, ultimately accepting of their new life as a creature of the night.

Once the victim's spirit is fully corrupted (a process that can take a few days or weeks), the Ritual must be completed to create the Lupine. In general, the victim-turned-aspirant is restrained and starved until they are near death and hallucinating. Once in this state, the Lupine who infected the victim-aspirant begins the process to enter an ecstatic state; chanting in tongues, imbibing alcohol or drugs, wild-dancing (sometimes with fire or dangerous objects), and systematically hurting themselves (and the victim-aspirant). Some Lupine packs invoke the names and beseech the attention of specific evil spirits, but many do not.

Most packs demand the other members all be present during the Ritual. Participants often shift between forms depending on their mood at that particular moment, creating a scene of constantly warping flesh that surrounds the victim-aspirant. All members that anticipate are expected to enter their own feverish ecstatic state, often doing violence on the other members as they lose control. It is not uncommon for participants to emerge badly hurt (at least until their powerful healing abilities kick in). Similarly, it is relatively common for a victim-aspirant, who does not yet have any healing powers, to be killed during the Ritual.

At this point, on the edge of death and with her presumed packmates whipped into a frenzy, the Lupine taint is summoned forth and manifests. Occult power ripples through the victim-aspirant's body. For the first time, sanguine mystical power rejuvenates and heals her devastated body (though her mind will forever remain in shambles). Her restraints tense and then break, freeing her. Her muscles contort, bones break and reshape, and she transforms into the hybrid war form, flush with their newfound strength and predator's senses.

She is no longer a victim. She is a killer.



A CAUSE ALREADY LOST

"Let me tell you something about full moons: kids don't care about full moons. They'll play in a full moon, no worries at all. They only get scared of magic or werewolves from stupid adults and their stupid adult stories."

-Neil deGrasse Tyson



Fighting the Lupines

Lupines are a cancer. When evidence of a Lupine infestation is found in or near a city, it is probably already too late for at least some of the Kindred residents. The Kindred know they can kill one, or maybe even a couple, of Lupines if they lucky, plan well, and grab the initiative. They will most certainly lose a number of retainers as well as some of their own kind to the ravening beasts, but it is possible to pay the right toll and contain the infestation before it metastasizes.

The problem is that Lupines are exceptionally hard to eliminate outright. If even one of the Lupines survive, it has the ability to create more of its kind. The remaining Lupine will taint more, rebuild, and return to hunting again. Considering how high the price is to nullify even one Lupine pack, successive waves will inevitably overwhelm any Kindred trying to make a stand. The Kindred can win a number of important battles, but unless very thorough and very lucky, they will lose the war.

This question usually drives most Kindred to the simplest solution, keep their heads down and avoid presenting an easy target. Avoiding conflict with the Lupines is usually the best and most efficient way to 'win' against the threat. Despite the many sensationalized stories, the number of Lupine attacks into urban areas are relatively uncommon and rarely destroy more than one kindred at a time. As long as the pack is not angered, the reality is that the damage can be contained (and massaging can paper over any fears). In this scenario, Kindred are going to die at the claws of the Lupines, but those numbers can be replaced or explained away.

But for some, hiding hews too close to cowardice. The Gangrel most often hold this attitude, as do some Brujah and other more martially-inclined Clans and Bloodlines. Some Kindred relish in the challenge of hunting Lupines, while some others hope to make their city just a bit safer for a time by rooting out Lupine infestations. For these Kindred, the name of the game is patience and research.

The brash Gangrel who thinks she owns the countryside and can rely solely on her wits and protean-claws to carry the night against the Lupines? That Kindred dies a very bloody final death, especially since the Lupines can shrug off some of the sharpest claws and most powerful blood rituals.

The Kindreds' most important advantages over the Lupines are access to information and city-based resources. One on one, the Lupines will almost always best a Kindred unless that vampire is very, very old. The key to fighting the werewolves is to avoid making the confrontation into a physical fight. Using human assets like law enforcement, water management, animal control, and city councils can be very effective against the Lupines and can, with the right amount of finesse, turn the Lupines into a weapon against the Kindred's enemies. Basically, the same tactics in regard to human institutions that the Kindred use against one another can be useful against the Lupines. The key, however, is that the Kindred must know who their targets are.

So, the name of the game is research, reconnaissance, and intelligence. The Kindred must find out where the Lupines live, what they look like, and if the werewolves have human identities, to get as much information on those identities as possible. Kindred that are comfortable with modern technology are at a distinct advantage when researching or tracking Lupine infestations. Lupines tend to drop out of society and become quite insular (or outright luddites), allowing an astute Kindred to use new technologies to their advantage. For example, facial recognition software and bio-pattern recognition programs, if used correctly, can be the break a Kindred might need in tracking and identifying a Lupine pack - especially if that pack is so far removed from society that they aren't aware the technology even exists.



The Peregrine Papers

Though not easy to find in anything approaching a complete form, a book does exist that compiles the thoughts, wisdom and insights of some of the most accomplished inter-city Kindred travelers. Within these pages is (usually) some useful advice on how to fight the Lupines. Some of the advice is millennia old and written in archaic forms difficult to understand. Other entries are only a few years old.

The Peregrine Papers are not a formally published book, but a collection of notes compiled by various owners, copied, distributed and with new thoughts added. Each version is distinct with inevitable content drift.

Reading a version of the book will grant the reader insight into how to survive outside of the city. The player has an excuse to use experience to raise the following skills even if they have no exposure or background; Awareness, Animal Ken, Survival, Craft, and Occult. Further, the player can take specializations in Lupines/Werewolves in any of those skills after reading a (mostly) complete copy of the book AND if they have an appropriate knowledge in an archaic language. Unfortunately, the strangely corruptive nature of the tome has an effect on the mind when studied. Whenever a character utilizes a Specialty they've learned through the Peregrine Papers, they gain a relevant Compulsion (such as Paranoia or the following **Obsession** Compulsion).

Obsession (new Compulsion)

The compulsion compels the vampire to become obsessed with rooting out the supernatural causes of events, even if those events are driven by mortals or just coincidence. This could involve looking for Lupines or something darker and more sinister pulling their strings. The vampire continues to obsess to distraction, unable to take actions that do not involve seeking answers until she makes some kind of breakthrough. The compulsion ends when evidence of the supernatural is discovered, even if it does not perfectly fit the original theory (werewolf involvement, alien mind-control, etc.).

SILVER

Silver works. Any Kindred that is going to face the Lupines should have some sort of silver weapon on hand, as they deal Aggravated damage to werewolves. Weapons made of silver or dipped and coated in a significant silver jacket ('silvered') burn the Lupines, leaving wounds they struggle to heal. Other weapons are not nearly as effective, though in a pinch a Kindred's fangs and (if she has them) claws can do considerable and lasting damage – though they necessitate a level of intimacy that usually goes poorly for the Kindred when the Lupine is ready to retaliate. For that reason, fangs and claws are best to use on a weakened Lupine as a coup de grace to keep them down.

Silvered melee weapons are best, but bullets can do in a pinch. The problem with bullets is that they generally are in short supply and can run out at inconvenient times. As long as the Kindred still fights, a silvered melee weapon is still useful. Silver bullets and arrow tips are difficult to make and must generally be made at home in order to be sufficiently effective. Crafting a single silver bullet requires a Dexterity + Craft roll against Difficulty 3. A failed roll indicates that the crafted projectile or munition is pocked

due to the swelling of the metal during the casting process. Such ammo can be fired, but at a -2 die penalty to hit.

The problem with silver is that it is a very soft metal. Silver bullets burn the Lupines, but rarely actually penetrate the creature's flesh very far. Etched or silvered melee weapons lose their edge quickly. Simple contact with silver is enough to really hurt a Lupine, but silvered weapons are much, much less effective against other types of opponents. Thus, silver weapons (and bullets) are uniquely good against Lupines and should never be used in other situations.

FIRE

Fire is also quite effective at harming Lupines (dealing Aggravated damage to them), and easier to access than specialized silvered weapons. Fire, of course, is also a much more unpredictable weapon and can cause significant collateral damage in a way silvered weapon will not.

Flamethrowers are great, as long as they can be correctly employed and not create logistical problems or issues with local law enforcement. In the absence of a specialized weapon like a flamethrower, Molotov cocktails and incendiary devices can be quite handy (and a lot easier

to acquire and employ than a flamethrower). Some use incendiary firearms ammunition such as Dragonsbreath shotgun rounds (see VtM corebook page 380), though of course such weapons are just as dangerous to vampires as to their Lupine prey.

Fire can also be used passively – as either a trap or herding tool. Setting fire to a Lupine pack's den can be quite effective, and if done with forethought, can push one or more of the Lupines into a fiery death. Of course, Kindred are also susceptible to fire and have their own issues with the element, so caution and planning are important.

In a pinch, a torch can keep a Lupine at bay for a few moments. Lupines are unlikely to cower away from a torch, but if used with initiative and to surprise the werewolf, the Kindred can buy some time.

VITAE

Lupines crave Kindred blood. If a confrontation must be had, Kindred can use their blood to lure or distract a Lupine adversary. The Kindred can occasionally gain the initiative on a Lupine when a werewolf becomes blood-crazed and focused on drinking from a Kindred victim. This advantage is fleeting. Once the Lupine drinks their fill they often exhibit powers akin to the disciplines their kindred victim had in undeath... making the Lupine that much more deadly.

In a confrontation, it is best for a Kindred to not hold back. Using all their vitae-infused powers and augmenting physical abilities is essential. Kindred claws and fangs can wound a Lupine, but that involves getting up close and personal.

BIOLOGY

Lupines are semi-mortal in that their bodies are infused with latent occult magics but also act like normal bodies (as opposed to the Kindred's undead bodies). Lupines need to eat, breathe, sleep, and defecate like other animals. These biological necessities can be an exploitable vulnerability.

Werewolves can be strangled and suffocated. In the case of strangulation the process either needs to happen so that the Lupine cannot shift into their war form or use tools that are large enough and strong enough to wrap around a Lupine's neck (no small feat). For those strong enough, tension cable is an option.

Smoke and heavy gasses can suffocate a Lupine in much the same way a human can succumb. However, the fabulous stamina and magically-efficient internal systems that every Lupine boasts (even in human form) makes this sort of process much slower than normal. Smoke that might make a mortal succumb in 10 or 15 minutes will take three or four times as long for a Lupine.

Poison is another option, but like smoke, the biology of the Lupine is naturally resistant to even the most powerful poisons (and sedatives). If poisons are chosen, then the Kindred will be best served by getting the most powerful chemicals they can get access to. Start with enough chemical to bring down a rhino and go from there.

In general, the magically-reinforced biologies of the Lupines make it hard, but not impossible, to take them down using methods that would work on large animals. Keep in mind that while the Kindred is counting the minutes waiting for the Lupine to slow down, the werewolf is using their powerful abilities to free themselves from the situation.

NUMBERS

When it comes time to strike at the Lupines, weight of numbers is what the Kindred need. Lupines will never go down without a fight, and the Kindred will need enough resources to overwhelm and wear down the Lupines. Relying on expendable humans to fight on the Kindred's behalf is the smart way to go, especially if things turn out badly. In that case, at least the Kindred can make a tactical retreat and live for another day.

Most vampiric cities rely heavily on the city's Sheriff, Hound, or Scourge for protection and attacks against the werewolves, as well as the Deputies or other assistants to those office holders. However, Lupines are not the only threats that such defenders look after and these officials may be busy most of the time. This is where young vampire coterie (AKA Player Characters) come into play. Princes and Sheriffs are quick to recruit teams of vampires who are eager to prove themselves and have not been around long enough to truly appreciate their immortality. Better to sacrifice four or five Neonates than to lose a good Sheriff. In this sort of situation, a city functionary such as the Sheriff or Seneschal may act as Shadow to the young coterie, helping them get through the political side of such an assignment and providing them with useful equipment. Coterie developed for this purpose generally fall under the Watchmen coterie type, but the Questari or even Hunting Party types could work as well depending on the purpose of the hunts.

If a Player Character coterie intends to survive, they might want a few mortals on their side. Again, there is safety in numbers and the more bodies you can throw at the Lupines the better. Additionally, mortal servants can watch the vampire coterie's backs while they're asleep during the day. Indeed, daytime is extremely dangerous for vampires who regularly fight werewolves. Their enemies know they are vulnerable during the day and heavily damaged by sunlight. They tend to make strikes at mid day and take pains to blow apart the structures that Kindred call haven.

SPARK OF LIFE

*"You loved the Shepherd, the Master Herder,
who continually presented you with bread baked in embers,
and who daily slaughtered for you a kid.
Yet you struck him, and turned him into a wolf,
so his own shepherds now chase him
and his own dogs snap at his shins"*

-Gilgamesh to the Goddess Ishtar, *The Epic of Gilgamesh*



Lupine Powers

- **Aging:** Lupines age slowly. Their strong constitution means they can easily live to 120 years or more. They generally look years (or decades) younger than their real age.
- **Supernatural Biology:** Lupines are stronger, faster, and hardier than mortal creatures. In general, things that would harm a mortal can harm a Lupine, but at a much reduced or slower rate (3x or 4x slower than normal). In many cases, poisons or other harmful agents will only force a Lupine unconscious rather than kill.
- **Improved Smell and Hearing:** A lupine may attempt to detect danger or prey at significantly longer distances than humans. They have a chance to hear or smell anything that is present in the scene (or up to 100 meters, whichever is smaller).
- **Eldritch Sixth Sense:** Lupines can detect the existence of the supernatural within Wits x 2 number of kilometers. Kindred, Lupines, and fae are always considered 'supernatural' in this case. Mages, warlocks, and witches are not inherently supernatural, but any time they cast a spell or use a power the Lupine has a chance to detect it.
- **Transform:** Lupines can take the forms of humans and wolves, as well as some forms that combine the traits of both. Most terrifying of all is their "wolfman" battle form, a wolf-headed, nine-foot humanoid killing machine that inspires a supernatural terror in humans. In this form, their Physical Attributes increase,

but they cannot use Social Attributes in connection with creatures other than werewolves and wild beasts (save to intimidate or terrify, of course).

Werewolves may also transform into a wolf. (see the sidebar below for details).

A Lupine may transform into their **BATTLE FORM** or their **WOLF FORM** at will. It takes six rounds minus the character's Resolve. Thus, a character with a Resolve of two would need four rounds to complete the transformation ($6 - 2 = 4$). While transforming all actions suffer a +2 to Difficulty.

- **Healing:** Lupines heal one superficial damage per round. They heal one aggravated damage per hour once they have no more superficial damage to heal. These abilities are effective no matter what form the Lupine is in (including human).
- **Silver and Fire:** Silver weapons do lethal damage to Werewolves. Supernatural or magical weapons that do aggravated damage to Kindred do the same to Lupines. Fire does aggravated damage.
- **Magical Resistance:** Lupines, no matter what form they are in, may choose to reroll any failed dice to resist the effects of Disciplines (and magic). The result of the second roll must be kept. Similarly, they may not be bound or compelled by Blood Sorcery.
- **A Blur of Fangs and Teeth:** Lupines in war form and wolf form add +3 to the initiative. In the case of ties, Lupines act before all other supernatural creatures, even the player characters (this breaks the rule about SPCs going after PCs on page 300 of V5).
- **Delirium:** Werewolves create an effect known as the Delirium that is similar to a "forced Masquerade." When mortal creatures observe a Lupine in battle form they are very likely to flee, and then later to

WAR FORM

While in War-Form the Lupine gains:

- Strength +3
- Dexterity +1
- Stamina +4
- +1 Hunger Die
- Fortitude (as per the Discipline) of 3.
- Claws and teeth inflict Strength + 3 aggravated damage.
- Automatically fail all social rolls.
- Immune to all forms of mental and social compulsion, including magic and disciplines.

WOLF FORM

While in wolf form the Lupine gains:

- Dexterity +2
- Stamina +1
- Teeth that inflict Strength + 1 aggravated damage,
- Run at double speed,
- The difficulties of all Awareness rolls are reduced by one (to a minimum of one)
- Automatically fail all social rolls to non-animals.



rationalize the event in their minds, no matter how far they have to reach to justify it. Mortals must role Resolve + Occult at a Difficulty of 2 or flee at the sight of the Lupine. Those that pass are still scarred and deeply disturbed, but may hold their ground and take actions normally.

- **Full Moon:** On nights of the full moon the werewolf MUST transform into war form for a minimum number of hours equal to their Intelligence. They must kill and eat prey during this time.
- **Raw Meat:** While in wolf or war form the Lupine can consume raw meat or flesh to immediately heal an extra level of superficial damage. For every turn the Lupine eats (and does nothing else) they heal one additional superficial damage. Kindred flesh works just as good as other meat - but because Kindred turn to ash when dead, the Lupine must consume the Kindred while they are still alive.
- **Hunger:** A Lupine always has at least 2 Hunger dice. When in war form the character gains another Hunger die. If the Lupine has any unhealed damage, they add another Hunger die. If they can see the moon (in any stage) they gain another Hunger die.
- **Frenzy:** If a Lupine rolls and results in a bestial failure, the werewolf immediately frenzies. They do not gain a compulsion. The Storyteller can choose between Fury or Hunger frenzy.
- **Kindred Blood:** When a Lupine drinks Kindred blood they gain a number of advantages for twenty-four hours. The amount of blood doesn't matter, though if they drink more than a single point it adds an additional 24 hours per Blood Point consumed.
 - An additional Strength and Stamina of +1
 - They can use the first level of all the Disciplines the Kindred.

- The Lupine can forgo the above benefits immediately upon consumption and instead heal one aggravated damage.

Lupines usually drink Kindred blood by either grappling the Kindred and drinking the blood from the vampire's wounds, or by capturing and restraining the Kindred and tapping the vampire for their blood.

Consuming Lupine Blood

A werewolf's blood slakes twice the normal amount of Hunger: a sip slakes 2 Hunger, for example. Draining a werewolf dry can reduce Hunger to 0 for two vampires if they share the kill.

However, the supernatural power of werewolf blood can also be dangerous. A vampire who consumes Lupine blood is more susceptible to frenzy while the blood remains in the Kindred's system. Every point of Hunger slaked with werewolf blood increases the Difficulty to resist frenzy by one. Even if the vampire successfully staves off their Beast, they become paranoid and short-tempered for as long as the blood remains in their system.

Lupine blood mixes Animal with Choleric Resonances, usually Intensely. Alchemists prize it for its high miscibility with other ingredients: it adds two successes to any distillation roll for a Formulae including it.

Miscreation Witchcraft

Lupine packs are drawn together not only through social and biological bonds, but also through occult practices. Miscreation Witchcraft is the type of syncretic sorcery common to many packs. Miscreation Witchcraft functions like the Rituals of Blood Sorcery but without the accompanying Disciple powers. For the rules on Rituals, see the V5 corebook p 274.

Bind Canine Servant

The Lupine uses force-of-will and magical incantations to bind a wolf or dog to them in much the same way a traditional sorcerer would create a familiar.

- **INGREDIENTS:** A binding tool like a chain or a rope infused with the ritualist's blood.
- **PROCESS:** The user locks eyes into the target canine. The canine will then go docile and allow the binding tool to be wrapped around their neck. The role/chain dissolves into ash and the Ritualist must then whisper the name they give to the canine. Once the naming is finished, the wolf/dog is now mystically bound to the Ritualist.
- **SYSTEM:** A successful Ritual roll will bind the canine to the Ritualist for one cycle of the moon. The canine understands the orders of the Ritualist with perfect clarity and will endeavor to follow those orders – no matter how deadly or difficult.

Take the Beast's Tongue

The Ritualist gains the ability to speak to a specific animal type.

- **INGREDIENTS:** The tongue of an animal of the type the Ritualist wants to speak to.
- **PROCESS:** The Ritualist speaks words of power and then eats the animal tongue.
- **SYSTEM:** Is the Rituals roll is successful the character can speak and understand with perfect clarity with the animal type they selected (only mammals, birds, amphibians, and reptiles may be selected). The character can now use normal social rules with the animal. For the purposes of this ritual, dog and wolf are different types of animals. Appropriate selections include; rats, cats, dogs, coyotes, wolves, bears, bobcats, songbirds, owls, hawks, crocodiles, etc. The effects of this ritual last for 72 hours.

Broker the Shroud

The ritualist binds a shadow to them that helps conceal their movements.

- **INGREDIENTS:** The petals of a night blooming flower.
- **PROCESS:** The Ritualist burns the petals, mixes the ashes with sugar, salt, and water from a lake or stream to make a paste. They speak the words of shadow and darkness – naming the dark things in the world. They spread the paste on their palms.
- **SYSTEM:** No roll is required as long as the paste stays on the character's palms (ie. They do not hold anything). The Ritualist add _1 die to all rolls to move unseen as the shadows move and manipulate to help hide the character. The effect lasts until the character eats or the palm-paste wears off.

Occult of Personality

The ritualist uses tainted magic to aggrandize themselves.

- **INGREDIENTS:** Glossolalia and lots of space.
- **PROCESS:** The ritualist places herself into an of ecstatic trance – dancing, screaming, gesticulating. They must be the center of attention. Once complete, she falls, to the ground exhausted. When she stands, a nimbus of light surrounds her... and then slowly fades.
- **SYSTEM:** Make the Ritual roll. Add the number of successes to rolls that involve Charisma and Manipulation. The effect lasts for 24 hours.

The Spirit Will Remain

The ritualist captures the spirit of someone they killed and binds the spirit to the rotting corpse.

- **INGREDIENTS:** Salt to spread over the body. A black or white ribbon to tie around ne of the corpse's index fingers.
- **PROCESS:** With this rite, the ritualist prevents the spirit of a mortal they recently killed from crossing over, by binding the spirit to the corpse. The person opens their eyes once again and is fully aware of their surroundings. They can make only small, slow movements and are racked by waves of pain. The mortal is not alive and does not heal beyond recovering a single Health level.
- **SYSTEM:** The mortal's spirit will animate the corpse for a number of hours equal to the Ritual's successes. The ritual must be completed within 10 minutes of the death of the mortal – otherwise the spirit is too far gone to bind.



Example Lupines

NEWLY-TURNED WEREWOLF

Attributes (human form, war-form, wolf):

Strength 2 (6, 3), Dexterity 3 (4, 5), Stamina 3 (7, 4), Charisma 2 (0, 0), Manipulation 2 (0, 0), Composure 2, Intelligence 2, Wits 3, Resolve 2

Abilities: Academics 2, Awareness 3, Investigation 1, Medicine 1, Politics 1, Occult 1, Science 1, Athletics 3, Brawl 2, Drive 1, Firearms 1, Melee 2, Larceny 2, Stealth 3, Survival 3, Animal Ken 3, Etiquette 1, Insight 2, Intimidation 2, Leadership 1, Streetwise, 3

Health 6 (10, 7)

Willpower 4

SCARRED VETERAN

Attributes (human form, war-form, wolf):

Strength 3 (6, 3), Dexterity 3 (4, 5), Stamina 4 (8, 5) Charisma 3 (0, 0), Manipulation 3 (0, 0), Composure 3, Intelligence 3, Wits 4, Resolve 4

Abilities: Academics 2, Awareness 4, Investigation 1, Medicine 1, Politics 1, Occult 3, Science 2, Athletics 4, Brawl 5, Drive 1, Firearms 1, Melee 4, Larceny 2, Stealth 4, Survival 5, Animal Ken 5, Etiquette 1, Insight 2, Intimidation 5, Leadership 2, Streetwise, 3

Health 7 (11, 8)

Willpower 7

STALKER-HUNTER

Attributes (human form, war-form, wolf):

Strength 4 (6, 3), Dexterity 4 (4, 5), Stamina 3 (7, 4) Charisma 3 (0, 0), Manipulation 5 (0, 0), Composure 4, Intelligence 4, Wits 4, Resolve 4

Abilities: Academics 2, Awareness 4, Investigation 1, Medicine 1, Politics 1, Occult 5, Science 3, Athletics 4, Brawl 5, Drive 1, Firearms 1, Melee 5, Larceny 2, Stealth 4, Survival 5, Animal Ken 4, Etiquette 1, Insight 4, Intimidation 5, Leadership 3, Streetwise, 3

Miscreation Witchcraft: Bind Canine Servant, Broker the Shroud

Disciplines: Blood Sorcery 2

Health 6 (10, 7)

Willpower 8

UNQUESTIONED ALPHA

Attributes (human form, war-form, wolf):

Strength 5 (8, 6), Dexterity 4 (5, 6), Stamina 5 (9, 6) Charisma 5 (0, 0), Manipulation 3 (0, 0), Composure 4, Intelligence 3, Wits 5, Resolve 4

Abilities: Academics 2, Awareness 4, Investigation 1, Medicine 1, Politics 1, Occult 3, Science 2, Athletics 4, Brawl 5, Drive 1, Firearms 1, Melee 5, Larceny 2, Stealth 4, Survival 5, Animal Ken 5, Etiquette 2, Insight 2, Intimidation 5, Leadership 4, Streetwise, 4

Miscreation Witchcraft: Occult of Personality, Take the Beast's Tongue

Disciplines: Blood Sorcery 3

Health 8 (12, 9)

Willpower 8

PACK WARLOCK

Attributes (human form, war-form, wolf):

Strength 4 (6, 3), Dexterity 4 (4, 5), Stamina 4 (8, 5) Charisma 3 (0, 0), Manipulation 5 (0, 0), Composure 4, Intelligence 4, Wits 4, Resolve 4

Abilities: Academics 2, Awareness 4, Investigation 1, Medicine 1, Politics 1, Occult 5, Science 3, Athletics 4, Brawl 5, Drive 1, Firearms 1, Melee 5, Larceny 2, Stealth 4, Survival 5, Animal Ken 4, Etiquette 1, Insight 4, Intimidation 5, Leadership 3, Streetwise, 3

Miscreation Witchcraft: The Spirit Will Remain, Broker the Shroud, Bind Canine Servant, Take the Beast's Tongue

Disciplines: Blood Sorcery 5

Health 7 (11, 8)

Willpower 8



WHO THEY ARE



When Little Red Cap entered the woods a wolf came up to her. She did not know what a wicked animal he was, and was not afraid of him.

“Good day to you, Little Red Cap.”

“Thank you, wolf.”

“Where are you going so early, Little Red Cap?”

“To grandmother’s.”

**-The Brothers Grimm, *Little Red Cap*
(aka Little Red Riding Hood)**

EXAMPLE PACK: THE BLACK MARCH

The Black March is a relatively young Lupine circle. Started in the '80s by **VANESSA POSTELLE** as a neighborhood activist group in the suburbs, it was largely a way for bored housewives to find meaning and add some excitement to their lives. Postelle was a different breed than the people she organized – from the city, militantly single, witty, urbane, well-traveled, and very into the empowerment/mystical side of activities like yoga and Wicca. She built her group around discussions of important socio-political importance -- apartheid, the troubles in Northern Ireland, the empowerment of women, and the AIDS epidemic. Under her leadership, Postelle's group grew into a core set of fanatics dedicated to causes across the spectrum.

Postelle was also a Lupine, exiled from her pack that operated deeper in the state due to a failed bid to become the alpha. She was initiated when he was just a bit older than 20. She was with her pack for only a bit more than five years, and was forced to flee after her failed bid. She was forced into the suburbs in order to stay away from her former pack, but was unwilling to go into the city where a lone Lupine might be overwhelmed should the Kindred find her. So, she set up shop in the suburbs and routinely traveled overseas to keep as light a footprint as possible in order to avoid getting the attention of her former pack and any possible Kindred.

Never one to enjoy running from a problem, Vanessa decided to build her own circle in order to secure her own safety. She started the Black March (then called the "women's salon") to find isolated or ambitious candidates for the turn. Postelle did not just evaluate the women who joined her activist group, but also their family members and standing in the community. Few of her salon were turned, but those that were became her most loyal pack-mates. Other members were infected and turned from throughout the community -- especially those who lived on the margins. She would carefully take their newfound excitement and sense of meaning and coax it towards her, building a cult of personality. She would inject mysticism and occult teachings into her salons with special attention when her prospective victims attended, grooming them into the supernatural world.

Postelle isn't as interested in power or strength as other Lupine Alphas -- what she demanded is loyalty. Those who weren't quite up to Postelle's high demands for loyalty were sent on counting-coup suicide missions either into the wilds or against the Kindred. Those that she liked, were brought further into her egomaniacal mystical teachings, where she mixes magical and occult texts with political and self-empowerment teachings.

For decades, Postelle micro-managed her cult. Their

raids into the city and Kindred hunts are always carefully planned. Members are sent into the city during the full moon to well-reconnoitered locations where their unbridled fury will do as little damage as possible. Their headhunts for Kindred are always timed to appear irregular and unpredictable and, most importantly, not regular enough to generate any meaningful reprisals.

Now, the better part of 40 years since she was exiled from her original pack, the Black March (both the activist group and her pack) are as vibrant and engaged as ever. Her pack is composed of fanatically loyal members. The membership evolved away from bored suburbanites into a group of high-energy and fully engaged community activists.

With a newfound sense of security, Postelle is ready to unleash the full power of her pack. She has carefully managed and subdued a hunger deep inside her soul for decades now, and is ready to unleash all that pent-up rage towards the Kindred of the city. She is going to make a statement to any other Lupine packs watching, that Vanessa Postelle should never have been counted out.





EXAMPLE PACK: THE CONGRESS OF GRISTLE

The Kindred are a bunch of chumps and are a ready resource to be exploited. The Kindred long for stability at all costs, and the Lupine pack called the Congress of Gristle is all-too-happy to give the vampires the assurances they want.

The Congress is led by a cagey veteran hunter known as **“THE SNAIL.”** The Snail proudly and repeatedly recounts the stories of each one of his scars to her lessers – constant lessons in the history of how hard and ruthless the Snail had to be to ascend to pack Alpha. A petite woman in human form, the Snail comes across as shift and uncomfortable in her own skin in social situations. She is much happier in the confines of her pack’s den – drinking, smoking, fighting, and generally living her version of her best life.

The Snail made a name for herself by being able to acquire Kindred vitae easier and faster than her packmates. The steady stream of vitae she proffered catapulted her into more responsibility, better scraps, and, eventually, the leadership of the pack.

The Snail’s secret to getting vitae is kindred politics and the way it ostracizes younger generations (especially Bujah and Gangrel). The Snail understands that the Kindred are social creatures and want to solve problems with words, not deeds if at all possible. So, the Snail gives them what they want. She is willing to enter into temporary alliances, transiting agreements, tit-for-tat assassinations, and non-aggression pacts with the Kindred. As a shrewd and reasonable negotiator, she usually gets what she wants because she can make herself a very useful resource to her Kindred contacts. She drives a hard bargain and asks for vitae and rumors in return.

But the small-time agreements aren’t where the Snail learned to get the lion’s share of his vitae. The agree-

ments are merely a way to gather intelligence and insight into Kindred society. She builds trust and talks with her Kindred “friends” to pull as much information out of them as possible. Her sharp predator’s mind triangulates the rumors and innuendo to come to reliable conclusions. Each interaction the Snail and her pack build more rapport and offer more and more impressive services. Need a rival taken down? If you give a basic idea where the haven might be, her group can do the rest. Need to know where your lover’s haven actually is? The Snail has someone that can track that down – if you give a little more background on what you know. Is the Sheriff a problem? Why not help the Congress of Gristle lead that elder into the ‘burbs so the pack can do their thing?

After only a few months of working with her contact-informant, the Snail can create a pretty good social map of who is who in Kindred society and where they lair. At that point, the Congress no longer needs their pet Kindred and will go hunting on their own – usually by ambushing multiple Kindred near their Havens in rapid succession. This, of course, creates a panic in the local Camarilla, which the Congress is ready to exploit as well by raiding and attacking Kindred gatherings when the community is distracted.

The Congress is too smart to work with elders or senior Kindred leaders. They always prey upon the marginalized and ostracized, offering advantages those Kindred would otherwise never have access to. Desperate Kindred are the ones that will keep secrets, and not reveal their secret agreement with the Congress. This is important since the Snail’s plans always end with the death and consumption of the pack’s Kindred contact – and even more vitae for the pack.

The Congress is careful to not overplay their hand. If a Kindred population in one city is starting to get agitated, or the contact-informant proves unreliable, the pack will back off, go to ground, or relocate to the edges of another nearby city and start over.

EXAMPLE PACK: THE COURT OF THE RAKISH KING (THE KING OF PROPHECIES)

NO CAINITE GOES TO WINNIPEG.

Mortals make jokes about Winnipeg. Its too cold. Too isolated. Too rural. Too boring. Too... Winnipeg. And yet, in the annals of Kindred society, Winnipeg is a fearful place, a veritable no-go zone. The "City of Omens" has a reputation as one of the darkest and most dangerous locations in North America because of the large presence of Lupines in Manitoba (and the nearby states and provinces).

JONAH NOBLE HILDEBRANDT is the architect the City of Omens and the violent removal of the Kindred from Manitoba. Jonah is a powerful Lupine well into his 60s (but looking and acting like a man much younger) with many, many kills to his name. He understands the Kindred. He knows the terms and names they use. He knows their powers.

Until the infamous fall of Chicago's *Succubus Club*, Jonah was unremarkable as Lupines go. After Chicago, however, Jonah had a dream about waging a great war on the Kindred. Imbued with a new sense of worth and a mission, Jonah set about to create a "kingdom" free of the Kindred.

His first steps to create his kingdom were shaky. He attempted to ascend to be the Alpha of his pack, but was beaten back. Rather than live in another Lupine's shadow, he left, and started wandering. He eventually found himself in the far northern city of Churchill, Manitoba... where things finally broke his way.

In Churchill, Jonah formed a new pack by bringing together the quarreling Lupines of the area, with him unquestionably at its head. He taught his pack the ways of hunting vampires. They were quick studies and took his trainings to heart by tracking and destroying the few Gangrel that called the northern parts of Canada home. They listened to Jonah's words prophesizing the pack's ascension to greatness. Blooded, the pack followed Jonah south.

Jonah's pack, now calling themselves "The King's Court" methodically took down Winnipeg's small Kindred population. Unlike other Lupines, they did not go out of their way to seek out vitae – they only sought the complete obliteration of the Kindred. Jonah chronicled each kill and then sent members of his pack to seek out other Lupines to speak of their accomplishments. Over time, the King's Court" grew so large it was the largest pack in the region... possibly the largest in all of North America.

In the span of a couple of years, the only remaining Kindred in Winnipeg lived like rats, holed up, and general-

ly afraid to go outside of their havens. Some have pleaded for aid from the Kindred in Minneapolis and Chicago and described the fear and horror they are subjected to. They tell whoever will listen that they are effectively prisoners in the city, with so many Lupines around that any use of Disciplines or blood-powers is likely to bring the werewolves. They say that the Lupines patrol in all directions, and have a presence as far south as Fargo. They also tell stories about how the werewolves of the area hunt with a religious fervor and speak of omens and destiny as they tear a vampire apart.

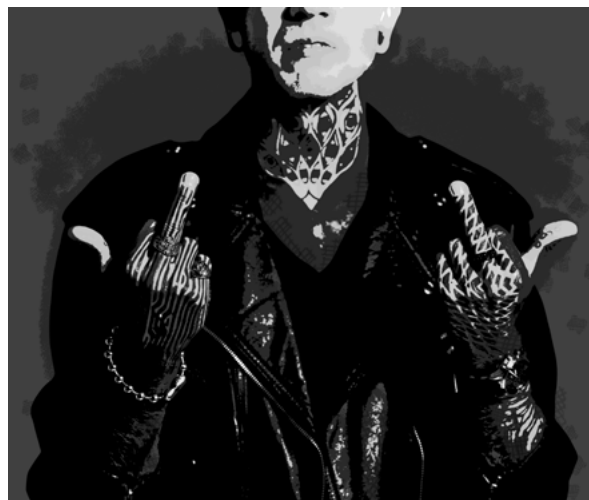
No one is interested in helping the few remaining Kindred in Winnipeg. Winnipeg is assumed to be a lost cause, the other Kindred reason, why start a costly war?

The newly-christened "*Rakish King*" rules Winnipeg with ruthless efficiency (he does, indeed, wear a crown – one made of human teeth). A former U.S. Army Ranger, Jonah is all-too-happy to train his subjects in the ways of guerilla warfare. He organizes the Lupine's patrols and raids with an eye towards detail. He speaks of dreams and visions before each attack, which is Lupine "subjects" listen to and believe. With each victory, his legend grows.

Despite the belief by most Kindred that the Winnipeg situation is isolated, the Rakish King is organizing discreet raids into larger cities quite a distance away. Though the elders do not realize it yet, some Lupine attacks as far away as Kansas City and Indianapolis are at the Rakish King's direction.

In the *World of Darkness* a good-sized Lupine pack boasts seven or so members. The largest packs usually have about ten members. The Court of the Rakish King has about 25 members... and is still growing. About half call Manitoba home, the others are pushing the Court's boundary outward into Saskatchewan, the Dakotas and Minnesota.

NO CAINITE JOKES ABOUT WINNIPEG ANYMORE.



In the time of the broken tower and the stained white walls, a demon-King will come to terrorize our kind.

In the open land of the last boy, there will come a time of darkness and omens. The others will rally to one of their own with the gift of understanding. He will teach them of our ways and names. They will grow powerful: able to tame the stone, bite the Lord, and command the hordes.

The Others will be cursed, as we are, but they will shy not away from the light. Be not mistaken, though they walk in the light they are creatures with hearts of shadow and minds of darkness. They will come from the north, where the sun does not hide, and from the south, where the sun is harvested in fields.

Wither ours in that doomed City of Omens! A great many doves will fill the air with his coming!

You will know him by the signs.

The King will be part of a great war, teaching him the ways of the hunt.

The King will ascend a throne built on screams and don a crown of consumption.

The King will come to feed five upon five mouths.

The King will sever the left hand of the unbloodied Lord.

The King will take the name of the dove.

The King will cage the green of Calne.

The King will speak the words that refuse the Hunger and celebrate the faith.

The King will look upon his domain and know that it is not enough.

Tremble for these are the signs that the King has come. Tremble! To end the King, the daughters of the rushing river and sunset must be summoned. She and They will first refuse. But this should not be. Show her the signs and make it clear the King will not end without Her! They will follow and end the King, but not after much death and death again.

-Prophecy of Satakarni



EXAMPLE PACK: THE GOLGOTHAN MISSION

The Mission believes strongly in the gospel as preached by **ABLE GREENE** (not his real name), the alpha of the Golgothans. Greene led his pack for some time in the deep rural shadows of the American midwest. He was selected and transformed into a Lupine because of his powerful faith and mental fortitude, something he brought to his pack. Over the years he drew his packmates closer and closer into his personal orbit, eventually exiling the previous alpha in favor of Able and his teachings.

Greene pushed his pack towards exploration of the occult mysteries of the Bible, researching fringe Christian beliefs and practices. Greene is particularly interested in the Last Supper and traditional passion plays, and demands his pack enact the Last supper and the stations of the cross - but with his own violent twists to the teachings and images. Able outright considers himself the ravening wolf referred to in **Matthew 7:15** (*"Beware of false prophets, who come to you in sheep's clothing, but inwardly are ravening wolves"*) and believes their Lupine status is both a curse and a trial sent by God providing the opportunity to show that they, as Lupines, are worthy. In this, Able seeks to offer the Lord sacrifices that will make the creator change his mind about the worthiness of werewolves.

Vampire blood is an essential ingredient to some of Greene's most important religious rituals. As far as Greene is concerned, the psychotropic and mystical effects of Vampiric blood help break down the religious barriers his flock place in their souls, and expands their understanding of the supernal. Greene also uses Vampire blood to make his victims more susceptible to his unhinged demands.

Greene led his pack towards the edges of the city, seeking better and more impressive prey to sacrifice to God. They infiltrated and now lead the Golgothan Mission, a charity house focused on helping and feeding the homeless. Greene preaches an anodyne version of his 'salvation gospel' to the homeless, all the while looking for prospective victim-recruits.

Keeping a regular supply of Kindred blood requires frequent forays into the city. The occasional times his pack detects a vampire outside of urban confines, they are especially aggressive in harrying and trapping the vampire so they can bring it down on their turf.





EXAMPLE "PACK:" JOSEPHINE MARIKANA

JOSEPHINE lost everything she cares about to the leeches. Her pack carved a niche for itself by operating within the city, hunting the leeches on their own turf. They were strong and effective. Sure, there was some sniping and the occasional intra-pack violence, but that is what kept them strong. Their strength not only came from their success hunting the leeches, but using their blood and remains in rites to call forth spirits of the abyss. Her pack was strong mystically as well as physically.

It all came crashing down a few weeks ago when the leeches launched a cowardly attack on her people. They had clearly planned the attack for some time, and they knew when and where to strike. Her pack was murdered. The leeches stole many of her pack's books and research into the occult. Her alpha was kidnapped and, presumably, tortured to death. The cursed undead-things got lucky. They weren't strong, they just had fate on their side that one solitary time.

Now Josephine is on her own, and it is scary as hell. She is the last remaining member of her pack, and she is determined to rebuild. She has already identified a few humans who might be strong enough to undergo the ritual of changing. She hasn't gone through with her first infection-victim yet, but will soon. If successful, it will be the first important step to rebuilding her capabilities to strike back at her enemies.

She doesn't have the notes and occult library, but she does remember most of the elements of the rituals they used to perform to touch the darkness on the other side of reality. She spent a lot of time trying to record them in the same way their ritualist used to. She knows she is likely using the wrong parchment, and certainly isn't mixing the ink correctly, but she is hopeful that getting most of what she remembers down in mostly the right format will be enough to correct and refine later. In time she will need to drink Kindred blood to once again experience the mystical powers that come with the undead's blood.

She wants to talk to the dark things once again and knows that the leech's blood and pain are important ingredients in the summoning ritual. She wants to feel the dark things from the abyss nibble at her soul. She wants to surrender and feel their eldritch powers -- and she wants to use those powers to exact her revenge on every fucking leech she can get her claws on.

First, she tries to record everything that was nearly lost. Then she rebuilds her pack with her as alpha. Then? Then they will go hunting and destroy every one of those damned leeches.

EVERY.

ONE.

EXAMPLE PACK: THE KENSINGTONS

The Kensington pack can trace its Lupine heritage back to pre-columbian native americans. It is one of the oldest packs in North America and has stood the test of time due to the shrewd and ruthless leadership of the pack's Alphas. **JACK KENSINGTON** upholds the pack's heritage and takes his role as alpha with deadly seriousness. Jack personally butchered hundreds of humans and no small amount of Kindred, and he is the architect of the deaths of many score more.

The members of the Kensingtons aren't actually a family, and Kensington isn't Jack's real last name. The name Kensington is a legacy from generations before, to the early 1800s when the pack was composed primarily of related old-blood patricians. The Kensingtons were the last family to give their name to the pack, and since that time on one has seen fit to change the name even though the last Kensington who underwent the infection and transformation dies more than 80 years ago. When Jack Arbol murdered his way to become the pack's Alpha he symbolically took the Kensington name, as did the alphas that preceded him.



The Kensingtons define themselves by the Lupine blood. Members generally drop out of human society completely to live exclusively with their packmates. The few humans who try to keep some sense of human normalcy usually give up after less than a year after they find the insularity and unceasing brutal daily rituals the pack demands as incompatible with being human. Often, the Lupine flares out violently, hurting the ones they were closest to and getting the attention of the authorities, necessitating their complete retirement from human life.

The Kensingtons are quite good at dropping off the grid, and the few times the police have come seeking a murder suspect within the pack, the pack either threatens the police to never return or simply uproots. Rarely will the Kensingtons kill a police investigator, knowing that such acts will bring further unwanted attention. It is often easiest for the Kensingtons to leave. They have few social connections and a small social footprint, so leaving one area behind with no evidence of where they go is quite easy -- leaving any investigators with nothing to follow up on.

The Kensingtons demand absolute loyalty. Their ritual of infection technically lasts over months. The newly transformed Lupine is tortured and mentally broken all while their body undergoes massive and supernatural changes. The rest of the pack uses the newly-infected's imprisonment to indoctrinate their newest member. Over the months of indoctrination, the victim undergoes a mock funeral, spends weeks as a 'wraith,' is symbolically raised from the dead and spiritually transformed. After which there is a week's long celebration of the victim's new status as an inhuman predator (though the victim remains bound and often tortured through the entire process). By the time the pack trusts and releases the new Lupine, the new member of the pack is usually completely dedicated to their new life.

Many of the Kensingtons' infection-victims expire due to malnourishment, overdoses, or physical trauma from the torture. In those cases, the Kensingtons lament their lost time and go find someone else they think will be tough enough to withstand the demands of the pack.

Like all Lupines, the Kensingtons venerate strength and hunting prowess. They have no time for hesitation or less-than-capable hunters. They will murder those they feel aren't strong enough -- mentally or physically. Likewise, ascension to alpha of the pack is only secured through violence against the current pack leader. This creates a bit of tension in the pack, and ensures everyone is always on edge.

DEAD CAN DIE

An old Cherokee is teaching his grandson about life. "A fight is going on inside me," he said to the boy.

"It is a terrible fight and it is between two wolves. One is evil and the other is good. The same fight is going on inside you - and inside every person, too."

The grandson thought about it for a minute and then asked his grandfather, "Which wolf will win?"

The old Cherokee simply replied, "The one you feed."

-Two Wolves, A Cherokee legend



Example Scenes

This chapter is designed to help the Storyteller envision what a scene involving the Lupines might unfold. Lupines are predators and will always attempt to minimize the risk they take. If given a chance, they will prepare, set the conditions for the fight, and attack in numbers. Yes, these sorts of scenes can be pretty unforgiving for the players' characters – the Lupines are meant to be legitimately scary. Smart, relentless enemies are much more intimidating than simple brutal beasts.

THE COUNTRYSIDE AMBUSH

The Player Characters are driving between cities. They probably did not want to do this, but their hand was forced. So, they are taking precautions. They have a reliable SUV, a full tank of gas, a few extra jerry cans so they can control when and where they refuel. Perhaps they are traveling in a convoy. Most likely they are driving aggressively and with a mission.

As they reach an isolated part of the highway the high-beams pick up an object in the middle of the road. It is big. As the players approach, they can see that it is a mortal – they appear to be sitting in a chair. Along the road are some barriers to force the vehicle to slow. Maybe some cut logs. Maybe some rocks. The Lupines might have used a spike strip. Perhaps they drove and parked a stationary car. The barriers won't be that substantial – they will need to be removed quickly to avoid causing additional incidents and alerting the local authorities.

The scene probably comes off as a bit surreal. That's the Lupines' plan. The barriers on the road will extend to the shoulders. It will be hard to see those barriers as they will be hidden by the grass. It will be dangerous for the characters to gun the engine and try to go off road.

The characters approach and if they slow they will see that the mortal is tied to the chair so that they can't get up. They are gagged. At this point the mortal's attempts to es-

cape knocks them over, still tied to the chair. Most likely, the characters know this is an ambush – but they also have some of their attention drawn to the mortal.

They only need the vehicle to slow down a bit – they can close the distance from the woods on the shoulder of the road with only a bit of warning. This is when the Lupines will strike. They will focus on speed and brutality.

They will start their attack on the vehicle, not the Cainites. Their intent is to disable the vehicle so the Kindred can't use speed for their escape. A Lupine in human form might use another vehicle to ram the characters. The tires will go first. Then a Lupine in war form will punch the radiator and windshield, filling the cabin with shards of glass.

If the Lupine pack is large, they might have one of their team in the treeline with a rifle. The makeshift sniper will systematically work to injure the Cainites as they get out of the vehicle – slowing the characters and giving the war form Lupines the fight they are looking for.

There is no honor here. There is no honor duel. This is all about killing and feeding on the characters.

(How do the Lupines find them? If they use any powers fueled by Vitae at any point, the Lupines patrolling the area will be alerted. They will set the ambush by calling ahead to their packmates.)

VARIANTS:

- The Lupines use a police retainer to run the characters down and pull them over. It doesn't matter if the characters were speeding or not, the police officer pulls them over and never gets out of the car. The Lupines take over once the characters are stopped.
- The pack's ritualist binds a dog or a wolf and sends them into the road. The canine will maneuver itself so that it is hit. If the players are racing down the road, the hit could be really dangerous.
- The Lupines place a few lookouts at all-night gas stations near the highway. If the characters stop the lookouts will slash the tires of the characters' vehicle(s) (or otherwise slow/disable the vehicle). If the lookouts can't do it in the shadows, they will do it in full view of the characters and use surprise to their advantage. The goal is to slow the characters enough to allow the pack to catch up.





URBAN HUNTERS

The Player Characters are in a public area – probably hunting for a victim to drain. They are moving through a crowd, adopting their predator moves in preparation for isolating a mortal and feeding from them.

Maybe the scene is in a Walmart or other “big box” store. Or maybe it’s a night club. Whatever the scene, the Cainites probably have a sense that the crowd gives them a bit of protection. They maybe think that an urban location like this isn’t a comfortable place for the Lupines to hunt.

THEY ARE WRONG.

The Lupines will start in their mortal form and at a distance. They know the Kindred have Auspex and heightened senses. The Lupines don’t want to alert the Kindred that they are being hunted until it’s too late. So, no reason to risk anything at this stage.

The werewolves will encircle the area at distance – usually out of sight of the Cainite they are hunting. They will slowly move in, converging in ways to block likely escape routes. They will stay in contact with texts or messages or, if they are a veteran pack, they will just know when the right time to move in will be.

Patience is the name of this hunt. They will wait for their quarry to isolate themselves if they are working with a coterie. The pack will wait for the Cainite to make themselves vulnerable – most likely as they are feeding or just as they are subduing their mortal prey. If the vulnerable character is part of a group, at least one of the Lupines will stay back to keep an eye on the rest of the coterie. The others will move in for the kill.

The pack’s goal is to converge from different locations at the same time, shift into war form, and overwhelm their prey before they can call for help. The isolated character’s

first real warning is likely the emergence of the Lupines.

The Lupines don’t care about the Masquerade and will rely upon the delirium to cover their tracks. The character is likely facing at least two Lupines bearing down on them. Worse, the Lupines are blocking the easy exits.

At this point, the character’s allies know something is going down and may rush to help. The Lupine that was watching them will serve as a distraction. They will transform into war form and, if the Lupine thinks they have an advantage, it will close and engage. If the Lupine is unsure, it will stay at distance, forcing the other characters to make a decision about what they do. Do they go after the Lupine in the distance? Do they flee? Or do they keep running towards the other Lupines to help their ally? Whatever they choose, they just wasted at least a few critical seconds while the pack prepares to consume their friend.

(How do the Lupines find them? Again, blood powers will be a dead giveaway. But it might be that the Lupines have been tracking the characters for some time).

VARIANTS:

- The Lupines use mortal retainers to bum and jostle one of the characters. They do this to test the Kindred’s defenses and awareness of their surroundings. If there is a lookout protecting the Kindred, the bump may give the lookout away.
- If the characters stay as a group or in a large crowd, the Lupines might turn off the lights or set a fire to force the crowd to disperse and/or prompt a stampede. The intention is to isolate one of the characters in the confusion.
- The Lupines feign an assault and then quickly fade (usually with only one or two of the pack to try to obfuscate their numbers). They are drawing the Kindred into a better-prepared ambush at a location of the pack’s choosing.

LORESHEETS

"You have more to fear from friends than enemies. If you have no enemies, find a way to make them."

-Robert Greene, The 48 Laws of Power

- **APEX PREDATOR:** You fight the Lupines. For you battle is not about survival, it's about proving you are no creature's prey.
- **ERINYES:** You've survived a major attack made by the Lupines against the Kindred. The scars you carry are many.
- **LYCANTHROPIC LEPER:** You bear the wounds of one selected by the Lupines, but never underwent their grisly rituals of transformation.
- **SCENT OF THE DEAD-THING:** You are a thrall of a Lupine pack - allowed to exist because you are a useful spy against your own kind.
- **SCHOLAR OF THE PEREGRINE PAPERS:** You've come upon a copy of the infamous document which details the terrifying complexities of the Lupines and the magics that surround them. Your study has changed you.
- **SHERPA OF THE BARRENS:** You know how best to navigate Lupine-infested regions outside of the major cities. Your survival is proof of the validity of your techniques.
- **WOLF'S LAMENT:** Lupines killed your family, or your coterie, or maybe just the one person you ever cared about as a mortal. Now you're out for revenge.



APEX PREDATOR

You fight the Lupines. Vampires and werewolves are both predators struggling to be on top. You aim to make sure it's vampires that win. This Loreshet is particularly appropriate for Brujah, Gangrel, Ravnos, Nosferatu, and other vampires who think of themselves in competitive or animalistic terms.



Lore



●● **Territorial Bleedings:** Your reputation precedes you. Other kindred recognize you are one of the few successful Lupine hunters and pay you the appropriate respect (even if reluctantly). You get a +1 die bonus to all social interactions with Kindred operating in your Coterie's domain.

●● **Claw & Fang:** You have learned to make the most of your vampiric weapons, be they Protean claws or simply your innate fangs. Gain one dot in the Brawl skill and one Brawl Specialty related to your supernatural fighting style when fighting Lupines.

●●● **Tracking the Threat:** You have the ability to sense Lupines, probably through smell. This generally takes a Perception + Awareness roll against Difficulty 1 unless the werewolf has a magic power it can use to stealth itself. You also enjoy a +2 die bonus to Investigation rolls made to track, identify, or follow Lupines, even in the wilds where they are more powerful.

●●● **Hunt the Hunters:** You know advanced techniques for fighting Lupines. Whenever you deal Physical or Willpower damage to a Lupine, you deal one additional damage of the same type. Lupines can sense the danger you represent and may take this aptitude as an implicit threat.

●●●● **Grisly Trophy:** You've proven to the Lupines in your local area that you're on top, probably by killing one or more of their own and making a trophy of the remains of your victims. When you brandish the trophy the magic that infused the Lupine's physical form still manifests and creates a de facto magical artifact that only you can wield. Lupines must succeed in a Composure + Resolve roll vs. your Charisma + Composure in order to act against you, following the rules for the Majesty power of Presence.

ERINYES



You've survived at least one major attack made by the Lupines against the Kindred, such as the one made against the Succubus Club in Chicago in the 1990s. You are a survivor.

Lore

● **Roll With the Punches:** You're used to battle enough to go with the flow. You enjoy 2 bonus dice on Athletics rolls made to dodge oncoming attacks from claws and bites.

●● **Bowed, Not Broken:** All purchases of the Fortitude Discipline are two XP cheaper.

●●● **Exit Plan:** You always have in mind a means of escaping the building. Once a combat or other violent Scene begins, you may escape from any building as though it were a three dot Haven with a Postern Merit.

●●●● **Suckerpunch the Furies:** Whenever a Lupine attacks you, you deal them one level of Aggravated damage as a counterattack of some kind. No roll is needed if you describe what you are using and why it is effective, but the werewolf may mitigate the damage normally.

●●●●● **Escape with the Prince:** You always keep your eye on the most powerful vampires in the room, either to help them escape an attack or to tag along when they make their way out. Whenever the Prince (or other powerful vampiric dignitary) leaves a combat Scene, you can use your action to flee along with them, whether they like it or not.

LYCANTHROPIC LEPER

You were bitten by a Lupine as a mortal and somehow lived.. The bite not only left a nasty physical scar on your flesh, but a spiritual taint as well. You're not one of them, but the Lupines interact with you differently. They can smell it on you. Some think of you as a curiosity, but many more want you dead as an abomination.



Lore



● **AAA Abomination:** Your bite carries the occult-taint of lycanthropy. You deal one additional level of Aggravated damage on bite attacks against non-werewolves.

●● **Feral Herald:** Your Herd is infected by the disease. Though this does not turn them into Lupines immediately (they'd need to be initiated with a ritual), they do tend towards inhuman and bestial acts. They defend themselves against attackers far more readily than before, each acting as a one dot Retainer in combat.

●●● **Scent of Disease & Death:** The disease weighs heavy in your veins, producing a smell that Lupines can detect easily. While this makes you trivially easy to track by scent (Difficulty 0 for Lupines or those with Heightened Senses), it is incredibly distracting to werewolves. Lupines suffer a two die penalty on all dice pools when in your presence. Most Lupines will seek to kill you in an effort to remove the distraction.

●●●● **Wolf's Eye:** Your tainted blood creates a connection to the Lupines - you have a sense for how they will react to a given situation. Add +1 die bonus when you are trying to anticipate a Lupine's actions or intent. Additionally, you may purchase new levels of the Animalism discipline at one XP cheaper per level.

●●●●● **Blood-Cauldron of Lycanthropic Rot:** The intermixing of your latent lycanthropic curse with your Kindred vitae creates a unique physiological effect. The faux-lycanthropy that is strong enough that werewolves can naught but feel you are one of them. While you gain no actual werewolf powers, you can Rouse your blood to confuse any Lupines in the Scene.. They will not attack you unless threatened (either by you, an ally, or an outside force). This power only protects you, not anyone else.

SCENT OF THE DEAD-THING



You are a thrall of the Lupines - a quisling, renfield, and traitor. You exist to serve them and your spirit was broken long ago. Your survival is predicated on ensuring your value as an asset outweighs the power they can harvest from your vitae. You must keep this status secret from most Kindred - they will kill you faster than the Lupines. Similarly, you must ensure the Lupines do not doubt your loyalty - they have ways of tracking their enemies.



Lore



● **I Am Noone:** You are a master of casually blending into the social background of any Scene - eschewing focus and attention so that you may do as you please. You gain a +1 die bonus to all rolls to avoid being observed. Additionally, any time you purchase a level in the Obfuscate Discipline you do so for one XP cheaper per level.

●● **Trusted Lick:** Once per session, your Lupine masters will allow you to drink from one of the lesser werewolves of the pack (a great humiliation to the young Lupine they likely resent). By doing so you slake 2 points of Hunger and increase your Blood Potency by 1 for 24 hours. You may only Fury Frenzy for the next 48 hours.

●●● **Known Hangouts:** You know where the Lupines tend to gather and understand their culture enough to pass any sentries or defenses. You can pass safely through the Wilds without fear of Lupine attack.

●●●● **No One Expects...!:** The Lupines (and Kindred) do not expect you to be a source of violence — but you are honing your rage and frustration into a weapon. Once per Story you may attack either a pack of werewolves or a group of 5 or fewer Kindred and enjoy a two die bonus on all attack rolls for the entire Scene due to their surprise and disbelief. If you use this ability and a witness tells the tale, you permanently lose the ability with the community (Lupine or Kindred) that knows.

●●●●● **Chosen:** You have proved your worth as a useful tool (likely as a spy providing intelligence to your Lupine masters). The lead Lupine has made it clear to the others that you are “theirs.” This patron werewolf counts as a 4 point Mawla and you gain 1 point of Status among the Lupines of the region. Should you betray your Patron you will gain a powerful enemy and likely be hunted by the rest of the pack until you, or they, are dead.

SCHOLAR OF THE PEREGRINE PAPERS

You've come upon a copy of the infamous occult document which details the terrifying complexities of the Lupines and their relationship to the Kindred. The Peregrine Papers are known to be a collection of writings from around the world and different eras - all under some sort of hermetic ensorcellment. No two versions are alike. Weaker minds struggle to decipher the cacophony of styles, themes, and esoterica. Those that can master the chapters learn not only about the great enemy, but also bits of long-buried Kindred lore.



Lore



● **Chapter 7: The Biography:**

Your copy of the Peregrine Papers includes an odd and uncannily detailed account of nightly activities against a particular group of Lupines on the Eastern Seaboard of the United States (or a region appropriate for the character). These details are uncharacteristically straightforward and written in modern vernacular (as opposed to the rest of the document). Mastery of this section of the Papers grants you an Investigation Specialty for Lupines and one other Investigation Specialty of your choice when operating in the appropriate region.



● ● **Chapter XX: Lost Pages:**

You sometimes come upon more pages to add to your copy of the Peregrine Papers. Though found in what seems like situations of happenstance, the pages match your copy's weathering and creases exactly - like they were torn from your copy and left years in advance for you to discover them. Whenever you score 5 or more successes on an Investigation skill roll you find one more scrap or section. In the next Scene where you deal with a Lupine or Gangrel you enjoy 2 additional dice on rolls related to those werewolves/Kindred due to the new information that the page provides.

● ● ● **Chapter 1: Lycanthropo-**

rum Liber: This collection of entries is a massive manuscript encoded with arcane and erudite terminology. You may use your Academics skill in place of Investigation or Awareness on rolls that involve werewolves. You also gain one dot in Academics.

● ● ● ● **Chapter 99: Signs of Impending Doom:**

You sometimes note signs of the passage of Lupines and get a sense of their motives. When you awaken for the night and make your usual Rouse test, you also roll Perception + Insight against Difficulty 3. If successful, you know whether you are likely to encounter Lupines that night.

● ● ● ● ● **Chapter 20: The Eye of the Wanderer:**

Something is caught in your eye and you can't get it out. A word or a phrase from the book seems lodged at the periphery of your vision, impossible to focus on, but providing strange insights. You can literally see whether someone is a werewolf or not, as the thing caught in your vision reforms into the word "Shatruh" - Sanskrit for 'Enemy.' Coincidentally, you also now understand Sanskrit with perfect clarity and may learn Blood Sorcery as if it were an in-Clan discipline.

SHERPA OF THE BARRENS



You act as a courier, diplomat, or other vampiric traveler between Domains. This means you encounter Lupines who patrol those roads. You understand how best to navigate Lupine-infested regions outside of the major cities. Your local Prince likely finds you indispensable and other Kindred probably ask you to escort them between cities. You can make a good “living” in Boons and trade by serving as a guide. Too bad it means being in constant mortal danger.



Lore



● **Reliable Transportation:** You may not always know what you’re doing, but at least you have a vehicle that can make it. You begin play with a vehicle that’s reliable enough to rarely break down. It also holds enough fuel to get you between most major cities in the region without needing to stop for gas along the way. Your vehicle is a proven off-roader, with the ability to move at speed across rough ground - and always has the equipment to pull out of a tight spot. This may not sound like much, but such pit stops are the way most Kindred get killed out in the wilds between the cities. The vehicle can provide a +2 die bonus to relevant Scenes.

●● **Trust Your Instincts:** You have a sixth sense for when the Lupines are around. You and those who travel with you cannot be ambushed by Lupines without getting a chance to act at the same time as them. Before combat begins with werewolves you may roll your Wits + Awareness against Difficulty 3. If you succeed, you and your companions get a free round of combat to act first against your attackers.

●●● **Shortcuts:** You know a few good shortcuts along the way between the cities. You can cut your travel time in half, but if you do there’s a good chance of running into a werewolf pack. Roll a test: on a failure you’re attacked along the way. If the Storyteller decides you should still get attacked even after you win the test, you regain one Willpower point. If you choose to use the shortcuts to stay out of a pack’s hunting area, you still must roll a test but are only attacked on a result of a total failure.

●●●● **Vehicular Combatant:** You have a knack for using your vehicle as a weapon when in combat. As your action you can make a Dexterity + Drive roll vs. the Dexterity + Drive of an opposing car in order to knock it out of commission for the rest of the Scene.

●●●●● **Goblin Roadmap:** You have a strong sense of the locations that are dangerous in your region. You gain +3 dice on navigation-related rolls to avoid or intentionally encounter supernatural dangers on the roads between cities. This could even apply to tracking or hunting down Lupines. Your aptitude for navigating is well-known in the Kindred community, granting you 1 point of Status.

WOLF'S LAMENT

Lupines killed your family, or your coterie, or maybe just the one person you ever cared about. Now you're out for revenge. You may not know much about them, but your drive gives you an edge that might just grant you a fighting chance against these powerful creatures.



Lore



●● **Blue's Clues:** You've obsessively surveyed the evidence of a number of scenes of violence committed by Lupines, perhaps including the one that inspired your vendetta. You can use the clues you collected there to piece together some understanding of how Lupines operate. You count as having a Specialty on any Intelligence roll related to understanding or predicting werewolves.

●● **Justified Retribution:** You've come to terms with the things you must do to enact revenge. You now have the additional Ambition: "Kill werewolves" and have the additional Conviction "Werewolves must die" which helps to mitigate Stains you might gain in the act of hunting and fighting them.

●●● **Werewolf Villain:** One specific Lupine looms large as your primary target. You gain the Adversary Flaw at 3 dots (gaining no points for it), but whenever you encounter this foe you regain a Willpower point. You know them quite well at this point and enjoy two die bonus on rolls related to them directly, such as Investigation rolls to track them. During a particularly dramatic failure, you and/or the Storyteller can invoke your Villain. Keep in mind that invoking the Villain could mean a number of things other than their physical manifestation— including evidence of their involvement in the Scene, the untimely arrival of their henchmen, or a mental block on the part of the PC due to lingering Villain-connected trauma.

●●●● **Hardened At a Cost:**

Whenever you begin a combat against one or more werewolves you heal one level of Physical damage and one level of Willpower damage of either type (including Aggravated damage). This represents a brief moment in which you relive scenes of intense violence, which can be traumatic, but does harden you for the fight. Whenever this occurs you also gain a Compulsion.

●●●●● **Ensorcelled Silver:**

You have acquired a weapon with silver etchings that proves to be quite useful against Lupines and doesn't easily lose effectiveness (as silvered weapons normally do). The weapon has a Damage Value of +3 and deals Aggravated Damage to Lupines. You should decide if this is a ranged or melee weapon. If it's ranged, it may require silver bullets to fire at the Storyteller's discretion.

From the journal of Diana Papageorgiou, Bahari scholar, 08/08/67.

"Birth is the power of the Mother. Creation is that ability not evident in her former lover Caine nor in his race. For the Cainite condition is a curse laid upon the body and soul of a dead mortal. It is masculine in that it shapes the world, adding nothing, but only transforming. This is why the XIII card of the Major Arcana represents death and transformation and why the first spiritual act of man, that of Caine, was the transformation of his brother into the first dead soul. The children of Seth and their governments are puppets of the Cainites, building bigger and bigger weapons in the shape of phalluses. They can make nothing but war and that is what their blood-drenched races revel in.

Our Mother's power is birth. She creates something from nothing, in defiance of Newton's laws. She creates us, her Bahari, *ahi hai lilitu!* She has also created many other races who dance in the moonlight. What the Cainites call Lupines are a prime example, though others exist who shift shape in the same manner as the moon does in her phases. Lilith is known to have birthed these creatures for a special purpose. Her long association with the moon is not merely symbolism, though she does bear strong connection to menstrual and lunar cycles. The Lupines invoke the moon as their goddess and Lilith does shine down upon them, inspiring the moon madness in them (as well as some of the children of Seth).

Some say that the Malkavians, as the so-called 'clan of the Moon' feel her presence in their minds..."

+++

"But for what purpose does our Mother Goddess propagate such creatures? What is the point of the Lupine race? They appear to be spread across the world, in every place and time. They also seem to be a disease, virulently propagating through a literal infection passed by their bite.

Understand that our Mother is more than just a loving matriarch. She is a terror. The Lilitu were demons of the night and of the wind who stole the breaths of babies and left them dead in their cribs. Our Mother is a terrifying creature of retribution, enacting vengeance upon the races of Caine and Seth, for both Adam, Caine, and even the mighty Jehovah all spurned Lilith as a lover. The Lupines are part of her revenge. They are her most powerful and direct conduit, enacting her will through sheer instinct.

If you ever cross paths with one..."



+++

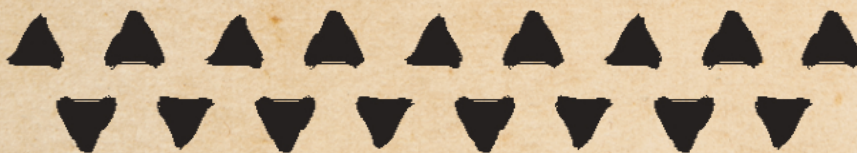
I have conducted a number of experiments to understand the physical and spiritual natures of the Lupines and their connection to our Goddess. Having trapped one with bindings of silver I have now had the pleasure of torturing him. It seems clear from the moon madness he exhibits when sufficiently provoked that the Lupines experience what Cainites call 'rotschreck' or 'frenzy'.

I now believe that Lupines have a 'Beast', just as a Cainite does. Or perhaps it is more accurate to say they are a Beast. A physical, walking talking Beast in a body. The disease changes the minds of those infected and is enhanced by the witchcraft through which they invoke our Mother (whom they simply call the 'moon' or 'Luna'). These events transform the child of Seth into a monster. A Beast. What does this mean for us, as descendants of the Cainites?

We still struggle with the classic rivalry for power inside us, what the Cainites call the 'Beast and the Man' (an unnecessarily masculine phrase indicative of their chauvinistic attitudes). What if the Beast and the Man are not merely an internal battle, but one fought in the material world between the Cainites and the Lupines? Are Lupines a part of the curse that Cainites bear which pits them against the chaos of monstrosity? A physical fight to be had that represents their spiritual struggle? The irony of course being that many of the tasks required to fight their Lupines foes requires degeneration towards the feared Beast."

+++

"What if the battle to maintain humanity is just a struggle to keep from becoming a Lupine, in a sense? Is this a linear spectrum between being a creature of Caine and a creature of Lilith? And if so, should we the Bahari not then embrace the fall towards the Beast? Perhaps the secret teachings of the Sabbat, who are said to have alternative paths to humanity, should be studied. If we could find a means of falling to the Beast, yet preserving our sapience we might find ourselves in a state of intelligent reverence for our Mother. Others have struggled to build a Path of Lilith in the past, but have failed. Some say that we succeeded back during the War of Princes, or even before that but..."



08/09/67.

"The creature has escaped somehow, having turned into a wolf to slip his bonds. How did I not think of that? How did he not do it sooner? Perhaps my ministrations were enough to distract him from the obvious way out. Thank the Goddess I was in my main haven at the time and not at the warehouse where he was kept. He escapes for now. I wish him well in fact. I hope he goes out and kills off a few of the Cainites of this city.

Maybe we should find common ground with these beasts, since we have common enemies and a common progenitor. If their allegiance to the moon goddess is as real as it would seem when studying their rites, perhaps we even share a faith."

KELLY BLACK

SAN FRANCISCO BY NIGHT FOR V5

COMING SOON!

