

# DARK ALLIANCE: Vancouver



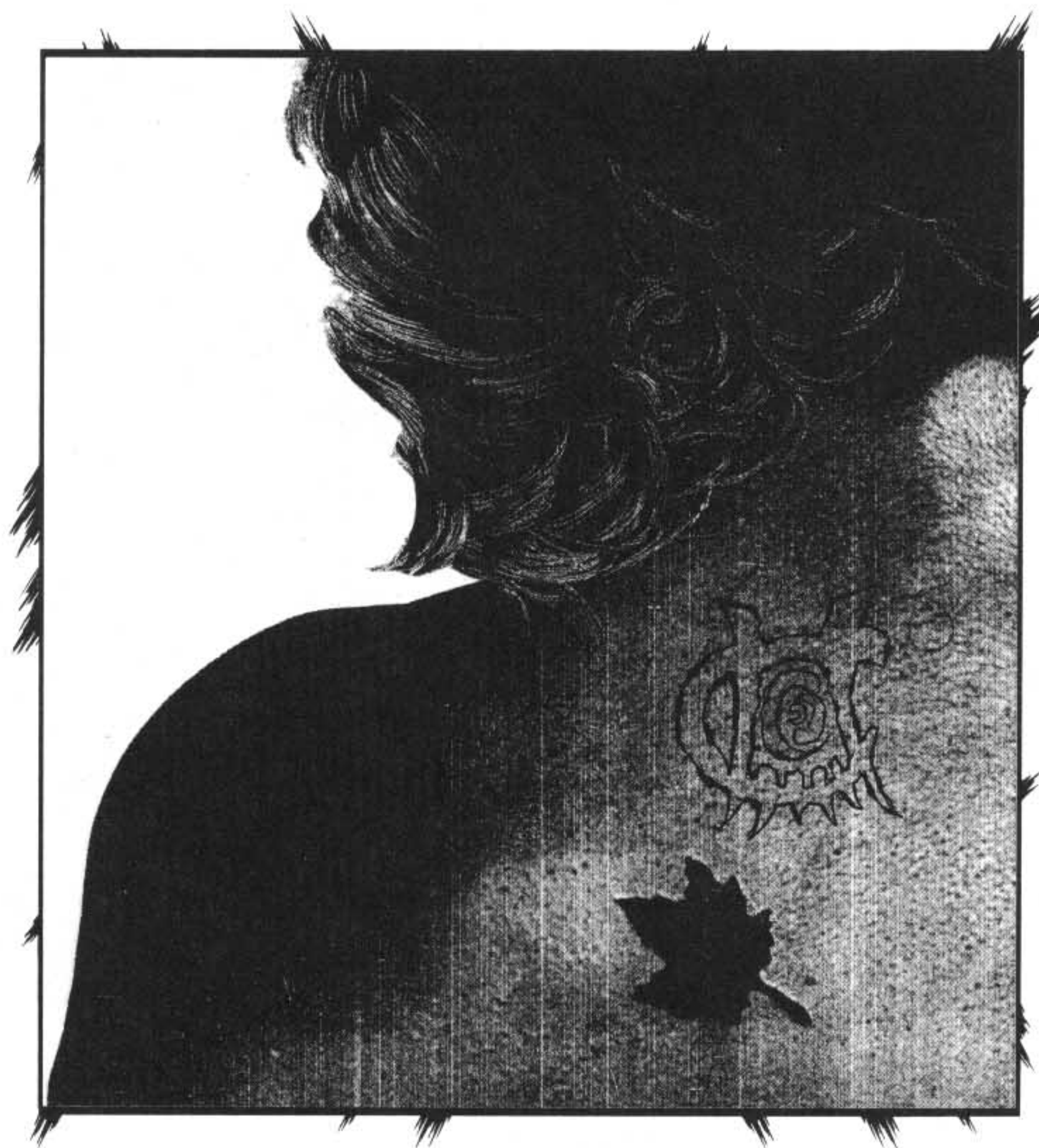
*A Regional Sourcebook  
for Werewolf: The Apocalypse™  
and Vampire: The Masquerade™*



# DARK ALLIANCE: Vancouver

*By Nigel Findley and Geoff McMartin*

*A Sourcebook for Werewolf: The Apocalypse and Vampire: The Masquerade*











## *Blood of the City, Spirit of the Forest*

Attend me, Cub, and listen. I will tell you about the city.

What? Yes, I know of your background, cub. I know you lived in the city before the Kin announced to us the imminence of your arrival, before we took you from the humans to learn the Truth. Yes, I know you spent what was it? thirteen winters in the canyons of concrete before you joined the Garou, before you became one with our People. You may *think* you know the city, but your knowledge is incomplete. You lack knowledge of all who live outside the embrace of Gaia herself. You may know more about the superficial world than I do. You can give the names of streets and buildings. You no doubt know the numbers assigned to you, the cold and spiritless numbers assigned to humans by other humans to define and control them. But to say knowing these things lets you truly *know* the significance of the city is as foolish as claiming that seeing a picture of a tree in a book lets you truly know the significance of Gaia. When I am through with you, cub, you will *know* the true significance of the city the humans call Vancouver.

The heart of Vancouver is the Great Caern, as your brethren have told you already. You are too inexperienced in the ways of the Garou to have been allowed to see the true significance of this fact for yourself. For reasons that are no doubt clear to you, all Garou describe their caern as the "heart" of the region they protect. Spiritually, a caern is always the heart and center of its bawn. Geographically, however, the truth is often different.

Vancouver is different. The spiritual heart of the city, the Great Caern, is also physically in the heart of the city. The city has grown up around the caern, hemming it in.

What was that? How did that happen? You will learn that in time.

I hear tell that there is another such caern in the very heart of a great city, in distant New York, but I must depend entirely on the words of others, I have never traveled so far. Truth be told, I hope I never have to travel again.

This is not the only thing that sets the Great Caern of Vancouver apart, cub. For obvious reasons, the brethren who followed the Kin Fetch to bring you to be among your people were all of our tribe. Nothing else could be acceptable. Since that point, you will have noticed that different tribes, so often at each other's throats elsewhere in the world, work together here with a level of cooperation that I believe is unique.

Why, you ask? That is the key truth about the Great Caern, as you will come to understand. The Great Caern is a Caern of Cooperation. It was created centuries ago by one of the greatest Theurges this part of the world has ever seen. We created the caern to be shared by all Garou. Its powers and bound spirits are open to all. A caern is often used by a single sept, often composed of a single clan. Any other visitors must pay that clan the Chiminage it demands. Our caern is open to anyone, regardless of sept or tribal affiliation. Vancouver is "open territory", cub. To the best of my knowledge, that makes the city unique.





That is not the only factor that sets Vancouver apart. You have heard of the Leeches, the Cadavers: those undead creatures the humans know as vampires. They call themselves the Kindred.

What? Myths? I see you have a long way to travel down the path that is wisdom, cub. Vampires exist, and there are many of them in Vancouver. Trust what I say for the moment. Soon you will know it from your own personal experience.

Elsewhere in the world, our People and the Kindred are foes. The vampires are of the Wyrn, innately opposed to that which gives us reason for being: Gaia herself. Yet here in Vancouver, that... *tradition*, you may call it... has been set upon its ear. As there is peace between the Thirteen Tribes of the People, there is also a tentative peace, little more than a truce, between the People and the Kindred.

How? How can the People come to terms with those who are enemies of Gaia? The story is long, and others will instruct you of its details. For the present moment, this must suffice.

Although we believe the Kindred are of the Wyrn, here in Vancouver we have learned that their path and their goals are not always *with* the Wyrn. Does that make sense to you? They are spawned by the Wyrn, but the Leeches have, it seems, free will. They pursue their own goals and purposes. These frequently parallel those of the Wyrn. Thus we war against them. Yet as the history of Vancouver proves, this is not always irredeemably the case. There are wise minds among both the People and the Kindred. Those wise minds have discerned that, in this case, a path can be charted that serves the needs of both the Kindred and the People that does *not* serve the needs of the Wyrn. Remember this above all, cub: the Wyrn is the enemy. Anything else is merely diversion. Any ally, any tool, that can be used in combating the Wyrn must be so used. Though it galls some of the People almost beyond endurance, the Kindred of Vancouver fit this category. They are both an ally and a tool in our battle against the Wyrn.

Eternal peace? Let yourself not be deceived by what you *think* I say, but instead pay attention to what I *do* say. There is peace between the tribes. For the moment, there is peace between People and Leeches. Yet there is not, and can *never* be, peace between us and the Wyrn. Though our alliances among ourselves and with the Kindred have helped keep the Wyrn at bay these last years, the war still continues. Not so long ago it raged, and I fear it will one day rage again.

Yes, I speak from personal experience. I see you eye my battle scars. Do not turn away your eyes; you will not shame me. Among the People, battle scars are not shame, but instead the greatest tribute of all. Honorable scars, honorably received, speak of a Garou's mettle, his soul, and his dedication to the Ways of the People.

I received these scars in the great conflict that drove one of the greatest servitors of the Wyrn from this region. You might have heard of the Pentex Corporation. It was a great battle. We attacked by night under the leadership of Roger Daly. Yes, Daly the Glass Walker. An honorable man, despite his tribe. He is a cunning tactician and a fell warrior. You would do best to keep your scorn for his heritage to yourself should you meet



him eye to eye. Human guards fired upon us. Machines of death tried to cut us down with fire, blades and bullets. Yet we won. In the heart of the poison that was the Pentex establishment, we met its final and most lethal guardians, the men who ran this perversion.

Yes, cub: they were men. They were also *not* men.

They had once *been* men, but now there were something else. We call them *fomori*, mortal souls ridden and perverted and twisted out of their true from by the Banes. We fought them. The People, the warriors of the Thirteen Tribes, fought side by side. We fought the spawn of the Wyrms.

We were triumphant. The cost was high, but we paid it. I paid it gladly. I took terrible wounds that to this day throb and burn with remnants of the evil that flowed through the *fomori*. I tore to pieces with my own hands. My days are agony and my nights are beyond description. I paid the price gladly, and I would pay it again gladly were the need to arise. Each bolt of pain, each moment of agony is a reminder of our victory, of the great things that can be achieved when the People set aside their petty jealousies and machinations and turn together to face the true Foe.

It was by this price that Pentex and a large portion of the taint that was the Wyrms was driven from Vancouver. We must

strive to keep the Great Caern and its bawn free of the taint that is always trying to return.

The peace between the tribes and the truce with the Cadavers give us the best chance of achieving this.

Yet now I must tell you the fact that makes my heart grieve. This peace may soon come to an end. Forces have arisen and combined to threaten what we have wrought.

No, it is not the Wyrms, not as such. I do not believe so, at least.

It is our own self-serving desires. Kindred lead us into this dark future. If we stray from the true path before us, Garou will fight Garou, Garou will fight Kindred... and the Wyrms will wait until the battle is done, when there is none to combat it any longer. Then Vancouver and its Great Caern will fall under the darkness.

Cub, we must steadfastly remain on the true path if we wish to survive if we want *Gaia* to survive.

What is this true path, you ask?

That is the question that each Garou must answer in her own heart. Only your own conscience and spirit can give you guidance.

May we all make the right choice...



## Credits

**Authors:** Nigel Findley and Geoff McMartin  
**Development:** Bill Bridges  
**Editing:** Brian Campbell  
**Art Director:** Richard Thomas  
**Art:** Jeff Rebner, Dan Smith, Joshua Gabriel Timbrook  
**Maps:** Brian J. Blume  
**Cover Art:** Tony Harris  
**Typesetting and Layout:** Sam Chupp  
**Logo and Back Cover Design:** Michelle Prahler

© 1993 by White Wolf. All rights reserved. Reproduction without written permission of the publisher is expressly denied, except for the purpose of reviews. Werewolf: The Apocalypse, Under a Blood Red Moon, Rage Across New York, Book of the Wyrms, Vampire: The Masquerade, Chicago By Night, The Anarch Cookbook, Garou, Kindred, the Wyrms, all Vampire Clan names and all Werewolf Tribe names are trademarks and copyrights of White Wolf.

The mention of or reference to any companies or products in these pages is not a challenge to the trademarks or copyrights concerned.

Maps: Some graphic elements © 1993 by Brian J. Blume.

## Special Thanks

As hard as this may be to believe, we're running out of "Special Thanks" listings for folks. So, we've decided to divide the chores of mocking each other between books. Check out our new **Vampire** or **Ars Magica** books if you want to see the dirt on any White Wolfers not listed below. (No, this is not a plug. If you want to buy those books just for the Special Thanks, maybe you should consider seeking help.)

Andrew "Back Seat" Greenberg for Storytelling the nasty on the way back from GenCon.

Ken "12-Sandwich-Eating" Cliffe for the geyser of obscenities which turned Aaron and Josh blue.

Brian "Puppet Master" Campbell for bringing the *Rocky and Bullwinkle* puppets to GenCon '93.

Rob "Watch My Barstool" Hatch for the horrors of middle age.

Stewart "The Long Goodbye" Wieck for waving... and waving... and waving after the Chaosium party.

Mark "Metropolis" Rein•Hagen for being a turncoat and selling *Kult*.

John "Body Bag" Bridges for being the only one sober enough to drive the hearse at DragonCon '93.

## Dedications

**Geoff McMartin**

For Kelly and Daemion for your patience. And thanks to Ken, Carman, Doug, Darren, and yes, even you, Andy...

**Nigel Findley**

To Holly again, for keeping me (marginally) sane...

Another Barre Sinister Production



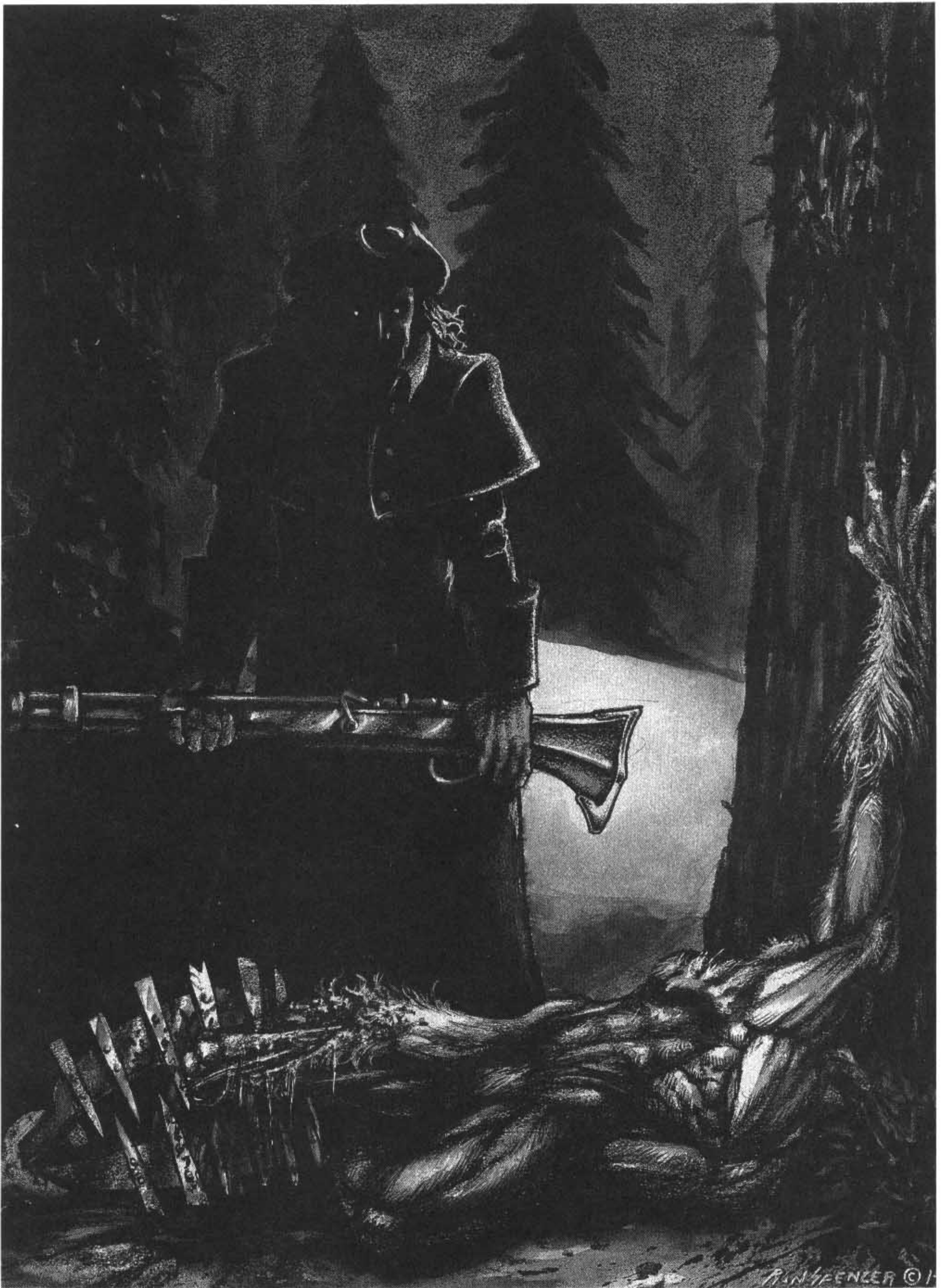
# **DARK ALLIANCE:** **Vancouver**



## **Contents**

<i><b>Legends of the Garou: Blood of the City, Spirit of the Forest</b></i>	<b>2</b>
A word of warning for those new to the area.	
<i><b>Chapter One: Setting</b></i>	<b>8</b>
The city of Vancouver and its environs.	
<i><b>Chapter Two: History</b></i>	<b>36</b>
The Garou and Kindred history of the region.	
<i><b>Chapter Three: On the Margin of the Forest</b></i>	<b>50</b>
The Garou of Vancouver.	
<i><b>Chapter Four: And the Dead Shall Rise</b></i>	<b>82</b>
The Kindred of Vancouver.	
<i><b>Chapter Five: Wheels Within Wheels</b></i>	<b>100</b>
Stories and plots in the secluded city.	
<i><b>Appendix: Clan Bushi</b></i>	<b>118</b>
A new vampire clan from Japan.	







# Chapter One: The Setting

## Introduction

### Note from the Authors

Welcome to the West Coast, and welcome to Canada. This sourcebook is designed for use with both **Werewolf: The Apocalypse** and **Vampire: The Masquerade**. You need not own both games to use this sourcebook: it's written to be just as useful if you only play **Werewolf** or **Vampire**. We do suggest that you try integrating both systems; the ancient conflict between the Garou and the Cainites can lead to intense and rewarding stories.

Vancouver is a unique setting. It's a city isolated in a vast wilderness. It's an island of wilderness isolated in an ocean of civilization. Both are different worlds, but they overlap, competing to survive. Both worlds are isolated, surrounded and vulnerable. Both the city and the wilderness are on the defensive. If your players feel this vulnerability and isolation, they understand what makes Vancouver unique in the Gothic-Punk world.

Remember that now is the time of the Apocalypse. The Wyrms are everywhere, striving to spread its corruption across Gaia. The Garou are losing the last battle and face extinction. The Kindred, meanwhile, struggle throughout the world to maintain their Masquerade and their dominance over the anarchs. The struggle is hindered by the hunters and other foes of the great undead. One would think the situation is complex

enough. Yet on top of this, Kindred and Garou are ancestral enemies, and all too often, they must fight each other.

Now, what if, for a relatively short time, an enclave of Kindred tried to make a strained peace with the Garou, allowing them the breathing space they need to fight off the anarchs? What if the Garou struck an uneasy truce with the Cainites to beat off the Wyrms from one of their last areas of refuge? What if this has been working for two decades before something went wrong.... terribly wrong?

Welcome to Vancouver.

### Themes and Mood

Themes are important to every story, and this one is no different. If you're using the *War and Peace* story provided in this source book, then the theme is encapsulated by the name: war or peace. The characters must either follow the tides of war and hope they survive or pursue the more difficult path and promote peace. If they choose to be the voices of reason, they will be caught in a situation where two different races are plunging headlong toward mutual destruction.

This is a time when a few characters can become heroes by uncovering the sinister plots against, and within, their society. Alternatively, they may seek the glory of battle, which is usually only attained in the final death. The choice should be theirs.

British Columbia is a province in isolation. In the Pacific Northwest, werewolves live in great virgin rain forests. The



characters may feel at home here. They may feel relaxed, but when they do, it's time to show them the ugly truth of reality. Logging companies, wielding economic clout and raping the forests, clash with protesters armed with metal spikes and hammers. Emotions run at a peak. Tension builds until it threatens to burst. For the Garou, the mood is one of panic and desperation. British Columbia is among the last bastions of defense in North America. The threat of human expansion is everywhere.

Within the province, a city waits in isolation, offering rest for the greatest of the immortals. This haven is surrounded by the ancient enemies of the undead. Although there is a truce, it could fall at any minute. This fear can be emphasized by any meeting with the battle-hardened Gangrel. Armed with silver weapons and wearing headsets for communication, they maintain a constant patrol around the city. The Gangrel wait for an attack that may or may not come. This feeling is contrasted with the parties of the rich and famous who come to the coastal city for its beauty and splendor. Let the characters feel these two extremes: emotions of isolation and fear are balanced against feelings of security and the joy of relaxing.

## The Setting

Although they speak the same language and share the world's longest undefended border, Canada and the United States are very different countries. Their backgrounds are different; their views of the world around them and methods of interacting with that world are often staggeringly divergent. Thus, in some very profound ways, no Canadian city can be truly like an American city. Comparing the situation in Vancouver to the situation in any American city can be difficult because of these differences. Making judgments about Vancouver is also difficult because Vancouver isn't a typical Canadian city.

## The True North Strong and Free Canada

*Not life, liberty, and the pursuit of happiness, but peace, order, and good government are what the national government of Canada guarantees.*

W.L. Morton

Canada is the second largest country in the world, with an area of 9,970,610 square kilometers (Canada uses the metric system, of course; that converts to about 3,849,885 square miles). The country is divided into ten provinces and two territories. The total population consists of about 27.5 million people. Canada's culture is heavily influenced by her powerful neighbor and trading partner, the United States of America, but she's still a very different place.

The people and culture of Canada differ widely from province to province. Some, like British Columbia on the West Coast between Washington and Alaska, are geographically isolated from the others. In contrast, the province of Ontario

considers itself the cultural center of the country and views everywhere else as "the regions", barely worthy of attention. Socially, the country ranges from the sometimes violent separatists in Quebec to the wheat farmers of Alberta, Saskatchewan, and Manitoba and the fishermen of British Columbia and Nova Scotia.

Canada is ruled from the city of Ottawa by a Prime Minister whose political party is elected by the population at large. Canada does not have the bipartisan system familiar to Americans. There are three major parties and half a dozen or more minor ones ranging from the isolationist Reform Party to the downright ludicrous Rhino Party. A "minority" government is a frequent occurrence. Sometimes the ruling party has to form a coalition with other parties if it wants to govern effectively. This situation sometimes means that a "fringe" party, with only a handful of seats in Parliament, will turn out to be the power broker. All in all, the system is modeled largely on the one used in Britain.

Canada became a country in 1867 as the result of a confederation between the provinces. Although Canada has recently enacted her own Charter of Rights and Freedoms (roughly analogous to the American Constitution), she still has an oath of allegiance to the Queen and still respects the power of the British monarchy. This is illustrated by the fact that, even though the public votes for the political party they want to see in office, an official representative of the British monarch (called the Governor General) must "invite" the leader of the winning party to the office of Prime Minister. Although this invitation is usually a rubber-stamp kind of process, the Governor General could refuse to accept the leader selected by the people and appoint someone of his own choosing. Technically, the Governor General can even dissolve the government (the repercussions would be so grim that this would only happen under the most extreme of circumstances). Like Australia and New Zealand, Canada is part of the British Commonwealth.

Strictly speaking, Canada is a socialist country. Her universal health-care system is sponsored by the government. Citizens pay a premium depending on their earnings. The country also has extensive government welfare and unemployment insurance programs. Both are currently in dire financial trouble. The money for these government funded programs has to come from somewhere, of course, which means that Canada's income tax rate is higher than that in the States. In addition to provincially established sales taxes the federal government also enacts a "Goods and Services Tax", similar to Britain's VAT, known as the GST (also known as the "Gouge and Screw Tax" or "Grab and Snatch Tax"). Even with these relatively high taxes, Canada's per capita deficit is greater than America's.

Canada has two official languages, English and French. All government business is conducted in both official languages, and all product packaging must be printed in English and French. Everything from cereal boxes to automobile owner's manuals falls into this category. Outside Quebec, however, it's uncommon to hear French spoken in the street. In Vancouver,



there are more speakers of Hindi and Cantonese than there are Francophones.

## Currency

The standard unit of currency is the Canadian dollar. The exchange rate typically hovers around 1.2. That means \$1.00 U.S. is worth about \$1.20 Canadian. Bills come in denominations of \$2, \$5, \$10, \$20, \$50, \$100 and on up. There's no dollar bill; instead, there's a gold-colored coin about the size of an American half-dollar. The coin is minted with the Queen's head on one side and a loon (a waterfowl indigenous to Canada) on the other. This gives the coin its common name, the "loonie". Prices for most goods and services are approximately equal to what characters would pay in the U.S.

## Police Enforcement and the Law

*Maintiens le droit* (Uphold the Right).

Official motto of the RCMP

*They always get their man.*

Unofficial motto of the RCMP

Law in Canada is quite different from law in the United States. A major difference, particularly relevant to a roleplaying game that involves combat, is that Canadians do *not* have the inalienable right to bear arms.

Restrictions on ownership of firearms are much more stringent than south of the border in the States (which means that

players in *Werewolf* and *Vampire* would be well-advised to find ways other than blazing away with heavy-caliber weaponry to solve problems). To own a rifle, an individual must have an FAC, a license granted by the RCMP (discussed further below). Restrictions on handguns are even more stringent: anyone caught carrying one without extensive documentation and a very good reason is looking at a huge fine, confiscation of the weapon and possible jail time. Few Canadian families own firearms, and those that do are limited to hunting rifles and shotguns.

Characters trying to cross the border into Canada with their automatic weapons or favorite handguns are asking for trouble. Bringing firearms into the country is illegal unless the gun owner jumps through some pretty elaborate legal hoops first. Canadian border officials are aware of the upswing in violence in their cities and don't want any imported weapons making it worse. This means that if they have reason to suspect someone of smuggling even a .22 caliber gopher rifle, they might strip her car down to the frame. (Like American customs officials, Canadian border guards have the right to disassemble a vehicle without even so much as a search warrant. They have no obligation whatsoever to reassemble it afterward...)

In Canada, there are two types of police: the city police and the Royal Canadian Mounted Police (the RCMP, or "Mounties"). All major cities and many large towns have their own police departments. Department budgets are dealt with locally, and the force's jurisdiction is limited, for the most part, by municipal boundaries.





The RCMP, in contrast, is a federal police force. To most Americans, the word "Mountie" brings up images of Dudley Do-Right and scarlet clad mounted officers on postcards. Except for ceremonial duties and occasions, the Mounties have traded their horses for cars so heavily modified that they can outrun just about any production car on the road. For day to day use, they have also replaced their red uniforms for somber blue-black, supplemented by body armor if the situation warrants. As for traditional "mounted" weapons, the lance has been replaced by the automatic pistol. If necessary, rifles, automatic weapons and even grenades are used. They're a highly trained force, ready to deal with any situation from simple theft right the way up to a major terrorist incident. The RCMP of today still get their man, but they do it with cutting edge technology.

Although the RCMP provides law enforcement for places without their own municipal police forces, the cities are within their jurisdiction as well, and they patrol urban areas in cooperation with the local police. RCMP officers get involved with anything from the simplest B&E or domestic violence case to high profile drug busts, money laundering operations and hostage situations. In effect, the RCMP fills the roles of the U.S. state police and the FBI. They possess more real power and face fewer governmental restrictions on their actions.

Crime in Canada is representative of the country's more restrictive laws. In Vancouver proper, there were fewer than 35 murders in 1992, a large portion of which were solved. There are very few drive-by shootings, little open gang warfare in the streets and fewer high profile crimes compared to large American cities. Most assaults occur with knives and clubs instead of handguns. Break-and-enters and extortion are more common than muggings. Drug dealers peddle their wares in the same neighborhoods and rarely war on each other. Crime does exist in Canada, but it's more quiet, more "underground" and less violent.

The types of crime are starting to change, however. With the influx of Asian immigrants, the Asian street gangs and the more dangerous Triads have entered Canada, bringing their ways with them. Groups from across the border have started to expand their operations into Canada, and the amounts of drugs and weapons confiscated increase every year. The Gothic-Punk era is creeping into the sleepy cities of the North.

## *Illegal Weapons*

For those characters who just don't feel dressed without some kind of firearm, it is possible to buy "Saturday Night Specials" and avoid legal entanglements. A character with any underworld contacts should have little difficulty scaring up a pistol or two. Anything heavier is proportionally harder to obtain. Since autofire weapons are categorically illegal, they're the hardest to acquire of all. Storytellers should remember that police response to the use or even the display of an autofire weapon in Canada will be *extreme*.

# *The Provinces and Territories*

Each province is governed by a Premier whose political party may make laws and control taxation. The political parties of each province also control Medicare, public transportation and a variety of other services. The provinces and territories of Canada include the Yukon Territory, Northwest Territories, Newfoundland, Nova Scotia, Prince Edward Island, New Brunswick, Quebec, Ontario, Manitoba, Saskatchewan, Alberta and British Columbia.

## *British Columbia*

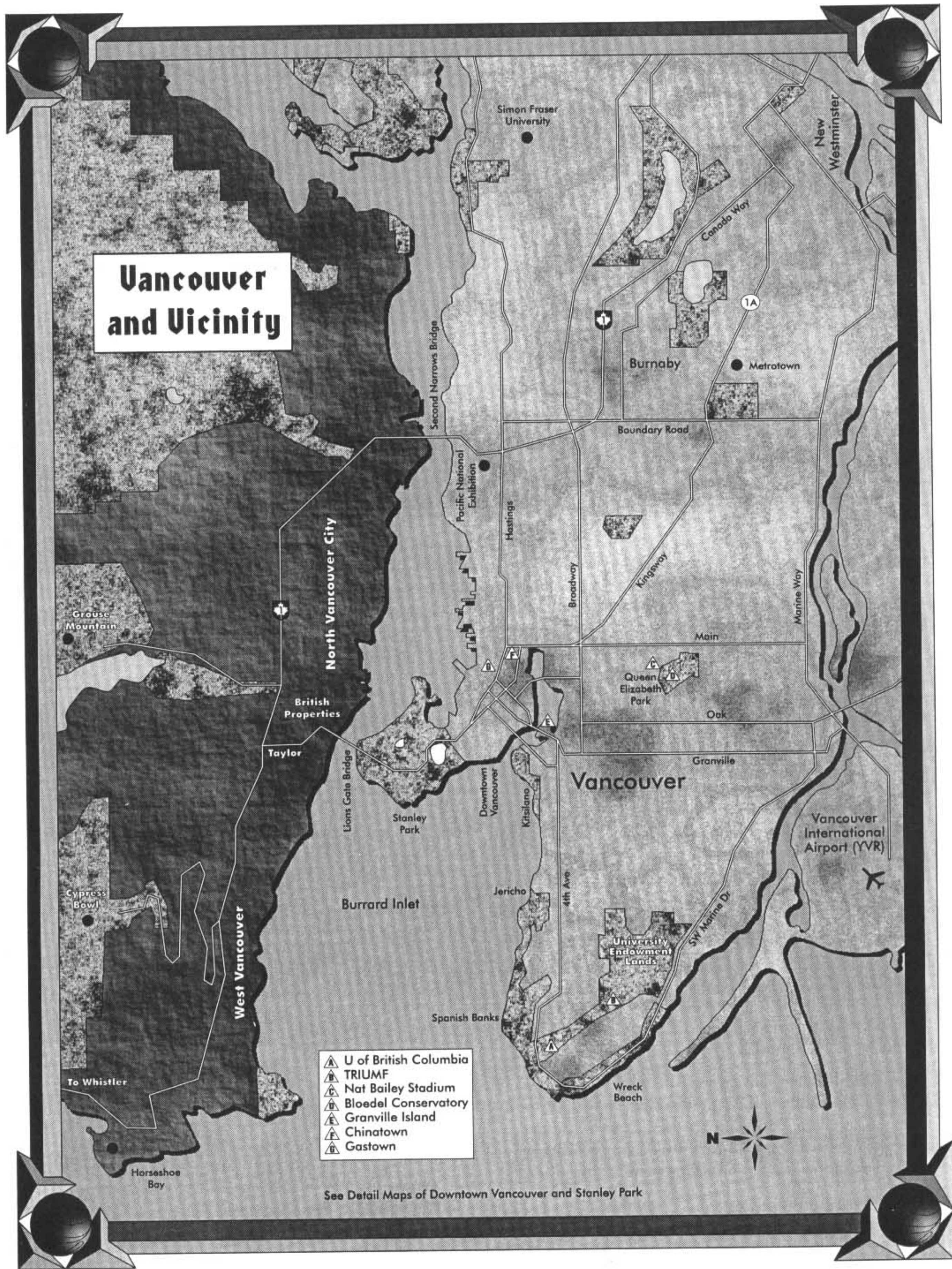
British Columbia (B.C.) joined the Confederation and became part of Canada in 1871 after the federal government promised to build a transcontinental railway connecting it with the more populous east. It's the westernmost province of Canada, separated from the rest of the country by several major mountain ranges, including the Rockies and the Cascades. B.C. has an area of about 947,000 square kilometers (365,660 square miles, almost two-and-a-half times the size of California) with about two-thirds of that area covered by forest. The province's population is about 3.3 million. The majority of these people make their living from forestry, mining, tourism, agriculture or fishing. B.C. is blessed with many large rivers pouring down from the mountains. The province generates 96% of its power by hydroelectric means. (In fact, B.C. sells some of its excess hydro power to the U.S.) There are no nuclear reactors in B.C., allowing the Garou to feel a little more comfortable. There are a few power plants that burn fossil fuels.

## *Vancouver*

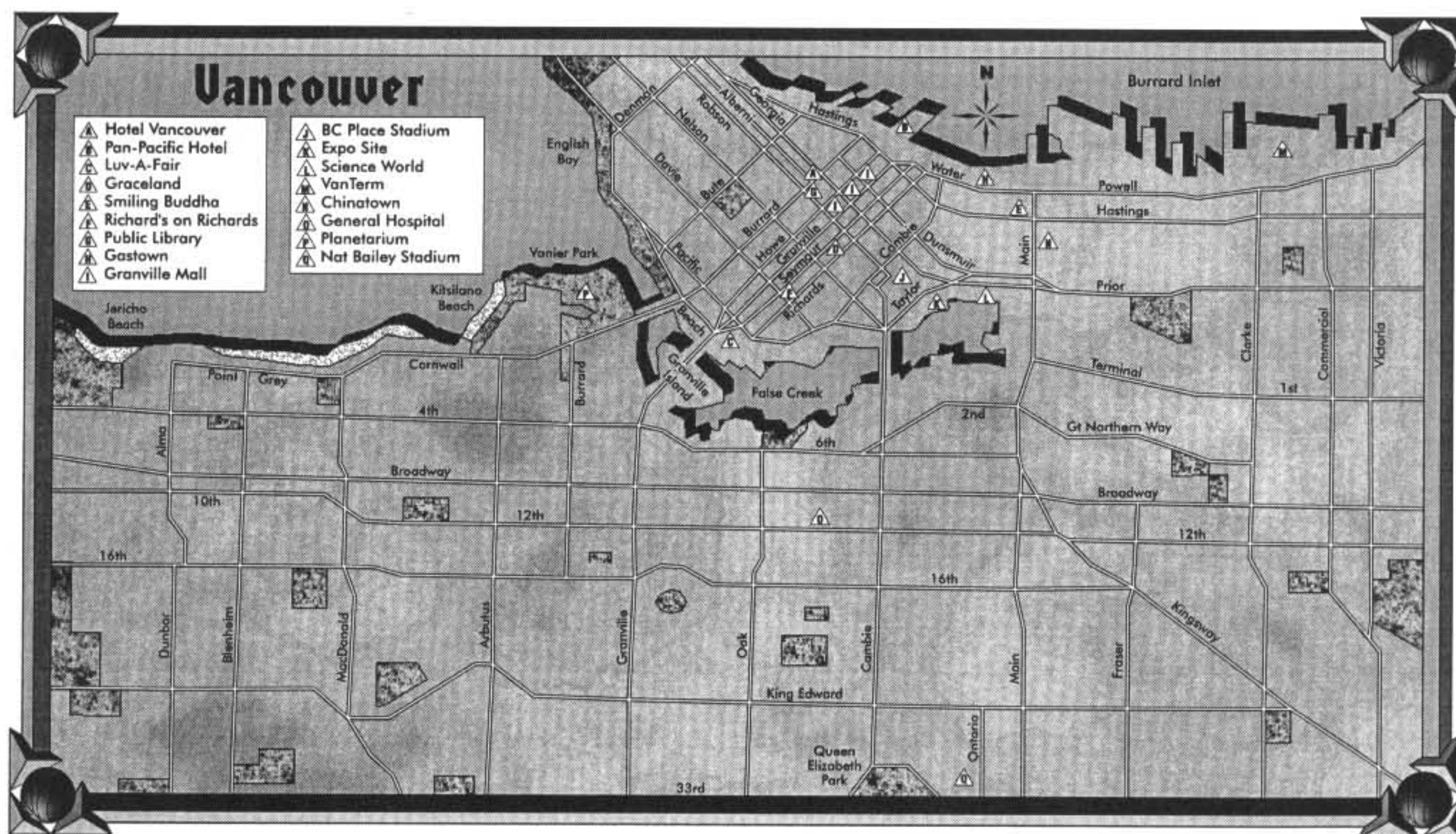
Greater Vancouver covers an area of 2,786 square kilometers (1,075 square miles) and has a population of over 1.6 million people. Although it's the largest city in the province, Vancouver is not the capital of B.C., although it is the business center of Canada's west coast. Production companies based in Hollywood are constantly shooting movies around the city (*Stakeout* and *Immediate Family* are two examples). In film, Vancouver has been a "stand-in" for Seattle, L.A., Chicago and even New York. New skyscrapers are always under construction. U.S. Navy vessels frequently visit Vancouver harbor, North America's second largest natural harbor. This is not without some risk: ships known to be nuclear-powered are usually mobbed by Greenpeace anti-nuke activists (and probably some Children of Gaia) in motor-driven inflatable rafts.

In Vancouver, the old mixes with the new. There were never any projects created in the Canadian cities because of their relatively small size. No slum areas or ghettos have developed. Instead, run-down houses decay beside new buildings. Rotting porches and discolored stucco stand next to bay windows and vinyl siding. New skyscrapers made of glistening steel and glass cast their shadows over dilapidated buildings









housing pawn brokers and coffee bars. The city sidewalks of downtown are shared by panhandlers, street merchants and business executives dressed in thousand dollar suits.

The suburbs are not far from downtown. The constant influx of new citizens is quickly expanding into these once quiet areas, and the temperate rain forest lying just outside their back doors is being forced back into the interior of the province. Even the sides of the mountains are no longer safe from the encroaching city. Houses spring up everywhere to form neighborhoods. People can go to work in the middle of a sea of concrete, steel and glass and then go home, listen to the sound of crickets and smell the scent of pine trees.

Just beyond the suburbs are the mountains and the rain forest. Within a couple of hours' drive are seven mountains ideal for skiing. Even during the summer, the area is visited by hikers and campers. The rain forests around the human settlements are no longer undisturbed. Campers by the thousands flock to the interior of the province, driving to areas a few hours away from Vancouver. They spend their weekends under the stars, and the sky is unobscured by the pollution of civilization.

## ***Climate***

Vancouver's climate differs from the rest of Canada in several ways. In the summer, the city does not suffer the scorching heat of the prairies or the humid air of the east. Instead, the city basks in warm days while many beaches are covered with sun-worshippers and the waters are filled with

sailboats. In the winter, while most of the country is under a blanket of snow, Vancouver suffers through weeks of rain.

The ocean is a moderating influence on temperature. Summer highs average between 24° and 27° Celsius (about 75° to 80° Fahrenheit), with occasional days peaking as high as 30° C (86° F). In the winter, temperatures hover around the freezing mark (0° C, 32° F), but even in a major cold snap, they rarely drop below -8° C (18° F). Vancouver gets maybe one major snowfall a year, which dumps a couple of inches on the city and lasts for two or three days. Rain is the predominate weather condition in the winter, as it is in Seattle 250 or so miles to the south. Vancouver "enjoys" an average annual rainfall of about 150 centimeters (60 inches).

## ***Gothic-Punk Vancouver***

In the Gothic-Punk version of Vancouver, the weather is worse. The sky is always overcast and the tang of pollution catches in one's throat. The gargoyles of American gothic architecture are replaced with corporate symbols, and huge video boards carry the latest advertisements. It always seems to be raining. When the rain stops, the sky is filled with smoke from the factories by the river. At night, business suits give way to leather jackets and faces are whitened with makeup. There are shadows everywhere, and anything can be bought by someone who knows where to look and what price to pay.



## Victoria

Many islands lie across the water from Vancouver. The largest of these is Vancouver Island, home to the capitol of the province, Victoria. Originally a trading outpost and military fortress, the city of Victoria is now commonly referred to as the retirement and honeymoon capitol of Canada (jokes describe the population as "newly wed or nearly dead"). Victoria is an old city with many hidden secrets. The old book stores conceal tomes from another time; the antique shops hold wonders for those who know what is waiting for them. Because of its older population, it's easy to think of the city as a quiet and respectable place, but that's only on the surface. There are many reasons why Kindred and Garou alike shun Victoria.

The capitol city, Victoria, is much smaller than Vancouver. Economically, it's less influential. Its population is well under 300,000, placing it far down the list of population concentrations in the province. If it weren't for the provincial legislature, few people outside the immediate environs would pay any attention to Victoria.

## Into the City

### Transportation

Vancouver has an affordable and relatively effective rapid transit system. At its heart is a bus system that covers the center

of the city, linking the downtown core with the suburbs. Bus service shuts down between about 3 and 5 in the morning.

SeaBus is a ferry that runs from a terminal on the north side of downtown across Burrard Inlet to North Vancouver. The ferry runs every ten minutes or so.

A relatively new addition is an Automated Light Rapid Transit System known as Skytrain. This system runs on special roadbeds that are sometimes at grade, but more often elevated. No human intervention is needed (unless, of course, the computer running it has crashed). Skytrain runs from the SeaBus terminal at the north of downtown right out to Surrey, one of the major suburbs. Currently, the Skytrain stations are becoming gathering spots for gangs. Crime at these stations is on the upswing.

## West End/Downtown

Most of Vancouver's streets are aligned almost perfectly north-south and east-west. The streets of the West End are offset by close to 45°. Downtown, streets actually run north-east-southwest. The North Shore mountains are easily visible from just about everywhere in the city, serving as a useful landmark.

### Hotels

Vancouver has a variety of hotels, ranging from five-star hostelrys with rooms starting at \$200 per night to establish-





ments that could only acquire a one-star rating if they stole it. The less respectable hotels are usually found in two or three story buildings with seedy beer parlors on the ground floor. They often advertise rates by the day, week or month.

## *Hotel Vancouver*

Completed in 1939, the Hotel Vancouver at the corner of Burrard St. and Georgia St. in the downtown core was, for its time, the epitome of the luxury hotel. The hotel was built out of smooth, gray stone. Its steeply pitched copper roof has been weathered to a striking green color. The Hotel Vancouver has played host to the rich, the famous and the merely pretentious for decades. There's little reason for that to change in the near future.

The Timber Club on the ground floor is a rich looking place of dark wood and candlelight. The Spanish Grill is a little more casual, although nobody could forget it's part of a luxury hotel. The Hotel Vancouver offers a wide range of convention and special function facilities, from ornate, mirror-walled ballrooms to conference rooms with state-of-the-art audio and video equipment.

## *Pan-Pacific Hotel*

If the Hotel Vancouver is a 1930s image of the luxury hotel, the Pan-Pacific is the same concept updated by half a century. Completed in 1986, just in time for the World's Fair, the Pan-Pacific is different from the Hotel Vancouver in many ways. While the Hotel Vancouver is cozy, with rather rococo design elements, the Pan-Pacific is clean, crisp and almost unadorned, with lots of open space. The ten story tall lobby is striking, with escalators, a waterfall, two restaurants and a piano bar. The view of the North Shore mountains through the glass curtain wall is unforgettable.

The Pan-Pacific is part of a complex that includes a huge trade-show facility called the Canada Place Trade & Convention Center. The main display area is kept under reinforced fabric "sails" that are one of Vancouver's major landmarks. A large cruise ship terminal is nearby. The Prow restaurant, a four-star establishment that charges five-star prices, is at the northern point of the Canada Place complex. Diners have a perfect view of the harbor, the SeaBus terminal, Stanley Park and perhaps a cruise ship approaching or leaving its berth.

## *Nightclubs*

### *Luv-A-Fair*

Just over the Granville Street Bridge on Seymour Street, Luv-a-Fair is a large black building. Its name is in neon lights on the front. The windowless club opens around 7 PM and closes, like most nightclubs in Vancouver, around 2 AM. The building houses one of Vancouver's most popular night clubs and has become one of Vancouver's most popular feeding grounds for Kindred.

The club is host to patrons who can best be described as looking freshly dead. With faces pale by make-up and cloth-

ing limited to unrelieved black, the patrons often wait in line for hours before being allowed inside. They then squeeze themselves onto a vastly overcrowded dance floor to listen to the latest alternative, industrial and house music. The overcrowding inside makes feeding easier for Kindred. It can take five minutes, sometimes longer, just to make one's way to the bar from the dance floor. Some visitors to Vancouver find descriptions of the crowding at Luv-A-Fair hard to believe, but most of them are true. As a guideline, think of a place which could comfortably fit a hundred people, then cram *triple* that number into it. Patrons frequently dance on top of the speaker stacks, not only motivated by self-display, but also because these areas are often the only clear spaces. The "urban myth" that someone once died on the dance floor of the club and didn't hit the ground for five minutes is an exaggeration, but not by much.

Of course, Vancouver has laws that should prevent this kind of situation. For reasons beyond the ken of most club habitués, these laws are never enforced. The Fire Marshal has never closed the place down or even chided the managers for blatantly flaunting maximum occupancy laws. Visiting vampires, particularly those from smaller or more conservative cities, are often absolutely astonished by conditions at the club. Garou are generally just disgusted.

Daring vampires wishing to feed in this establishment can take a bite from several dancers without an extreme risk of being noticed. A vampire may take one point of blood for every 30 minutes on the dance floor without fear of being noticed (the constant bumping and grinding as well as the overall atmosphere of the club allows for the strangest of happenings to go unnoticed.) If the vampire wishes to gain blood at a faster rate, then rolls will have to be made. The vampire may make a test against his Manipulation + Subterfuge against a Difficulty of (5 + the number of blood points taken in the 30 minute period). Three successes are necessary to avoid detection; less than three successes means that someone saw something funny going on, although they aren't sure what. A failure means that someone might have seen the drinking taking place. A botch indicates the victim has passed out due to the exertion of dancing and the loss of blood. (Storytellers can pick a consequence from the "Botching the Hunt" table in the *Vampire Storyteller's Handbook*.)

Like Graceland, Luv-A-Fair is owned by Siegfried, the Kindred Prince of Vancouver. It's managed by one of his ghouls. The top floor of the club houses several offices in which the prince can usually be found. There are always some Kindred in the club, mingling on the crowded dance floor or relaxing at one of the tables. For those who are paranoid in confined places with lots of people, it may be important to know that there are no windows in the building and that the only two entrances to the club are through metal doors guarded by the largest and meanest bouncers in the city. Kindred who are new to the city will be told about Luv-A-Fair and the easy prey to be found there. Although the prince's nightclub is a popular place to feed, many older vampires prefer to go elsewhere for hunting or feed on their herd.



## Graceland

Graceland can be found in the warehouse district of the city, near the intersection of Homer Street and Smithe Street. When it originally opened, the only access was through an unmarked door off an alley; when its managers decided to go "up-scale", it got a street-front door and even a neon sign. In the Gothic-Punk world, however, the alley entrance is the only one (this is merely a matter of atmosphere).

This nightclub is very much like Luv-A-Fair. The main difference between the two clubs is that the crowd and the music are a little different. Graceland's patrons don't look "freshly dead", and there isn't as much black in their wardrobes. The music leans more towards house and away from the grinding industrial sound. Claustrophobes should know that Graceland is also windowless and often very crowded (although not quite as packed as the other club).

## Smiling Buddha

Located near the corner of Hastings St. and Main St., the Smiling Buddha is not in the best part of town. Seedy beer parlors along this stretch of Hastings cater to chronic alcoholics, and passed out figures huddled in doorways are a frequent sight at any time of the day or night. Police cars and ambulances are often stopped by the curb to deal with the aftermath of another drunken brawl or knife fight. Asian gang members in their early teens cruise the sidewalk, reminding the local storekeepers just why they're paying their protection money.

The Buddha used to be a happening night spot back around 1979 during the Golden Age of Punk. Changing tastes in music, helped along by various health department reprimands and at least one fire, drove the place out of business in the late 1980s. The Buddha has been left to quietly decay ever since.

There are several interesting questions that could be asked about the Buddha. For example, why is the building still empty with its windows and doors boarded up when similar buildings everywhere else are being torn down and replaced? Why have no squatters taken up residence? Why has the building's owner, whoever he or she may be, installed a sophisticated suite of burglar alarms when it's patently obvious there's nothing worth stealing? What's even more interesting, perhaps, is that nobody seems interested in asking those questions.

The reason for this last mystery is, quite simply, the Veil. Those who have seen the terrifying Crinos form of the Lupines who frequent this spot have been subjected to the Delirium, the terror that keeps humans from seeing the activities of Garou. It is their fears and stories that have kept people away. The Smiling Buddha is the meeting place of the city's Glass Walkers. The bawn is cared for by the Corporate Raiders Sept. The Buddha is more than just a convenient meeting place, it's also a Level One caern.

## The Smiling Buddha Caern

Level: One

Gauntlet: 4

Type: Wisdom

Tribal Structure: Glass Walkers; closed to all others

Totem: Cockroach

Roger Daly, currently the leader of the Corporate Raiders, found himself inexplicably drawn to the Smiling Buddha more than fifteen years ago. As a highly successful businessman in his mid-40s, the anarchic punk scene wasn't his *metier*. There was something about the location that drew him in a way he could not understand. As a Theurge, he eventually came to realize that the Gauntlet between Gaia and the Umbra was thin within the Buddha. A little research brought him to realize why: the club was situated on a piece of ground that had, many generations before, been a burial ground protected and revered by the long-vanished Tatlayoko Sept of the Garou. Although the ancient power had faded dramatically over the intervening centuries, enough power remained to convince Daly that it was his duty to protect the site. Through various intermediaries, holding companies and "blinds", he bought out the Smiling Buddha and brought in several of his Glass Walker brethren to manage the place. It was Daly who, through "creative mismanagement" and a little well-controlled arson, eased the club out of business.

Since then, the Glass Walkers have used the dark, claustrophobic club as a site for their monthly moots, a general meeting





place, and something of a refuge in time of trouble. Daly has taken precautions to hide the true nature of the club from agents of the Wyrms who would love to corrupt even a minor Garou caern.

The Kindred of the city know that the Buddha has some significance to the Garou, but the Covenant has protected it from their attentions. Humans generally ignore the Buddha. Some, less influenced by the Veil than the norm, suspect that something weird is going down there, but they can't convince anyone else that there's any basis to their suspicions.

### *Richards on Richards*

Otherwise known as "Dick's on Dicks", Richard's on Richards is Vancouver's prime up-scale meat market. Located on Richards Street between Helmcken and Davie, it offers live music most nights of the week, generally top-40 and "mainstream funk". A few years ago, the line-up outside Dick's used to be the place to see and be seen. While it doesn't have quite the same cachet any more, it's still popular (some would say disgustingly so). There's always a well-dressed line-up on the weekends.

Inside, the so-called "romantic" banquettes and booths around the walls are actually too well lit for anything really untoward to go down. Even in the era of AIDS, Dick's is one of the places to go to negotiate short-term interpersonal contracts.

## *Financial District*

The financial district of Vancouver covers about 12 square blocks, running from Seymour Street on the southeast to Bute Street on the northwest, and roughly Alberni Street on the southwest to Dunsmuir Street on the northeast. This is a region of skyscrapers of a dozen different "schools" of design, giving Vancouver its characteristic "scattered" skyline. The Royal Bank Tower is a white obelisk at the corner of Burrard and Georgia. The IBM Tower is a dour, almost menacing black monolith at Granville and Georgia. Also on Georgia, on the corner of Bute and Georgia, is the new B.C. Gas building. Its lower floors have a facade of gray stone and a design reminiscent of "modern" office buildings from the 1930s. A dozen large brass "carriage lanterns" burning with yellow gas flames add to the strong gothic feel of the building. The Stock Exchange tower is a rather unprepossessing building that's home to arguably the most corrupt stock market in North America. It's located on Seymour Street half a block northwest of Georgia. The Bentall Center is a complex of four towers on Burrard Street just northeast of Georgia. The building is home to many of the city's more prestigious law firms and entrepreneurs.

### *Vancouver Public Library*

The old Vancouver Public Library is on the corner of Burrard and Robson Streets, half a block from the Hotel Vancouver. Plans were put in place in 1992 to move the VPL





from its current home. In the real world, the VPL is moving from an undistinguished, institutional-looking glass fronted building to a new, specially designed complex a few blocks away. In the Gothic-Punk world, these plans fell through due to lack of funds, and the library remains in a dilapidated building much too small for its needs.

Despite its physical facilities, the VPL is a good library, with more than a dozen subsidiary branches spread all over the city. The Sociology section has newspapers stored on microfiche. Articles go back almost to the turn of the century, providing an excellent resource for anyone researching events (or faces) from the past. While all the library's books are recorded on a computerized cataloging system, it's very unlikely that all the "non-book" materials the library owns have been adequately cataloged. There are probably boxes, crates, filing cabinets and disorderly piles of these materials in the basement of the building.

Like most modern libraries, the VPL has electronic security at the front doors. Alarms are triggered if anyone tries to smuggle out a book. There is additional security for some of the non-circulating "reference" materials. Of course, many of the most interesting books are marked as "reference". While just about anyone could overpower the single, unarmed security guard at the front door, trying to get away with a crucial book would attract a lot of unwanted attention. Because of this, it's worth noting that the only security is at the front door, where all law-abiding patrons enter and leave. There are, of course, fire exits and entrance areas for staff...

## *The Underground Malls*

Downtown Vancouver has three underground shopping malls. Royal Center, the smallest, is located under the Royal Bank building at Georgia and Burrard, extending as far northeast as the towers of Bentall Center. In addition to several dozen stores, Royal Center includes a metroplex movie theater. Some theaters inside are as small as an average living room.

Vancouver Center is located under the corner of Granville and Georgia. It links up with the largest of the underground malls, Pacific Center, which extends from the Eaton's department store at Robson Street and Howe Street and as far northeast as Dunsmuir Street. Part of Pacific Center is located under the Bay, another major department store, at Granville and Georgia. The Pacific Center Mall also connects with the lower lobby of the Four Seasons Hotel, a four-star hotel at the corner of Howe and Georgia. Using the connected malls, it's possible to roam under much of the downtown core without once being exposed to sunlight.

All of the underground malls usually shut down at about nine at night. Security isn't overly tight, however, so it would be possible for a determined individual to avoid the final security sweep and stay inside the mall during the night. Of course, all doors to the outside world are locked up tight, meaning that such an individual is still going to be there in the morning when the mall opens again.

## *Gastown*

Gastown is the name given to the six block area that marks the original site of Vancouver. It's located along and around Water Street in the northeast portion of the downtown core. In the real Vancouver, Gastown is a major tourist attraction, a beautiful place to walk through. Street merchants peddle their wares, and tour buses cruise along the cobblestone streets.

Gothic-Punk Gastown is much different, of course. Most of the city's funds have been spent on large glass and steel skyscrapers, rather than on refurbishing historical areas as tourist traps. This has given the core of downtown Vancouver at least a hint of that "Blade Runner" feel, while the original city has become run down. The once proud brick and mortar buildings of Gastown are now decaying. Vagrants and potential muggers frequent the dark alleyways.

## *The Lamplighter Pub*

The Lamplighter is one of the oldest pubs in Vancouver. It's a dark, smoky place where the old remember days of past glory and the young try to forget their problems in a glass of ale. The Lamplighter is a quiet place as these things go. Violence is rare. The older vampires of the city recognize the importance of the Lamplighter; the younger Kindred are more interested in happenings at places like Luv-A-Fair. They don't know the secrets the building holds. The pub acts as a gateway to the realm of the Nosferatu, a gateway to the long-forgotten underground passageways that run under this oldest part of the city.

There are numerous underground pathways hidden under Gastown. These have been taken over and renovated by the Nosferatu and a Malkavian named Necross. The passages lead off to hidden doors, which in turn give access to the havens of the disfigured Kindred and the halls of the Great Library. Anyone travelling the corridors will get lost if they fail to gain three successes against Perception + Survival at a difficulty of seven. The Complementary Skill of Orienteering can also help. No one enters the undercity without the knowledge of the Nosferatu, so nobody will remain lost for long. (This does not mean, however, that the Storyteller can't let the players sweat awhile before rescuing them.)

## *The Great Library*

One of the secret halls of the undercity leads to two large iron doors. Behind these doors is the Great Library. It's here that ancient texts have been brought from all over the world to be safely stored. It was Necross who first started the library. With the aid of several very powerful Nosferatu, the library has grown into a staggering collection of knowledge. Any Tremere would start to salivate at the very thought of looking through the ancient tomes.

The Nosferatu and Necross agreed to place all of this knowledge in one place for several reasons. First of all, the placement of these books and scrolls in one library makes research much easier. It also means that the Nosferatu can better guarantee the safety of the library's contents. Vancouver





was chosen as the perfect site because of its seclusion from most of vampire society.

All who wish to visit the library must have permission from the library keeper and from Necross. The library keeper is a powerful Nosferatu elected by the clan to run the library for a period of ten years. At the end of this term, the Nosferatu elect another of their number to the position of keeper. Currently, Alberich holds this title. As ten years is but a moment in the life of a vampire, the keeper may run for as many terms as she wants. The voting is done by secret ballot. Necross oversees the election to make sure it is conducted fairly.

Any assault by the characters, or by hopeful mages, on the Great Library would be foolish in the extreme. It's guarded not only by a collection of Nosferatu, but by heavily armed ghouls and magical wards sealed with powerful blood. What the characters might find in the library is up to the Storyteller. They won't be allowed to spend a lot of time browsing, so they should pick their topics of research carefully. This is a great way of allowing characters to learn something new about Thaumaturgy, or maybe find hints of some ancient vampiric artifact of Caine himself in some forgotten tomb in the jungles of another continent. Inventive Storytellers can no doubt devise other innovative ways to use the Great Library to initiate future stories.

## Granville Mall

This is the name given to a four block stretch of Granville Street between Smithe and Pender. The area is closed off to all vehicular traffic except buses and emergency vehicles. This scheme, enacted by City Council in 1974, was based on a similar set-up in Minneapolis. It was supposed to turn Granville into a pedestrian precinct, a great place for people to stroll and absorb the ambiance of a "modern yet friendly" city.

Unfortunately, before would-be strollers had even discovered the place, drug dealers, panhandlers, drunks and gang members had staked out Granville Mall as their turf. Over the next 15 years, various attempts were made to oust these "undesirables" and turn the Mall into the "family" facility it was intended to be. None of these plans really worked.

The Mall has gone downhill fast. Various gangs have staked out their territory along the Mall. Many of these are Asian youth gangs, but the occasional pack of skinheads or stereotypical bikers can also be found here. Border clashes between these little "nation-states" usually end with someone getting his lights punched out, but the frequency of knifings is on the rise. Late at night, when the stores and theaters have closed down, Granville Mall occasionally turns into something of a war zone. The police respond quickly to major outbreaks of violence, but so far they've been largely unable to prevent the outbreaks in the first place.

Granville Mall is still Vancouver's "theater row", with four major cinema complexes in a two block stretch. The largest is



the Capitol Six near Granville and Robson. Most of the theaters have taken to hiring private security guards. The Burger King next door to the Capitol Six also has one. The guards are unarmed, but their very presence does seem to make theater and restaurant patrons a little more comfortable about braving the Mall when the sun has gone down.

## *Orpheum Theater*

Constructed in 1927, the Orpheum was one of the great old theaters. From the outside it was totally unremarkable. The Orpheum was a bleak brick and stone building with a tall neon sign as its only distinguishing feature. Inside, it was a classic example of late-20s rococo design, with lots of gilt, red velvet, crystal chandeliers and would-be Romantic style paintings of pudgy cherubim on the ceiling. In the 20s, it was the height of fashionable, glamorous design. To later sensibilities, the term "glamorous" was replaced with terms like "ostentatious", "overdone" and "tarted up". The Orpheum was also home to one of the great Wurlitzer pipe organs.

The Orpheum went through various incarnations. Originally, it was designed for musical comedy and variety shows. When musical comedy went into a nosedive in the 50s and 60s, it was converted into a movie theater, possibly one of the most ostentatious movie theaters anywhere in the world. When the cost of maintaining the building overwhelmed the revenue from movie ticket sales, the theater closed. Then, in the early 1980s, the Orpheum opened again as a theater and became the home of the Vancouver Symphony Orchestra.

Even with the VSO as its patron, the Orpheum was a troubled building. Maintenance and the upgrading of facilities to contemporary standards was exceptionally expensive. Vancouverites seemed more willing to support an occasionally brilliant ice hockey team than a world-class symphony orchestra. It has skirted the brink of bankruptcy several times, and probably will again.

In the Gothic-Punk world, one of the last-ditch fundraising episodes didn't work. The VSO went into receivership in the early 1990s. Without its major patron, the Orpheum closed for the last time only months later. Developers have bought the building, but heritage groups have brought enough legal pressure to bear to prevent anyone from demolishing the building so far.

The Orpheum is now dark and decaying inside. The building has been closed to the public and sealed off so successfully that even the most determined squatter or vandal would have the devil's own time getting in. Not many people want to get inside. The old, dark Orpheum has the reputation for being haunted. City inspectors occasionally examine the building to make sure it's not going to collapse and crush the gangs and skins on Granville Mall. Many of these investigators have heard strange noises from inside the building. They've seen hints of movement where there shouldn't be movement. Nobody knows the cause of the rumors, and nobody really wants to investigate.

Is it a group of particularly crafty squatters, or maybe gang members? Is it a group of vampires avoiding the attention of

Vancouver's "mainstream" Kindred society? Could it be a pack of Bone Gnawers? Or is it something else entirely?

## *English Bay*

This is a sandy, curving bay on the southwest side of downtown. The skyscrapers of the financial core are less than a dozen blocks away. On any sunny day, it's packed with sun-lovers, many of them businesspeople taking a long lunch-hour. The water of the bay is often dotted with the colorful sails as the windsurfers practice.

## *The Bathhouses*

The bathhouses are old concrete buildings dating back to the 1920s. They definitely show their age. The lifeguards who patrol the beach have an office here. There are also public washrooms, but they are not for the queasy. The dark and slimy interior of a bathhouse is a good place to avoid. Drug addicts shoot up in the toilet stalls or wait in the shadows to separate the unwary from their money.

## *North False Creek*

### *B.C. Place Stadium*

This is a large, white dome at the north end of the Cambie Street Bridge, across Pacific Boulevard from the Expo site. The stadium seats over 60,000 people and is home to the B.C. Lions football team in the Canadian Football League. It's also a venue for major rock concerts, monster truck rallies and sporting events. The dome of the stadium is made of a flexible fabric supported by the slightly higher air pressure kept inside the structure. Theoretically, if enough of the doors to the outside were kept open for long enough, the stadium might deflate. Predictably, there are security guards to make sure that doesn't happen.

## *Expo Site*

In 1986, Vancouver was host to the World's Fair. Expo '86 focused the attention of the world on the city and dispelled the popular conception of Canada as a land of igloos and trappers. Millions of visitors came from all over the globe.

The north side of False Creek was chosen as the site for the fair. This region had been used as a railway switching yard for years. When the city officially announced it would host Expo, the area was rapidly rezoned and renovated.

Colorful buildings seemed to spring up overnight. Building began along a stretch of the shoreline covering 173 acres and ranging in width from about 50 meters to 200 meters. Pavilions, restaurants, Munich-style festhauses, theaters—many types of buildings were erected solely for the event. Most of these structures were prefabricated, designed for ease of construction and customization, but not durability. Several amusement park rides were built near the west end of the site, including a roller coaster called the Scream Machine and a giant device originally named the Challenger. (The space



shuttle disaster, in early 1986, forced a last minute name change.)

The fair lasted from May 2 to October 13. Overall, it was a great success... as these things go, at least. It didn't make money, but at least it didn't lose anywhere near as much as the previous World's Fair in Knoxville. It showed the world what Vancouver had to offer as a vacation destination and a place to do business. Millions, perhaps billions of dollars were brought into the city.

Then the fair ended. After the closing festivities and the final fireworks and laser display, a major question remained: what should be done with the land now? The pre-fab pavilions were disassembled and distributed to towns throughout B.C. The banners and flags were taken down. That still left 173 acres of land along the north shore of False Creek.

An off-shore investor saw the immense value in the property and bought it from the provincial government on what appeared to be unbelievably good terms. A land development company called Concord Pacific planned a lavish series of luxury apartment towers. They were to be built on little man-made islands with Venetian-style canals running between them. The project was to be finished by the early 1990s.

The construction never went ahead. Preliminary surveys of the area found that the soil was highly contaminated with a witch's brew of toxins. For decades, oils, pesticides and other toxic chemicals had seeped into the ground. The soil was so toxic that the city wouldn't authorize the building permits Concord Pacific needed to go ahead with its construction. Even worse, the level of toxicity was so high that no landfill in southwestern B.C. would accept the earth, even if someone agreed to pay the cost of excavating and shipping it.

Almost a decade after the fair, the old Expo site is still waste ground. Fences keep trespassers out, while scrub and grasses grow up around the concrete foundations left behind from the Expo constructions. Many residents consider the Expo site to be Vancouver's shame. Prime real estate, sitting in a region that should be one of the most prestigious areas in the city, is now sitting barren because of a concatenation of miscalculations, doubtful decisions and outright screw-ups.

Were the events that lead to the Expo lands remaining barren *really* screw-ups? Or did someone or *something* intend for this to happen? Some of the Garou in and around the city aren't too sure.

Certain Glass Walkers and members of other tribes believe the Expo site is a "Wyrmgound". The toxicity in the soil makes the region a prime location for a perverted Wyrn caern.

Have the agents of the Wyrn already established a true caern somewhere in the Expo site? Is some twisted and dark spirit bound to the poisoned land, or is the Wyrn caern still just a potentiality, rather than a reality? The Garou don't know for sure, and the uncertainty disturbs them. The area is home to rats, ravens and other ill-aspected creatures. Other Garou, specifically two young Glass Walkers, claim that Banes and Fomor are operating in the region, pursuing their own fell purposes. The tribal leaders aren't convinced. The few Garou who have investigated the depths of the Expo grounds have

found no firm evidence that a Wyrn caern exists. Taking overt action against a Pit that might not exist strikes the conservative Glass Walker leadership as foolish.

Humans view the Expo site differently. During the day, the sea wall footpath surrounding North False Creek is used by strollers, cyclists and rollerblade enthusiasts. At night, people tend to stay well away from the barren area. Most people rationalize their discomfort over approaching the area as a logical fear of muggers. Are they actually responding to a kind of psychic "taint" to the area?

Vancouver's Kindred feel no such discomfort over the Expo site. Still, they rarely frequent the area, simply because there are so few kine in the region after the sun has gone down.

The Expo site remains barren and empty, its poisons leaking slowly into the waters of False Creek. Is it the result of almost criminal stupidity or the purposeful handiwork of the Wyrn? No one can say for sure.

## Plaza of Nations

This glass covered pavilion is one of the few structures remaining from Expo. It's used for occasional entertainment events, but most of the time it's populated only by rollerbladers and skateboarders. Bordering on the Plaza of Nations is 86 Street (a nightclub), Yuk-Yuks (a comedy club) and the Unicorn (a large pseudo-Irish style pub). There's also a striking glass-walled building that used to be the B.C. Pavilion at Expo. Now it's the B.C. Enterprise Center. Theoretically, the center





is a government-funded resource for small businesses and entrepreneurs. In actuality, it's an empty shell that's occasionally used for high-profile galas and the like.

## Science World

This silver ball at the east end of False Creek is the new home to Science World, Vancouver's science museum. The dome itself contains an IMAX theater.

## Stanley Park

Stanley Park is in the heart of the city, only a few hundred yards northwest of the downtown financial district. It consists of about a thousand acres of woods, lakes and recreational facilities.

When Captain George Vancouver first sailed into the harbor in 1792, he had thought the peninsula now called Stanley Park was an island. In 1863, the Royal Engineers marked off a 1,000 acre region as a military reserve, but 25 years later the reserve was deeded to the city and became a park. By this time, the park had been selectively logged. Many of the tallest trees were used for the masts of British Naval vessels. Fortunately, hundreds of acres of woods remain.

A sea wall footpath runs around the shore of the park. It starts at Coal Harbor on the east side of the narrow isthmus connecting the park to the city. It loops around the peninsula for about 5.5 miles to Second Beach on the west. A continuation of the footpath stretches along the beach of English Bay and under the Burrard Street and Granville Street bridges, running along the north shore of False Creek by the old Expo site. On any day, the sea wall footpath is filled with joggers, businesspeople from the downtown core, cyclists, rollerbladers and sightseers.

## Brockton Point

The eastern tip of the park is Brockton Point. A small lighthouse warns ships away from the rocky promontory. Brockton Oval, a large public field, is home to the Stanley Park Archery Club. It's also used by the various cricket leagues that operate in the city. A small stadium, just up a shallow slope from the Oval itself, is the site of rugby and soccer games. Totem poles stand on the margin of the Oval. They were carved decades ago by natives of the Squamish tribe and have been placed here as a memorial to the first residents of the coast. On the south shore of Brockton Point is the Nine O'Clock Gun, a Vancouver landmark that fires every evening. The sound is audible for miles.

## Lumberman's Arch

Just around Brockton Point on the north side of Stanley Park is an open area. It lies between the Vancouver Aquarium and a dilapidated salt water swimming pool separated from the ocean itself by a stone and concrete wall.

In this open area stands Lumberman's Arch, constructed in 1912 of huge cedar trunks many feet thick. The trunks were propped together to form a triangular archway. The arch is a



memorial to the logging industry that made the area what it is today. At least, that's what the humans think. To the Garou of the Vancouver area, it has a much greater, more emotional significance. Only the continued cooperation between the different Garou tribes and the Covenant with the city's Kindred keeps the level of clear-cut logging to a barely acceptable level. To the Garou, Lumberman's Arch represents the murder of the great old trees. It serves as a reminder: if the tribes want to prevent the blatant and egregious desecration of the forests, they must continue to work together and not let their ancient rivalries blind them to the necessity of cooperation.

The symbolism of Lumberman's Arch is particularly trenchant because this is the site of the Great Caern the ancient Wendigo Pookcha discovered many centuries ago. The cleared area around the arch itself is the venue for the great "Open Moots". The Garou tribes of Vancouver gather every three months. Individual tribes also hold their "personal" moots here between the great moots.

### The Great Caern

Level: 5

Gauntlet: 2

Type: Cooperation

Tribal Status: Open to all tribes and septs.

Totem: Raven (patron of the old Wendigo "lost septs")

On any night of the full moon, fires burn in what were built to be barbecue pits. These fires are easily visible from the Lions Gate Bridge, the SeaBus and even the North Shore. Those





who see the fires assume that they were lit by "kids": high-school or university students throwing wild drinking parties down by the Arch. In just about any other city, they would be right, but not in Vancouver.

Even though the area would be a great spot for holding a midnight party, nobody does. Perversely, everyone knows that people don't hang out around Lumberman's Arch after the sun has gone down... or even during the day, if they can avoid it. So how can anyone simultaneously believe the two contradictory statements? How can anyone say that "the fires are lit by kids" and "kids don't go to the park at night"? That's one of the more fascinating consequences of the Delirium caused by frequent sightings during the Run after moots.

After a moot, whether a private tribal moot or a great Concolation, the participants stage a Run throughout Stanley Park. The details of this Run depend on the characteristics of the tribe involved. For example, the Run after a moot held by Get of Fenris or, on rare occasions, Red Talons would be terrible indeed for any human unfortunate enough to witness it. Regardless of the tribe involved, the Run will be a wild revel. After a moot, the Run offers a chance for personal rivalries between members of different tribes or even septs within a tribe. While the Vancouver Compact forbids fights to the death in Stanley Park, or anywhere within the city limits, for that matter, challenges between the younger members of different tribes are often vicious and bloody. They usually stop just short of death. While members of the Black Furies, the Get of Fenris, the Wendigo and the Red Talons are the most

frequent participants in these spontaneous challenges, Cliaths of other tribes will occasionally mix it up with as much enthusiasm.

### ***Zoo/Aquarium***

The Vancouver Zoo and the Vancouver Public Aquarium used to be major tourist attractions. Established in 1915, the zoo attracted a lot of negative publicity in the 70s and 80s due to its small and archaic facilities. For example, the dreary, decaying polar bear enclosure had barely enough space for the great creatures to pace a dozen steps in one direction before having to turn around. In reality, the facilities are closing. In the World of Darkness, the closure has come about a little faster. Pressure from animal rights groups (spurred on by various groups of lupines) led to the zoo's closure in the early 1990s after one of the aging polar bears broke her leg in a fall and had to be put down.

The Public Aquarium lasted little longer (as it has in reality). During its heyday, it was a major tourist attraction, the largest public aquarium in Canada and the third largest in North America. It tried desperately to keep pace with changing attitudes. Its world-famous killer whale and beluga pools were drastically expanded, and organized whale shows were cancelled. Nonetheless, the fact that it had originally been constructed in 1956 was inescapable. Throughout the 70s and 80s, the Aquarium Foundation tried to acquire more land from the park reserve to expand and update its facilities even more.



Each time it tried, the Foundation's moves were blocked by environmental and animal rights groups of various types.

Today, the facilities still exist. Demolishing them would involve bringing in heavy equipment that the "park protection" groups won't allow on the peninsula. High chain-link fences topped with barbed wire surround the zoo and aquarium. Trespassers are discouraged from entering the area: they could easily fall into the empty 30-foot-deep whale pools, injure themselves and sue the city blind. During the day, the monkey house, the reptile house and the broken glass dome over the center of the aquarium building can be seen clearly. They're still visible through the lush foliage that's grown up around them, although now the plants are starting to cover them. At night, the most that can be seen is a grouping of strangely tantalizing surreal silhouettes.

### *Lions Gate Bridge and Causeway*

Running through the heart of the park from Lost Lagoon to Prospect Point is the causeway leading from the West End to the Lions Gate Bridge. The causeway is three lanes wide. These three narrow lanes make driving beside a bus a harrowing experience. The causeway has a system of indicator lights mounted at intervals to inform motorists which way traffic in the center lane is going. Obviously, this lane is switched to match the direction of maximum traffic. During morning rush hour, the lane is open to southbound traffic. In the morning, traffic heads into the city from the North Shore; in the evening, the reverse is true. During the day, and on weekends, the lane is opened and closed according to a system that, for Vancouver residents, seems to border on the purely random. At night between midnight and five or so, the center lane is closed to traffic in either direction. Presumably, this is to minimize head-on collisions when a drunk or tired driver drifts out of his narrow lane.

The Lions Gate Bridge is a suspension bridge resembling a shorter (and much narrower) version of San Francisco's famous Golden Gate Bridge. Its orange suspension cables are lined with white lights. By night, it's turned into a sort of curvilinear "light sculpture" visible from many parts of the city. The bridge is only three lanes wide with the same "bi-directional" center lane arrangement as the causeway.

The Lions Gate Bridge was completed in 1938. Until then, access from the downtown core to West Vancouver had been by ferry. The span is definitely showing its age. The roadbed is worn in places, and the city engineers' attempts to maintain it are hindered by the fact that it's one of only two ways of taking a car across Burrard Inlet. Closing it for repairs, even for a few hours, causes horrendous traffic problems.

By all rights, the Lions Gate should be replaced by bridge capable of handling much more traffic. Unfortunately, two factors preclude this. First, putting in a new bridge will almost certainly mean doing without the old one during at least some of the construction process. That would lead to a traffic nightmare. Second, the three-lane causeway is as much a limiting factor to capacity as the bridge itself. The various

"Friends of Stanley Park" organizations would rather be drawn and quartered than allow the causeway to be widened one yard.

The Garou are glad that extensive road construction will not threaten the Great Caern. Some Glass Walkers, however, aren't totally convinced that the "Friends of Stanley Park" organizations aren't somehow also playing into the hands of the Wyrn. By screwing up traffic flow patterns, downtown Vancouver is being turned into an urban blight of continuous traffic jams, causing even greater clouds of pollution.

### *Port of Vancouver*

As mentioned earlier, Vancouver is the second largest natural harbor in North America. Predictably, then, the Port of Vancouver handles a large volume of maritime traffic. On any given day, half a dozen or more huge freighters can be seen anchored in English Bay waiting for their turns at the port's berths.

### *DanTerm*

Near the north end of Commercial Drive, this is Vancouver's largest terminal for container traffic. Huge cranes loom over lots filled with stacked shipping containers. Security is good as these things go, but there's a lot of area to cover and relatively few security personnel. As in most port cities, the dock area is a good place to go if you want to drop out of sight, and a good place to avoid otherwise.

### *Chinatown*

Vancouver has the second largest Chinatown in North America. The region is centered around the corner of Main Street and Keefer Street to the east of the downtown core. In this twenty block area, street signs are in English and Cantonese, and storefront advertising rarely includes more than a word or two of English. In the heart of Chinatown, it's possible to find people who have lived in Vancouver for fifty years who can't speak a word of English. It's a tightly knit community, almost impossible to penetrate for anyone who isn't fluent in one or more Chinese dialects.

With Hong Kong reverting to Chinese rule, many Chinese have come to Canada and settled in Vancouver. The street gangs and the dreaded Chinese Triads have come with them. To many, Vancouver is known as "Little Hong Kong", and when one visits Chinatown (or the suburb of Burnaby, for that matter), the reason is obvious. The influx of Asian immigrants has led to both the city police and the RCMP becoming authorities on Asian youth gangs. In fact, police agencies from across the border frequently request assistance from the Mounties.

In Chinatown, it's possible to acquire all sorts of interesting objects and substances if you know where to look and who to ask. Explosives, special ammunition, firearms anything one could want can be bought if one has the right connections. Just





be careful you don't ask the wrong people, or you may end up getting more than you bargained for...

## ***Kitsilano, Mount Pleasant and East Vancouver***

### ***False Creek***

This is the inlet that separates downtown Vancouver from Kitsilano. When Captain George Vancouver sailed into the harbor in 1792, he thought the inlet was actually the mouth of a river, hence the name. Today False Creek is crossed by three bridges giving easy access to Downtown the Burrard, Granville and Cambie Bridges.

There are two major marinas in the creek. Both are on the south shore. The Stamps Landing Marina is just to the west of the Cambie Street Bridge. The Spruce Harbor Marina is halfway between Granville Island (see below) and the Cambie Bridge. The latter marina offers live-aboard facilities, including power and telephone hookups. There's a third, smaller, marina at the eastern tip of Granville Island, but most of the boats moored here are owned by yacht charter companies.

The south shore of the Creek used to be devoted to light and medium industry. There were many sawmills, chain foundries and other forestry buildings all over Granville Island and around the Creek. The narrow streets winding through the

older housing developments still have names that evoke that past era, names like Sawcut, Lamey's Mill Road and Millbank.

In the 1970s, the industrial nature of south False Creek began to change. Several small park areas and an elementary school were established between Granville Island and the Cambie Bridge. Housing developments began to spring up. At the west end of the Creek, near Granville Island and the Granville Street Bridge, there are half a dozen or so "mid-rise" apartment blocks. Many of these are rent-controlled and subsidized "cooperatives". Condos have been built at the east end of the Creek developments by the Cambie Bridge. The area is not far from a section called Leg-in-Boot Square (because that's just what was found washed up there in the early part of the century a leg in a boot). Buildings with names like Discovery Quay and Newport Quay contain condos that sell for \$300,000 and up-up-up. Several of Vancouver's more affluent Glass Walkers own condos near Leg-in-Boot Square.

The Leg-in-Boot Square end of the Creek development is also home to Stamps Landing Pub. This cozy neighborhood pub was originally associated with the marina, but now has its own loyal clientele. Monk McQueen's seafood restaurant, with angular blue metal roof, is something of a Creek landmark.

### ***Fairview Slopes***

On the low slope overlooking False Creek is one of the most densely populated areas of Vancouver. Once a light industrial region, Fairview Slopes now boasts hundreds, perhaps thousands of expensive condominiums and town houses. In the 1980s, Fairview Slopes was considered *the* place to live for yuppies and yuppie wannabes. Developers were scrambling to grab slices of a very lucrative pie. In the early 90s, the high population density had taken some of the bloom off the area. While the "real" yuppies and those who followed them had turned their attentions to other areas, there were still enough wannabes buying in to keep real estate prices in the region artificially high for a while.

In the Gothic-Punk world, the real estate trend that decreased the attraction of the Slopes has advanced by two or three years. Fairview Slopes still looks generally attractive on the surface, but the cracks are there to be seen. Buildings literally thrown together to catch the real estate boom are starting to come apart at the seams. Prices have dropped so much that many of the people living on the Slopes could only sell out at a crushing loss. This leads to many residents hanging on in quiet desperation. They live in buildings that are quite literally starting to crumble and they hope for something to turn matters around.

### ***Granville Island***

Like the rest of south False Creek, Granville Island used to be zoned for industrial use. The area is actually not an island; it's a small peninsula underneath the Granville Street Bridge. In 1973, the zoning was changed to allow multiple usage. The



Granville Island Market opened up. In an enclosed marketplace, commercial fishermen and farmers from the Fraser Valley sell their goods to the general public. Like Seattle's Pike Place Market and San Francisco's Fisherman's Wharf, the Granville Island Market became a popular place for Vancouverites to buy fresh fruits and vegetables. Seafood is prepared just hours after it's sold from the boats. There are also several cappuccino bars and small restaurants, making the Market a trendy place to come for a late weekend breakfast.

The Island is also home to many other businesses. A few key ones are the Arts Club Theater and Backstage Lounge, the Emily Carr School of Modern Art, the Granville Island Brewery and numerous yacht brokers and ship chandlers. At the west end of the Island is an establishment called Bridges, which offers a fine dining restaurant, a bistro/wine bar, and a pub within the same building. On the north side of the Island, right next to the Arts Club Theater is Mulvaney's, a New Orleans style restaurant. At the east end is the Granville Island Hotel, which includes one of the city's prime, up-scale meat market discos, Pelican Bay (otherwise known as "Pecker Bay" or "Pelvis Bay").

### ***Vancouver General Hospital***

Vancouver General Hospital, or VGH, is the city's largest hospital, covering several city blocks. The different buildings of the hospital are connected via several floors of almost-

forgotten subterranean levels. Most of these underground floors are used for storage, if they're used at all. It's here, amidst these disused and forgotten "catacombs", that the prince of the Vancouver Kindred has decided to make his haven.

The underground levels are quite secure and safe from human interference. They also give the prince a lot of space to spread out. Both Julie Foster and Siegfried frequently sleep their days away in the underground tunnels. Even if someone were to find out they were sleeping in the tunnels of VGH, it would take an extensive search to find the vampires in the labyrinth of rooms. The two vampires also gain more protection from the hospital's own security guards and several ghouls working at the hospital. Although the underground itself isn't patrolled, getting to the catacombs' entrance unnoticed while avoiding the security guards and the ghouls would be very difficult.

### ***Vanier Park and Kits Beach***

Vanier Park is a grassy area just west of the Burrard Street Bridge. This is one of the windiest places in Vancouver. The prevailing west wind blows seven days out of ten. It's a prime spot for kite enthusiasts. Acrobatic kites, fighting kites, huge kites the size of parasails all of these can be seen here on a good day.

To the west of Vanier Park is Kitsilano Beach, known as Kits Beach to the locals. It's more of a family oriented beach than





the more trendy English Bay, but it's still an "urban beach" and very crowded on a sunny day. Half a dozen volleyball courts are set up along the beach in the summer, and some consider the quality of play to rival games seen on the beaches of California.

### *Vancouver Planetarium, Museum and Archive*

The white, conical roof of the H.R. MacMillan Planetarium is a famous Vancouver landmark. The planetarium complex is few hundred meters west of the Burrard Street Bridge. It houses a small museum and gallery, as well as the Vancouver Archives.

### *Jericho and Spanish Banks*

Beaches extend basically all the way from Kits to the tip of Point Grey. Jericho is the next beach to the west of Kits (its name is a corruption of "Jerry's Cove"). Jericho is home to a public sailing center, and also to the exclusive Royal Vancouver Yacht Club (RVYC). Further west are the beaches of Spanish Banks, which stretch for several miles.

### *Shaugnessy*

Shaugnessy is one of the older residential neighborhoods, and it almost literally reeks of money and privilege. It's an enclave of narrow, tree-lined roads. The curved and tangled streets are a contrast to the rectilinear arrangement of most of the city. The area is bounded by West 16th Avenue, West 33rd Avenue, West Boulevard and Oak Street. Houses in Shaugnessy start at about half a million dollars, and range in price to well over five million.

### *Queen Elizabeth Park*

Bounded by West 33rd and 37th Avenues on the north and south, and by Cambie and Ontario Streets on the west and east, Queen Elizabeth Park, also known as Little Mountain, is the highest point within the city limits of Vancouver itself. It's a rolling, wooded park, dotted with duck ponds and rose gardens. The park has the largest collection of public tennis courts in the city thirty-six of them, in fact.

Until about 1920, the hilly region was used for the South Vancouver municipal stone quarry. Large areas of the hilltop were carved away. When it became a park, the great, steep-walled notches left by the quarrymen were turned into elaborate gardens. This became a favorite site for wedding photographs. On a sunny June weekend, up to a dozen wedding parties can be "stacked up" waiting for their turn.

At night, the park is shunned by law-abiding citizens. Gangs sometimes use the park as a battleground for settling grudges and enforcing turf violations. The most disturbing rumors about the park at night have nothing to do with anything as mundane as youth gangs. In fact, both the Kindred





and the Garou of Vancouver use Little Mountain for their own reasons. The Kindred sometimes hunt here, drinking the *vitae* of people who, for their own reasons, would never report getting "mugged" by "psychos". Garou packs, particularly those formed of members from different tribes, sometimes meet here to hash out differences, avoiding tribal complications at the Great Caern.

## ***Bloedel Conservatory***

At the highest point of Queen Elizabeth Park is the Bloedel Conservatory, a large arboretum covered with a geodesic dome of glass that can be seen from all over Vancouver. The Conservatory is home to many species of exotic plants from around the world. For a few dollars admission, a visitor can stroll among elephant palms, banana trees, orchids and other tropical plants. The arboretum's warm, humid air is a pleasant change from the gray, wet cold of a Vancouver winter.

## ***Nat Bailey Stadium***

Nat Bailey Stadium is on the northeast slope of Little Mountain, just north of West 33rd Avenue. The stadium is home both the Vancouver Canadians, a triple-A baseball team in the Pacific Coast League, and the farm team for the Milwaukee Brewers. Originally called Capilano Stadium, this open-air facility has been described as "one of the finest ball diamonds in North American baseball". While nowhere near as huge as the big parks elsewhere in the continent, it still keeps the "feel" of the golden days of baseball. Under the lights on a balmy summer night, or in the middle of baking afternoon at a "businessman's special", it's an excellent place to quaff a few brews and watch some fine baseball.

## ***Pacific National Exhibition***

This sprawling, decaying exhibition ground can be found just to the west of the Second Narrows Bridge, a couple of hundred meters from the south shore of Burrard Inlet. The PNE grounds comprise various exhibition buildings, including the Agrodome and the Forum, as well as a permanent amusement park known as Playland. The old, wooden roller coaster is the highest in Canada, and one of the highest in North America. It's also starting to come apart at the seams. Dustings of crumbled wood can be found under the structure.

The PNE grounds also contain a racetrack and the Coliseum. The Coliseum is the home of the Vancouver Canucks ice hockey team and is a popular venue for rock concerts. (Although concerts at the B.C. Place are often larger, the sound quality is much better in the Coliseum.)

## ***Second Narrows Bridge***

Apart from the Lions Gate Bridge, this is the only way to drive from Vancouver to the North Shore. Fortunately, it's much larger than the suspension bridge with three lanes in each direction. The Second Narrows is a big, brutal-looking metal span with none of the grace of the Lions Gate.

It's also the third bridge to be built on the same site. The first was finished in 1925, but was a hazard to navigation and was knocked out by a ship in 1929. The bridge was re-opened in 1934. In 1958, a larger bridge was started to replace the current span, but an engineering error caused the incomplete span to collapse, killing 18 workers.

(As an interesting aside, this disaster was reputedly the inspiration for a UBC tradition: issuing all engineers graduating from the university an iron ring made from the metal of a fallen bridge. This ring is to be worn throughout their professional lives as a reminder of the responsibilities their chosen career carries with it.)

At various times in the city's history, people have tried to establish a third crossing of Burrard Inlet. In 1972, the last such effort was defeated, largely by people who feared that a third bridge would lead to Vancouver becoming a "freeway city". The money that had been set aside for the third crossing was used to establish the SeaBus.

## ***University Endowment Lands***

The westernmost tip of Point Grey is home to the University of British Columbia (UBC). With around 50,000 full-time and part-time students, it's one of the largest universities in Canada. It received its charter in 1908, but didn't move to its present location until 1925. The campus itself is about a thousand acres, about the same size as Stanley Park. The "Endowment Lands", granted by the provincial government to the university for its own use, are several times this size.

The University Endowment Lands (UEL) consist of the university itself, student housing, the University Golf Club, the University Hill School and some limited residential neighborhoods. The area also includes a large new development for students with families, and an aging but still active "Fraternity Row". Most of the UEL, however, is rolling woodlands, more or less untouched by logging concerns for the last fifty years or so. Prepared footpaths run through the woods, which have recently been officially declared the Pacific Spirit Provincial Park. The park is off-limits to development in the future, much to the relief of many of Vancouver's Garou. Some of these paths are open to the many equestrians and to mountain-bikers in the city, while others are restricted to pedestrians only.

The UEL is home to a small population of coyotes and a large population of raccoons. Both of these pose threats to the domestic cat population in the region. There are also small populations of great blue herons and eagles nesting in the taller trees of the Pacific Spirit Park.

In the Gothic-Punk world, sightings of lupine creatures considerably larger than coyotes have any right to be have been becoming more and more common. City officials and government biologists write these off as misinterpreted coyote sightings. ("Nervous person spots coyote, reports timber wolf.") There are some people who wonder whether there might not be *other* kinds of creatures frequenting the UEL.





## UBC Campus

The campus itself would seem familiar to university students from anywhere in North America. The buildings are a mix of architectural styles, from the heavy stonework of the Main Library to the 60s-style world art mosaics of the Buchannan building to the timeless institutional brick of the Totem Park student residences.

Running through the center of the campus is Main Mall, which is closed to all vehicular traffic except emergency and official delivery vehicles. For students, the heart of the campus is the Student Union Building. The SUB is a massive structure of dark gray concrete that has been described as following the "ancient Chinese fortress" style of architecture. Beside SUB is the Aquatic Center and the War Memorial Gym.

The Graduate Students Center and the Faculty Club are at the north end of the campus, both with excellent views of Burrard Inlet and the North Shore mountains.

Interestingly enough, some of the buildings still used on campus today were built in the 1940s as temporary structures. Funding problems, and the rapid growth of the student population, have blocked many initiatives to replace these dilapidated buildings with something more in keeping with a modern university.

## Main Library

The Main Library was built in the 1940s. Its gray stone facade resembles a cross between a Gothic cathedral and a 19th Century insane asylum. The library was expanded in 1957 with the construction of the Stacks: a bleak, institutional addition onto the rear of the old building. With its low ceilings, narrow aisles between ceiling-high bookshelves, poor lighting and grimy, barred windows, the Stacks are highly claustrophobic, particularly on a dark and rainy winter evening.

Scattered throughout the Stacks are desks where students can work, and many take advantage of the claustrophobic solitude the Stacks provide. This practice is starting to decrease, however. Although the university administration adamantly denies them, there are constantly recurring rumors that *something* isn't right with the Stacks. These rumors change from week to week. Nobody knows where they originate. Sometimes there's anxiety that a psychotic rapist-murderer is prowling the Stacks for victims. A couple of days later, the focus of fear has changed to supernatural manifestations of some kind. Then it's fears of the building's old insulation being carcinogenic. Then the rumors swing back to some kind of predator seeking its prey in the building. Is there someone, or something, hunting in the Stacks? Nobody really knows. The building could well be the Haven of a vampire, who hunts the narrow aisles at night. It could be a place of sanctuary sought out by a Garou pursued by some foe. Then again, it could be something totally different.



Whatever it is that prowls the Stacks, students cannot avoid the Main Library no matter how much they may want to. The library has over three million books, some quite rare and unavailable elsewhere, and its extensive catalog attracts many researchers from off-campus as well. A sophisticated computerized catalog is said to record all materials in the library and in the other libraries on campus. It's always possible some pieces might have been missed. For someone seeking the answer to virtually any complex question, the Main Library is an excellent place to start.

## The Beaches

As described earlier, beaches extend along the north shore of Point Grey from along the Spanish Banks. They continue around the tip of Point Grey as well, but their nature changes somewhat.

During World War II, when a Japanese invasion was considered a real and terrifying possibility, naval defenses were built on the western tip of Point Grey. Searchlights and naval guns, in huge concrete revetments and towers, were installed around the point, down the steep cliffs from the UBC campus. After the war, the hardware was removed from these emplacements, but the concrete towers, bunkers and other structures were left to decay by themselves. The first beach as one heads south around the tip of Point Grey is named for these installations Tower Beach. Further around the point is Wreck Beach, named for a ship and several barges that were purposely sunk off-shore to form a breakwater.

Wreck Beach, and the southernmost part of Tower Beach, are Vancouver's nude beaches. Officially, the city, province and country has laws that prohibit public indecency. The RCMP, which has jurisdiction over the UEL, turns a blind eye.

Although laws against public indecency are not strictly enforced, the location still requires police intervention. The fact that Wreck can be reached only by boat or a grueling walk down a steep, switchbacked path from the campus above makes it an attractive place for activities to which the RCMP doesn't turn a blind eye. On any summer afternoon, entrepreneurs sell everything from stolen sunglasses to various drugs. While the Mounties try to keep this kind of thing to a bare minimum (so to speak), the limited access also limits their enforcement.

When the sun goes down, the clothes usually go back on, mainly due to the cool prevailing winds from the west. On summer evenings, Wreck is alive with the bonfires of beach parties.

In the Gothic-Punk world, these parties don't usually last much past midnight, particularly on nights with a full moon. People don't wander far from the reassuring lights of their fires unless they go in groups. (This definitely limits the desirability of Wreck as a teen make-out spot, of course.) This is because of recurring rumors of some kind of psychotic who prowls the beach late at night, especially when the full moon is in the sky.

As with the Main Library rumors, nobody knows just where the tale of the "Wreck Beach Slasher" comes from. The police have no records of anyone being murdered on the beach during the last few years. No bodies have been found, and the only people to have gone missing are drunk partiers who have gone for a swim in the ocean and never made it back to shore.

## TRIUMF

TRIUMF the Tri-University Meson Facility is UBC's major contribution to "big science" in Canada. It's a powerful particle accelerator, under joint control of UBC, the University of Victoria (UVIC) and the University of Alberta. TRIUMF was the biggest cyclotron in the world when it was completed in the 1970s. Even though it's long since been dwarfed by newer machines, it's still remains on the cutting edge of research. Specifically, researchers are investigating the use of mesons for the treatment of tumors and other malignancies.

When TRIUMF was built, many people viewed it with severe distrust. It dealt with *nuclear* particles, didn't it? Wasn't anything *nuclear* automatically radioactive, potentially explosive, probably carcinogenic, and innately anathema to God's green earth? The three universities involved and the Canada Science Council (which provided much of the funding) tried to explain that a cyclotron *wasn't* going to explode. If a major component ever failed, they argued, the worst that would happen would be the accelerator shutting down until the part was replaced. This education campaign just didn't cut it, and distrust of TRIUMF still runs high in certain circles.

This is as true among many of the Garou as it is among the humans. Some of the Glass Walkers have taken the time to understand exactly what TRIUMF is and what it does. They have concluded that it's doing beneficial work with no risk to the environment. Most of the other tribes show a knee-jerk reaction to the place. Only the Vancouver Compact the agreement between the tribes defining Vancouver and the Great Caern as "open territory" has allowed the Glass Walkers to prevent the more militant Garou from trashing TRIUMF once and for all.

## Discovery Park

This is an "industrial park" set up by the provincial government in the 1980s, a site where start-up high-tech companies can find a supportive and subsidized environment to operate. All the necessary infrastructure is already in place. Discovery Park is located on the UBC campus near TRIUMF.

This government-subsidized "business incubator" hasn't worked overly well. Economic downturns, the province's continued reliance on primary industry and popular distrust of anything smacking of high-tech have driven all but the most resilient start-ups out of business. Only one "inhabitant" of Discovery Park is doing well, surprisingly so, in fact. This is an outfit called Pacific Rim Biotech which is, unbeknownst to all but a few, indirectly owned and controlled by Developmental Neogenetics Amalgamated (DNA).



## North Shore

### Horseshoe Bay

North and west of the city, about 10 or 15 minutes' drive on the Upper Levels highway, is the community of Horseshoe Bay. This protected harbor is the home of one of Vancouver's two major ferry terminals. From Horseshoe Bay, ferries ply the Strait of Georgia to the city of Nanaimo on Vancouver Island, travelling to Gibson up the "Sunshine Coast" and to several of the small Gulf Islands between the mainland and Vancouver Island itself.

### Grouse Mountain

About 20 minutes north of the city is Grouse Mountain, one of three ski areas within half an hour's drive of downtown Vancouver. Grouse is about 1,100 meters (3,600 feet) high. The ski area is reached by a gondola, running every 10 minutes from the parking area to the "Grouse Nest" chalet.

Grouse is an "urban mountain". Its runs aren't long, it has little variety of terrain and it's crowded as hell. It is, however, only twenty minutes from the city, and it's lighted for night skiing. On a clear winter evening as the sun's going down, the lights of Grouse hang in the sky over the north shore.

A couple of skiers go missing on Grouse's "back runs" each year. While the authorities assume that they've skied out of bounds to meet their untimely deaths, it's possible that they've fallen prey to Garou or Kindred.

### Cypress Bowl

Cypress Bowl is a little more spartan and a little less urban than Grouse Mountain, and can be found a couple of miles to the west. The ski area is more extensive, with a greater variety of terrain and more challenging runs. Cypress has cross-country skiing trails, which Grouse lacks, and an extensive back-country area on the north slopes. Various developers have tried to get governmental permission and the necessary funding to open up those back areas and expand the ski area. Each time they try, however, *something* happens to prevent their plans from reaching fruition. Predictably, these "road-blocks to development" are orchestrated by Vancouver's Garou, since the back country is home to quite a few werewolves.

### British Properties

The "British Properties" are the playground of the rich and famous. It's a very expensive, very exclusive area on the southern slopes of the North Shore mountains, directly to the north of the Lions Gate Bridge. It was developed originally by the Guinness family (famous for stout and, much less importantly, a book of world records). It's an area of winding roads and tree-covered estates. Most homes here have spectacular views of the city below.

In Gothic-Punk Vancouver, with its heightened undercurrent of violence, this is a neighborhood of mansions surrounded by brick and steel walls. It's patrolled by its own special private

security force to ensure the safety of the privileged. The British Properties contain "havens-away-from-home" for several influential vampires from around the world.

## The "Burbs"

Vancouver is the fastest growing city in Canada. Because of this, the suburbs have grown more important. Downtown is still the center of business and the home of the best clubs, but the suburbs' ability to compete is growing rapidly. As more and more people come to settle down in the Lower Mainland (the area of Vancouver and the suburbs), more of the outlying areas are turning from farms and ranches to rows of houses with white picket fences. Even the street gangs have expanded into the 'burbs, thus helping the crime rate to rise rapidly in neighborhoods that were once thought to be safe.

Getting from downtown Vancouver to the outlying areas of the 'burbs is fast and easy. The provincial government supports a well-used and extensive public transport system consisting of buses and the Skytrain. This effective system, financially encouraged by Vancouver's Glass Walkers, has helped reduce traffic on the highways leading into town. The level of air pollution is being kept to a bearable level.

The main suburbs of Vancouver are Richmond, Burnaby, Surrey, Coquitlam, New Westminister, Tsawassen, Delta, White Rock and Port Coquitlam. Each of these areas has the population of a small city, and detailed descriptions of these would be well beyond the scope of this book.

## Key Locales

### YVR

This is the official designation for Vancouver's international airport located on Sea Island in Richmond. YVR is too small for the amount of traffic it's called upon to handle, but residents of Richmond keep blocking any attempt to expand the facility. It's now almost as overloaded as O'Hare in Chicago.

Security at YVR is less stringent than at many American airports, but it's still far from lax. Dogs are used to sniff out drugs and explosives, and the RCMP takes very seriously any hint that weapons or explosives are being smuggled into the country.

### Tsawassen Ferry Terminal

The Tsawassen facility is a larger terminal than Horseshoe Bay. Ferries leave from here to Victoria and Nanaimo, both on Vancouver Island. Round-the-clock ferry service is a recent innovation orchestrated by Vancouver's Kindred.

### The Border

There are two major border crossings. One is for trucks, and the other is for passenger vehicles. The Douglas border crossing is between White Rock in Canada and Blaine in the US. This crossing is marked by a major landmark, the Peace Arch. This



white stone archway is right on the border, and flags of both countries are displayed. Iron gates are installed in the archway itself, and these are always open. This symbolism is reflected by the inscription, "May These Gates Never Be Closed".

As at most border crossings, security seems extremely arbitrary. Some cars just breeze through after the driver answers a couple of questions. Others are stripped to the frame. There often seems to be no obvious reason for the difference. As mentioned earlier, the Canadian border guards are *very* sensitive about people who want to carry firearms into the country. Anyone without the appropriate authorization will either have to surrender their weapons or turn around and go back to the States.

## **Metrotown**

This is Vancouver's newest major mall. It's in Burnaby, not far from the intersection of Kingsway and Boundary Road. It's a massive enclosed mall, but it's not underground like those in the city center.

## **Simon Fraser University**

Simon Fraser University is a classic example of how civilization and nature can coexist. The university is built on top of Burnaby Mountain. It was designed and built so that it complemented the forest and natural beauty around it. A large part of the University was actually built into the mountain, and most of the science labs are underground.

Rumors come and go about sealed-off catacombs in the depths of the university. The original builders excavated foundations for buildings that were never completed. Confirming these rumors is next to impossible. Students descending into the depths pass to the more restricted parts of the university. They pass the sealed rooms with radiation warnings on the doors and pass dimly-lit concrete corridors which seem to absorb the very heat from their bodies.

If people could search without hindrance, they would find that the rumored catacombs actually do exist. They're home to an ancient evil. When Lyle, one of the Kindred, came to Vancouver, he funded the building of SFU and buried his master deep in the catacombs for his protection. Ghouls posing as scientists and security guards maintain a constant watch on the tunnels, but not even they understand what it is they guard. In fact, the master is an extremely powerful Methuselah, and he waits in a state of torpor.

This Methuselah's characteristics are not given in this source book, since he is not likely to awaken anytime soon. If this ancient vampire does awaken, assume that when he shakes off the weakness that follows torpor, all of his characteristics will be near maximum. (He will possess whatever disciplines at whatever levels suit the story that the individual Storyteller has in mind.) This Methuselah has been in North America for almost two thousand years and is the sire of Mictlantecuhtli (see *Awakening*, *Diablerie: Mexico* for more information on Mictlantecuhtli).

Even from torpor, Lyle's master knows about the workings of Vancouver. It is possible that all of Vancouver's achievements may in fact be due to this Cainite's attempts to ensure that his sleep is not disturbed. Thus, Vancouver is a safe haven from politics and its attendant plotting. The peace with the Garou could also have been influenced by this ancient one, who has long traveled along the Northwestern Coast. However, this vampire has avoided influencing Siegfried himself (except for his very early influence in founding the city). He is instead slowly influencing those who are not loyal to the prince. The Methuselah plans to eventually awaken to find a group of vampires already loyal and ready to protect him. He is progressing with his plans so slowly and so secretly from his state of torpor that even Lyle doesn't realize what is going on. The sleeping vampire is not behind Stalest and her desire to take the reins of power away from Siegfried, as some players might guess. However, he is doing nothing to stop the pending confrontation. As long as the peace is kept (who wants to wake up in a lupine-infested city?) and Siegfried is kept busy with other things, Lyle has been instructed to stay out of the fight. The Methuselah senses the touch of the Wyrms in the Expo site, and realizes that it might eventually require some action on his part. So far, he is not convinced that the Wyrms are a direct threat to his interests, and he will take no action until he is convinced.

## **Riverview**

East of the city in New Westminister, Riverview is an old, brooding building overlooking the Fraser River. It for decades as a mental hospital, a repository for all but the most criminally insane. In the late 1980s and the early 90s, cutbacks in funding caused the "downsizing" and eventual closure of the facility. Some of its patients have either been moved to other establishments. More often, they are consigned to "community care": they're put out on the streets. The decaying buildings will stand empty until somebody figures out just what to do with them.

In the Gothic-Punk world, the buildings of Riverview aren't quite empty, although there might not be a living soul in them. The facility represents a great haven for Kindred. This very Gothic-looking place has enough of a reputation to keep most trespassers away.

## **Other Locales**

Here are some other interesting places relatively near to Vancouver.

### **Victoria**

On Vancouver Island, Victoria is (in real life) the "Satanic capital" of Canada. This city has the largest population of declared Satanists and the most incidences of Satanic (or pseudo-Satanic) activity. In the Gothic-Punk world, it's a city of mystery to both the Kindred and the Garou. Although several septs of lupines exist on Vancouver Island, they stay away from Canada's retirement capital and stick to the interior or the city of Nanaimo further up the island's east coast. Even



the Garou can't explain the hesitancy they feel when they near Victoria or the uneasiness which turns to fear as they venture further into the city. The lupines of the mainland laugh at the stories of disappearing werewolves and mystic beasts the islanders bring to them, but it's a fact that very few of the Garou who have entered the city have ever returned. Those few who have come back return changed. Their fur is gray and their stamina is sapped. They refuse to speak of what they saw. Some of the oldest Wendigo speak of a once great caern on the island in the location of what is now called Beacon Hill Park in the center of Victoria. The power of this caern is thought to have long since disappeared, but no one really knows what has happened to it.

The Kindred also shun the city. As the Covenant between the Cainites and the Lupines only extends to the city limits of Greater Vancouver, few vampires leave Vancouver to visit the Island for fear of being attacked by lupines either on route across the water (which takes over an hour) or while in the city itself. The vampires who have left to visit Victoria have disappeared without the slightest trace. This has long been a mystery to the prince and the elders of Vancouver. Even Necross has little information about it.

Originally Victoria was a trading outpost and a fort on the southern end of Vancouver Island. Because it crosses a large span of water, Siegfried has tried to build up Vancouver. Almost no vampires journey to the Island. Victoria and her suburbs have a population of just over 280,000. This is a second reason why there are no vampires in this old city. (According

to the game's standard assumptions, Victoria could support about 2.8 vampires). The fact that Victoria is the capitol of the province is pretty well lost on the majority of the population. The real power of the province is in Vancouver. The news broadcasts focus on the mainland city. In fact, there is more on the news about the cities of the interior of the province than Victoria. If one were to ask people what city was the provincial capitol, many would probably guess wrong, naming the metropolis of Vancouver.

Recently, Siegfried has used his influence to start a night-time ferry service to the island. He has sent three of his most powerful and trusted lieutenants to Victoria to find out just what is going on. Through his mortal contacts in Victoria, the prince has learned that his lieutenants have disappeared without a trace. This has only confirmed Siegfried's long-held suspicions that there is something unusual about the city, and he is now focusing his attention there. For obvious reasons, Siegfried has kept the possible destruction of his lieutenants a secret; he hasn't been able to cover up the fact that they have disappeared, however. (As described in a later chapter, the malcontent Stalest has seized upon this disappearance and Siegfried's distraction as a perfect opportunity to wrest control of the city from the prince.)

## Seattle

About 250 miles south of Vancouver, Seattle is the last main Camarilla enclave in the Northwest. Seattle is a city on the brink. Anarchs from the Free States to the south have decided to enlarge their borders, and Seattle is one of their target cities. The Camarilla does not intend to lose the city, and they have positioned a powerful Justicar there to prevent the Anarch Revolt from spreading north. Justicar Petrodon is an expert on the anarchs. It is extremely hard to pull one over on the old boy, and his Archon goons are adept at rooting out and destroying any threat to his jurisdiction. Thus, the anarchs are having a hard time taking down Seattle. They aren't giving up. Population pressure in the Free States demands that the Revolt move to the north; damn anyone who gets in the way!

Due to this "distraction" from the anarchs, Petrodon has not turned his attention to the "lawless" city of Vancouver. The idea of an independent city is galling to the old Justicar, but what can be done when revolutionaries threaten to run rampant in one's own backyard? Vancouver's "trial" will have to wait...

## Spuzzum

About 80 miles up the Fraser Valley, northeast of Vancouver, Spuzzum is one of the smallest towns in British Columbia. Most Canadians got a good laugh when the ex-Warsaw Pact members released their nuclear target list. It turned out that Spuzzum had been marked for a first-strike attack. For some reason, the Soviet military had decided Spuzzum was a military base, despite the fact that the town's population was on the order of 400, smaller than any military base in Canada.

Spuzzum is populated only by werewolves and their Kinfolk. The town acts as a supply depot and communication nexus for





the Get of Fenris in their war against the enemies of Gaia. From this small town, the Get can ferry out supplies to probable sites of battle and coordinate their forays against the Wyrn and humans. These supplies can be anything from food and munitions to medical aid for Kinfolk caught in the battle, or maybe just a van to transport some homicidal Get.

### *Whistler Village*

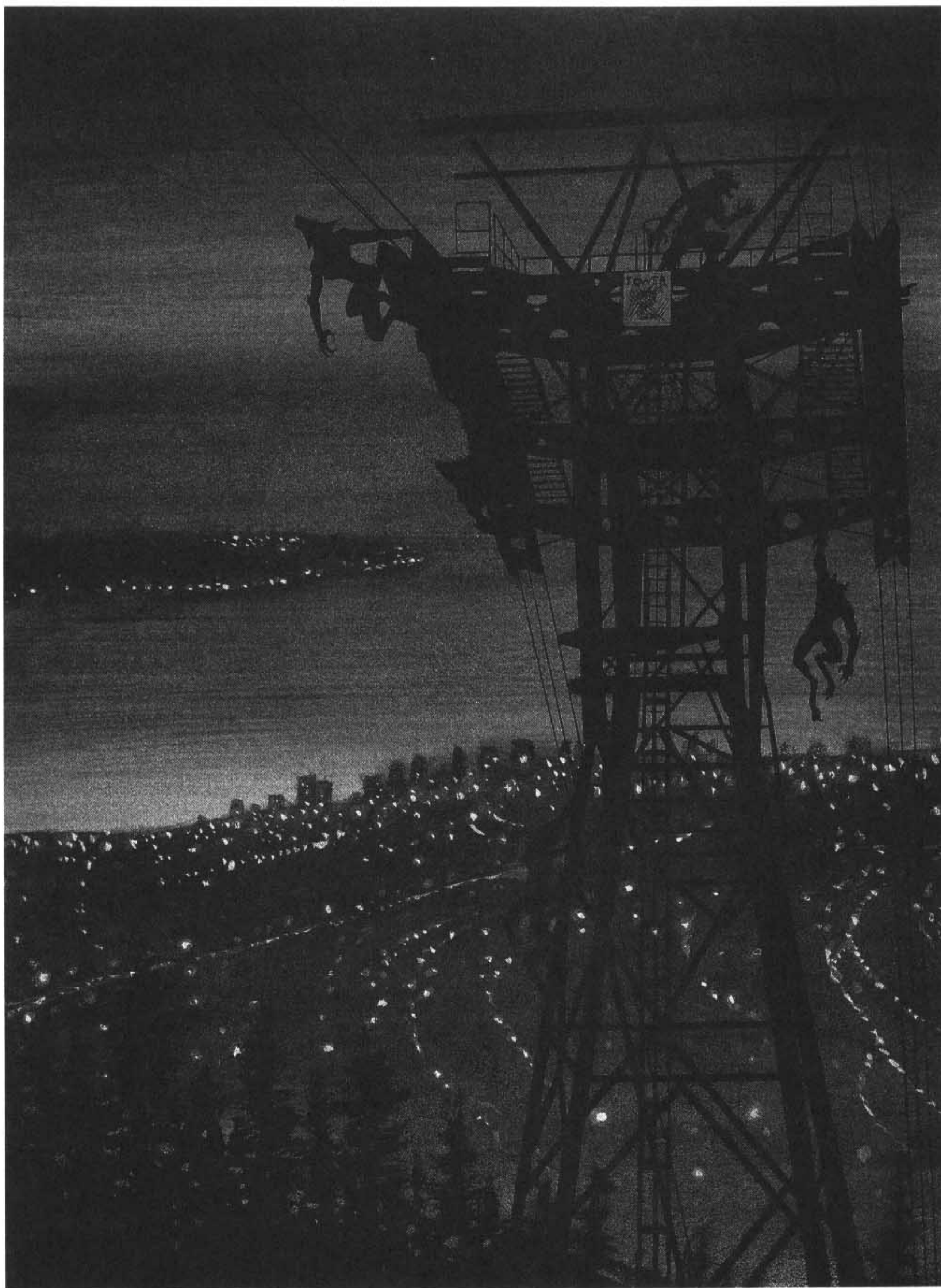
About two hours north of the city along the winding (and sometimes treacherous) Sea-to-Sky Highway is Whistler Village. This ski resort serves two mountains, Whistler and Blackcombe. It is rated the number-one ski destination in North America by many American and Japanese ski maga-

zines. The village itself resembles a yuppie's conception of a European village. Little winding streets and open "town squares" are packed with half-million-dollar condos.

Whistler Village is a tiny little enclave of "glitterati" civilization in the middle of the wilderness. It's a thorn in the side of the more militantly environmental Garou, while more "urban" tribes like the Glass Walkers relish it as an oasis of civilized pleasures in the midst of the dirty and cold wilderness.

The slopes of Whistler and Blackcombe are home to maybe a dozen Garou. Surprisingly, the fact that at least one werewolf lives on Whistler is publicized by an advertisement at the top of one of the major ski lifts. The Whistler Mountain corporation considers this an interesting "tourist feature" and doesn't know that its sign is actually telling the truth.







# Chapter Two: History

More than anywhere else in the world, Vancouver is built upon interactions between Garou and Kindred societies. This chapter describes those interactions and their results.

It is vital to note that history is highly subjective. Two observers of the same event will remember and interpret it quite differently. (Anyone who has heard multiple witnesses' descriptions of a car crash understands this.) The Kindred and Garou of Vancouver view certain events in their shared history quite differently. This is the origin of what might be seen as "contradictions" in the following material.

## *Before the White Man*

British Columbia, and specifically the area that would one day become Vancouver, has always been home to a large population of Garou. In the distant past, Wendigo Garou of many septs lived in these forests. Some of these septs, including the Tatlayoko, the Namu and the Ceepeecee, are now extinct. These Garou had fought fierce battles to quell the Wyrms from the Pure Land. The aboriginal peoples who formed the First Nations of the coast lived in fear of the Garou, referring to them as "Those Who Come By Night." The most enduring legend to arise from that time was that of the Sasquatch, a nine foot tall humanoid figure covered in fur. What else could it be but a Garou in Crinos form?

Garou of the Wendigo, Uktena and Croatan tribes came to Vancouver and migrated to the natural harbor of the Fraser River Delta region. They were drawn by something they didn't

quite understand. The Garou established a variety of settlements all over the area. These primeval woods would one day be replaced by high-rises and housing developments. Later, the call of other lands drew most of the Uktena and Croatan to migrate south, leaving the Wendigo as the most populous tribe.

Humans were also drawn to the area. Members of the Musqueam, Squamish and Tsleil'waututh peoples established more than two dozen distinct villages and settlements in the region. The area was plentiful, providing bountiful salmon runs, ample supplies of edible plants and many animals to hunt. They believed that the rich natural resources of the area were what drew them to the area that would later become Vancouver. The native peoples were actually responding to the same force that affected the Garou.

A Wendigo named Pookcha first realized what the strange attraction actually represented. On the peninsula that would one day be called Stanley Park, there was an area where the boundary between the Realm of Gaia and the Umbra was particularly thin. Pookcha devoted his life to investigating the specific characteristics of this region and the spirits who lived there. He and other Theurges examined the area and realized that this could be the site of a great caern. After years of research and preparation, a consortium of Theurges representing all the tribes in the area bound a number of spirits to the site. Because members of different tribes participated in creating the Great Caern, the site was dedicated to intertribal amity.



The spirits bound there reflect this nature. (This site would one day be known to the humans as Lumberman's Arch.)

From about 1350 A.D., when the Great Caern was completed, to the mid-1800s, the Garou and the humans of the region lived in equilibrium. Even though the Impergium had ended, the First Nations of the Pacific coast showed none of the explosive growth that societies showed in Europe and Asia. There are no Garou records of vampiric activity in the region during this period, either (at least, no confirmed reports). There are some tales still told by the Wendigo around the fires of their moots about a vampire who had some kinship with the beasts of the forest. He had visited the region in the distant past to sire a Get by the name of Mictantekle. Outside the Wendigo Tribe, few believe these myths.

Over the next several centuries, the Tatlayoko, the Namu and the Ceepeecee were the most influential of the "lost septs". They shared authority and responsibility for the Great Caern with the other Wendigo. At first, this sharing was very natural and instinctive, largely because there were no threats to the caern from any source. Life for the West Coast Garou was idyllic in a way it would never be again.

Eventually, the population of Native Americans in the area began to grow. Human villages sprang up close to the Great Caern, including one called Khwaykhway located less than a mile from the site. The encroachment of human "civilization" started to put pressure on the Garou in the area. Suddenly, "responsibility" for the Great Caern started to mean something. The Wendigo and the "lost septs" struck an official

agreement to reinforce the very informal agreement. This agreement would later be called the "Vancouver Compact" and would formalize the amity behind the Great Caern. The tribes agreed in perpetuity that the area around the caern would be open to Garou of all tribes, septs and packs. Inter-tribal conflicts would be forbidden. The various Theurges swore great and mighty oaths before the Celestines that would bind them and their Kinfolk for the rest of time.

The Great Caern was located in what would one day be Stanley Park. This wasn't the only place in the area where the Gauntlet was thin. In fact, certain folk tales of the Wendigo claim that this whole area used to be very close to the Umbra. While the Great Caern was the only site that could become a Level Four caern, there were several other locations where the Garou created Level One caerns. Only one of these still exists today, as far as contemporary Garou know. The Smiling Buddha Caern was at one time a Tatlayoko burial site. It was "rediscovered" in the twentieth century by Richard Daly of the Vancouver Glass Walkers (see Chapter Three).

## Colonial Days

In 1785, Captain Vancouver was the first recorded European visitor to the region. His ship sailed into a natural harbor that would one day be named for him. Over the next century, European colonists flooded into the area. In keeping with the Great Caern they revered, the native Garou made a decision that the Wendigo consider a dire mistake. Instead of driving





off or destroying the "invading" colonists, they decided that they could teach the newcomers to live in harmony with Gaia and the Garou as the native humans did. By the time they realized how wrong they were, it was too late. There were too many of the interlopers, and they were too well settled to be ousted. Removing them would be impossible without a bloody and genocidal war, a confrontation between humans and Garou that would have made the Impergium look like a garden party in comparison. Several of the "lost septs" demanded war, but other developments precluded the "hard option".

Along with their traps, guns and ocean-spanning sailing ships, the colonists had brought disease. With the human diseases, such as smallpox, the Europeans brought with them diseases mutated by the Wyrms. These Wyrms toxins had long ago run their course in Europe. Many Old World Garou had built up immunities. Like the Native humans, the North American Garou could not ward off these diseases of the Wyrms. While these epidemics hit the Native humans hard, the Wyrms toxin hit the native Garou even harder. The Wendigo were more susceptible to these new diseases than the Native humans. The other tribes and septs of the region seemed to have little or no resistance to the new pathogens. While the Garou argued over whether to oust the invaders by bloody force, the seeds of extinction were sown in many septs. Over the next several years, the Wendigo were decimated in the classical sense of the word: one in ten Garou died of the new diseases. The Tatlayoko, the Namu and the Ceepeecee suffered fatality rates of 75% and up. The vast majority of those who survived were rendered sterile. Within less than a generation, these once proud groups ceased to exist.

Even as they were dying, the "lost septs" could have struck against the colonists and caused untold havoc. Another factor prevented this: the presence of Garou among the colonists.

It should have come as no surprise to the native Garou that there might be members of their kind among the European invaders, but the Native Garou were shocked. The majority of these "immigrant" Garou were Get of Fenris and Shadow Lords. They had either followed their Kinfolk to the New World or decided to seek out new frontiers for themselves. There were smatterings of other tribes as well, and by the 1890s every major tribe was represented.

The tribes of Europe and Asia had been brought into conflict by population pressure and expansion. The tribes of the Vancouver area had never fought wars among themselves. Certainly, there had been conflict and confrontation. Garou nature makes anything else inconceivable. Yet these conflicts had been minor in comparison to those elsewhere in the world, and most problems were traditionally solved through discussion. It was inconceivable for the native Garou to launch a bloody attack against the invaders human and Garou alike without first discussing the matter.

There are no records of events at the first Great Moot at a minor Wendigo caern somewhere on Burrard Inlet. We do know that the meeting was not at the Great Caern near Khwaykhway; the native Garou didn't trust the interlopers enough to reveal its location yet. Garou historians can't agree

on the year the meeting took place, but they know it must have been fascinating and charged with tension. Although the two factions of Garou had been separated from each other by vast seas and centuries of time, they still shared the primal Garou tongue. The European Garou, quite obviously, had no intention of turning around and leaving. They'd come here for a reason, and the fact that their arrival caused problems for the Garou already living there was, basically, just too damned bad.

The Shadow Lords and the Get of Fenris stated that they would take it amiss if the Native Garou waged their genocidal war against the humans only, leaving the Garou alone. Many of them had Kinfolk among the colonists. War against the colonist humans would harm those Kinfolk, and the European Garou made it clear they would consider such an act to a declaration of war against themselves as well. The Wendigo were capable warriors, but their skills hadn't been whetted by generations of intertribal skirmishes. The Europeans were well acquainted with such conflicts. The Wendigo acceded to the arguments of their European Kinfolk.

By the time an attempt at a diplomatic solution at the Great Moot had failed, it was too late for the native Garou to try another strategy. Many were dying, and even those who the disease spared were too sick and weak for any kind of organized, reasoned response. Once the epidemic had run its tragic course, even the most militant Wendigo had to recognize the ugly truth: the European settlers were here to stay.

As well as extinguishing entire tribes and breaking the ability of the native Garou to resist the European incursion, the epidemic had another effect. Many septs were totally wiped out. The locations of the caerns they revered were lost with them. Some contemporary experts among the Garou estimate that there might have been five or six caerns in this area. (Most of these would be Levels One and Two, with perhaps a single Level Four, in addition to the Great Caern itself. There were rumors of an ancient Level Five far up north). Of these, only one has ever been rediscovered. Some of the Vancouver Glass Walkers continue to search for signs of these other caerns, reasoning that they've probably been covered by the spreading city. A couple of Bone Gnawers claim they're on the same "quest". No other tribes believe the noble-sounding claims of these "Urrah", suspecting that they're actually up to something unpleasant.

## *The Growing City*

The city on the bay was originally called Granville and later renamed Vancouver. It grew steadily. Few of the Garou who had come over as settlers stayed in the city. Cities weren't what they had come here for, and they could have got their fill of them in relatively crowded Europe. It was the untouched forests, the towering mountains, the hidden lakes and the glacier-fed streams that attracted them. "Virgin wilderness" was becoming hard to find in Europe and Asia. Just as the human population of British Columbia was smaller than the population of Europe, the same comparisons could be made concerning the Garou. This meant less competition for space



and resources among the immigrants. This was another reason for Garou colonization. The vast majority of "colonial" Garou spread out into the wilderness around the growing city, choosing the environments that suited their tribal natures. Some Bone Gnawers, and those who would eventually be known as the Glass Walkers, stayed in the city, living secretly in the midst of the humans.

Those who moved to the wilderness soon came into competition with the Wendigo. There were plenty of resources in the area. The forests contained enough prey to support thousands of hunting Garou for centuries. However, Garou are by nature highly territorial, and need a lot of space to feel comfortable. There were confrontations and conflicts, largely between the Wendigo and either the Get of Fenris or the Shadow Lords. There was already bad blood between these tribes. Other tribes were also involved.

The leader of the largest Wendigo sept in the area, a Homid Theurge named Chupkheem, realized that the ongoing conflicts between Garou had to end somehow. He decided that the time had come to introduce the immigrant Garou to the Great Caern. His hope was that everyone would remember what they had in common as Garou. Their commonality was much more significant than their differences.

Again, nothing records how the immigrants, invited to a special Concolation by Chupkheem, responded when they experienced the wonder and power of the Great Caern. They must have been amazed: Level Four caerns aren't particularly common. The Gauntlet was so thin that "stepping sideways" was easier than most Garou had ever imagined it could be.

Chupkheem explained his position to the newcomers. The territorial imperative of the Wendigo, the pride of the Shadow Lords and the instincts of the Get of Fenris to protect their Kinfolk had to give way to something greater. *Nothing* was more important than protecting, maintaining and cherishing this caern for the greater glory of Gaia. He stressed the commonality of all Garou, reminding those assembled that the caern had originally been created in the spirit of intertribal amity. Amity was the very nature of the spirits bound to the site. Whatever happened, Chupkheem stressed, there could be no continued conflict between the native and newcomer tribes. There could not be fighting in the vicinity of the Great Caern and no one tribe would be denied access to it. Fighting over a caern devoted to the ideal of peace was a perversion that only the Wyrms could countenance. The bawn surrounding the caern and, in fact, the entire bay area should be an area of peace, Chupkheem argued. The region must be free of conflict.

He must have been incredibly persuasive. Perhaps it was the power of the caern itself that turned the trick. All the Garou were energized by the power of the Great Caern. They howled and screamed joyously through their Run. By the end of the Concolation, all the leaders among the immigrants had agreed to be bound by the precepts of what would be called the "Vancouver Compact". As the Wendigo renewed their oaths to the Celestines, the immigrant Garou swore the same mighty oaths that the "lost septs" had once spoken. The tribes would share authority over responsibility for the Great Caern. No

Garou would be turned away from its power. The area around the bay would be free of intertribal conflict. If individuals of different tribes wanted to mix it up in anything more than a non-lethal scrap during the height of a Run, they would just have to "take it outside". Protecting the Great Caern and preserving it for the future generations of *all* tribes was paramount. The Garou of the day believed that the binding oaths they swore would guarantee the achievement of that goal.

Although all tribes were granted access to the Great Caern, this did not stop those who demanded the "honor" of protecting it. At first the Shadow Lords "volunteered" to be the official protectors. This brought the Get of Fenris into opposition. They claimed it was their right to be the protectors of the Great Caern. As these two tribes bickered and squabbled over control, the North American tribes were continuing to dwindle in numbers. The Uktena argued that there could be no single tribe protecting the Great Caern; it was the responsibility of all Garou. Although the very goal for which the different factions strove prevented a blood bath on the bay, the conflict was fierce. The conflict was so intense that many of the Garou seemed to momentarily forget that there were humans to worry about.

There was soon a booming city surrounding the Great Caern. The Shadow Lords and the Get blamed each other for letting the humans settle in such force. The uncomfortable truth was, of course, that they had both been too preoccupied with their petty rivalries to notice or give credence to what was going on. Eventually, both the Get and the Shadow Lords had to acknowledge that no one tribe could protect or control the Great Caern. The Theurges of the Great Caern had the peace they wanted, but it was too late. The humans had established their city.

## Siegfried

Siegfried, the current Prince of the Vancouver's Kindred, arrived in the area during the early days of colonization. The logging town of Granville represented only the faintest hint of the greatness to come. After fleeing Europe with Julie Foster, he slowly made his way across the continent to the West Coast. The area around Granville was a wilderness dotted with small towns growing and dying at the whim of the human traders. Using his immense powers of persuasion, Siegfried was able to help set up a small community near the coast. He supplied it with the capitol it needed to grow.

These early years were hard for the yet-to-be prince and his undead lover. They were constantly on guard against the lupines who roamed the forest. In fact, from early on, the two powerful vampires protected their flock of humans from lupine incursions as the beasts tried to stem the tide of European expansion (at least, that's how Siegfried and the Kindred remember it). With the coming of the railroad and British Columbia's entrance into Confederation, Siegfried once again used his influence over mortals to pick the site of what would become the most influential city in the province, and he encouraged its growth. Soon Vancouver expanded from its





original six blocks to encompass a large area. The traders and explorers were the first to arrive, followed by miners and farmers. Today the city of Vancouver is the third largest city in Canada. Her population is growing at a rate which exceeds any other city in the country.

It's important to understand the beginnings of Vancouver in order to understand the passion Siegfried has for his city. Siegfried views himself as not only the prince of the city, but also its founder. It was he who protected the humans from the lupines in the beginning. He financed the first local companies and was largely responsible for making Vancouver into a city. Siegfried sees himself not just as the prince of the city, but also as its father and protector.

As Vancouver grew, other vampires found their way through the wilderness to the new settlement. They were welcomed at first, and there was no need for strict laws and their enforcement. Siegfried was tired of the European princes, the Camarilla and the political infighting of the Kindred. He had no real desire to take power over the newly-arrived Cainites. Instead, these vampires were free to wander throughout the new and vibrant city without restriction, no longer fearing others of their kind.

Of course, Siegfried couldn't help but notice an influx of lupines from the Old World. These werewolves seemed strangely protective of certain mortals. At the time, Siegfried only incompletely understood how much significance Garou attach to their Kinfolk. Siegfried and the other Kindred viewed the increasing lupine population as something of a threat to

their own dominance of the city. Thus, new vampire immigrants were welcomed not just as fellow Kindred, but also as reinforcements against the burgeoning "lupine threat".

Then the anarchs came.

There have always been those who disagree with the powers that be. Vampires are no different. Anarchs from across the continent started to show up at an alarming rate. Those who fled from persecution in other cities heard of the "refuge in the midst of the wilderness" that was Vancouver. With the steady colonization of North America, and the rapid growth of fast and efficient transportation, Siegfried's city was accessible to all those who needed to come. Vancouver was no longer an isolated place of refuge; it was becoming a place of political infighting and constant struggle against the lupines. This was just the kind of situation that Siegfried had left Europe to escape. It was time for someone to take command.

## Resources

The Garou were starting to solve their intertribal problems by putting a structure in place. The "Vancouver Compact" was an important first step, but other problems were beginning to arise. The Vancouver area was one of incredibly rich resources. This was one of the reasons the humans had come here in the first place. The oceans and rivers were full of salmon and other fish. Some of the tallest trees on the continent grew on the mountain slopes. They were just waiting to be felled and turned into the masts of sailing ships or timber to feed the mills.



There were also mineral resources to be mined. To the humans, Vancouver was a cornucopia of wealth waiting to be exploited.

If the Garou had acted before the humans gained a real foothold in the Vancouver area instead of bickering about who would protect the caern, they might have been able to limit the stripping of the resources. (How this would have been accomplished without an outright war is remains debatable.) All of the tribes were engaged in other matters. The Wendigo were struggling to fight off the epidemics and decide how best to deal with the newcomer Garou. The Tatlayoko, the Namu and the Ceepeecee were, sad to say, hit too hard by the epidemics to take action. The "immigrant" Garou were exploring their new home, learning how to hunt the unfamiliar game and hassling each other over territory. Conflicts were started over which tribe would be dominant in the area. By the time things had settled down among the Garou and everyone had agreed to the Vancouver Compact, it was largely to stop human expansion. More humans had come to the area, setting up mills, running logging operations and digging mines (partially, at least, under the influence of Siegfried and other Kindred). In only a couple of decades, the European Garou were horrified to see a degree of "resource rape" that had taken centuries to accomplish in the Old World.

The Garou certainly didn't ignore this horrific turn of events. The more militant tribes—the Black Furies, the Get of Fenris and the Red Talons—declared war against those who would rape the body of Gaia. Although they killed and destroyed to the best of their considerable abilities, all they really managed to do was spawn myths about "killer grizzlies", "man-apes" and vengeful "Indian spirits". (Ah, the wonders of the Delirium...).

Unfortunately for the Garou, there just weren't enough of them to make a difference. They were too late. Relatively few European Garou had decided to leave their beloved wilderness long enough to sail to the Vancouver area, even to accompany and protect their Kinfolk. They were vastly outnumbered, and more humans just kept on coming. Ahrouns from various tribes petitioned the Theurges to use the power of the Great Caern to open a Moon Bridge to anywhere where there was a significant Garou population. They pleaded for the chance to recruit "holy warriors" to help them stem the human "invasion". The Theurges rejected their petitions, refusing to let the caern be used for something that was, at heart, an act of war. Some Ahrouns, especially among the Red Talons, argued forcefully the war was only against the *humans*; and therefore this action was not forbidden under the Vancouver Compact. The Theurges stood firm. The Pact held, even as the forces of the Garou were increasingly threatened.

Meanwhile, the Garou who had chosen to remain in the growing town were trying to do their share in decreasing the humans' abuse of the environment. By applying financial and personal pressure on key businesspeople, they hoped to gain some measure of control. This was a long-term plan, however. In the short term, it seemed to have no effect whatsoever. The new bosses of Vancouver were the business equivalent of robber barons, after all. The Glass Walkers' plans caused the

wilderness-dwelling Garou to view their town-based brethren with even more disdain than they did previously.

These actions weren't lost on the Kindred of Vancouver. The Cainites interpreted the Garou's actions as "typical" of the "foul lupines". They simply continued the millennia-old conflict between the two factions. Only a tiny minority of the werewolves even knew, at this point, that Kindred were involved. Although the Garou were actually more concerned about the humans' actions, the Cainite's typical self-centered viewpoint couldn't help but interpret the People's actions as direct threats against their dominance and their very (un)lives.

The resource exploitation continued. Selective forestry turned to clear-cut logging as the equipment and technology became available. Those Garou who had come to Vancouver for elbow-room and personal freedom dispersed throughout the province of B.C., staying one step ahead of the loggers. This wasn't difficult. B.C. is a *big* province, and even when forestry was at its height, there weren't that many areas undergoing active "harvesting". Those who were watching over Kinfolk didn't have the option of moving too far from the growing city. They just hunkered down among the mountains of the North Shore Cypress, Seymour and Grouse. Some hid slightly further afield, avoiding detection by the humans as best they could. Certainly, some firebrands still staged minor "raids" against the encroaching humans, sometimes going so far as to wipe out an entire small logging operation. The Delirium still covered their actions, and the humans never "got the point". They wrote off the occasional deaths as a simple consequence of the hazardous business of logging. They also increased security around logging camps to defend the men against the predation of bears, wildcats and wolves (the animals they blamed for some of the deaths). Most of the firebrands realized they would never be able to do more than whittle down the forces raping Gaia, but they decided that *anything* they could do was worth doing. This situation stayed more or less stable into the late 20th Century. As the logging town of Granville grew into the metropolis of Vancouver, the resource exploitation continued.

This exploitation was not totally unabated. The Glass Walkers, as they were now known, were seeing some successes with their business-based campaign to control the resource exploitation. Disdaining the Red Talons and other militants as fools, the Glass Walkers used their business "clout" to attack the problem from another direction. They influenced the city council and the provincial government to bring in more stringent controls on air and water pollution. Indirect as they were, these government regulations and city bylaws had more effect on limiting resource exploitation than anything the Red Talons, Black Furies and the rest had ever done. One of the most important reasons why the militant tribes so dislike the Glass Walkers is that the Urrah have succeeded where the "true Garou" have failed.

In the 1960s and 70s, the humans themselves started to jump on the "environmental bandwagon" that the Glass Walkers had been orchestrating from behind the scenes. Popular pressure against logging put even more pressure on the



forestry companies, forcing them to cut back on logging operations. In the late 1980s and early 90s, economic realities have created a counter-pressure. Restrictions on logging have forced many foresters out of work. They've responded by lobbying the government to ease restrictions on logging so they can go back to work. The very influential forestry unions are pushing the "jobs-before-trees" issue, putting the environmental lobbyists in the tough position of being seen to support continued unemployment. Some of the Kindred are putting their oars in as well, increasing the pressure to resume unrestricted logging. These Kindred see continued logging both as a way of increasing their personal fortunes and a means for controlling the "lupine problem".

The more perceptive Garou realize that this situation is very unstable. The economy of B.C., and the whole of Canada, is based on "primary" or resource-based industries. In other words, money primarily comes from "cutting things down" or "digging things up". They recognize that the region is nearing a crisis: there just isn't that much left to dig up or cut down. Eventually, the natural resources will run out. If they don't totally run out, they'll still reach the point where it's no longer economically viable to go after them. Before this point is reached and B.C.'s economy goes down the tubes for good the province has to switch over to a "secondary" industry (mainly based in manufacturing) or, better yet, *tertiary* or information-based industries. Many of Vancouver's Glass Walkers are working toward this goal. This angers the more anti-technological of the Garou, but the Glass Walkers accept this

animosity with fatalistic detachment. They recognize that they can't please everybody, but they strongly believe that non-polluting tertiary industries are better than continued resource exploitation.

## The Prince's Laws

While the Garou were fighting to save Gaia, the more influential Kindred had their own issues to contend with. In the mid-1940s, Siegfried took the reins of power and declared himself prince of the city. The Kindred who had lived in Vancouver for any length of time supported him, agreeing to help him enforce his laws. Siegfried and the other elder vampires viewed Vancouver as something unique. They saw the city as a refuge from political infighting and intrigue and demanded this be maintained... somehow. To accomplish this, Siegfried first promulgated a set of harsh laws to protect the city:

**1. No vampire will kill an inhabitant of the city.** Kindred must leave their victims alive. They must only drain what is needed so that no suspicion will arise. As Vancouver has so few murders per year compared to any large American city, the Canadian police forces are quite efficient when it comes to dealing with murders. (The Mounties always get their man, after all). For that reason, the prince decided this law was needed to make sure there would be no risk to the Masquerade by some careless visitor. At the start, this was enforced with surprisingly harsh penalties. Vampires who broke this law were





destroyed or forced to flee. Even today, this law is strictly enforced. The Final Death waits for those who disobey.

**2. No one will incite the Garou.** Even before the creation of the Covenant, it was strictly against the Prince's Laws to attack or otherwise provoke the lupines. The Garou have a distinct numerical superiority over the Kindred.

**3. No conflict between Kindred will be tolerated within city limits, nor will any feud be followed into Vancouver.** The enforcement of this law led to something of a blood-bath. The anarchs fled the city and headed south to the contested city of Seattle. This law was imposed not only because Siegfried had no tolerance for the infighting of vampiric society, but also because both the prince and the powerful elders of Vancouver worried that if the lupines discovered some type of vampire conflict occurring in the city, the more violent factions of the werewolves might take the opportunity to attack the city (a sort of "together we stand, divided we fall" philosophy).

**4. No meetings of clans or other vampiric organizations will be held within Vancouver.** It's actually surprising that Siegfried has managed to keep this law enforced. The result of this law is that there are no clan leaders in Vancouver, no Camarilla representatives and no other established powers (apart from the prince and his immediate supporters, of course). There are representatives of many clans inside Vancouver, but these Kindred must forsake their clan hierarchy and obey the only power in the city: Siegfried. The amount of grumbling about this law from some of the clans is not surprising. While all clans openly obey this law, it is rumored that some clans have dared to hold secret meetings in the prince's city.

**5. No Childer will be sired within Vancouver.** Since it's traditionally within the prince's discretion to allow or forbid progeny to be created by others in his city, this law has stood the test of time quite well. Siegfried's main reason for enforcing this law is to stop an ambitious vampire and her "relatives" from forming a power bloc and thus threatening his absolute control of Vancouver.

These laws and the brutality with which they were enforced led to Vancouver becoming a rare city in vampiric society. Vancouver is ruled *only* by its prince. No help is need from the other clans, and there is no *open* help from elders or the Primogen. Siegfried's rule does not have the consent of the Camarilla or the Sabbat. Vancouver is a city ruled by one vampire, independent of all other power structures. Vancouver has prospered because of this political situation.

## Safe Haven

Vancouver is a safe haven: a place where any Kindred can go to escape the "vampiric rat race". They can avoid the politics and infighting that all too often characterize Cainite society. If a vampire is in trouble with the another city, the Camarilla, or even the Sabbat, she can petition the Prince of Vancouver for permission to stay in the city. She will be safe from those who hunt her. Anyone who pursues a vendetta into Vancouver is in violation of the Prince's Laws, and hence potential prey for a Hunt. There's also Vancouver's "first line

of defense", the werewolves. There's no specific building or select area of the city which is declared as an Elysium, as there is in Chicago and elsewhere. The entire city is an Elysium.

Most vampire clans and organizations recognize the neutrality of Vancouver and respect it. Princes and powerful elders around the world recognize Siegfried's rules. They realize that they were once weak, and no one knows when an elder may be forced to flee to another home. They can see what has happened in the Anarch Free States and many elders realize that even they can fall from power. Not only are other elder vampires interested in Vancouver for its availability of as safe house (as an absolute last resort), but also many have been funneling their resources into the coastal city. Profit can be quite high for one who invests in the growing city. Many princes are also interested in Vancouver for an altogether different reason: its unique peace with their ancient enemies.

There are several real reasons why Vancouver has been able to remain its neutrality. Vancouver is secluded from the rest of vampire society. To get to the city, one must brave hundreds of miles of lupine-infested lands. With Garou on the lookout for any creatures of the Wyrms, it is next to impossible for a group of vampires to cross the land to get to the city. In areas where groups cannot get through, single vampires are allowed to pass. According to the treaty, only one vampire is allowed to pass at a time. If the Garou suspect that a group is attempting to enter one by one, they might take action against the Kindred they believe are part of the group. Vampires who make it to the city are usually found immediately and brought to the prince for questioning. This seclusion is the prince's first line of defense against hostile take-overs from either the Camarilla or the Sabbat.

Don't think that only the roads are dangerous for the undead. Glass Walkers work in the airport as everything from janitors to security guards and are constantly on the look-out. By the wharves and marinas, Bone Gnawers can be found sulking in the quiet shadows, pawing the left-overs from the fishing boats and waiting for something or someone to enter their domain.

Another reason for Vancouver's safety is the prince himself. Princes either have autonomy or serve as puppets to the powerful. No one appears to control Siegfried. His old, powerful blood allows the prince an upper hand in most combat situations, and being over a thousand years old usually gives Siegfried the upper hand in knowledge and skill at political manipulation. Further, there are few in the world who know of Siegfried's actual power level. This almost assures that anybody trying to attack the prince either physically or politically will have underestimated him.

The Sabbat are interested in Vancouver, but they will not attempt a Crusade for some time. Their forces are too busy combating the Camarilla to throw their resources into attacking Vancouver. (Why would they attack a neutral city when they could use the same resources directly against the Camarilla?) The Camarilla is also too busy fighting both anarchs and the Sabbat to think about attempting to bring the Canadian city under its sway. There isn't enough of a problem to justify



sending a Justicar to the city. Not only would this create tension and enrage the Sabbat, but it could create conflicts that the Camarilla are not yet willing to support. Also, Vancouver seems on the surface to be a model city in maintaining the first and most important of the traditions, the Masquerade. Among the mainstream of Kindred society, the attitudes toward Vancouver fairly consistent: "If it ain't broke, don't fix it". There are much more important things to think about and more "hot spots" of conflict on which to focus resources and attention.

## The Vancouver Covenant

When the Kindred population first started to grow in Vancouver, there was conflict between the vampires and the Garou. Predictably, the Garou considered the "Leeches" to be "of the Wyrn", an enemy to be fought using every means available. To the Kindred, the lupines are ancestral enemies, an "infestation" that sullied an otherwise perfect environment (one with lots of tourists and a taste-tantalizing smorgasbord of different nationalities on which to feed).

For their own reasons, the Kindred decided that Vancouver would be considered a "safe haven". It would be against the Prince's Laws for one Kindred to kill another Kindred or a Vessel. Feeding is fine; it's just killing that's anathema. Predictably, it wasn't declared illegal to kill lupines. It probably should have been; in peaceful Canada, any murder can draw unwanted attention. The only thing that prevented Vancouver from being an idyllic escape from the "vampiric rat-race" was the conflict with the Garou.

As the Kindred established themselves in Vancouver, they started to become business forces to be reckoned with. After all, many had been around for centuries with all the wealth and business acumen that implies. Several of the Vancouver vampires had considerable influence over some major businesses around the city, including a couple of important forest companies. Richard Daly was another vital force in the Vancouver business community. Daly was the leader of the Glass Walkers and a vitally important figure in Garou Vancouver. He started affecting Vancouver in the early seventies, and he soon realized the consequences of his position. Daly was very rich and an incredibly influential businessman, but he was mortal. At the time, he'd had only twenty years of business experience to hone his skills. When compared to some of the vampiric *eminences grises* who were now influencing the forest companies, he was a babe in the woods, and he knew it.

He evaluated what this meant, and the conclusions chilled him. The influence that Daly and his colleagues had over the resource companies was coming to an end. No longer would he be able to block wholesale clear-cutting of the old-growth forests, if that's what the companies decided to do. Even worse, if the vampires steering the boards of these companies decided it was time to "settle the lupine question", the forestry and other resource companies would prove excellent weapons in their genocidal campaign. Daly could see that continued confrontation with the Cadavers was too great a risk. If the

Garou pushed the vampires too far, the consequences would be ugly in the extreme.

The best option—a "win-win" situation for all concerned—would be a non-aggression pact between the Garou and the Kindred. The way he analyzed it, the benefits for each side were as follows:

### For the Garou:

1. The Vancouver Kindred could use their business influence to help keep the Wyrn out of the city.
2. The Kindred would restrain the resource companies to some degree, at least.
3. The Kindred would give the Garou free passage through the city, unhindered, to visit the Great Caern.
4. Furthermore, the Kindred through the forest companies they controlled would fund reforestation programs to at least partially correct the excesses of the past, in addition to a forest fire prevention program.

### For the Kindred:

1. The Garou would simply keep the peace and stop their assault on the vampires of the city.
2. This in turn would bolster the reputation of the prince, Siegfried, as a peace-maker among his own kind, since Vancouver was now safer.
3. The Garou would help the prince monitor new vampiric arrivals in the city and prevent an influx of anarchs from the Free States or a challenge to his rule by members of the Sabbat.
4. To this end, the Garou would allow single vampires to enter the city. They would arrive only by land, and the Garou would make their best effort to stop groups of two or more from crossing the city limits. They would also watch all "gateways" to the city, and report *all* vampiric immigrants or visitors to the prince.

In essence, this would be a beneficial deal for both factions... if the more hot-headed members of both factions could be made to realize it. Daly knew all too well that getting his own kind to accept a deal of any kind with the Cadavers would be an uphill battle. Yet he believed that this way, extending the "peace treaty" of the Great Caern to the Kindred as well, some control over the exploitation of the region's resources would be maintained.

Surprisingly, Daly recognized that selling this kind of deal to the vampires would be easier than pitching it to his own people. Through his business dealings, he had come into contact with a particularly ancient and powerful vampire known as Necross. The two had been on opposite sides of a couple of tricky business deals. Although they had reasons for animosity, they actually had earned each other's grudging respect. Therefore, Daly presented his ideas to Necross concerning a deal between Garou and Kindred—the Vancouver Covenant.

Necross saw the proposal's value to the Kindred at once, and knew exactly how best to sell it to Siegfried. He tentatively gave his agreement to putting the deal in place... as long as Daly could bring his own people to the bargaining table. If Necross persuaded Siegfried to accept the deal in principle and the





lupines reneged, Siegfried's ego would force him to go to war against the lupines. Was Daly willing to accept this risk? If he was, then Necross would approach the prince.

Daly recognized the risks, but decided that they had to be taken. He also recognized that there would be blizzards in hell the day that the assembled tribes would accept a scheme put forward by a Glass Walker that proposed peace and cooperation with vampires. The Shadow Lords would vote against it on principle, just because it was suggested by a Glass Walker. The Red Talons and the other militants would decry the whole thing as "trafficking with the enemy". The Leeches were "of the Wyrn", after all, and they wouldn't trust any Glass Walker enough to listen to the cogent reasons in favor of such a deal.

Daly knew the proposition was doomed no matter how good it was, especially if it were seen to have come from him. If the proposal were to have any chance at all, it would have to be presented to the assembled tribes by someone they trusted. The spokesperson would have to be from a tribe more reputable than the Glass Walkers.

After some thought, he turned to Montgomery Abercorn, leader of the local Silver Fangs. Abercorn was, strictly speaking, only the leader of his own tribe in the area around Vancouver. Still, all the Silver Fangs in southwestern B.C. and northwestern Washington considered him their "spiritual" leader. They attached great significance to everything he said. The two Garou always had a cordial, if cool, relationship, but Daly figured he had earned enough respect for Abercorn to at least hear him out. The aging Silver Fang quickly saw the

benefits that the Covenant would bring to the Garou as a whole and agreed to present the proposal as his own at the next Concolation.

In September of 1971, Montgomery Abercorn raised the topic with the assembled tribes at a Grand Moot. The response was largely what Daly and Abercorn had both expected. There was outrage from the more militant tribes, and an outright refusal to consider it from the Shadow Lords (They were, of course, maneuvering to "position" themselves as the dominant tribe in place of the Silver Fangs). Abercorn was ready with points to counter each argument that anyone threw his way. Both the Bone Gnawers and Glass Walkers stayed out of the discussion, knowing all too well that if either tribe spoke for the proposal, it might as well be declared dead then and there. Even without their support, backing for Abercorn's suggestions started to line up. Elders from the Stargazers and the Silent Striders spoke up, stressing again the very real benefits that the Garou as a whole would see from the deal. A pair of Philodoxes from the Children of Gaia spoke eloquently in favor of the plan, stressing that peace and amity was the nature of the Great Caern, and thus should be in the mind of any Garou who worshipped there.

The final and most telling point came from a most surprising source. An aging Ragabash of the Black Furies named Stoneheart posed an unusual idea. She asked the assembled tribes, "Which is it that we should fight, the Leeches or the Wyrn itself?" She went on to argue that the Garou's key foe was the Wyrn, which would rape and corrupt Gaia. Any ally



that will help, to any degree, in this battle would be a friend, not a foe. That included the Leeches... Several other Ragabashes picked up on the irony of this point using the cadavers' influence to slow the spread of the Wyrms' blight and threw their support behind Abercorn as well.

The Concolation was suspended so that individual tribes could take the time to discuss the matter privately. In reality, the decision was a foregone conclusion. When the Concolation recommenced one month later under an October harvest moon, the final vote was held. Almost three-quarters of the Garou, a surprisingly large majority, supported the deal with the Kindred. Three weeks later, Montgomery Abercorn and his "advisor", Roger Daly, signed the Covenant with Siegfried, the Prince of Vancouver.

## *Additions to the Compact*

At the same time, the wisest among the Vancouver Garou realized there was one more group with which they needed to make something of a truce the humans. Even without taking the Kindred into account, Garou activism against the forestry and resource companies based in the city was having an unexpected result. Security was on the rise at corporate facilities throughout the Vancouver region. While this increase wasn't having any significant effect on Garou, several tribal leaders realized that a continued increase would have an effect.

Considering the size of Stanley Park, it was easy for the Garou to forget for a while that the Great Caern was in the heart of a major city. If the Garou weren't in the mood for a long, grueling swim, the only access to the park and the caern was either across one bridge or across the narrow isthmus connecting the peninsula to the downtown core. If the level of security and paranoia in the city increased, it would grow simply too difficult and inconvenient to get to the Great Caern. Increased security would probably include some kind of surveillance in the park itself. The park would be a great staging area for would-be terrorists, after all. This surveillance would lead to pressure on the Veil. More people would encounter Garou. While the vast majority of people would experience the Delirium and interpret their experiences as anything but what they actually were, the Garou know that there are some people and some agents of the Wyrms who aren't affected by the Delirium. The more the Veil is tested, the more of people will suspect what is actually going on in Stanley Park.

They came to the conclusion that the Veil, the continued existence of the Garou and the lupine's stewardship of Gaia would best be served by minimizing attacks on human businesses and individuals within the city. Certainly, in the short term, a full-fledged raid on a forestry company headquarters might prevent another wooded hillside from being clear-cut. In the long run, however, the humans' response to such a raid might eventually deny the Garou access to the Great Caern. This could perhaps lead to a genocidal war that would destroy them forever. Some degree of peace would also allow the Glass Walker businesspeople to exert more influence over the resource companies. After all, it's difficult to influence the

activities of a company if it's fighting for its continued existence.

All in all, the Garou leaders realized, some degree of peace with the humans, or at least a minimization of direct hostilities within the city limits, would be of serious benefit to them. Indirectly, it would benefit Gaia herself. This proposal was presented to the assembled tribes at a Concolation.

There was resistance to the proposition, largely from the Black Furies and the Red Talons. Other groups might have been outraged at any other time, but this meeting took place right after the signing of the Vancouver Covenant with the vampires. Benefits of that deal were already starting to be felt. Surprisingly, a great many of the Garou seemed ready for agreement. The new precepts outlawing direct action against humans (except in self-defense or during a Run within Stanley Park) were incorporated as part of the Compact that declared Vancouver and the Great Caern open territory.

## *Pentex*

In the late 1970s and early 80s, it looked as though Vancouver was beginning to switch to tertiary industries. Quite a few high-technology companies began to move into the Vancouver area, so many that the media started calling the region "Silicon Valley North". Unfortunately, a number of these companies were owned or controlled, directly or indirectly, by the multinational Pentex Inc. Several Pentex-dominated high-tech firms began to actively damage the environment. While high-tech concerns like software developers are environmentally benign, other associated industries, such as hardware manufacturers, can cause environmental damage. For example, certain chemicals used in printed circuit board manufacture can be highly toxic if released untreated into the environment. Of course, the Pentex-dominated companies "never got around" to putting the necessary treatments in place.

Other Pentex subsidiaries began to work on projects that wouldn't harm B.C. directly, but would be used to further the Wyrms' ends elsewhere. For example, one company under Pentex's control shipped uranium from Saskatchewan and manufactured the depleted-uranium penetrators for high-tech tank guns. Another assembled the computerized guidance packages for cruise missiles.

Still others maneuvered to gain control of the land that would, in the mid-80s, become the Expo Site (see Chapter One for more details on this environmental debacle). These executives fought to turn it into a Wyrms' hole. Throughout the early 80s, Pentex slipped its tentacles of corruption into many aspects of Vancouver business and industry.

In 1984, the Vancouver Garou first realized how much the Wyrms had infiltrated the region. Typically, it was the Glass Walkers who first discerned the controlling influence of Pentex. Garou from other tribes had noted that certain high-tech outfits were individually guilty of "crimes against the environment". The PCB manufacturer that released untreated chemicals into the groundwater of Vancouver is one example. It took individuals who understood the human business com-





munity, and who were part of it, to realize that these apparently unrelated incidents were connected after all. They used a technique that would be familiar to any trained corporate lawyer anywhere in the world, a stratagem that would never occur to a forest-dwelling Garou: "follow the money". Daly and his compatriots painstakingly traced the connections behind the firm. To their surprise, they discovered that very few managers of these firms knew of any connection to Pentex. Those few who did were all directly influenced by the Wyrms, even Bane-ridden in some cases. These key "corrupted" managers all received their orders through a single "communication nexus" an outfit called Liston Industries.

Liston was officially an electronics manufacturer based in West Vancouver, with a research & development lab and an office block on the lower slopes of Cypress Bowl. Through various channels, Daly had discovered that security around the site was considerable... compared to the capabilities of humans, that is. Apparently, the managers of Liston hadn't expected concerted action by more than a couple of Garou.

Daly and the Glass Walkers had defined the capabilities and limitations of their foe. That was how they'd started to view Liston Industries. This was not just corporate rivalry, it was war. Now that the research phase was over and action was imminent, it was time to involve the other tribes. At a specially called Concolation, fires burned almost throughout the night at Lumberman's Arch. Daly and the senior Glass Walkers laid out what they knew about Liston. In the spirit of the Great Caern and the Vancouver Compact, they called upon the other tribes to cooperate in eliminating the Wyrms-dominated company once and for all.

Even though many Garou automatically disbelieved anything the Glass Walkers proposed, Daly received backing from an unexpected direction. Both the Silent Striders and the Silver Fangs threw their support behind Daly's proposal. This was enough to shift the outcome of the Concolation. The Black Furies and the Red Talons didn't need much persuading. Once five tribes were on the side of the Glass Walkers, the rest fell into line. In the greatest show of unanimity ever displayed at a Vancouver Concolation, all tribes agreed to a multi-tribe raid on the Liston facilities.

Although the decision to stage a cooperative raid was the key issue, a couple of subordinate decisions almost led to intertribal war right then and there, regardless of the Great Caern. Chief among these was the decision of who would lead the raid. The more militant tribes were more experienced at staging attacks on human facilities, and they agreed that there had to be a single raid leader. From which tribe should he or she come? The wrangling over this point alone went on for hours, until somebody, in desperation, suggested that Richard Daly himself should be raid leader. When this was put to the vote, nobody was more surprised than Daly himself. He was selected as an acceptable compromise candidate by the slimmest of majorities.

More a manager at heart than a warrior, Daly polled the most renowned warriors of each tribe before he formulated his



plan. The raid, comprising almost two dozen Garou, represented all the tribes.

The raid was staged at midnight when the full moon rode high in the sky. It was a total success. When the sun rose the next morning, nothing was left of the Liston facilities but smoking wreckage. Most of the employees unlucky enough to be on-site during the raid were found wandering the grounds, apparently shell-shocked. There had been a few managers present, but none of these individuals were ever found, dead or alive. As far as the human authorities were concerned, they had just vanished.

The human survivors of the raid told confused stories about "terrorists" wearing heavy fur coats of some kind. These obviously covered body armor, considering the way that bullets didn't seem to stop them. The authorities concluded that the raid was the work of some anti-technology group, probably a band of eco-terrorists who thought that Liston Industries was somehow poisoning the environment. (The idea that few eco-terrorists would wear fur coats didn't seem to occur to anyone. If it did, it was suppressed immediately.) The Vancouver police and the RCMP waited several weeks for some group to claim responsibility for the "sabotage", but nobody did. Under the influence of the Delirium, the incident was soon forgotten.

Vancouver is known for its insightful media coverage of business. It's particularly surprising, then, that no reporter brought to light the surprising spate of business failures that occurred after the destruction of Liston Industries. A specialty metal fabrication plant, a microcircuitry design house, a manufacturer of printed circuit boards and several other organizations either officially closed shop or just faded into obscurity within a period of about a month. Though the humans never understood the connection, the Garou did. They knew that they had effectively forced Pentex out of Vancouver.

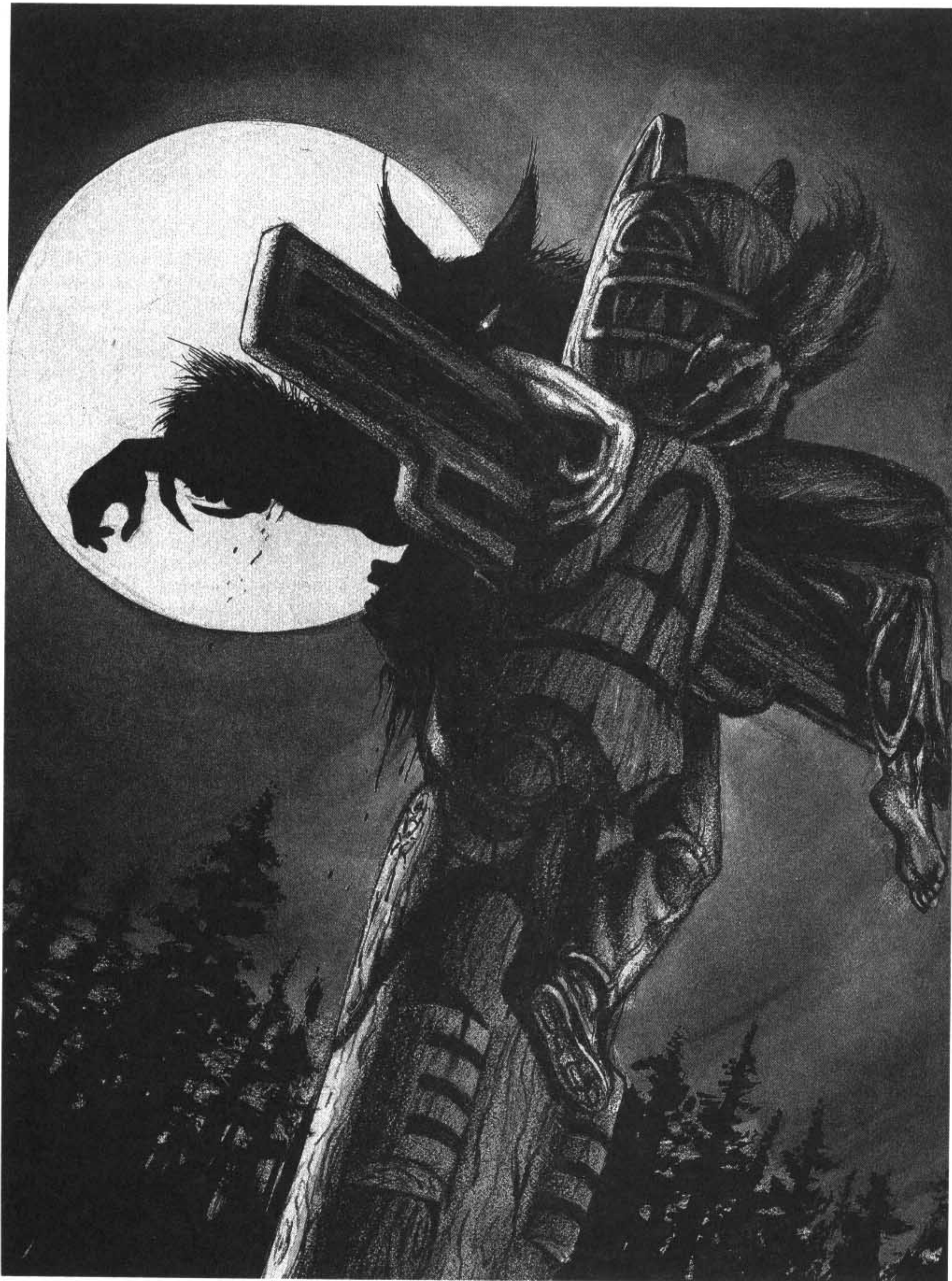
To this day, there's no significant Pentex presence in the city. The multinational corporation has tried to establish footholds again through subsidiaries and holding companies. Daly and his executive assistants are always on the lookout. So far, Daly and his fellow senior Glass Walkers have been able to block these moves through business means, but the day may soon come when direct action is needed again.

## *Once You're Out of the Rat Race . . .*

All Kindred who petition the prince for entrance and agree to obey the laws are welcome to stay in the Vancouver. In the (somewhat oppressive) peace of Vancouver, one can find the most unusual of vampires. There are elders who look down upon the city from their penthouse suites with their ghouls and herds of human cattle; there are infamous anarchs licking the wounds they suffered in epic fights hundreds of miles away. It's also said that the Inconnu favor Vancouver and British Columbia as a place to rest, a place away from the majority of the vampiric race.

Once in the city, there are many things for Kindred to do. Over one million tourists travel through Vancouver each year, and it's these people who provide the 'exotic' blood for which Vancouver is famous. The clubs and night-life of Vancouver are just as active as any city in the United States, and the art galleries and museums sport some unique native art for the inquisitive Toreador. For those who wish to see a bit of the other side, a vampire only has to travel a short distance in order to catch a glimpse of the ancient enemy, the Garou. Kindred are advised to take a Gangrel guide along on any excursion into the wilderness. The woods are safe for now, but the peace in Vancouver may not last forever...







# Chapter Three: On the Margin of the Forest

## Political Overview

By nature, Garou are very social creatures. Their social nature dominates the politics of their race, which are quite different from the dry, detached and cerebral machinations of the Kindred. Political conflict is more personal, driven by emotions rather than by intellectual factors. Politics lies at the heart of every society, even within societies of the Garou. This is especially true in Vancouver. Some Garou thinkers believe that proximity to the Kindred and the interaction resulting from the Covenant has led to the Garou adopting more of the Machiavellian outlook of the leeches than is, perhaps, healthy. Conversely, certain Kindred point to Siegfried's "one Kindred rule" as an "alpha male" behavior learned from the Garou.

Predictably, the political situation in Vancouver and the rest of British Columbia is different from the situation virtually anywhere else in the world. This is largely the result of one cause: the Vancouver Compact defines the Great Caern as belonging to all Garou equally. All tribes are guaranteed equal access to it. Members of all the tribes want to be close to Vancouver, either because they're watching closely over Kinfolk or because they want to be as near as possible to the power of the caern. This means that individuals with very different backgrounds and outlooks will be rubbing shoulders in a relatively restricted area. The archetypal Garou response to this situation would be physical confrontation. Since the Compact outlaws direct combat, the Garou must often deal

with problems by other means. The political structure of the Garou in British Columbia provides this solution.

## Within Vancouver

The social climate within Greater Vancouver is strictly defined by the Compact. This entire area is "open territory". There are no restrictions on travel or occupancy. Garou of any tribe can travel and live wherever they want without interference from others. Within Greater Vancouver, there are none of the Protectorates that dominate the rest of British Columbia. In effect, the whole of the Lower Mainland is a single Protectorate overseen by the Sept of the Great Caern. All the members of all tribes in the area belong to this one huge sept.

Officially, all the tribes work within one sept. Unofficially, there are parts of Greater Vancouver that are dominated by different tribes and septs. For instance, the mountain slopes just below Cypress Bowl are the home of the Bountiful Mother Sept of the Children of Gaia. While there's no official prohibition against other tribes entering the region, an "interloper" can expect a cold welcome at best. Similarly, the region on the northern slope of Grouse Mountain, up toward the Lions, is dominated by the Valkyrie Sept of the Black Furies. A bold enough member of another tribe could presumably stroll into either area and demand hospitality on the basis of the Compact. That hospitality would be grudging at best. The result is the *de facto* establishment of "pseudo-protectorates" within Greater Vancouver.



The Compact dictates that no single tribe, sept or individual has control over the Great Caern or authority over all Garou in Greater Vancouver. Transgressions against the Compact are brought before a Council of Representatives. One Garou from each of the tribes will participate in this council at a moot. This Council has the authority to enforce any degree of justice against any Garou who has acted against the Compact. Although there are some restrictions on the Council's authority, they are empowered to deliver punishment up to and including The Hunt, and may even call upon the punishment of Gaia's Vengeful Teeth. This judgment represents condemnation from the Thirteen Tribes as a whole; there is no Garou equivalent to the Kindred Prince of Vancouver.

Theoretically, all tribes should be equal within the council. However, in any group, regardless of whether an official leader is named, there will always be an unofficial leader of some kind. There is always someone to whom people will consciously or unconsciously defer. In the case of Vancouver, this unofficial leadership has fallen upon the Forest Ghosts Sept of the Silver Fangs and the leadership of Montgomery Abercorn. There are two reasons for this. The Silver Fangs are still seen as the noblest and most prestigious tribe among the Garou. This is despite the growing evidence that their bloodline is somewhat tainted and the ongoing attempts by some Shadow Lords to undermine this authority. On a more personal level, Abercorn himself is seen as the architect of the Covenant with the Kindred. He is perceived as a visionary leader who halted the expansion of the Wyrms' corruption. Abercorn sits on the Council of Representatives, where he's considered more or less to be the "elder statesman". He is the *de facto* leader of all Garou in Greater Vancouver, even though *officially* he has no authority beyond his own tribe.

There are those who resist Abercorn's unofficial leadership. Some Wendigo are bitter that this "colonial, who is a descendent of colonials" has more authority than they do in what they still consider "their" land. This opposition doesn't extend to the leaders of the Wendigo, but the young members are quite open about their resentment. Some Shadow Lords also resent Abercorn's influence. This largely the result of jealousy: they would like to see themselves in the position of power and prestige held by the Silver Fangs. Despite this opposition, the Shadow Lords who know Abercorn personally respect and even like him.

This unofficial leadership has existed since the time the Covenant was signed. Coupled with the existence of the Council of Representatives, this situation has led to a degree of stability unusual for the fractious Garou. That stability may be coming to an end. Political and social changes within Garou society are putting extreme pressures on conventions and individuals alike. Over the past year or so, circumstances have come about that are bringing the Garou closer to outright war with the humans. Such a war would cost the Garou dearly. Perhaps they would share the fate of the "lost septs", following them into extinction.

## The Council of Representatives

Normally, Garou justice is meted out by individual tribes. A Garou who goes against the Ways or acts inappropriately is usually subject to the authority of the leadership of the tribe. In fact, the degree to which a tribe acts against those who break the laws, and the punishment that would result, can differ greatly from tribe to tribe.

Within Vancouver, there are special problems. Officially, there are no tribal "jurisdictions" or Protectorates within the Lower Mainland. The standard model of Garou justice falls apart. Furthermore, there is a body of rules that is equally binding on all tribes, septs and individuals within Greater Vancouver. Everyone must obey the precepts of the Compact and the Covenant. Obviously, it wouldn't do to leave the enforcement of these precepts up to individual tribes. It's possible for an entire tribe to be in contravention of them.

As a hypothetical example, suppose the Black Furies staged a raid downtown on the offices of Macmann & Blundel, a major forestry company indirectly controlled by the Kindred. If this happened, it would be a flagrant violation of the Covenant. Who, according to the standard Garou system of justice, has jurisdiction over this offense, considering that downtown Vancouver is part of no Protectorate or territory?

It was Montgomery Abercorn who proposed the solution, although some cynics believe the suggestion actually came from Roger Daly. A Judiciary Council was established with representatives from all the Garou tribes. The tribes accepted his proposal and nominated Abercorn himself to chair the Council. This was in the heady days after the signing of the Covenant. Abercorn seemed to want to refuse the nomination, but public pressure was too great, and he eventually bowed before it.

Each tribe nominates one representative to sit on the Council. There's no official "term of office". No limitations or guidelines constrain how representatives are picked. Each tribe can use whatever method of selection it likes. Methods range from secret ballot (among the Glass Walkers) to personal combat (as with the Get of Fenris). A tribe can replace its representative at any time. The only restrictions are that the chair of the Council must be selected by a vote of all the representatives, and any change must be approved by a two-thirds majority. (That's exactly why Montgomery Abercorn remains in the chair, even though many tribes would like to see him replaced. The problem is that two-thirds of the representatives can't agree on a replacement...)

Officially speaking, the Council of Representatives has unlimited authority. If a majority of the representatives agreed, the Council could theoretically call a Hunt against an entire sept or even an entire tribe. How the Council would *enforce* such a decision is another problem. The Vancouver Council of Representatives has no "Silver Pack" to enforce its will. The implementation of its rulings depends on the cooperation of the tribes.

If a Council decision is brought down against an individual, and the representative from the guilty party's tribe were to vote



in favor of the decision, then the issue could be dealt with through tribal means. The procedures for tribal justice have been used for centuries. What if the representative from the same tribe as the criminal votes *against* discipline? For example, suppose an Uktena is brought before the Council for some infraction. The Uktena representative on the Council could vote against disciplinary action, even if the majority decision of the Council is in favor of such action. What would happen next?

In general, the tribe or sept of the wrongdoer will bow to the will of the council and enforce the appropriate punishment. Theoretically, the tribe would be within its rites to disregard the ruling. The Council would have the option of calling a Hunt against the tribe that refused to obey. Realistically, the Council would never do that. A Hunt called against an entire tribe, or even an entire sept, would lead to outright war among Garou. The tribes realize this, of course. Each tribe has to have an incentive to follow the rulings of the Council. The tribes know that refusing to follow a Council directive would cause the whole system to collapse. That would harm the interests of every Garou in the region.

The Council of Representatives have a system that basically works. It has kept the Compact and the Covenant in place, and most Garou admit that both agreements benefit both themselves and Gaia. Without the Compact, there would be too much rivalry between tribes and septs, and more direct action against the humans in Vancouver. Both would put exceptional strain on the Veil, and might eventually lead to decreased access to the Great Caern, something no Garou wants to contemplate. Without the Covenant, the Garou would be locked in a damaging war with the cadavers. They would lose one of their great "levers" for applying control over the resource companies.

The Garou had to admit that the system based around the Council of Representatives was a beneficial one. Going against the edicts of the Council would put an end to that system. It's this understanding that allows the Council to mete out justice.

The Council realizes this, and this realization tempers their every judgment. If they ever let their power "go to their heads", they know that the tribes would turn away from the Council, the Compact and the Covenant. This strange, knife-edge balance of power represents checks and balances on both sides. There is equality between the tribes and the council itself. It has worked well for more than two decades. Unfortunately, issues are coming to a head which may put an end to this balance.

Currently, the tribal representatives on the Council are:

**Black Furies** — Olga Norquist

**Bone Gnawers** — Isaac

**Children of Gaia** — Nelson Chang

**Fianna** — Brendan Dooley

**Get of Fenris** — Stefan Ewald

**Glass Walkers** — Roger Daly

**Red Talons** — Looksfar

**Shadow Lords** — Lukasz Kawecki

**Silent Striders** — Cathy Saynesbury

**Silver Fangs** — Montgomery Abercorn

**Stargazers** — Jacques Lapointe

**Uktena** — Coros

**Wendigo** — Jim George

All these individuals are discussed in the respective tribal descriptions.

## *Garou Protectorates*

Outside the city, the Garou follow the same system of Protectorates as almost everywhere else in the world. According to the usage of the British Columbia Garou, a Protectorate is a territory controlled by a sept or affiliation of septs. Theoretically, such an affiliation can comprise members of different tribes. In practice, however, each contains only one tribe. Thus, in B.C. a Protectorate is an area under the protection and control of a single tribe.

In B.C., as in most of Canada, the majority of the human population is concentrated within two hundred miles or so of the U.S. boundary. Major Garou Protectorates follow the opposite pattern. The most significant and populous Protectorates are in the interior and northern portions of the province, where the human population is lower. There are still Protectorates near the international boundary. Their main purpose is to "keep an eye" on the humans and make sure they don't do anything particularly damaging to the environment or other Garou interests. These southern Protectorates are generally smaller than those in the interior and in the north, and most are closer together. In the north, two distinct Protectorates might officially claim the same turf and yet never have any conflict over it. Disputed territory is often so far from actual Garou habitation that there's nobody in the area to fight over the dispute. Not so in the south. Protectorate boundaries actually mean something, and members of rival Protectorates may sometimes find themselves glaring at each other across a strictly defined border.

This leads to considerably more "border skirmishes" and other conflicts in the south than in the north. Rivalries are strong near the international boundary, and they often lead to violence, particularly when two particularly militant tribes share a Protectorate border.

Garou throughout the Pacific Northwest know about the Great Caern in Stanley Park. In fact, "pilgrimages" to the site of power are quite common among Garou youths just past their Firsting and initiation. They also know about the Compact and the Covenant, although they might not know all the details or understand all the consequences. This can lead to misunderstandings.

Let's say, for example, that Macmann & Blundel were to start clear-cut logging operations near Bella Bella on the Pacific Coast. The area is part of a large Wendigo Protectorate. There aren't many Wendigo in the region, and certainly not enough to stop this blatant abuse of Gaia. They would have to



communicate with the more numerous Wendigo in the vicinity of Vancouver, asking them to stop the problem at its source. Obviously, a direct attack against the headquarters of M&B is blatantly against the Compact. The Vancouver-based Wendigo would regretfully inform their northern cousins that it's just not going to happen. (Incidentally, such an attack would be against the Covenant as well, since M&B is a Kindred influenced company). Even if the Vancouver Garou explain why, the northern Wendigo will probably not understand the nuances. They would consider the Vancouver Garou to be inexplicably "soft" on the Wym.

## The Tribes

In total, there are over 360 Garou in B.C. The Garou have only a vague approximation of their numbers, mainly because there is no method of organizing a census. Of these Lupines, perhaps 161 live within 20 miles or so of Greater Vancouver's boundaries. No more than 54 Bone Gnawers and Glass Walkers actually live inside the city limits.

The following sections discuss the different tribes, with an emphasis on those members who live in or near Greater Vancouver.

### A Note on Character Trait Listings

In the following Trait listings for each character, some Attribute scores have extra numbers in parentheses. These represent the adjusted scores for the various shapeshifting forms. The listing is as follows: Homid (Glabro/Crinos/Hispo/Lupus). This listing is the same for all breeds.

## Black Furies

This militantly aggressive tribe is very displeased with the strictures of the Compact and Covenant. The realization that outright war with the humans (and the cadavers) would deny them access to the power and spirituality of the Great Caern holds them back from unilaterally starting a major conflict. As is common throughout the world, the vast majority of Black Furies are women. Very few are male or metis.

### Numbers

There are a total of 20 or so Black Furies throughout B.C. About five live near to the Greater Vancouver area.

### Location

There are two main concentrations of Black Furies in B.C. Fifteen of them belong to the Gaia's Justice Sept. They patrol the Wells Gray Protectorate, which includes the area of the Wells Gray Provincial Park in the Columbia Mountains. Several forestry companies have been lobbying the government to let them log portions of the park. The Gaia's Justice sept is just waiting for the fools to try it...

Another sept, the Valkyries, lives on the northern slopes of Grouse Mountain, only a couple of miles from West Vancouver. This group, numbering only about five, is largely Norse by

descent. (This isn't characteristic of the Furies, but just a result of chance.)

### Relationship With Other Tribes

The Black Furies traditionally prefer "direct" solutions to any problem, particularly if it involves damage to Gaia. In this, they share the same point of view as many Red Talons, believing that the Covenant and the modified Compact are both bad ideas. This doesn't mean the two tribes see eye to eye. They might agree that the strictures are bad ideas, but they certainly don't agree on exactly what should be done to rectify the situation.

The B.C. Black Furies tend to distrust the more intellectual, contemplative tribes like the Stargazers and the Silent Striders. Over-intellectualization has caused the present mess, they believe, and only action can rectify it. The tribe is about evenly split over whether they support the Shadow Lords or the Silver Fangs as the "leaders" of Garou society.

### Olga Norquist

**Breed:** Homid

**Auspice:** Ahroun

**Attributes:** Strength 4 (6/8/7/5), Dexterity 3 (3/4/5/5), Stamina 5 (7/8/8/8), Charisma 3, Manipulation 2 (1/0/0/0), Appearance 4 (3/0/4/4), Perception 3, Intelligence 3, Wits 5

**Abilities:** Alertness 3, Athletics 1, Brawl 4, Dodge 4, Intimidation 3, Primal-Urge 5, Animal Ken 2, Etiquette 1, Melee 4, Leadership 5, Stealth 2, Survival 4, Politics 1, Rituals 2

**Backgrounds:** Pure Breed 3, Past Life 1

**Gifts:** (1) Smell of Man, Razor Claws, Heightened Senses, Inspiration, Sense Wym; (2) Staredown, Curse of Aeolus; (3) Coup de Grace; (4) Clenched Jaw

Rage 6, Gnosis 2, Willpower 5

**Rank:** 4





**Fetishes:** Small Klaive

**Image:** In her Homid form, Olga Norquist is a large, powerful woman appearing to be in her late 30s. Actually, she's a decade older than she looks. She stands about six feet tall and weighs close to 180 pounds, but there's not an ounce of (inappropriate) fat on her body. Her muscle tone is perfect. Olga has long, straight blonde hair that she usually ties back in a rough ponytail. Her face has an austere, Nordic beauty to it. When she smiles (which is very rare) she's incredibly attractive. Olga is very intimidating to the average human male, largely because she could break the average man in two. That doesn't worry her. She considers human males to be weak and unworthy, preferring to seek sexual partners from among the wolves who still prowl the forests of British Columbia.

**Roleplaying Notes:** Determined and self-assured, with a very strong personality. Olga is a good leader, dedicated to protecting the sept and preserving Gaia. She's not well-educated in the classical sense, nor is she particularly intelligent, but she has a personal drive that encourages others to follow her lead.

**Background:** Olga was born to a rich family living in the British Properties of West Vancouver. She Firsted early, scaring the living hell out of her parents. When the members of her tribe "extracted" her from her home, her parents spent hundreds of thousands of dollars trying to track the "criminals" who had kidnapped their daughter. In the intervening years, Olga has never returned home, nor has she told her parents that she's still alive. Her mother died several years ago, but her father still continues his fruitless search. It's a telling comment on Olga that her father's grief apparently means nothing to her.

How she became the leader of the Furies contingent of the Sept of the Great Caern is something of a mystery to her, as well as to others. Olga is not the most powerful of the Black Furies, but she is possibly the most passionate. That passion is what has given her power. Unlike the younger lupines of her tribe, Olga and some of the elder Furies see the wisdom of the Compact and strive to maintain it. Recently, there have been rumors that one of the Furies is going to challenge her for leadership over this issue. Whether or not this is true has yet to be seen.

## Bone Gnawers

Despised by almost all other tribes, the Bone Gnawers of B.C. eke out a rather sordid existence on the streets of Vancouver. As a group, the Gnawers appreciate having the Covenant and the Compact in place. Both agreements make it easier for them to maintain their lifestyle with a minimum of conflict. (They also secretly appreciate how infuriated some of the more arrogant tribes are about having to abide by the agreements' strictures.)

## Numbers

There are about 30 Bone Gnawers spread throughout Vancouver. Another dozen or so live on the streets of other

cities throughout B.C., including Kelowna, Kamloops, Prince George and Prince Rupert.

## Location

Only in Vancouver are there enough Bone Gnawers to qualify as anything more than a pack. Within the city, the humorously-named Underdogs Sept meets on a casual, irregular basis, usually in some vacant lot or a condemned building in the East End. The Bone Gnawers have the unofficial task of guarding the marinas of Vancouver and watching them for intrusions of the Wyrms.

## Relationship With Other Tribes

Predictably, the Bone Gnawers get on reasonably well only with the Glass Walkers. Most other tribes distrust them, based on generations-old, knee-jerk prejudice. Even tribes less given to thoughtless judgments have very little patience with the Gnawers. The more arrogant tribes like the Shadow Lords hate the Gnawers with a passion, and some would love to see the tribe's name stricken from the records of "true" Garou.

Like the Glass Walkers, some of the Gnawers claim that they're scouring the city for the "lost caerns" that vanished under the spreading metropolis. To outsiders, it doesn't look as though they're doing anything substantive toward that goal. (If a Gnawer were ever to announce finding such a caern, few would believe him anyway.)

All in all, with some notable exceptions, all other Garou trust the Gnawers about as far as they can spit a rat.

## Isaac

**Breed:** Homid

**Auspice:** Galliard

**Attributes:** Strength 3 (5/7/6/4), Dexterity 4 (4/5/6/6), Stamina 3 (5/6/6/6), Charisma 5, Manipulation 4 (3/1/1/1), Appearance 2 (1/0/2/2), Perception 4, Intelligence 4, Wits 4





**Abilities:** Alertness 4, Brawl 2, Dodge 5, Empathy 4, Primal-Urge 3, Streetwise 5, Etiquette 2, Firearms 1, Leadership 4, Stealth 4, Survival 4, Investigation 2, Occult 2, Politics 2, Rituals 2

**Backgrounds:** Contacts 4

**Gifts:** (1) Persuasion, Mindspeak, Scent of Sweet Honey, Sense Wurm; (2) Blissful Ignorance, Distractions, DreamSpeak, Odious Aroma; (3) Gift of the Termite; (4) Infest

Rage 4, Gnosis 3, Willpower 5

**Rank:** 4

**Rites:** Talisman Dedication, Voice of the Jackal, Rite of Passage

**Fetishes:** none

**Image:** Actually in his mid-40s, Isaac looks more than a decade older, worn down by the weight of the world. He's a tall man with broad shoulders, but his stooped posture conceals his true size. His thinning, gray hair is usually matted with substances it's best not to think about, and his salt-and-pepper beard looks as though it could support a sizable population of rodents. He dresses in whatever he can find discarded in garbage cans. Isaac will be wearing a different outfit every time he's seen. It might be a tattered suit, or a naval greatcoat or just five or six T-shirts and a pair of ragged jeans. All in all, he looks like hell and smells worse.

**Roleplaying Notes:** Patient, quiet and thoughtful, with a sense of barely repressed energy.

**Background:** Isaac was literally born on the street. Forty years ago, a cop found a squealing baby a handful of days old in a dumpster in the East End. Nobody was ever able to identify its mother. Today, Isaac disdains the use of any last name, since it would be a lie. He spent his youth being shuttled from foster home to orphanage to foster home. He was a violent, angry child given to fits of almost homicidal rage. His stay at one foster home ended when, at the age of five, he slashed his "mother's" arm with a kitchen knife when she tried to discipline him.

Isaac's Firsting came early. Through some kind of miscommunication, the Kin Fetch assigned to him missed the event. The Delirium took effect immediately, and his foster parents at the time interpreted his actions as just another one of his temper tantrums. (They conveniently overlooked the fact that he had shapeshifted into a half-man/half-beast.) They called the police, and Isaac was whisked off again to juvenile hall. The "extraction" team of Bone Gnawers eventually rescued him from that location.

Despite a severe lack of education and an upbringing traumatic enough to turn just about anyone into a self-absorbed emotional cripple, Isaac turned out to be highly intelligent and perceptive. Although at first he fought against his indoctrination into the ways of the Garou, he eventually understood what his Inceptors were trying to teach him. He learned what his heritage truly meant. It was then that he turned, seemingly overnight, from an incarnation of anger to a thoughtful, introspective potential leader.

Most of the time, he lives up to that potential, but sometimes his introspective nature must give way to rage. Rage is still at Isaac's core, as it is at the core of all Garou. While it takes a lot to goad him to anger these days, Isaac is a manifestation of an old truism: "Beware the fury of a patient man."

Isaac won his position several years ago as leader of the Underdogs Sept of the local Bone Gnawers. He didn't achieve this by challenge and personal combat, but by simply proving that he was the best for the job. In fact, Isaac never sought the position, but when something needed to be done, Isaac was always at the forefront of doing it. That was enough to convince his tribemates that he should lead them and represent them on the council. There are some hints that Isaac is tiring of his responsibility. Unfortunately, there is no obvious candidate for his successor. This may destabilize the Underdogs enough to diminish their efficiency as "Wurm guards" at the marinas and elsewhere.

## Children of Gaia

In the political climate of B.C., the Children of Gaia frequently follow the course of moderation. This often involves protesting inappropriate logging practices and other harmful activities and acting within environmental lobby groups. Compared to the Red Talons' attitudes about how logging companies should be dealt with, this is moderate in the extreme. As a group, they welcome the Covenant and the expanded Compact as moderating influences, making it more likely that the Garou can live in harmony with the humans, rather than in an out-and-out war that the Garou would almost certainly lose.

## Numbers

There are about 35 Children of Gaia spread throughout British Columbia. About 12 of these are near Vancouver.

## Location

Outside the city, there are two Children of Gaia Protectorates: the Kaleden Protectorate around Penticton, in the south central part of the province, and the Crow's Nest Protectorate around Fernie, near the Alberta border. Each of these groups contains about a dozen members.

Around Vancouver, the Bountiful Mother Sept congregates on the lower slopes of Cypress Bowl in West Vancouver. This sept also has about 12 members.

## Relationship With Other Tribes

The Vancouver Children pride themselves on being able to appreciate all viewpoints on an issue and can usually chart a course of compromise that'll give everyone most of what they want. It's not surprising, therefore, that the tribe, as a whole, strongly supports the Covenant and Compact. This, of course, puts them in conflict with those who would like to see both agreements torn up. The Red Talons and the Shadow Lords are at the top of the list (for different reasons).



The Children try to keep an open mind with regard to other tribes, and almost manage to stay neutral towards the Bone Gnawers. When it comes to the Glass Walkers, however, the generations-old prejudices come to the fore, and the tradition of distrust tends to remain.

## Nelson Chang

**Breed:** Homid

**Auspice:** Philodox

**Attributes:** Strength 3 (5/7/6/4), Dexterity 4 (4/5/6/6), Stamina 4 (6/7/7/7), Charisma 4, Manipulation 1 (0/0/0/0), Appearance 3 (2/0/2/2), Perception 4, Intelligence 3, Wits 4

**Abilities:** Athletics 2, Brawl 2, Dodge 1, Primal-Urge 5, Animal Ken 4, Etiquette 3, Melee 1, Leadership 5, Stealth 4, Survival 4, Computer 2, Investigation 1, Politics 2, Rituals 1, Science 2

**Backgrounds:** Pure Breed 2

**Gifts:** (1) Smell of Man, Truth of Gaia, Resist Pain, Scent of the True Form; (2) Call to Duty, Calm; (3) Dazzle, Strength of Purpose; (4) Wisdom of the Ancient Ways, Unicorn's Grace

Rage 4, Gnosis 3, Willpower 5

**Rank:** 4

**Rites:** Rite of Contrition, Ritual of the Questing Stone, Rite of Talisman Dedication

**Fetishes:** Tears of Gaia, Bells of Rain

**Image:** In his Homid form, Nelson Chang is a small man (about 5' 6"). His black hair is straight and usually cropped close to his head. It's hard to judge his age. He could be anywhere from his mid-20s to perhaps 50. In his Lupus form, which he prefers, he is a large, silver-hackled timber wolf. He is a figure of rage and terror, yet in his heart, he is a spirit of calm and understanding.

**Roleplaying Notes:** Calm, spiritual, thoughtful sometimes to the point of seeming withdrawn.



**Background:** Nelson was born and raised in Vancouver, part of a large family where strict discipline was balanced with a healthy measure of love. From his earliest childhood, Nelson and his family assumed he would become a doctor, a lawyer or some other paragon of career tracking. As he entered his teens, however, urges that sprung up within him changed the course of his life. While most of the people he grew up with saw and regretted the damage that humanity was doing to the planet, Nelson felt the damage to Gaia as a blight on his own soul. How could he pursue his own goals, he found himself wondering, when the world was turning into a toilet around him? It took several vituperative conversations with his family, but he finally convinced them that he should pursue a career in the environmental sciences. As a prelude to this, he left home at 16 to attend an Outward Bound program in the mountains to the north of the city.

It was then that Nelson's Kin came to him, whisking him out of his tent one night while the other participants in the program slept unaware. They kept him with them for almost a month, during which time they indoctrinated him into the Ways and put him through his Rite of Passage. When this was complete, they asked him how he wanted to handle the matter of his old life. Nelson decided that he had to re-establish contact with his parents.

During the past month, his parents had been absolutely frantic (as had the organizers of the Outward Bound program, visualizing lawsuits). When Nelson returned from the wilderness, unharmed and more at peace with himself than anyone had ever seen him, they were too busy welcoming him home to press him on the matter of where he had been. When they got around to the issue later, he explained about the epiphany he had undergone in the wilderness... without mentioning a word about the Garou, of course.

Now, decades later, Nelson remains in contact with his aging parents. He lives alone in a small house near Lions Bay, where he writes articles for various environmental magazines, submitting them by modem. He was chosen Arm of the Goddess by his sept; the Voice of the Goddess, Aliana Broken-Heart, died two years ago and has not been replaced yet, leaving Nelson as the sole leader of his tribe. He now tries to raise the voice of compromise on the council and keep the Compact alive. His tendency to carefully analyze every side of every issue often makes him appear vacillating, or even weak, to less patient Garou. Even among his own tribe, he sometimes is thought to take this too far.

## Fianna

The Vancouver area has a relatively small Irish population; those of Scottish ancestry are much more common. Thus it's logical that there are fewer members of the Fianna in this part of North America than, say, the Eastern Seaboard of the U.S. Still, this noble tribe has a strong influence on the actions of the local Garou. Following their long standing reputation as justice-givers and adjudicators, the Fianna (in general) are quiet but dependable supporters of the Compact and the



Covenant, and their support goes a long way toward preventing rebellion against the Council by more militant factions.

## Numbers

Throughout B.C., there are fewer than 20 Fianna. Of these, seven can be found in the Vancouver region.

## Location

Outside Vancouver, the Fianna claim the Bear Creek Protectorate around the city of Kelowna. That city's artistic and musical community has a significant component of Fianna blood, and several of the better-known folk musicians are actually Garou.

Near Vancouver, most Fianna are of the homid breed, and fairly well-integrated into human society. They live virtually anywhere. Some "private" moots are limited to the local sept known as the Seanachie, and they meet down on the flats of Richmond, bounded by the dikes surrounding that suburb.

## Relationship With Other Tribes

The ancestral rivalries that the Fianna have with the Shadow Lords and the Get of Fenris have been carried to Vancouver from elsewhere in the world. The Fianna generally support the Covenant and the Compact; the Shadow Lords generally despise them (if only because these edicts are perceived as "Silver Fang inventions".) There is a great deal of animosity between these tribes around Vancouver.

This fact, in turn, affects other tribes' attitudes toward the Fianna, based on their own views of the Shadow Lords and Silver Fangs. For example, the Glass Walkers look on the Fianna as allies, while the Red Talons view them as honorless twits joining the Silver Fangs in their toadying up to the human "scourge".



## Brendan Dooley

**Breed:** Homid

**Auspice:** Ahroun

**Attributes:** Strength 4 (6/8/7/5), Dexterity 4 (4/5/6/6), Stamina 3 (5/6/6/6), Charisma 4, Manipulation 3 (2/0/0/0), Appearance 2 (1/0/2/2), Perception 2, Intelligence 5, Wits 5

**Abilities:** Brawl 4, Dodge 4, Empathy 1, Expression 3, Intimidation 3, Primal-Urge 4, Streetwise 1, Subterfuge 3, Drive 2, Etiquette 2, Firearms 1, Melee 3, Performance 3, Leadership 5, Stealth 2, Survival 2, Linguistics 3, Politics 3

**Backgrounds:** Kinfolk 3, Pure Breed 2

**Gifts:** (1) Smell of Man, Resist Toxin, Razor Claws, Persuasion, Inspiration; (2) Brew, Staredown, True Fear; (3) Disquiet, Heart of Fury; (4) Clenched Jaw, Balor's Gaze; (5) Kiss of Helios

Rage 6, Gnosis 2, Willpower 4

**Rank:** 5

**Rites:** none

**Fetishes:** Fianna Mead, Large Klaive

**Image:** In his Homid form, Brendan Dooley is a tall, very thin man with long arms and legs. His fingers are very slender, but he has a vise-like grip. His hair is short, thinning and is a very light ginger, almost blond. His skin is pale, and he has bright, piercing green eyes. He's in his mid-40s. There's something about his gaze that communicates a strong hint of the explosive temper bottled up within him. He speaks with a thick Irish brogue. In Lupus form, he's a lean, hungry-looking beast with a ruddy pelt more reminiscent of a fox than a wolf, and his intense green eyes are still notable.

**Roleplaying Notes:** Irish accent, and an affected "poetic" bent, covering an explosive temper.

**Background:** Few people, even among the Seanachie Sept, know much about Dooley's background. This is typical of Brendan's approach to others. He's a glib speaker, when he's in the mood, and can captivate listeners for hours with his tales, but he never reveals much about himself. All that's widely known is that Dooley came to Vancouver from the East Coast of the U.S. maybe Boston, maybe somewhere else about 10 years ago. General consensus is that he followed one or more Kinfolk to the West Coast, but nobody knows who his Kin are. It is known for sure is that despite his strong Irish accent, Brendan Dooley has never set foot on the Emerald Isle. This leads his detractors to suggest that he fakes the accent, claiming that he learned it from bad movies to give himself an air of distinction. There are those in the tribe who would pay handsomely for any information about Dooley's past. Some of the Shadow Lords are actively seeking embarrassing and possibly incriminating information on Dooley to present to the council. Of course they haven't found anything yet, but that might not stop them from making something up...

Dooley is a strong leader with a fierce and explosive temper. In Homid form, he usually has a drink of some kind in his hand, preferably a pint of Guinness or a glass of Jameson's. This seems to be more for show than anything else, since nobody has ever



seen him drunk. Considering his temper when he's sober, this is probably a very good thing. He's very intelligent, a fact he sometimes seems to enjoy concealing, but perhaps not very observant. He tends to "filter" his perceptions through his preconceptions.

In Homid and Lupus form, Dooley is something of a ladies' man, racking up many conquests of both species. Although he has many offspring, none of them has yet been identified as Garou.

## Get of Fenris

The Get of the Vancouver area consider that B.C. will be one of the main battlegrounds when the great war against the Wurm actually breaks out. The Garou will have more freedom of action here than they will in the more densely populated parts of the world, and they should use it to their best advantage. The B.C. Get are highly pragmatic in their view of the world. The Wurm, *Jormungandr*, is the ultimate enemy of both the Garou and Gaia. The humans are seen as incidental, tools to be used either by Gaia's foe or her defenders. The Kindred are a powerful weapon, usually serving the Wurm. If that weapon could be pointed back at the Wurm...

The Vancouver Get aren't as opposed to the extended Compact and the Covenant as might be expected. Anything that eliminates "distractions" from the main battle is worthwhile. If the extended Compact minimizes conflict with "unaligned" humans, and the Covenant eliminates conflict with the cadavers, then the agreements actually free the Garou of extraneous concerns, allowing them to focus on the real issues.

The Compact isn't all good. Many of the Get are concerned that the agreement to make the Great Caern free for all Garou compromises its safety. Some of the tribe believe that the Get should take total control of the caern, claiming that this is would "protect" it from being compromised by agents of the Wurm...

## Numbers

The Get of Fenris are probably the most populous tribe in B.C. There are almost 15 of the tribe living in the Vancouver region. Another 40 are spread throughout the province.

## Location

The Get have two distinct geographical Protectorates in B.C. The Ymir Protectorate is located near Trail and Castlegar, in the south central portion of the province. There are 30 or so Get there, and sometimes they range far enough west to conflict with the Children of Gaia Protectorate around Penticton.

The second location, the Hell's Gate Protectorate, is located up the Fraser Canyon. It's centered around the tiny town of Spuzzum halfway between Hope and Boston Bar. Spuzzum is unique in B.C. It's the only town totally dominated by Garou and their Kinfolk. All the locals are either werewolves themselves, or directly related to werewolves. The Kinfolk are

completely aware of what is going on. In the Gothic-Punk world, Spuzzum has a remarkably strange reputation. Even though truckers and others often pull into the town's single truck stop, they don't stay long. Nobody knows quite why the town makes them feel so uncomfortable, but the feeling is inescapable. The Spuzzum Sept numbers around 40 true Garou in addition to almost ten times that many Kinfolk. As discussed in Chapter One, Spuzzum is something of a supply and communication nexus for the Get of Fenris throughout the Pacific Northwest.

The Fimbulwinter Sept congregates in the Fraser Valley, east of Vancouver, with the Lupus members of the sept living on the wooded slopes of Sumas Mountain. Homid members live in Abbotsford and as far east as Chilliwack. There are about 30 members in the Fimbulwinter Sept.

## Relationship With Other Tribes

The Get of Fenris have carried their ancient rivalry with the Fianna from the Old World to the New World. None of the B.C.-based Get really know what initially caused the rivalry between the two tribes, but the rivalry is a tradition, and that's reason enough to continue it. The Get and the Wendigo still despise each other, mainly because of the conflict that arose when the Get first followed their Kinfolk into territory the Wendigo considered theirs. Predictably, the Get hate the Bone Gnawers and the Glass Walkers with a passion, since these two tribes are as far as possible from the ideals the Get revere.

Most of the Get respect the Silver Fangs because of their history of nobility and courage. Some of the younger Get consider the Shadow Lords to be superior, but the senior members of the tribe think that the Lords are all talk and no action. (They accept that this may possibly change in the future.) The Get have no love for the Children of Gaia, although it's more trouble than the Children are worth to actually hate them.

As discussed above, most of the Vancouver-based Get see the extended Compact and the Covenant as valuable. They're pragmatic enough to realize that they have something in common with other tribes sharing the same view, and can generally work alongside such tribes whether they enjoy the close proximity or not.

## Stefan Ewald

**Breed:** Homid

**Auspice:** Ahroun

**Attributes:** Strength 5 (7/9/8/6), Dexterity 3 (3/4/5/5), Stamina 5 (7/8/8/8), Charisma 3, Manipulation 1 (0/0/0/0), Appearance 2 (1/0/2/2), Perception 3, Intelligence 3, Wits 5

**Abilities:** Alertness 4, Brawl 5, Dodge 4, Intimidation 4, Primal-Urge 5, Animal Ken 2, Drive 2, Firearms 2, Melee 4, Leadership 5, Survival 4, Politics 1, Rituals 2

**Backgrounds:** Kinfolk 2, Pure Breed 4

**Gifts:** (1) Smell of Man, Razor Claws, Inspiration, Resist Pain; (2) Sense Silver, Spirit of the Fray, Snarl of the Predator,





True Fear; (3) Silver Claws, Heart of Fury, Might of Thor; (4) Clenched Jaw, Hero's Stand; (5) Fenris' Bite

Rage 7, Gnosis 2, Willpower 4

**Rank:** 5

**Rites:** Rite of Ostracism, Rite of Passage

**Fetishes:** GrandKlaive (difficulty 7, damage of Strength+5), Heart of the Spirit (holds 6 Rage points)

**Image:** In Homid form, Stefan Ewald looks something like a caricature of Thor, the god of thunder from Norse mythology. Aged about 50, he stands 6'6", weighing about 245 pounds. The bulges of his muscles have bulges on them. He has curly blond hair, which he keeps cropped close to his head so opponents won't have anything to grab onto in a scrap and a bushy mustache. His gray eyes are as cold as glacial ice and are framed by a network of fine wrinkles. (On anyone else they might be called "smile lines", but Ewald doesn't smile...) His skin is generally pale, but his cheeks are florid, making him look as though he's always suppressing a homicidal rage (which isn't too far off the mark most of the time.) In Lupus form, Ewald is the archetypal Get: a huge gray Arctic wolf.

**Roleplaying Notes:** Powerful and sometimes terrifying, particularly when his temper gets away from him. He doesn't talk much, considering actions to be more important than words. When he does speak, however, his voice is harsh, with a strong Scandinavian accent. Ewald relishes a good fight and respects anyone who can give him a challenge. In personal combat, he finds it notoriously difficult to keep from killing his opponent. Anyone who knows Ewald watches out for his wild emotional swings. One moment he can be a sentimental fool, misty-eyed over the achievement of a cub who's survived her Rite of Passage; the next moment he can be breaking bones in a towering rage.

**Background:** Ewald came to Canada from Denmark in the late 1960s, traveling with a family of Kinfolk. His wife, Nina, knows that "something's strange" about her husband, but the

Delirium has prevented her from figuring out just what it is. He has five children, ranging in age from the early teens to the late 20s. All his children are immune to the Delirium and accept their father's true nature. They're rather disappointed that they haven't expressed the "Garou gene", although there's still some hope for his youngest daughter. The Ewald family lives on a dairy farm in Aldergrove.

After his arrival in the Vancouver area, Stefan Ewald quickly climbed to the top of the Fimbulwinter Sept, defeating in personal combat anyone who stood between him and the position of leader. Since then, any Garou who have had the temerity to challenge his right to lead the sept have been broken. All that is missing now, in his view, is his tribe's control of the caern. Although somewhat erratic, Ewald is, overall, a good leader. Among his tribemates, some love him, some hate him, many fear him, but *all* respect him.

## Glass Walkers

Although a small and widely despised tribe, the Glass Walkers are perhaps the most influential tribe in the Vancouver area. After all, it was the Walker leader, Roger Daly, who initiated the events that would lead to the Covenant and the extension of the Compact, bringing some measure of peace to the region.

It's hard to generalize about the Glass Walkers; they exhibit probably more variability between individuals in personality, philosophy and behavior than any other tribe. Obviously, they choose to live in cities rather than in the untamed wilderness. Some make this choice for personal reasons. Living in a condo is much more comfortable than living on top of a cold mountain. Others believe that their place is in the city because that's where Gaia needs them to be. They protect her in ways that other Garou can't.

The Glass Walkers are unique among Garou in that they have no aversion to using high technology. If technology will help them, they'll use it without any philosophical qualms. The Walkers believe that there's nothing innately wrong with technology as such. Like any tool, it has the potential for good or evil. It all depends on the intentions and actions of the user. Many of the senior Walkers stay in touch with each other, human contacts and allies using cellular phones, pagers, fax machines, computer bulletin board systems (BBSs) and so on. (There are unsubstantiated rumors that a private Vancouver BBS known as "Dark Side of the Moon" is actually run by the Glass Walkers.)

## Numbers

There are few Glass Walkers in B.C. All of those are thought to be concentrated in Vancouver itself. The only sept is the Corporate Raiders, composed of 24 or so individuals.

## Location

Individual members of the Glass Walkers live all over the city. Their homes range from expensive condos on the Fairview Slopes or large houses in Shaughnessy to dingy one-



room apartments in the West or East Ends. The Corporate Raiders Sept is different from all other Vancouver-based Garou groups in that it has its own caern: a Level One caern beneath a closed-down nightclub called the Smiling Buddha. They hold their monthly tribal moots in the privacy of the club.

The Glass Walkers have no Protectorates elsewhere in the province. There may be members of the tribe in other towns or cities in B.C., but the Glass Walkers of Vancouver aren't in contact with any, and don't know for sure if they exist.

## *Relationship With Other Tribes*

In general, the other tribes distrust, despise and sometimes outright hate the Glass Walkers simply because the Walkers choose to live in the city. How, the other tribes wonder, can a tribe live in Wyrmland and not be tainted by the Wyrms themselves? Certain individuals within the other tribes may be able to control their ancestral hatreds long enough to evaluate the Glass Walkers based on their actual behavior, but these free thinkers are rare.

Of all the tribes, the Bone Gnawers probably keep the closest contact with the Glass Walkers, accepting them with open minds... more or less. The Children of Gaia listen to the Walkers' claim that adapting to the realities of the city is a life-affirming choice that allows them to aid Gaia in ways that other tribes can't. They admit that their urban brethren just might have a point... more or less. Those few of the Silver Fangs who know just who really came up with the idea of the Covenant are able to appreciate and respect individual Glass Walkers... again, more or less. Other than that, the Walkers are alone.

Some Theurges within the Glass Walkers are scouring the cities for "lost caerns", as the Bone Gnawers claim they are doing. Few of the other tribes believe a word of the Walkers' claims, however, and many mutter darkly that any caerns the Walkers do find will soon be converted into Wyrmdoles...

## *Roger Daly*

**Breed:** Homid

**Auspice:** Theurge

**Attributes:** Strength 4 (6/8/7/5), Dexterity 4 (4/5/6/6), Stamina 5 (7/8/8/8), Charisma 4, Manipulation 3 (2/0/0/0), Appearance 4 (3/0/4/4), Perception 4, Intelligence 4, Wits 5

**Abilities:** Alertness 1, Brawl 3, Dodge 3, Empathy 3, Expression 4, Primal-Urge 5, Streetwise 4, Subterfuge 2, Drive 3, Etiquette 4, Firearms 3, Leadership 5, Performance 3, Repair 1, Stealth 2, Survival 1, Computers 3, Investigation 2, Law 3, Linguistics 1, Politics 4, Rituals 4, Science 2

**Backgrounds:** Allies 4, Resources 5, Contacts 4

**Gifts:** (1) Persuasion, Sense Wyrms, Control Simple Machine; (2) Jam Technology, Sight from Beyond, Power Surge; (3) Pulse of the Invisible; (4) Ultimate Argument of Logic, Attunement; (5) Assimilation

Rage 3, Gnosis 3, Willpower 4

**Rank:** 5

**Rites:** Rite of the Opened Caern, Moot Rite, Voice of the Jackal, Rite of the Shrouded Glen

**Fetishes:** Protected Assets (Level 3, Gnosis 5; this costly-looking business suit has protective spirits woven into it. It acts as three dice of armor against all forms of attack.)

**Image:** In his (vastly preferred) Homid form, Roger Daly appears to be in his late 50s or early 60s, an elegant-looking man of mid-height. His short, thinning hair is silver and always perfectly arranged. He wears gunmetal-framed Dunhill glasses. This is more for show than anything, some observers note. He always wears perfectly tailored suits of British cut that cost as much as the average motorcycle. The cut of his suit jackets conceal the fact that he has surprisingly broad and powerful shoulders. His eyes are ice gray. They are the eyes of a hired killer, totally out of place in an almost cherubic face that reminds one of a kindly old uncle. He wears few accessories, limiting himself to a watch and two rings. They're made of white gold, and are incredibly expensive. In his Lupus form, which he rarely assumes, he's a silver-hackled black wolf with white markings that resemble glasses around his eyes.

**Roleplaying Notes:** In manner, appearance and speech, Daly is the perfect image of the high-powered businessman: intelligent, well-read and erudite.

**Background:** Daly was born and raised in the Shaughnessy region of Vancouver, the only child of an affluent family. His father, Graham Daly, was leader of the Vancouver Glass Walkers from the late 1940s to the early 1960s and a successful businessman. Roger's mother knew her husband's true nature. For some reason, she wasn't subject to the Delirium. She suffered severely mixed emotions when it became apparent her only child would be a Garou like his father. Despite this, she dealt with her ambivalence sufficiently to support Roger when he really needed it, both before and after his Rite of Passage. Both Roger's parents died in the 1970s. His father was killed in a fight with an out-of-town vampire. The Kindred was later hunted down and extinguished by the other Kindred for





breaking the Prince's Laws. His mother was killed by a hit-and-run driver. This left Roger an estate worth several million dollars, easily enough to support him in comfort if he never worked another day in his life.

Roger Daly couldn't operate that way. He had inherited more than the "Garou gene" from his father and acquired a fascination for the ways of human business. In the 1970s, he established Daly & Associates, a management consulting firm that he still runs to this day. The firm is staggeringly successful. Not only has it made Daly an exceptionally rich man, it's also given him access to important business figures throughout the city, allowing him to influence business policy in a way that will most benefit Gaia and the Garou. Daly followed in his father's footsteps, becoming leader of the Corporate Raiders Sept in the mid-80s.

Few individuals human, Garou or Kindred really know Roger Daly. Even those who understand his involvement in the signing of the Covenant can only guess at the man's depths. Many of his junior septmates consider him to be a stolid, unimaginative, basically boring individual, but that's not the case at all. Those who know him a little better realize he's got a sharp sense of humor. There's a pocket of sadness at the core of his being. It stems from the fact that he married a woman he dearly loved in the late 1970s who subsequently died in a plane crash. He hides this pain from everyone.

Daly also realizes that it is the job of the Glass Walkers (and the Bone Gnawers) to protect the city from invasion. Where the other tribes make sure nothing approaches the city from over land, the Glass Walkers stand guard at the airport and help watch the marinas.

Daly lives in a sprawling house in the British Properties overlooking the Lions Gate Bridge and drives a metallic charcoal 8-series BMW. Through several shell companies, he owns the Smiling Buddha, the location of the Glass Walkers' caern. He also has his fingers in countless other business "pies" throughout the city, frequently involving himself in business dealings and conflicts with the Kindred. There are unsubstantiated rumors that Daly and an influential Kindred are currently locked in a vicious, no-holds-barred proxy battle that might well ruin one or the other of them.

## Red Talons

There aren't many Red Talons in the Vancouver area. That's probably just as well. Those who do live near the city chafe under the restrictions of the Covenant and the extended Compact. Any peace with the humans and the cadavers is, they believe, tacit peace with the Wyrn, and that goes against everything that Garou stand for. The Vancouver-based Red Talons tend to be very apocalyptic in their thinking. They realize that a genocidal war against the humans is a final battle they're doomed to lose, yet many believe in their hearts that following any other course is a betrayal of their nature.

The Red Talons maintain a force near Vancouver because of the Great Caern. They are prepared to launch direct attacks on the citizens of Vancouver if there is any threat to the caern

by the humans. They are waiting to launch attacks on any business that threatens Gaia. The Red Talons and the Get are the two most vigilant tribes, making sure the leeches of the city don't do anything that could infect the rest of B.C. The Talons are waiting outside the city so that they can be in the thick of the action when the truces fall apart.

## Numbers

There are 50 or so Red Talons in B.C., with only five or so of these in the Vancouver area. All, of course, are lupus.

## Location

Outside Vancouver, the Red Talons hold three distinct Protectorates. The largest of these, the Moonhowl Protectorate, has a population of 20 or so Garou and is centered on Manning Park, 90 miles or so east of the city. In the Gothic-Punk world, the downhill and cross-country ski facilities in the Park have long been closed down due to the number of "mysterious disappearances" from the region.

The second, the Preyscent Protectorate, is in the north of the province in the Tweedsmuir Provincial Park. About a dozen Red Talons make their home here. The third, the Honorguard Protectorate, is in the Hughes Range just north of Sparwood near the Alberta border. Another dozen Red Talons live here. This latter Protectorate is very near the territory claimed by the Children of Gaia who live near Fernie.

Within the Greater Vancouver region, the Battle Snarl Sept, comprising about five members, can be found on the slopes of the mountains between West Vancouver and Lions Bay. Their own moots are complex rituals based on concepts alien even to most other Garou and take place in these mountains. For the moots at the Great Caern, the Battle Snarl Sept will unwillingly take on Homid form and slouch over the Lions Gate Bridge to Stanley Park.

## Relationship With Other Tribes

Speaking generally, the Red Talons despise any tribe that has "sold out" to the Wyrn. According to their definition, that's just about everybody. They dislike the Silver Fangs despite that tribe's awesome reputation because of the Covenant. They don't like the Shadow Lords much better, believing that tribe will just replace one form of sell-out with another. The Talons and the Furies see eye to eye on a lot of things, but the former tribe is rather disappointed that the latter has backed away from its traditional desire to fall upon the humans and ravage them. Predictably, the Red Talons loathe the Glass Walkers and the Bone Gnawers, believing them both to be almost as bad as the Black Spiral Dancers.

## Lookstar

**Breed:** Lupus

**Auspice:** Philodox

**Attributes:** Strength 4 (6/8/7/5), Dexterity 3 (3/4/5/5), Stamina 3 (5/6/6/6), Charisma 2, Manipulation 1 (0/0/0/0), Appearance 3 (2/0/3/3), Perception 3, Intelligence 4, Wits 3



**Abilities:** Alertness 2, Brawl 5, Dodge 4, Empathy 1, Intimidation 3, Primal-Urge 5, Animal Ken 3, Melee 1, Leadership 5, Stealth 4, Survival 4, Enigmas 2, Occult 1, Politics 1, Rituals 3

**Backgrounds:** Pure Breed 2, Past Life 2

**Gifts:** (1) Heightened Senses, Resist Pain, Beast Speech, Scent of the True Form, Scent of Running Water; (2) Scent of Sight, Sense the Unnatural; (3) Wisdom of the Ancient Ways; (4) Gnaw

Rage 5, Gnosis 5, Willpower 3

**Rank:** 4

**Rites:** Rite of the Hunting Grounds, Gathering for the Departed, Rite of Wounding, The Hunt

**Fetishes:** None

**Image:** In her Lupus form, Looksfar is a large wolf with hair that would, on a human, be called auburn. Like most of her kind, she has prominent claws and teeth. The muscles around her jaws are overdeveloped. She takes Homid form only when she absolutely has to, appearing as a large, almost hulking auburn-haired female with a perpetual scowl. No matter what form she takes, her movements seem to communicate a sense of barely repressed energy and fury.

**Roleplaying Notes:** Solid and strong, but thoughtful. She prefers to think before she acts, but when she *does* act she doesn't believe in half-measures.

**Background:** Despite her appearance, Looksfar, the leader of the Battle Snarl Sept, is surprisingly contemplative. She doesn't automatically dismiss the ideas of the Children of Gaia and the Glass Walkers. Compromise with the humans, rather than a futile war, actually might make some sense. She disagrees with the terms of the compromise. This makes her a surprisingly rational voice on the Council of Representatives. There are several members of her tribe who are horrified by her philosophical approach, but though they may mutter and whine in private, none has had the courage to complain to

Looksfar's face or challenge her for leadership. They know all too well that their leader's contemplative, patient outlook can turn into wild rage at a moment's notice. Looksfar's anger is often quick to pass, but it is so intense that few Garou want to be anywhere nearby when she's aroused. Of course, an eventual challenge is inevitable. A change in leadership would possibly represent a drastic change in the Talons' activity on the Council.

## Shadow Lords

The first Shadow Lords to arrive in B.C. came to the West Coast because it was a place where they could carve out their own "empires", dominating both the humans and the "lesser tribes" of Garou already there. At least, that's what some historians of the People claim. If this is true, then the Shadow Lords must have been mightily ticked off when their traditional rivals from the Old World came to the Vancouver area in greater numbers.

The Shadow Lords argue vociferously against the constraints of the Covenant and the recent modifications of the Compact. Their detractors say, however, that they do this only because the Silver Fangs are seen to be supporting the two agreements, and the Lords will do virtually anything it takes to bring the Fangs down a few notches.

## Numbers

There are 21 or so Shadow Lords in B.C., all congregated in the Greater Vancouver area. After all, that's where the power is to be found. All are members of a single sept, the Magisters.

## Location

Many of the Magisters live within the bounds of the city, but they stridently argue they're not of the city, like the Urrah (the Bone Gnawers and the Glass Walkers). Those of the Homid breed typically live in relatively remote parts of the suburban area, often in places of stark beauty (in a house perched on the rugged shoreline, for example, or half-way up a mountain). Several of the Lupus breed are thought to live in the University Endowment Lands (see Chapter One), while others dwell in the North Shore mountains. The Magister Sept has its private moots deep in the woods of the University Endowment Lands.

## Relationship With Other Tribes

The Shadow Lords consider themselves to be superior to all other tribes. They are the scions of the People and the true leaders of the Garou. The Lords therefore view the other tribes as ranging from irritating rivals to lupines unworthy of consideration; they consider themselves to have no equals.

The Silver Fangs are the Lords' key rivals. Many of the latter will do whatever they can to decrease the Fangs' influence and take over as *de facto* leaders of the Garou. Relationships with all other tribes are based largely on how they can help (or how much they will hinder) the Lords in achieving their goal. Since nobody is equal to the Lords anyway, it makes the most sense to view them as tools, or maybe as pawns on a chessboard. The





Shadow Lords hate the Glass Walkers with a passion because of the Liston incident and will do their best to discredit anything the Glass Walkers bring before the council. Although some of the Shadow Lords are a bit narrow-minded in their quest to take over the Great Caern, their leader and council member, Lukasz Kawecki, is actually a competent leader. If Kawecki is convinced that the security of the Great Caern is in doubt, he will put aside the differences he and his clan have with the other Garou and fight just as hard as any other warrior.

## Lukasz Kawecki

**Breed:** Homid

**Auspice:** Ahroun

**Attributes:** Strength 4 (6/8/7/5), Dexterity 4 (4/5/6/6), Stamina 4 (6/7/7/7), Charisma 4, Manipulation 5 (4/2/2/2), Appearance 3 (2/0/3/3), Perception 2, Intelligence 3, Wits 5

**Abilities:** Alertness 3, Brawl 4, Dodge 3, Intimidation 1, Primal-Urge 4, Subterfuge 5, Drive 1, Etiquette 3, Melee 3, Leadership 3, Stealth 1, Survival 2, Politics 5, Rituals 1

**Backgrounds:** Contacts 2, Pure Breed 3

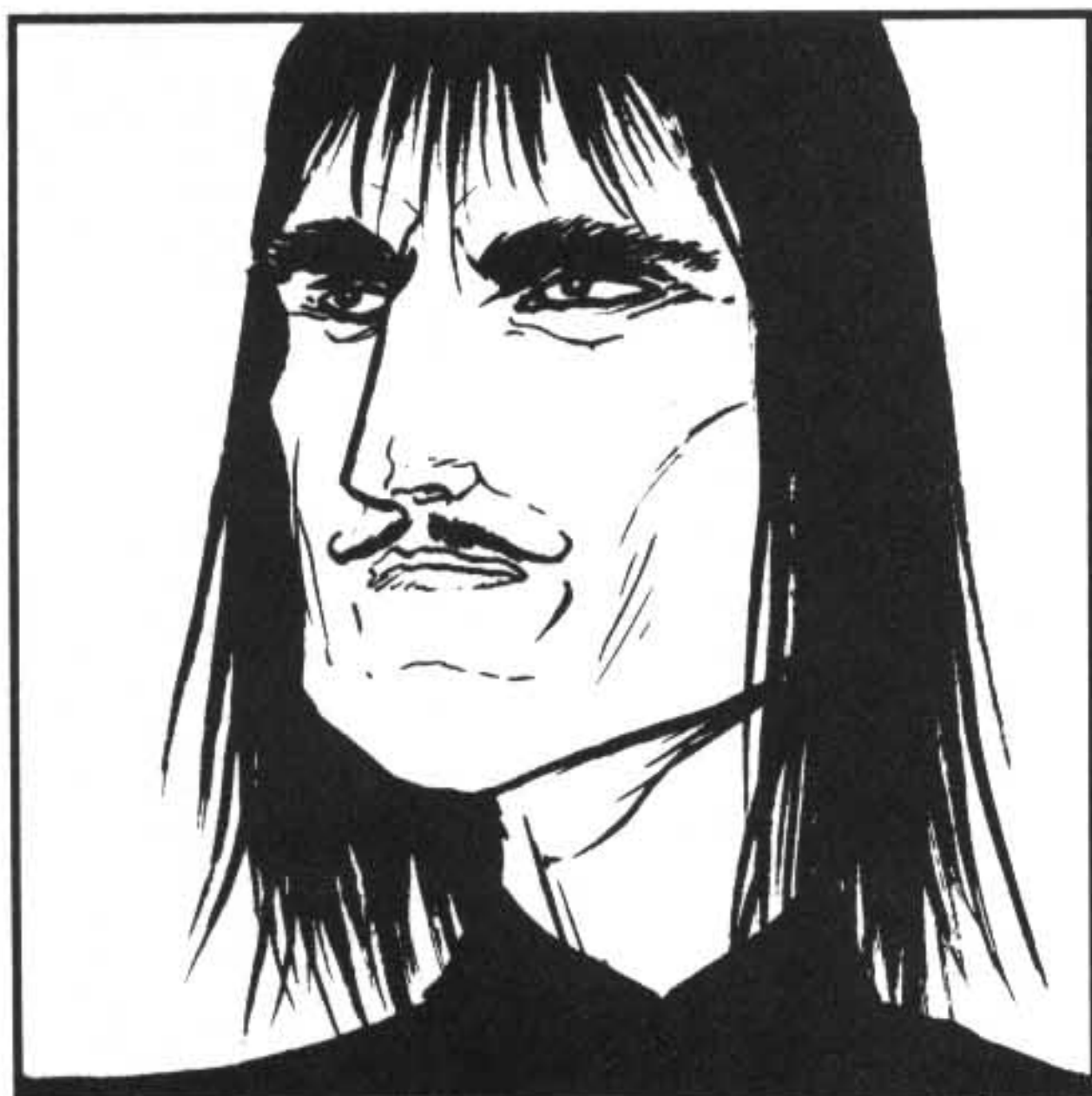
**Gifts:** (1) Persuasion, Inspiration, Fatal Flaw, Aura of Confidence; (2) Staredown, True Fear; (3) Disquiet; (4) Strength of the Dominator; (5) Obedience, Strength of Will  
Rage 6, Gnosis 2, Willpower 3

**Rank:** 5

**Rites:** none

**Fetishes:** Large Klaive

**Image:** In his Homid form, Lukasz Kawecki is a striking figure: rail-thin and 6'4" tall. His long limbs and fingers are so slender that they remind people of spider legs. He has high cheekbones, a strong jaw and an aquiline nose. His heavy eyebrows are black, like his shoulder-length hair and his well-trimmed mustachios. His skin is so pale that some Garou claim he looks like a vampire, but not to his face, of course. It's



difficult to judge his age, but he's probably somewhere around 50. He moves with stately grace, and everything about him seems to exude dignity. He wears contemporary, if somewhat conservative, fashions. His clothes are predominately black, but he would look just as at home in the garb of an Eastern European warlord of the middle ages. In Lupus form, he's a huge, muscular, dusky-pelted brute of a wolf, with the same piercing black eyes as in his Homid form.

**Roleplaying Notes:** He always acts like a member of European nobility, with the same aloofness and icy reserve. He has a faint Eastern European accent. (Nobody knows quite where he got it, because most Garou are pretty sure he was born in Philadelphia.)

**Background:** Nobody knows much about Kawecki's background and heritage. (There are lots of guesses, of course, many of them scatological.) The general consensus is that he was born and raised in Philadelphia. He seems to have no Kinfolk in the Vancouver area, so his reasons for coming to B.C. must have been personal. It is known that he arrived in Vancouver in 1982 and quickly manipulated and politicked his way to the top of the Magister Sept. While he's a competent fighter, he much prefers to lay rivals low through Machiavellian cunning and manipulation.

Kawecki is more arrogant than a typical rank-and-file Shadow Lord. He thinks he deserves respect from all other Garou. If he doesn't get it, he's unlikely to fly into a rage, but he'll certainly plot some form of revenge against those who "insulted" him. Although hatred comes easily to him, the brunt of his hatred is directed against Montgomery Abercorn, the leader of the detested Silver Fangs. Although he cares little for the Council of Representatives, other than as a potential tool to benefit himself and his tribe, Kawecki sits on the Council merely because Abercorn does so.

Kawecki's leadership style and his methods of attaining power have had a major influence on the strategy and tactics used by those who would replace him. Rather than challenging him directly, these rivals are engaged in diminishing his influence among the others of the tribe.

## Silent Striders

The mysterious Silent Striders have had little influence on the politics of the B.C. Garou. Certainly, they have a well-respected representative on the Council, but too few of them spend any significant time near Vancouver to have a significant effect.

This doesn't mean they don't care about what happens with the Great Caern, the Compact and the Covenant. As a group, they support the establishment of Vancouver as "open territory" and agree with the Glass Walkers' attitudes on the value of compromise. It's just that staying in one place long enough to have a direct impact is against their nature. (Cathy Saynesbury, the representative on the Council, is an exception, and she finds it notoriously difficult to hang around the city.) In their travels, the Silent Striders frequently operate alone against manifestations of the Wyrms. If they learn of some



Wyrms-related activity too big or too important for one Garou to combat, they usually pass on what they've learned to an existing group. This could, perhaps, be a sept running a nearby Protectorate, or the Council of Representatives itself. This can often be more efficient than organizing a "task force" of their own.

## Numbers

Nobody really knows how many Silent Striders there are in B.C. Even the Striders are not sure. There are probably between five and ten at any given time, but they won't necessarily be the same five or ten.

## Location

Silent Striders can be found just about anywhere. Only two have made a semi-permanent home in the Vancouver area: Cathy Saynesbury and Galen Hawes. Silent Striders don't typically form septs; however, the provisions of the Compact require that a tribe can only be represented on the Council if it has a sept in the Vancouver area. Since the Striders definitely wanted a voice on the Council, they created a "pseudo-sept" comprising only two members: Hawes, the "leader", and Saynesbury, the tribal representative.

## Relationship With Other Tribes

Individual Silent Striders are more or less loners. This implies a great degree of individuality in attitude and philosophy, so it makes little sense to talk about the Striders collectively. Of all the tribes, they're probably the least likely to make decisions based on generalizations. Just because a Strider finds one Shadow Lord to be arrogant, she won't necessarily conclude that all Shadow Lords are arrogant. Since their approach to life is quite different from the Garou "norm", they're generally more accepting of others who follow their own paths. Most Striders don't automatically and categorically distrust and despise the Bone Gnawers and the Glass Walkers.

## Cathy Saynesbury

**Breed:** Homid

**Auspice:** Ragabash

**Attributes:** Strength 2 (4/6/5/3), Dexterity 4 (4/5/6/6), Stamina 2 (4/5/5/5), Charisma 5, Manipulation 1 (0/0/0/0), Appearance 4 (3/0/4/4), Perception 2, Intelligence 4, Wits 4

**Abilities:** Brawl 1, Dodge 2, Empathy 4, Expression 4, Primal-Urge 4, Streetwise 3, Subterfuge 2, Drive 1, Etiquette 3, Leadership 3, Performance 3, Survival 2, Politics 4, Rituals 1

**Backgrounds:** Contacts 3, Pure Breed 2

**Gifts:** (1) Persuasion, Sense Wyrms, Speed of Thought; (2) Messenger's Fortitude

Rage 1, Gnosis 3, Willpower 4

**Rank:** 2

**Rites:** Talisman Dedication

**Fetishes:** none

**Image:** In her Homid form, which she almost always wears, Cathy is a woman in her mid-30s, standing about 5'3". She has a broad and open face, framed by long, straight dark hair. Her eyes seem to change color depending on the light, changing from green to hazel to gray to a pale blue. They sparkle with curiosity and energy. Her features would be classed more as "pretty" than "beautiful". Her constant smile and easy laugh often lead people, on first meeting her, to consider her something of an airhead. On closer inspection, however, her sharp intelligence and intense focus become apparent. She's a good speaker, and an excellent conversationalist. In her Lupus form, she has the slender, long-limbed lines typical of her tribe; her pelt is long, however, making her look something like a saluki.

**Roleplaying Notes:** Open to new experiences and ideas, very eclectic, an innovative problem-solver. She listens more than she speaks, and tends to ask leading questions.

**Background:** Cathy was born on the road somewhere in Alberta. Her mother, a Silent Strider, was traveling the continent as an itinerant musician, and took the young Cathy along with her, raising the child entirely on her own. Even before the "Garou gene" started to exert itself, young Cathy had caught the traveling bug.

When mood swings and other changes presaged Cathy's Firsting, her mother was overjoyed. She called several other Silent Striders together to help her care for the girl during the process and act as Inceptors for Cathy's Rite of Passage.

As soon as Cathy was through the rite, her mother gave her a choice: travel with her or go off on her own. She made sure Cathy understood that she was free to take either course, and that she didn't have to feel that she was disappointing, insulting or deserting her mother. After much thought, Cathy decided she would travel on her own. To this day, the two keep in contact on a very irregular schedule. Several years go by between meetings.





As well as a love of traveling, Cathy had inherited her mother's talent as a singer and songwriter. She supported herself as a musician as she traveled the continent, eventually arriving in Vancouver in 1983. It was here she met another Garou named Galen Hawes, who quickly realized she would be the perfect person to sit on the Council of Representatives. Although she didn't relish the restrictions it put on her wandering lifestyle, Cathy accepted the position, and has served her tribe very well.

Cathy supports herself by playing in folk and jazz clubs around the city, and has quite a following who appreciate her interesting and sometimes weird songs. She knows a lot of people in the music business, some of whom are influential enough to be classed as contacts. It was on her way to a small jazz club that, while passing the old Expo site, she noticed something was wrong with the area. Even now she still only has suspicions about the site, but she is slowly trying to gain knowledge about what is really going on there. Until she has some hard evidence, however, she won't bring up the subject to the Council.

## Silver Fangs

The Silver Fangs are the *de facto* leaders of the Garou in the Vancouver and throughout the Northwest. This leadership comes to them naturally, not because they demand it, as the Shadow Lords might, but because the other tribes cede it to them gladly. The Silver Fangs are known for their nobility and honor. They have sired so many heroes of great renown that many Garou among the other tribes would gladly follow them to the gates of Hell. (This, of course, infuriates many Shadow Lords almost beyond endurance.)

The B.C. Silver Fangs are slightly less focused on the past than are members of this tribe elsewhere in the world. Nobody knows quite why this is. Maybe whatever it is that taints the Silver Fangs' blood elsewhere hasn't had such an effect on the West Coast septs. Perhaps the relatively large native population of wolves has made a difference. In support of this, there seem to be fewer signs of *eccentricity*—the Shadow Lords might say “insanity”—among the young Fangs in the Vancouver region. Yet the taint hasn't left the Fangs completely untouched, because they continue to produce fewer Garou progeny each generation.

The Garou who understand what is *really* behind the Covenant and the other recent innovations in Garou society guess that the local Silver Fangs aren't actually as focused on the future as they may appear. This focus is actually just a perception, based on the invalid belief that the Silver Fangs are once again exerting true leadership over the tribes.

## Numbers

There are only about 21 Silver Fangs in the whole of British Columbia, with half of those living in or near Vancouver.

## Location

About five of the Silver Fangs hold the Moon Silver Protectorate in the far north of the province, up around Williston Lake and Manson Creek. Another 10 or so hold the larger Gaia Guard Protectorate near Cache Creek. This is close enough to the Get of Fenris Protectorate centered on the town of Spuzzum that the tribes sometimes come into conflict.

The Forest Ghost Sept meets in the forested hills up Indian Arm, northeast of Deep Cove. Most of the homid members of the sept live in houses or cabins deep in the woods, sometimes in areas accessible only by boats and “water taxis”. The lupus members live “wild” in the forests, of course.

## Relationship With Other Tribes

As mentioned above, the Silver Fangs don't demand respect and obedience from the other tribes. Still, many have come to expect it, and this is sometimes perceived as arrogance by members of other tribes. While some Shadow Lords hate and envy the Silver Fangs, these emotions aren't reciprocated. If anything, the Silver Fangs are puzzled by the Shadow Lords. They are surprised, in a detached way, that they would want to change a system that's worked so well for millennia.

If there's one thing the Silver Fangs dislike, it's those Garou they class as “ignoble”. First among these are the Bone Gnawers. The Uktena are disliked because of their strange activities in the Deep Umbra and their consorting with spirits of mysterious origins. The Glass Walkers pose something of a special case, since certain senior Silver Fangs know (or suspect) that it was actually Daly who initiated the Covenant. While these Silver Fangs generally still dislike Glass Walkers personally, they have to admit that the tribe does have access to useful information, and can approach problems from innovative points of view.

## Montgomery Abercorn

**Breed:** Homid

**Auspice:** Ahroun

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 2 (4/5/5/5), Charisma 4, Manipulation 1 (0/0/0/0), Appearance 4 (3/0/4/4), Perception 3, Intelligence 4, Wits 3

**Abilities:** Brawl 2, Dodge 2, Empathy 1, Expression 4, Primal-Urge 5, Drive 2, Etiquette 4, Melee 2, Leadership 5, Stealth 1, Survival 2, Enigmas 3, Politics 4, Rituals 5

**Backgrounds:** Pure Breed 4, Kinfolk 4

**Gifts:** (1) Persuasion, Sense Wurm, Lament Flame, Smell of Man; (2) True Fear, Awe; (3) Silver Claws; (4) Mindblock, Spirit Ward; (5) Assimilation, Reduce Delirium, Strength of Will

Rage 5, Gnosis 3, Willpower 4

**Rank:** 5

**Rites:** Questing Stone, Rite of Passage, Rite of Praise, Gaia's Vengeful Teeth

**Fetishes:** None



**Image:** In his Homid form, Montgomery Abercorn is a commanding figure. Standing about 6'2", his slender frame makes him look even taller. Even though his face and hands show him to be in his 70s, he moves as if he were two decades younger. He has perfectly trimmed snow-white hair. His features are finely chiseled, with an aristocratic nose and high cheekbones. Beneath his thick white eyebrows, his dark eyes glitter like obsidian. He favors expensive suits of European cut, drives a Jaguar Sovereign (British racing green, of course) and looks like the archetypal English aristocrat. Only on closer inspection does it become apparent that the gleam of intelligence and determination in his eyes has a kind of frenetic, anxious edge to it. In Lupus form, he's a silver furred wolf of great beauty and nobility.

**Roleplaying Notes:** His every move is elegance personified. His speech is cultured in the extreme with a lingering upper-class British accent.

**Background:** Abercorn has served the Silver Fangs and the People in general for more than half his life. That's how he views his tenure as leader of the Forest Ghost Sept, and he believes he's served them well. Many Garou believe he was born and raised in England. With his accent and appearance, it's a logical guess. He actually hails from Hong Kong, where he was born into one of the "Noble Houses" that dominate much of the colony's business community. He grew up knowing that his father was different from most men, but not quite understanding just what that difference was. He was schooled in the English tradition at a private establishment on Victoria Hill, and lived a very sheltered life.

Abercorn had two older brothers, so the odds were very low that he would ever become the "tai pan" of the house. His father seemed to pay more attention to him than to his brothers, however, as though he realized Montgomery might be destined for greater things. When Abercorn underwent his First Change, he realized his father had been right. He was indoctrinated into the Silver Fangs in the hills overlooking Kowloon.



Montgomery emigrated to Canada in the early 1950s. He believed that the fortunes of Vancouver would continue to climb well into the next century while those of Hong Kong would eventually start to decline. The impending takeover of the colony by the People's Republic of China might well prove him right. He joined the Forest Ghosts Sept and soon ascended to the position of leader.

Abercorn knows that most of Vancouver's Garou believe he was solely responsible for the Covenant and the changes to the Compact. As a result, he knows that some of his People revere him while others despise him. He doesn't really deserve either reaction. Still, he understands that he had to be the figurehead for Roger Daly's plans. He knows that he still must continue the charade. Some detractors who know the truth mutter that Abercorn has come to believe that he really was the architect of Garou society in and around Vancouver, but that's not the case. True, Montgomery's memory might be slipping, but the only important thing he's forgotten is who knows the truth and who doesn't. Because of this, the only prudent course is to maintain the charade with *everyone*.

## Stargazers

Many Stargazers are often as itinerant as the Silent Striders and even more averse to formal organizations. They focus more on philosophies and personal enlightenment than on the petty conflicts that intrigue the other tribes. Based on this, it surprised some Garou that the Stargazers would take any interest whatsoever in the activities surrounding Vancouver's Great Caern.

It shouldn't have been a surprise, however. The spirit of cooperation and openness demonstrated by the Vancouver Garou is very much in keeping with the Stargazers' view of the world. The Stargazers believe enlightened compromise, as illustrated by the Compact and the Covenant, is the way of Gaia. How could the tribe not participate in this "great experiment"?

As this tribe is usually represented by only one member in Vancouver, their voice on the Council is very weak. They rarely visit the cities. Urban areas aren't overly conducive to deep and profound thoughts, after all, so it seems unlikely that Stargazers throughout the world are watching events in Vancouver with great interest.

## Numbers

The Stargazer tribe has been on the decline for centuries, and only 500 or so remain in the world. Of this total population, some three are thought to spend at least some of their time within British Columbia. Only one, Jacques Lapointe, has chosen to make his permanent home in Vancouver.

## Relationship With Other Tribes

Few of the other tribes really understand what the Stargazers are all about. It's easy to mistake contemplation for inaction, and quite a few of the younger Garou make this error. Yet there's something about them that carries with it an aura of



understanding, peace and closeness to Gaia. This causes most tribes to respect them, albeit grudgingly, at times.

Elsewhere in the world, the Stargazers and the Glass Walkers sometimes don't get along well. In Vancouver, the two tribes show an understanding, even an affection, that implies the Stargazers know who was really behind the Covenant.

The Shadow Lords distrust the Stargazers, mainly because Lapointe was named to the Council of Representatives over their objections, diluting their vote. The fact that Lapointe is a metis doesn't help, either. For their part, the Stargazers typically view the Shadow Lords' ambitions with slightly amused disdain, which doesn't endear them to the Lords.

## Jacques Lapointe

**Breed:** Metis

**Auspice:** Philodox

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 3 (5/6/6/6), Charisma 4, Manipulation 1 (0/0/0/0), Appearance 2 (1/0/2/2), Perception 4, Intelligence 5, Wits 4

**Abilities:** Alertness 4, Brawl 2, Dodge 3, Empathy 5, Expression 4, Primal-Urge 5, Animal Ken 2, Leadership 4, Kailindo 3, Stealth 3, Enigmas 5, Politics 2, Rituals 3

**Backgrounds:** Past Life 2

**Gifts:** (1) Sense Wurm, Truth of Gaia, Balance, Scent of the True Form; (2) Mental Speech; (3) Wisdom of the Ancient Ways, Clarity; (4) Gift of the Porcupine; (5) Wisdom of the Seer, Totem Gift

Rage 4, Gnosis 5, Willpower 6

**Rank:** 5

**Rites:** Talisman Dedication, Questing Stone, Rite of Spirit Awakening

**Fetishes:** The Red Sash (Level 2, Gnosis 7; this is an ornamental red sash with gold pictograms woven into it. It was given to Jacques by an Asian Stargazer before he left the East. Whenever Jacques is dodging attacks, it will increase any

opponent's attack difficulty by one due to the distracting colors.)

**Image:** In his Homid form, which he prefers, Jacques Lapointe is a short, slightly-built man. He's 5'6", and looks as though he's somewhere in his 50s. He has short black hair, a well-trimmed mustache and thick black brows. His nose can be charitably described as aquiline, and his black eyes are as hard as diamonds. His appearance is far from impressive, but there's something about him that attracts and holds the attention of anyone who sees him, Garou or human. In Lupus form, his metis disfigurement is very evident: he's a small, hairless wolf. His black eyes convey a sense of curiosity and awareness concerning the world around him.

**Roleplaying Notes:** Lapointe seems to be surrounded by an aura of peace and contemplation without the "other-worldliness" and introversion often associated with this state. Lapointe is firmly grounded in this world and is exquisitely aware of everything that's going on around him. His voice is pleasant to hear and has the faint tinge of a French accent. He can talk at great length or hold his peace, whichever happens to be appropriate. He's also an excellent listener. When others speak to him, he actually listens, concentrating on their words and intonation rather than just waiting for his turn to speak.

**Background:** Many Garou assume that Lapointe came from Quebec. He's in Canada, after all, and his accent's French, so doesn't that make him French-Canadian? Lapointe was born in what was then called French Indo-China, and traveled with his two Garou parents throughout the Orient. His father was born and bred a Stargazer, while his mother was one of the few "converts" that the Stargazers accept from other tribes (in this case, a Child of Gaia). His parents understood that a metis would have a difficult life in the world of the Garou, but both believed having a child was the right decision for them at the time. They also trusted that Jacques would have the resilience to make his own way in a world that would tend to despise him.

If his metis ancestry and the concomitant reactions of other Garou have affected Lapointe in any way whatsoever, he doesn't show it. He's almost abnormally well-adjusted, having a very Confucian approach to insults and abuse directed at him by other Garou. ("If a proffered gift is not accepted, it belongs to the giver. Such is the case with abuse.") He's such an empathic individual that people find themselves liking and trusting him, even if they're predisposed to revile him.

Lapointe is a strong supporter of the Covenant and the Compact, believing that, in enacting them, the Vancouver Garou have taken a major step down the path that his tribe has followed for generations. He also sees Vancouver as the first step in bringing about a "tribal healing" which his friend Antonine Teardrop (see *Rage Across New York*) has long talked about. It is for this reason that Lapointe has decided to sit on the Council as the representative of the Stargazers.





## Uktena

As the most adept at binding spirits and using their powers, the Uktena have a profound interest in the Great Caern in Stanley Park. In an ideal world, the tribe would like to take the caern as their own, guarding it jealously and exacting heavy Chiminage from anyone else who wants to use it. Unfortunately, the world isn't ideal, and the caern is accessible to all Garou. This limits its usefulness to the Uktena to some degree. They're unwilling to conduct their deepest magics at an "open" caern, where there's nothing to stop Garou from another tribe wandering up and witnessing something best kept inviolably secret.

Despite the reputation they have among most other Garou, the Uktena are an honorable tribe. Uktena representatives agreed to the Compact when it was initially established, and the tribe is still bound by that agreement. Now, if the Compact were to be dissolved somehow, *that* would be a different story entirely...

Some Uktena have an intense fascination with the city of Vancouver. They talk cryptically about caches of "ancient knowledge and arcane law" on which they would like to get their claws. Those who are familiar with the secrets of the city know they must be referring to the Great Library of the Kindred.

## Numbers

There are about 20 Uktena in B.C. Of these, 13 or so can be found within the Greater Vancouver area.

## Location

There are two Uktena groups in BC. The smaller is the Akhachu Sept. Its seven members hold the small Cathedral Protectorate in the Provincial Park of the same name. This area, just to the east of the Manning Park Protectorate of the Red Talons, has a reputation in the Gothic-Punk world as a place of ill omen, where the spirits of the dead manifest to torment the living. This reputation springs from the activities of the Uktena. The proximity of the two Protectorates leads to frequent inter-tribal conflicts. These don't escalate too far, since even the militant Red Talons are cautious about provoking the Uktena too far...

The larger group, with 13 or so members, is the Mukwaam Sept. Its members live throughout Vancouver and its environs, depending on their breed and preferences. They hold their private moots at a large cemetery near the corner of 41st Avenue and Fraser Street in Vancouver covering nine city blocks or so. In the Gothic-Punk world, this cemetery is considered a place to avoid at night, not because of anything supernatural, but because it's a place where "gangs", "vandals" and "psychos" throw wild parties every month. (Ah, the wonders of the Delirium...)

## Relationship With Other Tribes

Most other tribes, particularly the more militant ones, seriously distrust the Uktena. It's an all-too-common Garou trait to hate what you distrust. Certain tribes are more willing to give the Uktena the benefit of the doubt. The Stargazers consider the Uktena at worst slightly deluded, seeking enlightenment in the Deep Umbra rather than in their own souls, but they believe the Uktena have their hearts in the right place. Some Glass Walkers see them as kindred spirits. While the Walkers have sought a compromise with the Wyrmground of the cities, the Uktena have sought their compromise with the Deep Umbra.

How do the Uktena view the other tribes? They view them more or less with disdain, in too many cases. The Stargazers' navel-gazing will get them nowhere, while the Walkers are too detached from the spiritual reality of the world. The other tribes are just out of touch, with the possible exception of the Silver Fangs. It could be that the Fangs' incipient madness comes from touching the Deep Umbra without knowing the risks and taking the necessary precautions...

There's an interesting conflict going on between the Shadow Lords and the Uktena concerning the Lords' attempted "coup" against the Silver Fangs. The Lords are trying to convince the Uktena to back them, promising in return to allow increased access to the caern. Lukasz Kawecki has recently made a promise to the Uktena: when the Shadow Lords emerge triumphant, he'll set aside certain times of the month when the Great Caern is off limits to all but Uktena. Generally speaking, the Uktena don't believe the Lords' promises and won't do anything that would compromise their own interests on the strength of these offers. They do, however, intend to string the Lords along for as long as they can in the hopes that they will see some benefit out of the situation.

## Coros

**Breed:** Lupus

**Auspice:** Galliard

**Attributes:** Strength 3 (5/7/6/4), Dexterity 2 (2/3/4/4), Stamina 5 (7/8/8/8), Charisma 2, Manipulation 4 (3/1/1/1), Appearance 2 (1/0/2/2), Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 4, Brawl 3, Dodge 3, Expression 3, Intimidation 1, Primal-Urge 5, Subterfuge 2, Melee 2, Leadership 4, Performance 3, Stealth 2, Survival 3, Enigmas 3, Occult 5, Politics 2, Rituals 4

**Backgrounds:** Past Life 4

**Gifts:** (1) Mindspeak, Sense Magic, Shroud; (2) Sense the Unnatural, Dreamspeak, Call of the Wyrms; (3) Detect Spirits; (4) Pointing the Bone; (5) Elemental Gift, Head Games, Fetish Doll

Rage 4, Gnosis 8, Willpower 4

**Rank:** 5

**Rites:** Talisman Dedication, Rite of Spirit Awakening, Rite of the Fetish

**Fetishes:** Sanctuary Chimes, Pine Daggers (3), Spirit Drum





**Image:** In her Lupus form, Coros is a slender, sly-looking wolf who seems to always vibrate with tension. The base color of her pelt is dark brown, but her back and flanks are marked with irregular patches of tan, black and gray. On those very rare occasions when she take on her Homid form, she's an unattractive woman of mid-height and slender build. Her matted dark brown hair is streaked with gray. She appears to be about 30. In Homid form, she rarely deigns to wear clothes. Coros favors her Glabro form to all others and is rarely seen in any other state.

**Roleplaying Notes:** Enigmatic and secretive: never use two words where one will do, and preferably make that a word nobody else has ever heard.

**Background:** Coros has been in the Vancouver area for only six years. Although she doesn't talk about her past, some Garou have discovered that she used to lead a small sept on the wooded slopes of Mount Hood in Oregon. Apparently something happened to split the sept apart and drive its members to the four points of the compass (maybe all but Coros were killed; nobody knows for sure). Whispered rumors claim that Coros and her sept-mates conjured something they were incapable of controlling, a being that fed on the souls of the Garou who were unable to escape. It seems more likely that these stories are only rumors with no basis in fact.

Coros arrived in Vancouver in the late 1980s, and quickly rose to the position of leader. Nobody knows her true motivations or feelings. She speaks in enigmas and riddles. Her supporters claim this shows that she's deep and introspective; her detractors claim it shows she's insane. As the Uktena representative on the Council, her presence is a guarantee that meetings will never be boring.

## **Bonebrush**

Breed: Lupus

Auspice: Theurge

**Attributes:** Strength 2 (4/6/5/3), Dexterity 1 (1/2/3/3), Stamina 3 (5/6/6/6), Charisma 2, Manipulation 1 (0/0/0/0), Appearance 1 (0/0/1/1), Perception 3, Intelligence 5, Wits 3

**Abilities:** Alertness 2, Brawl 2, Dodge 2, Empathy 1, Primal-Urge 5, Animal Ken 1, Leadership 1, Survival 4, Enigmas 4, Occult 5, Rituals 5

**Backgrounds:** Past Life 5

**Gifts:** (1) Sense of Sight, Sense Wurm, Sense Magic, Spirit Speech, Shroud; (2) Sense the Unnatural, Sight from Beyond; (3) Detect Spirits, Exorcism, Pulse of the Invisible

Rage 2, Gnosis 8, Willpower 3

**Rank:** 3

**Rites:** Talisman Dedication, Rite of Binding, Rite of Spirit Awakening, Rite of Summoning, Rite of the Fetish, Rite of the Opened Sky

**Fetishes:** Gaia's Poultice, Baneskin, Sands of Sleep

**Image:** Although of the Lupus breed, Bonebrush never changes out of her Homid form. She appears as a wizened old woman with long, matted dirty-gray hair, sagging jowls and crooked teeth. Her eyes are covered with the milky film of cataracts, and she's totally blind. Her voice is like the hissing of a cold wind.

**Roleplaying Notes:** Bonebrush is totally and incurably insane. She reacts inappropriately to real stimuli, and responds to nonexistent stimuli. Sometimes her ramblings seem to flirt with some horrible sixth sense, as though dancing around some truth too terrible to state clearly. Most of the time they're totally devoid of meaning.

**Background:** The Mukwaam Sept cherishes and protects Bonebrush as the Black Furies would an tend to an artifact from ages past. She has some great and mysterious significance to the sept and the tribe as a whole. She is brought to every tribal moot and treated with great reverence.

Nobody outside the sept knows just what happened to Bonebrush to blind her and drive her insane. In fact, nobody





inside the sept knows either, with the possible exception of Coros herself; they just pretend they do, since admitting their ignorance to their "lessers" would be too galling. Speculations and rumors fly wildly, usually hinting that Bonebrush penetrated too deeply into the Umbra and discovered Something Garou Were Not Meant To Know. Other rumors speculate that the cause is less gothic, but supernatural nevertheless: Bonebrush did something to enrage one of the vampires in the city, and the Kindred cast a baneful spell on her. Whatever the truth may be, Bonebrush is one of the more mysterious figures in Vancouver's Garou society.

## Wendigo

As the sole surviving truly Native American sept (since the "adulteration" of the Uktena), the Wendigo consider Vancouver and Canada as a whole to be their territory. The other Garou tribes are there on their sufferance whether the others know it or not, and the non-Amerindian humans are simply invaders who will one day be banished from the land. Of course, the Wendigo are an intensely honorable tribe, and the fact that their ancestors swore to uphold the Vancouver Compact constrains their actions to this day.

Although it's not wise to tell any Wendigo this, the members of the tribe based in B.C. have been mellowed considerably by the generations of peace that the Compact brought about. Thus, most of the Wendigo in the Vancouver area are more willing to consider compromise with the Europeans, even though this compromise is most definitely temporary. They are more receptive to peaceful solutions to problems, rather than the Total War favored by their kin elsewhere on the continent. (This is a generalization, of course, and like all generalizations, it's misleading.)

## Numbers

There are 45 or so Wendigo in B.C., with no fewer than 15 in the Vancouver area.

## Location

Outside the Vancouver region, there are three distinct septs, each with about 10 members. One holds the Kiskatinaw Protectorate centered around Fort St. John in the north of the province, near the Alberta border. The Homathko Protectorate is composed almost exclusively of lupus living on the western slopes of Mount Waddington. Their territory is about 100 miles north-northwest of Powell River.

The third and most militant group is the Mount Currie Protectorate, centered on and around the Indian reservation of the same name, about 22 miles north of Whistler Village. The Wendigo of Mount Currie have many Kinfolk among the humans who know the true nature of their strange relatives. This unusual alliance of Garou and humans frequently block the Duffy Lake Road between Penticton and Lillooet to draw attention to their land claims. In the Gothic-Punk world, these roadblocks sometimes turn into ambushes, hostage situations and shoot-outs with police.

Vancouver is home to the Chupkheem Sept, named in honor of the Wendigo Theurge who created the Compact. It has 15 members, most of whom are of the homid breed. Most of these homids live on Vancouver's two main Indian reservations the Musqueam reservation on the north bank of the Fraser River and the reservation between the Second Narrows Bridge and Deep Cove on the North Shore. This sept generally holds its private moot on the Musqueam Golf Course, which is on land leased from the Musqueam band.

## Relationship With Other Tribes

The Wendigo remain a proud and noble tribe, and consider themselves the only true stewards of the North American continent. Based on this assumption, all other tribes, with the exception of the Uktena, who originally sprang from native blood, are interlopers. All Wendigo believe this deep in their souls.

Yet the B.C. Wendigo are nowhere near as militant about it as are their kin elsewhere. Members of the Chupkheem Sept believe there are several problems to be solved, and they must be handled in order. The first is the encroachment of the Wyrms. Nothing can be allowed to get in the way of that key issue not intertribal conflicts, not a campaign to drive out the "foreign" invaders, not even a good, satisfying scrap with the cadavers. The Wyrms must be dealt with first, and if that means agreeing to (temporary) truces with humanity, the other tribes, and even the Cainites, so be it.

There are only three tribes that the Wendigo view as distinct from the undifferentiated mass of "those foreigners", and they are the Silver Fangs, the Bone Gnawers and the Uktena. They respect the Silver Fangs somewhat grudgingly solely because the Fangs are arguably the oldest tribe, with the longest and most meritorious heritage. The Wendigo feel, and sometimes show, sympathy for the plight of the Gnawers. For the Uktena, the Wendigo still have feelings of kinship. There is also a slight amount of contempt. The Uktena are considered to have "let their guard down", and the Wendigo attribute the fate of the Uktena to their neglect of the foreigners.

## Jim George

**Breed:** Homid

**Auspice:** Ahroun

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 4 (6/7/7/7), Charisma 3, Manipulation 1 (0/0/0/0), Appearance 3 (2/0/3/3), Perception 3, Intelligence 4, Wits 4

**Abilities:** Alertness 2, Athletics 2, Empathy 1, Expression 2, Brawl 3, Dodge 3, Primal-Urge 4, Streetwise 2, Drive 2, Firearms 3, Melee 3, Leadership 5, Stealth 1, Computers 1, Enigmas 1, Law 2, Politics 3, Rituals 2

**Backgrounds:** Kinfolk 1, Mentor 4

**Gifts:** (1) Persuasion, Inspiration, Call the Breeze, Camouflage; (2) Jam Technology, Staredown, True Fear; (3) Heart of Fury, Chill of Early Frost; (4) Stoking Fury's Furnace

Rage 6, Gnosis 4, Willpower 6

**Rank:** 4



**Rites:** Questing Stone, Rite of Spirit Awakening

**Fetishes:** Elk Tooth Necklace, Clear Water (2 vials)

**Image:** Jim George will almost always be encountered in his Homid form. He's a tall, commanding figure, standing 6'3" and weighing 230 pounds. There isn't an ounce of fat on his broad-shouldered frame. His muscles are well developed. His face is broad, with a wide nose, widely set dark eyes, and black hair which he ties back in a shoulder length braid. He's in his early 30s.

**Roleplaying Notes:** George speaks slowly so slowly that people, on first meeting him, consider him unintelligent. In fact, he's weighing every word he utters, so that what he says is *precisely* what he means, no more and no less.

**Background:** Jim was born and raised on the Musqueam reservation, where he still lives. His family was considered weird in the extreme. His father, John George, was already in his sixties when Jim was born. John George lived alone, and was considered something of a nutcase because he claimed he was the last in a long line of shamans who could call "the spirit of the wolf". As far as the other residents of the reservation were concerned, John George had no contact with women and no long-term relationships since he was in his 40s. It came as a shock when John George walked around the reservation proudly introducing his neighbors to his new son... The child, Jim, was the result of a liaison between John George and a Garou woman, who returned when the child was born to "foster" him with his father. John George lived long enough to see his child enter school, but no longer. Jim was raised cooperatively by multiple families.

The younger George was always treated with respect, but also with suspicion. This was largely because of his strange arrival on the reservation, and also partially because of his father. Who knows, maybe the old man was a shaman... When Jim started claiming spirits were talking to him from the trees and the river and the land, his foster parents were almost convinced that he had inherited his old man's madness. In any

case, Jim continued to get weirder and weirder until he was about 15. Then he just disappeared one night, and the reservation was sure he was gone forever. Maybe, they thought, he had drowned in the Fraser, or was wandering drunk through the alleys of downtown Vancouver. He returned unharmed but somehow *changed* a month or so later. Everyone treated him with more respect than ever before, but also began to fear him as well.

Jim George considers himself part of two threatened societies with duties to both. The two worlds are parallel, but also distinct. He became the youngest leader in the Chupkheem Sept's history, and leads the Garou honorably and well. He is also their representative on the Council. He serves the Musqueam reservation by working with the tribal chieftains to press his people's land claims with the provincial government. (It's this work that's forced him to learn about the law and about computers.) He has several Kinfolk among wolves of the North Shore mountains. He has no Kin among the humans of his reservation... but not through lack of trying!

Jim now waits for the day when he will be too old to lead the Wendigo, or until another more suited to the task will come along. It is then that Jim will head north in search of the now-hidden powers in the ancient forests which were once teeming with his tribe.

## Ongoing Politics

The social and political situation among Vancouver's Garou has been relatively stable for around two decades, but nothing lasts forever. Now the Garou of Vancouver are closer than they've ever been to war with the humans. The breakdown of the Compact and the Covenant is imminent, with all the chaos that this implies. How has this come about?

There have been many events that have threatened the Compact. Any threat to the Compact threatens intertribal peace and the "cease-fire" with the humans. Chapter Five will discuss how these events fit in with the threats to the peace Siegfried has established among the Kindred. They serve to intensify each other, turning Vancouver into one big powder keg waiting for a match...

## "The Priest of Gaia"

The Priest of Gaia is the *nom de guerre* taken by a young and militant Shadow Lord lupus whose real name is Guttooth. He's a newcomer to Vancouver, but in the short time he's been in the area, he's really shaken things up.

Nobody really knows where Guttooth came from. He's a Shadow Lord, that's certain, and he's not from around Vancouver. That's about all anyone knows about his background. He arrived in the city less than a year ago. For the first six months or so he kept a relatively low profile, apparently scoping things out and discovering who the movers and shakers were. Then, six months ago, he declared himself to be the "Priest of Gaia", the confidant of the spirits, and the embodiment of the greatest of the Garou virtues.





Rather predictably, nobody paid much attention at first. Although the Garou have no great messianic traditions, from time to time some moon-calf steps forward and claims to be someone significant. More often than not, these individuals turn out to be insane, either naturally or by the Wyrms. Garou society takes them in and protects them, curing them of their malady if possible, but usually without paying attention to their "message". Much more rarely, the self-styled messiah will turn out to be a con man of some kind, out for the equivalent of a quick buck. A would-be messiah can manage to get access to prime mates, a larger share of the kill and maybe a minor fetish or two. These individuals usually don't get too far before someone sees through their game and sends them packing, often with fang marks in their hindquarters. The few people who actually took notice of the "Priest of Gaia" figured he'd quickly be slotted into one of those two categories and dealt with in the normal way.

The Priest of Gaia, however, is slowly gathering support. Garou have started listening to the Priest's message and accepting his arguments. It started with the young of the various tribes. The young Garou are chronically the most dissatisfied with the status quo, ready to throw over what's worked for decades to try something new and experimental (at least, that's how the older Garou tend to see it). The Priest was relatively young himself, so it made perfect sense that he would have a special appeal to newly initiated cubs or those who had yet to make their mark in their tribes. The senior Garou, regardless of tribe, figured the Priest of Gaia would be a fad, a craze widely discussed for a little while, but forgotten as quickly as he rose to prominence. They couldn't comprehend that he could have any real effect on Garou society.

It was a real shock when the tribal leaders and their advisors realized what was going on. First, the young of the tribes weren't losing interest in the Priest of Gaia the way everyone had expected. Second, and more disturbingly, more senior Garou who "should have known better" were starting to pay attention to Guttooth as well. The Priest was charismatic and convincing, and his message was so seductive that he was really starting to have an effect. Garou society was undergoing a change, whether the tribal leaders liked it or not. Most didn't like it at all.

## Guttooth

**Breed:** Lupus

**Auspice:** Theurge

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 5 (7/8/8/8), Charisma 5, Manipulation 5 (4/2/2/2), Appearance 3 (2/0/3/3), Perception 3, Intelligence 3, Wits 5

**Abilities:** Alertness 4, Athletics 1, Brawl 4, Dodge 4, Empathy 4, Expression 5, Intimidation 3, Primal-Urge 2, Subterfuge 5, Etiquette 5, Melee 2, Leadership 4, Survival 3, Politics 5, Rituals 4

**Backgrounds:** Contacts 5 (Stalest)

**Gifts:** (1) Persuasion, Fatal Flaw, Spirit Speech, Aura of Confidence; (2) Name the Spirit, Command Spirit; (3) Um-



bral Sight; (4) Ultimate Argument of Logic, Spirit Drain, Strength of the Dominator

Rage 4, Gnosis 6, Willpower 3

**Rank:** 4

**Rites:** Moot Rite, Rite of Praise

**Fetishes:** Small Klaive

**Image:** In Homid form, Guttooth is a clean-limbed, athletic man with tightly curled black hair, finely chiseled features and piercing black eyes. He's about six feet tall, but his personality is so strong that he seems much taller. He appears to be in his early 20s, but he's actually more than a decade older. In Lupus form, he's a powerful-looking wolf with a midnight black pelt. Guttooth rarely assumes Homid form. He only changes when he really has to, or when he wants to make a point. He prefers to be in Glabro form, or even the impressive Crinos.

**Roleplaying Notes:** Very articulate, very convincing: he seems to be a true believer. He has a powerful, commanding voice, with the same sense of unstoppable power as a mighty river.

## The Message

The Priest of Gaia's message is basically nothing that the Garou of Vancouver haven't heard before. It is an indictment of the leaders who continue to pander to the Wyrms. They turn aside from the old ways and the old war, forgetting about the duty they owe to Gaia. The Garou, Guttooth argues, have abdicated their responsibility to what they claim to revere. The gray-haired Theurges and the nobly scarred leaders repeat the old words about continued stewardship of Gaia and opposition to the Wyrms, but actions speak louder than words. What do the Garou's actions tell about what's in their hearts?

Look at the major innovations in Garou society over the past several generations, the Priest of Gaia suggests. What have the People of Vancouver added to the old Ways? The extended Vancouver Compact and the Covenant have been



their only real achievements. What is the Compact? It is an agreement under which the Garou will not intervene in the affairs of the humans. Those humans continue raping Gaia, the Bountiful Mother. The tribal leaders say that abiding by the Compact is honorable; is there any honor in abdicating a divine responsibility? No, the Priest of Gaia argues, the Compact is a creation of the Wyrms and must be torn up.

The Priest of Gaia saves his sharpest criticism for the Silver Fangs, particularly Montgomery Abercorn, the *de facto* leader of the Vancouver Garou. "Look at what Silver Fang leadership has brought," he argues. "They have used the Compact as an opportunity to further their own power. As this happens, we sit on our paws and do *nothing!*"

The only answer, he claims, is direct and violent action. The Garou must go to war against the humans, decreasing their numbers to a level where they can't harm Gaia. They must eliminate their damaging technologies and reinstate the Impergium. Anything else is compromise. Certainly some would say the Garou can't win a genocidal war with the apes. The Garou are vastly outnumbered. The Priest of Gaia accepts that this argument sounds logical at first. But what these cowards are forgetting, Guttooth claims, is that the war will be for Gaia. How could Gaia herself not throw her support behind her warriors? Why wouldn't she send help in the form of spirits, elementals and other avengers? Alone, the Garou would certainly be extinguished in Total War. They won't be alone. Gaia will aid them.

There's nothing substantively new in what Guttooth is saying. Others within the Garou community have said all of this before, but nobody has said it as convincingly or evocatively as Guttooth. Nobody has brought to the message the same degree of emotional commitment as the Priest of Gaia displays. (Considering Guttooth's high scores in Charisma, Manipulation, Wits, Expression, Subterfuge, Leadership and Politics, this is hardly surprising...) Even those Garou who listen to him and are predisposed to reject everything he's got to say sometimes find themselves won over by his sheer emotional intensity and commitment to what he's saying. (Is he using his Gifts to increase his impact? His detractors claim he is, but nobody has actually caught him at it.) Because of his apparent youth, Guttooth's impact with the younger Garou is very great. New cubs are more predisposed to listen to someone their own age and of their own generation than the leaders of their tribe who are often twice their age or more.

When he started his "campaign", the Priest of Gaia didn't begin by speaking openly at one of the moots held at the Great Caern. He understood that, while the Ways would guarantee him a right to be heard, the elders of the different tribes would also be able to refute and "dilute" his message with their own counter-arguments. Instead, he approached various tribes at their private moots.

It would be more precise to say that he focused on specific packs within the different tribes. He knew when and where the moots would be taking place and made sure he was nearby when they broke up. When their Run was complete, he'd arrange things so he could speak with the individuals he had

"targeted". These were usually the youngest and newest members of the sept. If he knew that certain individuals were particularly disenchanted with the way the tribal leaders were running things, he would target them specifically.

At first, the sept leaders and the representatives on the Council didn't know what the Priest of Gaia was up to. They knew that a Shadow Lord was talking to their younger members, but they paid little to no attention. After all, the Shadow Lords were always playing some kind of political game, but rarely with any real effect.

The tribal elders only started to sense that something might be happening when the young malcontents within their own tribes became more vociferous in their demands for action against the "human threat". Even then, they didn't realize this was happening in multiple tribes. They thought instead that it was an isolated event specific to their tribe. Some leaders suspected that an outside influence was stirring up the young Garou, and a couple even realized it was Guttooth. Nobody took action. What action could they take, anyway? Guttooth had contravened none of the Ways of the Garou and broken no tribal or sept laws. He had planned his strategy carefully.

The first time that anyone truly realized the scope of support for the Priest of Gaia was at a general moot several months ago. Guttooth requested the privilege of addressing the gathering and was recognized by the Council. He then gave an impassioned speech, stressing the dangers of continued nonintervention with the ways of the humans and the terrible consequences for Gaia. The tribal leaders were surprised. Despite themselves, they were impressed by his evocative presentation. They didn't really worry about him. Others had said much the same thing at earlier moots with no effect. Granted, Guttooth was a much better speaker than any of these earlier speakers, but the leaders considered him an isolated voice, one that they could easily outweigh by voicing their continued support for the status quo.

It was then that they realized Guttooth wasn't an isolated voice. One after another, youths from all tribes stood to speak in support of the Priest of Gaia. They didn't speak as well, of course, but as more and more Garou rose to express their support, the tribal leaders realized just how much Guttooth had affected them. Then the older Garou rose in support as well, individuals of higher Rank than the "pups" who had initially spoken. The Council of Representatives and the other leaders had to realize that there was significant, multi-tribal support for the Priest of Gaia. This support could well tear apart the peace that had existed for two decades.

## Tribal Reactions

There's some support for the Priest of Gaia's "policies" within each tribe, but the effects of that support differ extensively. Just as there are impassioned individuals within each tribe who believe strongly in the ideas of the Priest of Gaia, there is skepticism in each of the tribes as well.



## Black Furies

In general, the Furies' leaders agree with the Priest of Gaia's ideas. The Compact is a bad idea, granted, and direct action is more in keeping with the Black Furies philosophy than compromise, nonintervention and political machinations.

Yet the Furies are seasoned enough warriors to recognize a losing proposition when they see one. Total War is attractive as an abstraction, but there's no way the Garou could win. They're outnumbered and outgunned. The moment the humans realize that something in the wilderness is fighting back, they'll do whatever it takes to destroy the wilderness that's the way monkeys think. They can certainly do it. Outright, Total War will bring on the Apocalypse, the defeat of the Garou and the destruction of Gaia.

What about the Priest of Gaia's promises of help from Gaia herself? Presumably this means that the Celestines or other powerful forces from the Deep Umbra will throw in their lot with the Garou. That's a nice idea, but what evidence does anyone have that the promised support will appear? Again, the Furies are experienced enough warriors to know what happens to battle plans that depend on allies who don't show up. All in all, the Furies leaders find themselves in the unenviable position of arguing for caution, for continued peace, even though their deepest instincts counsel for war.

## Bone Gnawers

The elder Gnawers see every challenge to the Compact as a threat to their continued existence. Living within the city, they know more about the humans than any tribe other than the Glass Walkers. This means they know the destructive forces the humans could bring to bear on the Garou and Gaia herself if Total War were ever to break out. They also know more about human weaknesses, however, and believe that there's a chance, even if it's an incredibly slim one, that the Garou might win.

This victory would have a terrible cost. Human and Garou populations would be decimated. Huge areas of Gaia would be totally laid waste. After the fighting's done, there'll be no one capable of holding back the Wurm. The ancient foe will move into the power vacuum and turn the entire land into Wyrmland.

Certainly, the elders can understand the dissatisfaction of the younger members of the tribe. They're tired of living on humanity's scraps and leavings, and they want to fight back in a noble struggle. What's so noble about wasting your efforts on a lesser foe, simply to have nothing left to combat the greater?

## Children of Gaia

Predictably, the leadership for the Children of Gaia is horrified by the turn of events. For decades, they have been counseling moderation. They demand the recognition that humans are as much Gaia's creatures as the Garou. Finally, in





the form of the extended Compact, they have recognition from the other tribes that peace and compromise isn't such a bad thing. Now this self-styled "Priest of Gaia", this rabble-rouser, comes along and threatens to destroy all their hard-won gains. What makes it worse is that one or two of their younger members Children of Gaia, who should presumably know better are supporting some of Guttooth's ideas.

Well, the Children haven't worked so hard for so long to have things overturned. They'll do whatever it takes within their own moral and ethical limits, of course to minimize the damage the Priest of Gaia can do.

## Fianna

The Fianna as a whole have always been strong supporters of the Compact and its extensions. To some extent, this support is an outgrowth of the tribe's respect for order and justice. Whether it is right or wrong, all the tribes of the Garou have "signed off" on the Compact, and, by all that's holy, they have to abide by their agreements. What makes it even more important is that the Fianna elders think the Compact is a good agreement. It eliminates irrelevant conflicts between tribes and with the humans, keeping a clear focus on the real issue, ongoing resistance to the Wurm. Brendan Dooley and other elder Fianna recognize that the Compact has, indirectly, given the Garou more influence over the actions of the humans than they would have otherwise. For these reasons, any attempt to overthrow the Compact is both unethical and counterproductive.

Not all Fianna agree with this. Other senior Fianna aren't as tightly-wedded to the Compact as is Dooley, and see this as a good opportunity to diminish Dooley's influence over the tribe. Even though they personally think the Priest of Gaia is a flake, some are supporting Guttooth's arguments. This is not being done publicly; that might cause Dooley to take some action. Privately, Garou who have influence over the younger sept members are voicing their opinions. If his Dooley's rivals can use this issue as a lever to unseat him, once they have power they'll probably reverse their opinion again and support the Compact. For the moment, for some Fianna, it's politically a good idea to be seen as supportive of Total War.

## Get of Fenris

Well, this is just what the Get of Fenris have been waiting for: a banner behind which they can rally in Total War against the hated humans. Or is it? Like the Black Furies, the Get have come to realize that the Compact eliminates "distractions" in the war against the Wurm. It gives them some influence over the actions of the Vancouver humans, allowing the Garou to use the monkeys as tools against the Wurm. While noble war is, in and of itself, an attractive concept, it wouldn't do to forget the real purpose of that war, and the real enemy. Are the humans the real enemy, or is it the Wurm? Like the Bone Gnawers, some of the Get's leadership fears that war with the humans will leave the world a blasted wasteland into which the Wurm can expand unchallenged.

These thoughts are too deep, and involve too much understanding of politics, for many of the tribe's youth. All they see is that the "old" leaders have lost the fire in the belly that drives the young. The chance to strike a noble blow against the despoilers of Gaia is before the Garou, but what are the tribal leaders doing? *Nothing*.

To complicate things still further, the Get's leaders realize there's a third course of action, one that will benefit their tribe and, indirectly, all the Garou. Tear up the Compact, certainly, but don't go to war. With the Compact annulled, the Get will take over sole control and responsibility for the Great Caern. Obviously, they are the tribe best qualified for the honor. Maybe it would be best to support the Priest of Gaia for the moment, or at least not work against him, until the Compact is eliminated.

## Glass Walkers

Daly and his advisors think that the Priest of Gaia is "off his nut". Overthrowing the Compact and going to war with the humans will accomplish nothing but the destruction of the Garou. It's that simple. The tribe must do whatever it can to make sure everyone else understands this too.

Of course, there's a Catch-22 here. Daly knows it all too well. Most other tribes have a strong "knee-jerk" reaction to the Glass Walkers, and will be predisposed to reject anything they put forward. Thus, overt Glass Walker opposition to Guttooth might just strengthen the charismatic Garou's hold over others. If "reverse psychology" were actually symmetrical, the best thing Daly could do is throw his tribe's vociferous support behind Guttooth, but nothing is ever that simple. As it is, Daly must keep his lobbying quiet and personal.

## Red Talons

There is only one thing about the Priest of Gaia that the Talons don't understand: how could a Shadow Lord have such insight into the way the Red Talons view reality?

The Red Talons wholeheartedly support Guttooth's call to Total War. After all, it's something they have counseled for decades. Any peace with the humans and the cadavers is tacit peace with the Wurm, and that goes against everything that Garou stand for. Finally, the other tribes are starting to face reality, and understand that the Garou have no choice but to hurl themselves into the fray.

The Priest of Gaia isn't perfect, of course. He still clings to some strange ideas. This business about "support from Gaia herself" is nonsense, of course. The Garou are alone in this; they've always been alone. So what? So what if the Total War is one they're doomed to lose? That's what the Apocalypse is all about. It's much better to go into the great void covered in the blood of your enemy than hiding and whimpering in some cave.

## Shadow Lords

At first, when he realized the profound effect the Priest of Gaia was having on the Garou, Lukasz Kawecky couldn't have



been happier. Here was this Shadow Lord doing more to undermine confidence in the policies of Montgomery Abercorn, and the Silver Fangs in general, than he and his tribe had achieved in years. Obviously, this loyal Shadow Lord was arranging things so that his superior, Kaweck, would be able to take over as *de facto* leader of the Garou in the Vancouver area. Kaweck quietly approached Guttooth to make sure that the "Priest of Gaia" was prepared for all the actions Abercorn might take to resist his ouster.

To Kaweck's outrage, he discovered that Guttooth had no intention whatsoever of installing Lukasz as leader of the Garou: he intended to take the position himself. Kaweck cajoled, threatened, even tried to play upon Guttooth's tribal loyalty all with no result. Guttooth wasn't doing this for the greater glory of the Shadow Lords, but for his own personal aggrandizement. That's how Kaweck interpreted it, at least. It didn't occur to Kaweck that maybe, just maybe, Guttooth had more in mind than gaining personal power.

Kaweck went off and thought about this for a while. His rage grew stronger and stronger. While he relished seeing the "Priest of Gaia" whittle away at Abercorn's influence, it galled him no end that he wouldn't be the one to benefit from it. When his rage had reached the bursting point, he enlisted the help of three of the less honorable Garou and sent them to "silence" Guttooth once and for all. Grimly satisfied, he sat back and waited for his "soldiers" to report.

Only two returned, and both suffered from grievous aggravated wounds. They did as they were instructed: they waited until Guttooth was alone, and then fell upon him to rend and slay. But before their claws could so much as score his pelt, something had fallen upon them some sort of spirit presence that rent one of their number limb from limb before they were even aware of it. The other two tried to press the attack, but were set upon before they could. The only alternative was fighting to the death, with no chance whatsoever of harming Guttooth. They chose a tactical retreat.

Kaweck doesn't know what this means. He trusts the skull-breakers he sent after Guttooth, and knows there is no way that the "Priest" could have bested all three of them by himself. He must have some kind of spiritual ally. What could it be?

Since the "incident", the Priest of Gaia has been more vociferous in his claims that spirits from the Deep Umbra will protect the Garou in their Total War in the same way that they protect him personally. Is that the truth? Kaweck wonders. Is Guttooth under the protection of the Celestines or some other mysterious champion of Gaia? Is the defender something more ill-aspected a Bane, perhaps? Kaweck doesn't know. The whole issue warrants more thought.

As for the rest of the Shadow Lord tribe, they largely support the Priest of Gaia. After all, he is a member of their tribe. He's preaching exactly what their own leadership has proposed all along: the removal of the Compact and all other machinations of the hated Silver Fangs.

## Silent Striders

Galen Hawes and Cathy Saynesbury are both outspoken opponents of the Priest of Gaia's plans. The more itinerant members of the tribe who have heard of Guttooth's proposals oppose them too. Still, there's very little they can do. As a group, the Silent Striders are generally distrusted by most Garou, and their arguments count for little with the disaffected youths that the Priest of Gaia has won to his side.

## Silver Fangs

As the popularly accepted champions of the Compact, it's no surprise that the Silver Fang leadership strongly opposes the Priest of Gaia's arguments. The Compact was brought in for very good reasons, and the benefits it represented at its inception still exist today. The senior Silver Fangs argue that it would harm the Garou as a whole, and Gaia herself, to break the agreement.

The vast majority of the tribe agree. There are only one or two junior Silver Fangs who have fallen prey to Guttooth's seductive arguments, and even they waver from time to time. The rest believe that Silver Fang honor requires them to combat this challenge to their leadership.

Still, the tribe can't act decisively against this threat to the peace. Abercorn and his advisors are realistic enough to sense that many of the tribes would like to see the Silver Fangs brought down a few notches. This means that too many of the Garou will interpret any action on the Silver Fangs' part to block Guttooth as just an attempt to shore up their own sagging fortunes and retain their position of dominance.

As if things weren't complex enough, some of Abercorn's advisors believe that this whole "Priest of Gaia sideshow" is actually some machination of Kaweck's, a Shadow Lord strategy to take over leadership of the Garou. Abercorn believes that Kaweck is as put out by this as he is, but the possibility remains, and Abercorn can't ignore it. This forces him to consider, at every juncture, whether he is responding in a way that Kaweck might be directing him.

## Stargazers

Jacques Lapointe finds the whole situation very depressing. He doesn't believe for a moment that the self-styled "Priest of Gaia" is any closer to the "mind of Gaia" than any ambitious Garou. In his years, he's learned to recognize naked ambition for what it is. He's particularly saddened by the alacrity with which so many other Garou have accepted Guttooth's claims of "enlightenment" as the truth. He has spoken often and well against the "Priest's" propositions, but he recognizes all too well that many Garou distrust members of his tribe.

There's more to this whole situation than meets the eye. Although he's not as close to the "mysteries" as the Uktena, Lapointe has a reasonable understanding of things spiritual. There's something that feels... well, not quite wrong, but at least *different*... about the whole thing. He possesses certain Gifts that should make it easy for him to see through any lies. Yet these Gifts seem suspiciously useless in analyzing Guttooth





and his statements. Why is this? It's a question that requires much more deliberation.

## *Uktena*

As a tribe, the Uktena are divided in their reactions to all of this. As individuals, they're heartily confused by this whole "Priest of Gaia" rigmarole. On one hand, they would purely love to see the Compact eliminated, because that would give them an excellent opportunity to gain exclusive control over the Great Caern and its powerful bound spirits. The Priest of Gaia has a very good chance of ousting the Silver Fangs from power and bringing the Shadow Lords to dominance. The Uktena have never been too enthused about helping Kaweck and his followers to replace Abercorn. They do know that trusting the Shadow Lord to keep his promises would be foolish in the extreme. If he happens to become the new leader by himself, he'll be much easier to manipulate than the Silver Fang leadership ever was. Also, if Guttooth succeeds on his own, the basically honorable Uktena will no longer be bound by any agreements they made with the Lords.

There's something highly disturbing about this Priest of Gaia. The Uktena have access to so much spiritual influence and magic. Seeing into the soul of a simple Shadow Lord should be easy. Yet none of the most adept among the Uktena have been able to answer even the simplest of questions about Guttooth: does he believe what he's saying or not? The charismatic Garou seems to be under some form of spiritual protection that blocks all the Uktena's usual techniques of analysis.

What does that mean? Is it as Guttooth says: is he the chosen of Gaia, protected from all enemies and rivals by powerful spirits, or is he an agent of the Wyrms, protected by Banes? Since his appearance, Uktena have made frequent and extensive trips into the Deep Umbra trying to answer those questions. So far, they've been unable to determine anything of use.

For a tribe so used to knowing the answers to those enigmas that bedevil others, this is a new and highly disturbing situation to be in.

## *Wendigo*

The Wendigo are also split over the issues raised by the Priest of Gaia. Jim George, leader of the moderate Chupkheem Sept, is disturbed by the whole thing. He wholeheartedly believes that there are several problems that must be solved in order. To his way of thinking, Guttooth is confusing the issue so much that this logical progression is being lost. This can only harm the Garou as a whole.

The younger, more militant members of the sept see Guttooth as a kindred spirit. They hear his words about the "old folks' policies of nonintervention" and find they resonate with their own emotions. It's only right, they believe, that the Garou should strive against the invading humans.

Then there are other issues that bother the youths. The Garou promoting this view is an invader himself, isn't he? He's a Shadow Lord, and hence one of the European interlopers. Do



the Shadow Lords simply plan to replace the domination of the Silver Fangs with a rule of their own?

All in all, the Priest of Gaia is a breath of fresh air in an environment that the youths find all too stagnant and confining.

## **Motivations**

Does Guttooth serve Gaia? Is he an agent of the Wyrms? Or does he only serve himself? The Garou of Vancouver have different opinions on this issue. There is evidence for each of these possibilities. Most Garou will feel drawn to one of these three interpretations. To complicate the lives of characters trying to penetrate the mystery, friends, colleagues and rivals they meet might argue for any of these possibilities, potentially putting the characters onto a totally false trail. The Storyteller must choose which interpretation he wants to use when running adventures in Vancouver.

### ***Possibility Number One: Guttooth is of the Wyrms***

Guttooth has been chosen, all right, but not by Gaia. He's a servant of the Wyrms, an agent of the Ancient Enemy's corruption. His goal is to drive the Garou toward Total War with the humans. It's a fight they can't win, one that will send them to their doom. (This means that, again, he's an agent of the Apocalypse...)

This answer raises several subsidiary questions. If he's tainted by the Wyrms' corruption possessed by a Bane, for example why can those Garou capable of sensing the Wyrms not detect it? There can be several answers, and individual Storytellers can pick the one or more of the following suggestions that fit the nature of their Chronicle.

The first possible answer is that Guttooth is a pawn of the Defiler Wyrms. This entity can grant some of its minions the ability to conceal its taint from Garou senses, but doing so is exceptionally difficult. Masking the taint of the Wyrms is "expensive" in terms of energy, time, or perhaps even the souls of creatures it must kill to weave its foul magic. The cost is much too high for the Wyrms to do this often, but, when the stakes are high enough, it can do it. This implies that the "Priest of Gaia" is of great significance in the Wyrms' plans. This kind of magical screening also explains why the Uktena and others cannot sense Guttooth's motivations and thoughts or determine whether he's telling the truth. Perhaps Guttooth is guarded by spirits both physically and magically, but not the good aspected ones he describes. Guttooth's plans for war imply that, if he is a minion of the Wyrms, it is the Beast-of-War. However, the Beast-of-War cannot grant its followers immunity from the Garou's senses. So how does Guttooth hide his taint?

The second possibility is that Guttooth believes every word he's saying, explicitly and implicitly. That's why the Uktena and others have not caught him in a lie. He's not lying, but telling the truth as he believes it. He was approached by spirits; he was told he was the Chosen of Gaia, and he set upon the

path he now follows. Unfortunately the spirits who told him this were servants of the Wyrms, and every word they spoke was a lie. In this case, the spirits who protect him from physical harm are also agents of the Wyrms. There's no need to screen his mind from those who would read it to learn if he's telling the truth since he is telling the truth.

Whatever the actual details may be, the Garou of Vancouver can consider themselves honored in a dark, ironic way. Obviously the arrangements they've made have limited the spread of the Wyrms so much that the Ancient Enemy has gone to extremes to eliminate his foes. You've got to be important to have important enemies.

### ***Possibility Number Two: Chosen of Gaia***

Guttooth is telling the truth: he is the Chosen of Gaia. Spirits from the Deep Umbra have groomed him for the task at hand, shaking the Vancouver Garou out of their stable some would say "stagnant" state and forcing them to examine the world in new ways.

Opponents of Guttooth have claimed that the young Garou is using manipulation, subterfuge and persuasive Gifts to attract followers to his cause. So what? His skills and aptitudes are all gifts bestowed by Gaia, so how could it be wrong to use those gifts on her behalf?

Certain Garou have realized that the Priest of Gaia is protected in certain ways by forces beyond their comprehension. Kaweck's "expeditors" found this out to their detriment, while the Uktena sages are frustrated by the way their probes are blocked. As Guttooth claims, these forces are agents of Gaia, or perhaps the Wyld: powerful spirits, perhaps the same ones who selected and groomed him for his task.

Just what is Guttooth's task? Is he an agent of the Apocalypse, the mysterious figure who is to lead the Garou into the final war which will end in their destruction?

Is this a kind of test? Perhaps this is a way of finding out if the Garou are truly committed, willing to do the Right Thing even if it costs their own lives. (In various mythologies, gods are notorious for tests like this.) If this is the case, then the Priest of Gaia will stir up the Garou until they're ready for the final assault and then turn away from the precipice. War will be averted, perhaps at the last possible moment, and the tribes will be allowed to return to whatever existence they choose. One thing is for sure: they'll never be quite so complacent in their view of existence again.

### ***Possibility Number Three: Neither Gaia Nor Wyrms***

Guttooth is lying through his teeth, and this whole thing is nothing but a cunning power play. A skilled con artist, Guttooth has determined the one spiel that will win more of the Garou to his side than any other: a call to Total War against the humans. Absolutely everything he's done has been simple political maneuvering. By playing on the prejudices, fear and rage of the Garou, he intends to sweep away the current tribal





leadership in the Vancouver area, mainly by labeling it "reactionary" and saying it is opposed to the "holy war" to save Gaia. He'll whip the Garou into such a fury that they will oust their leaders and transfer all their loyalty and obedience to the "Priest of Gaia". Once Abercorn, Kawecky and the rest are gone, he'll calm things down again before war actually breaks out. The way he figures it, once he's convinced that Gaia has told him to start a war, it should be easy enough to claim that Gaia told him the time is no longer right and that the war should be "postponed". This is one of the major advantages of claiming "the spirits told me to do it": spirits are notoriously mercurial and inconstant.

Unfortunately, Guttooth might be a little overconfident in his ability to bring the Garou back from the brink of war once the old leaders are gone. While he's convinced that it is he has won the allegiance of the Garou to do with as he wills, it's actually his *message* that has caught them up. His "followers" are actually convinced that Total War is the only just and noble way to go. While his charisma and eloquence definitely helped win them over to accept the truth of his message, they're not holding "his" followers now. The difficulty he'll have in "turning off" the war is inversely proportion to the effectiveness with which he turned it on. To use an analogy, he's like a man who started a raging river flowing downhill by opening the spillway on a dam. Stopping the water that's already flowing is going to be a lot more difficult than closing the spillway.

There are several questions remaining. How come the Uktena and others have been unable to determine that Guttooth is lying? Who or what defeated Kawecky's bully-boys?

Possibly Guttooth has allied himself with various ill-aspected spirits of the Deep Umbra. These could be Banes, but more likely they're spirits that aren't so closely tied to the Wyrms. In return for future "favors", these mysterious entities are protecting him and shielding his deception from the prying magics of suspicious Garou elders, and physically defending him.

Guttooth might not consider such a deal as foolish as it sounds. He might have some plan in mind for reneging on the deal once he has what he wants. (Perhaps when he has total control of the Great Caern, he can use the power of its bound spirits to obliterate, or at least drive off, his erstwhile allies.) Perhaps, Guttooth simply hasn't thought that far. Many times, intense ambition brings with it a kind of short-sightedness, where ardor blinds people to the consequences of their actions. Quite simply, he might not have given sufficient thought to what comes after he's leader of the Vancouver Garou. (It's also quite possible that the Wyrms has clouded his thoughts sufficiently that he's not thinking ahead well enough.)

Another interesting possibility is that Guttooth just doesn't know who or what is protecting him. Obviously some spirits have taken an interest in what he's doing and decided on their own to help him out without discussing it with him. These spirits could be agents of the Wyrms or less obviously aligned



entities. Nobody, least of all Guttooth, knows what their motives might be, or their eventual goals.

This probably disturbs him at a profound level. Something powerful is watching over him, for its own mysterious reasons. It must have occurred to him that it could be the Wyrms. Keeping that possibility in mind, how could he continue with his plan?

Maybe he figures things have gone just too far to turn back, or perhaps he believes he can "deal with" the Wyrms once he's pulled the Garou back from the brink of war. If his secret protector is the Wyrms, that implies the Ancient Enemy thinks he's truly leading the Garou toward the Apocalypse, but that isn't right, is it? Guttooth could find many ways of justifying to himself why he should continue, regardless of the Wyrms' involvement.

Finally, he could have convinced himself that Gaia is protecting him, for whatever reason. There's no way he could believe this deep down, of course, and his doubts probably manifest themselves in some pretty horrendous nightmares.

## *Bringing in the Cadavers*

If the Storyteller is running the "Wheels Within Wheels" and "War and Peace" crossover stories described in the Chapter Five, Guttooth is probably a con man, trying to sweep away current Garou leadership so he can take over. Possibility #3 is the most likely one for the adventure in Chapter 5. As described in the next chapter, he and some of the Kindred have devised this plot together. In this case, Guttooth might have no "spirit protectors". It's the Kindred who are preventing the

elder Garou from learning the truth, and it was a vampire who kicked the stuffing out of Kaweck's enforcers.

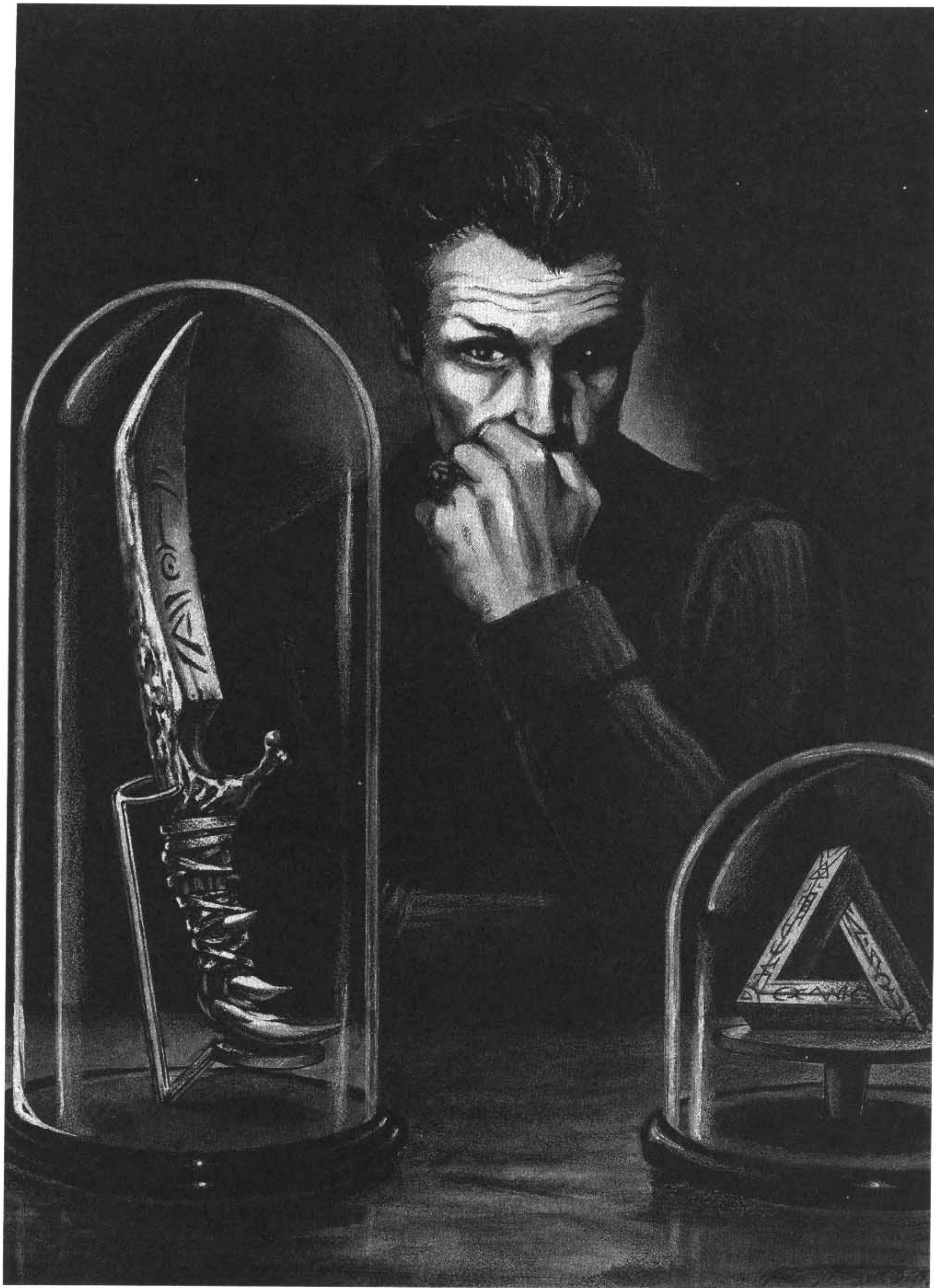
All three of these possibilities fit the observable facts. Storytellers can drop "red herring" hints to make one of the options seem correct, and then make another one seem more likely, adding intrigue and complexity to the story. The Storyteller must remember which option is the true one, and adjust his campaign accordingly.

## *Conclusion*

Although the Priest of Gaia is leading the Vancouver Garou toward war, for whatever reason, the Apocalypse is not coming immediately. Even though Guttooth has gained quite a following, any society has an innate resistance to change. While the more militant young Garou might be talking about war, there's a big difference between discussing a genocidal, suicidal conflict around a nice, comfortable bonfire and actually ripping out throats. Guttooth still has a long way to go before war is close. Of course, many of the elder Garou will be doing whatever they can to prevent things from ever going that far.

The situation is sufficiently volatile that the players can really make a difference on either side of the issue. Will they throw in their lot with the Priest of Gaia and help drive the Garou toward Total War? Will they join the elders in trying to council peace? Or will they take some middle course, perhaps simply trying to stay uninvolved? Whichever course they follow, the political situation in Vancouver will make sure they're faced with many challenges.







# Chapter Four: And the Dead Shall Rise...

*There is no god up in the sky, tonight.  
No sign of heaven, anywhere in sight.  
Pigface, "Suck"*

The Kindred consider Vancouver to be a unique city, not only because of its past, but also because of its present and its effect on the rest of the vampire community. Most princes elsewhere in the world know of Vancouver and are aware of its reputation as a "safe haven". The Masquerade is firmly in place in Vancouver. The Anarchs and the Sabbat, despite their best efforts, still haven't infiltrated the city. The Camarilla has left the city's vampires to do very much as they please.

There are many ways to get the characters involved in Vancouver, but getting them there is more of a problem. A character can't really be native to the city unless she was turned before the prince's laws were promulgated. She must gain entrance either by land, sea or air. If she's traveling alone, this will not be a problem. The werewolves around the city have agreed to let in single vampires, as long as they don't suspect them of being part of a group trying to enter one by one. If the players are coming in with a group, there are several methods the Storyteller can use to allow them to bypass the Garou's security around the city. One method is to let them somehow "slip by" the lupines, perhaps due to squabbles within the tribes leading to a decrease in attention. Another method is to ambush the characters with lupines on their way to the city.

This fight to get to the city could be a small story in itself. Once the vampires are within the city limits, the werewolves will give up the chase.

## *Politics of the Dammed*

*All politicians will lie when its politically expedient. The people demand it of them.*

- Greg Bear

Theoretically, the political structure of Vancouver should be quite straightforward. Siegfried is said to rule with absolute power, and no one should question his authority. Unfortunately, this isn't quite the case. Unlike most cities, the Prince of Vancouver has not only been around since the city started, he actually founded the city. Siegfried knows everything there is to know about the city: where havens are, where the best feeding grounds are, what the fastest way to False Creek from Water Street is...everything. However, Siegfried doesn't know everything about the vampires who inhabit Vancouver. Many of them have their own private agendas, and some are not quite what they seem to be.



## Major Players

The following sub-sections introduce the major “movers and shakers” in Vancouver and their connections with the important political machinations going on in the city. These characters are discussed in more personal detail later in this chapter under the “clans” section.

### Siegfried

Siegfried controls much of Vancouver's resources. Both *The Vancouver Sun* and *The Province*, the city's two main newspapers, are owned by holding companies which in turn are ultimately owned by the prince. The province's major television stations and many of the radio stations are also owned by Siegfried. When a Hunt is called against someone in Vancouver, the media will print or report a seemingly normal story which will be filled with code words understood by Siegfried's brute squad. This will efficiently alert everyone who would participate in the Hunt.

British Columbia's main source of revenue is from forestry products. Siegfried owns a company called Macmann and Blundel (M&B), the main forestry company of the province. As part of the negotiations for peace with the Garou, Siegfried promised not to log certain areas of the province. He ensured that those areas that were logged and replanted as efficiently as possible. So far, Siegfried has kept his promise to the lupines, but recently there have been some problems.

Many of Vancouver's night clubs are owned by vampires, though not necessarily by vampires who currently live in the city. This “absentee landlord” situation is another thing that distinguishes Vancouver from other cities frequented by the Kindred. The two main vampire clubs, Luv-A-Fair and Graceland, are owned by Siegfried and operated by his ghouls. The city's vampires can come and go within these establishments. They can feed off the patrons as long as the city rule about not killing vessels is upheld.

Siegfried also has vast influence over the city police and the local government. Even the RCMP isn't beyond the prince's influence. If someone is disturbing the peace of the city, they might find themselves thrown in jail and left there until it's dangerously close to sunrise. Control of the government and law enforcement agencies also ensures that Siegfried's clubs aren't bothered during the night. Business licenses for other elders who might want to invest in Vancouver can be provided or withheld depending on how the prince feels about the individual in question.

Absolute control over Vancouver is very important to the prince for a couple of very good reasons. If for some reason the prince were to be deposed, he'd have nowhere to run. The Garou watch the roads, marinas and airport with great vigilance. Most of the outlying districts, as well as towns in the interior of the province, are also firmly in the hands of the lupines. For these and other reasons, Siegfried struggles to maintain iron control over Vancouver and its surrounding suburbs.

On the surface, the prince appears to be ruling the city with an iron fist. In reality, however, the politics of the city sometimes called “Hollywood North” are changing rapidly. Recently, Siegfried sent several of his most trusted vampires to Victoria to find out what had happened to the small vampire population on Vancouver Island. These lieutenants have failed to return. There is no evidence of what has happened to them. The loss of these powerful enforcers has left Siegfried's position somewhat weakened, allowing his enemies to initiate plans to overthrow him. In addition to the loss of these vampires, Siegfried's attention has now been drawn away from happenings in Vancouver. It is now concentrated on the “sleepy” city of Victoria, just at the time when he should be totally focused on his own territory.

### Julie Foster

Julie is the trusted lover of Siegfried and has been with him for about two hundred years. Julie is completely loyal to the prince and would follow him into Final Death if necessary. Julie has no interest in the political dealings of Vancouver. She knows of Siegfried's holdings and helps in managing some of his companies. Julie is initially concerned with Victoria because it is bothering Siegfried.

Any newcomers to the city who want to contact Siegfried must go through Julie first. If a vampire can win the confidence of Julie, she'll petition the prince to grant an audience. Vampires going before the prince had better have a damn good reason to see him, and if they plan to make any accusations about other Kindred who have broken the Prince's Laws, they better have incontrovertible evidence.

### Stalest

Stalest originally fled to Vancouver many years ago when an attempted coup against the prince of her city ended in failure. (She won't say what city that was.) She was impressed with how Siegfried had set up “his” city, and has been secretly plotting his overthrow since then. Unknown to anyone except Necross, she has a small following of vampires in Vancouver, most of whom are blood bound to her. She has also secretly made contact with one of the lupines living in the Vancouver area (actually, Guttooth of the Shadow Lords). The two of them have devised a plot to force conflict between the Kindred and Garou of British Columbia. The two of them will then deal with their respective societies, earning their respect. Stalest has also invested in several organizations, including anti-logging groups. These organizations oppose Siegfried's companies, creating more headaches for the prince and distracting his attention from the vampire community.

The loss and possible destruction of the vampires who went to Victoria has finally given Stalest the opportunity to start her major campaign. Her main strategy is to discredit Siegfried's ability to control Vancouver and maintain its peace. She wants to gain influence in Vancouver and show her ability at keeping the historic peace while demonstrating Siegfried's inability to maintain what he started so long ago. She knows that this is the only way she'll be able to depose the prince.



After all, the powerful vampires who stay out of Vancouver's night life wouldn't take kindly to a war against the prince disturbing their quiet nights. Stalest will try to use any newcomers in Vancouver to accomplish her plan.

## Lyle

Lyle's interest in the politics of Vancouver is limited by his desire to maintain the city's peace and stability until his master awakens. Lyle will support Siegfried until he believes the prince has lost his ability to rule. Unfortunately for Siegfried, Stalest knows this and is trying to convince the powerful Lyle to support her bid for power. However, she does not know Lyle's motivations in Vancouver. Stalest wants to help guard Lyle's master. Lyle will help no other faction or group unless he believes they're essential to maintaining the peace.

## Necross

Necross knows all about Stalest's secret machinations. He also knows about Lyle's power and his reason for being in Vancouver. Fortunately for Stalest, Necross really doesn't care what happens in the streets of Vancouver. All he wants is to be left alone with his Great Library and his friends, the Nosferatu. The only way any vampires could gain help from Necross would be convincing him that the impending conflict will be a threat to the Great Library.

## Derek

Derek is a good soldier who is loyal to Siegfried. He wasn't in Vancouver when the peace treaty was originally negotiated, and he is secretly waiting for the time when it collapses so he can show those foul lupines who's master once and for all. Derek's eagerness for a fight is being used by Stalest to further the tension between the Kindred and the lupines. Derek will generally be receptive to anyone who openly dislikes the lupines, but his value as an ally is limited. His political savvy and real political power may not be enough to achieve his goals.

## The Slumbering Giant

There is an invisible player behind the scenes in Vancouver: the ancient Methuselah sleeping under Simon Fraser University. His (or her?) name is not known by anyone except Lyle, who guards his master jealously. This Cainite has been in North America longer than any other known vampire, well before Menele or Helena pursued their ancient vendetta to the New World (see *Chicago By Night*). He (she?) was the sire of Mictantecle, the legendary elder rumored to sleep in Mexico (see *Awakening, Diablerie: Mexico*).

This ancient Kindred travelled long ago through what the Garou now call the Pure Lands. The Methuselah has been both friend and foe to the Garou. It has an immense knowledge of their ways and knows how to anticipate their reactions. Indeed, the vampire is privy to many mystical secrets unknown to any living Garou. It could in fact be the Childe of Gangrel herself. (If this is so, it may have powers of Animalism that

allow it to manipulate Garou as other Gangrel manipulate rats or dogs.)

The situation in Vancouver is largely due to the desires of this vampire. The peace accord with the Garou was implemented to prevent the werewolves from hunting down vampires and possibly threatening the sleeping Cainite. The "safe haven" aspect of the city was enacted to prevent the political squabbles of the Kindred from causing too much violence in the area. It was implemented so that the city would not attract thirsty anarchs or vengeful Sabbat. In all these affairs, Siegfried was a puppet to the Methuselah.

He could not remain a puppet for long. The torporous Methuselah feared that Siegfried would begin to slowly suspect the subtle manipulations. Julie Foster has also suspected what is really going on. The ancient one has pulled back recently, leaving Siegfried free to act as he pleases. It is possible that the actions in Victoria are an attempt by this ancient Cainite to distract Siegfried from other investigations.

As far as the Methuselah knows, Stalest is a wild card. It is not worried about her, as she can be brought under control at anytime (or so the Methuselah believes). Is there another power in the area? Is it manipulating Stalest? Is it some ancient enemy of this nameless elder, or perhaps the Wyrms itself?

If the events in Vancouver get hectic enough and war erupts, then this Methuselah might finally rise from its centuries-long torpor. It will be thirsty. There are many powerful vampires in Vancouver. Could these have been drawn to the city as vessels to slake this bestial Cainite's thirst when it awakens?

## The Clans

*Do not pass by my epitaph, traveler.*

*But having stopped, listen and learn, then go your way.*

*There is no boat in Hades, no ferryman Charon, no caretaker Aiakos, no dog Cerberus.*

*All we who are dead below have become bones and ashes, but nothing else.*

*I have spoken to you honestly, go on, traveler, lest even when dead I seem loquacious to you.*

Roman funerary inscription

The Kindred use Vancouver as a safe house for those in trouble and as a jumping-off point to the Far East. The vampire population is always changing, even with the problem of the lupines at the borders. The stable population of Vancouver consists of only 20 vampires. The low "core" vampire population serves the prince's needs. It's easier for him to keep tabs on everyone and ensure that no one is in direct conflict with the lupines who surround the city. Vancouver does attract many wayfarers, though. They either pass through to other ports or seek asylum from the harsh world outside. As discussed earlier, many vampires have a philosophical or financial interest in Vancouver, so Storytellers should feel free to use any of the characters from the Chicago and Milwaukee sourcebooks as temporary visitors to the city by the bay.



This section discusses the presence and significance of the different Kindred clans and provides character descriptions for key individuals.

## Assamites

Some time ago, before he established himself as prince of the city, Siegfried was the target of an Assamite. He discovered this and eventually destroyed the assassin, earning some degree of grudging respect from the Assamite clan. Since this encounter more than 50 years ago, Siegfried has developed his relationship with the clan and believes he has set certain rules under which they can operate in his city. The Assamites may use the city and Siegfried's resources in order to find their targets and learn as much about them as they need to track them. The clan will not violate Siegfried's prohibition against openly carrying out a contract while the target is within Vancouver's city limits. Siegfried has announced this ruling to some other princes, and this has increased Siegfried's prestige. It has also enhanced the lure of Vancouver as a safe city. However, while the law has not yet been broken, it is doubtful whether the clan truly respects this ruling at all. Few things, especially the ephemeral laws of worldly princes, will prevent an Assamite from performing his duties.

There may be a member of this clan in Vancouver at any given moment, either using the city to dig up background on a target or as a stopover on the way to some other city. Assamite characters will be told by their clan to avoid openly engaging targets while within Vancouver. The clan wants others to believe they are safe in the city. This will make it easier to kill important targets when the time comes.

## Brujah

Vancouver has a very small number of Brujah. They don't act like other members of their clan. The Brujah of Vancouver don't have the freedom of expression they're entitled to elsewhere in the world. Even the slightest sign of rebellion against the prince's authority leads to the calling of a Blood Hunt. With so many powerful Kindred having interests in Vancouver, Siegfried can't afford any mischief or possible conflicts within the city. Considering that the Brujah are known for this sort of activity, Siegfried has all but purged the Brujah from Vancouver. The small number of Brujah in Vancouver keep to themselves and keep their noses clean, following the Prince's Laws and keeping a very low profile.

Brujah newcomers to Vancouver are closely watched by Siegfried's people. This surveillance will be very blatant. In fact, Siegfried's people will go out of their way to make sure the Brujah know they are under surveillance. Brujah characters should be aware that the prince probably knows where their haven is. He probably knows what they are up to on a nightly basis.

## Parker

Before becoming a vampire, Parker was a bouncer at one of early Vancouver's drinking establishments. It happened to be

owned by Siegfried. Being a bouncer suited Parker's violent nature, and working for mysterious employers wasn't something he minded in the least. After all, he'd worked for rum-runners in the past.

Parker's only friend was a fellow employee of the prince named Bruce Courter. As far as Parker knew, Bruce was hired muscle. When Parker was bored of being a simple doorman, he asked his friend to talk to their employer for him. Parker made a career move...

**Sire:** Bruce Courter

**Nature:** Survivor

**Demeanor:** Bravo

**Generation:** 11th

**Embrace:** 1920

**Apparent Age:** 22

**Attributes:** Strength 5, Dexterity 4, Stamina 4, Charisma 2, Manipulation 2, Appearance 3, Perception 4, Intelligence 2, Wits 4

**Abilities:** Alertness 3, Brawl 3, Dodge 3, Intimidation 3, Streetwise 2, Drive 2, Firearms 4, Security 2, Stealth 2, Survival 3, Linguistics 1 (French), Computer 2, Area Knowledge 3 (Vancouver)

**Virtues:** Conscience 3, Self-Control 5, Courage 5

**Disciplines:** Celerity 2, Fortitude 2, Potence 3, Presence 2

**Background:** Herd 1, Resources 2

**Humanity:** 5

**Willpower:** 8

**Blood Pool/Max per turn:** 12/1

**Image:** Parker is a tall man with brown hair and brown eyes. He usually wears biker leathers, but grudgingly dons a suit whenever he's performing an official duty for the prince.

**Roleplaying Hints:** Parker feels himself to be superior to most people he meets and sometimes doesn't conceal his feelings. He will not go out of his way to befriend or help





anyone, but he can be won over to become a loyal friend under the right circumstances.

**Haven:** Parker owns a small apartment in the suburb of Burnaby, but sometimes spends his days in one of the rooms at Luv-a-Fair or Graceland.

**Influence:** Parker is just a muscle-man for the prince, but he does have a reputation for loyalty. If the players can convince him that Siegfried would benefit by seeing them, he may be able to get them an audience with the busy prince. He will require at least two days notice.

## Kyle

Kyle Forbensen was always a rebel and a troublemaker. Death hasn't changed things. He and his group got involved in an anarch uprising in Seattle against Justicar Petrodon's Archons and were nearly wiped out. They fled in different directions, with Kyle winding up in Vancouver.

Since arriving in Vancouver, he has fallen completely in love with the beautiful Stalest and has become blood bound to her. His feelings for her are known to the vampire population, but his bond to her is not. Like Neil, Kyle is being used by Stalest to further her plans to take over Vancouver for herself.

**Sire:** Susan Drange

**Nature:** Curmudgeon

**Demeanor:** Deviant

**Generation:** 8th

**Embrace:** 1406

**Apparent Age:** 29

**Attributes:** Strength 4, Dexterity 5, Stamina 4, Charisma 3, Manipulation 2, Appearance 3, Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 3, Brawl 4, Dodge 3, Streetwise 3, Drive 2, Fast-Draw 3, Firearms 3, Stealth 2, Investigation 2, Politics 3, Vancouver Knowledge 2

**Virtues:** Conscience 3, Self-Control 3, Courage 4

**Disciplines:** Celerity 3, Fortitude 2, Potence 3, Presence 4, Protean 2,

**Background:** Resources 2

**Humanity:** 5

**Willpower:** 7

**Blood Pool/Max per turn:** 15/3

**Image:** Kyle is an impressive man with neatly trimmed hair and deep blue eyes. His muscular frame is usually clad in a white t-shirt and torn blue jeans.

**Roleplaying Hints:** Stalest means everything to this Kindred and he knows of his importance to her. He's obviously not used to following orders, and his more cynical nature will only be hidden when Stalest walks by.

**Haven:** Kyle has no set haven but does rent an apartment in Vancouver.

**Influence:** Kyle has no influence over anyone anymore; it's been a while since he's thought for himself. Right now, he's being used by Stalest as a go-between to maintain contact with Guttooth the Garou.



## Bushi

There's only one member of this intriguing Japanese clan currently in Vancouver. No one, including Siegfried, knows what to make of him. The Japanese have decided to open relations with the Prince of Vancouver in order to establish shipping warehouses for their continuous expansion into the West. There are many Japanese business contacts in Vancouver at this time. Everything from cars to vinyl model kits can be found entering the warehouses. These goods are then sold to the citizens of Vancouver and the rest of Canada.

## Yokoshi

Yokoshi entered the realm of the realm of undead and became a child of Susanoo just like all the first-born of the Bushi clan's next generation. Becoming a Bushi was all Yokoshi had prepared for during his mortal life. (The Bushi clan is described in the Appendix.)

His first major mission for his lord was to venture to the city called Vancouver. There had been strong rumors for many years about a Lupine-Kindred peace, and his master had to know if this was true. The Japanese had their own problems with the lupines for many centuries, and if the secret behind this peace could be discovered, then maybe the same thing could be set up in Japan, leaving the masters to concentrate on more important things.

**Sire:** Yashiri

**Nature:** Traditionalist

**Demeanor:** Conformist

**Generation:** 10th

**Embrace:** 1901

**Apparent Age:** 30

**Attributes:** Strength 3, Dexterity 4, Stamina 3, Charisma 3, Manipulation 3, Appearance 3, Perception 3, Intelligence 3, Wits 4



**Abilities:** Alertness 3, Diplomacy 3, Dodge 3, Empathy 2, Leadership 2, Poetic Expression 4, Streetwise 3, Archery 3, Debate 3, Etiquette 4, Firearms 1, Game Playing 3, Martial Arts Weapons 4, Bureaucracy 3, Finance 3, Investigation 3, Linguistics 3, Politics 2

**Virtues:** Conscience 4, Self-Control 4, Courage 5

**Disciplines:** Celerity 3, Fortitude 2, Kai 5, Potence 2, Presence 3

**Background:** Herd 2, Resources 4, Retainers 1

**Humanity:** 7

**Willpower:** 9

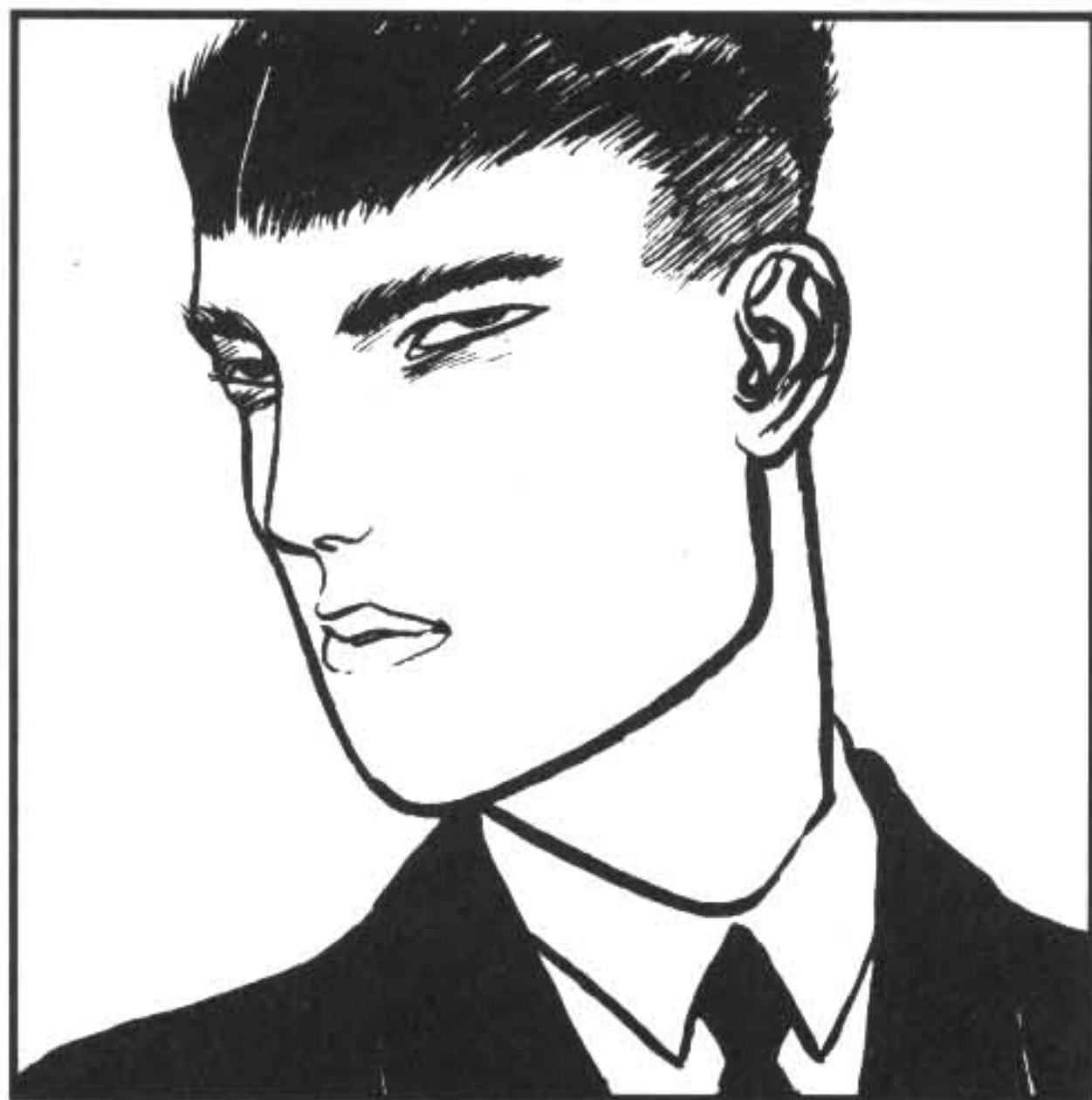
**Blood Pool/Max per turn:** 13/1

**Image:** Yokoshi stands about 5'8" and has very short black hair. He's always dressed in expensive black or dark blue suits and is sometimes followed by his ghoul retainer, an old and frail looking Japanese man.

**Roleplaying Hints:** Yokoshi is in Vancouver for a purpose. He is performing a duty for his lord (refer to the Appendix for details on how significant this is). He will introduce himself politely to any Kindred he meets and inquire where they are from. He will be more friendly toward anyone who can give him substantive information about the peace. If the characters can convince him that a Vancouver Kindred is trying to destroy that peace, Yokoshi might consider it in his master's best interests to help rectify the situation.

**Haven:** Yokoshi is spending his days in an expensive apartment in False Creek.

**Influence:** Yokoshi has no real influence in Vancouver, but he knows about the Nosferatu. He also knows the name of their leader: Necross. If the players have Yokoshi backing them up when they confront the prince about Stalest's political doings, it will add credence to their claims, since Siegfried knows of Yokoshi's strange honor.



## Caitiff

Siegfried is interested in arranging things, so heads of the various clans owe him favors, as well as investments in his city. As the Caitiff have no real clan structure, he views them with utter disdain. The only difference between the Caitiff and the Brujah in Siegfried's eyes is that the Caitiff are more respectful, and thus can be used.

When a Caitiff enters the city, Siegfried's "security staff" will observe her closely and evaluate her powers. If they deem her to be powerful, they'll offer her temporary employment on the prince's staff. Whether they're offered employment or not, Caitiff characters will find that the other vampires of the city talk down to them and pressure them to leave the city as soon as possible.

## Cecil

Cecil was one of those people who others thought would eventually die from a knife in the back. He was born in Chicago, and he ran with whatever gang was the meanest. While trying to dodge the law in Canada, he tried to mug an old man for drug money. To his surprise, the old man happened to be a vampire, who in turn was surprised by the viciousness of the young mortal. The old man quickly Embraced Cecil. For the next three years, the two of them raised merry hell across the northern states until they were confronted by a group of vampires in New York.

The old vampire was killed in the fight, but Cecil managed to escape and fled to Vancouver. He traded safety for his service to Siegfried, and found himself liking the role of an enforcer.

**Sire:** Unknown Caitiff

**Nature:** Bravo

**Demeanor:** Deviant

**Generation:** 12th

**Embrace:** 1952

**Apparent Age:** 18

**Attributes:** Strength 5, Dexterity 4, Stamina 3, Charisma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Athletics 3, Brawl 3, Dodge 2, Intimidation 2, Drive 4, Firearms 3, Melee 3, Bureaucracy 2, Investigation 2, Law 1, Area Knowledge 2 (Vancouver)

**Disciplines:** Celerity 3, Fortitude 3, Potence 3, Presence 2

**Humanity:** 5

**Willpower:** 9

**Blood Pool/Max per turn:** 11/1

**Image:** Standing about six feet tall, Cecil has long greasy hair and almost always wears a pair of sunglasses. His well-muscled arms and body are covered by tattoos of all sorts, but are usually concealed by a black leather jacket covered with chains and studs.

**Roleplaying Hints:** Cecil is mean, cruel and sometimes even sadistic. He likes causing pain, and will jump into a fight without hesitation. He's rude and obnoxious to people he





doesn't know and often to people he does. His degrading commentary is something of an art form to him.

**Haven:** Cecil has no permanent haven. He likes to hide out downtown so he can wake up where all the action is.

**Influence:** Cecil is now head of Siegfried's brute squad, but has little influence with anyone other than his fellow enforcers. Cecil isn't liked by anyone and knows little about the politics of Vancouver (even though he often pretends he knows much). Cecil takes a liking to anyone who looks really tough, and will try to convince them to join his enforcers. Cecil is loyal to Siegfried only because he's terrified of the prince and his mysterious supporter Lyle.

## Other Caitiff

There are a few other Caitiff in the city, but the number of these vampires usually remains low. The other Caitiff are either loners or lesser servants of either Stalest or Siegfried.

## Gangrel

The Gangrel enjoy a special place in Vancouver's vampiric society. Since the city is surrounded by wilderness populated by many Garou, Siegfried has several Gangrel advisors. The large Gangrel population of Vancouver is responsible for providing a line of defense in case of lupine troubles. In fact, many of the Gangrel now in Vancouver were involved in the meetings between Siegfried and Montgomery Abercorn, the leader of the local Garou. The Gangrel, as a rule, stay out of politics and perform their duties as peacekeepers, ensuring that young vampires from other cities and young lupines don't endanger the already precarious peace.

The leader of "the Pack", as the Gangrel are known in the city, has contact with and is accepted by some members of the lupine community in British Columbia. In fact, several of the Gangrel have their havens near lupine communities. They feel almost as much kinship with certain Garou as they do with

those of their own kind. (If you, as Storyteller, are creating a story based around Kindred-Garou conflict, but your players are all playing vampires, it would be useful to introduce the characters to some Gangrel early in the story. These vampires will probably be the characters' only way of making contact with the Garou.)

New Gangrel arrivals to Vancouver are usually contacted within the first few nights by other Gangrel in the city and invited to run with "the Pack". Siegfried won't bother any Gangrel newcomer as long as he doesn't endanger the peace. (In fact, Gangrel will find they have the most freedom of any of the clans in this tightly controlled city.)

## Simon

Simon Lollen always had everything he wanted. When he was a child, his rich parents bought him toys and hired the best tutors. As a young man, Simon went to the best schools. The big city was never friendly to Simon. Leaving his parents and their nearly inexhaustible wealth behind, Simon traveled the world alone. On his travels, Simon fell in love with a young woman named Illana, who became fascinated with this man who traveled the world without money or support. She rewarded his self-sufficiency by Embracing him.

Together Simon and his Sire traveled the wilderness regions of the world and eventually ended up on the west coast of North America. Simon discovered Siegfried and Julie Foster in the small town that would eventually become Vancouver. He was impressed with the Ventrue's knowledge and raw charisma.

That was many years ago. Although both Illana and Simon still travel, they always seem to end up back in Vancouver. Simon was instrumental in the peace process which now holds between the Garou and Kindred. He is trusted by both Siegfried and key Garou, including Montgomery Abercorn and Roger Daly.

**Sire:** Illana

**Nature:** Architect

**Demeanor:** Survivor

**Generation:** 9th

**Embrace:** 1734

**Apparent Age:** 30

**Attributes:** Strength 5, Dexterity 5, Stamina 4, Charisma 4, Manipulation 2, Appearance 3, Perception 4, Intelligence 4, Wits 3

**Abilities:** Alertness 4, Brawl 4, Diplomacy 4, Dodge 3, Empathy 3, Leadership 3, Animal Ken 5, Etiquette 2, Firearms 3, Melee 5, Stealth 4, Survival 3, Bureaucracy 1, Finance 2, History 4, Linguistics 4, Lupine Lore 3, Area Knowledge 3 (Vancouver)

**Virtues:** Conscience 3, Self-Control 4, Courage 4

**Disciplines:** Animalism 5, Celerity 3, Fortitude 4, Obfuscate 1, Potence 4, Protean 4

**Background:** Resources 5, Status 3

**Humanity:** 8





**Willpower:** 8

**Blood Pool/Max per turn:** 14/2

**Image:** Simon stands about 5' 9", with well kept dirty-blond hair and striking blue eyes. He's usually dressed in jeans and a trench coat or other long jacket. He usually conceals a large knife.

**Roleplaying Hints:** Simon is rather quiet unless someone brings up the subject of history. At that time, Simon will dive into the conversation with enthusiasm. He's very polite and "proper" around others (a legacy of his "proper" upbringing). Simon is very protective of Illana, and will become jealous if anyone spends too much time with her.

**Haven:** Simon doesn't have a set haven, but will stay wherever Illana is, never straying too far from her side.

**Influence:** Simon is part of the historic peace process between the Garou and the Kindred of Vancouver. He has great influence with Siegfried's faction of Cainites, and some limited influence with the Garou's leadership. Siegfried trusts Simon about as far as he trusts anyone, and will listen to any character who has Simon's backing. Simon tends to stay out of the politics of the city, and he doesn't know about Stalest's lust for power or anything about the difficulties Montgomery Abercorn is having with the "Priest of Gaia".

## Illana

Illana was surprised to find out about the existence of werewolves, and quickly sought them out while still a young vampire. After a couple of close calls, she befriended the Garou and found she preferred their company to that of the Kindred. For centuries now, she has traveled the world, spending her time with lupines rather than vampires and only going to the city for blood.

Illana found Simon in a small town in Southern Italy and was impressed by his love for the wilderness. She allowed him to travel with her for some time before she blessed him with the

curse of immortality. Since then, he's been her constant traveling companion and her only real link to the vampire community.

Since she chose Vancouver as her base of operations, she's made contact with certain younger Garou. She finds them less conservative, and thus more interesting, than the traditionalist elders. Her contacts are largely among the more "enlightened" tribes, such as the Glass Walkers and the Children of Gaia.

When the Kindred-Garou conflict started to escalate, Illana placed herself "out of the loop". She was distracted with other important concerns. When she realized what was going on, she found that the level of distrust and hatred that the younger Garou felt toward the Kindred was so great that her normal contacts would have nothing to do with her.

**Sire:** Unknown

**Nature:** Survivor

**Demeanor:** Loner

**Generation:** 8th

**Embrace:** 1214

**Apparent age:** 21

**Attributes:** Strength 5, Dexterity 5, Stamina 5, Charisma 3, Manipulation 2, Appearance 3, Perception 5, Intelligence 4, Wits 4

**Abilities:** Alertness 5, Athletics 3, Brawl 4, Dodge 5, Empathy 3, Intimidation 3, Animal Ken 3, Melee 4, Stealth 5, Survival 5, Faerie Lore 3, History 3, Lupine Lore 5, Naturalist 3, Spirit Lore 3, Area Knowledge 3 (Vancouver)

**Virtues:** Conscience 4, Self-Control 4, Courage 4

**Disciplines:** Animalism 5, Auspex 2, Celerity 3, Fortitude 5, Obfuscate 2, Potence 2, Protean 5

**Background:** Resources 4

**Humanity:** 7

**Willpower:** 10

**Blood Pool/Max per turn:** 15/3





**Image:** Illana is a small and beautiful dark-skinned woman with brown hair and gray eyes. In the city, she'll be dressed in fine clothes. In the wilderness, she'll shed her clothes until she's wearing almost nothing.

**Roleplaying Hints:** Almost all her vampiric existence has been spent in the wilderness with the Garou. Illana distrusts most vampires, but has some respect for Siegfried. She prefers to stay away from the city and will never start a conversation with another Kindred, but will respond politely to other Gangrel who greet her. She will only help the characters if they have the backing of Simon and they are helping the Garou in some way.

**Haven:** Illana will only sleep in the wilderness, staying away from the city as much as possible. During the night, she can be usually found near Lupine communities.

**Influence:** Illana shuns the city and has no real influence with any vampires in the city. In fact, she only knows a few. On the other hand, she has some degree of influence with the more moderate lupine tribes around Vancouver (This will evaporate all too quickly when tensions start to get high.)

## Derek

Derek Hillen always wanted to be important. Since he came to Vancouver, he got his wish. Derek traveled from city to city, helping the Kindred do battle against their enemies, the Garou. Hearing that the "untamed west" was a vast wilderness teeming with lupines, he traveled to California to do battle. Eventually, Derek wandered north and was recruited by Siegfried, a vampire of incredible charisma, to help protect a "city under siege". That was many years ago, and now Derek is the leader of the Vancouver Gangrel (nicknamed the Pack) and only answers to Siegfried.

**Sire:** Mark Decker

**Nature:** Fanatic

**Demeanor:** Survivor

**Generation:** 10th

**Embrace:** 1806

**Apparent age:** 34

**Attributes:** Strength 5, Dexterity 5, Stamina 4, Charisma 3, Manipulation 3, Appearance 2, Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 4, Brawl 4, Dodge 4, Intimidation 3, Leadership 3, Subterfuge 2, Animal Ken 2, Drive 2, Firearms 4, Melee 4, Stealth 4, Survival 2, Investigation 2, Politics 3, Lupine Lore 2, Area Knowledge 3 (Vancouver)

**Virtues:** Conscience 3, Self-Control 3, Courage 5

**Disciplines:** Animalism 3, Celerity 2, Fortitude 5, Potence 3, Protean 3

**Background:** Herd 2, Status 3

**Humanity:** 7

**Willpower:** 9

**Blood Pool/Max per turn:** 13/1

**Image:** Derek spends most of his time prowling on the outskirts of Vancouver and the suburbs and dresses accord-



ingly. He stands just under six feet tall and has very short brown hair and several scars across his very square face. His eyes shine with an almost crazy gleam that hints at insanity. The large Bowie knife he carries makes most Kindred uneasy.

**Roleplaying Hints:** Derek is a fanatic soldier in the eternal battle against the Garou, or at least that's how he describes himself to anyone who will listen. Derek speaks using as many military terms as possible. He calls Siegfried "sir" and salutes him. Siegfried knows Derek isn't completely stable, but he also realizes that Derek is a very capable fighter and inspires discipline in the other Gangrel.

**Influence:** Being the leader of the Gangrel, Derek seemingly has a lot of influence in Vancouver. Few of the other Kindred of Vancouver take him completely seriously, although they treat him with some respect when he's around. Derek is the only Gangrel who refuses to have any interaction whatsoever with the Garou in the Vancouver area. Derek will eventually meet with any newcomers to the city to lecture them about where not to go in and around Vancouver. He can introduce the characters to Simon, one of the two Gangrel who don't follow his orders.

## Other Gangrel

There are nine other Gangrel living in Vancouver and helping to protect the peace. The character template provided below can be used for these other Kindred.

**Nature:** Survivor

**Demeanor:** Loner

**Generation:** 12th

**Apparent age:** mid to late twenties

**Attributes:** Strength 3, Dexterity 4, Stamina 4, Charisma 3, Manipulation 1, Appearance 2, Perception 3, Intelligence 2, Wits 3.



**Abilities:** Alertness 3, Athletics 3, Brawl 3, Dodge 3, Empathy 2, Animal Ken 2, Drive 1, Firearms 2, Stealth 3, Survival 2, Tracking 2, Lupine Lore 2

**Virtues:** Conscience 3, Self-Control 4, Courage 3

**Disciplines:** Animalism 2, Celerity 1, Fortitude 2, Protean 1

**Humanity:** 7

**Willpower:** 7

**Blood Pool/Max per turn:** 10/1

All Gangrel in Vancouver will be equipped with walkie-talkies and carry handguns with silver bullets.

## Malkavians

There three clans that are unwelcome in Vancouver. The first two are the Brujah and Caitiff; the Malkavians are the third. Since Siegfried views the members of this clan as insane and quite unpredictable, he sees them as a possible threat to the strict order he wishes to keep within Vancouver. Currently, there's only one Malkavian in Vancouver (that is, only one has been found...)

Malkavians who visit Vancouver will be watched and generally treated in the same way as the Brujah. Companions of a Malkavian are told that they're responsible for their companion's behavior and will be punished along with him for anything he does to disturb the order of the city.

## Necross

Necross is the city's only Malkavian, and, strangely enough, he's the leader of the Nosferatu. He's extremely intelligent and helped found the Great Library. Nobody is quite sure how old Necross is, where he came from or who sired him. Necross himself isn't giving out any answers. Rumor has it that Necross has a lot of arcane knowledge, including such gems as how to break a blood bond and how to attain Golconda. This may all be true, but anyone trying to make any sense of Necross' directions really deserves what he gets.

The Nosferatu are the only ones in Vancouver who know Necross is a Malkavian. The fact that Necross is not a Nosferatu would be quite evident to anyone who saw him, but his Nosferatu retainers make sure nobody ever does. Necross is quite literally worshipped by his retainers who run the Great Library. This is because of his knowledge, rather than his considerable power. He will see no one unless they have a good enough reason. Remember that "good" is in the eye of the beholder, and Necross might have very different criteria than any other entity in the known universe. If Necross agrees to see someone, the visitor must first go through a lengthy ritual, during which he is bound by oath and spells to disclose nothing about Necross or his location. (It's up to individual Storytellers as to how these spells work, but characters should receive lots of warning from the Nosferatu overseeing the ritual that the consequences of breaking this oath would be very hazardous to their existence.)

**Sire:** ?

**Nature:** Architect



**Demeanor:** varies upon the personality

**Generation:** 5th

**Embrace:** 320 B.C.

**Apparent age:** late twenties

**Attributes:** Strength 5, Dexterity 5, Stamina 6, Charisma 6, Manipulation 5, Appearance 4, Perception 6, Intelligence 7, Wits 7

**Abilities:** Acting 4, Brawl 3, Dodge 5, Empathy 5, Leadership 5, Streetwise 5, Etiquette 3, Firearms 3, Herbalism 5, Music 2, Research 5, Alchemy 4, Anthropology 3, Art History 4, Astrology 4, Bureaucracy 3, City Secrets 4, Computer 2, Faerie Lore 4, History 4, Investigation 4, Kindred Lore 5, Linguistics 5, Lupine Lore 3, Magus Lore 3, Occult 5, Politics 5, Spirit Lore 3, Theology 4

**Virtues:** Conscience 4, Self-Control 5, Courage 3

**Disciplines:** Auspex 8, Celerity 4, Dominate 8, Fortitude 5, Obfuscate 8, Presence 6, Thaumaturgy 4 (Necross has all rituals described in the rules, perhaps with some additional rituals unique to him.)

**Background:** Herd 3, Resources 5, Retainers 3

**Humanity:** 9

**Willpower:** 10

**Blood Pool/Max per turn:** 40/8

**Image:** Necross stands a little under six feet and is quite handsome. He has short brown hair and no distinguishing marks. In fact, aside from his natural charisma and good looks, his appearance is nondescript.

**Roleplaying Hints:** Necross is mad, completely and utterly insane. He is suffering from a multiple personality disorder. He cycles randomly among about 20 different personalities, with changes coming unpredictably (in other words, whenever the Storyteller feels like it!). Some of the Malkavian's major personalities are listed below, but there is absolutely nothing to stop him from "becoming" someone totally new at any time that would be entertaining. Like most sufferers of multiple



personality disorders, Necross is most likely to undergo a change when he's under stress.

**Haven:** Necross lives in a secret lair under the streets of Gastown. His haven is closely guarded by the Nosferatu. He almost never comes up out of the sewers and gets his blood from Vessels the Nosferatu bring to him.

**Influence:** Necross has little influence over the politics of Vancouver, since very few vampires know he exists. If for some reason he ever decides to re-emerge into the "real" world, Necross will have the attention and respect of the prince and the lupines.

#### **Personalities:**

**Burt** is a little paranoid. He's a "neat-freak". The first thing he'll do upon "arrival" is to demand anyone who is "dirty" to leave immediately. Burt will then start organizing and re-organizing the entire office, but only after he's sure that the "others" didn't send the player characters to take him back. Who the "others" are, and where "back" is, Burt won't say, but he will shudder when asked about them and demand that nobody mention the topic ever again.

Sample quote: "You were sent by the others, weren't you? You want to take me back there. Well, I won't let you... You're not here to take me back? Then why *are* you here? Who sent you, what do you want? Oh, no! Look at this place, it's a mess!"

**Darla** will seem to be the most clear-headed of the personalities, next to Necross himself. She knows about all the other personalities, but knows nothing about the politics of the city or the lupines. If questioned, she can explain the basics about most of the other personalities and how to get on their good side(s). What Darla doesn't know is that she is a vampire, and she certainly will not talk about nonsense like werewolves.

Sample quote: "I'm sorry I can't be of any more help. Maybe you should speak to Necross next time he's here. Would you like something to drink... maybe some coffee?"

**Siegfried** has delusions of grandeur. Since he arrived in Vancouver, Necross has developed a new personality, one which believes he is prince of the city. The Siegfried personality doesn't know about any of the other personalities, but has a very good understanding of how the real Siegfried thinks and can seem frighteningly like the real prince. This personality knows something about the truce between the lupine and kindred and is familiar with a little of the politics. Unfortunately, he's a little off-kilter too, so anyone trying to use Necross/Siegfried as an "experimental subject" to determine how the real prince will react is likely to be sorely disappointed.

Sample quote: "In my city, you act as I please."

**Gered** is a trouble-maker and thrill-seeker. Unlike Necross and the Siegfried personality, Gered has some knowledge of the other personalities, but won't talk about them. Gered doesn't care about the politics of the city; he just wants to get into a fight or blow something up.

Sample quote: "Who do you think you are, asking me these questions? You better watch out, man, I'll rip your head off and drink your blood so fast your friends will think you're a bottle of soda..."

## **Rex**

Rex was an unfortunate bystander in the ongoing conflict in Seattle. Just recently released from a mental institution, Rex was captured by some vampires who needed someone to use as a tool in some mysterious plan. These Kindred Embraced Rex and sent him off on some mission. Fortunately for him, perhaps, he doesn't remember much about his Embrace, and he has forgotten everything about his mission. All he really recalls of this time was being saved by the "cloaked demons" in the forest outside of Vancouver. These "cloaked demons" were the Nosferatu. They found Rex and have "adopted" him into their clan. Although he's quite a nuisance, Rex is left alone by the other vampires as he walks through Vancouver. He's known to have the support of the Nosferatu.

**Sire:** Unknown Seattle Anarch

**Nature:** Sycophant

**Demeanor:** Autist

**Generation:** 13th

**Embrace:** 1990

**Apparent age:** 32

**Attributes:** Strength 2, Dexterity 4, Stamina 4, Charisma 1, Manipulation 4, Appearance 1, Perception 4, Intelligence 4, Wits 3

**Abilities:** Alertness 3, Brawl 1, Dodge 4, Subterfuge 2, Firearms 1, Melee 1, Security 4, Stealth 5, Survival 2, Investigation 5

**Virtues:** Conscience 1, Self-Control 4, Courage 5

**Disciplines:** Auspex 2, Celerity 1, Dominate 1, Obfuscate 4

**Backgrounds:** Mentor 5 (Necross and the Nosferatu), Resources 2

**Humanity:** 5

**Willpower:** 6

**Blood Pool/Max per turn:** 10/1





**Image:** Rex is about 3'8" tall and is always dressed in some strange, mismatched mix of clothing. He's almost always grinning and has a wild look in his amber eyes.

**Roleplaying Hints:** Rex believes he has died and returned to Earth as a demon. He also believes that he must gain power as a demon by serving the master and his other demons (Necross and the Nosferatu). If he does his demonic job well, he'll grow in size and his standing in Hell will improve. Eventually, he'll achieve the rank of "Demon Lord". Currently, Rex thinks himself to be a demon of very low rank. If he faithfully reports the doings of the other demons of Vancouver to his master, he'll one day wear the black robe of the Demon Lords (i.e., the Nosferatu).

Rex sees everything around him from a very mystical point of view. Monsters and spirits are everywhere, he believes, and the master (Necross) sees everything. Rex can often be encountered at Luv-A-Fair or Graceland, where he's shamelessly picked on and pushed around by the vampires who don't know he will report every last event to Necross. He will befriend anyone who comes to his aid or is even partially nice to him. Rex reacts to his "friends" by questioning them about their activities in a very ingenuous way, of course. He'll follow them around like a puppy and then report back on their every move and word to Necross.

**Haven:** Rex will sleep anywhere, and usually finds the strangest places available (including ventilating ducts, cupboards and the trunks of abandoned cars).

**Influence:** Rex knows about everything that's going on in Vancouver and may be convinced to talk about Stalest's secret dealings with Guttooth. If the characters are friendly to Rex and meet Necross, the Malkavian will be openly friendly and tell them he admires their patience with Rex. He views Rex with some affection and will gladly express this, assuming that the characters meet the Malkavian when he is Necross. On the other hand, if the characters are abusive to Rex, they will find themselves barred from the Great Library and any audience with Necross.

## Nosferatu

The Nosferatu population of Vancouver varies, but at least 10 members of this clan can be found dwelling in the city at any time. The prince has no policy with regard to the Nosferatu, and for the most part, they are left to their own devices. Siegfried established this policy in return for the help various Nosferatu advisors gave him during the time of treaty negotiations with the lupines. Any Nosferatu newly arrived in Vancouver must present themselves to the prince, but once this duty has been fulfilled, they aren't followed by Siegfried's lackeys.

While Necross founded the Great Library under the streets of Gastown, the Nosferatu have added to it and continue to guard it. Only a small portion of the Nosferatu from across the world know of the Library. Those who do know of it value this great compilation of knowledge and do what they can to protect it.

Some Nosferatu go so far as to volunteer to serve as protectors of the Library. Before a Nosferatu becomes a servant of the Library, he is blood bound to Necross, and must make a contribution to the knowledge stored in the underground vaults.

## Alberich

Alberich was once a great soldier for the Holy Roman Empire, fighting against the enemies of Maximilian I. Alberich's transformation from warrior to drunkard came after the news that his wife and only son had died of some strange blood disease while he was fighting against the French. Seeing the tragedy of a town hero turned to town fool was too much for the Nosferatu who had taken Alberich's wife and son, so he Embraced Alberich. Upon learning the truth about his loved ones' deaths, Alberich slew his sire and fled. Eventually he came to North America and sought the ardor of a new cause to erase his loneliness and pain.

That new cause has been the Great Library and its master Necross. For over 40 years now, Alberich has been the keeper of the library and a close friend of the ancient Malkavian.

**Sire:** Jacob Durgal

**Nature:** Fanatic

**Demeanor:** Judge

**Generation:** 8th

**Embrace:** 1481

**Apparent age:** 23

**Attributes:** Strength 5, Dexterity 4, Stamina 5, Charisma 3, Manipulation 2, Appearance 0, Perception 4, Intelligence 3, Wits 3

**Abilities:** Alertness 4, Brawl 3, Dodge 4, Leadership 2, Etiquette 2, Melee 4, Survival 3, Investigation 2, Linguistics 2, History 4, Heraldry 3, Theology 2

**Virtues:** Conscience 3, Self-Control 5, Courage 5





**Disciplines:** Animalism 4, Obfuscate 3, Potence 4, Celerity 3, Fortitude 2

**Humanity:** 8

**Willpower:** 9

**Image:** Like all the Nosferatu in the Gastown underground, Alberich is uncommonly clean (for a Nosferatu) and will usually be dressed in a suit with a large sword hanging from his belt.

**Roleplaying Hints:** Alberich still hasn't completely come to terms with his vampirism and does not like to feed. He tries to drink from animals, but it has been hard to stick to this diet during his long life. He's very protective of Necross and the Library and trusts no other Kindred.

**Haven:** The tunnels below Gastown and the halls of the Great Library are where Alberich sleeps during the day. At night, he rarely leaves this area. He stands guard against possible intrusion.

**Influence:** Alberich is known in Vancouver and Seattle as a proficient fighter. Most other vampires from these two cities will keep their distance. Other than this reputation, Alberich has no real influence in Vancouver other than being the keeper of the Great Library. Most vampires in Vancouver don't even know of its existence. Characters who seem honorable and trustworthy may be given entrance to the Great Library or even have an audience with Necross set up for them.

## Other Nosferatu

There are 10 permanent Nosferatu residents in Vancouver of differing generations. Most of these vampires can be found in or around the Great Library, and will defend it, and Necross, with their unives.

## Toreador

The Toreador of Vancouver have had more than one brief conflict with Siegfried. As with most of the vampires dwelling in the city, the Toreador find the prince's laws too restrictive. The great night-life and variety of exotic blood has kept many of this clan in Vancouver, and continue to bring more.

Any Toreador entering the city will be treated with marginally more courtesy than a Brujah. Once in Vancouver, it isn't hard to find good feeding-grounds. The local Toreador will probably offer a newcomer a tour of the coffee bars, art displays and night clubs.

## Andrew

Andrew was born on a small island off the coast of British Columbia. His life slowly turned him into a hard and cynical man. He found his vocation while working as a part-time landscaper, and soon became one of the most sought after landscape architects on the West Coast. He was used to working for eccentric millionaires, and had no reason not to accept a particular job which required him to work only after sunset. After he'd worked for a week on the project, his employer, Daphne, invited him into her house for a drink.



That was only a couple of years ago, and Andrew doesn't mind the change Daphne brought about in him.

**Sire:** Daphne

**Nature:** Curmudgeon

**Demeanor:** Director

**Generation:** 12th

**Embrace:** 1991

**Apparent age:** 24

**Attributes:** Strength 4, Dexterity 3, Stamina 3, Charisma 3, Manipulation 5, Appearance 3, Perception 4, Intelligence 3, Wits 3

**Abilities:** Alertness 2, Brawl 3, Intimidation 3, Drive 2, Firearms 2, Artistic Expression (Landscaping) 5, Style 3, Accounting 2, Botany 3, Computer 2

**Virtues:** Conscience 2, Self-Control 5, Courage 4

**Disciplines:** Auspex 3, Celerity 4, Presence 2, Potence 2

**Background:** Fame 2, Resources 3, Status 1

**Humanity:** 6

**Blood Pool/Max per turn:** 11/1

**Image:** Andrew is a muscular man just over six feet tall. He usually looks as though he's upset about something. He's always dressed in coveralls and work boots.

**Roleplaying Hints:** Andrew is very cynical and distrustful of everyone. He will occasionally make dark and dour statements before frowning and walking away. Any vampire who spends any amount of time around Andrew will notice that he never smiles.

**Haven:** Andrew has a house in Coquitlam, a suburb of Vancouver. The grounds are extensive, and the complex is guarded by his ghouls when he is asleep or elsewhere in the city.

**Influence:** Andrew has the attentions of Daphne, and therefore has influence over all of Vancouver's Toreador.



## Daphne

Daphne has always been rich, spoiled and vain. She has never had to really work, and on those occasions when she felt like doing something productive, daddy arranged it so she modeled for those new fashion magazines. Being made a vampire was an obvious extension of her glamorous life. (The way she sees it, it benefits the mortals around her as well, since they can continue to bask in her beauty for eternity...).

Like many Toreador, Daphne is famous, or perhaps notorious, for her spectacularly elaborate parties. She uses her guest list as a weapon.

**Sire:** Joseph Triebarch

**Nature:** Child

**Demeanor:** Gallant

**Generation:** 11th

**Embrace:** 1921

**Apparent age:** 26

**Attributes:** Strength 2, Dexterity 2, Stamina 4, Charisma 4, Manipulation 3, Appearance 5, Perception 3, Intelligence 2, Wits 4

**Abilities:** Acting 3, Empathy 3, Seduction 4, Carousing 4, Drive 2, Etiquette 4, Masquerade 3, Music 2, Art History 2, Kindred Politics 2, Literature 2, Linguistics 3

**Virtues:** Conscience 2, Self-Control 3, Courage 3

**Disciplines:** Auspex 3, Celerity 2, Dominate 2, Presence 4

**Background:** Fame 2, Herd 3, Resources 5, Retainers 5

**Humanity:** 6

**Willpower:** 8

**Blood Pool/Max per turn:** 12/1

**Image:** Daphne is an incredibly beautiful woman, always dressed in the latest fashions. She has long blond hair and hazel eyes which seem to soothe the very soul.

**Roleplaying Hints:** Daphne is beautiful and rich. She knows it and flaunts it. Everything was always provided for her,



and she never really grew up. Even today, she's always followed by several retainers who look after her needs. She has a habit of seducing attractive men, both mortals and Kindred. Afterwards, she will treat them as though they were toys designed solely for her amusement.

**Haven:** Daphne lives in a large mansion in the British Properties.

**Influences:** Although she acts as though the entire city listens to her, she has no real influence. Since she's constantly talking about the changes she would make if she were to become ruler of the city, she represents an excellent red herring for the Storyteller to cast in the path of the players.

## Tremere

The Tremere have one of the most tightly-knit vampire clans in existence. The Prince's Law banning clan meetings is particularly restrictive for these Kindred. For this reason, there aren't many Tremere in Vancouver. Most of those who do put up with the Draconian laws do so because they have heard of the Great Library and would do *anything* for a chance to browse through the ancient tomes. There are also those who have fallen into disfavor with the clan or simply no longer want clan ties. Whatever the reason, a Tremere who wishes to enter Vancouver must do the same as any Kindred and leave clan loyalties at the city limits.

## Julie Foster

Julie was created in London without the permission of the prince by a powerful Tremere. She and her sire were captured and brought to trial. The Prince of London summarily executed her sire and sentenced Julie to be bound up, staked and left for the sunlight. For some reason which still eludes her, a vampire saved her, fighting off the London brood and whisking her away from England to a new existence. Maybe it was the fact that this mysterious vampire saved her from destruction, as in a fairy tale, or maybe it was her human side wanting to latch onto something that she could depend on. Whatever the reason, Julie fell in love with her rescuer, and has since traveled with him across the world to eventually settle in a place where he would build a city with which she would help. This gallant vampire rescuer was, of course, Siegfried, who is now the Prince of Vancouver.

**Sire:** Marius Drake

**Nature:** Traditionalist

**Demeanor:** Conformist

**Generation:** 8th

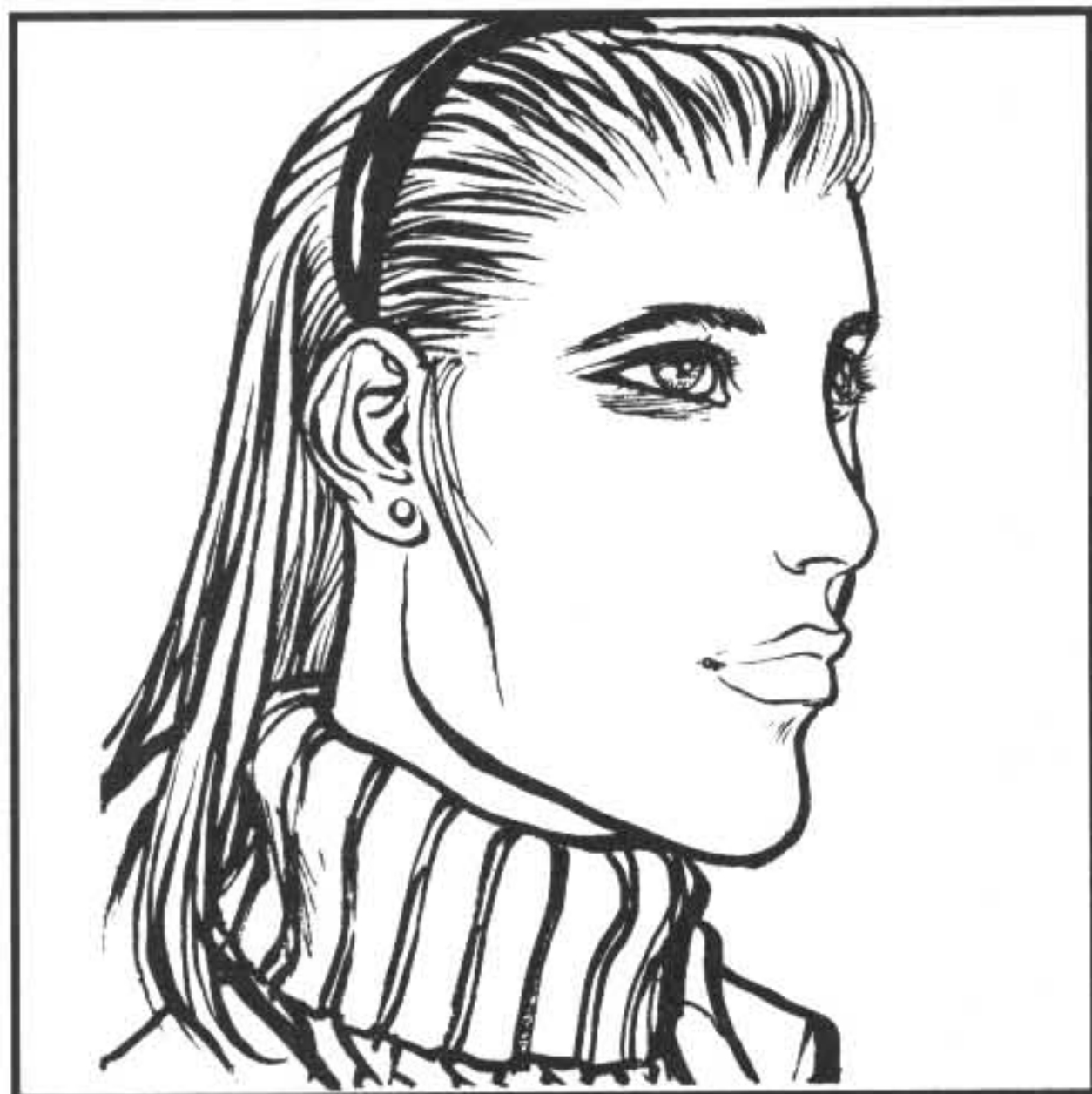
**Apparent age:** 24

**Embrace:** 1542

**Attributes:** Strength 3, Dexterity 4, Stamina 3, Charisma 4, Manipulation 3, Appearance 4, Perception 5, Intelligence 5, Wits 4

**Abilities:** Alertness 3, Brawl 2, Diplomacy 4, Dodge 4, Leadership 3, Drive 2, Etiquette 4, Firearms 2, Melee 3, Music 3,





Masquerade 5, Bureaucracy 4, Computer 2, Finance 3, Law 3, Linguistics 4, Lupine Lore 3, Politics 3

**Virtues:** Conscience 4, Self-Control 4, Courage 4

**Disciplines:** Auspex 5, Celerity 3, Dominate 5, Fortitude 4, Protean 4, Thaumaturgy 5 (As Julie is not tied to the Tremere clan, she has gained almost all her rituals from Siegfried's own knowledge and from the ancient tombs resting within the Great Library. Julie has all Thaumaturgy powers up to her current level).

**Humanity:** 6

**Willpower:** 9

**Blood Pool/Max per turn:** 15/3

**Image:** Julie is a beautiful woman. Her hair is long and brown, and her skin still has the pinkish tinge of mortal life. She also seems to breathe, cough and move like one of the mortals of the world, as though she were still alive. It's only in times of danger that she seems like a vampire, moving with the unnerving speed and precision characteristic of the Kindred.

**Roleplaying Hints:** Julie is an outcast from the Tremere clan. She has forsaken all clan loyalties and now follows only the word of Siegfried. Julie isn't blood bound to the prince. Instead, she truly loves and respects the powerful Cainite. Those unaware of the truth often believe she's Siegfried's human secretary. Actually, the prince considers her to be a valued advisor, and almost an equal.

**Haven:** Wherever Siegfried is, Julie isn't far off. She stays at his mansion if he's spending the day there, or she sleeps in an adjacent room in the abandoned catacombs beneath the Vancouver General Hospital.

**Influence:** Julie has a great deal of influence over the politics of this coastal city. She has the trust of the prince, as well as that of the Nosferatu. She can be a great deal of help to anyone who can gain her trust.

## Ventrue

Many of the Ventrue clan openly denounce Siegfried, calling him a traitor to his clan and a threat to vampiric institutions which have existed unchallenged for millennia. Although the clan officially despises the Prince of Vancouver and minimizes his accomplishments, many of the most powerful of the Ventrue have invested considerable resources in the Canadian city. Ventrue neonates who are aware of Vancouver are often told by other members of their clan about the powerful vampire who has forsaken his clan and lineage but has built the most wondrous safe haven in the world.

Ventrue who enter Vancouver are treated with respect, but still are expected to declare their business in the city like all other visitors. As long as Ventrue visitors don't contravene the prince's peace or break any laws, they are left more or less to their own devices.

## Siegfried

Siegfried was a Visigoth chieftain who, in 378 A.D., helped defeat the Roman emperor's army and start the Germanic invasions into the Empire. Impressed by the barbarian's intelligence and success, a former Roman consul named Regulus visited Siegfried and offered him the boon of immortality. Siegfried, not knowing the price, accepted and was appalled at his thirst for blood. His horror knew no bounds when, in a frenzy, he slew Regulus and drank his blood. For nearly nine centuries, Siegfried was pursued around Europe by the Ventrue for his Diablerie. Finally, however, the extinction of Regulus was forgotten in the face of other problems, and Siegfried joined the ranks of the clan for the first time.

Siegfried stayed out of politics as much as possible, preferring to stay away from anywhere danger seemed imminent. He also stayed away from vampires in general and stayed in small cities without vampire populations whenever he could. During one of Siegfried's relocations, he met a fellow Ventrue (and "barbarian") named Hrothulf (see *Milwaukee By Night* for more information on this Cainite). It seemed that he too had slain his sire and had fought against the Romans. A bond of friendship grew and together they traveled for some time, until Siegfried felt it was time to enter the ground for the sleep of the ancients.

It was Hrothulf's tales of England that encouraged Siegfried to travel there after his awakening from torpor. While there, he witnessed a beautiful maiden staked to be offered to the Sun. Almost without thinking, Siegfried fought off the England brood and made off with the woman who told him of the land across the ocean.

Siegfried traveled to the New World as soon after his saving the Englishwoman Julie Foster. His moving was an attempt to escape the clan politics and vampire infighting in Europe, which had not changed for hundreds of years. Over a thousand years after his Embrace, he found some measure of peace with the natives of America. As other vampires came to the New World and the politics he'd left behind seemed to follow him, Siegfried moved west and eventually established his own city





where he could once and for all escape the intrigue of vampiric existence.

Few realize just how powerful Siegfried is. It's this underestimation that has helped him hold onto Vancouver and keep the city out of reach of both the Sabbat and the Camarilla.

**Sire:** Regulus

**Nature:** Architect

**Demeanor:** Judge

**Generation:** 6th

**Embrace:** 378 A.D.

**Apparent age:** 22

**Attributes:** Strength 5, Dexterity 6, Stamina 5, Charisma 5, Manipulation 7, Appearance 4, Perception 5, Intelligence 7, Wits 5

**Abilities:** Acting 3, Alertness 4, Brawl 5, Diplomacy 7, Dodge 4, Empathy 4, Intimidation 6, Leadership 7, Archery 4, Drive 2, Etiquette 3, Firearms 5, Hunting 3, Masquerade 3, Melee 4, Music 3, Stealth 4, Survival 3, Bureaucracy 5, Computer 4, Finance 4, History 4, Kindred Lore 3, Law 3, Linguistics 4, Lupine Lore 4, Politics 5

**Virtues:** Conscience 4, Self-Control 5, Courage 5

**Disciplines:** Auspex 5, Celerity 4, Dominate 7, Fortitude 5, Obfuscate 3, Presence 7, Protean 3, Thaumaturgy 3 (Rituals: Defense of the Sacred Haven, Wake with Morning's Freshness, Deflection of Wooden Doom, Devil's Touch and any other rituals or paths you wish to use.)

**Background:** Allies 5, Herd 3, Influence 3, Resources 5, Retainers 5, Status 5

**Humanity:** 5

**Willpower:** 9

**Blood Pool/Max per turn:** 30/6

**Image:** Siegfried is a tall muscular man with blond, shoulder-length hair. He has piercing green eyes and never seems to smile. Siegfried usually dresses in a dark conservative suit.

**Roleplaying Hints:** Siegfried is used to being in a position of power and seems comfortable there. He was a very caring chieftain when he was alive, and some of that compassion followed him into undeath. Siegfried sees his city as being a refuge for the hunters, and has made many restrictive laws to ensure peace.

**Haven:** Siegfried has several havens in Vancouver, but his favorite is in the catacombs beneath the Vancouver General Hospital.

**Influence:** Being prince of the city gives Siegfried an immense amount of influence, which isn't limited to Vancouver. Many powerful princes owe favors to Siegfried, and know it's only a matter of time before he calls them in. The peace that he has kept in Vancouver, between the clans and with the Garou, has impressed even the most powerful of the Camarilla. He has a high status among all vampires and clans.

## ***Stalest Coursain***

Where Stalest came from and where she has spent her two thousand year existence is a mystery to all. One thing is for sure: she has always been a plotter, hungry for power. This is what led her to Vancouver some 50 years ago. After a failed coup in her city, she fled north to the safety of the city of refuge. She quickly came to hunger for the power, influence and reputation that Siegfried enjoys. She considers Siegfried to be a good politician and an expert at peddling influence. She doesn't realize that he's also incredibly powerful on an absolute scale.

**Sire:** ?

**Nature:** Plotter

**Demeanor:** Traditionalist

**Generation:** 7th

**Embrace:** 552 B.C.

**Apparent age:** 22





**Attributes:** Strength 3, Dexterity 5, Stamina 4, Charisma 6, Manipulation 6, Appearance 4, Perception 5, Intelligence 5, Wits 4

**Abilities:** Acting 5, Alertness 3, Brawl 2, Dodge 3, Empathy 2, Subterfuge 3, Drive 1, Etiquette 4, Firearms 2, Music 2, Bureaucracy 4, Computer 3, Finance 3, History 5, Investigation 3, Law 3, Linguistics 5, Literature 3, Lupine Lore 4, Politics 5

**Virtues:** Conscience 3, Self-Control 4, Courage 5

**Disciplines:** Auspex 4, Celerity 4, Dominate 6, Fortitude 4, Presence 6, Protean 4

**Background:** Herd 3, Influence 1, Resources 4, Retainers 3

**Humanity:** 6

**Willpower:** 6

**Blood Pool/Max per turn:** 40/8

**Image:** Stalest is a beautiful young woman, usually wearing a loose-fitting silk dress. Her shoulder-length red hair complemented by her striking green eyes makes her a sight to behold.

**Roleplaying Hints:** Stalest doesn't think she's better than anyone else. She *knows* she is. It has taken hundreds of years of careful planning to get where she is in vampire society, and she isn't about to let anyone get in her way. When she first meets newcomers to Vancouver, she's invariably charming and friendly, offering them her help if they need it while in Vancouver. All the while, however, she's evaluating their power and influence and deciding how she can best use them to her advantage.

**Haven:** Being a Ventrue of some standing, Stalest owns a mansion in the British Properties. Her haven is guarded by ghouls. At night, she can often be found at one of the prince's clubs.

**Influence:** Stalest has considerable influence in Vancouver. She controls many groups which she has been using to cause problems for Siegfried's logging companies, and she knows about the comings and goings of almost all vampires in Vancouver.

## Lyle

Lyle saw much of Roman history firsthand, from the Republic to the Empire to the arrival of barbarians at the gate. He entered a long torpor after the Fall of Rome to awaken at the dawn of a new era: Columbus had "discovered" the New World. Lyle was among the first Kindred to make the arduous journey to the new continent. He would have died at the hands of the lupines, like many other early travelers of his kind, if it had not been for his master. The Methuselah saved Lyle and made him his traveling companion. Few others knew the lands of North America as well as the master, who had traveled there since before Caesar passed the Rubicon, and Lyle soon picked up secret lore from this new land. Since that time, his master has gone into torpor, lying in rest under Simon Fraser University. Lyle both longs for and fears the day of his master's awakening.



**Sire:** ?

**Nature:** Fanatic

**Demeanor:** Conformist

**Generation:** 6th

**Embrace:** 342 B.C.

**Apparent age:** 29

**Attributes:** Strength 4, Dexterity 4, Stamina 5, Charisma 4, Manipulation 5, Appearance 3, Perception 5, Intelligence 6, Wits 4

**Abilities:** Alertness 3, Brawl 4, Dodge 4, Streetwise 3, Subterfuge 3, Etiquette 4, Firearms 4, Melee 6, Security 4, Survival 4, Area Knowledge (North America) 3, Computer 3, Finance 5, History 3, Investigation 4, Law 3, Linguistics 6, Occult 4, Politics 3

**Virtues:** Conscience 3, Self-Control 5, Courage 6

**Disciplines:** Auspex 2, Celerity 4, Dominate 5, Fortitude 6, Presence 5, Protean 3

**Humanity:** 5

**Willpower:** 10

**Blood Pool/Max per turn:** 30/6

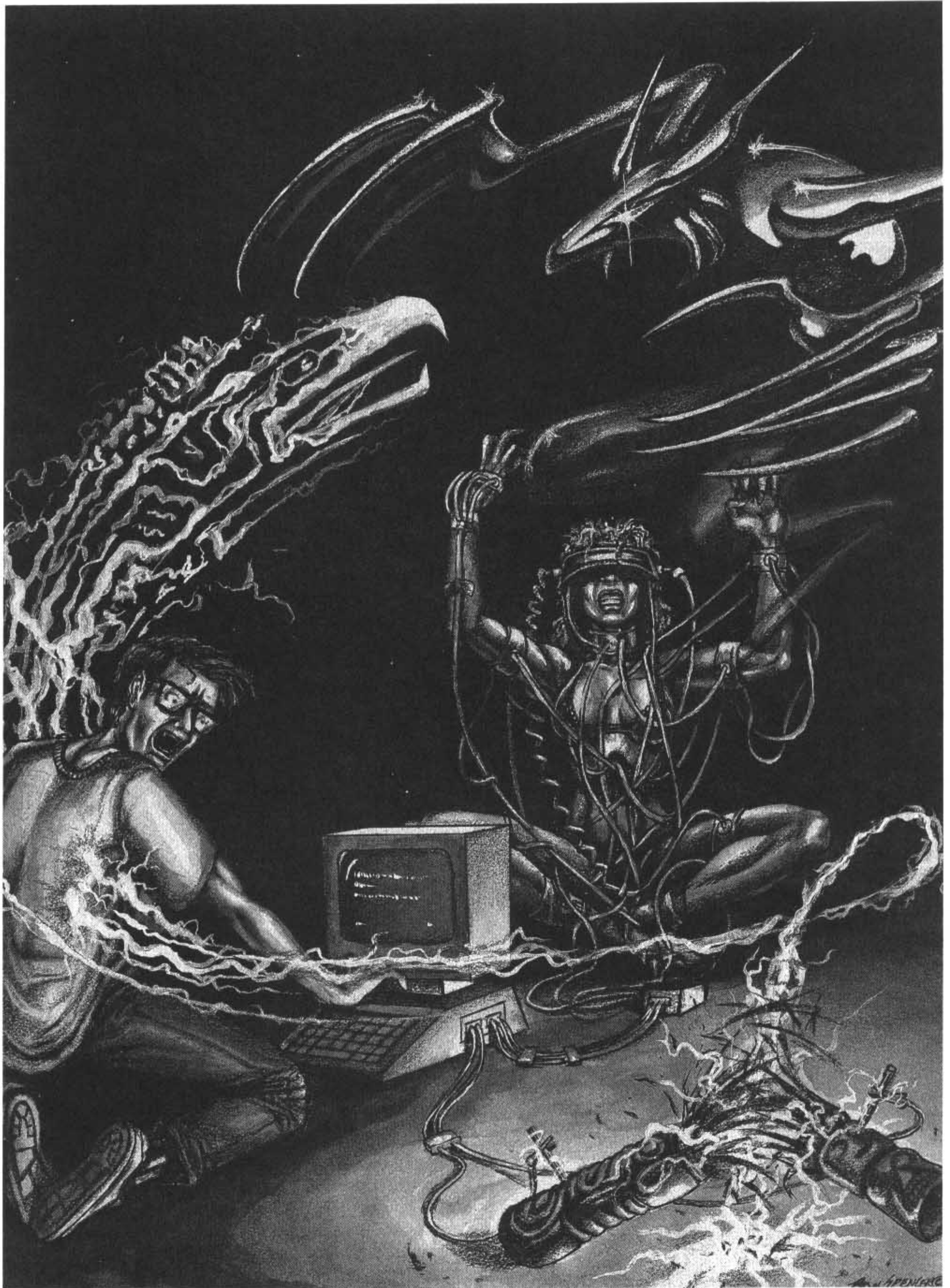
**Image:** Lyle's features look as though they were carved from stone. He usually dresses in conservative attire, with his long hair loose around his shoulders.

**Roleplaying Hints:** Lyle doesn't converse very much. If he's in a room with lots of people, he can usually be found standing like a statue in a corner. Lyle's only thought is of keeping the master safe until his time of awakening.

**Haven:** Lyle spends his days in the depths of SFU.

**Influence:** Lyle doesn't have any influence at all in Vancouver, simply because he chooses not to exert any. He's a figure of mystery and curiosity for the other Kindred of the city. Siegfried himself has been unable to figure out what Lyle is up to. Lyle has little interest in newcomers to the city and will discuss the existence of his master with nobody. The only way he'll ever become involved in Kindred politics is if he believes that not becoming involved will put his master at great risk.







# Wheels Within Wheels

## Introduction

The preceding chapters have discussed the two “worlds” within Vancouver, those of the Kindred and the Garou. The political situations of the two “worlds” overlap to a great degree. The two “rabble-rousers” Stalest and Guttooth have decided that they can attain their goals more efficiently by working together. The second half of the chapter provides the basic structure of a story based on this political situation. For those who prefer to create their own stories from scratch, the interaction between both cultures should provide plenty of “adventure hooks”.

Note that the situation in Vancouver allows for something rarely possible anywhere else: mixed packs of Garou and Cainites. The courses on which Stalest and Guttooth have put their societies will be harmful, if not catastrophic, for everyone concerned, so for the first time in millennia, perhaps, lupines and Kindred have a reason to work together for the same cause.

## Machinations

### The Two Sides

Both Garou and Kindred have their malcontents, but only rarely do individuals take issue so strongly with the status quo that they’re willing to put their entire societies at risk. Two individuals willing to do so are Guttooth and Stalest. Both are

ambitious enough that they will destabilize the societies they live in. In fact, they’ll come perilously near to tearing them apart to further their own ends. Below is a quick summary of what each malcontent has in mind for his or her own society.

### Kindred

Stalest chafes under the control of the prince, believing that she can run the city much better. She relishes the idea of personal power. Siegfried’s reputation as Prince rests on his ability to keep the peace and keep Vancouver open as a “city of refuge”. In Vancouver, Kindred can take time out from clan-mediated conflicts. They can enjoy the variety of exotic blood types that can be found in this port city. So far the system has worked well.

But what if the system stops working? What if Vancouver is no longer a safe haven? The Kindred who depend upon the city’s status as a safe haven would withdraw their support from Siegfried and throw it behind someone who could prove she could keep the peace. This is Stalest’s reading of the situation, at least. Using various Kindred loyal to her, she is staging provocative incidents throughout the city, steadily undermining Siegfried’s authority and reputation. When the time is right, she will move to replace him.

Once she’s prince, she will prove that she can bring peace to the city and will stop the *agents provocateurs* who were causing all the problems. This won’t be much of a problem, since those *agents provocateurs* were carrying out her orders in the first



place. This tactic will work, she judges: it has been used time and time again throughout history.

## Garou

Whether he's Wyrn-ridden or just disgustingly ambitious, Guttooth also wants to oust the current leadership of his society and take the position for himself. Although he is preaching Total War against the humans and the Cainites, he doesn't want open conflict. Not only does he believe that the Garou would be wiped out in such a war, but he also has no interest in leading under such chaotic conditions. He will bring the lupines to the brink of war, if that's what it takes to achieve his goals, before turning them back from the precipice.

His plan is to whip the younger and more militant Garou into a frenzy, turning them against the conservative, "bilateral" policies of Abercorn and the other elders. Once the old leadership has been swept away and he's been raised to the position of ultimate power, he will claim as the "Priest of Gaia" that the "spirits" who urged him to war in the first place have changed their minds and now favor renewed peace. (If necessary, he will explain that this whole thing was just a test, a way for the spirits to see if the Garou still have what it takes to be the protectors of Gaia.)

Guttooth's plan is a little less developed than Stalest's, but that's a typical difference between the Kindred and Garou. The "Priest of Gaia" hasn't given sufficient thought to how he can turn his people away from war once he's their leader, or even if it's possible.

## Intersection

These were the plans that Guttooth and Stalest developed independently. Neither knew, or really cared, what the other group was doing.

Then Guttooth started hearing rumors that something unusual was underway among the Kindred of Vancouver. As a Garou, he couldn't have cared less if the "cadavers" wanted to rip each other's throats out. Then again, could there be something here that he could use to his advantage?

It took considerable bravery for the Shadow Lord to establish contacts with the Cainites. Nobody knows exactly how he managed it, but he got in contact with Stalest. In the first of several face-to-face meetings, he told her that he had figured out what she was up to: she was trying to destabilize the peace so she could unseat the prince.

How did Guttooth know this, particularly when Siegfried and the other Kindred were ignorant of Stalest's machinations? Only Guttooth himself knows, and he's definitely not telling. He could conceivably have figured it out for himself, but where did he pick up the evidence for that conclusion?

A disturbing possibility is that he learned it directly or indirectly from the Wyrn itself. In this scenario, the "Priest of Gaia" isn't a direct agent of the Wyrn. (This adventure is based on "Possibility #3" from Chapter Three, although it can be modified to work with one of the other two motivations). Still, it's quite likely that the Garou's Ancient Enemy, or some





of its minions, will be taking notice of what is happening in Vancouver. Outright war between the Garou, the Kindred and the humans would certainly fit the Wyrms' plans perfectly, and some kind of interaction between Guttooth and Stalest might just lead to that eventuality. For this reason, one of the Wyrms' minions might have passed information about Stalest's plans to Guttooth, either in a dream or in such a way that the "Priest of Gaia" believes it to be pure intuition.

Whatever the truth of the matter, Guttooth did meet with Stalest, and told the Cainite that he knew at least something about her plan to oust Siegfried.

Stalest's first inclination was, of course, to tear the throat out of this foul lupine to silence him forever. At the last moment she realized he might be of some use. (Besides, she could always kill him later...) She asked what he had in mind.

Guttooth quickly laid out a plan where the two could work together to benefit each other. Each had a plan that would probably work fine in isolation. If only they could coordinate their actions...

## Guttooth

Here's roughly how it would go down, according to Guttooth's view of things. Stalest would help him goad the Garou toward war by raising the profile of the Kindred in Vancouver. Her supporters would stage various raids against Garou tribes, attacking their moots and even their Kinfolk. The only thing that would be off-limits would be the Great Caern itself. Guttooth might be ambitious, but he's still a Garou, after all. The "Priest of Gaia" would then use this as further evidence that the Covenant isn't working, and the elders' policies of nonintervention would be overturned. Up to now, the vampires have kept such a low profile that many Garou have just about forgotten they ever existed. This sudden campaign of Kindred "atrocities" would have a shocking impact on the People. With the Garou whipped up into a frenzy, the Priest of Gaia would overthrow Abercorn and his toadies, quickly attaining a position of leadership.

He would then pick a select group of "holy warriors" that he would lead in a raid against the "leeches". These hand-picked warriors would either be let in on the scam, or too dumb to realize this was all a set-up. (If they *did* see through the scam, they could always "die tragically but nobly" in the operation.) Guttooth would lead his "special forces" team into the heart of the city to root out the leeches and extinguish them.

Nobody would witness the team's "heroic deeds", of course, because there wouldn't be any. After a suitable length of time, the team would return, claiming to have eliminated the "cadaver threat". (Perhaps, as proof, they would bring back the corpse of a vampire or two.) Stalest would immediately stop all provocation, and the vampires would fade back into the woodwork once more. For all the Garou could tell, the Kindred would have vanished.

With the renown he had earned from "eliminating the vampire threat", Guttooth would find it much easier to turn the People back from the path of Total War. Peace would

return to the Garou, and Guttooth would have the position of leadership he has coveted.

## Stalest

Of course, Stalest would have to see some benefit out of this cooperation as well. Guttooth had that side of things figured out, too. Under the direct command of the "Priest of Gaia", he could select "special assault teams" of Garou to stage raids on specific Kindred interests in Vancouver. This would be nothing crucial, of course, and nothing that would compromise Stalest's ability to rule as prince. Like Stalest's goons, Guttooth's followers would operate as terrorists, effectively making Vancouver ungovernable for Siegfried. An upswing in Garou activity would disprove the prince's claims of peace with the werewolves, and would undermine his reputation and authority. Any attempts Siegfried made to block the Garou raids would fail. Stalest would see to that. Throughout this period, Stalest's "stooges" would argue that the Vancouver Cainites need a prince capable of dealing with the "lupine threat". Although Stalest would not put herself forward as such a person, her supporters certainly would.

Once Siegfried had fallen, Stalest would step forward "unwillingly", driven by her sense of duty to her kind, and by her hatred of the lupines. She and her followers would "brave the lupine hordes" to reach the leader and "convince" him of the foolishness of continued attacks against the Kindred. Stalest and her special action team would return, possibly bearing the bodies of several lupines who had tried to stop her. These would be any members of Guttooth's own squad who had realized what was really going on, claiming to have forced the lupine leader to "sue for peace". The lupine attacks would stop immediately, of course, effectively proving that Stalest had restored the peace that Siegfried had lost.

## Plans

Even though she didn't appreciate the lesson in intrigue from a smelly, forest-dwelling lupine, Stalest had to appreciate the elegance and symmetry of Guttooth's plan. Upon consideration, she accepted his proposal, and the two set about planning exactly what kinds of provocation each would stage.

Stalest decided that attacks against the two things Garou consider most holy would have the greatest effect. Her "goon squad" would target the caern of the Glass Walkers beneath the Smiling Buddha nightclub and the Kinfolk of several Garou tribes. The easiest Kinfolk to reach would be those who lived in a tightly defined neighborhood. Specifically, these would be the Wendigo Kinfolk living on the Musqueam reservation. Vampires would also do what they could to disrupt as many tribal moots as they could. (This would take some care and subtlety. Any vampire who staged a "frontal assault" against a Garou moot would certainly be torn to shreds.)

For his part, Guttooth would concentrate more on the destruction of property belonging to important Kindred. For example, several of Vancouver's more influential Cainites own resources or run companies. Guttooth's Garou would



stage "eco-terrorist" raids against these facilities. If possible, the Garou might also attack individual Kindred, but they would have to be very careful. Vampires can defend themselves against werewolves better than humans can. Such attacks would be targeted against solitary and relatively weak vampires.

Both would also be ready to capitalize on any opportunities for further provocation. It would be easy to set up the latest group of Kindred arriving in Vancouver. They would be unaware of the political situation. Stalest would manipulate them into meeting with a group of Garou somewhere in Stanley Park. When they reached the location for the meeting, they would find the body of a slain Garou just in time to be caught "red-handed" over the corpse by a patrol of other werewolves. Of course, this kind of entrapment would work just as well the other way around, with newly arrived Garou caught over the body of an extinguished Kindred.

Guttooth and Stalest are both intelligent and sly, and they're definitely capable of improvising. If a situation arises that they can bend to their own purposes, they will certainly do so.

## Complications

If the best laid schemes of mice and men often go awry, so do the machinations of Kindred and Garou. While their plans might seem foolproof in isolation, there's all too much in the real world that can royally screw them up. The major problem is that both have probably overestimated their ability to stop the hostilities once they've got what they want. Members of both societies will have been badly hurt by the conflicts. The Garou will have lost Kinfolk, while certain Kindred will have lost things that are of great value to them. They're not going to be too quick to just set aside their grievances and return to the way things were before.

There are other issues specific to the two groups. Here are just a sampling of things that can go wrong. Storytellers can, no doubt, come up with many more complications to throw into the plot.

## The Kindred

### Siegfried

Siegfried has been distracted for a while. Three of his powerful lieutenants have gone missing and are presumed to be destroyed. He doesn't know exactly what has happened. The loss of his lieutenants has significantly decreased his power. Anyone or anything that could take down three powerful Kindred is something to worry about. What if it turns its attention to Vancouver? With all this on his mind, it's not surprising that he has paid little attention to the minor incursions by the Garou.

Eventually he has to pay attention, but by the time he does, things might have escalated to a startling degree. How will

Siegfried respond? He'll be shocked when he realizes just how bad things are, and might well overreact.

Probably his first act will be to get in contact with Daly of the Glass Walkers and demand an explanation. Depending on when and how he does this, Daly might not respond. He's got problems of his own to worry about, and he might well have concluded that Siegfried is no longer interested in maintaining the Covenant. If Daly does brush off Siegfried or ignore him, the prince will almost certainly interpret this as proof that Daly wants to break the Covenant. This might lead the irate prince to take some kind of direct action against Daly out of sheer pique. Conflict and misunderstanding between the two individuals best equipped to maintain order can send everything spinning further out of control.

### Lyle and Necross

These two powerful Kindred could quite possibly bring things back under control, at least on the Cainite side of things. Neither has much of an interest in acting. All Lyle really cares about is protecting his master until the time of his awakening, while Necross has lost all interest in things going on around him.

### Derek

Derek is more than a little unstable. His reaction to Garou incursions would be to go off the handle and initiate a major attack against the "foul lupines". Once he's got his dander up, even Stalest will have little chance of controlling him. As soon as Derek makes his first major attack on the Garou, Stalest has lost control.

## The Garou

Among the Garou, there's an ample supply of young militant firebrands who have taken Guttooth's "Total War" rhetoric to heart. The Priest of Gaia might be a great Theurge with contacts in the Deep Umbra, they figure, but he's done his bit by making them aware of what needs to be done. Now it's time for the Ahrouns to take over. These groups are starting to make "unsanctioned" raids against the Kindred (and against the humans, although this isn't anywhere near as relevant at the moment).

This puts Guttooth in a tough position. He's been counseling war, and the firebrands have listened to him. If he wants to keep them under control, he's going to have to counsel restraint, which, of course, doesn't fit in well with his earlier rhetoric about Total War. He's got to try and get the firebrands back under control without being perceived as trying to control them. (If he is perceived this way, Garou will start to suspect that this whole thing is a scam.) The firebrands might well be beyond listening to him anyway. They've tasted war, and many of them will find they like it. They are finally *doing* something about the way the humans and leeches have raped Gaia, and if the Priest of Gaia has suddenly got an attack of conservatism, so what?



Meanwhile, the Shadow Lords are taking this opportunity to make a move against the Silver Fangs and Abercorn. While this doesn't specifically impact Guttooth's plans, it gives Abercorn, and his supporters among the other tribes, something else to distract them when they should be trying to keep a lid on things with the firebrands. Also, since Abercorn and the Fangs will be counseling peace, Kaweck and his supporters will automatically be counseling for war...

Daly really needs to contact Siegfried in an attempt to reassure him that the minor raids *aren't* a prelude to all-out war. Siegfried seems to be massively overreacting to the whole situation. Because Daly's got more important things to do than deal with an irate vampire, he might be tempted to put matters with the prince on the back burner. How will Siegfried misinterpret that?

Finally, if that weren't bad enough, *something* is happening to the Expo Site. The Vancouver Garou have always suspected it's a "Wyrmhole" or a caern of the Wyrms, but now ill-aspected creatures are starting to slink out of the toxic zone to play merry hell in the city. Yet again, this adds one more complication to the Garou's life: not only must they worry about war with the Kindred, but they have to figure out how to deal with a dramatic increase in the Wyrms' power.

With the emergence of the Expo Site as a Wyrmhole, Guttooth's attempts to calm down the firebrands seem even weaker than usual. Here's more evidence that the Final Days are upon the Garou. In the face of that, how can the Priest of Gaia argue for restraint? The Apocalypse is here.

## Damage Control

Depending on how the Storyteller wants her Chronicle to go, the escalation discussed above can be slow and inexorable or rapid and terrible. In no case will it be so fast that Stalest and Guttooth can't see it coming and try to do some "damage control" before it all gets totally out of hand. But what exactly can they do?

The first problem is that each will automatically blame the other for taking action above and beyond what they originally agreed to say. For example, some of the Garou firebrands will almost certainly be hitting targets that Guttooth and Stalest agreed were "off limits", while Derek's actions against the lupines are far more damaging than either intended. Unfortunately, discussing their problems in a rational, logical way would require that each admit to the other that they have lost control of the situation. Pride will prevent them from admitting this and showing weakness in the eyes of the other. Instead of admitting that things are out of hand, it's much easier and more satisfying to blame the other for overstepping the bounds of their agreements.

For obvious reasons, these discussions can hardly be conducted through intermediaries, which means that the two principals will have to meet face to face. This might cause problems in and of itself, since neither can be seen meeting the other without compromising everything. The first "damage control" meeting will be acrimonious. The second will be

vituperative. The third will be downright poisonous, as they wheel out the generations-old racial slurs and hatreds. There won't be a fourth meeting.

Unless someone intervenes, it's likely that one will try to assassinate the other. Both could try it, setting up a situation of "dueling assassins". If either or both attempts succeeds, this will fan the flames of the conflict even more. The firebrands will learn that the leeches have killed the Priest of Gaia, while the Kindred will learn that the Garou have escalated to the point of assassinating senior vampires. If things get this far, it will almost take a miracle to bring things under control again.

## Player Involvement

### Kindred Packs

If the players represent a pack of neonates who have just arrived in Vancouver, Stalest might well decide to set them up and have them blamed for killing a Garou representative, fanning the fire. Both sides will then be after the neonates. The Garou will seek vengeance, and the Kindred will be out to punish them for breaking the Prince's Laws. From there, the neonates can try to stop the war, throw in their lot with either faction, or just try to live long enough to escape from Vancouver before it goes up in flames.







## Garou Packs

Young Garou who have recently arrived in Vancouver can be set up by Guttooth in much the same way. Again, their choices are the same: stop the war, help one side or the other, or just try to save their own skins.

## Mixed Packs

This is probably the most interesting possibility. A mixed pack of Garou and Kindred quite possibly has the best chance of figuring out what's really going on and stopping the war before it gets rolling.

The situation that makes war most likely is the fact that the two sides don't communicate easily. Since they are so different living and undead, feral and urban, selfless defenders of Gaia and the selfish defenders of their own best interests it only

makes sense that the two factions see the world in different, almost incompatible ways. When things start getting out of hand, they will both interpret events differently. (This is what Guttooth and Stalest are counting on.) Since the two factions rarely communicate, they can't coordinate their single points of view and figure out what is really happening.

A mixed pack can get around this problem to a certain extent, at least. Garou and Kindred who are part of the same pack can compare their perceptions, and maybe figure out exactly what is happening. With contacts in both camps, they have a better chance to change things as well. (Of course, the very fact that the pack is mixed is also a hindrance. In the middle of a war, how much credence will be given to anyone who's so obviously "consorting with the enemy"?)



# War and Peace

*The key to peace is in the hands of the government.*

Margaret Thatcher (radio broadcast days before the Falkland Islands War)

It's obvious that Vancouver is important to both the Kindred and the Garou. The peace which has existed for more than twenty years has been beneficial to both sides, but forces in each society want it to collapse. Forces on both sides are debating the merits of war and peace.

*War and Peace* is the framework of a story based around the Kindred-Garou conflicts described in the preceding chapters. This story is appropriate for either beginning or more experienced characters and is set up to be equally useful for both vampire and werewolf parties.

## The Theme

As discussed at the start of this chapter, two powerful individuals have decided to help each other take control of their respective groups. Unfortunately, events are about to occur which will wreck their carefully laid plans and take the Kindred of Vancouver into a bloody war with the Garou. In this conflict, both sides will lose. The Great Caern may become tainted or destroyed in the battle, and the Wyrms may take advantage of the chaos to launch an attack on the Garou stronghold. The Kindred stand not only to fight a battle in which they're greatly outnumbered, but could also lose the only city of refuge for their kind that exists.

## And Never the Twain...

This story is written for use with a mixed "pack" of Kindred and Garou characters. It assumes that the two "contingents" do not know each other at the outset, however (which is, after all, the most likely situation). The plot splits into two parallel stories. Events occur involving the Kindred characters in one "sub-story", while different but complementary events involve the Garou characters in another. Neither group of characters is, as yet, aware of the other. It is only near the midpoint of the story that the two groups of player characters learn of each other's existence and realize that there's an overriding need for them to work together.

From a practical standpoint, this will probably mean that the Storyteller will deal with the two groups in different gaming sessions until the "intersection point" where cooperation is necessary. It might be even more interesting if neither group of players is aware there's another group. The combined troupe will complete the story.

Throughout the following sections, there will be comments that suggest how this story may be altered so it's still usable with only Garou or only Kindred characters.

## The Story for Kindred

*Don't judge a book by the cover  
Unless you cover just another  
And blind acceptance is a sign  
Of stupid fools who stand in line*  
Sex Pistols, "EMI"

## The Introduction

No matter how the Kindred characters arrived in Vancouver, they will be met somewhere by Siegfried's lackeys and taken to see the prince. This will happen almost immediately, as Siegfried is very curious about newcomers to his city. The prince is usually at Luv-A-Fair, and the characters will smell the blood and the energy of the dancers when they enter. (When was the last time they fed? Maybe it's time for the players to roll to see if they can avoid the call of the blood.) Eventually they will be taken upstairs to meet the prince.

The characters will be taken into a soundproofed hallway leading to a heavy door. Behind this door is a large office with a one-way window overlooking the dance floor. Behind a large oak desk is a wall of communication devices. Communications traffic can be heard constantly on the speakers. ("Team one checking in, area secure," "Team seven checking in, all peaceful here," and so on.) Make sure the characters hear these voices. They are the continuous reports of Gangrel scouts patrolling the city limits. Patrols are waiting for a possible invasion by the lupines.

Siegfried is sitting behind the desk and doing paperwork of some kind. Julie Foster is standing beside him. After a couple of seconds, the prince stands up and introduces himself, asking the characters to state their business in the city. He then tells them the laws of the city and warns them not to stray from the city. The consequences could be disastrous. (See Chapter Two for a list of the Prince's Laws.)

At some time during the interview, a ghoul servant delivers an envelope to the prince. He explains that it was delivered to the club and addressed to Siegfried. Siegfried calmly opens the envelope. Any player rolling at least one success against Empathy + Perception (difficulty 7) notices quick and subtle



expressions of fear and anger flash across the stone features of the prince. Siegfried briefly tells them to enjoy their stay and has them quickly escorted out of the office.

Although the characters won't know it, the envelope contains a message from a human ally in Victoria stating that for the second night, Siegfried's missing lieutenants have failed to show up. By the next day, most Vancouver Kindred will have heard that something is wrong, although they'll have no idea what it is. No one will be able to gain an audience with the prince. Siegfried will devote all his time trying to find out what happened and whether the situation is a direct threat to the peace of the city.

## *Scene One: My, Aren't We Friendly*

Within the first hour after the characters leave the prince's office, several vampires will introduce themselves to the newcomers. Stalest is obviously the most important. She is very friendly and forthcoming, telling the players about Graceland and some of the city's more famous sights. If the characters ask, she will give sketchy details about the peace treaty, adding, in a hushed voice, that it's starting to break down. The prince isn't as strong as he used to be, and the lupines aren't holding to their part of the treaty. During the night, several other vampires will tell the characters the same thing, but they will always speak in hushed voices, as if they don't want anyone to

overhear. The rumor about the prince's weakness started a couple of days ago. Stalest and Guttooth have put their plan into effect.

## *The Next Few Days*

Over the next couple of days (maybe an hour of roleplaying), incidental events occur. Let the characters look around the city and maybe meet more of the vampires. If there are Nosferatu in the group, one of the local members of the clan will contact them. Let the players get comfortable with the city. Lull them into a false sense of security. Ideally, they should be relaxed and have no reason to expect that anything is amiss. Remember that Canada is very strict about gun control, even in the Gothic-Punk world. None of the characters should be carrying weapons. If they insist, a couple of close calls with the police will help them get the point. At some point, the characters should go on a tour of the city limits to see the peace in effect. If they don't decide this on their own, then the suggestion can come from another vampire. A friendly comment will be made in passing: "Have you been near the city limits yet? Beautiful scenery out there, a mix of civilization and nature. Who knows, you might even see one of those werewolves on the prowl. Just make sure you don't antagonize them and they'll leave you alone. It's part of the peace treaty, you know."

## *Things Get Rolling*

By now, the characters should be in a car driving through the 'burbs, looking at the trees and long stretches of road with no houses. They should feel relaxed and comfortable, at peace with the world. Nothing is wrong. They are in control. Now it's time to shake them up.

At some point, they should be intercepted by a Gangrel patrol consisting of Illana and another member of the clan. The characters will notice that all the Gangrel have headset communications devices keeping them in constant contact with the other patrols and Siegfried. Illana tells the characters to keep to the roads. They should be fine.

After several kilometers, the characters' car passes a hitchhiker. If the car stops for this young man thumbing a ride, they might be expecting the ambush. If the characters don't slow down, the car suffers an explosive flat soon after passing him. The lupines have made a few "modifications" to the road. Either way, the hitchhiker approaches the car. He draws a gun and fires repeatedly at the closest characters. Other Garou jump out from the bushes; the characters are outnumbered. Some of the ambushers are already in Crinos form while charging into combat.

The battle should be fast and furious. The characters will get badly chewed up. There should be enough Garou in the fight to convince the Kindred that this isn't a fight they're going to win, or even survive. Fortunately, Illana runs over the hill several turns after the first gunshots go off. Upon seeing Illana, the lupines break from combat and disappear into the woods.

Any characters with the Brawl skill should roll their Brawl + Intelligence to realize that the lupines were holding back.





They should have been able to extinguish the characters without much problem. How did the Garou know where to set up the ambush? The characters should start worrying.

## *The Next Day*

Every vampire the characters meet will ask about the ambush. (Rumors travel fast in Vancouver, and an attack by lupines, in contravention of the Covenant, is big and disturbing news.) Many vampires will point out that this is just another sign that Siegfried is losing control of the situation. Something has to be done.

At this time, the characters may want to visit the prince, but they will quickly learn he's concerned with "more pressing matters". He refuses to see anyone. At some point, Illana invites the characters to join her on patrol, where they could make some sense out of this attack by talking to the lupines themselves. If the characters join her, they'll see some interesting sights.

While traveling the outskirts of the city with Illana, the characters will see several groups of lupines emerge from the bush to talk with Illana. None of the lupines will be interested in talking to the characters. None of them will know anything about the attack. This is a good time to let the characters find out just what kind of situation they're in at the moment. Those with high Alertness will notice many lupines in the woods surrounding the suburbs. The purpose of these encounters is to bring home to the players the feeling of isolation. The characters should realize that they're dealing with large numbers of these beasts, and the armies of the Garou seem to be all along the city perimeter. If something goes wrong in the city, the characters should realize that there probably won't be a way to escape. This gives the players a motive for finding out what's wrong.

Once back in the city, the characters will be invited to a special meeting at Daphne's mansion in the British Properties. The invitation will probably be extended by one of the Toreadors, and the characters will be asked not to tell anyone else about the "party" (meetings like this are officially illegal).

## *Scene Two: The Plot Thickens... Or Does It?*

Most of the vampires in Vancouver will be noticeably worried and edgy. The thought of a war with hundreds of lupines isn't much to look forward to, especially since the Kindred came here to get away from all this. The only vampires who aren't visibly edgy are Derek, Neil and Kyle. Derek wants a war with the lupines and is eager to start the blood flowing. Neil and Kyle seem more excited than worried. If any of the characters decide to follow either of these two, they will witness an interesting meeting. If the characters ask about the two vampires, they can easily find out about their many dealings with Stalest. They can usually be found in her company.

## *The Meeting*

If the characters decide to tail either Kyle or Neil, they will eventually be led to a small, run-down house in the burbs. Inside the house are two of the werewolves who attacked the characters. Stalest's henchmen are here to meet with the lupines, making sure that every thing is going "according to plan". (They won't mention *what* plan, of course, but this should be enough for any character to realize that something very wrong is going on.)

There are hints that the house is actually guarded by Garou patrolling the woods around it. These are actually the Garou characters described in *Guard Duty (Take Two)* in the other "half" of the story. You as Storyteller *could* have the two groups come into contact, and conflict, at this time. This would add more complexity to their later meeting in Daly's offices. If this is too complex and ambitious, it should be a simple matter to guarantee that the groups simply avoid each other.

## *The Party*

Sometime after the meeting, a "party" at Daphne's mansion takes place. Stalest, Neil, Kyle, Andrew, Lyle and many of the other vampires who aren't directly connected to Siegfried are present. The topic of this meeting is the attack on the characters and what to do about it. The characters are asked to recount their experience and will be pressed for their opinions. The atmosphere of this meeting should be one of despair and urgency. Again, it won't be hard for anyone with empathy to notice that everyone except Neil and Kyle are very worried about something. Stalest is too good an actor to give away anything.

At some point in the meeting, Neil interrupts and suggests that they replace Siegfried with a prince who can deal with the problems. When asked who should replace the prince, Neil suggests Stalest.

The characters might think that they've figured things out, and they'll probably guess correctly. Stalest's plans have more depth than that. Her reaction to Neil's suggestion is shock and horror, and she will quickly deny any interest in taking Siegfried's place. Instead of a coup, she argues, the Kindred present should try to pressure Siegfried into solving the problem through diplomatic means. Someone (*not* one of her stooges) likes the idea and presses Stalest. In response, she grudgingly says she might consider taking over leadership of Vancouver, but only if there's no other choice and if everyone here supports her. Her tone of voice and expression hint that she's saying this only to put an end to a topic of conversation that really disturbs her. By the time Stalest has finished her little show, the characters should be a little less sure that they know what's going down.

Shortly after the meeting, a vampire the characters have not seen before approaches them, asking if they will meet him the next night in Stanley Park. If they do, he claims, he will give them some information that hints at what's really going on. This vampire is, of course, a lackey of Stalest's, and he has decided to turn her in before something goes wrong. By this



time, something has gone wrong. He won't give his name, but he will insist that the characters meet him the following night.

Regardless of whether they agree, the characters will probably go to find the prince. He still isn't seeing anyone, but the characters will now hear of two recent skirmishes on the city limits between Gangrel patrols and some lupines. It seems that tempers and old hatreds, along with Derek's intense dislike of the lupines, have flared into more conflicts. The characters will hear rumors that a Gangrel was actually badly hurt. One of the lupines was killed before the others were driven back into the forest. This skirmish wasn't part of the plan hatched by Stalest and Guttooth. The situation they've orchestrated has already started to get out of hand. Several followers of the "Priest of Gaia" have decided to act on their own. They were unfortunate enough to run into Derek, who thought that a good scrap was a great idea. (He rationalized his actions by describing what the lupines did to the characters as "justice".) These incidents sparked others, which in turn have prompted more rumors that the peace is collapsing. War may erupt at any moment.

Somewhere in the characters' quest for an audience with the prince, they will be directed to Julie. Julie regretfully informs them that the prince isn't seeing anyone. She's having a hard time getting through to talk to him. Julie is so worried by this that she divulges her own suspicions about what is going on. She believes Lyle is behind the breaking of the peace and that he wants to become prince. If the characters can find evidence of his evil dealings, maybe she will be able to get them an audience with the prince and, together, they can save Vancouver. Julie truly believes the silent vampire is behind all these troubles, and she will try to convince the characters.

## Set-Up

Before the meeting with Stalest's lackey takes place, you should make sure that the characters are introduced to Alberich. Knowing that the Nosferatu stay out of politics and that they seem to congregate under Gastown will be of use to the characters in the coming events of the story.

The meeting at Stanley Park is a set-up. When the characters arrive, they find the staked and decapitated body of a vampire at the meeting place. Within a few moments, several vampires appear on the scene and begin shooting at the characters. Derek is among them, but he looks stunned and doesn't begin shooting for at least a couple of seconds. The characters have little choice but to run for it, probably toward Gastown in the hopes of gaining some help from the Nosferatu.

It's probably a good idea to let the characters sweat it out for a while. Within ten minutes of their escape, many of Vancouver's vampires will know of the crime committed by the characters. Rumors abound linking them with the lupines, claiming that they're paving the way for an invasion. Any vampires they meet will be shooting first, and not bothering to ask questions. In the middle of a city full of enemies, the characters should suffer the same isolation and claustrophobia as the gang in the movie *The Warriors*.

The characters will need allies from somewhere. If they have impressed Alberich, or were kind to Rex, they might be able to talk their way past the Nosferatu and reach Necross. For any meeting with the Malkavian, the characters will be stripped of all weapons before being allowed into the tunnels underneath Gastown (with no exceptions). They will also be led through the catacombs by such a complex route that they should never be able to find their way back.

## Necross

The characters are ordered to wait in a small room with chairs for all of the characters except one (get one of your players to stand while he's waiting). They will have to wait for some time.

They will eventually meet Necross, one of the original formulators of the Covenant and the peace. Remember, Necross isn't a Nosferatu, and he's barking mad (see Chapter 5 for more details). After listening to the characters' stories and undergoing a few personality switches, Necross suggests two logical choices. One is to prove either Stalest or Lyle is behind all of this. The other is to go to the lupines and ask for their help. Roger Daly of the Glass Walkers is a good contact. Necross gladly gives the characters Daly's cellular phone number. If the characters have impressed him and shown patience, Necross himself will go with the characters to meet with Daly.

## Lyle

Trying to prove Lyle has anything to do with events represents quite a problem. He isn't involved. If the characters follow him around and aren't spotted, they will find out that he has something going on at Simon Fraser University. If the characters can persuade Lyle that the peace is about to collapse, and if he thinks this might harm his master, then he might decide to help them. Convincing Lyle that it's important will be difficult. He has guessed Stalest's plot, but he thinks that all of the confrontations are orchestrated, and won't readily believe that a *real* war is in the offing. Remember, Lyle doesn't care who's in charge as long as his master isn't disturbed.

## Stalest

Trying to prove Stalest is behind all of this is going to take some mighty fine detective work and serious evidence. The characters might just manage it if they can track down the lupines behind the first attack or if they can capture Neil or Kyle and sweat the truth out of them. Either way, they will almost certainly need some cooperation from the Garou themselves.

## Scene Three: Meeting with the Enemy

Meeting a Garou in an office within Vancouver's financial district instead of the forest may confuse the characters and



seriously worry them at the same time. Seeing Daly in a suit and sitting behind a desk may worry them more.

Daly will meet with the Kindred only if Necross sets up the meeting or if he has some other compelling reason to trust them. Daly already knows about the attacks and, probably to the surprise of the characters, he is committed to re-establishing the peace. Unfortunately, he has a lot to handle at the moment. He's trying to calm down his own people and cannot provide the characters with much in the way of resources.

If the characters can't think of anything they can do to prove Stalest's or Lyle's involvement, Daly suggests that they follow Neil and Kyle to see if they meet with the mysterious Garou again. Even though Daly can't supply any of his own people to help the Kindred characters, it just so happens that he has just met with a pack of young Garou who have their own interesting tale to tell. They have their own reasons to find out what is happening in Vancouver. This pack is waiting in another office at this very moment...

## *The Story for Garou*

### *The Introduction*

The Garou characters may be natives of the Vancouver area. If the characters are from Vancouver, they should already know about the Vancouver Compact and the Great Caern, so

you should give the players the necessary background information before play begins.

It might be more interesting, however, if they have come to the Lower Mainland from elsewhere in the world. If they've travelled to get here, the characters should have to prove themselves to the tribes around the city first. Only through strength and courage can they demonstrate themselves worthy of participating in the defense of the Great Caern. If the characters have not gone through their Rite of Passage, they probably would not be allowed to visit the caern anyway, so this should be the first order of business.

Assuming the characters have just arrived in the Vancouver area, Guttooth will be among those Garou who greet them. One of the elders, probably the leader of their tribe, explains to them about the power of the Great Caern and the Compact that guarantees unrestricted access to it. He will then go on to explain about the Covenant, the "non-aggression" pact with the Kindred. Throughout this part of the explanation, Guttooth will be nearby, carefully monitoring the characters' reactions, trying to decide on how to best use these newcomers in his plans to take charge. At some point during their briefing about the treaty, Guttooth will start his spiel about how wrong the treaty is and how the only path to salvation is through the destruction of the humans and the leeches infesting the area of the Great Caern.





UNIVERSAL FILMS  
PRESENTS



## Scene One: Guard Duty

The characters' pack is given the responsibility of patrolling one area around Vancouver and will be told about the frequent patrols by the city's Gangrel. You should let the characters become a little more comfortable as they scope out their surroundings before they encounter the Gangrel. While one of the characters is on patrol, a wolf will walk up to him. She will change into a beautiful woman. Although the character will probably mistake her for a Garou, the characters will quickly find out that she's a vampire. Her name is Illana, and she is trusted by most of the werewolves who patrol the outskirts of Vancouver. (This would be a good chance for the characters to ask about the city itself and about its inhabitants. Illana will try to be helpful; after all, she enjoys the company of Garou more than she does that of her own kind.)

## The Gathering Storm

Over the next couple of days, the players should get a feel for what is occurring. Guttooth, the "Priest of Gaia", is starting to amass a large following among the younger, more hot-headed Garou (mainly Red Talons and Get of Fenris) who want to do some skull-bashing. It won't be hard for the players to find the reasons behind this opposition to the treaty between the Kindred and Garou. It seems that one of the largest forest companies tried to log an ancient burial site that was specified in the Covenant as off-limits. (This is the vampire Stalest's doing, of course.) Although the logging has been postponed and the issue has been tied up in the courts by several native bands and environmental groups, this has gotten a lot of fur ruffled. In addition, there are rumors starting of an increased presence of vampires around the Great Caern itself. If the characters try to ask Illana about it, she will truthfully claim that she doesn't know if the rumors are true or not, but will try to find out for them.

## Scene Two: Attack at Sundown

Guttooth and Stalest have held something of a lottery, and the characters have "won". The two conspirators have deemed the characters' pack to be one of the weaker of the patrols, and thus they will be the victims of a vampire attack.

The attack occurs suddenly and without warning. The vampires are armed with pistols firing silver bullets, and will probably outnumber the characters. Guttooth and Stalest are trying to push the two sides to the brink of war, and this is just a part of that plan. It's essential that none of the characters die. The vampires want the lupines to report the brutal attack, and the dead tell no tales. Several turns after the attack starts, the vampires will retreat back into the city, leaving the characters to lick their wounds. (Since the characters were outnumbered in the first place, following the vampires doesn't make tactical sense.) Moments after the vampires leave, another pack that heard the gunfire will show up to investigate. They help any wounded characters back to gathering places around the city to be healed.



News of the unprovoked attack spreads like wildfire, of course. By the next day, the characters will have Red Talons and Get of Fenris constantly asking them about the attack and vowing vengeance. Guttooth will be parading around in all his glory and preaching his views, which are gaining more visible support with each passing day. The older, more even-tempered Garou will also want to quiz the characters about the unprovoked conflict. They also voice their concerns about a war against the city, maybe creating an opening for the Wyrms. Guttooth and the firebrands don't want to hear reason right now.

### *Scene Three: Guard Duty (Take Two)*

The next night, the characters are on patrol again. From a distance, they witness a Garou in Lupus form run up to a black car, change into Homid form, and get in. The characters will have a chance of recognizing the driver as one of their vampire attackers (Perception + Alertness, difficulty of 7). The car is heading off into the woods to an abandoned house. If the characters follow, they will witness the conversation between two vampires and the Garou. (This is a meeting between two of Stalest's lackeys, Neil and Kyle, and one of Guttooth's minions.) There are hints that the house is actually guarded by vampires patrolling the woods around it. This is actually the coterie of Kindred characters, who are overhearing the same meeting. Again, the two groups could come into contact at this time, complicating the meeting in Daly's offices. Otherwise, making sure the two groups don't meet is easily arranged.

If they get close enough, the characters hear the vampires discussing whether things are going "according to plan". Predictably, nobody mentions just *what* plan they're talking about...

The fact that *some* plan exists should be enough to make the characters very suspicious. If they later track down the Garou they saw at the meeting, they will find he's one of Guttooth's supporters. Without too much further investigation, the players should be able to find out that there has been talk among the militant Garou about placing Guttooth in charge of the caern. They want to let *him* deal with the problems, effectively putting him in the position of leadership currently held by Montgomery Abercorn. Hopefully, this should worry the players and goad them into action.

### *Who Do We Tell?*

The players should realize that few people will believe their claims that Guttooth or one of his supporters is in league with the Kindred. Illana will bring the players news of lupine attacks on vampires and information about the vampires talking of full-scale war. By now, things are starting to snowball. Guttooth and Stalest are losing control.

During the next day, reports of the first fatalities in the growing "Total War" will be making the rounds. Apparently, three Garou were killed near the old Expo site inside the city.

As far as Guttooth's supporters are concerned, it doesn't matter what they happened to be doing there. There's also no question as to who killed them: obviously it was the Kindred. (Guttooth's militants are in no mood for "presumption of innocence" or anything that gets in the way of a good "holy war".)

### *Scene Four: Off to Expo*

Some of the more moderate tribal leaders—Abercorn of the Silver Fangs and Chang of the Children of Gaia—are trying to advocate peace. They're trying to convince the fanatics that there's no proof the leeches were behind the deaths. If the characters have been openly advocating peace, then these moderates will summon them, requesting that they enter the city. They want the characters to investigate the Expo site and see if they can find out who *really* killed the three Garou. (If it was the Kindred, they'll deal with that when they come to it.)

### *Some Unexpected Help*

The old Expo site is now well on its way to becoming a Wyrms caern. Banes and other foul creatures are pouring energy into it and binding corrupted spirits to the site. With a war going on, the Banes believe, the Garou would not realize what was happening at the site until it was too late to do anything about it.

While exploring the site, the characters will be attacked by creatures of the Wyrms guarding the young caern. The characters should not be able to defeat the creatures by themselves and will realize that they must withdraw. While the pack is trying to escape from the Wyrmsground, Banes howl behind them. Several men in suits show up to aid them. They are Glass Walkers who have been monitoring the characters' travels through the city. Once they realized what was happening, they decided to help out. They lead the players to an office in a downtown skyscraper where they meet Richard Daly.

Daly listens to the characters' story. He is highly concerned with what is going on, but his resources are overcommitted elsewhere, and he is unable to help them directly. He eventually suggests that the best course of action is to enlist the aid of the vampires. It just so happens that he will soon be meeting with a small group of young Kindred who seem to have much the same goal in mind as the Garou characters...

### *Intersection: For Both Kindred and Garou*

### *The Meeting*

The two groups who coincidentally appeared at Daly's offices are the Kindred and Garou player characters. By comparing their stories, they should be able to develop a fairly accurate picture of what is happening and realize that proving



collusion between Guttooth and Stalest is the best way of solving their immediate problems.

## Troubleshooting

What if you are playing with *only* Garou or *only* Kindred characters? If all the characters are Garou, Daly's resources aren't as overcommitted as he initially thought, and he can "reinforce" the group with some of his trusted retainers. He can also arrange for the Garou to meet with Alberich. Only Daly's support will convince Alberich and the other Nosferatu that the Garou mean Necross no harm. With blindfolds over their eyes and chemically soaked rags over their noses to "blind" their sense of smell, the characters are led deep into the city beneath Gastown for a meeting with Necross. If they can convince the powerful (and insane) vampire that the impending war would be bad not only for the Garou but for the Kindred as well, Necross will emerge from his seclusion to help the characters. Now it's up to the characters to plan their next move.

If all player characters are Kindred, Daly will again assign some of his assistants to help them, and will arrange for a meeting with Montgomery Abercorn, the leader of the Silver Fangs.

## Explanation to the Elders

Whichever way things work out, Daly will suggest that the player characters speak to Abercorn and certain other select Garou elders. Direct support from Daly, indirect support from Necross, and the very fact that Kindred and Garou are working together will help the characters impress the senior Garou. These Garou will suggest that the ideal solution is to *prove* collusion between Guttooth and one of the Kindred. This will involve following Guttooth's representatives to their next meeting.

There is another, bigger issue: the Wyrmgound developing in the Expo site. In effect, the elders explain, they realize that the greatest threat to the People isn't the humans or the Kindred, but the growing Wyrmgound and the danger it represents to the Great Caern.

That's the perspective of the Garou. Where is the "percentage" for the Kindred in getting involved? The elders of Vancouver largely accept that, although the vampires are, ideologically speaking, *of* the Wyrms, they aren't always *with* the Wyrms. If anything, they are tools. The Wyrms will cast them aside as soon as they are no longer useful. The elders will argue that the growing taint of the Wyrmgound represents a dire threat to the Kindred. Uncontrolled Wyrms activity in the middle of the city will threaten the vampires' business and personal interests. It could well attract unwanted attention from other Kindred throughout the world the Camarilla and the Sabbat, for example as well as other threats, such as the hunters. Mages, too, will probably be drawn to such strange activity. All in all, it would be in the best interests of both the Kindred and the Garou to eliminate the Wyrms threat from the Expo site.

The simplest approach might be to send a ravening horde of Garou into Vancouver to rip the Expo site apart. Of course, there are problems with this. If enough Garou believed the elders about the Wyrms taint, the tension between Garou and Kindred is so strong that there would be real danger. The Garou might continue their hostilities and burn down the city even after they've fought off the Wyrms. Why let some good momentum go to waste? The Kindred might not allow a force of Garou large enough to fight the Wyrms into the city without precipitating the war then and there. The elders argue that all of the characters are going to have to find some way of defusing the situation before they can deal with the Wyrmgound. They're going to have to act fast.

## Caught in the Act

Probably the best move the "mixed pack" can make is to shadow the individuals they know to be involved: Neil and Kyle, for example, or even Guttooth himself.

Guttooth and Stalest have a meeting scheduled at the abandoned house to which the characters followed the conspirators sometime earlier. The meeting is intended for "damage control", but actually it will degenerate into a heated series of slanderous arguments. Neil and Kyle will accompany Stalest, while Guttooth will bring some of his co-conspirators along. Tensions will be high, and so will security around the house.

If the characters can get close enough to the meet, they will overhear enough to understand what's actually going down. Both player character factions Kindred and Garou will recognize some of their own kind present. These revolutionaries are backing the two major players: Stalest and Guttooth.

Unfortunately, there are lots of keen eyes around the meeting. *Someone* will spot the characters and sound the alarm.

## Confrontation

Stalest will realize, a moment before Guttooth, that the Kindred characters represent a chance to rectify things. If she can capture them, maybe she can set things up so it seems that they were behind the whole war scenario. She can parade their extinguished bodies before the Kindred, claiming that she has stopped their plan to destabilize the peace, proving she is more capable of ruling Vancouver than Siegfried. Later, Guttooth would realize that he could use the lupine characters in the same way.

The characters now have a band of enemies with every reason in the world for taking them down. As Storyteller, you should arrange the number of foes so that the characters appear to be doomed once the conflict actually gets going. The characters are subdued and taken prisoner. Stalest and Guttooth will taunt them, telling them that they will be sacrificed for the greater good of the new Prince of Vancouver and the new leader of the Vancouver Garou.



It's possible that the characters will win the battle. If so, Stalest should escape to become an ongoing nemesis. Whether they can convince Siegfried of Stalest's involvement in all of this depends on what concrete proof they can provide him. Although he's tough, Guttooth is less likely to survive a player character victory than Stalest.

## Long Live the Prince

If the characters lose the battle and are captured, let them sweat out the impending end of their existence, experiencing it in the fullness of its horror. At the last moment, however, seemingly out of nowhere, two figures will appear from the forest. The cavalry has arrived in the form of Daly and Siegfried.

Siegfried uses his Dominate discipline to force the captors to free the characters before he gets down to business. He must deal with Stalest. In the first moments of the conflict (which the characters are free to join, on *either* side) Stalest will realize how sorely she has underestimated Siegfried's power. Her goal in the battle will change from victory to escape. Depending on how you want things to work out, Stalest can be extinguished, tying everything up neatly, or she can escape, providing you with an excellent ongoing nemesis for the characters.

Similarly, Daly will challenge Guttooth to combat. Again, depending on how you want things to work out, Guttooth can accept the challenge, and get throated by Daly. Alternatively, he can turn tale and flee ignominiously, possibly returning in the future as another ongoing nemesis.

Maybe some things are not so easily wrapped up. Perhaps Stalest wins her battle and claims the principedom. What will she do to the players? Will they have to flee? What if she loses, but Guttooth wins, or vice versa? The Storyteller should feel free to complicate matters as much as she wants to. Keep in mind, though, that if either Stalest or Guttooth wins, the Vancouver situation will never be as peaceful as it once was.

## What Next?

Both the Garou and the Kindred *en masse* will grudgingly admit that the war was a set-up. Tension will slowly start to die down. While individuals on both sides will probably revile the player characters who "demeaned themselves" by working with the enemy, the leadership will be forced to acknowledge the neonates and cubs have performed a great service for both peoples.

Unfortunately, there's more work to be done. The Expo site is still apparently a Wyrmhole. Both sides realize it's in their best interest to eliminate the threat. This will require a mixed force for two very good reasons. First of all, the Kindred know very little about the Wyrms, their minions and their powers. They're not informed enough to handle the job themselves. Furthermore, tensions are still so high that the vampires will not allow a large force of Garou to come trailing into their city to eliminate some threat that might not even exist. Out of political expediency, both factions decide that the only force

acceptable to both sides is the "mixed pack" of player characters.

Note that both sides gain significant benefits from this decision. First, this will be a great way to cement the peace between the ancient enemies. Siegfried won't mind if the vampire player characters are destroyed in action, thus eliminating witnesses who know his real power after seeing the prince in the last battle. It will also eliminate any favors he happens to owe them for their prior services. Besides, sending the players in to help the lupines will give Siegfried a chance to find out more about this Wyrms thing the lupines keep talking about. For the senior Garou, this is a test to see if the Kindred can be trusted. If the player characters are ambushed, the other Garou will learn something important without losing more than a very inexperienced pack. Of course, they will also gain significant help from the Kindred characters against the Wyrmhole.

## Off to the Expo!

Just as it takes some time for the Garou to awaken a caern, it takes the Wyrms some time to awaken a Wyrmhole, especially one that will be this powerful upon its completion. The Wyrms has, through its agents, slowly poisoned the area of the old Expo site. In the haunted ruins of once gaily colored pavilions, it has set about drawing forth fell creatures to corrupt the Great Caern of the Garou and spoil the untouched wilderness of the north.

When the characters reach the Expo site, Garou will be able to feel a presence of darkness even if they don't have the Sense Wyrms Gift. This indicates how strong and how dangerous the potential Wyrms caern is. The exact layout of the pavilion that houses the new Wyrms caern is up to you, but the characters should have little trouble finding it. There will be no guards posted and the players will be able to walk right in, if that's what they want. The caern has already been partially activated and the Wyrms wants to show off its "handiwork".

The caern itself looks like a large hole filled with a greenish bubbling liquid. Around it lie the bodies of some fifteen sacrificial victims humans, Garou and Kindred whose life force was drained to awaken the caern. In the shadows lurk several figures that appear to be human. Actually, they are Scrag (see pg. 162 of *Werewolf*). Their number will depend on the strength of the mixed pack sent against them; the Storyteller must judge how many are required for a good, dramatic conclusion. If threatened, they dance out of the way, taunting the characters. They know that all they have to do is avoid destruction for a minute or two, then the interlopers will have something much more dangerous to worry about.

As the characters look on in horror, the toxic caern bubbles and smokes, and a huge creature emerges, wreathed in flames. This is the new weapon of the Wyrms: a *Vulnus*. It is a cross between a *Fürmling* (a Wyrms elemental of balefire) and a Nexus Crawler.





## Vulnus

Rage: 10

Willpower: 6

Gnosis: 10

Power: 40 (80)

**Charms:** All those charms possessed by both the fire elemental (or Fürmlings, if you have *Book of the Wyrms*) and the Nexus Crawler, as given in the rule book.

The Vulnus has a power of 80 when at full capability, but it has just been awakened. It needs to feed. As it is not yet at full power, the Vulnus will not be able to use the Nexus Crawler's ability to warp reality... yet. (The characters should be thankful for small favors.)

For each Garou or Kindred character that the Vulnus kills or extinguishes and tosses into the Wyrms caern, it will increase in power by 10 points. If it reaches its full 80 points, it *will* be able to warp reality. (Note that the Scrag know this, and will gleefully toss any incapacitated victim into the toxic caern. Being thrown into the caern is immediately fatal to both Garou and Kindred.)

This final scene should be a climactic battle royal, which the player characters should win... barely. If it seems they will go down to defeat, it's possible that outside forces may join the fray. Possibly some Get or other militant Garou have ignored the orders of the elders and have penetrated the city. Alternatively, Siegfried might have ordered the mixed pack followed, and the shadowers have realized that they had better do something if they want to keep Vancouver as they know it in one piece.

Destroying the Vulnus leaves the caern temporarily quiescent, but nobody knows how long this will last. If any Kindred witnesses survive and report what they saw to Siegfried, the prince will allow a contingent of Garou Theurges into his city to seal the caern permanently.

Assuming success, the Garou characters will have earned great renown, while the Kindred will have made valuable contacts among the undead *and* among the lupines. Of course, the social stigma of working with the "enemy" still remains. As for the individual characters, they should have good reason to trust each other and perhaps work together in the future for everyone's greater good.

One dangerous option for the Storyteller is to let the Vulnus win. Regardless of whether the players escape, the Expo Site will be a full blown Wyrms hole. Vancouver will never be the same, for the ante has been upped. There's no way the Council will allow a Wyrms hole to exist so close to the Great Caern. This means war. Garou during war are not likely to distinguish between Wyrms-tainted vampires and Wyrms Banes. This option will mean a drastic revision in the balance of power. How does the Methuselah feel about this turn of events? How will it try to get hold of the situation from torpor? Perhaps it will awaken...



# Seeds to be Sown

This section provides several "story seeds" related to the Vancouver area. There are seeds for both the **Werewolf** and **Vampire** settings, as well as cross-over adventures. Several of these ideas are ways in which Storytellers can entice their characters to visit the city on the bay and explore its unique characteristics.

## *The Undead Rise*

### *Vancouver The Refuge*

Vancouver is a well-known "safe house" and retreat for the Kindred. Everyone from overthrown princes to ancient elders end up in the coastal city at some time. If the characters are on the run from *anything* then a logical place to run to is Vancouver. On the other hand, maybe the characters are simply tired of being used as pawns in the political infighting of the powerful, and just want to get away from it all for awhile. Again, Vancouver is the place to go.

A variation of the refuge theme arises when an adversary of the characters has gone to ground in Vancouver and the neonates are off to hunt him down. (Not knowing about the restrictive laws of Vancouver before they arrive can make the characters' stay particularly interesting.) Once in Vancouver, their prey could have gone elsewhere, or the characters could find him easily enough only to discover that the Prince's Laws prevent them from doing anything to him.

### *Vancouver, The Mystery*

Most princes around the world, and the Camarilla itself, are interested in the happenings of the city nicknamed Hollywood North. The characters could be sent as spies or emissaries of either their prince or the Camarilla to find out the secret of Siegfried's city and how to replicate it elsewhere. In addition to this, the characters may be sent to pave the way for a hostile takeover by their patron (or they could be sent to inform Siegfried that somebody else is planning something along those lines). The characters might have heard of the Great Library as well and might wish to find out if such a collection of ancient tomes actually exists.

## *Out Of The Forest*

### *The Caern By The Sea*

Vancouver is home to a powerful caern. But what if the Vancouver Garou learned that there might be another great caern, either within Vancouver itself or somewhere in the interior of the province? Perhaps this is one of the "lost caerns",

created millennia ago by one of the extinct septs of the Pacific Northwest, with powers and associated spirits found nowhere else in the world.

Of course, rumors of a new caern would attract the attention of more than the Garou. Minions of the Wyrms would purely love to defile such a source of power, turning it into a Wyrmhole before the Garou could protect and preserve it. The characters might be in a race against time and the Wyrms to find the new caern and protect it until elder Garou capable of binding its power properly can reach the scene.

What if the new caern is inside the city? The Kindred might not be overjoyed to learn of another reason for the "foul lupines" to come traipsing into their city. The characters might have to negotiate with hostile Kindred to gain permission for their elders to visit and investigate the site.

## *Against the Mill*

British Columbia's main industry is timber. With the Wyrms behind the logging companies, how long will the wilderness survive? If the characters aren't from B.C., then they might be sent to Vancouver to help the local Garou save the ancient wilderness from the predation of the "resource rapers". This type of story could unite several different tribes for a time as they fight off the Wyrms. What happens to this alliance of Garou tribes after the threat starts to subside? The characters might find themselves as diplomats trying to unite the tribes, or as war chiefs embroiled in intertribal war.

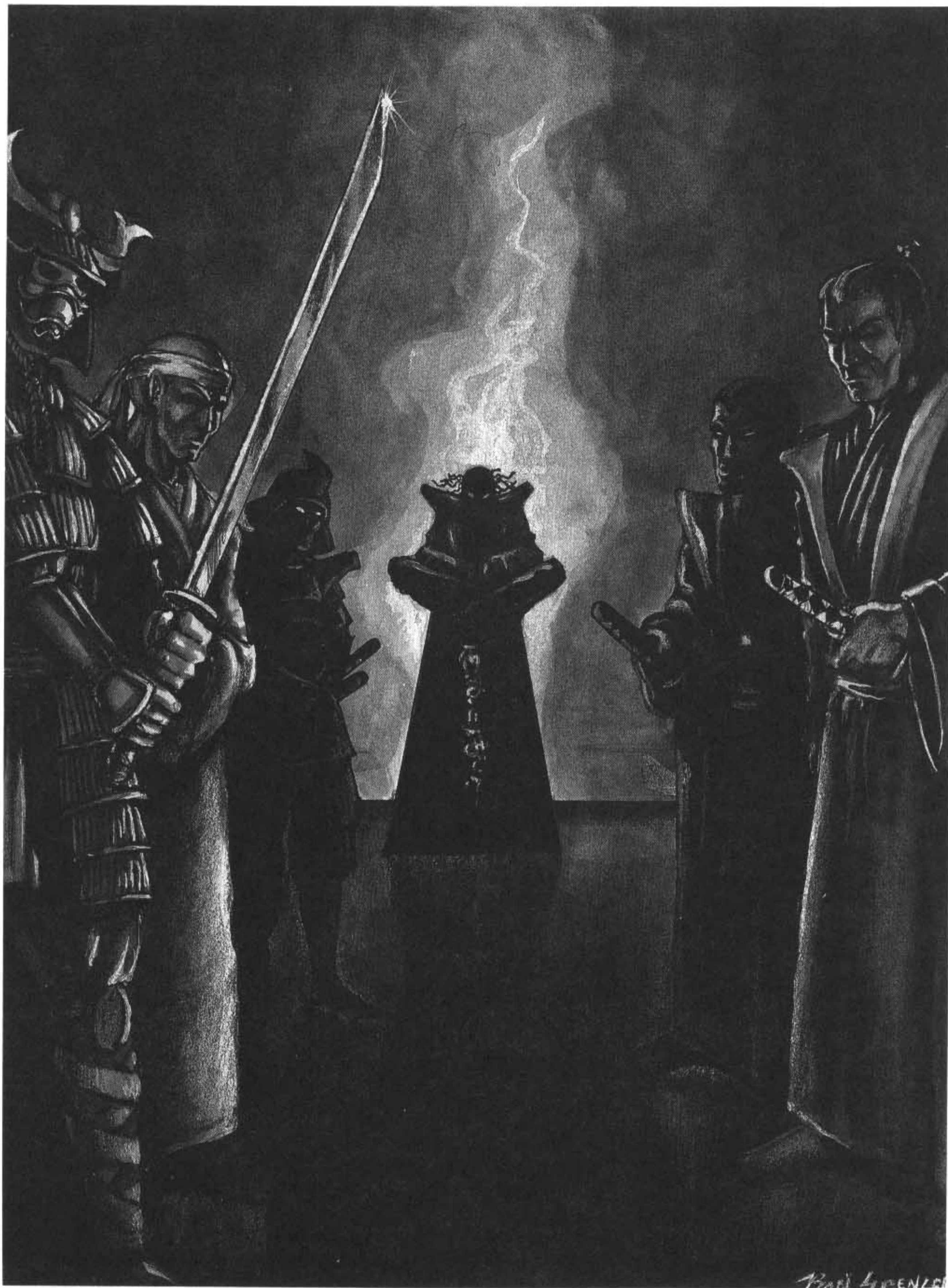
## *Quest for Knowledge*

British Columbia used to be home to many septs and other groups of Garou, now extinct. A quest for the truth behind legends of artifacts and "lost septs" could lead the characters throughout the province and into the virgin rain forests, places where humans have never set foot. In addition to this, old burial sites and caves housing elders used to cover the area now known as Vancouver. If the players could uncover some of these places, there could be powerful fetishes to be found. This is the task to which the Glass Walkers and Bone Gnawers claim to have dedicated themselves.

## *On the Trail of the Wyrms*

If you used both vampire and werewolf players, perhaps it will be more interesting if you can keep the group together. Now that the vampires realize that there is another force out there (the Wyrms), they might decide to help the werewolf players combat it. You could also get both groups to go to another city, such as Seattle, either to stop the spread of the Wyrms or for some other reason. Whatever you decide, it might be interesting to keep the two types of characters together.







# Appendix: The Bushi

*"Go not to the East... for there lies your death."*

- The Book of Nod, Chronicle of Shadows

The Western vampires do not fully understand Kindred from Japan. The Gaki are one example of vampires from this country (see *World of Darkness*). They are creatures who believe they are the descendants of the Kami who created Japan. Several other groups of vampires have similar myths about their own origins, including the Bushi. Not only do the Bushi and the Gaki differ in philosophical ways, but they are also different in their powers and weaknesses. It is possible that both groups are right about their origins and that they are different "species" of vampires. No one in the West knows for sure, and even in Japan itself, the argument still rages.

This is the version of the story told by the Bushi. Long ago, the Japanese Islands were created by the gods Izanagi and Izanami. Their daughter was Amaterasu o Mikami, the sun goddess and divine ancestor of the imperial family, who became the leader of the gods. Amaterasu's brother Susanoo no Mikoto was the bad-tempered and violent god of storms. When he defiled his sister's palace in heaven, Amaterasu became angry and locked herself in a cave, plunging the universe into darkness. The Sun Goddess was finally lured out by the other gods. Susanoo was banished to Earth and his children were cursed to live in darkness. They feel pain when touched by the light of the sun, and invite death when fully bathed in the light of Amaterasu o Mikami.

As the children of Susanoo, the vampires of Japan live in darkness, unwilling to venture far from their home. Instead, they concentrate on their triumphs and defeats in the islands of the gods. Most of the vampires from Japan live by the ancient code of Bushido and have developed a social structure very different from the vampires of Europe and the Americas.

Great sprawling cities are overflowing with vitae, and the descendants of Susanoo feed well. In order to preserve this feeding ground, the elders of the ruling castes have started to send their minions abroad, breaking their centuries-old seclusion. In North America, Europe and elsewhere, the Japanese vampires have invested time and money in acquiring the power they need to protect their domain from the more familiar Cainites, as well as expanding their power. The members of the Bushi Clan travel to protect their masters' holdings and scout the world outside the islands formed by the gods.

The vampires of Japan are very different from those of Europe. One of the main differences is their belief that they are descendants of the god Susanoo no Mikoto and not Caine. As far as the Western vampires can tell from their limited interaction with the Eastern vampires, there may be some basis in fact that the ones who call themselves the Children of Susanoo are an altogether different "race" from the childer of Caine.





These vampires are organized into a bloodline system much like the Western clans. Each bloodline has its own teachings and disciplines, many of which can be compared to the disciplines of the Western vampires. Some teachings, like Kai, are based on basic philosophies and ideas about life, while others are based on the binding of spirits, control of the elements, and the forces of the anti-elements.

They have been fighting a long war against both *gaijin* Garou and the Hengeyokai, the races of Japanese shapechangers. Among their enemies are the Kitsune (werefoxes) and the Neko (cat creatures). Although there are very few lupines native to Japan, many have been traveling there *en masse* in their war against the Wyrms. The small industrialized island country is seen as a major center of Wyrms activity. This ongoing war against the foreign Garou is the main reason that the Japanese vampires are so interested in Vancouver. If one city of vampires can make peace with the lupines, maybe the Japanese can come to a similar arrangement. Unfortunately, the children of Susanoo don't realize how futile any attempt to make peace with the Garou will probably be.

## Clan Bushi

The Bushi are classical Japanese warriors. Members of this clan are the warrior elite. They fight to the Final Death to preserve their honor and that of their masters, neither asking nor offering surrender. To be a Bushi is to be one of the samurai of legend, existing by the code of Bushido. A follower of

Bushido must fight well, serving the master with honor. She must be proud and not besmirch her name and lineage.

The Bushi concentrate on honing their combat skills to the utmost degree, but not all of these skills are combat-related. A bushi must also be a diplomat, acting for her master in her absence. She must be a poet and a historian, in addition to many other roles. This is the ideal of the Bushi clan, who seek out those who lived with honor so that they may serve in undeath with that same honor.

## Appearance

The members of this clan usually wear conservative suits with long overcoats to conceal weapons. A Bushi will always look well-kept. Men within the clan usually have short, well-trimmed hair.

## Haven

A Bushi's haven would be wherever his master decides it should be. This is typically hidden within the corporate skyscrapers of the city or near other holdings of the master. A Bushi who has attained enough rank to become the personal guard of his master will sleep in adjoining rooms of the vampire which he serves.

## Background

Since the Bushi Embrace only those who they deem to have lived with honor, the character could come from many different avenues in life. With overseas expansion, a few westerners have been taken into the clan.

## Character Creation

The primary focus of Bushi is on perfecting one's self as a warrior, but some social skills, especially etiquette should be taken. History and an art form, such as painting or poetry, are also recommended. The generation of the Bushi vampire is also a factor of her rank, or status, among others of her kind. In general, the higher the generation, the higher the rank of the vampire. When making a Bushi character, the Storyteller should keep this in mind and, unless she wants a high-ranking Bushi player, should not allow the player to buy the Generation background.

## Clan Disciplines

Celerity, Presence, Kai

## Weaknesses

The abilities of the Bushi are based around mysticism and bound by honor. There is a strong mystical bond between the Bushi and his master in addition to his very way of unlife. If a Bushi breaks his freely given word or acts dishonorably, he will find that his inner force has become tainted and he will be without the use of his disciplines. The only way for the vampire to regain a pure spirit is to somehow cleanse himself of the



dishonor and start anew. For samurai in the past ritual suicide was sometimes the answer if the individual was dishonored. (The Gaki believe this as well.)

With death, the samurai would reenter the Karmic wheel and start from the beginning. The Bushi believe that the vampire is the height of the wheel and once vampirism is attained, one is outside the life cycle. Final Death removes one from the cycle, so if one dies without honor, all one's previous lives were wasted as the spirit dies. If, on the other hand, a Bushi goes down into the Final Death with honor, he takes his place with Susanoo himself.

The possibility of a Bushi losing his power comes after breaking his word more than once and continuously dishonoring himself. If a Bushi does break a freely given word of honor, then that Bushi does not only lose honor and face, but also automatically loses a permanent point of Willpower. Successive and repeated violations may cause a derangement, not to mention a severe reprimand from the lord. These punishments are bestowed to the Bushi character by the Storyteller and are a reminder of the mystical ties that the character has with his inner spirit and his beliefs. Derangements gained this way may only be cured through a long spiritual cleansing process.

In addition to this, the curse of Amaterasu has left the Bushi especially vulnerable to sunlight. When exposed to sunlight, double the damage inflicted. This lends more credence to the idea that the Gaki and the Bushi are of two different types of vampires, since the Gaki are not very susceptible to sunlight.

## *Bushi Society*

As stated above, the Bushi are servants of their masters, sworn for eternity and used as bodyguards, warriors or even diplomats. Taking this clan means that the character will be highly restricted by the whims of her master, and the Storyteller should roleplay this control. Occasionally, a Bushi will be freed from this control by the destruction of her master. Even then, her oath obliges her to track down and destroy her master's killers. Only when all the guilty parties have been slain is the Bushi free to follow her own destiny. This devotion to the master is not unlike a blood bond, and in fact the drinking of blood from other vampires (especially those of different rank) is quite common.

In the society of Japanese vampires, the idea of diablerie is not one which is treated with horror or disdain, but one that is frequently practiced. If a vampire is challenged to combat (not just physically, but just as often mentally) the vampire who loses may be drained of blood. (Western vampires challenged by those from Japan may find themselves in a contest of artistic skill, such as poetry, rather than a test of combative skill.) Although the victor may drain the loser, this may not always happen. Leaving the vanquished to live with his failure sometimes serves the victor's purpose more.

The position a Bushi has in vampire society is dependent on her rank. This rank comprises various factors like honor and face, and functions much like the lupine rank system. (If you are using a Bushi character, use the rank system provided in







Werewolf for now.) When a Bushi achieves a higher rank, she must perform a task or feat to show she has earned that rank. This can be anything from a quest to a duel with a higher ranking Bushi. Typically, if the feat involves a duel, the lower ranking vampire must not slay the higher ranking Bushi, but the higher ranking Bushi is under no such restriction. If the Bushi completes her task, then several members of the higher rank for which she has just qualified allow her to drink some of their blood, effectively raising her to their station. This drinking of blood, coupled with ancient rites, allows the Bushi to learn Disciplines of a higher rank than she previously possessed.

## Organization

The Bushi are a closely knit clan and show each other respect when they meet, even when they serve elders who are enemies. Bushi will frequently announce their intentions, followed by their name and master, when they meet. They thrive on personal honor, and so will call each other out for personal duels when conflicts arise. Bushi of the same master will help each other out as long as their master or their individual honor is not compromised.

Like most vampires from the Far East, the Bushi are part of a caste system and therefore believe, completely and unshakably, that it is their function to serve as it is their master's function to lead. The only way for a vampire of a lower caste to gain

status is to gain renown and face (similar to the werewolves' way of gaining status).

## Quote

*"Honor above all is what dictates my actions. Do not judge me upon anything else, for to do so would demean both of us."*

## New Discipline: Kai

Kai is the discipline of inner power. It is based upon the mystical honor fostered among the Bushi. The Bushi focuses her inner power and resolve into a weapon both martial and coercive. The fifth level of this Discipline is the highest given in this source book, but it is rumored that masters of this Discipline can draw upon the life force of others around them to destroy enemies hundreds of miles away. This Discipline must be learned from another Bushi, so those wishing to learn it will have to seek out a master.

### • Inner Focus

Honor is foremost in the Bushi's mind and soul. It is this idea of honor, this overwhelming drive to perform their duty, that allows this power to work. Instead of using Willpower points to resist the urge to frenzy, a Bushi may spend two blood points and regain an inner calm for the scene, so that she may act with honor and perform her master's will. In order for this to work, the situation in which the Bushi will frenzy must be one that would either endanger a task given by the Bushi's master or a





situation which would cause the character to lose honor if she frenzied. This is just one of the powerful mystical abilities of the Bushi which may seem like a Thaumaturgy path, but in fact is the essence of the spirit.

### •• Focused Strike

Those who are well-practiced in the martial arts are known to be able to break wood and brick with their hands, feet and heads. The Focused Strike is an extension of that ability. By expending blood points, the character can focus her inner power into a massive strike which, instead of wood and brick, can break through walls of stone or iron and destroy the most powerful of enemies. With this power, a Bushi may send an enemy flying with the lightest of blows. (It is rumored that a higher level of Kai allows the vampire to focus such power through objects, such as swords or bullets.)

**System:** The amount of damage done by a blow is increased by two dice per blood point expended (to a maximum of ten dice). The inner force of a person, whether living or undead, has mystical properties and thus any damage caused by this attack will count as aggravated.

### ••• Honorable Elixir

The Bushi may turn her blood into a spiritual substance that will cause others who drink it to walk the path of honor. Anyone, either mortal or vampire (even those of a higher generation than the blood donor) who drinks the blood must treat the Bushi honorably, as if he were a Bushi as well. He will suffer any Willpower loss or derangement that normally comes with breaking one's vow. This effect only lasts for one scene, unless the Honorable Elixir has been drunk on three different occasions, in which case a Blood Bond develops and the honor effect becomes permanent.

The Bushi often use this during business negotiations, even on mortals ignorant of their vampiric nature. It is not hard convincing businessmen to honor the Bushi's "simple Japa-

nese custom from samurai times", in this case, the sharing of a drop of blood (or a drop concealed in a cup of saki). This ensures that the Bushi are never cheated in business dealings, or if they are, the cheaters suffer for their dishonor.

**System:** A Willpower point must be spent to energize the blood. Only those drinking the blood will be effected.

### •••• Shield from Fire

Fire is the ally of the sun and thus the enemy of the children of Susanoo. Once the vampire masters the ability to focus her inner force, she is then taught to use this ability as a shield against attacks. By expending blood points, the character can create a red aura around herself which will ward off the power of the flame.

**System:** For every blood point expended, one turn of invulnerability from fire is gained.

### ••••• Daimyo's Law

This allows the Bushi to force another, whether mortal or vampire, to pursue an obligation for the Bushi. This obligation is specific and usually involves a task. The task could be to fetch a stolen clan object, such as an old sword, to punish another vampire for an injury to clan honor, or even to close a business deal for the clan. The Bushi must verbally deliver the obligation. The obligation lasts until it has been performed. If the target ignores the obligation, he will lose a Willpower point at the end of every week in which he has done nothing to complete the task. It is the Storyteller's discretion as to what constitutes furthering the task. (It is rumored that a higher level of Kai allows the Daimyo's Law to be placed upon multiple targets.)

**System:** The Bushi rolls Manipulation plus Leadership against a difficulty of the target's Willpower. The target may resist with a Willpower roll against an eight difficulty. If the Bushi has even one success, the Daimyo's Law takes effect. If the target is under the effect of the Honorable Elixir at the time, he may roll only half his Willpower Dice Pool to resist.











# DARK ALLIANCE: Vancouver

## *In The City, In The Woods...*

The city of Vancouver is like no other—peace reigns between vampire and werewolf. To the Kindred, the city is a “safe haven” from the raging politics of the Damned. To the Garou, it is the site of the Great Caern, a place of spiritual brotherhood. A generation has passed in peaceful silence...

## *The Shadow Of Treachery*

... but that is about to end. The Vancouver Compact is threatened, and war looms on the horizon. An invisible enemy works to destroy all that both societies have achieved. Something is awakening, and it writhes within the city. Can Garou and Kindred overcome their rivalries and work together to prevent the city's destruction?

*Dark Alliance: Vancouver* is a **Vampire/Werewolf** chronicle book detailing the people, places and plots around Vancouver, a hotbed of Garou and Kindred unrest. It includes:

- Details on the movers and shakers of the region, the Garou and Kindred who can mend or break the Compact.
- The various plots and encounters in the “Imprisoned City” which threaten to engulf the player characters.
- A new bloodline of Oriental vampires: Clan Bushi.

**WEREWOLF**  
*The Apocalypse™*



4598 STONEGATE IND. BLVD.  
STONE MTN., GA 30083

ISBN 1-56504-059-7  
WW 3103 \$15.00  
by Kender

