

Forgotten Lessons

BY JAMES A. MOORE

Forgotten Lessons is the first part of a three-part story for Werewolf: The Apocalypse, Second Edition, designed with four to six Garou in mind. Part One is followed next issue by Present Dangers, and Future Shocks in issue #44 (June). You can use all three parts together, or adapt each to stand on its own.

The Story So Far

Forgotten Lessons focuses on the distant past, long before Europeans came to the Americas. Long ago, Gaia gave the continent to the least corrupted of her children. Thus, the Uktena, the Wendigo and the Croatan traveled across the frozen wastelands of the Bering Straight and made the Americas their home.

Although the land had been cleansed by Gaia during the Ice Age, many Wyrmlings still existed there. The Wyrmling's minions were weakened, though, and quickly fell before the onslaught of the Garou. The Garou bound these creatures into stones and buried the Wyrmlings in the earth where they could do no more harm. Powerful rituals were performed year after year to ensure that the creatures remained dormant. They were unable to harm the Pure Ones and their Kinfolk.

With time, Europeans came to the Americas, bringing the evil of the Wyrmling with them. After many battles, the Pure Ones were driven from their lands and forced to the west. Many of the Pure Ones died, the Croatan were destroyed, and, in some places, the rituals that held the Wyrmling's monsters dormant were abandoned.

Since that time, Malafaxus the Wyrmling-Walker has lain asleep beneath the earth, slowly regaining power after imprisonment by the Pure Ones. Now the time has come: Malafaxus has awakened.

The being has been roused by recent construction near its resting place near Utica, north of New York City. A subsidiary of Pentex is responsible for the "noisy" construction. The corrupt corporation has become aware of Malafaxus, and it is doing all it

can to ensure that the powerful Wyrmling awakens with its powers intact. To this end, the corporation has shifted to building an industrial complex on land directly above the Wyrmling's resting place.

The Waltheford Industrial Park promises to bring many jobs to nearby Utica. Newspapers have done a bang-up job of letting everyone in the state know about the new complex and its opportunities.

Coincidentally, many Uktena and Wendigo with the Past Life Background have recently had fitful dreams, envisioning an army

of fomori crawling from the ground. Furthermore, the local Red Talons have been more restless than usual. Even at the Gaia's Hand Sept, Garou have grown uneasy. No one knows why, but they're about to find out.

Theme

Forgotten Lessons is a reminder that only by understanding and respecting our past, heritage and history can we hope to understand our present and future.

Part 1 of a 3 Part Story for



SECOND EDITION

Mood

Forgotten Lessons is about dark, unreasoning fear. Something from the past, something with a long memory and foul powers, has returned to haunt the present. Whatever it is, it wants revenge, and today's Garou must face that horror.

Tribal Involvement

If any characters are Uktena or Wendigo, getting involved in this story is fairly easy. Elders of the Uktena tribe have been dealing with a Wendigo sept on the other side of the U.S./Canadian border. Considering the gross numbers of Wyrmling-bringer Garou that have infested New York State, this alliance is very necessary.

Both tribes have discovered a common enemy to expedite their unification: the Waltheford Industrial Park. Development has begun on the industrial park's north wing. The construction site is located on what is believed to be ancient Iroquois burial grounds,



lands held sacred long before the Europeans came and conquered. (Development of the land has been approved because politicians under the thumb of Pentex and the Wyrms have dismissed pressure from historical preservation groups.) The Wendigo and Uktena want what they believe to be their land back. Even the Red Talons loathe such afflictions to the world, and they gladly side with the Wendigo and Uktena to prevent any further construction near Utica. (Of course, what all these Native American groups and Garou have forgotten is that a Wyrms creature, not a graveyard of ancestors, is actually buried there.)

For their part, Glass Walkers have invested a great deal of money in developing the park, unaware that Pentex is behind the venture. The Glass Walkers have even promised job opportunities to Kinfolk of the Bone Gnawers. The Bone Gnawers therefore stand by the Glass Walkers. Any interference on the part of Native American tribes certainly catches the Glass Walkers' attention.

One of the construction companies being used at the Waltheford complex is the Larson Transport Company. Tor Larson is Kinfolk to the Get of Fenris. His son, Kurt Larson, belongs to the Sept of the Sentinel in up-state New York. Kurt is not known for his patience, especially with people who bother his father. Should any construction crews be injured, Kurt's revenge is inevitable.

The Shadow Lords also have several business operations. They plan to move into the Waltheford Industrial Complex. Indeed, the Shadow Lords have plans, big plans.

The Silent Striders have no plans or involvement in the area, but are likely to investigate, if only to discover what all the fuss is about.

The Children of Gaia support the Uktena and Wendigo, but refuse to participate in violence—there simply has to be a better way. They do their best to make everyone behave. Lots of luck.

Scene One: Conflict of Interest

The Native American Coalition for the Preservation of Sacred Sites (NACPOSS) has decided that recent media coverage of job opportunities coming to Utica is too good an opportunity to miss. The group is using the media coverage to give voice to their protests against the proposed north wing. Uktena or Wendigo characters may be present at the protest. Participants include Native Americans, Kinfolk and Garou.

Some protesters have gone so far as to post themselves at the center of the construction site. They are fully prepared to be arrested, hoping to stop the destruction of their "sacred grounds." A substantial number of the Children of Gaia agree with the Native Americans, so any characters from that tribe are likely to be there as well.

All that's planned is a simple, peaceful demonstration, a "sit-in" to stop construction and allow NACPOSS leaders to speak. Thomas Waltheford, actually a Black Spiral Dancer in the employ of Pentex, is not fond of the idea. Neither are his unwitting Glass Walker backers. The press has been paid off. No representatives from any of the major news organizations are present.

Paladin Security is also on the Pentex and Glass Walker payroll. Guards from this company are being employed to ensure that construction goes as planned. Paladin Security is owned and operated by Andrew Harrison, a Shadow Lord of dubious morality.

No one knows Waltheford's true affiliations.

What's Really Going On

The Iroquois Six-Nations League knows the land being developed is sacred and should be protected from exploitation (it's believed to be a burial ground). Members fear that the land's rape will set a precedent.

What the League doesn't know is the true reason why the land is sacred, or more importantly, why it has terrible significance. (It's

Investigations

It's very possible that characters decide to investigate the investors behind the Waltheford Industrial Park. An Intelligence + Investigation roll, difficulty 8, is required to gather any useful information. With three successes, the names of several prominent investors are revealed:

Thomas Waltheford— Legal owner of the land, he owns heavy stock in Pentex (through front companies and agents that the Glass Walkers have failed to research). He also has a strong reputation as an amateur archeologist. In truth, Waltheford is a Black Spiral Dancer, but characters have to meet him to discover this; no amount of investigation reveals it.

Gerald Withersby— A well-placed investor with ties to several companies, including Pentex (his multiple investments imply an ignorance of Pentex's true nature).

Andrew Harrison— Wealthy Shadow Lord with a bad reputation; he is rumored to have mob connections.

Lila Westerly— Wealthy Glass Walker with powerful ties to the Utica City Council.

The Jessica Morrow Foundation— A small investment in the park can be traced to Ms. Jessica Morrow. She is actually a vampire whose only address is a post office box in Chicago. Unless characters have contacts in Chicago who are knowledgeable about the city's vampire population, they have no way of discovering Morrow's true nature.

O'Tolley's International Restaurants (a Pentex subsidiary) — The chain wants exclusive food service rights to the complex. O'Tolley's is one of Pentex's "top twenty" branch companies and can pique the interest of monkeywrenching Garou.

Burpsi-Cola Corporation

Several small credit unions

Ramses Enterprises (a Pentex subsidiary) — Ramses is a publishing house that's hired to distribute Pentex information. Several other companies also hire Ramses, so the organization may be assumed to be legit (which it is). However, Ramses is tied to Vesuvius, Inc., Pentex's main publishing house.

There are dozens of smaller investors as well. Several of these companies are involved in Pentex operations, but only heavy research proves such connections. If characters are looking for such ties, require them to make extended rolls; only 10+ successes reveal any connections.

this significance that inspires the strong feelings of dread that the Wendigo and Uktena have.) Something rests here that should not be disturbed. Sadly, as has been proved time and again, the government (even the segments that have not been touched by the Wyrms) cares little about the feelings or rights of Native Americans.

Of course, the land actually holds the fetish-bound form of the Wyrms-Walker. Its time is come, and unless the characters can stop construction, the creature rises. The Sense Wyrms Gift has no effect on Malafaxus at this time, as it is completely bound by Uktena fetishes. These fetishes keep its power completely at bay, but they also keep its power from being detected.

Unfolding Events

Paladin Security Guards are well-paid, elite members of one of the finest security forces available. They're paid to do a job, and they take their duties seriously. They politely ask protesters to leave the premises. If unsuccessful, they call in local police. Security guards only attack if provoked, but defend themselves from any threat. Guards do their very best to "gently remove trespassers from the property." They fully expect to have a fight on their hands.

If the police are summoned, they will arrive within 10 minutes and begin arresting anyone who does not belong on the construction site. Thomas Waltheford, the Black Spiral organizing construction on Pentex's behalf, presses charges against the trespassers. In order to legally remove themselves from Utica's jail, characters have to arrange a \$1,000 bond. If there is conflict at the construction site, the bond may be as high as \$10,000. The greatest problem facing Garou in this scene is that most of them have no legal leg to stand on. In the eyes of the law, they have no right to interfere with construction.

Characters found guilty of trespassing or assault face fines or jail time.

In the event that one or more characters is Wendigo, Uktena or a Child of Gaia, her people hear of the protest (and any resulting struggle). Rest assured, if the Uktena and Wendigo tribes' Kinfolk are assaulted, other members of the tribe come running. As soon as either of these tribes becomes involved, the Get of Fenris, Shadow Lords, Bone Gnawers and Glass Walkers also become involved (see *Tribal Involvement*, above). In other words, consider multi-tribe involvement unavoidable.

Paladin Security Guards

Attributes: Strength 3, Dexterity 2, Stamina 3, Charisma 2, Manipulation 3, Appearance 3, Perception 4, Intelligence 3, Wits 2

Abilities: Alertness 2, Brawl 3, Dodge 3, Drive 2, Firearms 3, Intimidation 2, Investigation 2, Law 2, Melee 2, Streetwise 2

Backgrounds: Allies 5

Willpower 7

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Equipment: .357 Magnum, baton, flak vest, really cool mirror shades. The "really cool" shades are actually fetishes (Level 1, Gnosis 3). Guards wearing these shades are immune to the Delirium. If the glasses are knocked off, guards are vulnerable to the Delirium.

Scene Two: The Awakening

Several days pass, and despite the best efforts of NACPOSS, construction proceeds as planned. On the fifth day of work, a large

bundle is uncovered. It's wrapped in worn (but, miraculously, still whole) bear hides. This unusual package holds the mortal remains of Malafaxus.

Have the members of the pack been watching the site? If not, they'll be sorry.

What's Really Going On

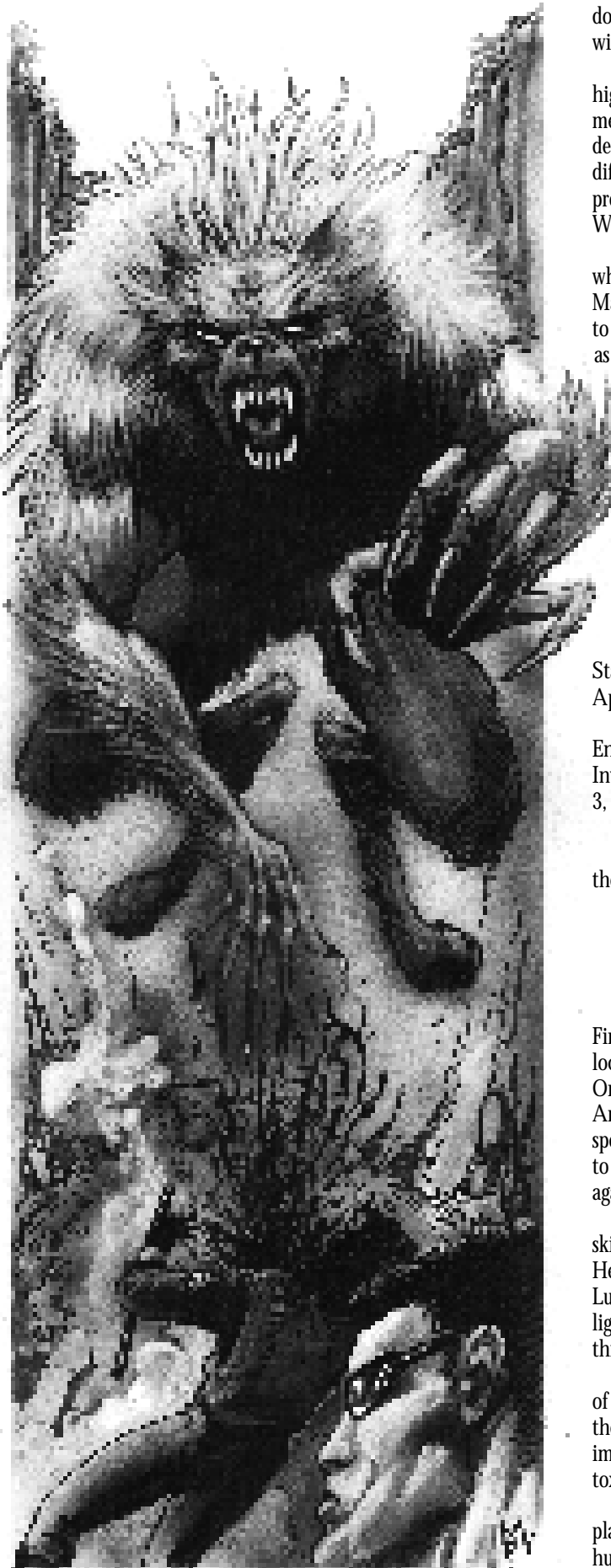
Every morning, guards have driven away members of NACPOSS. They have warned them that stiffer penalties will be meted if the trespassers are ever found on private property again. The press is still not responding to NACPOSS' pleas— news in other places has distracted them.

With digging underway and the Wyrms-Walker's remains uncovered, Thomas Waltheford's plans are about to reach fruition.

Something definitely seems afoot. For the first time since this entire mess began, the man that legally owns the land arrives at the construction site. As soon as the bundle is lifted from the ground, Waltheford has it placed in the back of his pickup truck, and a Paladin guard joins him for the ride.

If the pack has been watching the construction site, characters have a chance to stop Waltheford, provided they haven't been driven away by Paladin Security guards and the local police (with additional encounters staged by you, depending on how adventurous characters are in their surveillance).

If the pack is present and attempts to stop Waltheford, he flees instead of fighting. He also calls on his Paladin guards to handle the dirty work while he escapes. The guards do all they can to stop the pack, using lethal force to defend themselves, if necessary. If the characters track Waltheford after he's left the construction site, they find the remains of his truck, but not the man himself. They



do not find his guard companion or the creature Waltheford has with him (see *Scene Three*, below, for details).

Waltheford has possession of the Wurm-Walker's remains and hightails it to New York City. His plan is to gather together the members of his splinter pack and make arrangements for the destruction of the Sept of the Green, a melting pot of Garou from different tribes, located in New York. There's only one small problem with his plan: he has yet to consult with the Wurm-Walker.

Waltheford has been working under the assumption that whatever it is he has liberated from the ground will listen to reason. Malafaxus the Wurm-Walker is effectively insane and has no desire to work with anyone. It feels only the need to spread its corruption as far as it can. The fetishes that long ago bound Malafaxus have maintained their strength to some degree, but without the Uktena rituals that assured its continued slumber, Malafaxus has awakened. Thus, while the fetishes that held the creature are still strong, they have been separated from their "home" and are useless.

Thomas Waltheford, "Hastoodar"

Breed: Homid

Auspice: Philodox

Tribe: Black Spiral Dancers

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

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 2, Empathy 2, Enigmas 3, Etiquette 3, Expression 4, Firearms 2, Intimidation 3, Investigations 2, Law 4, Melee 3, Occult 5, Politics 4, Primal-Urge 3, Rituals 2, Stealth 3, Streetwise 2, Survival 2

Backgrounds: Allies 5, Past Life 5, Resources 3

Gifts: (1) Persuasion, Resist Pain, Smell of Man; (2) King of the Beasts, Staredown; (3) Foaming Fury

Rank: 3

Rage 8, Gnosis 6, Willpower 8

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Rites: Rite of Contrition, Rite of Talisman Dedication

Fetishes: Fang Dagger; Nest-Finder (Level 5, Gnosis 5; Nest-Finder is a Black Spiral Dancer fetish created specifically for locating sites where minions of the Wurm were buried by the Pure Ones during the time before the European invasion of the Americas. The bearer must first spend a turn activating the fetish, spend one Gnosis point and roll Perception + Enigmas, difficulty 8, to locate a minion of the Wurm that has been buried and shielded against detection.)

Image: Thomas Waltheford is in his early '40s. He has pale skin, dark gray hair and green eyes. In Homid form, he stands 6'3". He wears gold-rimmed glasses and a charcoal-gray business suit. In Lupus form, Waltheford's fur is dark gray, with patches that are lighter and tinged green. He stands four feet tall at the shoulder in this form.

Roleplaying Notes: You loathe all that is sacred to Gaia. One of your specialties is building useless structures and later converting them into Blights. Almost every place you've built has turned an immense profit and simultaneously become a dumping ground for toxic wastes.

Most of all, you love thumbing your nose at the Garou. Most places where you choose to build are pristine, untouched by humankind. You always make certain that the land is legally yours

well before you start development. Naturally, your substantial donations to wildlife preserves make you appear almost saintly in the eyes of the press.

History: WaltheFord went through the Change later in life than most Garou. He was 25 years old and already establishing himself in the business world when the Dancers came for him. They taught him their ways and philosophies, and he made them his own, adding his natural business sense to their strategy of corruption.

WaltheFord has established no Hive as yet, but he's supported by several Black Spirals. They left the Dank Well Hive in the Adirondacks to join him. His "Hive" resides in Manhattan, where he owns several buildings, including the Hartsburg building, the headquarters of his company. WaltheFord has nothing but contempt for the Abyss Leapers pack of New York City and plans to forcibly take their Pit in the near future.

Scene Three: Walking With the WyrM

If the characters pursue WaltheFord when he leaves with the WyrM-Walker's remains, they're undoubtedly surprised to find a pickup truck by the side of the road, literally torn apart by whatever was in the back. There's no sign of WaltheFord, his guard or his prize.

However, in the back of WaltheFord's pickup truck there are several moldy bear skins, laying in tatters. Various primitive fetishes lie in the folds of the skins. These fetishes are Binding Stones, designed to keep Malafaxus in a deep sleep, unable to move or think. The fetishes still hold their power, but this power is now dormant and can only be reactivated by an Uktena who knows the required ritual.

For future parts of this story, it's important that the characters pick up the bear skins and stones. The skins have markings on them that indicate some significance, and the stones bear obvious significance; characters keeping the items shouldn't be a problem.

Characters may use the tracking rules provided in the **Werewolf Second Edition** rulebook to follow a trail that weaves through the woods, off to the side of the road and toward New York City. Any character with the Sense WyrM Gift is now able to feel the presence of something very powerful and corrupt—the WyrM-Walker.

Malafaxus the WyrM-Walker

The WyrM-Walker is a powerful fomor, capable of inflicting a great deal of damage upon any being it attacks. Worse still, the WyrM-Walker is a walking gateway for Banes, summoning the creatures almost constantly and sending them out to possess the bodies of living creatures they encounter.

Long ago, the WyrM-Walker was a powerful mystical bear. Some say it was a mage (the Garou believe that, long ago, animals could become intelligent and work magic). Its name was Malafaxus. Malafaxus made a deal with the WyrM, promising regular sacrifices as long as it could remain self-aware and immortal. The WyrM agreed to the bargain, and both kept their word for several centuries. Malafaxus' form of immortality allowed it to possess different bodies whenever the form it wore was growing old. Its last form was that of a Pure One Kinfolk. Eventually Malafaxus stopped the sacrifices, meaning to continue with them, but as it grew arrogant with power, it forgot its debt to the WyrM. The WyrM took the slight personally and destroyed Malafaxus' soul,

replacing its life force with a gateway to Malfeas, the Umbral Lair of the WyrM. Malafaxus the WyrM-Walker is now literally a conduit for Banes from Malfeas to the material world.

When Malafaxus was defeated long ago, the gateway was closed, but now it is opening again. The process is slow, though, as Malafaxus has been confined for centuries, unable to use any of its powers. At present time, the creature is fully capable of causing injury, but it is not yet capable of opening its internal gateway to the most corrupt Realm of the Umbra.

The WyrM-Walker is headed toward New York City, drawn by the city's enormous population and by an old enemy within. The creature plans to use its portal as soon as it arrives at its destination, releasing Banes upon New York's populace. For the present, it attempts to flee any foes, but the Garou will probably catch up with it anyway.

The worst problem the characters face is that they haven't the foggiest notion of what the WyrM-Walker is or what it can do. Malafaxus is a serious threat, but one that can be stopped with a little teamwork (at least at this time). Indeed, as Part Two of this series deals with the pursuit of WaltheFord, the initial defeat of the WyrM-Walker should be resolved soon.

As stated above, the WyrM-Walker seeks revenge in New York. Somewhere in the city is an Uktena descended from the Garou who led the assault to capture Malafaxus ages ago. Malafaxus will not rest until the Garou known as Chases-After-Shadows, descendant of Tricks-The-WyrM, is dead. There are lessons to be learned from the past, and the pack must search in the past to save the present. That salvation is also dealt with later in this series.

Note: Malafaxus is still very weak; all Traits in parentheses are accurate at this time. Should Malafaxus manage to escape the characters, it regains its full power in a matter of days.

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

Abilities: Alertness 4, Animal Ken 1, Athletics 4, Brawl 5, Dodge 5, Empathy 5, Enigmas 3, Expression 1, Intimidation 4, Medicine 3, Melee 3, Occult 5, Stealth 4, Survival 5

Backgrounds: None

Rage 10 (5), Gnosis 10 (2), Willpower 10 (5)

Health Levels: OK, OK, OK, -1, -1, -2, -2, -3, -4, -5, -5, Incapacitated

Fomori Powers: Extra Limbs, Fangs and Claws, Immunity to Delirium, Incite Frenzy, Infectious Touch, Portal (see below), Umbral Passage (Step Sideways)

Portal: For two Gnosis points per scene, the WyrM-Walker can open a portal within itself. The opening connects Malfeas to this world. The portal is strictly one-way and allows any Bane with the Possession Charm to enter the real world at will, with no cost to itself. The Banes must begin the process of Possessing a target within three turns of entering the material world or return to the Umbra. Malafaxus has no control over these Banes; it simply knows that releasing them into the world is what the WyrM desires. These Banes come through the Portal at a rate of one every two turns.

Image: The WyrM-Walker is a short, stocky man with long black hair. He looks like the security guard who accompanied WaltheFord in his truck, but now he's in very rough shape. A large scar on the former-guard's chest pulses with his heartbeat. Burn marks, from long exposure to the powerful fetishes that bound the

Wyrms-Walker, cover his body. *Things* move under the Wyrms-Walker's leathery hide, writhing and hissing with the host's every move.

Scene Four: Escape to New York

The characters are unable to find Thomas Waltheford. Waltheford has escaped into the Umbra, terrified by the monstrosity that he has awakened. The Wyrms-Walker's first reaction was to attempt to possess Waltheford; he considers himself lucky to have escaped the creature. The creature possessed his unfortunate bodyguard instead.

What Waltheford doesn't know is that he has been infected by the Wyrms-Walker: a portion of its power rests within him and is starting to grow. Even if the Garou defeat the "main" Wyrms-Walker, another emerges (as discussed in the second and third parts of this trilogy).

Supernatural means of tracking Waltheford encounter difficulty. If the characters attempt to use the Rite of the Questing Stone, it fails, mainly because the caster must know the subject's true name. In this case, it requires Waltheford's Black Spiral name. The Sense Prey Gift doesn't work—it's used to find food, not enemies. If Scent of the Prey, the Ragabash Gift, is used on Waltheford, it encounters resistance from the infestation of the Wyrms-Walker within him.

If the pack looks for Waltheford in the Umbra, use the tracking rules from the **Werewolf Second Edition** rulebook. Difficulties are one higher in the Umbra. Ultimately, though, Waltheford's trail fades.

Waltheford plans to return to his New York packmates to gather help in recapturing his prize. He also plans to discuss his new prize with certain associates in Pentex.

Complications

There are several loose ends to consider in wrapping up Part One of this on-going story. First, there are the investors in Waltheford's Industrial complex; two are Garou with some rank and power in New York State. What connection could they have with a place that held a powerful Wyrms creature, and what connection might they have with Pentex?

Is the construction stopped, or do the investors push through with the planned industrial complex? Just because the number one investor is Wyrms-corrupt doesn't necessarily mean the Wendigo and Uktena have won the battle. Both the Shadow Lords and Glass Walkers have invested a great deal of time and money into this project. But, if the pack heartily recommends that the project be discontinued, Andrew Harrison and Lila Westerly might seriously consider the recommendation.

Then there's the little matter of Kurt Larson. If the construction stops, so does his father's cash flow. The land is now free from the Wyrms creature it held. Why should any of them give up what they've already worked so hard to get? The Wendigo, Uktena and Red Talons are likely to see things differently.

Additionally, the fact remains that Waltheford escapes the characters. He now unwittingly carries the seed of the Wyrms-Walker, and that seed grows as long as its host lives.

The Wyrms-Walker wants revenge. Who is the Garou it seeks, and how can their old rivalry help the characters destroy the Wyrms creature once and for all?



Renown

The Wyrn-Walker (at least this incarnation of it) is considered a strong minion of the Wyrn for Renown purposes. Any characters pivotal in stopping the development of the burial grounds (perhaps by convincing Westerly and Harrison that it's a Pentex operation) gain two points of Wisdom Renown. Any character who can promise to get Kurt Larson's father another job—and keeps the promise—gains a point of Honor Renown. Any character who pledges to help the Wendigo and Uktena stop the development, and follows through on her promise, gains one to two points of Honor Renown, depending on how central the character is in shutting down operations.

Kurt Larson

Breed: Homid

Auspice: Galliard

Tribe: Get of Fenris

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

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 4, Empathy 2, Enigmas 3, Etiquette 1, Expression 4, Firearms 2, Intimidation 3, Law 2, Melee 3, Primal-Urge 3, Rituals 2, Stealth 3, Streetwise 3, Survival 2

Backgrounds: Allies 5, Totem 3 (Fenris)

Gifts: (1) Beast-Speech, Razor Claws, Smell of Man; (2) Halt The Coward's Flight, Jam Technology; (3) Might of Thor

Rank: 3

Rage 9, Gnosis 4, Willpower 6

Rites: Rite Of Passage, Rite of the Opened Caern

Fetishes: Grand Klaive

Image: Kurt Larson is huge. He stands almost seven feet tall in Homid form and is built like a brick wall. His eyes are blue, his hair is sun-bleached almost white. In Lupus form, Larson's fur is reddish-blond, and he stands five feet tall at the shoulder.

Roleplaying Notes: You like a good argument, and you love a good fight. You always have a chip on your shoulder. The best way for someone to get a rise out of you is to look at you with anything less than respect. You're also a sexist pig; you think all women should be barefoot and pregnant.

History: Larson changed early in life and has been running with the Get of Fenris north of Utica for several years. He's highly respected among the Get. He's protective of his father and goes to extremes to avenge any wrong committed against him (as his father's previous employer discovered when he laid him off...).

Lila Westerly

Breed: Homid

Auspice: Philodox

Tribe: Glass Walker

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

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 2, Empathy 2, Enigmas 3, Etiquette 4, Expression 4, Firearms 2, Intimidation 3, Investigation 2, Law 4, Melee 3, Politics 4, Primal-Urge 3, Stealth 3, Streetwise 2, Survival 2

Backgrounds: Allies 3, Past Life 2, Resources 5

Gifts: (1) Control Simple Machine, Persuasion, Truth of Gaia; (2) King of the Beasts, Scent of True Form; (3) Control Complex

Machine; (4) Attunement

Rank: 4

Rage 5, Gnosis 7, Willpower 9

Rites: None

Fetishes: Sanctuary Chimes

Image: Lila looks like a tall, lean fashion model, and has perfectly sculpted hair. She wears only the finest designer clothes. In Lupus form, she has a lustrous coat of dark brown fur. She has hazel eyes.

Roleplaying Notes: Every time you turn around there's another of those pesky wood-dwellers meddling in your affairs. You know the law, and you know your rights. Garou or no Garou, no one tells you how to run your business. You have the money and the political power to make your point known.

History: Lila started her career as a fashion model at the age of 10. By the time her First Change occurred at 17, she had accumulated a large amount of money, carefully investing assets into a sizable fortune. Lila even did the Harvard thing, becoming a terror among corporate lawyers.

Andrew Harrison

Breed: Homid

Auspice: Theurge

Tribe: Shadow Lords

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

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 3, Empathy 2, Enigmas 1, Etiquette 2, Expression 4, Firearms 4, Intimidation 4, Investigations 4, Law 3, Medicine 3, Melee 2, Politics 4, Primal-Urge 3, Stealth 5, Streetwise 4, Survival 4

Backgrounds: Allies 5, Past Life 5, Resources 3

Gifts: (1) Aura of Confidence, Smell of Man, Spirit Speech; (2) Luna's Armor, Name the Spirit, Staredown; (3) Exorcism, Paralyzing Stare; (4) Strength of the Dominator

Rank: 4

Rage 5, Gnosis 6, Willpower 8

Rites: None

Fetishes: Monkey Puzzle, Coin of Judgment (Level 2, Gnosis 2). The Coin of Judgment is a simple fetish that, with a flip, allows the user to know if a person is lying or telling the truth. Heads, she's telling the truth; tails, she's lying. Flips must be made in the presence of those judged.)

Image: Andrew Harrison is a perfect example of a Mafia man. He is dark, short and pugnacious. His suits are all hand-tailored to hide the bulges of his pistols, and his glasses are mirrored so no one can tell what he's thinking. He smokes imported Turkish cigarettes and wears too much cologne.

In Lupus form, his fur is black, and he has black eyes and shiny white fangs. He stands three-and-a-half feet tall at the shoulder.

Roleplaying Notes: You understand that power is important. Nothing is as important as having security and financial power to make even the most skillful lawyer think twice before facing you in court. You never do anything that's against the law; that's what your flunkies are there to do.

History: Harrison was born and raised in Harlem, and he decided there were better places to live. He's dedicated himself to financial security at almost any cost. While he won't side with the Wyrn, some Garou are suspicious that he's knowingly invested in Pentex projects. 🐾

Present Dangers

by James A. Moore

Present Dangers is the second episode of a three-part story for **Werewolf: The Apocalypse, Second Edition**, designed with four to six Garou in mind. Part One, *Forgotten Lessons*, appeared last issue. Part Three, *Future Shocks*, will be in issue #44 (June). You can use all three parts together or adapt each to stand on its own.

What's Gone Before

Present Dangers continues the battle against a powerful Bane, Malafaxus the Wyrms-Walker, and Thomas "Hastoodar" Waltheford, a Black Spiral Dancer. Waltheford is responsible for the desecration of a site held sacred by the Uktena and Wendigo, and consequently is responsible for the release of the Wyrms-Walker, the Bane that was buried there. At the end of *Forgotten Lessons*, the characters confronted and probably destroyed the physical form of Malafaxus, but Waltheford doubtless escaped.

In the brief battle that Waltheford himself fought with the Wyrms-Walker, which broke away from his control, Waltheford was unwittingly infected by the Walker's corruption. Furthermore, several of the fetishes (the Binding Stones) that were used by ancient Garou to imprison the Wyrms-Walker were cast aside.

A Task Ahead of Them

Beyond being a vile individual, Thomas Waltheford is a Black Spiral Dancer (named Hastoodar). He acquired the exhumed remains of the Wyrms-Walker to back the Hive of Spirals he's forming in New York City.

Through research, characters can learn that Waltheford owns several pieces of land, many of which have become industrial cesspools. Extensive investigation reveals that Waltheford has ties to Pentex (which characters probably uncovered in Part One).

It should be clear, then, that the characters need to find Thomas Waltheford and put an end to his ways.

After defeating the first incarnation of the Wyrms-Walker in *Forgotten Lessons*, the Garou can search for Waltheford in New York City, where Waltheford was headed for before being waylaid.

Finding Waltheford probably requires that characters get help. Contacting the Sept of the Green, located in Central

Park, is an obvious option. (All pertinent information about the sept and its members can be found in **Werewolf: The Apocalypse, Second Edition**.)

Can the Garou find Hastoodar before the Wyrms-Walker rises again? Can they take Hastoodar alive to ensure the Wyrms-Walker is defeated once and for all?

Theme

Responsibility is the theme of *Present Dangers*. The characters' enemy, Waltheford, has escaped. He must be

Part 2 of a 3 Part Story for



SECOND EDITION



The Binding Stones

If the characters have saved up and bought a clue, they probably salvage the now-abandoned fetishes and bear skins that bound the Wyrms-Walker. An Uktena in the Garou's sept can explain the purpose of the fetishes: they were made to hold Malafaxus indefinitely, as long as the proper rituals were performed over the being's bound form.

To hold the Bane again, the fetishes must be recharged. The ritual of recharging can be performed by elder Utkena in the characters' sept. Indeed, characters are asked to participate, each spending one point of Gnosis in the ritual, making them part of the Stones' power. However, the ritual to bind Malafaxus and silence him forever is known by a lone Utkena elder. As fate would have it, she resides in New York City, but she's also the target of Malafaxus' wrath (see below); the characters must preserve the lone Garou long enough for her to save them and the city. In other words, look to Part Three of this story.

As for the bear skins, a series of pictograms drawn upon them (interpreted with a successful Wits + Enigmas roll at difficulty 7) tells characters the tale of the Bane, including how it was subdued and imprisoned centuries ago. The ancient Garou Tricks-The-Wyrm is named as Malafaxus' conqueror, and Utkena elders know of his legend. In fact, an ancestor of the hero — the only known ancestor — is known to exist, and makes her home in New York City!

The pictograms on the bear skins also tell that the Wyrms-Walker can preserve itself by planting its seed within the living, allowing it to return even after "defeated."

Thus, the characters may fear that Thomas Waltheferd has been infected by the Bane, and, if they encountered it in Part One, the Garou may fear that they also carry the creature's seed. Characters should go through the Rite of Cleansing to purify themselves. However, if Waltheferd has been infected, the Garou have all the more reason to find him — or face the Wyrms-Walker again!

In the meantime, Utkena elders of the characters sept work to make contact with Chases-After-Shadows, the descendant of Tricks-The-Wyrm. The elders know that, by heritage and tradition, Chases-After-Shadows has the knowledge to stop the Wyrms-Walker. All she needs are the tools of the binding ritual — the Binding Stones — and she can imprison Malafaxus again.

If the characters can't find Hastoodar and stop the spread of the Wyrms-Walker's corruption before the Bane manifests, they must deliver the Binding Stones to Chases-After-Shadows (and so should take the Stones on their journey to New York City). As it turns out, Chases-After-Shadows is the very Garou that the Wyrms-Walker seeks out, wanting revenge for its past entrapment, even if that revenge is generations removed. Can the characters keep Chases-After-Shadows alive long enough to stop the Wyrms-Walker? That's a tale told in part three of this series.

recovered and the lessons of the past must be relearned if the Wyrms-Walker is to be destroyed. As the ones indirectly responsible for the Wyrms-Walker's continued existence, the pack must defeat the Bane once and for all.

Mood

Anxiety hangs oppressively in the air. The pack must locate a Black Spiral Dancer, a sworn enemy of the Garou, and make certain that his corruption does not spread. Worse still, the Black Spiral is likely to have allies. The Garou must not only face them in unfamiliar territory, but in their very lair.

Scene One: Welcome to New York

If the Garou are from the New York City area, there's a good chance that they belong to the Sept of the Green. If that's so, relationships within the sept take precedence over contacts and agreements discussed here.

It's more likely that characters are not from New York and do not belong to the Sept of the Green. There are several ways for them to reach New York City:

through the Umbra, walking, driving or arriving by Moon Bridge.

Once in the city, characters still have to track Hastoodar (Waltheferd) to his lair. (Characters with Scent of the Prey can't automatically track Malafaxus because the Bane is not fully manifest. And, to successfully use the Rite of the Questing Stone, characters must know Waltheferd's Black Spiral name, which they don't have at this time.) Hastoodar is familiar with New York City; the pack may not be. The characters may need a guide. For the sake of assistance and etiquette, the Garou should probably visit the Sept of the Green.

The Sept of the Green is central to this story. Even if the Garou don't introduce themselves, sept members seek them out; some members of the sept make it a point to know the comings and goings of strange Garou. Fengy (see **Werewolf Second Edition**), in particular, follows the pack, watching and bolting if the characters come too close. Fengy reports any transgressions to Mother Larissa, the leader of the sept.

If asked politely or forced to help, Fengy assists the pack, but his willing aid is more productive. Fengy knows the city as only a Bone Gnawer can: he knows the

sewers, streets and subways. While he can't point to where Hastoodar is, he can select likely places to search. If he's browbeaten into helping, he leads the pack to the most dangerous parts of town and offers no warning of danger.

The Sept of the Green is led by Bone Gnawers, although any who follow their rules are allowed to remain in the city. The Bone Gnawers are justified in demanding a certain amount of respect in their home town.

New York is not a friendly city, especially in the World of Darkness. By day, fomori stalk the streets; by night, they're joined by vampires. Neither group is known for its tolerance of Garou, and while the city's Kindred have an agreement of mutual non-aggression with New York's Garou, they only honor it as far as the Garou do. Any attempts to assault Kindred or force help from them results in a resurgence of old hostilities. Obviously, the Sept of the Green frowns on any relations characters have with Kindred. The pack is only visiting; members of the sept must live here.

Mother Larissa welcomes any who visit her. Sept members have not heard of Hastoodar (but might have common knowledge of Thomas WaltheFord). As long as the characters honor the sept's rules, Mother Larissa offers Fengy as a guide in the characters' search.

The rules of the sept are all-important to Mother Larissa. Anyone who breaks them is barred from the city. Characters who harass the city's Kindred or mages are lucky to get away alive.

As for Fengy, he doesn't have a pack of his own. If the characters are friendly, they may inadvertently adopt a new pack member. Despite his nervousness and paranoia, Fengy desperately wants friends.

Scene Two: The Hunt for Hastoodar

The biggest problem facing the pack at this point is finding Hastoodar in a city of ten million people. They undoubtedly suspect that he's here because he was headed here before Malafaxus broke free.

At least the Garou have a few clues to go on. Thomas WaltheFord is the owner of his own company and, while his personal residence is unlisted, the Pentex subsidiary has an address and phone number.

WaltheFord Land Development, Inc. is in the *Yellow Pages*. Its headquarters is on Fifth Avenue, in the Hartsburg Building across from Central Park. WaltheFord's offices are open during regular business hours.

WaltheFord himself is not at the building. The only items present in his personal, fifth story office are a solitary desk, a computer, a phone and an answering machine. There are no messages currently on the machine. A little detective work or time spent on the computer offers some leads.

An Intelligence + Computer roll (difficulty 6, three successes required) allows characters access to all files on the computer. The files consist largely of simple business contracts; one file lists addresses. While WaltheFord's



own address is not in the listing, there are entries for names that appear to be gibberish. They are Willstrad, Forbandry and Unk. A simple Wits + Enigmas roll (difficulty 6 required) allows characters to realize that these could be the names of allies, maybe even Black Spiral Dancers (which they are).

All three names are listed with different addresses, but all addresses are in the part of town called Hell's Kitchen. If Fengy accompanies the pack, he eagerly points out that he knows where each address is located. He even volunteers to show the way. Each seedy apartment on the list looks lived-in, but is currently unoccupied. The Black Spirals are all in their "Hive" (see below).

Resourceful Garou can also break into other offices in the building. The company's main files list Waltheford's address. His home is in Utica, not far from where the Wurm-Walker was exhumed.

It's quite possible that characters charge all the way back to Utica to confront Waltheford. If they do, they waste precious time. Waltheford does have a house there, but it hasn't been occupied for some time (Waltheford, as Hastoodar, has been working in New York City to gather his "Hive" and plan for the future).

Hell's Kitchen Hive

Hell's Kitchen is a vile, decrepit place, populated by the homeless and hopeless. Many buildings are condemned and unfit for living, but are nevertheless sought for shelter.

This is the place where Hastoodar and his group have decided to set up their Hive (actually, they're more of a pack, but Hastoodar's conceit demands more prestige).

While this site is not yet a genuine Hive, it's come to the attention of some Banes. The desolation of Hell's Kitchen, coupled with the desperation of its inhabitants, holds a powerful attraction for the Wurm. Thus, the Wurm's Banes do all they can to assist the Black Spirals of Hell's Kitchen. Hastoodar and his splinter group from the Dank Well Hive plan to make Hell's Kitchen their own.

At present, Kindred invade the area at night, stalking victims and dealing drugs. Hastoodar pays them little mind, and in turn, they pay little attention to the Hive. Hastoodar has no need to sell drugs and cares only about spreading the Wurm's corruption. As far as he's concerned, the vampires only aid in that spread, and Hastoodar's Hivemates have gone so far as to protect local Kindred.

Hastoodar's Hive lies beneath the street's slums, in a section of an abandoned subway tunnel. Maps of these forgotten tunnels are extremely difficult to acquire, if they exist at all. Fengy suggests the tunnels as a possible location of Hastoodar. Fortunately, he knows where the tunnels are and knows the best ways to get into them. (The Black Spirals use a secret entrance leading from their Bawn in Hell's Kitchen.)

One forgotten subway tunnel leads all the way to Manhattan and offers access to Central Park and the Garou caern located there. Hastoodar has known of the caern's existence for some time and is busily plotting the best way to corrupt it from within. The only thing that's stopped him so far is fear of retribution. He has not yet gauged the number of Garou that use the caern, and he's wary of playing his hand too soon.

Even without Fengy's aid, characters can deduce that Hastoodar has gone underground by using the Sense Wurm Gift, but they must be in Hell's Kitchen before the Gift is sufficiently sensitive.

Garou without appropriate Gifts must find the Black Spirals' trail and follow it to the Hive (see the tracking rules in the **Werewolf Second Edition** rulebook). An extended roll of five successes against a difficulty of 6 is required. Characters can make as many attempts as they want. Each roll represents 30 minutes of searching. Once five successes are accomplished, the characters follow the trail of the Black Spirals from Hell's Kitchen to the perimeter of their underground Hive.

Getting safely to the Hive isn't easy, though. Dangers loom, especially at night. By day, there are several Sabbat ghouls in and around the tunnels, and by night, Garou may find themselves face to face with Sabbat vampires. The statistics for both can be found in the **Werewolf: The Apocalypse, Second Edition** rulebook.

Although Hastoodar and his followers are dangerous, and are difficult to reach, they are not invulnerable. The formation of their Hive puts them in direct opposition to the Abyss Leaper Hive, another group of Black Spirals claiming the city as its own. Even if the characters can't defeat the Hell's Kitchen Hive, it's only a matter of time before the Abyss Leapers learn of them.

Garou can try to contact the Abyss Leapers to help destroy Hastoodar's pack. Even if characters can convince the Black Spirals to help, members of the Hell's Kitchen Hive and the characters are targets for destruction, corruption and initiation into the Leapers. Even if outnumbered by the Hell's Kitchen Hive, characters might be better off going it alone.

Facing Hastoodar

The Hell's Kitchen Hive is weakly guarded. A couple hundred yards from the den is a Kalus planted by Hastoodar. The creature projects corrupt thoughts upon trespassers, hoping to distract them. When the Garou reach the Kalus, it projects thoughts of frustration and anger. You can choose the target, but make it someone who might turn on his companions or try to go off on a separate agenda, waylaying the group from its purpose.

One of the Hive members, Willstrad, is also on guard, as indicated on the Hive map. Each character hoping to sneak up on Willstrad must roll at least five cumulative successes on a Dexterity + Stealth roll against a difficulty of seven. One roll is made for every turn of a character's approach. A single failure indicates minor noise. After a total of three failures, sufficient noise has been made to alert Willstrad of intruders.

If Willstrad is only alerted to the Garou's approach when they're on top of him, he fights, hoping to get away to warn the others. If he's warned early enough, he tries to spy on the group, ascertain their strength and *then* warn the others.

If the characters are lucky, they can sneak up on the Hive and surprise all four members. If the Black Spirals are ready for a fight, they deal with the characters according to their personalities (see their profiles, below).

Hastoodar himself has been tucked away at the Hive since his return from Utica. Without the Wyrms-Walker in his possession—indeed, after being attacked by it—he's recovering and planning his next move. The seed of the Wyrms within him continues to grow, and Hastoodar feels ill, but he assumes his condition is the result of the Wyrms-Walker's attack. Little does he know what is about to happen.

Should the fight go in favor of the Black Spirals, they choose to capture Garou rather than kill them. Hastoodar wants to recruit as many Hive members as he can and wants to see the characters corrupted by the Wyrms. Unfortunately, the Wyrms-Walker makes its move before anyone can be tainted.

The Spirals are far from organized. They tend to fight amongst themselves and work independently of each other. This is their greatest weakness, one characters can make use of, perhaps by luring individual Spirals into traps and confrontations they can't hope to win. If the fight goes in the characters' favor, they're allowed an opportunity to vindicate Gaia before all hell breaks loose. (If Hastoodar is badly beaten by the characters, keep him alive, if only barely so, long enough for the Wyrms-Walker to come into its own.)

When one group seems close to victory, the Wyrms-Walker makes its move. Hastoodar suddenly lurches and



Hell's Kitchen Hive Map

Wharmack
is Enter
Here

Solid
Rock

Debris

Guard
Post

Solid
Rock

Debris

Access
Tunnel to
Subways
(Concealed
at other
end)



contorts in agony. His skin stretches in sickly, unnatural ways. Suddenly, the skin across his chest erupts, spewing blood and flesh everywhere, leaving a great gaping hole where his rib cage used to be. From the depths of this grotesque cavity glows a pale gray light. Then the first of the Wyrms-Walker's Banes is released.

These Banes largely consist of Scraglings and Kalus, but they should be capable of distracting the Garou long enough for the Wyrms-Walker to pursue its own agenda. One Bane might have the Incite Frenzy Charm. If characters choose Berserk Frenzy, they must fight the Banes in front of them. If they choose Fox Frenzy, they flee the whole horrific scene. Not surprisingly, surviving or conscious Black Spirals flee the reborn Wyrms-Walker as soon as Hastoodar "loses it."

In the end, it's important that the Wyrms-Walker gets away, but characters may still capture or kill the remaining Black Spirals.

Complications

The characters have their work cut out for them. The Wyrms-Walker is back and must be faced again. By this time, characters may even notice that the being has some purpose, for it's always moving toward or into New York City. What is the creature's purpose, and how will the pack stop it?

Though they may have defeated the Hell's Kitchen Hive, the characters must decide what they will do with any defeated opponents. If they take them back to the caern in Central Park, a debate may develop over how to deal with the Spirals (although most probably want them destroyed).

Do surviving Black Spirals seek to bring the characters over to the Wyrms? Do they corrupt Garou belonging to the sept of the Green and escape?

If members of the Hell's Kitchen Hive escape, do they seek revenge on the characters? If they cause mayhem in the city and bring attention to New York's Garou, do the locals blame the characters for bringing trouble upon them?

Future Shocks, the third installment in this series, sets the stage for the Garou's final confrontation with the Wyrms-Walker. They must hunt it down before it finds and destroys its ancient enemy, a lone Garou who holds the knowledge necessary to bind Malafaxus once and for all.

Renown

For Renown purposes, Hastoodar is a strong minion of the Wyrms, while his Hivemates are only of average strength. Alerting the Sept of the Green to any danger to its caern earns each of the characters a Wisdom or Honor Renown point (assuming they can verify their claims).

Thomas Waltheford, "Hastoodar"

See Part One, *Forgotten Lessons* in WWM #42, for Hastoodar's profile.

Willstrad

Breed: Metis

Auspice: Ahroun

Tribe: Black Spiral Dancers

Attributes: Strength 5 (7/9/6/5), Dexterity 4 (4/5/6/6), Stamina 3 (5/6/6/5), Charisma 1, Manipulation 4 (3/1/1/1), Appearance 0, Perception 3, Intelligence 4, Wits 3
Abilities: Alertness 3, Brawl 2, Dodge 1, Empathy 3, Expression 1, Intimidation 5, Primal-Urge 1, Streetwise 4, Drive 3, Firearms 3, Melee 4, Stealth 2, Survival 4, Enigmas 1, Investigations 3

Backgrounds: Allies 5, Past Life 1, Resources 1

Gifts: (1) Create Element, Persuasion, Resist Pain

Rank: 1

Rage 7, Gnosis 3, Willpower 5

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Rites: None

Fetishes: None

Image: Willstrad is a brutal-looking Garou. His white fur is green in some places, and a blind third eye grows on his left cheek. Willstrad stands only seven feet tall in Crinos form, but makes up for his size by glowering at everyone around him.

Roleplaying Notes: You know you're inferior to most other Garou, but you never turn away from a fight. Your best defense is a good offense, and you do your best to pick fights in hopes that others back down.

History: Willstrad was dropped in the woods in the Adirondack Mountains, and the Black Spiral Dancers took him in. Even a Metis is a useful warrior against the Gaia Lovers.

Forbandry

Breed: Homid

Auspice: Ragabash

Tribe: Black Spiral Dancers

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

Abilities: Alertness 3, Athletics 4, Brawl 2, Dodge 5, Empathy 4, Expression 5, Intimidation 1, Streetwise 2, Drive 3, Etiquette 5, Firearms 1, Melee 1, Stealth 5, Survival 5, Enigmas 3, Investigations 4, Politics 4, Rituals 3

Backgrounds: Contacts 3, Kinfolk 4

Gifts: (1) Blur of the Milky Eye, Persuasion, Resist Pain; (2) Blissful Ignorance, Jam Technology

Rank: 2

Rage 4, Gnosis 9, Willpower 5

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Rites: Rite of Contrition

Fetishes: Fang of Madness (Level 4, Gnosis 4): The Fang of Madness allows Forbandry to use the third level Black Spiral Dancer Gift: Foaming Fury. This dagger also causes Aggravated Damage.

Image: Forbandry is a very handsome Black Spiral Dancer with light blue eyes and blond fur. He always smiles politely, and apologetically, as if he really has no

desire to cause anyone any sort of harm, but feels obligated to do so given the company he keeps. Even in the darkest, dankest sewers, Forbandry insists on dressing like a swashbuckler.

Roleplaying Notes: Always attack men first, showing a preposterous amount of regard for the "fairer sex." Remember, sooner or later you'll wake up and all this will be over (see below). In the meantime, it would be wrong to mistreat a lady. You listen to Hastoodar only because he's more interesting to associate with than the Black Spiral Dancers at the Dank Well Hive.

History: Forbandry had no idea that he was a Black Spiral Dancer until he was kidnapped by the Dank Well Hive. Forbandry grew up reading action and fantasy novels, and is convinced that his current existence is just a bad dream. He anticipates awakening any time now. Forbandry's first Dance of the Black Spiral left him with this need to deny reality, and he fights anyone who tries to show him the error of his ways.

Unk

Breed: Lupus

Auspice: Philodox

Tribe: Black Spiral Dancers

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

Abilities: Alertness 5, Brawl 3, Dodge 1, Empathy 4, Expression 4, Intimidation 5, Primal-Urge 5, Melee 4, Stealth 5, Survival 5

Backgrounds: Allies 5, Past Lives 2, Pure Breed 4, Totem 1

Gifts: (1) Scent of the True Form, Sense Prey, Leap of the Kangaroo; (2) Call to Duty, Sense the Unnatural

Rank: 2

Rage 6, Gnosis 8, Willpower 2

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Rites: Baptism of Fire, Rite of Becoming

Fetishes: None

Image: A black wolf with broken teeth and a perpetual snarl, Unk is as pleasant to look at as a rabid mutt. His eyes are slightly crossed and bloodshot. His fur is matted; he's lived in filth for a very long time. His stench is enough to make most Garou gag.

Roleplaying Notes: Kill them. If they're not of the Hive, they're the enemy. If they're human, they're the enemy. If they're edible, they're the enemy. Bark at them if they come into your territory. If they don't heed your barks and snarls, rip their throats out and lap up their blood.

History: Unk's first change was unexpected, and the shocking transformation led to insanity. After almost a year as a Lunatic, Unk was trapped by the Black Spiral Dancers and forced to dance the Spiral. Since then, he has come to revel in his madness and to acknowledge that his power is a gift, not a curse.

Malafaxus the Wurm-Walker

Malafaxus should get away at the end of Part Two, to be faced in Part Three. If you need Malafaxus' profile, refer to Part One. Scores listed there in parentheses are still accurate as the Wurm-Walker is newly reborn. 🐾

Future Shocks

by James A. Moore

Future Shocks is the third and final part of a three-part story for *Werewolf: The Apocalypse, Second Edition*, designed with four to six Garou in mind. Part one, *Forgotten Lessons*, appeared in issue #42. Part two, *Present Dangers*, was in last issue. You can use all three parts together or adapt each to stand on its own.

What's Gone Before

Future Shocks continues the battle against Malafaxus the Wyrms-Walker, the Bane that now possesses the body of Thomas "Hastoodar" WaltheFord. WaltheFord is the Black Spiral Dancer who escaped the characters in *Forgotten Lessons* and in *Present Dangers* was faced on his home turf in New York's abandoned subway tunnels. WaltheFord was infected by the Wyrms-Walker even as the characters faced him and his Black Spiral pack mates.

At the end of last issue's episode, the Wyrms-Walker emerged from and took control of Hastoodar, acting as a medium for Bai to travel from the Umbra to this world. WaltheFord, as we knew him, is dead.

Leaving the characters to contend with Banes in the subways, the restored Wyrms-Walker pursues its own agenda in New York City. It seeks out the descendant of Tricks-The-Wyrms, an ancient

enemy who originally bound the creature to the earth. Unfortunately, the Wyrms-Walker's target is also the Garou that the characters must find, for she is the only one who knows how to do away with Malafaxus once and for all. All the characters have to do is reach their savior, Chases-After-Shadows, before the Wyrms-Walker does.

Part 3 of a 3 Part Story for



SECOND EDITION

Theme

The theme of *Future Shocks* is one of salvation, specifically from the Wyrms. Malafaxus is capable of immense destruction. By defeating Malafaxus, the characters not only save themselves, but their Kin and Gaia herself.

Mood

Desperation fuels the Garou in their quest. They run a race against time as they strive to protect the lone Garou who knows how to defeat the Wyrms-Walker. The characters aren't being altruistic here. They're out to save themselves, too.

Scene One: In the Wyrms' Footsteps

The characters have seen better days. They've dealt with a pack of Black Spiral Dancers, but Malafaxus is free again. Uktena in the characters' sept said they would

Malafaxus is a serious threat, and must be stopped before it brings ruin upon Gaia. The only sure way to defeat the Wyrms-Walker is keep its current body alive. If WaltheFord's body is destroyed, Malafaxus simply finds a new form to possess. The characters must put down the Bane as a *spirit*.



contact Chases-After-Shadows and recruit her aid. However, that would only be necessary if the characters failed to stop Malafaxus from being reborn. Now that the Bane is back, the characters must find the elder Uktena, but where is she, and where is the Wyrms-Walker headed?

At this stage, the characters probably have little choice but to follow the Wyrms-Walker and hope to buy time before Chases-After-Shadows can act.

Tracking Malafaxus in New York City is no easy task. Five cumulative successes are required at a difficulty of seven. (Use the tracking rules from the **Werewolf Second Edition** rulebook.) A tracking roll is made for every 30 minutes of searching for and following the Bane's trail.

The Scent of the Prey Gift and Rite of the Questing Stone can also be used to track Malafaxus. They have more immediate results than tracking, and put characters closer on the Bane's trail, but characters still don't catch up with the creature until all are in the Umbra (see below). Keep in mind, too, that characters must know Malafaxus' name if using Rite of the Questing Stone (they may have learned the Bane's name by interpreting the writings on the bearskins that the Wyrms-Walker was originally bound in).

As fate would have it, the Wyrms-Walker is also trying to locate the descendant of Tricks-the-Wyrms. Malafaxus believes — and correctly so — that Chases-After-Shadows knows the Rite of Holding, which can imprison the Bane. However, without the Binding Stones (which the characters undoubtedly recovered in Part Two), the Rite is useless. Malafaxus wants revenge on Tricks-The-Wyrms, regardless of how many it's generations removed.

The characters' pursuit of Malafaxus leads them due north, almost to the far reaches of Manhattan Island. There the trail suddenly ends. It disappears in a back alley at what appears to be the makeshift home of a street person. This is actually the current living space of Chases-After-Shadows. She's come off the reservation to study urban legends and lives the street life to learn the basic truths of city existence.

The box that was Chases-After-Shadows' home has been torn apart and her "possessions" have been scattered. It doesn't take much thought to realize that Malafaxus was responsible.

Among the scattered objects is a bird's claw. Theurge characters can recognize its significance on an Intelligence + Rituals roll, difficulty five. Otherwise, characters may spot it simply because of its oddity. Chases-After-Shadows bound a messenger spirit into this talon, to inform the characters of her intentions. The character picking up the claw suddenly has a thought in a mental voice other than his own. It says: "I await you at the beast's resting place, beyond the veil. Waylay its coming that the preparations may be made, for it pursues me with a fury. Think of my Great Father and fare well."

A couple clues — the sudden end to Malafaxus' trail and Chases-After-Shadows' supposed location — should indicate that the two are in the Umbra and that the characters should resume their pursuit there. Their

destination should be the Umbra's reflection of the Waltham Industrial Park, the earthly construction site where Malafaxus was once buried and has since been exhumed.

The Gauntlet in the city is rated eight. Once in New York's Umbra, the characters are in totally unfamiliar territory. In Part Two of this series, the characters may have sought the help of the Sept of the Green and had the Bone Gnawer Fengy as a guide. However, Fengy probably fled when the characters confronted the Black Spirals or Malafaxus itself. *Future Shocks* therefore presumes that the characters lack a guide in the city and its Umbral reflection.

The Umbrascape of NYC

With the exception of the Sept of the Green, the city's Umbrascape is a blighted, filthy pit of corruption. Banes of all shapes and sizes roam, and Garou do well to avoid conflicts. As long as the characters are quiet, the Banes fail to take notice of them. The most common Banes are Skrags, Psychomachiae and Kalus, but there are many Blight Children about.

In addition to Banes, Weaverlings roam this stretch of the Umbra, doing the Weaver's work and maintaining their stranglehold on the city. Weaverlings are more likely to molest Garou, as they try to protect their domain from the Wyld. However, Glass Walkers are capable of dealing with the Weaverlings, using Gifts to convince them to let the pack pass in peace.

The Umbra's New York is made up of menacing constructs built from the webs of Weaverlings. The constructs are located relative to those of the physical realm. The "city" sky is black, illuminated only by flashes of lightning as electricity elementals surge through the air, pursuing whatever errands compel them.

The Wyrms-Walker leaves the city in pursuit of Chases-After-Shadows and heads directly for the Umbra's construction site near Utica.

The difficulty of tracking Malafaxus in the Umbra is eight, and another five cumulative successes (one rolled for every hour of searching and tracking) are required to locate the Wyrms-Walker. Of course, if the characters know the region or the way to Utica, they might be able to find Malafaxus without tracking the Bane. However, the Umbra is always rife with dangers and they might lead the characters from their target.

By the time the characters catch up with Malafaxus, all are out of the city in an area filled more with spirits than with Banes. The Umbra here reflects farmlands rather than stark buildings. The pack is closer to Gaia, but the urgency of the pack's mission mounts. Instead, the Wyrms-Walker doesn't threaten a bleak, dismal place where the Wyrms is already winning. Here it threatens lands still held by Gaia and preserved by humans who care for the earth. Where the Garou were once surrounded by Blight Children, here the Naturae are dominant, but vulnerable to the Wyrms-Walker's corruption. The Gauntlet is only five here, but that might change if the characters can't defeat the Bane.

Scene Two: Wyrms Hunt

Sooner or later the characters track down Malafaxus in transit. But how do they deal with it? Touching the Bane is dangerous, as the characters know, for it can mean infection by the Wyrms and the rebirth of Malafaxus in yet another body. (Although the Rite of Cleansing purifies the infected.) Very few weapons present themselves in the characters' Umbral pursuit of the Wyrms-Walker. Even if they did, the Wyrms-Walker has had time to recover all its strength, invigorated by its mission of revenge. And besides, killing the thing only allows the spirit to reform in another body that may have been infected elsewhere. Ultimately, the characters must fall back to Chases-After-Shadows' Rite of Holding. The Garou just have to buy time and hold off Malafaxus from its destination until the Uktena is ready. When will that be? There's no way to tell. The characters just have to do their best.

If the characters think back to Chases-After-Shadows' message, it may occur to them to use trickery and guile, as the Uktena's ancestor Tricks-The-Wyrms did when he first imprisoned the Bane. If characters take Chases-After-Shadows' advice, they earn Wisdom points (see *Renown*, below).

Ragabash pack members should be right at home playing games with Malafaxus, and players should be encouraged to be creative in their deceptions.

The characters' current locale in the Umbra is inhabited by both Banes and spirits. Theurge characters can use the Spirit Speech Gift to solicit aid from local spirits.

If one of the pack is Uktena, or even poses as Chases-After-Shadows (a Manipulation + Performance or Subterfuge roll is required, difficulty of seven), Malafaxus can be temporarily confused. Although the characters don't know what Chases-After-Shadows looks like, neither does the Wyrms-Walker. The Bane finally realizes what's going on with a successful resisted Wits + Performance or Subterfuge roll of six (against the character's Manipulation roll). Competing rolls are made every turn that someone poses as Chases-After-Shadows. Each of the posing characters' successes in this contest cancels out one of Malafaxus' successes. The Bane need only win once to see through the deception.

It's always possible that all or part of the pack can slow the Bane by using the Taunt Maneuver, as Malafaxus is furious, not fully rational. This sort of delaying tactic is exactly what's needed to prevent the Wyrms-Walker from catching up with Chases-After-Shadows.

If the characters really want to risk their lives, perhaps as a last, desperate measure, they may produce the Binding Stones (assuming they're carrying them). Malafaxus immediately concentrates on getting the Stones, for destroying them would end any threat of being imprisoned. If the Bane does get a hold of the Stones, the characters better commit everything they have to retrieving them or the Bane will be forever free.



The Garou should be rewarded for outthinking the Bane. Their bravery can be awarded with Glory, but their cunning and insight should be awarded with Wisdom (again, see *Renown*).

Scene Three: The Final Rite

The characters know the time for the Rite of Holding is nigh when an echoing howl is heard across the Umbrascap. In it the lingering words, "Come for me Malafaxus, the daughter of Tricks-The-Wyrm awaits you". are heard. At that the enraged Bane immediately turns and heads full speed toward the Umbra's version of the Utica construction site.

Chases-After-Shadows wants to confront the Bane in the Umbra so that it may be defeated there as a spirit, thus keeping it from reentering the material world. The Wyrm-Walker doesn't care where it faces Chases-After-Shadows, as long as it can destroy her.

The Umbra's construction site consists of fouled earth torn from the Bane's grave; debris is spewed across the countryside. A hole gapes where the creature once "lay." Loose earth literally crawls and squirms upon the ground, as if alive with corruption. No machinery nor concrete exists in the Umbra's reflection of the place, but all reflections of life are obliterated.

The site also swarms with Banes, lured there since the Wyrm-Walker's burial site was first disturbed. So far the Banes have been kept from Chases-After-Shadows by the Uktena's own efforts, but now that she must perform the Rite of Holding, the characters must deal with the Banes. A Theurge can act as Chases-After-Shadows' guardian, creating a ward against the creatures.

Chases-After-Shadows has arranged ritual markings and fetishes all around the open grave, and several long, thick leather thongs lie before her. The Uktena shouts for the Garou (excluding any Theurges in the group) to grab the thongs and bind the Bane while she performs the Rite.

If the characters need help, or you feel it heightens the drama of the scene, Chases-After-Shadows can have two young Uktena with her. Their purpose is to help the characters bind Malafaxus with the thongs. This is to be the pups' Rite of Passage, if they survive it.

Malafaxus knows what the characters are doing with the thongs — the Bane was once similarly bound with bear skins. It therefore fights to break free of any hold, to get at Chases-After-Shadows. Taunting Malafaxus still has some influence over it, as its rage intensifies at the threat of being captured.

To determine the characters' success in binding the Bane, use the Grappling rules from **Werewolf Second Edition**. Each character involved in the conflict must succeed in a Grappling effort for the Bane to be secured. Characters who have already succeeded may tie their thongs to objects in the Umbral landscape — a rock or withered tree — and help those still struggling with the Wyrm-Walker.

If all goes well, the pack should manage to entangle the Bane and tie it in place. When that is accomplished,

all the lesser Banes in the vicinity swarm Malafaxus, trying to break its bonds. In the meantime, the characters (including any Theurges formerly keeping the local Banes at bay) are hurriedly called upon to join Chases-After-Shadows in the Rite of Holding. Each pack member who joins in is required to maintain a chant introduced by Chases-After-Shadows, and must sacrifice one Gnosis point.

With that, Malafaxus' spirit is pulled from the body of Thomas Waltheferd, and drawn by a great vortex into the Umbral grave. The earth that crawls and squirms about the ground is pulled into the hole with the spirit, "burying" it in the Umbra's "ground." All the while, Malafaxus' spirit screams and spits until its cries are finally stifled. The small Banes that remain are driven in all directions in a buzz of fury, frustration and fright.

The Rite Of Holding

Level Four

This powerful Rite was once performed regularly by the Croatan and Uktena. The purpose of the Rite is to force a Bane into slumber, making certain that it's powerless. Since the destruction of the Croatan, the Rite has been performed less frequently over the years. The Rite usually requires that Binding Stone fetishes be created and bound to a specific Bane. From that point forward the Stones are attuned to and can only affect that Bane.

Execution of the Rite of Holding requires at least 10 Gnosis points. The Rite requires significant preparation and trappings, but is performed in short order. Once a Bane is affected and put to slumber, the Rite must be performed at least once every five years or the Bane begins to awaken. Once the Bane is fully awake, the Binding Stones are all that stand between the Bane and freedom. Should the Binding Stones be removed, the once-trapped Bane may return to the world, free to spread the Wyrm's influence again.

At present time there are only a handful of Garou who know this powerful Rite. They normally travel from place to place, performing the service. Over the years, however, many of the Wyrm's trapped minions have been forgotten, as the Garou that cared for them have fallen.

(Note: To ensure that Malafaxus will not return to Gaia's realm, Chases-After-Shadows has added certain elements to the Rite that separate the Bane as a spirit from the physical form it possesses. Thus the Uktena is able to "bury" the Bane itself in the Umbra, and no further performance of the Rite is necessary.)

With the spirit form of Malafaxus trapped in the Umbra, the corpse of Thomas Waltheferd remains in possession of the Garou. They may do with it as they please. Perhaps the option with the most poetic justice is to step sideways, back to the material world, to bury the

body in the very hole Waltheford created — to make him a permanent part of the corruption of his industrial complex. And even if construction has stopped, Waltheford's remains can be left at the scene of his crime, to be tormented by Banes frustrated with his failing the Wyrms.

As an alternative to this finale, you can arrange for Malafaxus and its human body, once bound by the characters, are returned to and buried in the material world. That way there's the continued threat that Malafaxus might return, requiring that the Rite of Holding must be performed regularly. Perhaps this is a duty the characters, particularly any Theurges or Uktena, assume, making it their mission in life. This particular resolution engenders respect for the past and recognition of tradition — certainly cornerstones of Garou culture.

Complications

What happens if the characters can't beat Malafaxus, or the Bane gets to Chases-After-Shadows? The characters may still possess the Binding Stones. Perhaps they can undergo a vision quest to learn Tricks-The-Wyrms Rite, and then hunt down the Wyrms-Walker. In the meantime, the Bane may pursue the characters to destroy the Stones, may go off to cause harm and corruption to Gaia or seek to release other Banes trapped ages ago.

If Chases-After-Shadows survives, what relations do the characters have with her? Sure she helped defeat Malafaxus, but maybe she's a bitch. She could hold her success over the characters' heads or expect some help in return.

Is the legacy of Tricks-The-Wyrms put to rest with the Wyrms-Walker? Perhaps, just as they return to the material world, the characters spy a lone wolf watching over Malafaxus' Umbral burial site. The wolf fits the description of the legendary Tricks-The-Wyrms.

Does construction on The Waltheford Industrial Complex continue? If characters can get Andrew Harrison and Lila Westerly (see Part One), the Garou investors behind the project, to witness what's transpired and what is buried on the site, construction might be stopped. But, maybe they insist that the Bane be buried elsewhere (if it's being buried in the earth at all), creating a further rift between tribes.

And if construction does stop, does Kurt Larson (see Part One), Garou son of the contractor hired for the project, seek out the characters to get revenge?

As far as the general public is concerned, philanthropist Thomas Waltheford has disappeared. Are characters who protested the construction of his complex suspects in his disappearance?

Renown

The Wyrms-Walker is considered a very powerful Wyrms minion for the purposes of rewarding Renown. The pack members who understand Chases-After-Shadows' reference to Trick-The-Wyrms and use guile to waylay the Bane receive two Wisdom Renown. Any Theurge among the characters who protects Chases-



After-Shadows from attacking Banes receives one Wisdom Renown. And any Garou who makes a significant personal sacrifice in defending Chases-The-Wyrm receives one Honor and one Wisdom Renown.

Chases-After-Shadows

Breed: Homid

Auspice: Theurge

Tribe: Uktena

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

Abilities: Alertness 4, Area Knowledge 5, Athletics 3, Brawl 2, Dodge 2, Drive 2, Empathy 3, Enigmas 4, Etiquette 4, Expression 4, Firearms 3, Intimidation 3, Leadership 4, Linguistics 3, Medicine 3, Melee 3, Occult 4, Performance 3, Primal-Urge 4, Repair 4, Rituals 5, Stealth 5, Survival 5

Backgrounds: Contacts 5, Kinfolk 3, Past Life 5

Gifts: (1) Mother's Touch, Persuasion, Sense Magic, Sense Wyrm, Shroud, Spirit Speech; (2) Command Spirit, Jam Technology, Name the Spirit, Sight from Beyond, Spirit of the Bird; (3) Call the Flame Spirit, Disquiet, Invisibility; (4) Call Elemental, Hand of the Earth Lords

Rank: 4

Rage 6, Gnosis 8, Willpower 8

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Rites: (1) Gathering for the Departed, Moot Rite; Rite of Binding, Rite of Contrition; (2) Rite of Spirit Awakening, Rite of Passage, Rite of Ostracism; (3) Rite of the Fetish, The Hunt, Rite of the Totem; (4) Rite of the Holding, Rite of the Opened Bridge

Fetishes: Binding Stones, Sanctuary Chimes

Image: Chases-After-Shadows can normally be found wearing blue jeans and a leather vest. She prefers sandals to full shoes. More often than not her thin body is unwashed, and her long black hair is pulled into a braid, into which are woven feathers and beads.

Roleplaying Notes: The only thing you desire more than peace and harmony with Gaia is knowledge. Like your ancestor, you seek to solve the riddles of the spirit world for the betterment of all. Much of your time is spent trying to find some hint of what became of the Croatan.

History: Chases-After-Shadows has always followed the solitary path. Whenever possible she has traveled to the Umbra to learn about spirits. She's responsible for bringing several powerful spirits back to various caerns, for the purpose of creating fetishes, and is looked upon as wise — extremely wise — for her years. Chases-After-Shadows is 37 years old.

Malafaxus, The Wyrm-Walker

See Part One, *Forgotten Lessons*, in WHITE WOLF Magazine #42 for the Wyrm-Walker's profile. The Bane is at full strength in this episode.

