

RAGE ACROSS

The Amazon



HARRIS 93

*A Regional Sourcebook
for Werewolf: The Apocalypse™*

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The Amazon





LEGENDS OF THE GAROU

Distant Thunder

The circle gathered as war drums sent heavy, booming song to the overcast skies. Elder Galliards of all thirteen tribes danced furiously around the fire as the Fianna Council of Song assumed its place for the telling of tales.

Those gathered around the fire this night were pups, fresh from the Rite of Passage. They sat expectantly as the elders stood quietly in the shadows, glowing with pride and concern for the new warriors. This night, the pups would travel the Moon Bridge and join their brothers and sisters to stand as a shield against the forces of corruption raping the pure Amazon. They would cast away childhood and stand among the adult warriors as equals. It was a night of courage, but also one of despair, for many would not return.

The Galliards became frantic with the pounding music. Faces flushed with sweat and tears, they raised arms to the sky and screamed to the heavens to guide these pups in their endeavors. The drumming reached a fever pitch, pounding at the night sky and the surrounding woodlands with an ominous passion.

Then the drums became softer, their thrumming and intensity lowered, but still driven by fury. The Galliards ceased their dance, and the Council of Song lifted arms to the moody skies and prepared to weave their tale. The air became still as all eyes looked to them. The time had come to remember.

The soft voices of the Council of Song caressed the ears of the pups, lifting their spirits to dance with the ghosts of the past. For a moment, the Council members smiled down on the pups, perhaps remembering what it was like to be young and expe-

rience the rush of life for the first time. But the smiles soon faded and they became sad. The pups looked up to them, granting them full attention as the tale began...

Thick, black smoke belched into the hot South American sky as the bulldozers pushed the corpses of trees into lifeless piles beside the newly-forged road. It was a good day's kill. Everything seemed to be going as planned. Panel by panel, the road was built. The Amazon had so much to offer. What better company than Pentex to bring it to its fullest potential?

Pentex made its first move into the jungle in the midst of a sweltering summer. They mercilessly ripped away any part of the rain forest that dared get in their way. Acres of woodland fell to the onslaught each day, and the newly barren land was quickly laid with the foundation of their Amazon Headquarters.

Most of the labor was performed by poor natives of the region. They worked long, hard hours in the blazing sun for minimal wages, but since this was more payment than they were accustomed to, they endured these hardships for their survival.

Early on, Pentex thought this undertaking would be simple: move in, set up, begin extracting the area of natural resources, and pay off the natives to keep them ignorant of the truth. How wrong they were.

It took only a few days for a pack of Garou to discover what had happened. They arrived before Pentex could get their



operation into full swing. This Get of Fenris pack was known as the Black Frost.

They were wanderers, living their lives like the Silent Striders. Their blood was clearly that of the Get, obvious in their quick, violent temperament. The Black Frost stumbled upon the Pentex operation by accident. They had hired themselves out as mercenaries in some futile human dispute. Since the problem had been resolved, they were preparing for their journey homeward. Stumbling across the roadway, they discovered Pentex's foul plan.

Instead of informing other Garou, they quickly set into action alone, still stoked with the fires of glory from their former conflict. They followed the road back to a native village, now being used as Pentex's base camp. For several nights they watched it, getting an idea of the Pentex marauders' routine. Pentex, however, was well prepared for spies, concealing the true extent of their operation from the curious. The Black Frost was satisfied with the little information they had gathered and rushed headlong into battle. They rushed to their deaths.

As the heat of the day subsided, night came. The pack assaulted the village. Alarms immediately rang out, alerting the guards to the Garou's presence. The night was rent by the cracking of automatic gunfire as the entire compound erupted

in activity. The Black Frost had not expected so much resistance so quickly. They had failed to discover their enemies' hidden strength: the fomori First Teams. Rushing forth from hidden, underground warrens, the well-armed fomori leaped forth to engage the pack.

The Black Frost, realizing their mistake and understanding there was no turning back, jumped headlong into fray. Swords, spears and claws flashed as they soiled the earth with enemy blood. Despite their courage, it was only a matter of moments before silver bullets ripped through their flesh. Warriors were left dying on the blood-soaked soil.

Pentex soldiers encircled the fallen Garou as moonlight reflected from smoking gun barrels. The victors looked upon their fallen prey and smirked, wallowing in arrogance. They lowered their weapons, taking aim on the dying Garou. All were still but one, the pack leader known as Grendel Walks-with-Death.

Soldiers aimed weapons at Grendel as he opened his eyes. He began to laugh, softly at first, but with more intensity as he managed to summon what little strength remained in him.

"You have given me eternal life, you bastards! Gaia will reward my pack for our sacrifice." He spat the words at them, glowering with contempt. The soldiers looked startled for a moment, even shaken. They traded glances with one another,

unsure of the meaning of Grendel's words. "Others will come, you pitiful fools," Grendel growled. "Others will come."

With this, the soldiers' confusion vanished and gave way to anger. They unleashed their weapons upon Grendel, filling his already wounded body with hundreds of silver bullets. Grendel Walks-with-Death, his flesh torn and his body destroyed, released his last breath into the calm Amazon night and died with a smile spreading across his face.

A soft rain fell on the dead Garou as they lay at the feet of the soldiers. Thunder echoed throughout the forests. Gaia wept for the fallen heroes. The blood of the fallen washed in crimson streams to the Amazon river.

The First had fallen in the Garou's most noble endeavor, and many more would fall until the Garou tasted victory or died.

As the Council of Song fell silent, an eerie green glow spilled onto the gathering. The Moon Bridge opened. It was time for the pups to step through and experience the glory of battle. War drums echoed faintly from the far side of the Bridge. Though far away, they shared the same intensity as the drums around the cubs. From both sides of the portal, the pounding became as one. The elders lifted their voices to the sky to honor those who would taste war for the first time.

The pups rose from the circle, determination clearly visible in their expressions. As they checked their possessions, they glanced at one another, slowly smiling. They turned and walked toward the Moon Bridge, never looking back.

As the pups stepped through, the Moon Bridge closed behind them and the drums became silent. The elder Garou wordlessly slipped from the clearing into the myriad shadows of the night. Except for the smoke rising from the dying fire, there was no sign they had ever come.

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Word from White Wolf

Enjoying your summer? Fun at the beach, lazy evenings in the lawn chair, no school? If so, you're wiser than Brian Campbell, Kathleen Ryan and Keith Winkler. These fools have all decided to be Summer Interns here at White Wolf. They could have gone to the beach, they could have laid back in a lawn chair and enjoyed their break from school — but, nooooo, they had to come here for grueling publication schedule punishment. What kind of guilt must seethe within them to make them willingly suffer so? Will they learn their lesson next summer and get in on a time-sharing beach condo instead? Probably not...

All kidding aside, these guys have been doing a great job. It's already hard to remember how we got by before they came. Thanks Brian, Kathy and Keith!

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Matt "Incognito" Wagner because we forgot to give him credit for the incredible **Werewolf Players Guide** cover — but hey, who wouldn't recognize his art anyway?

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Introduction: Welcome to Hell

Let This Be Our Last Battlefield

*She can't sleep now
The moon is red
She fights a fever
She burns in bed*

— Paul Simon, "She Moves On"

The Amazon is a land of mystery and beauty, filled with the wonders of Gaia in all Her myriad forms. This is a realm almost alien to the world which surrounds it, a world that has remained outside the thoughtless grasp of humanity and its ever expanding greed.

Now that has changed.

The Amazon has become the front line in the battle to save Gaia. The Wyrn and its twisted minions have begun their advance into the jungles. Nothing remains safe from their grasp. They plunder and rape the land with no intention of giving back what they take. The despoiling of the Amazon has become a symbol of the Apocalypse and the darkness that awaits to engulf the planet.

Gaia lays wounded, Her chest ripped open, Her heart exposed for the Wyrn to consume. The great Earth Mother, Her breath shallow and weak, looks to the horizon whispering prayers of salvation from dry, cracked lips.

There is still hope.

Gaia's valiant warriors, the Garou, have taken on the oppressors. The Thirteen Tribes now stand as a shield against the onslaught of Gaia's haven. The Amazon river runs red with the blood of those who sacrifice all for future generations. The lines are drawn and a great war wages in the quiet, untouched beauty of the Amazon. This war could decide the fate of the Garou and their Kinfolk. Indeed, this war could decide the fate of all.

Theme: Hell Is Here

The essence of war is violence. Moderation in war is imbecility.

— John A. Fisher

This book takes the defenders of Gaia into the heart of the Apocalypse. It thrusts them into the front lines of the war to save the planet from those who would destroy it. It is a dark and hopeless journey into the depths of all that is evil. A noble cause inspires the Garou, showing them the true meaning of being a warrior: fighting for what is just and willingly giving all for victory.

The theme of this book is war: rival forces bent on conquest and destruction. The Wyrn and its ally, Pentex, have made the first move by establishing bases in the Amazon. They strike out at Gaia with all their hatred and might, orchestrating the destruction of the rain forests. Mercy is alien to them and they spare nothing in their path. Only the Garou stand in their way.

The Garou forces are pitifully weak compared to the might of Pentex and its armies, yet they do not falter, nor do they

retreat. This is a war which must be won at any cost, for if it is not, then there will be nothing left to fight for. Gaia will die.

Mood: The Blood of My Brothers

The war in the Amazon is a bloody one. Entire packs rush into the blood-stained forests seeking revenge against the Wym. They are often never seen again. A feeling of despair creeps into the souls of those who fight in this haven of Gaia. The Amazon is a land of mourning, not only for those who have fallen in battle to the Wym, but also for those pups who are yet to come, those who have yet to see the full horror of war. It is a mourning for those who will die here.

As in all great wars, confusion is the order of the day. Chaos reigns supreme in the Amazon as on all battlefields. It is the anxiety of never knowing what the next day or the next moment may bring. Warriors live under the shadow of death as the sorrowful whispers of the fallen carry over restless summer winds.

The Gothic-Punk Amazon

*The day is cold, and dark, and dreary;
It rains, and the wind is never weary;
The vine still clings to the moldering wall,
But at every gust the dead leaves fall,
And the day is dark and dreary.*

— Henry Wadsworth Longfellow, "The Rainy Day"

To the mortal visitor, the Amazon appears calm and serene. Sunshine reflects off the dew, moistening the towering trees. The rivers and streams whisper quietly to the many animals inhabiting this grand place. Under the boughs, there lurks a darker truth.

Bane spirits scream in the shadows of newly constructed factories. Constant raids are launched by the Garou against Pentex and their forces. The legions of the Wym strike nightly in search and destroy missions, intent on suppressing Garou resistance. To the casual observer, it is a great expanse of untouched forest, but to the Garou who fight here, it is a twisted, macabre haven of despair, growing worse with each passing day.

The air is filled with the tormented screams of Amazon spirits as they cry to the winds for aid. The instigators of this suffering — black-hearted, callous spirits — also lend their cries to this symphony of misery that filters through the towering trees, tugging at the hearts of all who listen. The Gauntlet is weak in this area, torn apart by Pentex's destruction. A portal has been created through which many great evils have entered the world. This is only the beginning.

Pentex's plan for the Amazon is simple: continue the industrial expansion into the forests at any cost. The stage is set. It is now Gaia's darkest hour and only the Garou stand in

her defense. It is a war that must be won, lest all be lost. The time to act is now.

This Book

Rage Across the Amazon is a sourcebook chronicling the Garou's bloody war in the Amazon. It explores in detail the most important conflict in Garou society. The tactics, leaders and objectives of the Garou face opposition from Pentex and its evil allies.

This book takes into account all factions of the present conflict and how they interact on the battlefield. Pentex is not the only force involved. The mysterious werecrocodiles keep their intentions secret from the Garou. The fierce and cunning werejaguars side with no one and wage continuous war against both Garou and Pentex to drive invaders from their forests.

Here you will find all the information necessary to run a chronicle in the war-torn jungles of the Amazon. Also included are many plot ideas designed to help you get started immediately. This book is as much intended for a pack of pups fresh from their Rite of Passage as it is for a pack of adult Garou who are wise to the glories of battle. Gaia opens her arms to all who would defend her.

Source Material

Much has been written and produced about the Amazon and its unique landscapes, history, culture and inhabitants. Your local library should carry many such publications. You should also have no problem finding inspirational material on the topic of war. The following is a short list of books and movies which may prove useful.

Books

- **The Amazon: Past, Present, and Future**, by Alain Gheerbrant. A very good, lushly illustrated introduction to the history of the Amazon, from the Conquistadors to the present day. In the paperback Discoveries™ series, Henry Abrams, Inc.
- **Amazonia: Voices from the Rainforest, a Resource & Action Guide**, edited by Angela Gennino. A very good source for details of the ongoing development in the Amazon. Includes a reference guide for support groups working to save the rainforests. Published by Rainforest Action Network.

Movies

- **The Emerald Forest**, directed by John Boorman. A tale of a boy raised by Amazon Indians and his father's search to find him. When they are reunited, the father discovers that his son has a more meaningful life than he does. This film is filled with shamanic magic and great scenery.
- **Apocalypse Now**, directed by Francis Ford Coppola. One of the best war movies ever made, though it's not really about war: it's about a man's own inner journey and disillusionment with...well, just about everything. Set in Vietnam, this is Coppola's twist on Joseph Conrad's *Heart of Darkness*.

• **Medicine Man**, directed by John McTiernan. Sean Connery is a pharmacologist in the Amazon who finds a cure for cancer only to lose it to humanity's encroaching push into the jungle.

• **Platoon**, directed by Oliver Stone. War is hell, and this film proves it. The film examines the personal impact of war on an everyday American kid (the director's autobiographical look at himself in Vietnam).

• **The Mission**, directed by Ronald Joffe. A Jesuit priest's mission in the South American jungle becomes the center of a conflict between the Church and the Native Indian's way of life as Robert De Niro's character pursues his own quest for penance. A lush and beautifully shot film.

• **At Play in the Fields of the Lord**, directed by Hector Babenco, from the book by Peter Mathiessen. Baptist missionaries take over an abandoned Catholic mission and begin converting the Indians. Everything goes wrong from there. A very good film, highlighting the problem of one culture trying to force its views onto another.

• **Aguirre, Wrath of God**, directed by Werner Herzog. In 1560, Conquistador Lope de Aguirre mutinies on an expedition for El Dorado. He takes over the expedition and leads the men to their doom, blind with his own lust for power and glory. A somewhat surreal film: the eeriness and strange silence of the unknown jungle is heightened by the lack of a score.

• **Raiders of the Lost Ark**, directed by Steven Spielberg. The quintessential pulp adventure film. Indiana Jones risks life, limb and his hat to recover important archeological artifacts. The introductory sequence is a great source of atmosphere for digging up lost caerns in the jungle.

The Real War

i breathe / my throat clenches / clutching to exclude / a dozen different stench in falmouth bay / a blue whale rolls / gonna drown in swill / from city sewer holes / summers longer / deltas gashed / ancient trees / uprooted, smashed / time is generous-more, take more / i must outrun the dinosaur

— Pete Townshend, "Outlive the Dinosaur"

Although this book is a work of fiction and should be interpreted as such, some of the issues addressed are quite real. A war of sorts is taking place in the Amazon today, a war of epic proportions. Thousands of acres of forest land are destroyed yearly by corporations intent on profit alone. It is a dark time for the thousands of species of plants and animals that live in the Amazon. Undiscovered plants in the jungle could hold the cure for many devastating diseases. Millions of these plants are wiped from existence by massive deforestation before they have even been discovered. Every day, an estimated 74,000 acres of rain forest are lost to deforestation.

This book is a fantasy of rage and frustration brought to the boiling point. The villains in this book are greed, hatred, and short-sightedness. Pentex, in the guise of an international corporation, is raping the land for no other reason than to hurt Gaia.

The real situation is much more complicated than this book portrays. Brazil is a country trying to escape its "third world" status. Much of the deforestation is done for economic reasons. In its desperate attempts to rise from poverty, Brazil and other South American nations have initiated many programs that seem to aid the nation economically, but only help to destroy the rain forests.

Cattle farming is one activity responsible for the destruction of the forest. Trees are cleared to make room for cattle grazing. When the soil does not sustain the cattle's feed, the farmers must push deeper into the forests, leaving useless fields behind them.

Gold mining is one of the most toxic activities in the region. Miners use massive amounts of poisonous mercury to refine the small amounts of gold they dig up. This mercury is released back into the environment, polluting rivers far downstream from the mining. Fish populations are infected or destroyed, which in turn contaminates the natives who rely on the fish for their survival. The miners are also contaminated by their own methods. Its an interconnecting web of cause and effect.

Another volatile situation in the rain forests concerns landless workers fighting for land reform. Some are assassinated by landowners intent on stifling the voices of discontent. Local activists go "missing" every year. Near the Carajás Mine, generously funded by foreign investors and international banks, shanty towns hide assassins offering to set prices for the killing of activists, priests, and anyone else who gets in the way of the landowners. In one incident lumbermen, angered by their eviction from Indian lands, hunted down and killed fourteen Native American men, women and children.

In comparison to such real life atrocities, Pentex can seem rather tame. In the World of Darkness, of course, Pentex is deeply involved in such terror tactics. Any excuse to deliver misery to the world is considered a good risk for this corporation. Its profits, measured not in dollars but in Wyrms corruption, depend on such bold actions in third world countries.

What You Can Do

You do not have to sit passively and allow the rain forest to disappear. Ecology is *not* regional; the interlocking net of nature extends past national boundaries. This is not politics, but survival. Learn what is really going on in the Amazon. Your voice is a powerful weapon in the struggle to save this beautiful land. Make it heard.

There are many organizations that dedicate countless hours to save the Amazon and other endangered lands and species from the onslaught of misguided "progress." Please contact your local chapter of the Rainforest Action Network, the Nature Conservancy, the World Wildlife Foundation, Greenpeace or any other organization dedicated to the preservation of the Earth. Any effort can make a big difference. The battle lines have been drawn. Now it is *your* time to rage.



Chapter One: History

The Time of Long Ago

What is the little one thinking about?

Very wonderful things, no doubt;

Unwritten history!

Unfathomed mystery!

— Josiah Gilbert Holland, "Cradle Song"

The Earth ages. Mountains rise and fall, the sea ebbs and flows, and life is created and destroyed. The Amazon remains. How long ago this river formed is unknown, but it has lasted.

Those with the memories to know say there has always been an Amazon and always will be. The Mokolé dream of the past. They speak of the river as the heart of this pure land, the blood stream of the earth. The werecrocodiles dream... and dream...and dream... and the river begins to slow, to lose its flow as the Wyrms suck the water greedily from the world. The werecrocodiles sleep as modern times catch up to the river. Modern times are not kind to this ancient wonder.

Early Migrations

When the Pure Ones came across the Bering Strait land bridge, they quickly spread out over the continent. The Garou watched over them as they went. The Wendigo kept mainly to the northern regions and the plains, the Croatan moved towards the eastern coast and southern swamps and the Uktena moved along the western coast and deserts.

When the other tribes settled, content in their new lands, only the Uktena kept moving, spurred by their curiosity. Over

long years, the Uktena eventually reached the Amazon. None of them stayed for long. While the jungles were awe-inspiring and impressive, they were simply not what these wolves wanted. Many returned the way they came, back to Central America. They left behind them seeds: the Kinfolk of the Pure Ones. The Kinfolk loved this new land and would not leave.

The Native Pure Ones

The Uktena also found a mystery waiting for them in the jungles: the existence of Pure Ones they had never seen before. They believed that all the Pure Ones had crossed over with them. The Garou thought they were the first to arrive. Here, in the rain forests and rivers, were humans living in harmony and joy with nature. The Uktena thanked Gaia for another sign of Her wisdom and thought no more about the subject.

Later they learned of the Balam and Mokolé, the werejaguars and crocodiles, long residents of the jungles. The natives had come with them much earlier to the land as the shapeshifters fled the persecution of the War of Rage. Their legends tell of great treks across the sea and spirit world, similar to the Garou's own legends of their trek to the Pure Land. Gaia had led them to safety from Her own children. She had led these same children away from the Wyrms' danger.

New Cubs

Many years after the Uktena had left the Amazon, Indian Kinfolk gave birth to three Garou. The Garou who had led them to this land were now legends in their tales, beings long

gone. These children had easy lives until their Change. When they took the form of wolves, they did not know what had become of them. No one in their tribe had ever seen a wolf before. The shamans were perplexed. Obviously, these children were the chosen shapechangers of a strange, new spirit, but no one could say whether this spirit was good or bad.

They decided to summon the Jaguar for advice, and his children came. When the Balam came to their Kinfolk's village and discovered Garou, they were enraged. One noticed that the three Garou seemed ignorant of their nature. A werecat, no matter how angry, is still a werecat, and curiosity soon won over. The Balam pledged to teach the children the ways of their heritage as an experiment. They wished to discover for themselves whether Garou were selfish, stingy and arrogant by nature or simply by nurture.

The Amazonian Uktena

The Balam, after years of dealing with the young Garou, finally decided that, while one of them showed the typical loathsome Garou traits, the other two showed admirable values. The bad one was called Cacu. The good ones were Inki and Huatopé. After a heated taghairm, or werecat moot, they decided that it was time these young Garou met their own kind.

Hoards-Thunder was chosen from among those at the taghairm to march them from the jungles to their own kind in Mayan lands. It was a long journey, filled with many adventures and legends before they reached their destination. The Mayan Uktena marveled at these new Garou, so pure and strange. They seemed to possess the wisdom of cats. The lost Garou were invited to stay and learn their ways. Hoards-Thunder smiled from his hiding place in the trees and slipped away for his journey home.

The Amazonians stayed for a while among their kind, but became homesick for the rain forest. Eventually, they had to return. On their trek home, they were joined by some of the Mayan Uktena who also longed for the great forest. Thus was created the Amazonian Uktena tribe.

Over the years, the tribe grew weak from its restricted blood. There were no wolves to breed with and bolster their bloodline. The Amazon was a pure place, a land of Gaia, and these werewolves still discovered ways to live as one with the land. They thrived, even as one heritage, and never lost the ability to walk with two skins.

The Age of Discovery

Discovery is always a rape of the natural world. Always.

— Ian Malcolm, *Jurassic Park*

The Amazon was not always as it is today. The rain forests of the Amazon Basin were once untouched by human civilization. As foreign discoverers came in search of new lands, the unexplored vastness of the interior of the South American continent became a place for the survival of dreams. The jungle was a place where living wonders were waiting to be

discovered for the edification of European citizens and the study of science.

The Conquistadors

The first to exploit this land for European interests were the Spanish Conquistadors. Francisco Pizarro overthrew the Inca Empire for Spain in 1532. Soon, the natives of the region were being exploited as slave labor, building cities for the Spanish.

Later, Gonzalo Pizarro led the first Conquistador expedition over the Andes and into the rain forest in search of cinnamon. The expedition was a failure. He was forced to turn back, but not before killing many of his native guides out of pure frustration and anger. Not long after, Francisco de Orellana set out, accompanied by Gaspar de Carvajal who documented their long journey. They were the first Europeans to encounter many of the Indians. Carvajal's account stirred the imaginations of others. Soon explorers were rushing off to the Amazon, desperate to uncover its many legends and wonders.

The Explorers

In the following decades, explorers entered the jungles with dreams of what they would find. Was this, indeed, the fabled land of Homer's Amazons? Was this actually the home of the Ewaipanoma, a race of people with heads in their chests? Was this the land where the greatest of all dreams lived — the gilded king, El Dorado, and his city of gold?

In desperation for the riches of El Dorado, explorers such as Sir Walter Raleigh delved deep into the rain forest, following hints, rumors and legend. Raleigh never found his riches. That never stopped the flood of others. The Amazon was a place that stirred the soul and made the bold and the mad believe they could become kings. Lope de Aguirre, a Conquistador subordinate officer, took over the expedition he was in and declared himself King of Amazonia. He was defeated by Venezuelan troops and executed. This still did not dampen the courage of others. What did this new land hold for these bold and curious Europeans? The rain forests held nothing less than the hope of dreams come true.

These explorers killed the spirit of the land as they discovered it. As each map was made, as each scientist stated new discoveries, as each line was written in a book, the wonders of the land were banished to non-existence. What magic could live before the onslaught of science? What could stand before rationality and logic?

The Technomancers

Simple discovery was not the source of the slow death of the land. The true foes were the Technomancer mages, powerful magicians who sought to make the world conform to their will, to their single, mechanistic vision of existence. The Amazon was perfect for them. Here was a chance to prove the inherent "truth" of their new scientific theories to the world at large.

Their theories, however, were not based on truth, but on denial. They sought to prove their own stance through denying

the very existence of those opposed to their vision. Any being or creature of supernatural origin had no place in their clockwork world and thus had to be purged from it. So began the campaign of discovery in the Amazon.

Expeditions were sent out, funded by universities and foundations in the control of the Technomancers. Their goal was to banish the wild legends of this far-off land and shine the "true" light of science and reason for all the world to see.

Only one being was strong enough to challenge the "Age of Discovery": El Dorado, a native Dreamspeaker mage.

The Gilded King: El Dorado

El Dorado was a king in his own lands, ruling the native people with a just hand. He had been a most promising disciple of the shamans and had grown beyond even their powers. His travels to other worlds had given him powerful magic and a wise understanding of the ways of this world. He recognized the explorers for what they were. He saw the Technomancer masters pulling their strings, even though the explorers were ignorant of any wrong-doing. Were they not merely representatives of their respective crowns and universities? El Dorado had seen their like before in the guise of the Incan Empire.

Greedy and domineering, they wanted to hold all the world in their hands.

A secret magical war began. El Dorado marshaled the ancient forces of the land. He resisted the Technomancer's efforts to wipe them from the earth. From his city of gold, he directed his allies to push back the explorers. The Mokolé joined the fight, rousing from their nests. The Balam leapt into the fray, bringing a fury that instilled terror in the hearts of the fiercest mages. As always, the Garou were also there.

The Black Fury Amazons

Greatest of all allies in the war were the Amazons, Black Fury Garou whose legend lived strong in the world. The explorers had even named the great river after them. From the distant lands of Scythia they had come, fleeing the persecution of men. They took their stand in the jungles of the Amazon Basin, swearing never to let men of any race move them again.

They saw the threat of the explorers and joined El Dorado to fight them. Although El Dorado was a man, he was unlike the European men the Black Furies raged about. He lived close to Gaia, even witnessing the dreams of the Earth Mother, and walked in balance on the earth. Finally, here was a worthy man they could support.



The Lost City of Gold

Oh city of my dreams
Of speed and skill and schemes
Like Atlantis, you just disappeared from view
— Pogues, "White City"

Perhaps it was inevitable, considering the power the Technomancers had over reality itself, but no one could have predicted the outcome. In a masterpiece of magic, the Technomancers finally destroyed the city of gold by mapping it out of existence.

Vast amounts of power were required. One of the Technomancers was devoured by the Paradox of the reality shift, but the city was shunted into its own realm, cut off from the Earth. El Dorado's own magick fell flat, severed from their valuable connection to Gaia. Their meaning was bereft without Gaia's aid.

The city disappeared from the Earth and reappeared in the Umbra, complete with its forest, mountain and lake. All paths to earth and even the Umbrascape were shut off. El Dorado was a land alone now, a realm unto itself, with no way out and no way in.

The Technomancer's own magic was too powerful even for them. They could not get into the new realm to finish the job of destruction, nor could they even peer into it. It was as if it did not exist within reality at all. Soon the Technomancers announced victory and moved their efforts into other arenas. El Dorado was forgotten in the conscious minds of men. In their dreams, he lived on.

El Dorado had one last, invisible connection to earth: dreams of the lost city of gold. As the years passed, the dreams became legends. Legends fueled the greed of humans. In the early 20th century, archeologist Joseph Herlich began an expedition to find the lost city, spurred by his dreams of gold. The dreams were not truly his, but were the subtle suggestions of El Dorado himself, speaking to the man through sleep. The Technomancers took no notice. They were busy with other affairs. Thus, the path back to Earth was remade.

When Joseph Herlich finally discovered the valley of El Dorado, he did not realize it was on a path he had forged himself. El Dorado's magic led Herlich to the rediscovery of the valley, breaking the spell sealing the city from the world. A single, arduous path now existed. It remained hidden in the depths of the Amazon jungle.

El Dorado was a gracious host to Herlich, but Herlich was never to leave the city again. The Technomancers could not be allowed to know their enemy had returned. The city is still unknown to many residents of the jungle. El Dorado's citizens know the danger of showing themselves.

With the war between Pentex and the Garou now being fought, El Dorado is unsure of what course to take. If any were to hear of his city, it would again be in danger. He must protect the city at all cost.

Modern Times

You better swim fast
Or you'll sink like a stone
For the times they are a changin'
— Bob Dylan

Troubles in Brazil

In the 19th century, the country of Brazil enjoyed a political stability uncommon to the South America continent. In the 20th century, all that was to change. Racked by political and economic strife, Brazil changed governments on an almost regular basis. People can only be oppressed for so long. When a government refuses to allow people rights endowed to all humanity, a cycle of change is often initiated. More often than not, it is done through violence, the only voice that some can hear.

In 1985, the military government of Brazil was overthrown by the people and replaced by a civilian government. This new government decided the time had come to join the rest of the world on an equal social and economic level. Approval was given to allow foreign corporations into the country, especially those of American origin. Little did the people know what a terrible problem this would create.

Pentex

Smokestacks, belching black, we're the have-nots
in your shade.

How about a slice of life, how about some human trade?

Eat at the best restaurants in town.

No headwaiter going to turn us down

'cos we're all kinds of animals coming here:

occasional demons too.

— Jethro Tull, "Occasional Demons"

In 1986, the Pentex Corporation quietly moved into the Amazon area to set up its operation and begin destroying the Amazon Basin and the surrounding jungles. Pentex, in the guise of the Developers Forestry Group, sent its first emissaries of industry into the Amazon area. They were legal specialists who negotiated the proper contracts. In the shadows, First Teams scouted the countryside for the best possible construction sites.

Once the legalities were completed, the Brazilian government was manipulated into believing the company would help boost the economy of this poor country. The mega-corporation set its sinister plan into motion.

A native village, hidden in the jungle, was quietly taken over to form the temporary headquarters. The foundation was laid for the horror that was to come. Pentex began to plow through the jungle unmercifully, destroying anything in its path. They held no regard for the consequences of their

actions. They worked day and night in shifts, wasting no time in their destructive efforts. It was then, quite by accident, that their operation was discovered.

The First Pack Falls

The Black Frost, a Get of Fenris pack, stumbled onto the temporary village and immediately understood what was happening. The Black Frost stalked the jungle silently for several days and nights before making their move, hoping to gain as much information as possible about their adversaries. Once this task was completed, the Black Frost pounced upon the Pentex village. They came with rage in their hearts, only to be struck down in moments by the overpowering might of the hidden fomori First Team.

When these Garou did not return on schedule, their Kinfolk became worried. An expedition was organized to retrieve them, dead or alive. The Kinfolk soon discovered the Pentex operation and realized the fate of the Black Frost.

Showing more wisdom than their slaughtered kin, the members of this expedition quickly returned to inform the Fenris elders of their discovery. An emergency war moot was called. Emissaries from all tribes were invited to discuss the best course of action. The quarrels began.

Golgol Fangs-First Takes Charge

The Get of Fenris asserted their rights as the most powerful and cunning warriors. The tribe declared themselves in command of all operations in the Amazon region. Their Fenris leader, Golgol Fangs-First, was quick to take advantage of his tribe's loyalty. He assumed the position of commander-in-chief for the Garou forces preparing to leave for the Amazon. This upset many elders of the other tribes, but there was no time for disputes. It was imperative that a fighting force arrive in the Amazon to set up a drop zone for further combat forces.

Once the first wave of Garou warriors arrived in the jungle, they quickly set up a temporary base camp and made preparations for the arrival of the others. As soon as the other warriors arrived and members of the Thirteen Tribes were forced to interact, the fighting began.

The Fianna tribe, led by Killian Stormfist, did not believe Golgol and his band of Nordic warmongers to be competent leaders in a situation so vital to the survival of Gaia. With the support of the Fianna, Killian immediately challenged Golgol for the right to lead the Amazon Garou. Despite Killian's fine fighting skills, he was bested by the Get of Fenris elder and conceded the authority of Golgol.

Many others also tried to claim leadership of the Garou in the Amazon, believing it to be their right. The Shadow Lords wanted control because of their ancient rivalries with the other tribes. The Black Furies believed the males were not worthy to lead an operation of this importance. All lost to Golgol.





This petty bickering and savage in-fighting lasted for several months. During this time the Garou lost track of the reason for their presence in the Amazon. Pentex did not. They completed the construction of their Amazon headquarters and began their operation to destroy all life in the rain forest. Another terrible blow had been delivered to the Garou, exploiting their short-sightedness and impatience.

At this point, all 13 tribes conceded to the leadership of Golgol Fangs-First with the stipulation that a War Council be set up to advise the Fenris elder in his most important decisions. Golgol found this to be agreeable, and the War Council was instituted by the elders of the other twelve tribes. Thus, under the guidance of the Amazon War Council, the Garou began their great fight to liberate the Amazon jungle from its oppressors.

Garou Bases

In the beginning, the war did not go well. The Garou presence was pitifully small in comparison to the might of Pentex and its allies. Garou casualty rates were astounding and many who rushed into the jungle to defend Gaia were never seen again. Those first days were the darkest. Hope was hard to find and morale was low.

Golgol Fangs-First, realizing the ineffective organization of the Garou troops, sought to change the tide of the war. He organized the Garou into more effective fighting units consisting of Wargs, groups of packs commanded by a Battle Master. Three packs made a Warg, with each assigned a separate function to support all activities necessary for mission success. Battle tactics also changed a great deal. The Garou forces were losing far too many warriors by rushing headlong into the Pentex armies. Pentex was just too well equipped and trained. They outnumbered the Garou by a ratio of ten to one.

Golgol guided the Garou to establish hidden bases in the jungles where they could launch their raids against Pentex. The first, most famous and by far the most successful of these hidden bases was established close to the Pentex Amazon Headquarters. It has earned a reputation of unparalleled success among the Garou. Ranch Apocalypse, as it has come to be known, is an enigma to the fomori who constantly search the jungle for its whereabouts. So far, they have been unsuccessful in all their attempts. The warriors who staff this legendary outpost continue in their mission to eliminate the Pentex Headquarters.

As these hidden outposts were being established, Amazonian caerns were also being built. The largest and most powerful of these, the Hollow Heart Caern, became the

primary base of operations in the Amazon War. Realizing the conflict would not be settled overnight, the Garou set up extensive medical and supply facilities. This caern served the needs of all those who fought in the jungle. Here, all Garou destined for glory in the Amazon first arrive.

The Hollow Heart Caern became the home of the Garou War Council. All major tactical decisions were made there. The caern was guarded fiercely by the Garou. It is the foundation for success in the Amazon. Other caerns were awakened as well, including the Sky River Caern and the Caern of Rain Spirits. Most of these are open to members of all tribes. It is understood that the war is a group effort. Only through unity will the Garou taste victory.

As time passed, the Garou forces closed the gap on Pentex. Golgol sent a message around the world: Garou in search of glory could fight an unparalleled war with the Wyrms in the jungle. Many responded to this call and fell into the chain of command. Pentex faced a force to be reckoned with.

The Werejaguars

During the establishment of the hidden outposts, the Garou discovered another adversary that Pentex had already suffered losses from: the Balam. These werejaguars were fierce opponents, guarding their Den-Realms with every fiber of their being.

The invading Garou discovered the site of a dormant caern, the Hollow Heart, and began their preparations for re-awakening it. This was the realm of Matúa, a Balam. She fought hard to drive the numerous Garou from her realm, but the caern was too important to them. At first, the Garou tried to negotiate with Matúa. When that failed, they tried to kill her. She was forced to flee her lands with bitter hate for the Garou burning in her heart. She sought out the most powerful Balam elder, Black Claw, and swore fealty to him in return for his aid in fighting the Garou. He accepted.

For a short time, the Garou focused their efforts into the struggle against this new enemy. Pentex launched savage attacks against both the Garou and the Balam. Both races were preoccupied by their age-old grudge against one another. Once again, Pentex inflicted heavy losses on the Garou. They were forced to pull away from their fighting with the Balam and concentrate their efforts on the activities of Pentex.

The Balam, on the other hand, saw no reason to cease their struggle with an ancient enemy. The werejaguars began a series of guerrilla-style raids on Garou war parties. They maintain these raids today on a constant basis, hindering the efforts of not only the Garou, but Pentex as well. This has been their jungle since the gray, forgotten times before history. They still fight savagely to save it from all outsiders.

In 1991, Black Spiral Dancer allies of Pentex moved into the area around Anama and began their Rite of Caern Building. This area was a nexus for three Balam Den-Realms. The werejaguar owners rushed forth to fight the invading Garou. They were nearly destroyed by the great numbers of the Hive

and fled from their realms. The Balam lost yet another realm to the Garou.

These Balam went to the Black Claw and swore fealty to him if he would help them regain their realms. He accepted.

Only the few native Uktena, among all the Garou in the jungle, are free from Balam raids. The Balam have lived in relative peace with these werewolves for years, since the first three Amazonian Uktena were raised among them. The war is even straining that relationship.

The Mokole Rampage

Alligators snap at your ankles

And branches snap at your brain

If I ever get through this swamp alive

I'll never more pray for rain

— Pogues, "Blue Heaven"

Pentex began a new operation deeper in the Amazon than their other activities. An oil-drilling exercise would test the area for oil. Areas of Peru have lucrative oil deposits. Very few companies were willing to put forward the expense to move east of the Andes into the Amazon Basin. Already, the huge pipe which pumped oil westward over the Andes had broken down multiple times, spewing its black contents over the region. Endron Oil volunteered to risk the venture. Of course, the government supplied tax incentives.

Soon, they were drilling indiscriminately all over the area. They found a deposit and immediately set up a pipeline to deliver it over the mountains. The government couldn't be bothered when this pipe burst. Gallons of oil spilled into the Amazon River. They expected Endron to clean it up. Endron sent a few men out to handle the affair. With a crew of only ten men, it would take them years to clean up any problems. Too bad, they said. Budgets were tight.

The clean-up crew was never seen again. Endron's drilling camp disappeared overnight. All that was left was an empty clearing... and some strange footprints. The footprints resembled tracks left by a dinosaur. Endron covered up the operation quickly and hasn't been back since.

If any of the clean-up crew had survived, they would have described huge reptiles thrashing through the edge of the clearing. Giant creatures tore the camp apart in minutes. A horrible roar echoed through the hills. The Mokolé were on the rampage.

Although the werecrocodile nests were far removed from Pentex development, they also felt the pain of the war. Oil flowed downstream from the drilling site to Mokolé enclaves, polluting their nests and poisoning their hatchlings. The Mokolé could not sleep through this. Their rampage was against anyone in the area associated with Pentex, even innocent workers who had been forced to work at the drill site. No one with even the slightest connection with the mega-corp was spared.

When the Garou heard of this affair, even they voted to leave the Mokolé alone.



The Battles

*These few young men
The few who dare
To battle in hell
Le Mercenaire!*

Strength and muscle and jungle work

— Warren Zevon, "Jungle Work"

Many battles of this war have become famous. Stories are told around the fire over and over again. The fame of their participants has often spread to other regions. Veterans, too maimed to fight, return home and tell the tales to their septmates. Below are the most famous of these conflicts.

Battle of Bane Field

This was the first major assault against Pentex Headquarters. It was an incredibly violent and destructive battle in both the physical realm and the Umbra. Two Garou forces, the "Dread Foe" and the "High Mountain," assaulted Pentex

Headquarters as the full moon rose in the night sky. By dawn, many Garou were dead, but even more Pentex First Teamers lay on the field of battle, never to rise again.

At last, the physical camp had been breached and some havoc wreaked, but the Pentex battalion was too strong. The Garou had to retreat by dawn. The security fencing had been torn, requiring two weeks to replace it. All their helicopters were also destroyed, requiring one week to replace. During this time, Pentex had to send their teams out on foot for supplies, causing them to fall under many Garou guerrilla assaults.

The battle is named, however, after the conflict in the Umbra. The 50 meter kill-zone around the Headquarters swarmed with Banes in the Umbra, hordes of which came against the Garou who had stepped sideways for the assault. Many Theurges gained immense glory from the battle, including a Bone Gnawer called Dreads-Not. Many other Garou died. The Banes were destroyed or driven away. A victory of sorts was achieved.

The March of the Trees

This battle deep in the recesses of the rain forest was the occasion of a miracle from Gaia. A Garou pack was ambushed by a fomori First Team in an ancient grove of trees. One of the pack members, Airk Goldfist, was a member of "Gaia's Hand," a group following the chivalric ideals of Garret Faithful, the Children of Gaia War Council member. When the battle turned against his pack, Airk dropped his klaive and prayed to Gaia for deliverance. He was answered. The ancient trees groaned and cracked. They uprooted themselves and wrapped their massive boughs about the fomori. The Wyrn minions struggled desperately, but to no avail. They were smothered to death by the trees. When the last fomori died, the trees froze in place and their roots replanted into the ground. It was as if they had always been rooted there.

The pack thanked Gaia for Her aid and returned to their caern. The tale quickly spread and "Gaia's Hand" became a respected camp.

Battle of Screaming Mud

A Garou Warg, led by the Black Fury Shress Hardheart, attacked the recently built Hell's Hand Hive of the Black Spiral Dancers. The results were horrible. The Black Spirals had only recently created their caern in the underground tunnels around a blasted and defoliated field. They had already gained dread allies in the waste land. The very mud of the swampy ground came to life and sucked the Garou force down to their waists. The ground moaned, screaming a bone-chilling roar. The Black Spirals spilled from their hole and attacked the immobile Garou, slaying nearly all of them. Shress was able to command a few to step sideways with her, where they could see the giant H'rugging holding them. They raked it with their claws until it released them. Crying, it fled.

The Garou suffered a bitter loss. This story is told whenever they need to work up their rage against the Black Spiral Dancers.

Battle of the Dreadful Moon

This account is told at the Pentex HQ as a warning for cocky First Teamers and by the Garou to acknowledge the power of the spirits. Pentex had been laying a foundation for a toxic waste factory when a Garou pack assaulted them. This pack was known as the Tangible Spectres, famed for their powerful spirit allies. These allies were with them. Lunes moved against the fomori, chasing them down and wrapping themselves about their faces. What magic they worked then is mysterious even to most Garou Theurges, but the First Teams who survived still scream whenever the full moon is in the sky. One survivor killed his whole team in a psychotic episode during the next full moon. Since then, they have had to be tied to their beds on those nights.

Battle of Freaks

The "Dread Claw" Garou force once raged a massive assault on the Pentex Laboratories. The Warg was unprepared for what came out to meet them. A disgusting and horrific

menagerie of fomori flooded from the building towards the Garou. The Garou easily cut them down as they came, but hordes kept coming. The leader of the force, Fölk Humblehammer, swore the fomori wanted to die, for they did little attacking. They simply ran into the waiting claws of the Garou. When it was over, as the last fomori lay dying on the ground, he croaked out a "thank you" before expiring. The Garou retreated, confused and horrified at that laboratory where monsters were made against their will.

The Fall and Return of the Hero

This is one of the most treasured tales by the Garou, for it proves to them that, even in defeat, they can be victorious. The Garou had left their base of Ranch Apocalypse when they were attacked by First Teams. Well outnumbered, the Garou soon fell, but not before they took many fomori with them. Their leader, a Silver Fang hero known as Earth's Anger, swore that he would return to kill the First Team leader. He was torn apart by silver bullets, but he kept his promise...

A year later, a young Silver Fang pup new to the war came upon the First Team leader in battle. He cried the name of Earth's Anger for courage. He got more than he asked for. Earth's Anger himself visited the young pup, taking over his limbs and leading his actions in battle. The First Team leader, startled and confused, was torn to pieces in seconds. The pup howled to the sky in the voice of Earth's Anger and all Garou heard. The pup then sagged to the ground, exhausted, as his ancestor left him.

The Garou marvel at this tale today, for it is proof that they will return from past lives to fight again against the Wyrn.

A New Phase

For years the struggle continued in the shadows of the human world as both human and werewolf died and spirits screamed under the canopy of the Amazon jungle. For the longest time neither side could claim the upper hand. Even Pentex, despite their staggering quantity of troops and equipment, could not claim victory.

In the winter of 1990, the tide was turned. The war took on a new phase. Pentex sought to establish another base of operations in the jungle under the guise of Green River Awareness, a rain forest preservation research center. For many long weeks, the Garou fought conventionally. Midnight raids were made against Pentex excavation equipment. Ambushes were set for First Teams. It then dawned on a Garou pack that it would be best for the Brazilian government to intervene in this matter. A plan was devised to force them to do so.

The Swiftclaw Pack pulled back, leaving Pentex to go about its business. They held back and watched from the shadows. Pentex continued with its construction, comfortable in the lack of resistance they received in building their facility. The Garou then adopted a new tactic, one which would prove to be quite successful.



Pentex wallowed in its pride, believing they had extinguished the Garou presence in the area. The pack made its move. They began to set fires at random in the jungle, causing great blazes destroying many acres of woodland. Afterwards, the ground was charred and inhospitable. As they did this, they left the mark of Pentex on everything, using items stolen from Pentex on raids.

At first, the Swiftclaw were highly criticized for what they had done. They were taken before Golgol Fangs-First and found guilty of conspiring with the Wym. Despite their pleading, the Council would not be patient for the results that were to come. Mere minutes before the pack to be was cast out and disgraced, valuable news arrived. Green River Awareness was accused by the government of irresponsible actions resulting in irreparable damaged to the Amazon rain forest. They were therefore banned from further research in that particular area.

Several other investigations were initiated against Green River and its contacts, the other local Pentex companies, to determine the validity of their research in the Amazon. Almost overnight the war turned in the favor of the Garou as Pentex was forced to face a new enemy, that of a legally established government with the power to evict them from the area. Pentex began to shuffle paperwork in order to hide their true intentions from the constant investigations raised against

them. As this took place, they pulled back from the battlefield to maintain their cover. The first major blow was delivered against Pentex. They decided to stand back, lick their wounds and reassess their position.

Golgol Fangs-First, realizing the intentions of the pack who had brought Pentex to their knees, swallowed his pride and removed the charges against them. Instead, he rewarded them with the renown deserving of their deed.

Today

Time marches on

Time stands still

Time on my hands

Time to kill

— Warren Zevon, "The Indifference of Heaven"

Today, the war still wages. Pentex desperately attempts to regain its foothold in the Amazon while suffering through governmental inquiries on their actions. Because of this, they have stepped up raids against the Garou forces with everything they have to throw against them. Black Spiral Dancers constantly burrow through underground tunnels in search of Garou outposts. Pentex First Teams show no mercy on their nightly attacks.

New Pups

The Garou have been forced to bring in more warriors to stand against the anger of Pentex and its allies. Pups, fresh from the Rite of Passage, are sent to the jungle to join the fight. They work to preserve and protect Gaia against the treachery of the Wym.

This recruitment has angered many septs. The elders argue that there are too few cubs born every year to risk them in a war. As young Garou, hot for glory, rush to the Amazon under promises of power and renown, caerns are left behind with fewer and fewer young to take the place of the old. Golgol sends the word out wherever he can, tempting all Garou to join the fight. Only very recently have others begun to resist this, claiming that Golgol would kill them all in the jungle by leading a war no one can win.

The split in the Garou nation is widening. The gap grows ever greater between the pro-war and the anti-war factions. How long can this struggle go on before the Garou are divided?

A Fragile Umbra

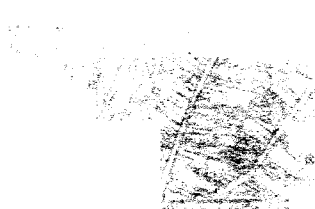
Another danger has arisen, one that is nearly unimaginable to the Garou and thus denied by them. The spirit world is being plundered for the war effort. The Umbra has its own environmental balance just as the rain forest does. In fact, both are vitally linked to each other. A change in the physical world has repercussions in the Umbra. To a certain degree, the reverse is also true. Radical change in the spirit world will affect physical reality.

The Garou in the war, desperate for power to use against Pentex, have begun to summon spirits to bind into fetishes. In their arrogance, the Garou do not care whether a spirit is willing to cooperate. The Garou argue that they have come to save the spirits from Pentex. The spirits must show their gratitude in return by empowering weapons for the fight. The Garou force them to become fetishes.

They do not recognize the vital role these spirits play in a spiritual eco-structure. By taking them from their Umbral homes, they leave the Umbrscape barren of guardians and the life necessary to make the physical world meaningful. For example, when an Anaconda spirit, whose role is to mystically aid the river's flow, is taken from its Umbral river lair, the "real" river, of which the Umbra river is a spiritual counterpart, begins to stagnate. In addition, when the spirit is no longer there to defend the river, Banes can move in to take up residence, and the river can soon become a hell-hole.

Of course, the Black Spiral Dancers are just as guilty as the Garou. They have listened more closely to their Bane aides. They have realized some secrets of the Umbral rain forest. Spiral Dancers use these secrets to selectively destroy the spiritual environment, placing Banes where spirits of harmony and beauty once dwelled. The Balam and Mokolé have realized the danger and fight all Garou, trying to throw them from the jungle. Some Garou realize the dangers, but unless the Garou as a whole catch on, they may harm the land they fight to save.

It is a dark and desperate time for the Changing Breed and for all the world. The fight continues and will do so until Gaia can once again know peace or the last drop of Garou blood spills to the earth.





Chapter Two: Geography

The Battlefield

*Ah! never shall the land forget
How gushed the life-blood of her brave,
Gushed, warm with hope and courage yet,
Upon the soil they fought to save.*

— William Cullen Bryant, "The Battle-Field"

The Amazon is different from most areas where the Garou are active. For the most part untouched and unexplored by humans, the Amazon is a pristine place. It is a land where life grows, free from the devastating touch of humanity.

There are mysteries in the Amazon outside the reach of humankind and its ever-present greed. Like many other beautiful lands before it, the Amazon has now captured the attention of corporations and individuals wanting to discover these mysteries. The damage that occurs is irreversible. Whether this is intentional or not, the effects are the same.

There are no Garou protectorates in the Amazon and few caerns. This is the land of werejaguars and werecrocodiles. Until recently, the Garou have had no business in this area. Most of the places they now occupy are make-shift base camps used as points-of-origin for reconnaissance missions and guerilla style raids. There are a few caerns, however, that function in the area thanks to the patience and determination of their Garou keepers. These caerns still stand, despite the constant raids from Pentex.

South America

(See map on page 118)

The continent of South America is the fourth largest in the world, stretching for about 7,400 km from north to south and 5,150 from east to west. The continent covers more than 17.8 million square miles. It is bounded by the Atlantic Ocean on its eastern shores and the Pacific on its west coast. Central America and the Caribbean Sea are found to the north and Drake Passage separates South America from Antarctica to the south.

The arena for the Amazon War is mainly in the country of Brazil. Brazil is the largest country in South America, stretching almost 4,350 km eastward from the foothills of the Andes Mountains to the Atlantic Ocean. Brazil borders every country of the South American continent with the exception of Chile and Ecuador, occupying nearly half the continent of South America. It is the world's fifth largest country, only slightly smaller than the continental United States. The population is about 40% less than that of the U.S.

Brazil is mostly highlands and mountainous areas. The country enjoyed a political stability in the 19th century, unusual for most Latin American countries. Political strife and social turmoil have led to the bloody overthrow of many administrations in the 20th century. Under the administration of a civilian government since 1985, Brazil is currently attempting to rise from the depths of third world status. One of the methods it uses towards this end is to allow foreign corporations, particularly American ones, to establish production bases in the country. Pentex had the chance to make their move.

Manaus

Manaus, the largest city in the area of the Amazon conflict, is on the Rio Negro, seven miles from the junction with the Amazon river. It has a population of over 800,000 people. The city saw its boom late last century as the rubber market took off. Manaus was the center of that rubber industry, and it quickly grew in population and riches. The city even became a center for European culture in the jungle with its own opera house to serve the artistic tastes of the rubber barons.

Manaus today is the major transportation nexus in the area. From here, vehicles cross the Amazon through the river, in the air or over the Trans-Amazonian Highway. DFG, Inc. uses Manaus as its major port. Their deforestation efforts are supplied through this city.

Welcome to the Jungle

My forest is a world of tall, slender tree trunks thrusting straight out of the ground, climbing and climbing and unfurling only way up at the very top. Light streams in only where a lightning bolt has knocked down a tree, but the forest closes its wounds right away. Its natural state is a green, gloomy semidarkness, like a Romanesque cathedral.

— Darcy Ribeiro, *Maíra*

The Amazon rain forest holds 30 percent of all known plant and animal species. In two and a half hectares, an average of 23,000 species of life can be found. The massive development



projects planned for the Amazon will irrevocably destroy many species of plant and animal, some of which have never been discovered by the modern world. Already, many species of plants have been discovered and lost as the edges of the forest recede.

The climate of Brazil and the Amazon area is relatively moderate. Temperatures rarely exceed 95 degrees Fahrenheit in the tropics due to the high atmospheric humidity. Average temperatures vary from 71 degrees Fahrenheit in July, the coldest month, to 80 degrees Fahrenheit in January, the warmest month. The jungles are hot and humid, bringing a constant sweat to anyone traveling there. Life in the jungle is not a dry existence. The forest sees a rainfall of over 70 inches per year. Thunder storms are also common.

The forest plays an important part in atmospheric recycling, producing an estimated 40 percent of the world's oxygen. It also plays a vital role in producing the moisture necessary for rainfall in surrounding countries. As the forests are cut down, the cycle of rain is impaired, leading to droughts. As the rain forests are cleared for cattle farming, soil erosion increases dramatically, leading eventually to useless, barren fields. Tropical rain forests cannot support the kind of farming techniques that were developed for northern climes or soil. Rain forest soil is not nutrient rich. Tree roots rarely run deep, making it easier for bulldozers to knock them down.

The Garou know that the destruction of the rain forest means a deathblow to the world on a level scientists cannot predict or perceive. There are also spiritual effects. The corruption of the Wyrn is quite real to the Garou.



The Great River

A winding river

Gets wound around a heart. Pull it

Tighter and tighter

Until the muddy water part

— Paul Simon, "Can't Run But"

The Amazon River is the longest on the South American continent. Originating in the Peruvian Andes, the river flows about 6,450 km to its mouth in the Atlantic. It is the world's second longest river, yet no other river approaches its volume of flow, exceeding the world's 10 next largest rivers combined.

The basin of this great river is found inside Brazil in the state of Amazonas. Here, the forces of Pentex and their allies have begun their conquest of this land and its resources. This is where the war is fought.

Flora

The river and its many tributaries are home to various forms of plant and animal life. There are 80,000 species of plants in the Amazon. In one hectare of Amazonian rain forest, there is an average of 300 trees. The numbers are staggering, especially when compared to a California forest with an average of only five to ten trees for each hectare.

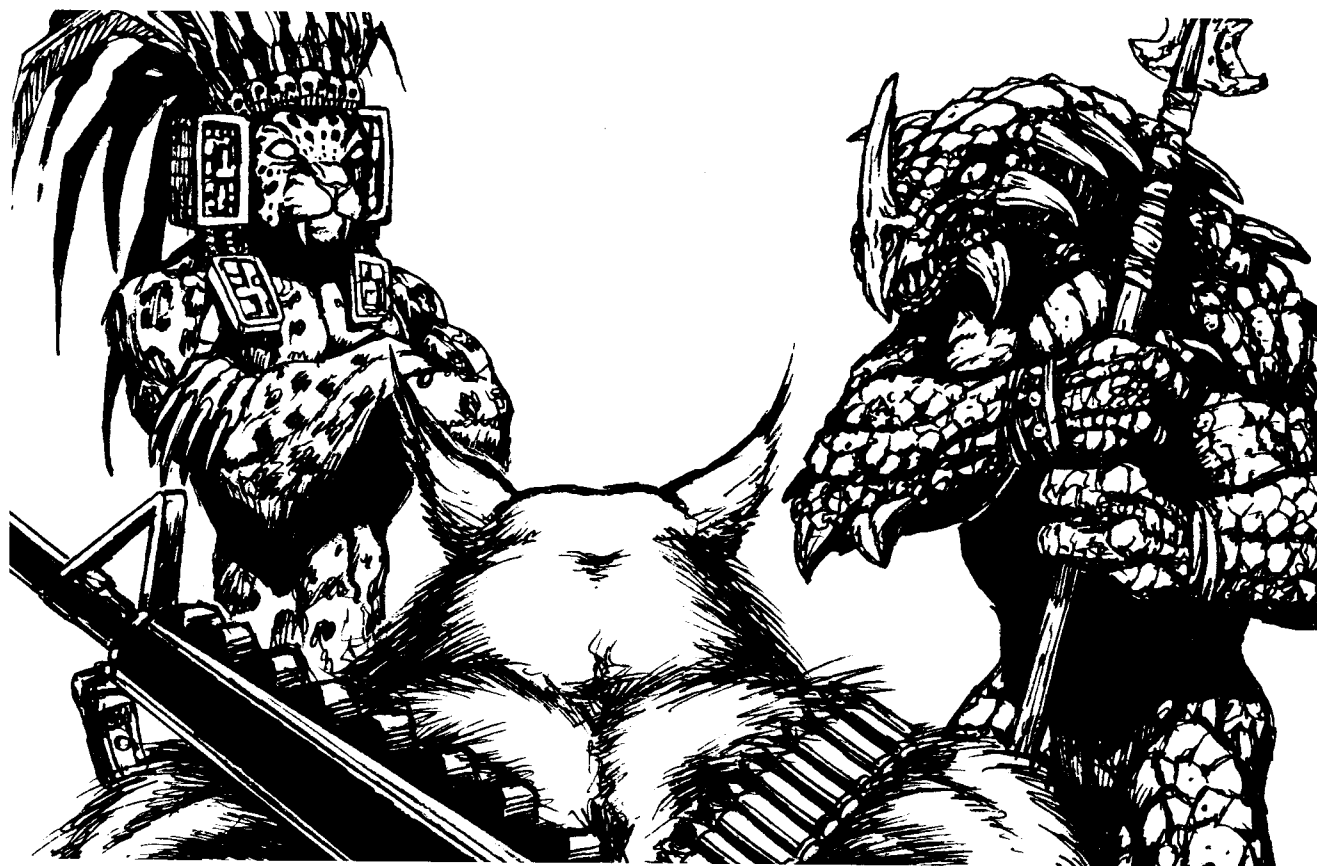
Broadleaf evergreens are typical for the rain forest. They form a closed canopy over the Amazon world. Vines proliferate. Other plants and flowers can be seen growing on the trees. The highest upper canopy trees rise to 165 feet, with a few as tall as 200 feet. The forest floor is rather open, but can get quite tangled, especially close to the river banks or in areas of new growth over developed land.

In all, the plant life of the Amazon is amazingly diverse, a riot of unique form and color. Gaia has grown many wonders here, and she waits for Her children to discover them. The deeper into the undisturbed interior one goes, the weirder the landscape gets. The Storyteller should feel free to create bizarre and never-before-seen plants.

Fauna

The Amazon is home to 30 million insects. In one tree, more species of ants can be found than exist in all of England. The Rio Negro, a tributary of the Amazon, has the greatest of diversity of fish in the world, while Columbia, another country containing the rain forest, has the greatest diversity of birds. The Peruvian section of the forest has 1,450 species of butterflies. All of North America contains only 730. Gaia has many children in the rain forest.





Within the Amazon live anacondas, crocodiles, peccaries, howler monkeys, sloths, piranhas, stony Matamata turtles and thousands of other animals ranging from the deadly to the beautiful. The Amazon is teeming with animal life.

The Amazon is not only a prime place for plant pharmacology, but also for animal pharmacology. A recently discovered species of frog emits oils that act as a powerful drug, known by the Indians to deliver eerily prescient visions. Research on such animals, however, may never come about, for the animals disappear with the declining forest and native lore on such things disappear with the Indians' culture.

Umbrascape

The Umbra landscape around the Amazon is one of the most vivid and active in the world. Spirits flit to and fro in a kaleidoscope of color and motion. In the Amazon, many of the plant spirits are mobile, floating through the green, towering trees and tending to flowers over vast areas. There are also strange spirits looming here, awakened by native magic, such as *ayahuasca*, the spirit of a powerful drug taken by native medicine men.

Many spirits of long dead or extinct creatures still roam the Umbra, seemingly unaware of their extinction. Occasionally, a Great Beast roams free, awakened from its slumber in Gaia's womb. The neck of a massive dinosaur can occasionally be glimpsed rising above the distant trees. The lumbering strides of a Megatherium, or Giant Sloth, might shake the ground.

Also in this landscape are the Den-Realms of the Balam werejaguars, hidden among the Umbral trees.

The sensory impression of the Amazon Umbra is not the usual gray. This place is a land of green, spattered with brilliant reds, yellows and blues. Spirits find easy camouflage in this background. Anaconda Gafflings lurk in huge trees and winding rivers, camouflaged against the green. They wait for their prey: either their usual diet of frog Gafflings or a daring try at a wandering Garou.

The smells of the Umbra are intense for any wolf. Potently fragrant flowers, pungent rotting vegetation and the scent of strange animal tracks can be found here. In some places, a scent has stuck, staying at that site for ages, regardless of how long ago it was left there. Characters may find the scent of a dinosaur and believe one is nearby when the beast really passed through the area ages ago. These fossilized scents can be quite confusing for characters trying to track someone in the Umbra.

This Umbra, like the earthly rain forest, is a vast spiritual ecosystem. While its balance is not as delicate as its physical counterpart, it too suffers from destructive tampering. The Pattern Spiders have slowly begun to penetrate this land of pure Wyld, tearing huge chunks of living green and leaving lifeless brown behind. It is now common to see their Pattern strands choking the rivers and paths.

In addition, the Wyrms' minions have taken their toll on this place. Black Spiral Dancers wander the area, destroying natural spirits and putting Banes in their place. Glade Children become Blight Children. The vast clear-cut areas have

become nightmares of smoking dirt and empty fields. Areas once healthy are now haunted by blasted and scorched plant spirits mourning their lost roots.

The danger of this Umbra realm is the reaction of the Wyld to the invaders. No one can predict what will happen in the Umbra when an ecosystem is hurt. The paths and ways of the Umbra no longer match those in the real world. No one can predict what features on the physical plane will exist in the Umbra. It is easy enough to get lost in the "real" jungle, but the Umbral jungle routinely swallows up Garou patrols. These patrols disappear for months only to reappear half a continent away from their entry point.

Garou Theurges are easily confused when mapping paths through the spirit world. Mapping is a tactical necessity, but also a near impossibility. So far, due to the confusion of this alien environment, the war has taken place mainly on the physical plane with occasional battles transferring into the Umbra. Garou and Black Spiral Dancers step sideways to fight to the death in spirit battles. Battles in both realms are crucial to the future of the Amazon.

The Storyteller has complete freedom in the Umbra. This is a place possessed by the Wyld, and therefore all rules are in question. Whenever characters take to the Umbra, it should be a real task for them to figure out what is going on. This is a bizarre, spiritual jungle that defies reason. This Umbra can provide a place for intense "Alice in Wonderland" settings with enigmatic spirits constantly baffling outsider characters.

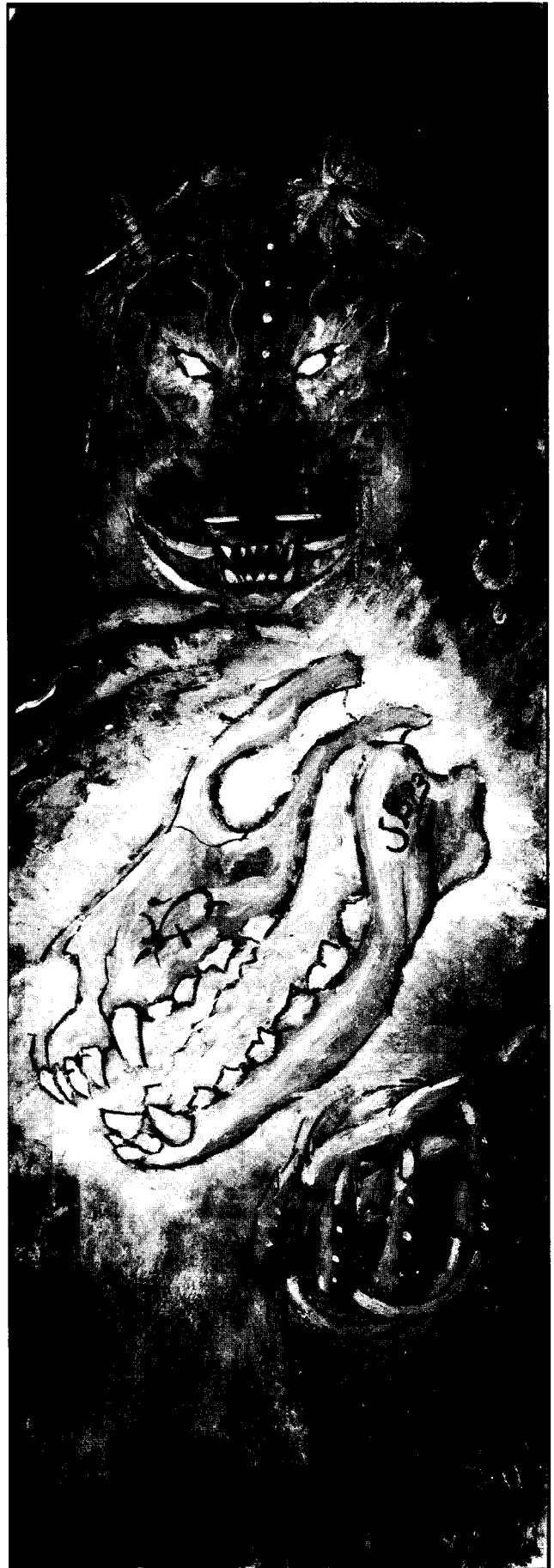
There are two ways a character can understand the Umbra: be a native, or ally with a native spirit. Only a few Uktena are actually native to this region. They have tried to avoid the war for the most part. These Garou will know which paths to take in the Umbra and which spirits to trust. It is up to the Storyteller to decide whether a player can take a native Uktena as her character.

If the characters want to ally with a local spirit, the Storyteller should give them a hard task to achieve before they can be accepted as part of the rain forest. Any of the totems given in the Appendix can provide characters with a native-level understanding of the Umbra, but spirits will not easily accept outsiders. If the pack wishes to gain Coatimundi as their pack totem, they should have to quest to find Coatimundi first and then perform any task she asks before they can gain her supernatural aid.

Travel

Most of the long travel in the jungle is by river. The forests are simply too thick for outsiders to traverse quickly. The Native Amazonians, of course, know how to travel the forests on foot with relative ease, but most outsiders have not mastered this art. The Garou even have trouble at times. They are used to forest of a different sort. The Appendix gives game statistics for various types of boats used on the rivers of the Amazon Basin.

Foot travel for outsiders may require a machete to chop away undergrowth. Those unfamiliar with the jungle may have a



hard time orienting themselves. It is very easy to get lost in a land with no horizon line. Orienting by the sun may require a character to climb a tree simply to see the sun's position. Outsiders will have a greater difficulty for their Survival skill rolls. Garou in Lupus form, however, will not need a machete to travel through the undergrowth, although Garou may have to rely more on Primal-Urge than Survival for getting around. While Primal-Urge cannot be used to orient oneself, it can help instinctively guide one to water or assist in tracking food.

Tracking can be very hard for someone used to a different environment. The sheer detail that assaults the senses in the rain forest provides a major distraction, and the number of strange scents can confuse any wolf. The Storyteller should remember this when non-native player characters try to track prey through the forest.

The Garou

The Garou have claimed multiple areas in the jungle, even constructing a caern of their own called Sky River and taking over a dormant Uktena caern known as Hollow Heart. They have many smaller bases and hidden scout camps throughout the region.

The Hollow Heart Caern

Caern: Forest clearing northeast of the Rio Negro

Level: 4

Gauntlet: 3

Type: Awareness

Tribal Structure: Headquarters for the North Ward; open to all Amazonian Garou

Totem: Tree Frog

This is the replacement center and primary base for all Garou operations in the Amazon. It is a level four caern cared for and controlled by the War Council, the circle of elders. This caern is the center of all Garou activity in the Amazon and contains the reception point for all incoming warriors from Moon Bridges across the world. It is the primary base for logistics, ammunition and weapon storage and the most well stocked area for hospital supplies and medical care. The North Ward is stationed here.

The caern was awakened in 1987, shortly after Garou forces began to arrive on a regular basis from various parts of the globe. It was understood from the beginning that a primary base of operations must be established. This is not a war that will end soon, but one that could last for years or even decades.

This caern is a constant target for Pentex attacks. So far, it has sustained its existence and avoided destruction. The caern is located north of the Amazon river in Brazil and is surrounded by harsh, unexplored woodlands.

Hollow Heart is a caern of Awareness. By successfully performing the Rite of the Opened Caern, a ritemaster will receive the Silent Strider Gift of Attunement.

The caern's totem, the Tree Frog, is adept at camouflage and lends its ability to the caern. The caern is very hard to find for

those who have never been there. Until a searcher enters the clearing, she must make a Perception plus Awareness roll against a 9 to perceive the caern's existence. The caern also has the Rite of the Shrouded Glen cast upon it.

Sky River Caern

Caern: Near the Purus River

Level: 3

Gauntlet: 4

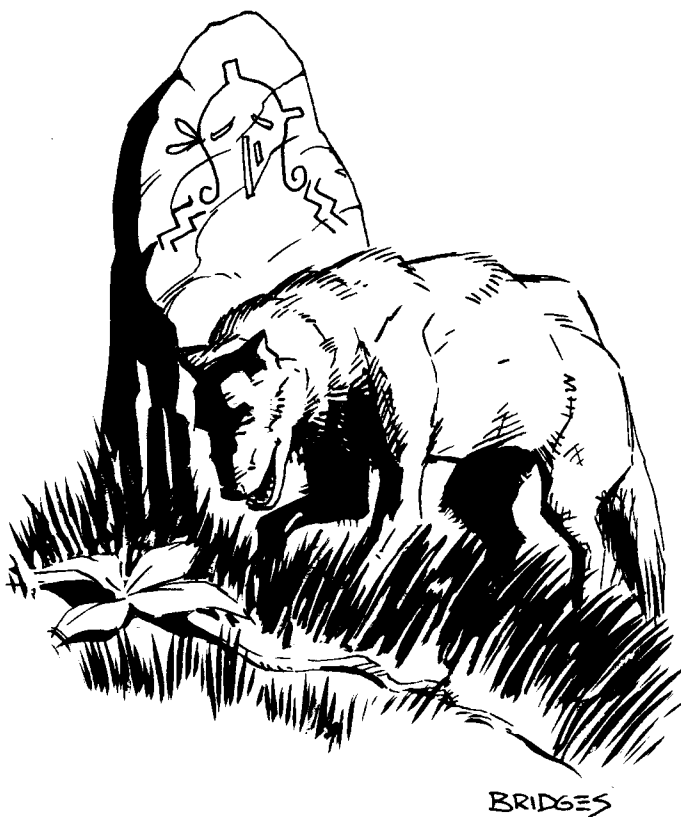
Type: War

Tribal Structure: Headquarters for the South Ward; open to all Amazonian Garou

Totem: Howler Monkey

The Sky River Caern is located beside the Purus River, found south of the Amazon. The South Ward is stationed here, and it is their duty to protect the area from the Hell's Hand Hive while sending raiding parties against the Pentex Laboratories.

This is a caern of War. The ritemasters of this caern can channel its power into fighting skill with a successful Rite of Caern Opening. All three points of caern rating can be channeled into a Dice Pool in one fighting ability for all members of the pack. The effects will last for one scene, but can be saved until the pack needs to draw on the Pool. For example, if a ritemaster succeeds with his caern opening roll, all members of the pack could then set aside an additional three dice to the Dice Pool of either Brawl, Melee, Firearms, Archery or Kailindo for one scene. All the pack members would increase the Dice Pool of the same skill.





The caern's totem, the Howler Monkey, is constantly on the lookout for trouble. If danger approaches the caern, he will screech warnings to the Garou. Only members of the caern can hear these screeches.

Caern of the Rain Spirits

Caern: Near Codajas, off the Amazon River

Level: 2

Gauntlet: 4

Type: Elemental

Tribal Structure: Native Uktena or Wendigo; other Garou can only visit.

Totem: King Thunder

This native Uktena caern is presently in shambles because of the early Pentex raids launched against it. Located up river from Codajas, this is one of the few caerns established and cared for before the war began. Because of this, it was one of the first targets chosen when Pentex began its onslaught on the jungle.

This caern is level two and relatively small, but its inhabitants defend it fiercely nonetheless. It is a caern of the Elements, and can summon local elemental spirits, generally in the form

of rain-spirits. A successful caern opening can summon either two minor elementals or one major elemental.

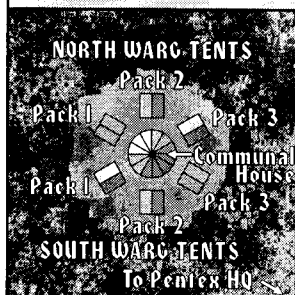
Most of the surrounding forest has either been burned away or defoliated in the hope that this would break the will of the Garou defenders. So far, this has been to no avail. It is a dark and brooding place, filled with a sense of mourning for its once pristine beauty. The Uktena who care for the caern treat it as though it is pure and unblemished.

There are very few Uktena natives left. They must now rely on outsider Garou to help them defend their caern. So far, only other Uktena or Wendigo are allowed to stay in residence, but others can visit and receive some of the caern's powers.

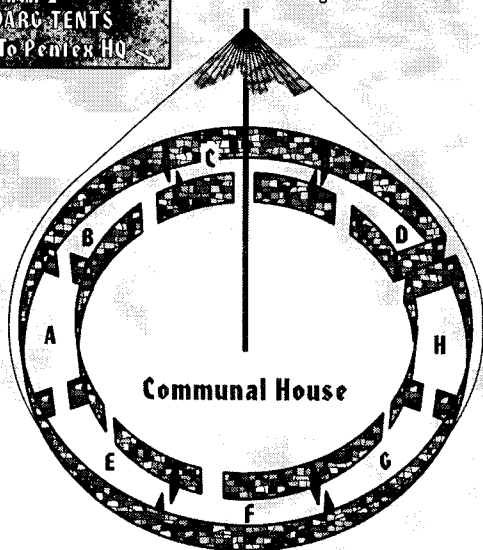
The spiritual center of the caern is only a few meters across, but quite powerful nonetheless. From this point, sudden rains are summoned to blanket the areas surrounding the caern, hindering the efforts of Pentex First Teams on missions of destruction. Members of other tribes will quickly run to the aid of the Uktena and their caern if called. This is perhaps the only reason that the caern still stands today.

The caern's totem, King Thunder, is a local spirit that controls many elementals. He can deliver devastating storms onto enemy encampments. Many First Team assaults have been delayed due to powerful storms over the DFG Headquarters.

Ranch Apocalypse



- A. North Warg Battle Master
- B. North Warg Pack Leader 1
- C. North Warg Pack Leader 2
- D. North Warg Pack Leader 3
- E. South Warg Battle Master
- F. South Warg Pack Leader 1
- G. South Warg Pack Leader 2
- H. South Warg Pack Leader 3



Ranch Apocalypse

For hours we live in constant fear that someone might say something to remind us of the chilling stories of men who fell asleep in the forest and lost their souls by turning into animals, and lived as animals forevermore.

— Darcy Ribeiro, *Maíra*

Ranch Apocalypse is the major base camp of Garou assault activity in the Amazon. It is located a half-days march from DFG headquarters and maintains a constant staff of Garou guerrilla warriors. Ranch Apocalypse is a thorn in the side of Pentex.

Ranch Apocalypse was built on the grounds of a native village. Originally, Pentex had taken over the village when the DFG Headquarters were being built. Now the village rests on the soil where the Black Frost, the first pack in the war, were slain. The area is considered hallowed ground.

Pentex is unaware that the Garou are using their abandoned village. When the factory was completed, they moved out, leaving only the community house behind. The jungle has now grown over the road leading to the factory. The Garou know it is there, but avoid it nonetheless.

Ranch Apocalypse has managed to remain a secret for many reasons. No injured Garou is allowed to return to the ranch. If a warrior is wounded to the point where she can no longer outrun her pursuers, it is unwritten law that she is to flee into the jungle, returning when it is safe or continuing to fight, even if it means death. The Garou who are stationed at this camp

also set up mock camps to fool the nightly Pentex reconnaissance.

North and South Ward battalions both man this base with one Warg each. (see Chapter Three)

Pentex

Pentex Amazon Headquarters

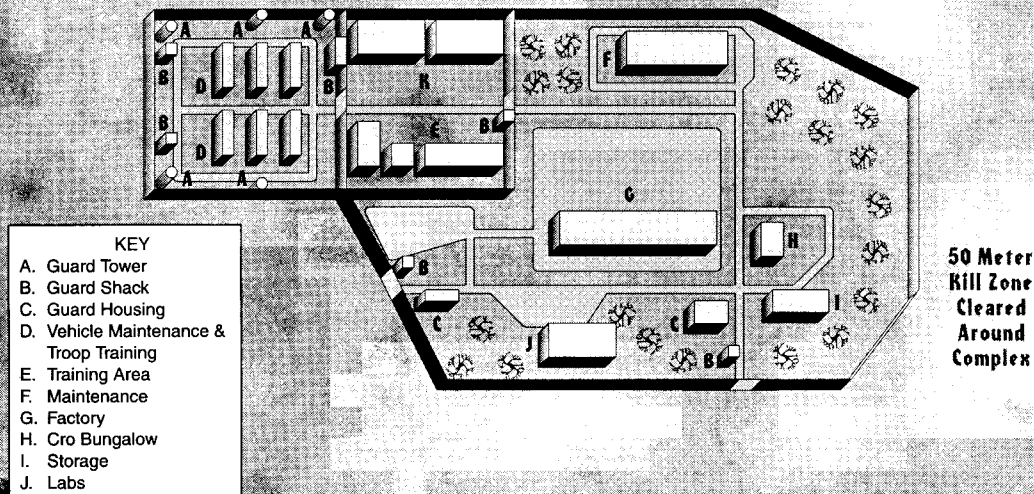
The headquarters of Pentex in the Amazon Basin can be found in lands that were once proud and majestic woodlands filled with the sounds of abundant life. The land is now a dark and silent place, fearing what it has become.

The headquarters are hidden under the name of DFG, Inc.: the Developers Forestry Group. They are located a few miles from the Amazon and Negro rivers. The area was once rich with life, untamed and beautiful. Headquarters covers an area of nearly two square miles. All the facilities required for industrial and military activities are here. The fortress is a monument to the evil of greed.

The compound houses as many as 350 employees at any one time, including the First Battalion (see Pentex, in Chapter Three). The compound also houses a great variety of military equipment, including armored personnel carriers, helicopters and an incredible array of conventional and chemical weapons. From this location, all the nightly raids against Garou-held positions are launched. Despite the power and might of this



Pentex Amazon Headquarters



facility, it is constantly under attack from both Garou forces and werejaguars.

This establishment is a macabre work of art rising gloriously to the sky. The factories release hot, acrid smoke into the heavens and fill the nearby streams and woodlands with toxic residue. Uncaring and undaunted in its quest, the headquarters of Pentex in the Amazon have become the greatest threat to the ecology of this beautiful and untouched area of the world. Because of this, it is the primary target of all Garou search and destroy missions.

The grounds were once the Den-Realm of a werejaguar. She once fought to save her territory, but was overcome by Bane spirits unleashed into the area. Today, this Bastet serves the cause of Pentex Corporation so she can remain in her once-beautiful home. She has been so corrupted by Banes that she no longer remembers Gaia. Only her realm is important to her now.

DFG has so far been able to hide its military strength from the rest of the world. When a Brazilian official visited recently, Pentex explained away the electric fence and well-armed guards by providing proof of hostile eco-guerrilla attacks. This proof was faked, but the government was convinced. Worried that eco-terrorists were threatening the economy, they granted DFG a license to shoot any such terrorists on sight. The issue of this license was, of course, influenced by heavy bribes and the occult whispers of Banes.

The Compound

The compound (see map) is surrounded by an extensive network of security systems, including motion sensors and microwave sensors. The motion sensors are placed on the fences, alerting the guards of an intruder if they are touched. The microwave sensors are placed throughout the compound. The device transmits a beam between two points and triggers an alarm if the beam is interrupted. There are also patrol routes along the inside of the fences manned around the clock by armed guards. Towers rise 60 feet from the ground, providing clear visibility for the guards appointed to maintain surveillance of the surrounding woodlands. The entire area is surrounded by a 50 meter kill zone. This area has been completely defoliated, helping patrols to protect against would-be intruders.

Inside the compound are a variety of storage, training and maintenance facilities serving the needs of both the troops and the employees of the factory. The front and back gates are manned at all times by a force of seven heavily armed troops. A fast pursuit vehicle armed with a .50 caliber machine gun stands by. Located on the north side of the compound is the primary maintenance facility for all the vehicles and equipment.

In the east side of the compound, one of the few areas inside the gates still wooded, is the bungalow of the Chief Regional Officer, Barnaby Shadrack. The morning sun cascades through the windows on the eastern side of the house and provides a



pleasant atmosphere for his morning meal. The house is constantly guarded by a platoon of troops and is surrounded by tripwires and claymore mines to prevent unauthorized entrance.

The factory facility is located near the center of the compound and is as heavily guarded as the other important buildings. The laboratories are located nearby toward the southern fence line. It is necessary to house this particular operation close to the fence so that toxic wastes are filtered outside the gates instead of accumulating inside. Along the northwestern side of the compound are the housing and training areas for the troops stationed here. This area maintains its own surveillance system separate from those found in the rest of the compound. It not only houses the troops, but also their vehicles, helicopters and weapons. Guard patrols around this area are twice those in the rest of the compound. The guard towers erected on the western end of this area provide an extra degree of security for both the troop compound and the rest of the facility.

Only Pentex employees are allowed access to any portion of the compound with the exception of Barnaby Shadrack's bungalow and selected areas of the factory. The Brazilian government has been bribed to look the other way and not stick their noses in Pentex's business.

The troop configuration includes the First Battalion: Alpha Company (1st, 2nd and 3rd platoons) and Beta Company (1st and 2nd platoons).

This compound is the source of the disease that now infects the Amazon jungles. The sickness grows stronger with each passing day.

Pentex Laboratories

This smaller facility is located near Manicore on the Madeira River. This location contains the primary research and development plant for Pentex in the Amazon, hidden under the auspices of Magadon, Inc. Here, genetic and biological research are pursued. Everything is done under the guise of medical research.

The native Brazilians who work for Pentex in this facility are a sad lot indeed. They are listless, lacking the drive of humanity. These poor souls have been so tortured and exploited by Pentex that they are no longer truly human. They have been used as guinea pigs for all the biological agents developed in this facility. Now they are the willing cohorts of Pentex's plan for the future of the Amazon.

The majority of those who staff this facility are scientists and research personnel. A small contingent of troops are on continuous standby to protect against raids by both Garou and Balam war parties. These attacks have been rare up to this point because the effort these two forces have been focusing on DFG's Headquarters. As a result, Pentex has been able to go about its research relatively undisturbed.

The compound is built upon a native village with a missionary's church. The church is now the storage building, next to the new, more modern laboratory facility. Troop

barracks are in the large, native hut. The security is similar to the DFG Headquarters, with reinforced chain-link fencing and electronic sensors. Guards patrol the perimeter constantly.

The troop configuration consists of Gamma Company (1st and 2nd platoons) and Delta Company (3rd platoon, on roving patrol).

Pentex Storage and Supply Facility

To resupply their Amazonian forces efficiently, Pentex maintains a large group of warehouses in the Manaus port. Through extensive bribes, these warehouses have avoided any government inspections. From here, the equipment is either loaded onto a boat for travel deeper into the Amazon or carried inland and transported across the River Negro to the jungle headquarters in secret.

The warehouses are heavily guarded around the clock by a platoon. The place is always well lit. A fence with video camera security surrounds the compound. The warehouses extend down a row with lift vehicles parked in front of the five separate buildings. Each building has a key-card lock system. Only the First Team leader and local executives carry key-cards.

This center is guarded by the Gamma Company's 3rd platoon.

Pentex Mining Facility

*And some have sailed from a distant shore
And the company takes what the company wants
And nothing's as precious
As a hole in the ground*

— Midnight Oil, "Blue Sky Mine"

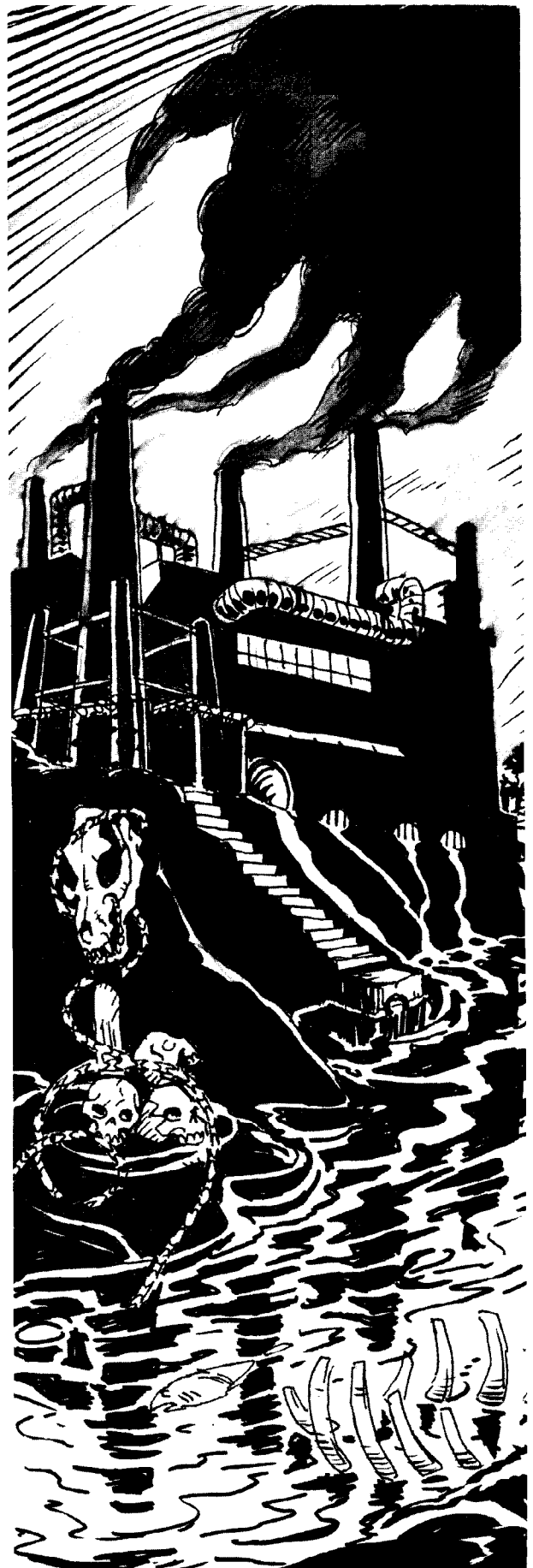
This mining facility located near Catrimani in the Andes Mountains has been in operation since the beginning of Pentex's involvement in the Amazon. It is still a relatively small operation and has come up barren in most of its mining efforts. So far, the Garou have all but ignored the mining facility, although it has been expanding at a rapid rate in the past few months. Black Spiral Dancers now assist with the burrowing. The cover company is Harold & Harold Mining, Inc.

While the site does not unearth much silver, Harold & Harold smuggles silver here hidden in supply crates. The silver is then taken by helicopter to the DFG Headquarters and manufactured into bullets. Occasionally, the silver is marched over land if Pentex believes a helicopter will fall under too much scrutiny. In this case, First Teams must guard it over the long march.

This facility is guarded by the Beta Company's 3rd platoon.

Operation Blight

Far down the Amazon river is Pentex's vilest operation yet: a defoliant factory in the jungle. Most of the Garou are unaware





of this factory far from the Pentex HQ. They were able to lay the foundations and begin initial work before they were finally discovered. The Garou are unsure what to do. The factory is far from their support lines, so any packs which assault it cannot be assured of any back-up aid or assistance. It has thus become a place for frantic assaults by single packs greedy for glory. Few packs have returned from these raids.

Every day, the factory churns out more chemicals to lay waste to tracts of forest. The factory waste is then dumped in the river.

This operation is guarded by Delta Company's 1st and 2nd platoons.

Hell's Hand Hive

Located near Anama is the Hive of Hell's Hand. Once, this area held three Balam Den-Realms. Then the Black Spiral Dancers came, pushing them out and destroying both the Umbral and physical Balam territory. The Black Spiral Dancers now call this recently destroyed land home.

This place is now barren of all life. There is no beauty here and the mere sight of it is enough to rack the soul with hollow sobs. It stinks of the Wyrms and its corruption. Most of the activity of the Black Spiral Dancers who now inhabit this place is carried out underground. There is an extensive network of tunnels just below the surface extending over an area of several miles. No light ever spills inside the blackness of their tunnels. The Black Spirals prefer to rest by day and come out under the

cover of darkness. The tunnels have flooded often, drowning some Black Spirals. The swampy soil cannot support too much digging. This has not prevented them from continued burrowing, however. Their madness will not allow them to abandon such futile tasks.

There are no trails in the area to prove any movement takes place. The only visible difference between this area and the surrounding forest is the blatant chemical desolation.

The Balam

The Balam tribe of the Bastet werecats called the Amazon home long before the Garou arrived. The recent war has caused them grief. They have begun to rage against both Pentex and Garou factions in the war. This is their territory and they will be damned if anyone, fomor or wolf, is going to claim it.

Den of Black Claw

The Den of Black Claw is the current stronghold of the Balam fighting forces in the Amazon area. It holds a total of five Bastet. The first is the elder Black Claw himself. Three Balam have come from Anama after being pushed from their former realms by Black Spiral Dancers. The fifth is Matúa, who lost her home to the Garou at Hollow Heart. After the great losses they sustained at Anama, the Balam made a hurried effort to reestablish themselves. Located near Manaus, this is a well fortified and guarded post.

The Balam who serve in the Den of Black Claw are perhaps the fiercest of all the werejaguars in the jungle. Despite their individual natures, they have managed to work together quite well to expel the Pentex threat from their homeland.

This physical territory of the den is built as a network of tree dwellings well camouflaged against the backdrop of the Amazon. The Umbral territory of the realm is a pristine, uncorrupted jungle. Huge trees abound, with limbs large enough to seat the entire Balam force for a taghairm. So far, no one has breached the Umbral Gauntlet of this den. No one, outside of the Balam, realizes that it exists.

The realm is small for five predators, covering 27 square miles, and has a Gauntlet rating of 8.

Den-Realm of Rorth Son-of-Bast

Along the Purus River is the Den-Realm of Rorth Son-of-Bast. He dwells alone, untouched by the present conflict. As one of the eldest among the Bastet, he chooses not to participate in the activities of the younger Balam. He believes his time to fight has passed.

Rorth's area of jungle is not as beautiful as it once was. The warrior's failing health and the ravages of war have dulled this place. They have not, however, extinguished the light that shines from Rorth's aged eyes. The area covers nine square miles and has a Gauntlet of 8. If this den is invaded, whether

by Pentex or the Garou, Rorth's kin will respond quickly and savagely, as he is well respected among his kind.

Grrrash tak'nyrrr

This is the main territory of the Mokolé, the werecrocodiles. It is situated on the banks of the Urucu river and has been their home for millennia. Grrrash tak'nyrrr is a primitive place, seemingly unchanged from prehistoric times. It is here that the Mokolé live as one with the indigenous life of the area. Grrrash tak'nyrrr is the Mokolé nesting ground.

To outsiders in this area, the territory of the Mokolé is very inhospitable. It has avoided the horrible destruction other places in the Amazon have suffered. This may not last for much longer. A smaller nest up the Amazon River, Hooark'Ooark, was poisoned by Endron Oil, forcing the Mokolé there to abandon it. The same fate may lie in store for Grrrash tak'nyrrr.

Pentex First Teams have recently scouted the area on reconnaissance missions for Garou strongholds. They not only came back empty-handed, but failed to return at all. The Mokolé do not abide unwelcome visitors in their realm. Although they have little understanding of the politics of the current conflict, they nonetheless have been forced to act. Their leaders are currently pondering a meeting with Garou forces. They are considering an alliance so that their territory might be protected against further Pentex missions.



Native Villages

It must be pitch dark in my village now. Inside the houses, everyone's asleep in hammocks tied to posts in the wall and poles, forming little family clusters. The man's hammock below; his wife's above him and their children's above her. Underneath, to take the chill off the early morning air, some paltry embers are burning, casting a glow on nothing but the floor...

— Darcy Ribeiro, *Maíra*

All over the Amazon, the villages of indigenous people can still be found, dotting clearings along the riverways. These grow fewer as time marches on. The Indians are often forced to leave to seek jobs in the cities and towns. Empty and abandoned villages are left along the rivers. The clearings are already being retaken by the jungle.

In the Gothic Punk jungle, this has wounded Gaia. The Indians have a place in Gaia's plan as caretakers. Without their wise management of the jungle, it is easier for Banes and other Wyrms creatures to take over once-pure areas. Garou trekking through the jungle may come across an abandoned village and think to spend the night there. They should think again. The village may have become the home of a Wym monster. Skull Pigs (see *Book of the Wym*) breeding with the native peccaries and tapirs have become numerous in the jungles, often taking up residence in the empty villages.

As for the still-inhabited villages, they often house Kinfolk for the Balam or Mokolé. Any Garou who thinks to lay a claim may find himself toe-to-toe with an enraged shapeshifter.





Chapter Three: People

The Garou

*There I stand with my own kin
At the end of everything
Finally the dream is gone
I've had enough of hanging on*

— Big Country, "Steeltown"

From the moment the Garou first discovered Pentex's plans, they have come in force to the Amazon. At first, packs fought among themselves more than they fought Pentex. Since the arrival of Golgol Fangs-First, the Garou have shaped up into an organized fighting force.

Golgol instilled discipline with the threat of death. This war was not to be taken lightly. It was a matter which concerned the entire Garou nation. Golgol has used his knowledge of human fighting tactics to arrange the Garou into disciplined forces with a hierarchy of command. This has worked incredibly well so far, strengthening the basic Garou social unit, the pack. Golgol realized that pack competition was an important factor, but also that such competition must be directed against the enemy. The most rewarded packs are those with the most enemy kills. Packs that fight among themselves are punished severely.

At one point, 190 Garou were fighting Pentex in the Amazon, but casualties have reduced this number to 130. Golgol is desperately trying to draw more Garou into the fight.

He has begun recruiting cubs who have not yet undergone their Rite of Passage.

Player Character Packs

Player character packs in the Amazon will be part of a Warg, a group of three packs under the command of a Battle Master. Each pack still has a pack leader, but this leader must take orders from the Battle Master. A leader who doesn't will answer to Golgol.

Wargs are usually named after their Battle Master. For example, Battle Master Jurgen Kreig's Warg is simply called "Kreig's Warg."

Each Warg is assigned to a Moon. There are two Moons in a Ward, or battalion. There are two Wards in the Amazon: the North Ward and the South Ward. The *Garou Organization* sidebar explains the command structure. This is an ideal structure, the way Golgol would like it to be. Reality has prevented his dream of a perfect war from coming true; not all the positions on the chart are filled. As packs get killed, holes are left in the structure that cannot easily be filled.

So far, the structure has held due to successful dominance challenges from the Battle Masters and War Leaders. There have been cases where individual pack leaders have won significant challenges over their superiors. These Garou have been promoted to higher positions. Also, a few rogue packs have run off into the jungle to run the war their own way. Few

Garou Organization

• Basic Amazon War unit: the Pack (commanded by a Pack Leader). Avg. 5 Garou

Types of Packs: War, Borzoi* (Scout), Guardian

• A "Warg" (commanded by a Battle Master). Avg. 15 Garou

Consists of three packs, usually two War and one Borzoi. Caern Wargs have one War and two Guardian.

• A "Moon" (commanded by a War Leader). Avg. 45 Garou

Consists of three Wargs.

• A "Ward" (commanded by a War Chieftain). Avg. 90 Garou

Consists of a caern and two Moons

*"Borzoi": a Russian wolfhound, from the Russian word *borzoy* = swift.

are heard from again. The Ghost Raptor Pack is the most famous and successful of these rogue groups.

Where and how the player character pack fits into this structure is up to the Storyteller. Most of the stories given in the Encounters chapter assume that the pack is relatively low on the totem pole, that they are one of three packs in "Krieg's Warg." Krieg (see *South Ward* below) is a grizzled drill sergeant kind of Garou. He sends his packs out on important missions and expects them to follow his orders. The Storyteller is free to make up his own Warg for the pack, or even to allow the pack to go rogue (thus making them Golgol's enemies).

Moots

Battle Moots are called on a regular basis in all the Amazon caerns. These are more like strategy or mission objective sessions than actual moots. These small moots are open only to those who are invited: usually the pack, Warg or Moon who will carry out the strategy discussed there. A Battle Moot opens with a Moot Rite. Then all involved get down to the business at hand. There are no stories told or grievances aired; these are tactical moots.

Another kind of war moot is the Victory Moot. These are celebrations for heroic actions. The moot is open to all in the camp. A pack is singled out to receive this honor, although sometimes an entire Warg is chosen to gain recognition. Their victory is recounted for all to hear. These are the moots in which player characters will gain immediate renown for their missions.

A Council Moot is often called to discuss high-level strategy. Only the War Council is allowed to participate. Tribal secrets are sometimes revealed. The Council members have all taken oaths, sealed by rites, to never repeat the secrets they discover here.

Regular moots are called for general get-togethers. Any Garou in the region is invited. These are usually occasions for the telling of legends and myths, the airing of grievances or the

calling of challenges between members of different caerns. Another purpose for these moots is to recharge the caern. All present are expected to join in these energizing rites.

Golgol Fangs-First, High War Chieftain

Breed: Homid

Auspice: Ahroun

Tribe: Get of Fenris

Attributes: Strength 5, Dexterity 4, Stamina 5, Charisma 4, Manipulation 3, Appearance 2, Perception 4, Intelligence 4, Wits 4

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

Backgrounds: Pure Breed 2, Contacts 2 (septs outside of the Amazon), Allies 5 (the Amazon war force)

Gifts: Smell of Man, Inspiration, Razor Claws, Resist Pain, Stare-down, Spirit of the Fray, Silver Claws, Combat Healing, Strength of Will, Body Shift, Might of Thor, Hero's Stand, Horde of Valhalla

Unstoppable Warrior (6th Level Ahroun Gift) — A Garou who uses this potent Gift can regenerate aggravated damage. This works against all attacks except those from silver weapons. Each turn, roll Stamina + Primal-Urge against a difficulty 8; if successful, then spend one point of Rage per Health Level healed (much like a vampiric Blood Pool).

Rage 7, Gnosis 7, Willpower 10

Merits/Flaws: Overconfident, Untamable

Rank: 6

Renown: Glory 160,000, Honor 110,000, Wisdom 90,000

Rites: Rite of Wounding, Rite of Ostracism, Stone of Scorn, The Hunt



Fetishes: Fist of Thor (see *Tribal Weapons*, in Appendix One). Battle Harness (Level 5, Gnosis 6; this regal looking iron vest adds plus two to the wearer's Strength and adds three armor dice. It must first be activated before it can even be lifted. It becomes weightless after successful activation).

Image: Golgol is a huge Garou, over seven feet tall in Homid form and 13 feet in Crinos. He is almost 65 years old and is getting gray hairs, even in Lupus form, but is still in incredibly trim and fit fighting shape. He wears an impressive battle harness (see *Fetishes*, above) and his body is laced with battle scars and ritual pictograms.

Roleplaying Notes: You are quite level-headed for a Get of Fenris. You have seen so many battles that you remain completely calm during a fight, even with bombs dropping on all sides. Through your life, you have grown from a fierce, excitable pup to a disciplined and introspective tactician.

Background: Golgol was born on a World War II battlefield. That day, his Garou mother only stopped fighting long enough give birth before going back into battle. She died in glory before he could suck at her teat, but her pack adopted him and ensured his survival. His human father never knew he — or the Garou — existed.

As the war ended, his mother's pack achieved a position of honor. They had been among the few Get of Fenris packs who had fought against Germany. As Golgol grew up, he worked to live up to his reputation. In Vietnam, he fought for the fun of it and learned about jungle tactics. Now he is using this hard-won lore in the Amazon War.

Many of the young Fenris fear him, for they have grown up hearing legends of his exploits. This causes the other tribes, who haven't heard all the tales, to wonder just what he does to them for disciplinary action. All he really has to do is dart a scowling glance at a Fenris to stop any problem behavior.

The War Council

Black Furies

Lanya Wings-Afire is the eldest among the Furies. She ensures that the wisdom and desires of her tribe are represented in all the council meetings. She is from the Dakota Badlands and is still getting used to the jungle territory. There are rumors that she left her caern because of a political squabble with the sept leader. She is allegedly here only to gain enough glory to return and overthrow the leader in a challenge. Lanya denies this whenever it is brought up and has challenged the last few who have accused her of this. She is a Rank Five Philodox.

Bone Gnawers

There is no Bone Gnawer representative on the council. The Get and Shadow Lords have deliberately scared away any who were interested. Not many were. The few Bone Gnawers involved in the conflict have relied on Code Red, the Glass Walker elder, to represent them.



Children of Gaia: Garret Faithful

Breed: Homid

Auspice: Galliard

Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 5, Manipulation 4, Appearance 5, Perception 3, Intelligence 4, Wits 4

Abilities: Alertness 3, Athletics 2, Brawl 4, Dodge 4, Empathy 4, Expression 3, Primal-Urge 2, Animal Ken 3, Melee 4, Kailindo 2, Leadership 5, Survival 2, Enigmas 3, Medicine 2, Rituals 2

Backgrounds: Allies 3 (Gaia's Hand), Pure Breed 2, Past Life 4

Gifts: Persuasion, Mother's Touch, Call of the Wyld, Mindspeak, Dreampeak, Luna's Armor, The Guilty Mind, Unicorn's Grace, Bridge Walker, Halo of the Sun, Head Games

Special Power: True Faith in Gaia: 7. Garret has extreme faith in the will of the Earth Mother. This faith gives him amazing abilities and can even allow the intervention of miracles at times. Garret can use his Faith Dice Pool to cause vampires to flee (difficulty 8) or to pray for miraculous events (Storyteller's discretion).

Complete rules for Faith are given in *Vampire: the Masquerade* and the supplement *Hunters Hunted*.

Rage 3, Gnosis 10, Willpower 8

Rank: 5

Renown: Glory 45,000, Honor 80,000, Wisdom 60,000

Rites: Talisman Dedication, Questing Stone, Rite of Contrition, Rite of Cleansing, Gathering for the Departed, Rite of Spirit Awakening

Fetishes: Garret holds the Chalice of Renewal (see *Tribal Weapons* in Appendix One), Great Klaive, Tears of Gaia, and Clear Water (three vials).

Image: A very handsome man with pure white hair and clear blue eyes. He is 6'3" and weighs about 160 lbs. He is in his early forties but wears his age well. The weathered lines on his face seem more like marks of wisdom than the result of hard living.

Roleplaying Notes: Walk with peace and others will follow. Your duty to Gaia is to provide an example for all Garou to follow. Be fair and generous to all who are noble. Be decisive and just when punishing those who are dishonorable. You do not like the war, but realize it is necessary.

Background: Garret Faithful is the eldest of the Children of Gaia in the Amazon. He sees his duty here as a chance to ensure that the "superior" Gaian fighting ideal is enforced. This means that the Garou must display honor, mercy and fairness. Because of this near pacifist ideal, Garret is at odds with many of the other council members. He is also a devout follower of this code of Gaia, and miraculous events have occurred around him.

These miracles have convinced many of the young Garou that he is blessed by Gaia. Some packs have pledged to follow his methods and "chivalric code," much like the knights of Arthurian times. They call themselves "Gaia's Hand". Most Get of Fenris, Shadow Lords and Red Talons call them fools. These packs, however, have displayed amazing amounts of sheer luck, forcing the council to admit that this may be a message from Gaia.

Fianna

Breoghan Dances-in-Clover is the elder council member for the Fianna. He is a Rank Five Galliard and also a member of the camp known as the Grandchildren of Fionn. Breoghan is widely respected by both the Fianna and the members of the council. He is a fair man, always willing to consider the thoughts of others.

Breoghan's happy-go-lucky personality makes him an easy person to get along with, although he can be quite fierce if pushed too far. He tends to trust the decisions made by the Council unless they seem too extreme. He is an accomplished musician, as are many members of his tribe, and he will gladly play his guitar if asked. Breoghan truly believes that the Garou presence in the Amazon is necessary for the survival of Gaia and he is quick to anger around any who do not believe so. Despite the fact that Golgol is of the Get of Fenris, Breoghan trusts Golgol completely and will defend his decisions against any who oppose him.

Get of Fenris

Golgol Fangs-First is the council member for the Get. As he is also High War Chieftain, he has a disproportionate amount of power. The Fenris say this is only right, for they were the first in the war. Many on the council grumble, but none have dared to question this.

Glass Walkers

Code Red is the odd name of the eccentric Glass Walker who represents his tribe on the council. Red is a mysterious figure. He is a *cabocuo*, having both Brazilian and Portuguese ancestors. Some believe he may be from Rio de Janeiro, but no one really knows much about his past. All admit he is an exemplary member of his tribe. This makes him disliked by most of the council, but quite respected by the Glass Walkers in the war. It is Code Red who has provided the Garou with some of the most potent weapons and defenses for the war: high-tech gadgetry and electric spirits that have confounded even Pentex. Code Red's Glass Walkers have even been able to turn Pentex' own equipment against them by awakening the spirits within the mechanisms. This has caused Golgol to value his advice, even though the rest of the Fenris shake their heads in disgust. Code Red is a Rank Four Ragabash.

Red Talons

Fierce Hunger is the Red Talon of the council. She is a Rank Four Ahroun and a member of the Anti-Extermination camp. She respects the native tribes of the Amazon and the Garou homids she has worked with in the war, but must, as a Red Talon, demand harsh restrictions against all humans. She trusts the rest of the lupus on the council more than any of the homids, even Golgol. The sharp contrast in weather between Brazil and her native British Columbia has made her job more difficult.



Shadow Lords

Last-One-Out is the lupus Shadow Lord elder of the council and a rank five Theurge. He sarcastically criticizes everything the council discusses, but when the time for decision arrives, he is among the most decisive of all Garou in the jungle. All the Shadow Lords in the Amazon follow him faithfully, although Last-One-Out demands they follow Golgol's chain-of-command in all cases. The only exception, of course, is when the Lords are to gain from disobedience.

Silent Striders

Horus the Sword is the Silent Strider who sits on council for his tribe. He is a Rank Five Ahroun famed in many different exploits and especially known for rescuing an African caern from Pentex. His experiences there make him invaluable to Golgol in decision making. He is the Chief of all the Borzoi, or scout, packs. They take their training directly from him.

Silver Fangs

Maria Orrelano is the Silver Fang of the council. Her sept in Mexico wars with the Black Spiral Dancers of that country. Her glory from these battles has earned her the Black Spiral canines she wears around her neck. Some whisper that close proximity to the Spirals has made her somewhat mad, but others say it simply the Silver Fang blood. She is eager to lead many missions herself, and the rest of the council must continually stop her. They are here to lead, not to get killed in battle. Maria is a Rank Four Galliard.

Stargazers

Awena Walks-The-Airts is the one of the very few Stargazers involved in the war. She is a master of Kailindo and will teach this art to any cub she believes can learn it. Very few can. Anyone she believes will not be able to finish training will not be taught. Gung-ho glory-seeking Garou cannot learn from her. She says little during council but when she gives advice, it is usually correct. Awena is a Rank Four lupus Ragabash.

Uktena

Cavalo is the Uktena council member. He is from southern Brazil, where he was a priest of Macumba before his Change. His contact with the spirits only improved after he discovered his heritage. He is one of the most feared Theurges in the area. Many native magicians, even Kinfolk of the Mokol , have allied with the Garou out of fear for what Cavalo would do to them if they didn't. Cavalo is Rank Five.

Wendigo

Argues-With-Anger is the Wendigo council member. Much of her Mexican wolf pack was destroyed by human encroachment, leaving her bitter and hostile. She has come to the Amazon to exact her vengeance against Pentex, for she knows they are responsible for many of the world's natural disasters. Her advice is tainted with this anger, and few council members take her seriously anymore. They always know how she will

vote: for the most direct, destructive options possible. She is a Rank Five Ahroun.

The Leaders of the North Ward

This battalion of Garou operates out of the Hollow Heart Caern. Members of this Ward are often sent far afield on missions against Pentex.

The two Moons of this Ward are the "High Mountain" Moon and the "Dark Foe" Moon. Golgol Fangs-First is the War Chieftain of the North Ward in addition to being the High War Chieftain.

Shandy, War Leader

Breed: Homid

Auspice: Ahroun

Tribe: Fianna

Attributes: Strength 3, Dexterity 4, Stamina 4, Charisma 5, Manipulation 3, Appearance 4, Perception 3, Intelligence 3, Wits 4

Abilities: Alertness 3, Athletics 3, Brawl 4, Dodge 3, Empathy 3, Expression 3, Primal-Urge 2, Firearms 2, Melee 2, Leadership 4, Rituals 2

Backgrounds: Allies 3 (the High Mountain Moon)

Gifts: Resist Toxin, Inspiration, Smell of Man, Brew, Glib Tongue, Silver Claws, Balor's Gaze, Troll's Bridge, Woadling, Cocoon

Rage 5, Gnosis 6, Willpower 7

Merits/Flaws: none

Rank: 4

Renown: Glory 50,000, Honor 30,000, Wisdom 35,000

Rites: Rite of the Opened Caern, Moot Rite, Rite of Passage, Voice of the Jackal

Fetishes: Heart of the Spirit (holds 5 Rage points; see *Players Guide*); Great Klaive

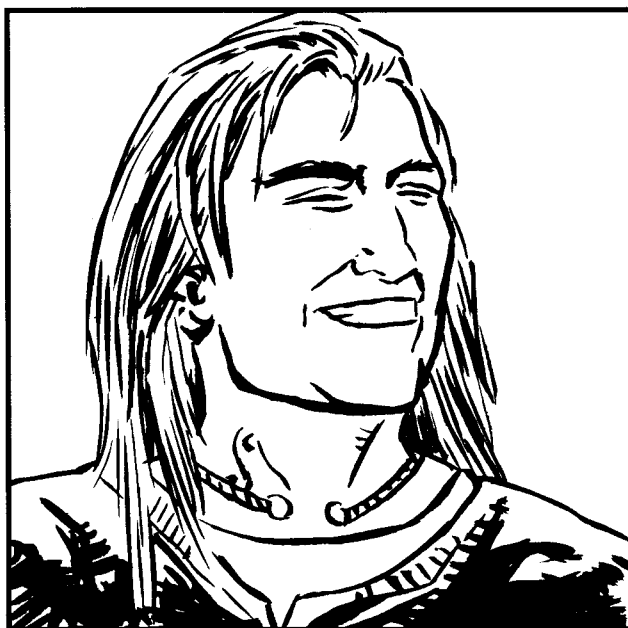


Image: Shandy is a tall, lanky fellow in Homid form and a long, lanky wolf in Lupus. He has long, stringy red hair and an engaging smile. His green eyes glow with energy. He has Celtic design tattoos on his biceps.

Roleplaying Notes: Smile! Sure, war can be a real hell, but it brings people together. You glory in the unprecedented chance to party with all the tribes. Always crack a joke if someone looks down-and-out and give a good pat on the back to anyone who needs it.

Background: Shandy is the War Leader of the Dark Foe Moon. He is a competent and outgoing leader, well respected by everyone involved in the Amazon conflict. He is a strong-willed, loud and boisterous man who enjoys a good fight and a stiff drink. Shandy is formerly a member of the Irish Republican Army and was disillusioned with the cowardly way in which they chose to fight. He volunteered for duty in the Amazon in search of the real thing. His large victory parties have been a boon to morale for those who serve in the Amazon. The victory parties are held whether victory was achieved or not. He always volunteers to be first into the fray and will quickly challenge others for the right if they volunteer before him. He is well known for his broad smile, quick wit and savage temperament.

Tanzut, Battle Master

Breed: Lupus

Auspice: Philodox

Tribe: Silent Striders

Camp: Harbingers

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

Abilities: Alertness 4, Athletics 3, Brawl 3, Dodge 3, Empathy 2, Primal-Urge 2, Streetwise 2, Animal Ken 2, Drive 1,



Melee 4, Kailindo 3, Stealth 4, Survival 3, Enigmas 3, Investigation 2, Rituals 1

Backgrounds: Contacts 3, Past Life 5

Gifts: Heightened Senses, Scent of the True Form, Speed of Thought, Resist Pain, Scent of Sight, Summon Talisman, Weak Arm

Rage 4, Gnosis 7, Willpower 6

Merits/Flaws: Driving Goal (destroy all Setites.)

Rank: 3

Renown: Glory 16,000, Honor 12,500, Wisdom 13,000

Rites: Rite of Talisman Dedication

Fetishes: Stalk the Heart (Level 4, Gnosis 7; this is an Egyptian wand which will lead the user to the location of a vampire's heart—whether it is in the vampire's body or placed elsewhere, such as a Setite's heart. A successful activation roll must be made. Tanzût has dedicated this item to herself and can summon it with her Gift), Sword of the Avenging Son (Level 5, Gnosis 6; this Egyptian sword is very old. A spirit from ancient Egypt resides in it, seething with hate for the Followers of Set who destroyed its homeland. Against Setites, this sword doubles its damage Dice Pool once activated. This is dedicated to Tanzût and she can summon it with her Gift).

Image: In Lupus form, Tanzût is an Ethiopian wolf, lean and sleek with reddish-fur. In Homid form, she appears as a woman of Coptic descent with dark hair and complexion. She has Egyptian hieroglyphs tattooed all over herself; they appear in all forms. She wears worn-out, loose-fitting clothing.

Roleplaying Notes: You are a very quiet person, for there is very little that needs saying. When you do speak, it is plain and straight with no attempt at subtlety. You are on a mission of vengeance and have little time for anything else.

Background: Tanzût is the leader of her own Warg. She came to South America in search of her enemies: the Followers of Set. After a battle in Medeïn nearly killed her, she fled to the jungles of the Amazon and discovered the war. She quickly joined up for the fight, rising quickly in the ranks.

The war is only a temporary distraction for her. She realizes the need to aid Gaia, but her seething hate for the Followers of Set may drive her to leave soon. Hunting down the vampires who drove her tribe from their homeland ages ago is her driving goal.

The secret behind Tanzût's hate is arcane. She is possessed by an ancestor who died under the fangs of a Setite. The past lives of a Strider's ancestors are normally closed to their experience, but Tanzût is different from the rest of her tribe. She wears this wondrous ability as a curse. Why she alone among her tribe has this ability to call her ancestors is a mystery, but the dead have seized the opportunity and use her as a tool for vengeance.



Sherrick Drast, Pack Leader

Breed: Homid

Auspice: Philodox

Tribe: Shadow Lords

Camp: Judges of Doom

Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 1, Manipulation 3, Appearance 2, Perception 3, Intelligence 5, Wits 4

Abilities: Alertness 3, Brawl 3, Dodge 3, Intimidation 4, Primal-Urge 2, Firearms 2, Melee 4, Stealth 3, Enigmas 2, Occult 2, Rituals 2

Backgrounds: Contacts 2 (local enemies of Golgol), Past Life 1, Pure Breed 2

Gifts: Smell of Man, Truth of Gaia, Fatal Flaw, Resist Pain, Clap of Thunder, Weak Arm, Icy Chill of Despair

Rage 6, Gnosis 4, Willpower 6

Merits/Flaws: Driving Goal (must "purify" world)

Rank: 3

Renown: Glory 20,000, Honor 7,000, Wisdom 15,000

Rites: Rite of Talisman Dedication, Voice of the Jackal

Fetishes: Silver Scimitar, Scar Fetish Armor (Level 3, Gnosis 5; this is a small tattoo of a shield. It acts as magical protection for Sherrick's whole body, providing two dice of armor).

Image: Sherrick is of British and Turkish descent. He is a dark man with black hair, black eyes and a fierce scowl. In Lupus form, he is a black furred wolf. He stands about six feet tall and is of medium build. His hair is braided into three pony-tails, which hang well-below his shoulders.

Roleplaying Notes: You are not a happy person. The world is in deep trouble and others just haven't realized that the fun's over. Only through discipline and asceticism can the world be purified. All this joy clouds the issue. Damn those Children of Gaia, they always get in the way. Golgol will fall soon, and

you'll be ready to push your agenda to the Shadow Lord who succeeds him.

Background: Sherrick grew up in a slum of London, the son of a poor British man and a Turkish immigrant. He hated his mixed blood. The children ridiculed him about it at school, especially Elmo Hubble and his gang. He got into many fights, and his irrational anger became legendary to all the school children.

When Sherrick underwent his first Change, it was revolutionary. He now had a form with which his anger could be delivered. He broke into Elmo Hubble's house that night and tore him to pieces as Elmo's parents watched and screamed. Then he was grabbed from behind and thrown from the house. Surrounded by growling and snarling wolves, he ran, but they nipped at his heels no matter how fast he went. He was lost, running through the woods.

The Shadow Lords caught him and taught him a lesson in obedience. Although the scars would last him a lifetime, the discipline fulfilled a long-suppressed desire. He felt a sense of belonging. As a homid, he had loathed his "mixed breeding", but as a Garou, his blood was strong. Sherrick was a pure bred Shadow Lord and fit well into their primitive hierarchy.

The Judges of Doom came to him much later, impressed with his ethics and discipline. He went through a rigorous and harrowing initiation, but was soon a member of that feared camp. Few in the Amazon know of his affiliation. He keeps it quiet, for he knows the Judges have a bad reputation among foolish Garou.

For now, he leads his pack of Shadow Lords, the "Gaunt Dogs," and instills in them terrifying standards of duty and obedience.

Leaders of the South Ward

The South Ward is the battle force located south of the Amazon river. They are headquartered at the Sky River Caern. They experience much fighting with the Black Spiral Dancers of the Hell's Hand Hive.

The two Moons of this Ward are the "Red Sky" Moon and the "Dread Claw" Moon.

Dag Hateful Hand, War Chieftain

Breed: Homid

Auspice: Ahroun

Tribe: Get of Fenris

Attributes: Strength 4, Dexterity 3, Stamina 4, Charisma 3, Manipulation 2, Appearance 3, Perception 3, Intelligence 3, Wits 5

Abilities: Alertness 2, Brawl 4, Dodge 4, Intimidation 3, Primal-Urge 3, Firearms 2, Melee 4, Leadership 3, Stealth 2, Survival 3, Law 2, Politics 2

Backgrounds: Contacts 3, Past Life 2

Gifts: Persuasion, Inspiration, Razor Claws, Resist Pain, Snarl of the Predator, Stare-down, True Fear, Disquiet, Heart of Fury, Might of Thor, Clenched Jaw



Rage 5, Gnosis 4, Willpower 8

Merits/Flaws: Huge Size (one extra Health Level)

Rank: 4

Renown: Glory 40,000, Honor 23,000, Wisdom 32,000

Rites: none

Fetishes: Rager (see *Players Guide*); Great Klaive

Image: Standing nearly ten feet tall in Crinos form, Dag is an intimidating sight to his opponents and most of his allies. His fur is a deep, rusty brown with auburn highlights. His eyes are steel gray and maintain their passion and fury even in Homid form. Dag's body is mostly covered with tattoos, serving as reminders of his adventures and travels. When in Homid form, Dag is completely bald.

Roleplaying Notes: Dag is a very quiet person, preferring not to speak unless absolutely necessary and then using as few words as possible. He is quick to anger, reacting to ignorance and disrespectful behavior with a sudden fury. When in a conversation, Dag will never break eye contact. If the person he is conversing with averts his glance, Dag will quickly point out an inherent weakness of that person.

Background: Dag Hateful Hand is the Get of Fenris War Chieftain of the South Ward and a very quiet person. Born in Germany in the 1950s, Dag has spent his life since his first Change traveling the world in search of martial adventure. He is a born leader, never following anything but the ways of the Garou. As a long time friend and fellow warrior to Golgol Fangs-First, he was chosen by his friend to lead the South Ward early on in the war. In the beginning, he accepted this position more for the adventure than the ideals of the conflict, but has since become a stalwart champion of the Amazon War. He leads the South Ward with quiet glares and an iron fist. None dare to cross him, fearing his legendary battle skills.

Dag has fought as a mercenary in many campaigns around the world and is a fitting leader for the South Ward. The discipline he maintains with his underlings, however harsh it

may be, not only strengthens the pack units, but also teaches the warriors necessary survival skills.

Jurgen Kreig, Battle Master

Breed: Homid

Auspice: Ahroun

Tribe: Get of Fenris

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

Abilities: Alertness 2, Athletics 4, Brawl 4, Dodge 4, Intimidation 2, Firearms 3, Melee 4, Leadership 2, Survival 2, Politics 1, Rituals 2

Backgrounds: Allies 2 (other Battle Masters)

Gifts: Smell of Man, Razor Claws, The Falling Touch, Jam Technology, Stare-down, Halt the Coward's Flight, Heart of Fury, Venom Blood

Rage 6, Gnosis 3, Willpower 6

Merits/Flaws: none

Rank: 3

Renown: Glory 21,000, Honor 18,000, Wisdom 11,000

Rites: Talisman Dedication, Rite of Wounding, Rite of Passage, Stone of Scorn

Fetishes: Gaia's Poultice, Heart of the Spirit (as a Scar Fetish; 3 points of Willpower), Small Klaive

Image: Jurgen is an old-battle-scarred hulk. He is a wide man, broad-shouldered and broad-chested. He has a continual scowl on his face, heightened by the scar running down from the left side of his mouth and has glory pictograms carved into his arm.

Roleplaying Notes: You are gruff, surly and cantankerous — everything a Battle Master must be to ensure his Wargs' survival. Yeah, renown is important to you, but even more important is getting the job done. If any under your command



go out of their way for glory, knock them around some. They're here to fight under your orders. If they get glory along the way, fine, but orders come first.

Background: Jurgen was one of the second pack of Fenris to arrive in the Amazon. He has been here for some time and doesn't plan on leaving anytime soon. This is the most important place in the world, the true battleground of the Apocalypse. Everything else pales in comparison.

He has been here too long to care much for renown, having seen too much to be fazed by anything these days. Just doing one's job is the most important thing to him now.

It's his personal duty to see that the new cubs put under his command survive, at least until they get promoted to another Battle Master's charge. He will go well out of his way to make sure they live, but will not coddle them in any way.

Crick Rumorangler, Battle Master

Breed: Lupus

Auspice: Philodox

Tribe: Bone Gnawer

Attributes: Strength 2, Dexterity 4, Stamina 3, Charisma 3, Manipulation 4, Appearance 2, Perception 4, Intelligence 4, Wits 5

Abilities: Alertness 4, Brawl 3, Dodge 5, Empathy 2, Expression 2, Primal-Urge 3, Streetwise 3, Subterfuge 2, Animal Ken 2, Drive 3, Firearms 4, Melee 1, Leadership 1, Repair 2, Computer 2, Enigmas 1, Politics 2, Rituals 1

Backgrounds: Kinfolk 2 (pack of dogs)

Gifts: Heightened Senses, Cooking, Scent of the True Form, Call to Duty, Gift of the Termite

Rage 3, Gnosis 4, Willpower 6

Merits/Flaws: Luck

Rank: 3

Renown: Glory 20,000, Honor 20,000, Wisdom 30,000

Rites: Talisman Dedication



Fetishes: Blanket of Peaceful Dreams, Friendship Ring, Bouncing Rock (with sling)

Image: Crick is a lanky wolf with mottled dark spots over his fur, giving him the look of an ugly mongrel. He keeps his fur trim, and is well-groomed in Homid form. He feels he has to keep up appearances so others will like him. As a human, he is half-Caucasian and half-Spanish, a *meztico*. He stands five feet tall and weighs about 115 pounds. He appears to be in his thirties.

Roleplaying Notes: Take things easy and slow. Rushing things never got anyone anywhere except into trouble. Smile and nod a lot when your superiors talk to you. Be friendly with those under you. You never know when they'll be goin' up the ladder and you'll be goin' down.

Background: Crick is one of the few Bone Gnawers in the Amazon and not widely respected because of it. He commands his unit with a sense of caution because he always seems to be the object of criticism from somewhere, either from the War Council or from his peers. He is cleaner than most of his tribe, due in part to his need to impress those in the chain of command.

Crick is a quiet type but will not allow himself to be if pushed too far. When this happens, his competency as a warrior becomes obvious. He also listens to the needs of those who serve under him and tries his best to meet them if at all possible.

He is in charge of the Warg which defends the Sky River Caern.

Roshen One-Arm, Pack Leader

Breed: Lupus

Auspice: Ragabash

Tribe: Silver Fang

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

Abilities: Alertness 2, Athletics 2, Brawl 3, Dodge 3, Primal-Urge 3, Melee 4, Leadership 3, Performance 2, Medicine 2, Rituals 1

Backgrounds: Pure Breed 3, Allies 2 (other packs in the Warg)

Gifts: Heightened Senses, Scent of Running Water, Lament Flame, Awe, Jam Technology

Rage 8, Gnosis 4, Willpower 7

Merits/Flaws: One Arm, Metamorph

Rank: 2

Renown: Glory 10,000, Honor 8,000, Wisdom 4,000

Rites: Talisman Dedication

Fetishes: Severed Arm (Level: special, Gnosis 7; this is Roshen's old arm, turned into a fetish. It is a Crinos form arm that Roshen uses as a club. It delivers Strength + 2 aggravated damage when it hits).

Image: A scraggly guy of about twenty years. He is 5'2" and weighs 120 pounds. He has a nutty looking smile and likes to walk waving his severed arm.



Roleplaying Notes: Pretend you're crazy. You get a lot of attention that way and your enemies fear you. You know it's just a put on, as does your pack, who plays along with you.

Background: Roshen One-Arm lost his arm in battle some years ago. The arm, severed while he was in Crinos form, was preserved and made into a fetish. Now, Roshen uses it as a club in battle, wielding the tattooed limb with no mercy against his enemies. Each member of his pack has a severed arm tattooed across his chest to show his membership in the Pack of the Severed Arm.

Roshen is considered to be somewhat nuts by most people, but he's just a Ragabash through and through. He came to the Amazon from California, where he is a member in a Napa Valley sept of Silver Fangs.

Freebooters

Members of this Black Furies camp were among the first to arrive in the Amazon when the war began. They have maintained a constant involvement since that time. This particular pack is comprised of Black Furies from the African Congo, although there are several members of other tribes who aid them. They have been given housing in the Hollow Heart Caern, which they use as a base camp for their expeditions.

They can often be encountered in the field, searching for lost caerns or fetishes.

Joba Fareye

Breed: Metis

Auspice: Theurge

Tribe: Black Furies

Camp: Freebooters

Attributes: Strength 2, Dexterity 3, Stamina 4, Charisma 3, Manipulation 2, Appearance 3, Perception 5, Intelligence 3, Wits 4

Abilities: Alertness 5, Archery 2, Athletics 3, Brawl 1, Dodge 3, Primal-Urge 3, Streetwise 1, Animal Ken 2, Drive 2,

Firearms 4, Melee 2, Repair 3, Stealth 3, Survival 4, Enigmas 2, Linguistics 2 (Yanomami, Portuguese), Occult 2, Rituals 1, Science 2

Backgrounds: Contacts 2, Resources 2

Gifts: Create Element, Sense Wyrms, Heightened Senses, Burrow, Sight From Beyond

Rage 4, Gnosis 7, Willpower 4

Merits/Flaws: Daredevil

Metis Disfigurement: Fragile Claws

Rank: 2

Renown: Glory 10,000, Honor 7,000, Wisdom 4,000

Rites: Talisman Dedication, Rite of the Unveiled Glen

Fetishes: Bane Arrows (quiver of 20), Bane Skin, Small Klaive

Image: In Homid form, Ioba is a thin black woman about 5'3" in height. In Lupus form, she is a thin black wolf. In her natural Crinos form, she stands nine feet tall with black fur. She wears gloves in all forms to protect her claws, for it hurts to use her fragile natural weaponry. She appears to be in her late teens.

Roleplaying Notes: Always be on the lookout for danger and adventure. You are a wide-eyed girl, always ready for excitement. Laugh a lot when you talk.

Background: Ioba arrived in the Amazon two months ago, joining her pack at the Hollow Heart Caern. She had already learned two of the local languages and was ready for exploration. She is angry and disappointed to discover the rules down here. Golgol, for instance, will only allow her pack to leave the camp when he thinks it is safe. She has yet to get into the deep jungle. It is her dream to discover a lost city of the Incas or an older caern of some sort.

She is almost to the point of forging ahead without her pack, tired of waiting for them. If any packs are heading into the deep jungle, she will try to join them, bribing them with promises of great treasures which she claims only she can find.



The Ghost Raptor Pack

Hidden in a secret, dark recess of the jungle rumored to be an abandoned Bastet domain, a pack of Garou follow the Ahroun known only as "White Father." These 12 Garou of mixed breeds and tribes, and the Kinfolk who have come to follow them, are warriors par excellence.

The Ghost Raptors are a group of Theurges, Ragabash, and Ahrouns who follow Uktena as their pack totem and were among the first packs to arrive in the Amazon. They were assigned a command of their own, an elite unit with orders to wreak havoc behind enemy lines as much as possible. They went into the bush and have subsequently ignored all calls for them to return.

The Ghost Raptor pack would be an incredible ally to the main force of Garou in the Amazon War. Golgol and the War Council, however, have declared them "rogue." They are due for judgment. Only the continuing conflict keeps the War Council from calling a hunt and performing various punishment Rites on them once they are captured.

The identity of "White Father" is not known, but the Ghost Raptors serve him as they would serve a god: living, fighting, and even dying at his command. Some of the information on White Father seems to point to the idea that one of the Garou in the Raptors has become infected with a Bane and now seeks to set himself up as a deity to be worshipped by the other Garou.

The Raptors keep their home a secret, although rumors that they have supply caches all over the Amazon are probably true.

No one is quite sure how the Ghost Raptors stand in the War. They are certainly an effective fighting force, however. The Raptors are prone to appear out of the mists without warning, striking hard before retreating. They will leave no sign of their ever having been there. The only evidence of their actions will be the corpses that litter the ground. They are often sighted in battles near the Balam's Den Realms. Lately they have begun the disturbing practice of breaking up Moot Rites by disrupting the proceedings with distracting, but harmless, explosions. Figures dart through the Moot and disappear into the shadows. A group of Ghost Raptors broke into one of the fetish storehouses last month and burned every last fetish to ashes with an as-yet-unidentified Gift. Why they would attack their own kind in this fashion is beyond the War Council. Golgol is growing impatient with the need to deal with the Raptors once and for all.

Many tales whisper of their powers and legendary adventures. Some say they have befriended the Bastet and can traverse their domains with impunity. Some also say that they have befriended the Incama Panthesilea, the warrior-spirit of the Amazon, and serve her as well as Uktena. This might explain why they brand their flesh with the symbol of the labrys, a double-headed axe. Furthermore, it is whispered that they have personally been responsible for the destruction of several Pentex outposts and the elimination of a few pieces of heavy machinery. They have also stolen two Bell jet helicopters from Pentex.

The werecats refuse to tell the Garou anything about the Raptors, saying that they are noble and good warriors, if nothing else. The Mokolé are also close-mouthed about them. Golgol believes that the Raptors have made allies of these two groups, and feels that they may be working for their interests in some way.

They are considered loose cannons and not a few raids on Pentex have gone awry because of their untimely appearance. Golgol would like to have these crack warriors under his command. Failing that, he would rather have them punished and perhaps even killed if necessary. Now that they have begun to interfere with the Garou presence in the Amazon directly, Golgol feels that he might soon have to divert necessary war resources to hunting these rogues down and dealing with them.

Background

The Ghost Raptors have a compound in the deep jungle that is an abandoned Den-Realm. They have several weapons and supply caches throughout the Amazon Basin and have scouts who keep a watch on Pentex's every move. They do not serve Gaia in this matter, however. They have been contacted by Panthesilea through their leader, White Father, a Theurge accustomed to being possessed by that spirit regularly.

Panthesilea is an incredible warrior in her own right and has been responsible for the reasoned, regular fashion with which her Garou conduct themselves. She has become alarmed at the number of fetishes, talens and spirit thralls that the Garou have been making in the Amazon. Her Pack has been directed to go forth and prevent further destruction of the spiritual environment. White Father also directs the Ghost Raptors to help any Garou they can without revealing themselves too much or revealing the secret location of their home domain.

Through Panthesilea's blessing, the Raptors enjoy very good relations with the indigenous people and the indigenous weres. This is the secret of their success. Local workers provide them with detailed knowledge of the layout of the Pentex facilities, allowing them to move in a small force and get the most out of their manpower. Because they have limited resources as a group, the Ghost Raptors have had to learn to make the most of what supplies and equipment they have, in addition to "acquiring" from Pentex exactly what they need. While one of the helicopters they have stolen has been reduced to a rusted hulk by the humidity and poor conditions of the jungle, the other one still functions. A Glass Walker mechanic has imbued the helicopter with an Owl totem spirit and the group uses it for night raids. A side effect of this is that the helicopter is completely silent in operation and is easily navigated in the dark. Unfortunately, they cannot get the helicopter to start during the day. The Owl is a nocturnal spirit.

The chief problem the Ghost Raptors face is that their leader, White Father, has been exposed to too much toxic waste and radiation. He will soon die. There is no clear second-in-command within the Pack. The Ghost Raptors face extinction if they cannot decide among themselves who will command this elite corps. The most prominent contenders for the position of leader are a Shadow Lord Ragabash named

Orson Bladewalker, a Silver Fang Ahroun named Uthor Bitesilver, and a Black Fury Theurge named Dione Shadowbreeze.

Lately, the Uktena pack totem has been warning them that the Wym seeks to infiltrate them. This has made the Raptors very uneasy. They will often cause a delay a few minutes before helping anyone (including player characters) while a pack member scans them with Sense the Unnatural or at least Sense Wym. They will still be very distrustful of any Garou since they are technically outlaws and wanted for punishment.

Thunder Tiger

Breed: Lupus

Auspice: Ahroun

Tribe: Stargazers

Attributes: Strength 4, Dexterity 4, Stamina 3, Charisma 3, Manipulation 1, Appearance 2, Perception 3, Intelligence 2, Wits 5

Abilities: Alertness (ambushes) 4, Athletics 2, Brawl 3, Dodge (bodyguard) 4, Expression 1, Empathy 3, Intimidation 1, Primal-Urge (tracking prey) 4, Animal Ken 3, Etiquette 1, Firearms 1, Melee 1, Leadership 2, Stealth 3, Survival (jungle) 4, Kailindo (Leaping Kick) 4, Enigmas 1, Medicine 3, Occult 1

Backgrounds: Familiar Spirit 4 (East Wind; gives +2 Dodge), Past Lives 1, Pack Totem 2

Gifts: Balance, Heightened Senses, Razor Claws, Inner Strength, Leap of the Kangaroo, Sense the Unnatural, Silver Claws, Whispering Wind, Shriek (Level Two Bastet Gift),

Rank: 3

Renown: Glory 25,000, Honor 9,500, Wisdom 7,500

Fetishes: Tiger-Scar (Level 2, Gnosis 5; a gift from Panthesilea, this is a mark of great pride and respect. Thunder Tiger is at -2 to any Social roll difficulty with the Bastet)

Image: In Lupus form, Thunder Tiger is a gray wolf with yellow eyes. He has a large scar-like marking on his flank in the

shape of a leaping tiger. In Homid form, the tiger-scar transforms to a tiger tattoo marking him as a member of the East Wind school of Kailindo. He dresses in the battered fatigues the Ghost Raptors ordinarily wear.

Roleplaying Notes: Thunder Tiger usually grunts replies to all questions asked of him and uses the least number of words necessary. He continually watches all those around him, even when not on duty.

Background: Thunder Tiger was born in the Pacific Northwest and went through the First Change alone in the wilderness. His cries of anguish attracted a Theurge Stargazer named Windsinger. Windsinger took the young pup to a mountain hideaway and befriended him. He was taught how to wear the Homid shape comfortably, and eventually began to train Thunder Tiger for the destiny that Windsinger had seen for him in a precognitive vision.

Thunder Tiger received his name from his Kailindo tutor, Sharpened Breeze. Because of Tiger's natural instincts and his fluid dexterity, he was a perfect study for the disciplines of Kailindo. The warrior was able to channel his Rage well and could "concentrate in the now-time of eternal vigilance."

When Windsinger's pack, the Ghost Raptors, decided to travel to the Amazon, Thunder Tiger asked to be one of the Raptors and was willingly accepted. He grew in rank with the pack as they began their tour of duty in the Amazon, soon becoming one of the chief bodyguards of White Father.

When the pack first met the Bastet, he quickly bested their champion. Windsinger was accorded the honor of being Chief Guardian of White Father and elevated in rank. His vanquished foe taught him one of her ancient Gift-secrets, the werejaguar's Shriek.

Thunder Tiger is perhaps too devoted to his position as a bodyguard. He will quite literally do anything to protect White Father from harm. He will challenge anyone to defend White Father's honor. It is this foolhardy fanaticism which gets Thunder Tiger into trouble, but it is also this loyalty which has brought him so far so quickly in the pack's hierarchy. None among the Ghost Raptors will challenge him, although he rarely asserts his own dominance.

Thunder Tiger is a potent warrior, and his level of expertise is commensurate with the Ghost Raptors pack. They are an elite fighting force, and there is no room for the weak amongst them.

Native Uktena

Most of the few native Uktena live at the Caern of Rain Spirits. In all the Amazon, there are only six natives left. There were not many to begin with and most have been killed in the war.



Jubati

Breed: Homid

Auspice: Ragabash

Tribe: Uktena

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

Abilities: Alertness 2, Athletics 3, Brawl 2, Dodge 2, Empathy 3, Primal-Urge 4, Animal Ken 4, Stealth 3, Survival 5, Enigmas 3, Occult 2, Rituals 2

Backgrounds: Allies 5 (Balam and Mokolé), Mentor 4 (native elder)

Gifts: Smell of Man, Blur of the Milky Eye, Shroud, Spirit of the Fish, Alter Scent

Rage 4, Gnosis 8, Willpower 5

Merits/Flaws: Phobia (Mild): Heavy Machinery

Rank: 2

Renown: Glory 6,000, Honor 13,000, Wisdom 8,000

Rites: Questing Stone, Talisman Dedication, Rite of Cleansing, Rite of Binding, Rite of Spirit Awakening, Ritual of Summoning

Fetishes: Tsansti's Blowgun (Level 4, Gnosis 7; this 10 foot long blowgun once belonged to a local Uktena hero. It has some magical abilities associated with it: a range of 40 yards and a damage Pool of 5 dice, used for penetrating armor only. Jubati has 15 darts); Curare (see *Drugs and Poisons*, in Appendix One; there is enough of this poison for 10 blowdarts); Ayahuasca (see *Drugs and Poisons*, in Appendix One; one gourd full of the mystical drug)

Image: In Homid form, Jubati is a Native Indian of the Yanomami tribe. He is 4'7" and weighs 100 pounds. His body is painted with many of the war and beauty marks of his tribe. In Lupus, he is a sleek wolf with reddish fur.



Roleplaying Notes: You used to smile a lot, for you were happy. Now the world is dying and you are very sad. Your friends worry about you, warning you to "not let Harano take you." You cannot stop worrying. Let Harano come.

Background: Jubati lived in the first village that Pentex took over when they entered the jungle, the very place where the Black Frost pack died. He had fled when the machines first came. They scared him like nothing he had ever seen. When he returned and discovered the machines living in his village, he went to visit Atahualpa, his Bastet friend who lived in her realm near the village, and was horrified to discover what she had become. He barely escaped her trap and fled to the Caern of Rain Spirits, where the rest of his tribe lived.

Since the outsider Garou have come, he has felt a little better. They worry him with their strange and destructive ways, but they are here to help, aren't they? More than anything, though, he cannot help but dwell on the loss of his home and his Bastet friend. If he is given the chance to save her, he would take it.

Pentex

Pack your bags full of guns and ammunition

Bills fall due for the industrial revolution

Scorch the earth till the Earth surrenders.

— Midnight Oil, "Mountains of Burma"

Pentex does not advertise its activities in the Amazon. It has hidden its own existence in the jungle by staging its operations through various companies. Their main company in the region is known as the Developers Forestry Group. Despite the name, this company specializes in clearcutting large areas. Ostensibly, it is a conglomeration of manufacturers, each specializing in a line of forest management equipment. Bulldozers, chain saws, and even defoliant chemicals are all marketed. In actuality, it is a Pentex holding company, an excuse to pull all their deforestation schemes into one corporate entity.

The DFG won the major bidding from the Brazilian government to clearcut Amazon Basin forests for cattle farming. The meat from the cattle is sold to fast food restaurants all over the world (and a large percentage going to O'Tolley's).

DFG was Elliot Meiche's brain child. In his international efforts to deforest the world, the Amazon would have been his major accomplishment. DFG's activities weren't secret enough. The Garou found out. Since the war has broken out, Meiche has been pulled out of DFG management and Robert Allred has been given the task of directing the war effort from afar. DFG is now, more than anything else, a front for Pentex's First Teams.

Pentex South American Headquarters is located in Rio de Janeiro. From there, finances and construction were overseen for the manufacture of the DFG Headquarters near Manaus. DFG also maintains storage facilities and warehouses in Manaus' port.

Among the other companies Pentex operates in the region is Harold & Harold Mining, Inc. This international mining

Pentex Organization

- Basic unit: the First Team (commanded by a Sergeant). Avg. 5

Types of Teams: Assault, Ranger, Support

- A Platoon (commanded by a Lieutenant). Avg. 20

Consists of four First Teams, usually including two Assault and one Ranger. HQ platoons have one Assault and two Support.

- A Company (commanded by a Captain). Avg. 80

Consists of four platoons.

- A Battalion (commanded by a Colonel). Avg. 160

Consists of an HQ and 2 companies

company is tearing apart the Andes in search of precious metals and gems. They are aided in their efforts by burrowing Black Spiral Dancers. The war has caused Pentex to place a platoon of First Teams near their Andean operations to protect them from Garou assaults.

Magadon, Inc. has a laboratory in the Amazon. Their official story is that they are researching the rare plant life of the Amazon and searching for cures to humankind's deadliest diseases. They are actually digging up the plants to discover deadly new toxins and addictive drugs. Their laboratory is also guarded by First Teams.

Rainbow, Inc. is also involved in the Amazon, although they are now headquartered in Rio. They no longer own a factory in the region. Instead, individual natives spend the year collecting rubber from the trees, rolling them into large balls, taking them down river to Manaus and selling them to Rainbow. The company's main efforts are currently in Indonesia, although the company began when Pentex bought out the holdings of a Manaus rubber baron.

Promotion

Besides the normal promises of power and revenge on their enemies, one thing drives the First Teams of the Amazon: the chance of promotion. Promotion allows a First Teamer not only the chance to boss around those of lesser rank, but also a two-week vacation in Rio. The chance to get away from the war for even two weeks has First Teamers fighting among themselves for that valued promotion.

Three things are judged when considering a soldier for promotion: kills, cunning and corruption. The number of kills they have to their name is very important. They prove the valor of the First Teamer, or at least his sheer insanity. Garou kills are valued highly. Cunning is another trait which is well rewarded, although harder to judge. Those First Teamers who have devised unique or ingenious methods of ambushing or fooling the Garou are considered to have meritorious cunning. Finally, corruption is considered. The amount of damage a First Teamer has done to the rain forest is tallied and rewards are given for extreme destruction, especially if toxic waste was involved.

Promotion is measured in military ranks: private, corporal, sergeant, and so on. The highest promotion is from major to executive. The soldier has effectively been given an executive position with the company, a cushy office job with high salary and retirement plan. This is the dream of most fomori. Few achieve it. The carrot is dangled before the soldier's nose. The Pentex executives do not like giving office jobs to uncouth warriors.

Barnaby Shadrack, Chief Regional Officer ("Crow")

Attributes: Strength 3, Dexterity 2, Stamina 2, Charisma 4, Manipulation 5, Appearance 4, Perception 3, Intelligence 5, Wits 4

Abilities: Alertness 2, Dodge 2, Expression 4, Intimidation 5, Subterfuge 5, Drive 2, Etiquette 4, Firearms 4, Leadership 5, Computer 3, Investigation 2, Law 3, Linguistics (Spanish, Portuguese) 2, Occult 1, Politics 4, Science 3

Backgrounds: Resources 5, Mentor 4 (Robert Allred), Contacts 5, Allies 5

Powers: Immunity to Delirium



Rage 0, Gnosis 1, Willpower 10

Equipment: Mini-Uzi submachine gun with three clips of silver bullets.

Image: A tall, thin, clean shaven man with perfectly groomed black hair. His eyes are steel-gray and his glare is intense. He never blinks when talking to others. Never. He wears a fine suit, whatever is in fashion at the moment, and has a Rolex. He always has a briefcase with him and hides an Uzi inside it.

Roleplaying Notes: You wonder why other people have a hard time keeping their cool. You have no trouble whatsoever in keeping your emotions bottled up. You know that to show any kind of emotion — other than what you want to show, of course — is the ultimate sign of weakness.

Background: Joseph Sheldon was one of the most feared corporate raiders on Wall Street before he took a high-powered job with Endron Oil. The tragic accident that took his life on a deep-sea derrick was well-publicized. Thus, Joseph was put to rest and Barnaby was born, a whole new identity for the hot-shot Pentex executive. Joseph... er, Barnaby, didn't care if his public life was gone. The raw power of his new position was enough to occupy him.

When his good friend and mentor, Robert Allred, moved him down to the Amazon to clean up one of Elliot Meiche's mistakes, he knew he was on a stepping stone to the Board. Barnaby knows his job and his future is riding on his performance here, so he's not about to let a bunch of furry animals on two legs get in the way. No, the Garou will simply have to step aside for his interests. Of course, Barnaby knew they wouldn't, and that just gave him a chance to show a good kill ratio to his superiors. Why the ratio isn't as good as expected is beginning to trouble him.



Regional Board

Catherine Snodgrass: Catherine (Ms. Snodgrass to you) has never taken any **** from anyone. She was practically born to her present job. Quick and decisive decisions are her forte. She had been the president of a shipping company, and when the company was bought out by Pentex Inc., she decided not to take her lay-off sitting down. She marched into the Headquarters and demanded to see "who's in charge." The security guard smiled and led the way. All those stairs down were odd (the basement was deep...) She figured the top man was down here looking over the operations. The guard assured her that it was but a minor malfunction when the lights went out, and he turned on his flashlight for her. Then she heard the growling, like a mad dog waiting in the darkness. She knew she'd been fooled, but she didn't run. She charged. She knocked the guard over and into something moving. He screamed as he was torn to pieces. Again, she didn't run. Instead, she leaped onto the beast and fought it to the ground. Those years of self-defense training came in handy, and her attitude gave her an edge. The monster didn't stand a chance.

Finally, the beast quit struggling. She could hear him talking as his voice was muffled in the floor: "C'mon, lady, get offa me." She jumped off in surprise. There was now just a man there, a rather hairy guy. He walked her back upstairs, explaining that he was a werewolf and that he liked her style. Soon she was recommended for a position in Pentex by a Black Spiral Dancer.

Over the next five years, she rose in the ranks and was finally granted a high-level position in the Rio office. The war actually thrills her, and she is convinced Pentex will win here easily. Catherine tends to dominate the board meetings.

Robert C. Barnacre: Robert, while no stranger to the corporate world, is still a little unsure of his present employers. They are all awfully odd, what with some changing into wolves while others routinely leak pus from their joints. It's enough to give most people a nervous breakdown. Robert is too professional for that. He does his job and does it well. That's why he's where he is today in a top-level executive position. Sure, he knows that just about everything his company does is illegal, but he also knows all the ways around that. Hell, doesn't every company bend the rules a little?

What Robert hasn't realized is that the company is annoyed with him for not doing more to fit in. Robert has been singled out for some mysterious purpose by Lethargg, the Urge of Apathy. No one dares disturb him.

Bethany Kiker: Bethany is the spoiled daughter of James Kiker, member of the Pentex Board of Directors. She knows nothing about being an executive and doesn't care. She demanded that daddy get her a job in Rio, and so he did. She comes to all the board meetings but doesn't really listen to what's going on there. She's too busy thinking about shopping. She's well aware of the disgusting monsters who work for "daddy's company," but she's seen them in the movies before, so they *must* be real. She's sure every company has secret monsters working for them.

Salazar Eustis: Salazar used to be a standup comedian, but he was a miserable failure. He just wasn't funny. Because of his addiction to gambling, he owed a lot of people a lot of money, and they wanted it right away. Salazar fled to South America and eventually became a foreman at Harold & Harold Mining Company's operation in the Andes. He got quite a reputation as a cruel taskmaster. Then one day, he got drunk and wandered into the mines at night. He had never met the mysterious night shift who did a hell of a lot of digging at night. He thought he'd just go say "hi" to them. They weren't pleased to see him.

The only thing that saved Salazar from death at the claws of the Black Spirals was his bad jokes. As they toyed with him, cutting him a little here and there, he went a bit nuts and started spouting his club act. In minutes, he had the Black Spirals rolling in the dirt, clutching their stomachs and almost choking on their own laughter.

This debacle quickly brought him to the attention of Robert Allred. Allred, always on the lookout for someone who could control the mad Garou, promoted Salazar to the Regional Board on a lark. Salazar has done surprisingly well, and anytime another board member threatens to screw him over, he invites his Black Spiral buddies to the boardroom for a few laughs. The board members shut up awful quick.

Dean Herburger: Dean was the premiere salesman for a high-priced L.A. advertising firm until he went to that weird party and took those strange drugs. The next thing he knew, he was in a state hospital with the blood of 10 people on his hands. He was going to fry in the chair as soon as the doctors declared

him "sane." But Herburger was considered a valuable asset to Pentex, so the underpaid doctors were given handsome sums to lock Herburger up in a maximum security loony bin for life. Of course, Herberger is not in his cell, he's now in Rio sitting on the Regional Board. He's still got a very good feel for selling, too. He can easily convince the other board members to see his way on most things... except when he has those flashbacks...

Deborah Garcia: Deborah ran away from home at 16 and came to Rio. It was such a beautiful city and her life was wondrous for a time. It was all one big party until the one night she got drunk in the wrong part of town. Her date dumped her near the poor shantytowns. She was a bit scared, for she had never seen this side of Rio. Poor people stared out of tin shacks at her as she stumbled past. But nothing could happen to her — this was still Rio, right?

The Seeder Bane hunting in the shantytown came across her and knew it had found a prize. She was dragged screaming into the Umbra and experienced the torture of a new birth — as a fomor. When the Bane spat her back into the physical world, she was crazed and enraged. By the time the Pentex First Team finally arrived to retrieve her, she had killed eight children. They took her back to Pentex Headquarters and trained her in her new role as a fomor. She exhibited amazing command abilities akin to the vampires' domination powers.

She rose in the ranks quickly, and Pentex discovered that her powers of command could come in handy in an executive



position, so she was promoted to the Regional Board. In times of stress, she reverts back to the personality of a 16 year old girl.

Samuel Jehosaphat Linedecker: Samuel began his career at Pentex as nothing more than a janitor. Responding to a temp assignment, he arrived at the Toronto HQ and was given the task of waxing the basement laboratory floors. Pentex was careless. Samuel did not have a security clearance for that level. The guards let him in, simply assuming that he was cleared. The Banes don't assume anything. Samuel was discovered by the guards later. They tried everything, but even high-powered stomach pumps could not get that "thing" out of him.

The horrible "thing", ChemBatch #373 to be exact, got to be good friends with its new host. It told its host many things...special things...secret things about the Toronto executives. Samuel was not above bribery, and soon he had landed a cushy job as an executive on a regional board—in Rio! Finally, a vacation.

They hadn't told him about the war and the danger of Garou guerrilla attacks. ChemBatch #373 knows nothing about being an executive, so Samuel has to pretend that he knows what he's doing most of the time. He hopes the others don't catch on.

Elap Ylliv, "Misses-Reveille", First Team Leader

Breed: Homid

Auspice: Galliard

Tribe: Black Spiral Dancers

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

Abilities: Alertness 3, Athletics 2, Brawl 3, Dodge 3, Intimidation 2, Primal-Urge 3, Firearms 3, Melee 2, Stealth 3, Survival 2, Enigmas 3

Backgrounds: Allies 4 (Hell's Hand Hive), Past Life 3

Gifts: Smell of Man, Call of the Wyld, Shroud, Staredown, Ears of the Bat, Foaming Fury

Rage 5, Gnosis 3, Willpower 5

Merits/Flaws: Dark Secret (see below)

Rank: 3

Renown: Power 15,000, Cunning 11,000, Infamy 25,000

Rites: none

Fetishes: The Black Pistol (Level 6, Gnosis 8; this is a standard issue, old US army .45 Colt automatic, painted black. It takes normal load ammunition, but...*does things* to these bullets. Once a bullet passes down the barrel of this baby, it won't stop going until it tastes blood. All attack and damage Dice Pools are normal, but the bullet will keep flying around its target until it hits or is destroyed. The owner of this gun can fire his full clip and not hit once. The bullets will keep swarming around their target until they hit. Keep making attack rolls for each bullet every round until every bullet hits. The bullets can be fooled, but exactly how is up to the Storyteller).

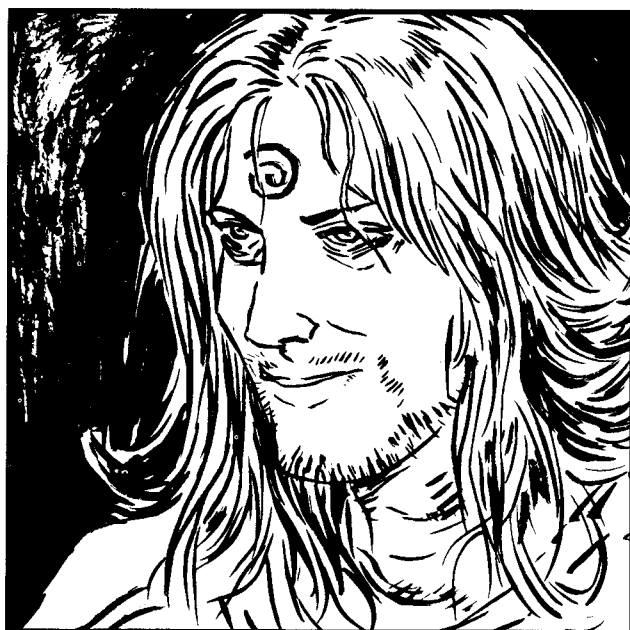


Image: In Homid form, Elap is lanky and thin with long red hair. He has an unnerving smile and glare. There's madness in those eyes. In Lupus, he is a reddish wolf with the same ill glare.

Roleplaying Notes: You are a quiet person. To say anything may give your secret away. They must not know your secret. Until it is revealed, be very cagey around snoops and nosy superiors.

Background: Elap had his first Change at the age of nine. Before he could tell anyone, the Black Spirals came and kidnapped him from his parent's Irish farm and took him by boat to their dread caern in Scotland. Elap remembers very little of his Rite of Passage and successive life. When he finally returned to some semblance of sanity, he found that he was an honored and respected Black Spiral Dancer. He did not know why. He could remember nothing.

He has pieced together some facts from hearsay. Elap was privy to some very special lore from the Wyrms itself. No one knows what this secret is, but they all want to be his friend for when he reveals it. A lot of young Spirals have kissed up to him in hopes of his favor. He knows that when they find out he forgot, they'll tear him to pieces. He hides his ignorance around others, desperately afraid of what will happen to him.

To get away from prying ears, he joined Pentex for their Amazon War. This only made things worse. Other Garou rushed down to the Hell's Hand Hive, sure that the secret would be revealed in the War. He's trying now to get sent on a mission to keep him well away from any other Black Spirals.

Pentex HQ Personnel

Charley Riley (Chief Engineer): Riley is an expert engineer, adept at designing functional facilities that maximize the amount of waste to dump. He is a devout and almost religious servant of those Maeljin Incarna who regulate the Elemental Wyrms. He does not know it yet, but he has a horrid disease which is eating him away from inside. This disease can only be

detected on the Umbra, and thus has not been discovered. It is already too late for a cure, and when Riley finds out about it, he will probably freak out and attempt to destroy his factory in vengeance. How could his patrons have allowed this? He does not realize that this disease is the reward for his loyalty.

Doctor George Bernard (Head Scientist): Director of the local Project Iliad. Bernard's life's work is to create breeds of fomori that share the same characteristics from parent to child. Bernard is jubilant over the war, a perfect chance for him to try out new fomori breeds. The constant casualties in the war have caused his superiors to give him carte blanche in his experiments. All the First Teams fear him, living in terror of being summoned to his labs for "reconfiguring". Bernard is constantly trying to improve on past creations.

He has hordes of Banes to make deals with. He promises them a permanent material form in return for allowing him to alter their natures. He is continually attempting to create the perfect mix of Wyrms and human.

Bernard's partner, Dr. Elise Bornman, the director of Project Odyssey, is currently stationed in Rio. From there, she is able to track potential psychics for recruitment.

Mel Westerburg (Foreman): Mel is a regular kind of guy except for his Iliad altered muscles which give him the strength to lift steel girders as if they were paperweights. He is a fair foreman, but somewhat racist to the local natives who have been conscripted into service. He does not like it when other officials give his crew orders and will side with his men over the "suits" in any dispute. His loyalty to Pentex as a whole, however, is unquestioned. He believes his retirement plan will allow him to go to Hollywood with his muscles and become a star. He does not realize that Pentex will never allow him to leave the company.

Atahualpa, "Blood of the Incas" - Corrupt Bastet

Tribe: Balam

Breed: Feline

Attributes: Strength 3, Dexterity 5, Stamina 4, Charisma 2, Manipulation 4, Appearance 3, Perception 4, Intelligence 2, Wits 3

Abilities: Alertness 4, Athletics 4, Brawl 4, Dodge 5, Intimidation 4, Primal-Urge 5, Subterfuge 2, Animal Ken 2, Etiquette 1, Stealth 5, Survival 4, Area Knowledge 3, Enigmas 2, Linguistics (English, native Yanomami) 2, Medicine 2, Occult 2, Rituals 1

Backgrounds: Pride 3 (corrupt Jaguars), Den Realm 2 (9 square miles, Gauntlet 6)

Gifts: Heightened Senses, Razor Claws, Catfeet, Eyes of the Cat, Sense of the Prey, Call the Pride

Fomori Powers: Lashing Tail, Roar of the Wyrms

Rage 9, Gnosis 4, Willpower 6

Rank: 3

Rites: Talisman Dedication



Fetishes: Dragon's Ichor (3 applications), Soul Ruby (gives the following: Science 2, Black Spiral Sign Language 2, Computer 1)

Image: Atahualpa appears to be a very sick jaguar. Her fur is falling out in patches and she has an incessant cough. These are all effects from the Bane which inhabits her body. In Homid form, she is from an almost extinct Incan blood line. She appears as a local native with very pure bred features and is twenty five years old.

Roleplaying Notes: Pace about often. You are a jaguar in a cage. Your own home has become your hell. That's what you got for staying to defend it. You now fight the Bane within you to control your actions. Snarl and growl to the unjust skies.

Background: Atahualpa's Den Realm is in the Umbra right where Pentex decided to build its headquarters. She tried with all her might, but could not stop them. Her realm is now a home to Banes, which have possessed Atahualpa and her pride. She is desperate for escape, but most days she cannot remember her real identity and her place in Gaia's plan. The Bane is winning possession of her.

She knows only one way out now: to attack as many Garou as she can. Atahualpa hopes they are fierce enough to kill her and give her peace. The cursed Bane will not allow this. It has a self-preservation motive and has caused her to run wounded from two battles. She is mustering all her will for the next fight to ensure that she dies on that field.

The Balam

The werejaguars are usually very individualistic creatures, staking out their own territories (the Den-Realms) and keeping away unwanted intruders. The war has caused many of them to come together and formulate a fighting force of their

own, or at least a method by which they can work together. Black Claw, one of the highest ranking among them, has been chosen as their war leader. In his realm four other Balam are following his lead in the war.

Throughout the whole Amazon Basin there are about 22 Balam, but they are separated from each other and tend to ignore the war, except where it impinges on their borders.

Black Claw

Tribe: Balam

Breed: Feline

Attributes: Strength 5, Dexterity 4, Stamina 4, Charisma 3, Manipulation 2, Appearance 2, Perception 4, Intelligence 5, Wits 4

Abilities: Alertness 5, Athletics 4, Brawl 5, Dodge 5, Intimidation 5, Primal-Urge 3, Animal Ken 3, Stealth 4, Survival 3, Area Knowledge 4, Enigmas 2, Rituals 3

Backgrounds: Pride 5 (Jaguars), Kinfolk 2 (Yanomami natives), Den Realm 3 (27 square miles, Gauntlet 8)

Gifts: Heightened Senses, Razor Claws, Sense Wyrms, Eyes of the Cat, Eerie Eyes, Call the Pride, Shriek, Trackless Waste, Attunement, Walking Between Worlds, Song of the Great Beast (Black Claw can summon a *Hoplophoneus*, or a saber-tooth tiger. This creature is huge and vicious; stats are left to the Storyteller)

Rage 8, Gnosis 3, Willpower 7

Rank: 5

Rites: Taghairm Rite, Rite of Fealty, Badger's Burrow

Fetishes: Skin of the Toad (Level 4, Gnosis 5; this is the shedded skin of a giant poisonous toad. Black Claw will pull it from his pouch, wrap it about his hand over a grass glove, and then rake his foe with his other claw. After he has opened a wound, he will touch this glove to it, thus introducing the poison into his foe's body. The victim must make a Stamina roll against a difficulty of 8 or lose three Health Levels per touch).



Image: Black Claw is very large and muscular in all forms from human to jaguar. His Homid form appears to be a Yanomami and he also wears the garb of this tribe.

Roleplaying Notes: You are a stern cat. Unlike your fellows, you don't like to play with the others often. You are too angry and would tear them to pieces. No, you must reserve your rage for the invaders, both Pentex and Garou. You will not speak to any werewolves except a native Garou or an acknowledged leader of at least pack leader status.

Background: Black Claw has always been a respected cat, for he stood up against the homids long ago. The rest of the Balam thought there was little to fear from the apes. Now he is bitter at the losses in battle. The Balam's overconfidence is affecting their strategy. Those Balam who have sworn obedience to him through the Rite of Fealty must follow his orders explicitly or they will be thrown from his realm.

He is enraged at Golgol's arrogance and imperialism. If it were not for Golgol, in fact, the Garou might have allied with Black Claw long ago. Now they suffer Black Claw's raids, for he will not rest until all outsiders are thrust from the jungle.

The Mokole

The Mokolé are trying to remain noncombatants in the war, but encroachment into their nests has caused a few to go on the rampage. A few First Teams have disappeared in the jungle, never to be seen again. They are the victims of marauding werocrocodiles and cannot compete against the Mokolé's superior knowledge of the jungle.

The Mokolé are somewhat confused about the issues involved in the war. They realize that Pentex is very bad, but all of them have a deep-seated fear and hatred of the Garou. The wisest among them, Nyi (see *Players Guide*), is considering an alliance with Garou, but is unsure how to approach them. She is hoping they will approach the Mokolé first.

There are about 33 Mokolé in the entire Amazon Basin, gathered into seven family groups. Nyi's family resides in Grrrash tak'nyrrr. It consists of four adults and two new hatchlings, including the young adult Song-Of-Younger-Days.

Song-Of-Younger-Days

Breed: Suchid

Aspect: The Rising Sun, "Strike"

Attributes: Strength 4, Dexterity 3, Stamina 4, Charisma 1, Manipulation 1, Appearance 2, Perception 3, Intelligence 2, Wits 4

Abilities: Alertness 2, Athletics 4, Brawl 4, Dodge 3, Expression 2, Intimidation 4, Primal-Urge 3, Animal Ken 2, Stealth 1, Survival 3, Medicine 2, Occult 1

Backgrounds: Mnesia 2, Kinfolk (crocodiles) 2

Gifts: Bellow, Heightened Senses, Razor Claws

Rage 7, Gnosis 4, Willpower 4

Rank: 1

Archid Characteristics: Terrible Claws (on feet), Bipedal Walking, Great Speed (add five to Dexterity for movement)



Special: +1 Initiative

Fetishes: none

Image: In Archid form, Song-Of-Younger-Days appears as a seven foot tall Velociraptor. In Homid form, he looks like a Native Indian. In Suchid, he is a normal looking river reptile.

Roleplaying Notes: You are a watchful and quick-witted guardian of the nest. You don't speak much. Words are not important to you. You can communicate well enough with a sharp-toothed grin or a slash of your claws.

Background: Song-Of-Younger-Days is the youngest adult in his family group at Grrash tak'nyrrr, but he is certainly the most energetic. While the rest wish to wallow in the mud, he wants to hunt. He has already caught many apes wandering too close to the nest. They were strange apes who stank of corruption and darkness. They tasted bad.

Nyi has asked Song-Of-Younger-Days not to attack any Garou who come near in case they want to make friends. Song-Of-Younger-Days will never disobey Nyi, but he has never seen a Garou before. He understands what a wolf looks like and will leave them alone; but he will attack any human shape he finds, even a Garou in Homid form.

Animals

There are many unique animals living in the Amazon Rain Forest. The sheer amount of diversity in even a small region is unbelievable. Below are a few animals that can provide a danger to others. Dice-rolling combat encounters can be built around these. The Storyteller should also keep in mind that specific animals might be chosen by the Wyrms to do its bidding. These infected creatures would have altered or greater statistics.

All animals have a minimum Survival 2 and Primal-Urge 2.

Anaconda

Attributes: Strength 3, Dexterity 1, Stamina 2, Perception 2

Abilities: Athletics 3, Brawl 2, Intimidation 3, Stealth 3

Attacks: Constriction attack: once a successful overbear has been done, the Anaconda can squeeze for Str + 2 damage. Bite: damage is based on Strength.

Health Levels: 0/-2/-5

These snakes can grow to 25 feet in length. They are not venomous; they instead constrict their prey, squeezing small animals and birds to death. They are members of the boa family, and live either in trees or rivers.

Jaguar

Attributes: Strength 3, Dexterity 4, Stamina 2, Perception 2

Abilities: Athletics 4, Brawl 4, Dodge 2, Intimidation 2, Stealth 2

Attacks: Rake: Strength + 2. Bite: Strength + 2.

Health Levels: normal

Supreme hunters, jaguars are spotted big cats. They hunt from trees, which means they drop down on prey in surprise attacks. While they are residents of the rain forests, jaguars range as far north as Mexico and even Texas. Many Amazonian jaguars are Kinfolk to the Balam werejaguars.

Crocodiles

Attributes: Strength 3, Dexterity 2, Stamina 3, Perception 1

Abilities: (normal/in water) Athletics 2/3, Brawl 2/3, Dodge 1/2, Intimidation 4

Attacks: Bite: Strength + 3 (yikes!). Tail thrash: Strength as damage (difficulty 7).

Health Levels: normal

Armor: One die.

These leftovers from the Cretaceous period are scary looking creatures, but are rather tame unless they are hungry or threatened. In combat, they are not the sluggish reptiles most people believe them to be: they are surprisingly fast. Many Amazonian crocs are Kinfolk to the Mokolé.

Electric Eel

Attributes: Strength 1, Dexterity 2, Stamina 1, Perception 1

Abilities: Athletics 2, Dodge 3

Health Levels: -2/-3/-5

Attacks: Electric discharge (600 volts up to 25 yards away; only in water): roll Stamina + Athletics, difficulty 6. Anyone in the water must then try to soak the number of successes; if any damage gets through then the victim takes *one point* of aggravated damage, regardless of how much damage actually got past the soak.

Electric Eels will use their electric discharge to stun prey while hunting; a Garou may be affected by this accidentally. Eels can, however, become territorial and feel the need to defend a particular area.

The electric eel can be found in still waters in many of the rivers of the Amazon Basin. It looks like a vertically flat combination between a snake and a fish.

Piranha

Attributes: Strength 1, Dexterity 2, Stamina 1, Perception 1

Abilities: Athletics 3, Brawl 2, Dodge 4

Attacks: Bite: Strength +1, but the victim's soak roll difficulty is raised by one due to the number of bites.

Health Levels: 0/0/ -2/ -3/ -4/ -5

The statistics here are for a swarm of piranha (generally five to ten; add one dot per ten extra piranha that join the fray). These vicious fish are attracted by any movement in the water: a thrashing swimmer will summon swarms of them.



Chapter Four: Encounters

The Pack

Packs may contain autocrats, petulant individuals, or even cretins; and the personalities involved may make one pack more Prussian and austere in its organization than another.

— Barry Lopez, *Of Wolves and Men*

The player characters, in war or during peacetime, are part of a pack. Pack cohesion and identity are different in a war. Warriors are not just a group, they are a rigidly defined military unit. The pack must be able to function as one. Pack members must protect and watch out for each other.

Pack dominance roles are intensified, and these roles are reinforced by harsh penalties for disobedience. Each pack must have a clearly defined leader whose commands are obeyed without question during battle. He may be challenged later back in camp, but on the field, all Garou must fall in line. Doing otherwise will not only kill the individual, but the pack as well.

The Storyteller should demonstrate the importance of this by examples of non-player character packs. It's a fine line to walk: balancing the individuality required for creative roleplaying with the rigid patterns imposed by dominance law. This is really no different than roleplaying any other game of war: soldiers always have commanders who in turn have commanders above them. Orders will often conflict with the desires of the heroes, but that's where dramatic conflict lies. The Amazon War is a fractious war. Warriors are torn between

pack loyalty and the rage of individuality. The drama and legends of the war are created from this mix of emotions.

Multi-Tribal Packs

Multi-tribal packs in the Amazon are not unusual. Most tribes send their favored packs down to fight, but as pack members die, they must be replaced by whoever can fill the gap. Usually, this is a member of another tribe who has lost his entire pack to the war. Over the period of the war, the original, "pure" tribal packs have become conglomerates of many tribes.

This has added to the cohesion necessary for the Garou to operate in the war. Inter-tribal conflict, originally a problem, has lessened due to the mix of tribes fighting side-by-side with each other on a regular basis. A pack with a Silver Fang, a Silent Strider, an Uktena, a Black Fury and even a Bone Gnawer would not be unusual.

Pack Names

All packs need names to identify themselves. In the Amazon War, packs vie with each other for glory. They live to howl their pack names around the fires of a moot. Missions are assigned to packs, not individuals. Thus, a pack's name is a major part of any story in the Amazon conflict. Encourage the players to get together and name themselves.

Travel Times

When Garou packs travel in the rain forest, they must choose one among them to lead the way. This lead character will make the travel rolls listed below once per day.

By Land:

Garou in Homid - Crinos form roll Intelligence + Survival against a six difficulty. Five miles are travelled for every success on the roll. Those in Hispo form roll against a five difficulty, while those in Lupus roll against a four. Natives to the region roll against a four difficulty in all forms. A botch on the roll means the pack is lost.

If a character has Area Knowledge: Amazon, she may know some short cuts. Add the Area Knowledge score to the Dice Pool for the roll.

By River:

Garou must have a rudimentary skill with boating to take this route. Roll Intelligence + Athletics against a six difficulty. 10 miles are travelled for every success on the roll. A Garou must be in Homid - Crinos to steer the boat, although the Crinos form may be too heavy for fast travel, cutting down on the number of successes for the roll. A botch means the boat is caught in an eddy, and the pack must spend the whole day getting it out.

By Umbra:

If a Garou is non-native to the region and is not allied with a local totem, she must make a Wits + Enigmas roll to successfully travel the Umbra without getting lost. The difficulty is generally six, but this can be higher or lower depending on familiarity with the immediate area. The number of miles travelled per success is up to the Storyteller; great distances can be traversed quickly at times, while walking the length of a city block can take a full day at other times. If the Storyteller needs to get characters a great distance quickly, he can allow them up to 20 miles per success.

A native or a local totem-ally can roll Intelligence + Survival instead against a five difficulty. The number of miles travelled per success is usually five, but this can increase as noted above.

Stories

There were great complexes of stories, some that, strung together, could be weeks in the telling. Other stories were told only once in a person's lifetime.

— Barry Lopez, *Giving Birth To Thunder, Sleeping With His Daughter*

Below are some story ideas, springboards for the adventures that are to be had in the Amazon. These brief encounters are followed by a short adventure called "Rio by Night" and the full-length adventure "In Dreams and Nightmares." In this last section, the pack must race to prevent Pentex from destroying the lost city of El Dorado. They be in for a surprise when they

encounter a famous Garou enemy: Samuel Haight, "The Skinner."

Using The Ghost Raptors

Occasionally, the players will get in over their heads. The Ghost Raptors (see Chapter Three) make an excellent plot device if this happens. Since the Balam continually report Garou activity to the Ghost Raptors, they may be alerted to your characters' fate if they are in trouble.

There are other possible stories involving the Raptors:

A Battle Master may decide it is time to deal with the Ghost Raptors once and for all and send the pack after them. This will involve an "Apocalypse Now" sort of story where the players must penetrate the deepest parts of the jungle, skirting the Mokolé and the Balam and attempting to locate the secret domain of the Raptors.

One of your packmates (or even one of your Battle Masters) may be a Ghost Raptor in disguise waiting for the opportunity to either recruit the players or prevent them from making more fetishes and further damaging the spiritual environment.

The Ghost Raptors are everywhere, but it is possible that the players may accidentally stumble into one of their secret caches of supplies, especially when they need them most.

Your pack might get asked to join the Raptors if they begin to show a concern for the amount of destruction in the Amazon because of Garou violence. They will only be accepted if they have proved themselves to be good warriors. This would be an interesting Chronicle: being part of an elite force that is independent of both the Garou and Pentex.

Recon Missions

Day Recon

The pack is sent to investigate a nearby indigenous village where Pentex activity is suspected. Upon arrival at the village, the Garou will find the villagers quite helpful and friendly. They will offer food and show the Garou a nearby clear-cut site that has been abandoned for several weeks. The site bears the faint echo of Wyrn taint, but the taint is long gone.

After the investigation of the site, the villagers will offer the pack a place to stay for the night. If they accept, the horror begins. As soon as the sky is dark and the moon rides above the horizon, Banes descend on the village and possess the villagers, causing them to attack the Garou and attempt to subdue them.

Shortly after the Bane-infected villagers attack, a Pentex First Team will move in. Their objective is to take the pack alive in order to gain information regarding the Garou's base camp. The players' actions could very well affect the outcome of the war...

Night Recon

The pack is sent by their elders to carry out a reconnaissance mission on a new Pentex camp in order to prepare for a full-

scale assault. The camp is located further into the jungle than Headquarters, and Pentex is trying to keep it a secret.

The outer defenses of the camp consist of roving patrols, watch Banes and various electronic detection devices. The pack, after slipping through, will get its first glimpse of the camp.

Nothing at the camp appears out of the ordinary for Pentex. There is a stockpile of military hardware that reeks of the Wurm. While the entire camp is strongly tainted, the central tent, a massive construct, is the focus for a greater taint.

In the Umbra, the central tent is surrounded by a whirling dance of Banes. If the pack manages to penetrate far enough into the camp to actually view the inside of the tent, they will discover the camp's horrible secret. A massive, metal pit surrounded by technological devices tended by people in protective uniforms. Contained within is a massive Thunderwurm. Pentex has outfitted the beast with a control device they believe will allow them to direct the creature as they will. They intend to use it in an attack on the Garou.

If the pack can get the device, they can perhaps control the Thunderwurm to wreak havoc on the Pentex base. Good luck...

Thunderwurm: Str 6, Dx 2, Sta 6, Per 3, Int 1, Wits 2, Athl 3, Brwl 3

Attacks: Body Slam, Punch or Bite

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

This thing is 25 feet long, ugly and pissed off about being told what to do.

Recon Encounter

On a routine patrol in the area near the Garou's camp, the pack happens across a small, obnoxiously friendly monkey that chatters loudly and follows them around. Sense Wurm will show the creature to be Wurm-tainted. If attacked, it will flee, trying to lead the group into a Pentex ambush. If not attacked, it will merely observe the pack's movements and report their patrol pattern. This creature is one of several that Pentex is sending out to spy on the Garou in preparation for the big assault on the Garou's base camp.

Search and Destroy Missions

The Rogue Pit

The pack is ordered to secure a section of jungle that Pentex has begun to exploit. The Garou elders believe that Pentex forces have not yet fully dug in and that the majority of the Pentex forces are mere humans who can be quickly driven away before a First Team arrives. Such is not the case. The group will be tracked and ambushed en route by an equivalent pack of Black Spiral Dancers. This ambush will appear to be totally unrelated to the mission, instead seeming to be mere happenstance.

If the pack is not deterred by the Black Spirals, they will arrive at the Pentex base to discover that the "mere humans" are actually another pack of Black Spirals posing as Pentex grunts. The Black Spirals intend to despoil the area with toxins and create another Pit. They are led by a powerful Theurge who knows the Ritual of Caern Building. The area they have moved into is virgin jungle.

This move by the Black Spirals is not condoned by Pentex. The Black Spirals want to create their own base of operations away from the Pentex base in order to create a second front. Pentex does not approve of this splitting of forces and neither do the elders of the Hell's Hand Hive. Nonetheless, this Pit of Black Spiral corruption must be investigated and eliminated before the base is established.

Unearthed Remains

The Pentex crews are very excited about some type of buried treasure they located. It is up to the pack to go in, find out what this treasure is and deal with it. The characters will be advised that there is extensive security, and a stealthy night infiltration will be recommended.

Upon arrival at the sight, the pack finds far less security in the area than was anticipated. The posts appear to be abandoned. If they continue to investigate, they will find the excavation sight where Pentex was working, as well as what looks like a deeply buried tunnel.



Going into the tunnel reveals a series of rooms with various treasures, mostly works of art dating back over a thousand years. In the next chamber they find dead Pentex personnel scattered about, most of them broken like dolls. After a short while, the pack hears shooting from further into the tunnel.

As they arrive in the last room, they find the true "treasure" Pentex was after. Standing in the middle of the room, waiting for the pack, is an ancient vampire the company has unearthed and awakened. She holds in her hands an assault rifle she has just discovered how to use.

Killing the vampire is not the only possible outcome to this encounter...

Finding the Traitor

A Garou warrior has decided it means more to win than to stand up for a cause. To that end, the warrior has turned to the Wyrms and seeks to join the Black Spiral Dancers. The traitor has taken off into the jungle and must be destroyed before she reaches the Black Spiral hive.

This is truly a pity. He was one of the finest jungle warriors in the Garou camp. The pack must race against the Black Spirals to find a traitor who knows the jungle better than anyone else and does not wish to be found.

Tunnel Rats

Pentex has done a great deal of work digging themselves into their present positions. The extent of this was only discovered when the Garou recently managed to capture a secret Pentex position. This site was supposed to be a second division of Pentex Laboratories until the Garou took it. Under all the major buildings are tunnels leading off in various directions. The pack is sent to investigate these tunnels.

Not only must they deal with any traps placed in the area, but also with the problem of fighting in closed spaces. Should the pack manage to prevail, even under these conditions, they must still deal with the Bane-infested giant rat used to build the underground labyrinth. They must also deal with the possibility that a Black Spiral Pit or even an entire Hive could exist in this underground nightmare.

Fomor Rat: Str 3, Dx 5, Sta 3, Athl 3, Brwl 4, Dodge 3

Attacks: Bite (Str + 2)

Powers: Plague Bite (as the Ratkin Gift)

Health Levels: OK/-2/-3/-5/Incapacitated.

This is a rat the size of a Saint Bernard and acts rabid due to the Bane possessing it.

See and Flee

The Garou have found out that a Black Spiral Theurge, with the assistance of certain Pentex personnel willing to be sacrificed, is going to attempt a great ritual of some type. The pack is sent to sneak close enough to the Pit to be able to step sideways into the Umbra, see what is happening and run home before anyone can react.

The problem, however, is threefold. First, they will have an entire Pit of Black Spiral Dancers after them. Second, the

Umbra in that area is swarming with Banes. Third, the Theurge just summoned and bound something that looks strikingly like a Nexus Crawler.

Combat Encounters

Air Raid

On a routine patrol, the pack will start to hear odd buzzing sounds. If they choose to investigate, and even if they don't, the buzzing sounds will grow louder. The pack is ambushed and quickly becomes a participant in a Pentex combat readiness test. The corporation wants to use the pack to see how well a new air force deals with combat.

The air force consists of 15 Wyrms-tainted and Bane-ridden insects. Most of these creatures are giant mosquitoes, though some are giant locusts. The average size of one of these creatures is three feet, although some range from half a foot to six feet. There is one "bug" Pentex is trying to work out of this system. The Wyrms-tainted insects don't do aggravated damage, but the Bane-ridden ones do.

A small First Team hides nearby judging the performance of the air corps. They all have been given a fetish to protect them from the attacks of the giant insects.

Giant Mosquitoes: Str 2, Dx 3, Sta 3, Athl 3, Brwl 3, Dodge 3.



Attacks: Pincer nose (Str + 2; can drain blood with successful attack: one aggravated Health Level per turn in addition to regular damage).

Health Levels: OK/OK/-3/-5/Incapacitated.

Flight Speed: 30 yds + Dx per turn. These mosquitoes are fast and quick.

Giant Locusts: Str 3, Dx 2, Sta 4, Athl 3, Brwl 3, Dodge 2.

Attacks: Chewing (Str + 1), Ram (Str + 3; the locust flies into a target after spending one turn in full flight. The damage roll is resisted by the target's Athletics + 2; if the locust wins the contest, the target is knocked down).

Health Levels: OK/OK/-2/-3/-5/Incapacitated.

Flight Speed: 15 yds + Dx per turn. These are larger and heavier than the mosquitoes and not as bright.

Balefirefight

Pentex has been burning large areas of jungle all across the Amazon. The Garou have discovered the next sight to be decimated and the pack is sent to deal with it. Pentex is not surprised to see the warriors of Gaia arrive. The company has prepared its best pyromaniacs to deal with them. The Garou will arrive to find four Furmlings (Wyrms-spawned fire elementals) running wild among the trees — and heading straight for them.

Furmlings (Balefire Elementals): These appear as luminous blobs of napalm-like plasma. They glow with an irradiated phosphorescence.

Rage 10, Willpower 5, Gnosis 5, Power 30

Charms: Balefire (as the Black Spiral Gift, Cost 2), Airt Sense

Guard Duty

In the past few days, there has been a remarkable rise in Pentex movements. Instead of being sent out on more "important" missions, the pack is stuck with guard duty. They are guarding a border outpost that coincides with an Umbral Glen. This will prove to be a rather dull assignment until late the following night.

Off in the distance, a howl sounds, followed soon by another. The first is the Warning of the Wyrms' Approach, and the second is the Call for Succor. It is easy to pick out the direction of the howls, and the pack may wish to go to the aid of their fellows, especially once the sound of gunfire begins.

Any who go to investigate will discover another pack seriously outgunned and outmaneuvered by a Pentex First Team. A little stealth will allow the newcomers to ambush the First Team and reverse the situation. This particular First Team consists entirely of fomori.

After the defeat of the First Team, the pack will find two members of the other pack still alive. Both have been badly wounded and will require escort if they are to make it back to base. They are little more than pups fresh from their Rite of Passage and are traumatized by losing the rest of their pack.

Whoever takes it upon themselves to escort these pups to base will not be around for the events that follow.

If the pack deserts its post to assist the pups, a pair of Black Spirals, a Ferectoi and a number of Banes will move in and plant the seeds of corruption in the Glen. They hope to be finished and gone before the pack returns. However, if they are not able to do this, or if the pack left behind a watch member, the Wyrms creatures will try to take them out swiftly and silently before continuing with their mission.

Investigation Dance of the Dead

The Garou base is under siege in the Umbra. The spirits of long dead Native Amazonians are attacking those who walk in the spirit world. The Garou don't have the slightest idea why.

The pack is sent to the known burial grounds of one the tribes. There they find the spirit of an old tribal leader. Upon speaking to him, the pack learns the location of a secret burial ground.

Should the pack choose to investigate the sight, they will find it guarded by four Black Spiral Dancers and two Ferectoi. If the pack is able to defeat the guards, they will find nothing of interest at the sight itself. Only in the Umbra will light be shed on the problem. In the Umbra, the pack will find the spirit of a small girl dressed in the robes of a tribal priestess. She appears to be sleeping and is surrounded by Banes. The Banes are holding her hostage to blackmail the spirits of the native dead to attack the Garou.

If freed, the girl will awaken and smile. She will take the hand of the Garou who did the most towards freeing her and lead him outside. She will then disappear. Unknown to the character, she has shown him to the spirits to let them know that he is her savior. The character will have good luck in the jungle thereafter, which will show up in minor ways: mosquitoes don't bother him as much, it is easier to move through the thick growth, and so on. The effects should last long enough for the rest of the group to guess the honor he has been bestowed.

Rescue Missions

The Captured Friend

A Garou messenger was intercepted and captured by Pentex. She has information on the location and methods to be used during the next raid on Pentex. She must be returned to the Garou camp or killed before the information can be retrieved from her. It seems only fair to assign those who she calls friends to this task; thus, the pack will be sent.

The Trapped Theurge

A Garou Theurge is trapped in the Umbra by a host of Banes. She has used her powers to stay alive, but may not return to the normal world without assistance. The pack has been

assigned as part of the group who must fight off the Banes. The mission must be accomplished before the Banes receive reinforcements.

The Hostage Pups

Pentex has managed to kidnap the latest litter of Garou pups and is intending to use them in a horrid ritual to bring a major Wyrminion into the world. The pups are very important, for

divinations reveal they will be important in the war with the Wyrmin, though none know how. They must not be lost.

Pentex intends to use the pups to lure as many Garou packs as possible into traps and ambushes. As for the important pups, if they truly are important and powerful, it is a bad thing for the Garou: the pups have already undergone the Dance of the Black Spiral. The hostages have already been brainwashed; the amount of damage this bit of espionage will inflict is largely the result of the players' actions.

Rio By Night

This story takes the pack to Rio de Janeiro, a city of tropical wonder and beauty. There the characters become entangled in Kindred affairs, have a run-in with Pentex and learn about the unsung heroes of the war: the Glass Walker monkeywrenchers.

Scene One: The Mission

The pack is called before their Battle Master, Jurgen Krieg. He tells them to sit down and then paces about, looking at them and pondering, then looking back at them and pondering some more. "All right, I guess you're the ones," he says. "We need a pack to go to Rio." He looks for the characters' reactions, waiting for one of them to look relieved or to make a remark about a vacation. He will then get in that character's face and yell: "This ain't no beach vacation! You ain't going to the Copacabana!"

He will stand back and explain the mission in full: "Pentex has something big planned, but we haven't been able to find out what. They're keeping this one all hush-hush. We do know that they've been briefing some execs in Rio.

"These execs arrived two days ago by boat and went straight to Pentex HQ downtown. They haven't left the building since then. In case you didn't know, we have some operatives in Rio, monkeywrenchers who are handling the logistics end of the war. One of these guys was able to spy in on these execs' meeting using Pentex's own vid-comp security system. He heard some... interesting things before they shut his connection down.

"Anyway, it appears there is now a plan afoot for Pentex to build an alliance with the Leeches of Rio to help wipe out our operatives there. We can't let this happen. If a Leech war were to break out, it would drain too much of our resources and probably lose us our foothold in Rio. In case you bozos didn't know, our Rio boys were instrumental in the '92 Earth Summit. We can't lose them.

"Now, I don't know all the details about these Leeches. You'll be briefed on them when you get to Rio. Your mission is to defend our operatives. They aren't very military and may not be able to handle themselves if Cadavers start hunting them down. So the War Council decided that we would send down a pack to watch out for 'em. But the Rio guys didn't like this idea at all; found it insulting in fact. Too bad. I don't care

what they want, I've got orders and so do you: *defend these guys*. It's their job to stop the alliance. It's yours to defend them while they do it.

"I don't now how long this will take, but I expect to get you back here as soon as this situation blows over. Now, get outta here!"

He turns and walks away. A Glass Walker waiting nearby walks up and introduces himself: "Hello, I'm Nathan Duskrunner. I will escort you to Rio. If you'll come this way..." He leads the pack towards the caern center, where the Master of the Rite is ready to open a Moon Bridge.

Nathan has obviously already made up his mind about the pack. He turns to them as they wait and says: "A few words of advice: don't antagonize anyone. We take enough flack for you gung-ho types and frankly we're sick of it. You can't possibly understand what we do for the cause, so let's leave it at that. Oh, your host will be the Open Arms Sept." The Moon Bridge opens just as he says this, and he steps forward into the silver radiance. An ocean breeze wafts past him. The Master of the Rite bids the pack to enter. On the other side of the Moon Bridge, the adventure in Rio awaits.

The City

The characters come out on the other side into an expensive looking living room. The living room is part of a nice home. Well-kept grounds can be seen just outside the window. A security fence surrounds the estate. The home sits on Corcovado mountain, and the living room walls contain huge windows looking out over the city of Rio towards Guanabara Bay.

Garou in Homid form stand around in the room watching the characters as they arrive. They look very much like typical rich residents of the city. Some are obviously of European backgrounds, but others are *mexico* (of mixed descent). The six Garou say nothing to the newly arrived pack.

Nathan waits for all the characters to arrive and then motions to them to follow him. He walks outside, across the lawn and into a grove of trees. There is a wrought iron table with a glass top and matching chairs. An old man sits at the table, obviously waiting for the group. Nathan stands behind the man and motions the characters to sit down.

The man smiles at them and says, "Welcome to Rio. I am Guterrez, the leader of this sept." He leans back in his chair. "I must tell you, I am not happy about your arrival. I am aware of your orders and I dispute them. However, since I have been outvoted by the Council, I shall be a gracious host. You are welcome to accompany us in our activities, but you will not participate — only watch. I cannot stress how delicate affairs are here. Pentex is stirring up many old feelings. I believe I can handle them, but you are not to interfere. Is this clear?"

He waits for an answer. If the characters argue, he will scowl, get up and walk away. If they agree, he will smile and say, "Good. I have a young man who will show you around Rio. We have quite the night life here." He will chuckle, stand up and leave.

Nathan then leads the characters to their quarters. There is a hall of guest rooms in a separate building from the house. They are very plush guest quarters, modeled after the many resorts in the area. For any city-bred homids, it is a very nice break from the harsh jungle.

Nathan tells them to wait there. In a little while, they are visited by their guide. He is a small man about 18 years old. This Lupine is a native of Rio, a *mexico* of mixed Indian and European blood with a broad and infectious smile. He introduces himself as Rough Tangent of the Glass Walker Tribe and proudly proclaims, "I am your tour guide!"

Rough Tangent

Breed: Lupus

Auspice: Theurge

Tribe: Glass Walkers

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 5, Manipulation 3, Appearance 3, Perception 4, Intelligence 4, Wits 5

Abilities: Alertness 4, Athletics 2, Brawl 2, Dodge 3, Expression 2, Primal-Urge 2, Drive 4, Firearms 3, Repair 2, Stealth 2, Computer 5, Enigmas 3, Occult 2, Rituals 1, Science 3

Backgrounds: Contacts 4 (hackers), Resources 3

Gifts: Heightened Senses, Spirit Speech, Control Simple Machines, Cyber Senses, Jam Technology

Rage 2, Gnosis 7, Willpower 4

Merits/Flaws: Compulsion (talking)

Rank: 2

Rites: Talisman Dedication

Fetishes: Free Ride (Level 5, Gnosis 6; this device is a small alligator clip with a wire attached to Rough's belt. When hooked up to a power line, it allows Rough and anyone touching him to be instantly transported through the power conduits and out again at the closest transformer, similar to the Glass Walker Gift: Phone Travel).

Image: In Homid form, Rough is of mixed Brazilian and European blood. He has a broad and infectious smile. In Lupus, he is a shaggy brown wolf with white streaks through his fur.

Roleplaying Notes: Oh, boy, are you excited! You're tired of partying alone. Now that these out-of-town Garou are here, it's your chance to show off.

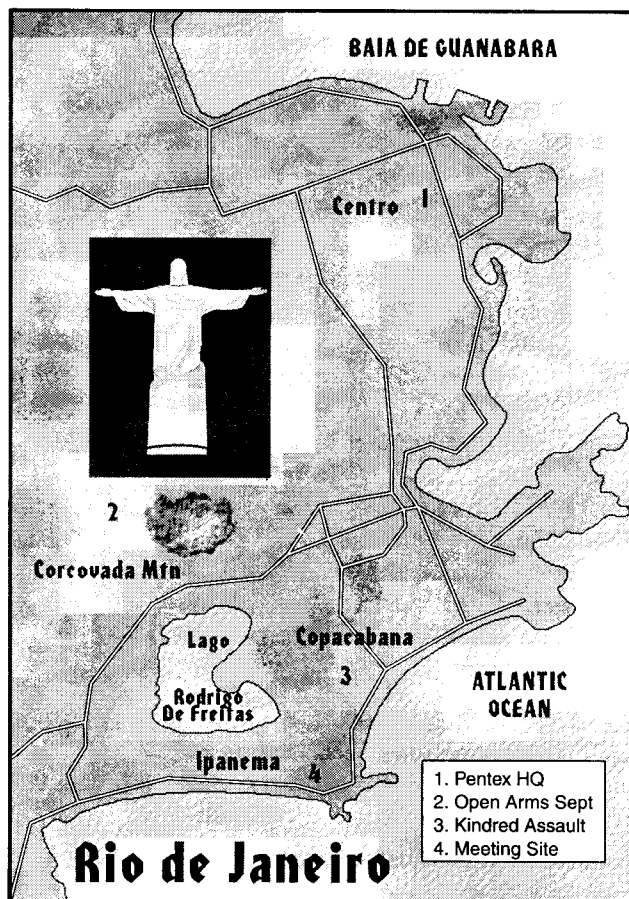
Background: Rough was born to a she-wolf who lived in the shantytowns of Rio, taking what scraps she could find. The Open Arms Sept looked after her occasionally, hoping she would one day bear a true Garou. When she did, they took the pup and placed him in a home of knowing homid Kinfolk. Rough grew up more a homid than a lupus.

He loves computers and their potential for revealing new spirit mysteries. He hopes Rio can become a real cutting edge high-tech city some day.

The Tour

Rough takes the pack out on the town. He seems desperate to show off the city, especially to any lupus. He will make multiple comments about how Rio is a rare city — one where the humans know how to have fun. The pack may soon realize that, despite his behavior and attitude, Rough is actually a lupus.

It is around 5:00 p.m. when the tour begins. Rough leads them to a mini-van ("Careful! It's belongs to Guterrez. If it gets so much as a tiny scratch, I'm history! Just kidding. No, really, have fun!"). He drives them down the mountain. They can see above them, on the top of the mountain, one of Rio's most famous attractions: the statue of Christ the Redeemer, arms open to accept the city.



Legends of Rio

• **Lupe's Vision:** "Early on in the city's history, one crazy Bone Gnawer called Lupe swore he had a vision at the foot of the statue of Christ the Redeemer. He recounted how the statue looked down at him and, with open arms, pointed to a cathedral. He took this a sign that he should join the church (after all, he was crazy). Well, he went there, found the local priest, and introduced himself as a werewolf. The priest, horrified, threw him from the church. Lupe shrugged his shoulders and thought no more about his minor run-in with homid religion. The priest, however, had summoned some friends to Rio, and soon the Inquisition was hunting in the favelas and woods for us.

"Our leader then was a smart fellow and knew what to do. If you simply point the fanatics at a vampire, he thought, they'd forget werewolves ever existed in their fervor to destroy the unholy dead. So, he sent a pack out to nab a neonate. They got one and dropped him off, beaten and hurting, in the shantytown. Since this guy was hungry after his beating, he found one of the slum locals and began feasting. This is when L'Inquisition came on him. They staked the poor fool.

"This neonate had a sire who was rather fond of him. A minor war started between the two gangs, hunters on one side, vampires on the other. Of course, the vampires finally won, but I think one of the hunters escaped by ship.

"Oh well, just goes to show you what happens when you get all hung up on religion. Huh? What about Gaia? Hey! Gaia's not religion — She's real! Get with it."

• **A Visit From Welles:** "Then there was the time Orson Welles came to Rio. This was back in '43 or '44, I don't remember which. He turned the whole town into one big party — which isn't hard to do. He's filming this big movie, right? He doesn't really have a script, so he spends the time just filming the party. Boy, is the studio getting pissed too! They eventually cut off his money, but they had to put ads in the papers to do it, telling the hotels and bars not to honor his credit. They were scared. They finally pulled the whole crew outta there.

"The film never got released. Hell, most of the footage is lost, too. It's a shame, because some of our elders were in the film, dancing around the streets like everybody else. But I hear that Welles caught Suarez on film. You know, Suarez, the vampire Prince of Rio? I hear Welles and his roving camera saw something they shouldn't have. That's why the studio really cut his funding, because of a phone call from Suarez. And all that film — it's gone. You don't just throw away that much footage, right? Ah, well, it would have been a cool film."

Rough drives them around town and points out famous buildings, including the site of the '92 Earth Summit ("A real coup for us. Hell, I got a lot of renown myself for that gig.").

He then slows the car and becomes quiet. They are in the Centro, the downtown district. Tall buildings surround them: banks and corporate offices. He stops the car in the middle of the street and points a block away to a building on the far corner. "There," he says. "That's it. The enemy." The building is nondescript, looking much like the other office buildings surrounding it. A plain logo can be seen above the main doors: ALLIED BANK. "That's supposed to be a 'financial lending institution'. Don't be fooled. It's really Pentex."

If any of the characters try to get out of the car for a closer look, he will warn them instantly. "Don't! Are you crazy? They guard this place like gold! You can bet there's *something* watching us even now. C'mon let's go." If the characters resist, he will say, "Hey, remember your orders! You aren't here to screw up our operations. You're here to defend us! That means me, too. Let's get outta here."

He will then take them straight to Copacabana Beach, park the car and lead them to a bar called "Margaritas." Inside, he will then start telling the pack tall tales, regaling them with his adventures and relating legends of the sept. If the characters feel the need for background information on the city, this is the perfect time to ask for it. They should time their questions carefully, however. As the evening passes, Rough will steadily and methodically get drunk.



Brujah Neonates

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

Abilities: Alertness 2, Brawl 3, Dodge 3, Intimidation 2, Streetwise 3, Firearms 2, Melee (knives) 2

Disciplines: Potence 2 (add two dice to damage Pools for Melee and Brawl), Fortitude 1 (acts as one level of armor)

Humanity 6, Willpower 5

Blood Pool: 5 (they can spend one Blood Point per turn and add it to any Physical Attribute for one scene. Vampires can spend Blood Points to heal damage at the rate of one Blood Point per wound level. If they fall below three Blood Points, they must roll three dice against a difficulty 6 or they will frenzy, desperate for blood).

Equipment: They all have switchblades and light revolvers. No one is using silver. When they realize that they can't really hurt the Garou without special weapons, they will flee.

Rough then starts rambling about things he was not supposed to reveal. The players might inquire about Guitierrez's plans. Even if they don't, he will tell in a very proud, drunken way how Guitierrez told him to take the pack out on the town and distract them. He says that Guitierrez didn't want a bunch of war heroes messing up his delicate negotiations with Boyer. When the characters ask who Boyer is, as any good player surely would, he will look at them in surprise. He'll realize that he has said too much. It is now too late to cover up. He will look sheepishly at them and say, "Well...Boyer's the right-hand man of Suarez, the Kindred Prince of Rio."

Scene Two: The Meeting

It is very easy for the characters to get Rough to spill the location of Guitierrez's meeting and even to get directions there. Despite getting the information from Rough, the characters have still been removed from the real action. While the characters were talking to Rough in the bar, vampires were surrounding the meeting sight. Guitierrez was being stalked by a group of vampires as he waited for Boyer to arrive.

In actuality, the vampires are responding to an earlier attack. Boyer was ambushed by a group of Black Spiral Dancers before he even left for the meeting site. Since many vampires don't distinguish Black Spirals from regular Garou, the local Kindred now believe they are all being hunted by Garou. (News about the war in Chicago hasn't helped). They have either gone into hiding, or, as the characters discover, are taking the initiative against the Garou.

At the bar, as the pack and Rough head out into the parking lot, they are surrounded by a group of men. The men seem like a group of locals and Europeans, but they are actually Brujah

vampires. The vampires have their own reasons for delaying the pack.

The Brujah will demand to know the location of the assassins who attacked Boyer. Rough will argue that no one was assigned to attack Boyer; the Lupines wanted the negotiations to succeed. The argument will become very intense unless the players (especially any Philodox involved) can turn the situation to their advantage. The Brujah were given a description of the Lupines that attacked Boyer: a pack was seen fleeing from the scene of the crime. Rough will be able to identify the pack as a local gang of Black Spirals. It should be evident that Pentex would have a lot to gain by setting the Kindred against the Garou. The Brujah, of course, don't care about the distinction between who is a Black Spiral and who is not, and they don't give a damn about Pentex. They will gleefully report that Guitierrez is probably dead by now and attack. Rough is still trying to sober up; the pack must now carry out their duty and protect him.

The Brujah are clearly outmatched. Once the vampires realize they can't win the fight without silver, they will flee into the beach crowd. If the characters pursue them, the crowd will assume they are police chasing the locals for no good reason and will try to detain them. If the characters are in Crinos form, the Delirium will take effect and the beachgoers will panic. Their haphazard riot will prevent the characters from getting to the vampires before they disappear down the streets.

Rough tells the pack that they've got to get to the meeting site quickly and begs them to get in the car; otherwise, he will leave them behind. Following Rough's directions while driving quickly through the streets will, of course, require a roll of Wits or Dexterity + Drive. Rough is going to have to sober up fast...

Rough screeches to a halt at the meeting site, a stretch of beach in Ipanema, and jumps from the car. A group of Garou are gathered about the body of Guitierrez. Two dead Kindred lie nearby torn limb from limb. Nathan looks up at Rough and the characters and scowls (a character who gets five successes on a Perception + Empathy roll will see that he is actually ashamed. The characters should have been here as they were ordered).

Nathan says to the characters, "We've been tricked. Damn Pentex! Damn this war!" Rough looks shaken and stares at Guitierrez's body. He suddenly shifts into Lupus form and lets loose a Howl of Mourning. The other Garou, except for Nathan, shift to Lupus and do the same. Nathan simply stands with his head bowed, clearly ashamed.

It is obvious to Nathan that Pentex is trying to start a war in Rio between the Lupines and the Kindred. Give the characters a chance to suggest courses of action. The Open Arms Sept wants to end the coming Kindred-Garou war. Any arguments about this could lead to intense and impassioned roleplaying. The characters may have personal feelings, but they still have their orders.

Rough does have one idea that may help the players. He explains that Pentex keeps video tapes of all their meetings and planning sessions. Since this was clearly a Pentex ploy, they

had to have planned it at their HQ, which means that there would be tapes of those involved "confessing" to the crime. If the Garou could get these tapes and show them to the prince, he would realize what was really going on, and the Garou would actually gain an ally against Pentex.

This may spark a lot of arguing about making deals with vampires, but Nathan will explain that during war, you choose your enemies as carefully as possible. Any who are not your immediate enemy should be left alone. The Kindred are not participants in the Amazon War and thus should not be given any excuse to attack Garou. Nathan, like most of his sept, is a Glass Walker and is not overly bothered by vampires. He considers the matter closed. They must not start a war with the Kindred.

Despite any personal feelings, the pack is under orders to protect the Glass Walkers. Their best option is to protect Rough Tangent as he infiltrates Pentex headquarters.

Scene Three: Corporate Assets

Rough takes the pack back to Corcovado caern. He tells them to catch a few hours of sleep, because "they're going to need it." The next morning, he wakes them up and hands them some business suits. "These will help. Our Theurges worked all night on them. Don't worry, they'll fit." The suits fit perfectly, as if they were custom tailored. Rough explains that there is a spirit bound into each suit exuding an aura of respectability and importance. The pack will disguise themselves as business executives. If questioned about what type of spirit it is, Rough will be vague, saying he is unsure. (They are rare finance spirits found in downtown Rio, created from the energy of international finance taking place. Since these are Weaver spirits, the Glass Walkers are reluctant to talk about them to other Garou.)

Rough then drives the pack to within a few blocks of the Pentex building. He parks on the street and says, "C'mon. No matter what, don't change form until I say it's safe. I've done a lot of work on figuring out their security. A hell of a lot of people walk through their doors every day, so they rely on Banes to keep an eye out for shapechangers. I've got a few tricks to fool them. Those suits are just one of 'em."

He leads the pack to the building's front doors and walks through with no hesitation. A small group of businessmen is coming out at the same time. He holds the door open for them and smiles. Everything seems normal. If the characters delay, he will "hsst!" at them and motion them into the building.

The lobby is huge. People sit in plush chairs waiting for their appointments. A bank of elevators is straight ahead, flanked by security guards. Video cameras are placed in every corner. The red light seems to stare at the pack like a malevolent eye. Rough gathers the pack to him and says, "Just in time for our appointment." He then leads them towards the elevators.

He then stops dead and turns around to face the pack. "Oh, oh. Black Spiral at 12 O'clock. Damn." If the characters look,

they will see nothing out of the ordinary, just a security guard who looks bored. "Believe me, that's a Black Spiral. I recognize him and he'll recognize me. We've got to hide." Give the players a few moments to notice the restroom nearby. If the players don't think of it, Rough will walk off towards a small side wing where the universal icon for "men's room" can be seen on a sign. If any of the characters are female, Rough will immediately pull them into the men's room anyway.

Fortunately, all the stalls are empty. Rough desperately needs to get to a computer terminal to find where the tapes are stored. The players will no doubt regret not having the chance to make a better plan for breaking into the building. Rough does, however, have a quick solution. "I don't like it, but it looks like we'll have to walk the spirit sooner than I thought. This could be good — they won't expect it. We'll use these to shift," he says, pointing at the bathroom mirrors.

The Web of Finance

The characters can enter the Umbra by stepping sideways using the light reflecting off the mirrors. A strange landscape and a horrible stench are on the other side of the Gauntlet. They are still in the rest room, but the room is now very ominous. They can hear something belching behind a stall. Rough signals them to quietly get out. If anyone looks back before exiting, they can see a small H'ruggling leaving the stall with something very disgusting dripping from its mouth.

The lobby looks similar, but is currently empty of people. Banes with glowing red eyes can be seen in the corners where the video cameras were. They stare intently at the pack, but soon look away. Rough whispers, "It's the suits. The Banes think we belong here. C'mon."

Rough opens a door marked "stairs" and enters. The stairs, normally concrete, are now rickety and appear to be made of wood. Rough warns everyone to be careful and begins to walk up the creaky winding stairwell. On the second floor, he walks into the first office he can find.

Beyond the door is a large room filled with partitioned cubicles. The partitions appear to be spider webbing. Pattern Spiders can be seen moving about repairing bits of the web. If anyone peeks into the physical world, they will see an office room. In each cubicle, people are working at computers. Every time one of them tries to lean over and look into another cubicle or talk to another employee, a Pattern Spider zips over and begins building a wall between them. This seems to negate any disturbance. The spiders insure that the workers remain at their tasks.

There are two terminals in this room not being used. Rough quietly walks in and sits at one of them. "I'm going to find out where they keep the tapes." A player character might decide to use the other machine. If so, a roll of Wits + Computer versus a difficulty of 7 will be sufficient to find the information. It is possible that the player may wish to discover other information. Placing information on other Pentex activities here could easily lead to another adventure in the campaign.

While this is going on, the pack may notice the Spiders getting edgy. Eventually, one Spider comes over to Rough and is about to attack. Rough finishes right before the Spider leaps. The moment Rough stops typing, the Spider seems to forget what it was doing. It turns away and returns to its weaving. "Storage Room #5 on the basement level," Rough says. He will leave the room and walk down the stairs, seemingly unfazed by the Spiders. (If the characters panic, or something goes terribly wrong, statistics for Pattern Spiders are on pg. 164 of *Werewolf*.)

Scene Four: It's Never That Easy

The exit is at the lowest level in the stairwell at a door marked "Basement — No Unauthorized Entry." Rough will step out of the Umbra. The players will need to follow him. The tapes exist only in physical reality. The door knob reflects enough light from above to provide a focus for stepping sideways.

The hallway beyond the door is dark with dim light bulbs strung every 15 feet. Right outside is another door marked "Storage Room 1". Rough points down the hall to a door on the left. He'll lead them out while watching for trouble.

Nothing impedes their way and the door is not locked. However, a Black Spiral guard is standing just inside the storage room. He has heard the pack in the hallway and has activated a silent alarm to call for his team. If the players do not

caution him, Rough will quickly open the door, and the guard will grab him instantly. If the team is cautious, they will easily eliminate the guard. Either way, an alarm light will be flashing in the storage room and First Teamers with pistols will be on the way. They will arrive from the stairwell and charge towards the pack.

Once inside the room, anyone who makes a successful Perception + Alertness roll against a difficulty of 7 will see rows of video tape stacked on shelves along the walls. Unless they get closer, they cannot read the labels.

The First Team will arrive shortly, and the pack will have a fight on their hands: one Black Spiral and four (or five, if the odds aren't even) First Teamers.

First Team Number 17

Goltrag Huolg

Goltrag is an ugly Black Spiral metis. He is the leader of the First Team.

Str 4, Dx 3, Sta 5, Cha 1, Man 3, App 0, Per 2, Int 2, Wts 3, Athl 3, Brwl 5, Dodge 3, Intim 4, Primal-Urge 3, Firearms 3

Gifts: Shroud, Sense Wyrms, Smell Fear, Howl of the Banshee, Ears of the Bat





First Teamers

Str 3, Dx 3, Sta 3, Cha 2, Man 2, App 2, Per 2, Int 3, Wts 3, Alert 2, Athl 2, Brwl 2, Dodge 3, Firearms 3

Weapons: M-16 assault rifles (1 clip silver bullets, 2 clips normal), silver knives.

Take the Tapes and Run

During the battle, one of the characters will hopefully, instead of fighting, try to find the tape. If not, Rough will call to a pack member for help and point toward the wall of tapes. An Intelligence + Enigmas roll at difficulty 8 will allow a character to figure out the filing system. From there, a Perception + Alertness roll, difficulty 7, will allow the character to find the right tape amid the clamor of battle.

Rough has something else to do. As soon as one of the characters begins looking for the tape, Rough will run to another wall. If no one will assist him, he will still run to the

other side of the room. There are many pipes stretching along the basement walls. Rough looks them over and finds what he needs: a power conduit. He pulls out a screwdriver and begins to open a panel. If anyone asks him what he is doing, he will say, "Just get the tape, dammit!"

The panel is easy to open. He pulls an alligator clip from his pocket with a wire attached to his belt and asks the pack if they have the tape yet. If so, he will tell them to quit fighting and run towards him. He will then tell them to hold on to his suit — and they're off!

Rough activates his Free Ride fetish and the pack is instantly transported through the building's power lines to the transformer two blocks down the street. They materialize on the street, none the worse for their ride through a maelstrom of megavolts.

Rough conveniently parked his car nearby in case he had to use his fetish. Security guards are starting to pour from the building and will start firing at the pack. It will only take a few turns for Rough to prepare the getaway vehicle. Rough and the characters will quickly drive away from the building.

Rough will turn up the stereo for the ride home, and the van will pull up outside of the house on Corcovado. Rough rushes the tape to Nathan, who is astonished that the plan succeeded. He then thanks the pack immensely and rushes off with his own pack to get the tape to the prince. He tells the pack to defend the caern, as Kindred may try to assault it.

Tying It Up - or Letting It Run

It is up to the Storyteller where to go with story now. Ideally, Nathan should be able to stop the brewing troubles with the tape — but what if he never gets the tape to the prince? Also, will the caern attacked by vampires while the players guard it?

A vampire war will complicate matters for the Garou and the Storyteller. It is the Storyteller's call whether he wants this to happen. It could be the beginning of a **Vampire/Werewolf** crossover chronicle.

Regardless, the pack and Rough will eventually be treated to a fine feast and a victory moot. They will get all the renown they deserve and an invitation to stay in Rio as long as they like. The characters will receive a permanent invite to return anytime.

Even if things work out, the characters must return to the Amazon soon. That's where the real war is. As important as Rio is, it is removed from the true theater of conflict.

In Dreams and Nightmares

by J. Morrison

'Over the Mountains
Of the Moon,
Down the Valley of the Shadow,
Ride, boldly ride,'
the shade replied,
'If you seek for Eldorado.'

— Edgar Allan Poe, *Eldorado*

While the battle for the Amazon rages on, the pack learns the truth about an ancient myth. "In Dreams and Nightmares" revolves around the legend of El Dorado, most commonly known as the fabled lost city of gold. The pack learns the hard way that most legends have a basis in fact. They must try to save the legendary city from the minions of Pentex.

From the very start, the pack is in a race against time as they discover the importance of the ancient city, the truth about El Dorado and the importance of El Dorado to the Amazon. Pentex has a head start, and certain signs along the way could lead the pack to understand that they are up against someone they've met before...

Samuel Haight has appeared previously in the Werewolf supplement *Valkenburg Foundation* and the Vampire supplement *Sabbat Storyteller's Handbook*. Neither of these supplements is necessary for running "In Dreams and Nightmares" or for the use of this character. A brief recap of Samuel Haight's history is given later in this story, as well as updated character statistics.

The Plot

Scene One: The pack engages in combat with an inexperienced First Team. The Garou win the battle, but one of the Team members wants to bargain information for his life. This information could make a big difference in the outcome of the war. It concerns El Dorado and Pentex's plans to acquire the vast amount of gold to be found there and destroy the city.

Upon reporting to their superiors, the pack is told the truth about El Dorado: it is not only a city but the name of the powerful mage who rules there. They are given the assignment to save El Dorado before it is too late. A map will show them the only way to reach the Realm, but the Pentex Team already has a substantial head start.

Scene Two: The pack must race through the Amazon Rain Forest, attempting to reach the gateway to El Dorado. A few surprises are waiting for them in the jungle's depths.

Scene Three: The pack is ambushed by another First Team, this one having a few advantages. Their machine guns are loaded with silver bullets and ingenious traps have been quickly set behind them. The truth is revealed: the leader of the Pentex Team is none other than Samuel Haight, "The Skinner".

Scene Four: The Garou madly dash through the jungle, but Samuel Haight is up to his old tricks: booby traps and jungle snares await the unwary Garou. Can the pack beat Haight to El Dorado?

Scene Five: Haight wins the race to El Dorado and the pack must find the source of the realm's power, El Dorado himself, before Haight can complete his mission of destruction. Haight's First Team blocks the way...

Scene Six: The pack is face to face with a legend. El Dorado is here, but so is Samuel Haight, and Haight has a few new tricks up his sleeve. A fight to the finish ensues, and the pack must leave the realm of El Dorado or face the effects of a legend's death. To escape the realm they must first face Samuel Haight and his new friends.

What is Really Going On

Samuel Haight is once again working for Pentex, but is now in a position of power far greater than he had before. Pentex believes that El Dorado is a caern and possibly a source for controlling the market of gold in the world. What they do not understand is that El Dorado is not just a place, but a place named after the powerful Dreamspeaker mage who has ruled and protected his city for millennia.

What Pentex also does not understand is that Samuel Haight already knows about El Dorado the mage and that he intends to steal the mage's power for himself. To aid him in his task, Haight has personally chosen some powerful allies: the surviving members of First Teams that have fallen to the Garou. What the unsuspecting Garou do not know is that, once again, Samuel Haight is looking forward to gathering a few Garou pelts. He already has Kinfolk who are anxious to join him in the creation of a new tribe — and in the destruction of all Garou.

About El Dorado

El Dorado is a powerful Dreamspeaker mage. The world at large has effectively forgotten about his existence, save for the occasional legends of a city of gold and a king called El Dorado who was anointed with gold dust daily. Centuries ago, when the Conquistadors came to the new world and invaded the

South American continent, they slaughtered tribes of people and searched diligently for the city of gold they had heard the natives describe. The Conquistadors never succeeded. The reason they could not find El Dorado's city of gold was simply that he had no desire to be found. Ensuring that he could not be captured and that his city could not be destroyed, El Dorado made bargains with the Black Furies living in the area and with the Bastet as well. He promised his aid whenever they needed him in exchange for the destruction of any Conquistadors that came too close to his city.

El Dorado's assistance had always been theirs anyway. Both groups readily agreed. El Dorado was called upon frequently as the increasing waves of invaders came into his lands, and he never faltered in his promise to assist the Black Furies and Bastet. Likewise, they never faltered in keeping their vows to him. Neither group had expected El Dorado's magick to be detected by the Technomancers.

The Technomancers sent several mages of their own into the region. They attempted to locate and destroy the power of El Dorado. The first few were never heard from again. They had no choice but to send a small army of mages to assault the city. Instead of actually doing combat, the mages opted to perform powerful rituals that effectively "mapped" El Dorado's city out of existence.

The entire city and the largest fresh water lake ever to exist on earth shifted into the Umbra. It was now a place apart. The Technomancer's own magick backfired on them, for while no one could leave the realm, they could not get in to finish the job. After a time, they became convinced that nothing would ever escape. Pleased with the results of their experiment, the mages went back to Spain and told of their success.

El Dorado still maintained his connection to the earth through dreams. After long years, he finally fed the dreams of one man who would become obsessed with the city. In 1933, Joseph Herlech, an archeologist, led an expedition into the trackless jungles in search of the fabled lost city of gold. He found it.

Herlech was unknowingly forging a path to the realm through his own desires and will. When he finally entered the lost valley, it was the first time in centuries that a new face was seen in El Dorado. Through powerful magick and great sacrifice, El Dorado managed to slow the passage of time in his realm. Nearly three centuries had passed on earth while only thirty years had passed inside the Dorado Realm.

Herlech never left his newly discovered city, for El Dorado could not allow the Technomancers to learn that their spell had been breached. El Dorado's own spell was also destroyed by the reconnection to earth; time passed again at the same rate as the rest of the world.

El Dorado had been receiving visions of a dire future for the rain forest, and he knew he had to live long enough to prevent it. He put himself in a deep ageless sleep with the magical gold dust he had used to coat his body. Now El Dorado sleeps. He is using vast mental powers at his command to leave his body. He roams the Amazon, reincarnating himself in the forms of

various animals and living entire lives in intimate contact with Gaia.

He has learned more than he ever thought possible and has grown substantially in power. He has never hesitated to be of aid when he was needed. The Black Furies who have served him for generations have stayed with him in the Dorado Realm, protecting the sleeping mage and coming out into the Umbra only when absolutely necessary, such as during their raids to gather Kinfolk when the time for mating has come. The Furies of El Dorado were the cause of the original rumors of Amazon warriors in South America. Many still dress as they did in ages long gone, never realizing their attire is archaic.

El Dorado has visited the elders of the Garou in dreams, advising them of potential risks when he knew of them and warning them that their present course is detrimental to the jungles. While the Garou elders do not always agree with El Dorado, they understand that he has been very helpful in his own right. They will do all that they can to assist him in his time of need.

Sadly, El Dorado's time of need is now. The Wyrms' corruption has even managed to reach the South American continent. Atahualpa, a Balam werecat who knew the location of El Dorado, has been corrupted by the Wyrms. She has told all she knows to Pentex. Pentex has plans for the vast amounts of gold residing in the Dorado Realm. That is where Samuel Haight and his First Team come into the story...

Theme

Greed is the theme of this story. Greed destroys the last bastion of Amazon myth, shattering the remnants of a once powerful city and a mage that served nature as surely as do the Garou. Greed finally brings about the end of a Golden Age.

Mood

The mood for "In Dreams and Nightmares" is desperation. The Amazon is falling to Pentex, and one of the few truly powerful allies of the Garou is about to be destroyed — unless the pack can reach El Dorado in time.

The mood for the story is also vengeance. The Skinner has returned, and a chance for retribution is at hand. But once again, Samuel Haight is prepared for the Garou as few others could be. He has studied his enemies: he knows their weaknesses and knows how to hurt them psychologically as well as physically. As many in the pack may want revenge on Samuel Haight, he wants revenge against all Garou. He was born mere Kinfolk, jealous of his brothers' Garou heritage. Make no mistakes, Samuel Haight is a twisted man, but he is also a very brilliant one. He is as cold blooded a killer as the pack is likely to meet.

A complete background for Samuel Haight is listed at the end of this adventure. Players who have not met Haight personally might still know pieces of the legend. A roll against Intelligence + Occult roll might allow a character to recall bits and pieces of Haight's methods and history. A Galliard might

have heard a story or song detailing the Skinner's infamy. If all else fails, a convenient non-player character assigned to the pack could slowly reveal important details throughout the adventure.

Scene One: Down Behind The Lines

"Listen, I got information, see? I got information you could use to fry bigger fish than me."

— Any bad guy in a bad situation

The pack has been given the dubious honor of guarding their caern's bawn. This is a duty fraught with danger. At any time, a group of Pentex mercenaries could show up. Pentex has recently taken to actively searching out the locations of caerns in the area. The cost of their operations in the Amazon have become preposterous. Barnaby Shadrack has demanded that the search be made. The sept leaders were alerted of the danger when they intercepted a messenger with a note authorizing the added expense of the operation.

The pack is soon engaged in a major skirmish with Pentex First Team Number 13. The First Team is comprised of five members and is only lightly armed right now. Their mission is simply one of reconnaissance. However, even without heavy artillery, the First Team is not to be taken lightly. They do not know that they have been set up. Samuel Haight has had it with the political back-stabbing that the local Pentex leaders have been engaged in. Back-stabbing would not bother Haight so much, but all of the knives have been pointed at him.

One of the less subtle moves by the executive committee was fueling a rivalry between Haight and Roland Thompson, the head of First Team Number 13. Thompson has long been accustomed to having things his way at the Pentex camp, but all that changed when Haight arrived. Haight has been given a great deal of bureaucratic run-around by the Executive Committee and has generally ignored Pentex's problems. The committee cannot understand why Haight has been promoted unduly in the ranks of the company, and they cannot condone the odd assortment of individuals Haight has brought with him. Just to ensure that Haight knows his place, they have started conceding to his wishes, taking away the equipment and privileges that Thompson once had and giving them to him.

They have also made certain that Thompson knows why his requests for equipment have been delayed. As far as Thompson can see, Haight is behind all of his troubles of late. He has made certain that Haight understands his resentment. The original plans around the Pentex camp involved having First Team Number 13 go in search of El Dorado. With the help of Robert Allred, Haight has vetoed that move and taken on the task himself. In truth, Haight is far more qualified for the task of leading the assault on El Dorado, but that had little to do with his request for interference.



By taking the most important tasks assigned to the First Teams for himself, Haight has left First Team 13 with the dangerous task of scouting out the locations of the Amazon caerns. Elliot Meiche, infuriated by Robert Allred's successful takeover of the Amazon Project, has been playing a few games of his own, including arranging for a message of authorization to be "discovered" by the Garou. Meiche is doing his best to assure the destruction of his would-be rival, and has insured that Haight will have his chance at the powers of El Dorado — with the Garou hot on his trail.

What Haight doesn't understand is how deep the rivalry is. Thompson will do anything he can to make Haight look bad, including selling out Pentex to assure Haight's defeat. At least one member of the First Team should be captured. The prisoner or prisoners will then attempt to barter information in exchange for their lives. Whether or not the pack agrees to the exchange is entirely up to the players, of course, but they should at least be willing to listen.

The information to be exchanged is this: the First Team member will offer to let the pack know about a planned assault on El Dorado, a caern well-hidden in the jungle. The plan is not only to attack the caern, but to utterly destroy it and take the gold that lies there. It is possible that the pack will not believe the team member, pointing out that they have never heard of the El Dorado caern. The team member will tell them to send someone back to their camp and ask one of the local Garou about El Dorado. He will go on to explain that there is

a heavily armed First Team on the way to El Dorado right now assisted by vampires.

Whether the pack decides to let the remaining team member live is entirely up to the players again. They should at least consider whether the First Team member has seen the caern, as well as a deciding whether killing the enemy in this situation is honorable. The First Team member will probably not be willing to talk about the assault until after the Garou have promised safety. The question is, ultimately, which is more important: the honor of the pack or the safety of the caern. It's not really much of a choice: the safety of the caern should come first. However, any member of the Children of Gaia tribe that gives her word and then kills a Team Member anyway will lose honor in the eyes of that tribe.

Should the pack decide to take their prisoner with them back to their Battle Master, they may have an unpleasant surprise on their hands. The First Team members are all carrying radio tracking devices, and unless they have been searched, the tracking devices will later lead a heavily armed assault battalion straight to the caern.

The information the pack has received should be important enough to call for a meeting with their Battle Master, Jurgen Kreig. Kreig will take the information poorly, grumbling and griping under his breath. He will finally decide that the information is too important for him to vote on himself. Jurgen will send the pack to talk with their War Chieftain, Dag Hateful Hand. Dag also will be displeased with the information, and he will in turn send the pack, along with a small scout

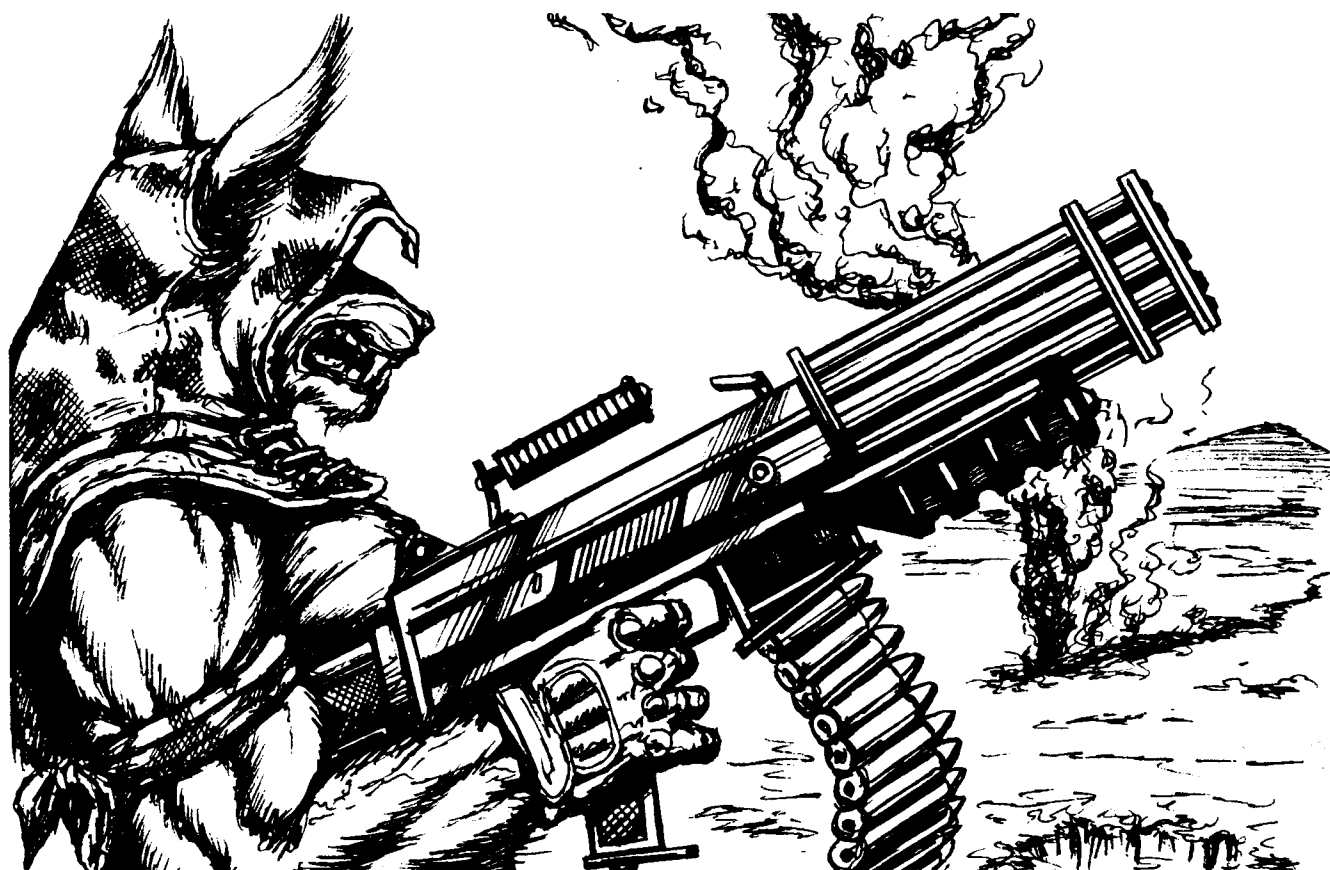
pack, as quickly as possible to the Hollow Heart Caern. The pack now gets a chance to see the Garou chain of command in action as they are asked to tell their story repeatedly. At last they are handed to the top authority, Golgol Fangs-First, the High War Chieftain. Golgol Fangs-First will take the news as poorly as the rest, but he will finally have something to say about the entire affair.

"This is grave news. El Dorado has spoken to us in dreams, and has offered to aid us when he is able. El Dorado must be warned, but no Moon Bridge exists that can send you there."

The High War Chieftain will give the pack a map. The map details the area where they are and shows the fastest, safest route to El Dorado and to the Dorado Realm. "There is only one way to El Dorado, and that is to follow this map. El Dorado is removed from the rest of the world in a section of the Umbra that is unreachable. But there is an opening, a single spot where El Dorado can be entered. It is deep in the jungle, three days travel from here.

"You must go to El Dorado and warn him of the assault. El Dorado has protection in his realm, but it may not be enough to stop Pentex, not without advanced warning."

In the event that there are no Black Furies in the pack, he will hand them a small fetish. The fetish simply allows the pack to enter the Dorado Realm and not be attacked on sight by the Black Furies that have made the realm their home. If there are any Black Furies in the pack, the fetish will not be needed.



The pack is sent on their way with praise for the information they have captured and the hope that the information came soon enough.

First Team Number 13

Sgt. Roland Thompson

Position: Team Leader

Attributes: Strength 4, Dexterity 2, Stamina 3, Charisma 4, Manipulation 3, Appearance 3, Perception 5, Intelligence 3, Wits 4

Abilities: Alertness 3, Athletics 3, Brawl 5, Dodge 4, Intimidation 3, Subterfuge 2, Drive 2, Etiquette 2 Firearms 4, Melee 3, Leadership 4, Repair 2, Stealth 4, Survival 4, Computer 3, Investigation 3, Linguistics 2, Medicine 3, Politics 1, Science 2

Backgrounds: Allies 3, Contacts 2, Resources 2

Powers: Immunity to Delirium

Rage 0, Gnosis 0, Willpower 8

Weapons: H&K G3 (two clips silver ammo, 3 clips normal), survival knife

Image: Roland is a perfect straight man: he looks slightly stupid and slack-faced, and he carries himself with an appalling lack of bearing. In truth, he slumps slightly because he is always very relaxed, a state of mind and body that works best when performing the martial arts. He does not appear threatening

Roleplaying Notes: You don't much like or trust anyone who is not a part of your Team. You have learned all too well how easily those around you will try to stab you in the back. As a result, you have no hesitation to stab them first.

Background: Roland Thompson spent the majority of his life moving around the world from one military base to another. His father was a career soldier and his mother kept busy with half a dozen hobbies. By fourteen he had become a perpetual problem child, joining in fights and bullying the younger children. When the Allred Military Academy offered to take the problem child in and teach him the error of his ways, his parents readily agreed.

Thompson was trained by the best teachers money can buy to be a killing machine. The Allred Academy is a division of Pentex that specializes in teaching the art of killing to children that want to learn and, at the same time, teaches them how to appear perfectly sane to the people they meet. On the few occasions when Thompson came home to visit his parents, they were stunned by the changes. He had gone from being a disorganized, emotional mess to being a disciplined, clean-cut and seemingly loving child. The day after his graduation from the academy, Roland Thompson sabotaged the car his parents had rented and waited to collect his inheritance. He has worked for Pentex ever since and quickly became an efficient First Team leader.

Tanya Woo

Position: Second in Command/ Demolitions Expert

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

Abilities: Alertness 3, Athletics 4, Brawl 3, Dodge 3, Subterfuge 4, Drive 4, Etiquette 3, Demolitions 5, Firearms 4, Melee 3, Leadership 4, Repair 3, Stealth 3, Survival 4, Enigmas 2, Medicine 4, Occult 2

Backgrounds: Allies 2, Contacts 2, Resources 1

Powers: Immunity to Delirium

Rage 0, Gnosis 0, Willpower 7

Weapons: Glock-17 (one clip of silver ammo, two clips normal), flare gun, several pounds of plastic explosive and detonators.

Image: Tanya is a fairly stocky Oriental woman, very muscular and just a little soft around the gut. Her hair is black and starting to go gray. She will often flash a quick smile.

Roleplaying Notes: You are almost always smiling because you are usually thinking about how lovely it will be to watch everything around you burn. You are also just a little distracted by the images you see in your mind, the images of things you've burned in the past.

Background: The first time you smiled was when you set your pesky brother on fire. The gag in his mouth kept him quiet and the wire wrapped around his wrists and ankles kept him from thrashing around too much. He should never have raped you. Naturally the rest of the family had to go as well. They would have told on you. You've been running ever since, but now you get paid to burn things.

Abraxas

Position: Fomor Agent

Attributes: Strength 8, Dexterity 2, Stamina 8, Charisma 1, Manipulation 1, Appearance 0, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 2, Athletics 2, Brawl 4, Dodge 1, Intimidation 4, Firearms 2, Melee 4, Stealth 4, Survival 2

Weapons: "Oh, none for me, thanks."

Backgrounds: Allies 2

Powers: Immunity to Delirium, Exoskeleton, Body-barbs, Lashing Tail

Rage 0, Gnosis 0, Willpower 4

Health Levels: 0, -1, -2, -5, Incapacitated

Image: Abraxas is huge. He stands just under 12 feet tall and is almost as wide. His body is covered with a thick, horny hide colored a glossy black and his face has just enough room for eyes above the large beak that has replaced his mouth. Like an insect, his skin is segmented, and he can squeeze into remarkably narrow regions and can pass between trees that are only a few inches apart. Lately, a thick syrupy fluid has started leaking from inside his body. No one has explained to him that he is dying. He would be less willing to fight if he knew.

Roleplaying Notes: Don't talk; kill.

Background: Few people would believe that Abraxas is only 16 years old. No one so young should be so enormous. Abraxas decided to run away from home only last year, and, unfortunately, he ran into a Wyrn-Hole in the process of trying to find shelter from an approaching storm. The three hours in that hole caused many changes in Abraxas, and he would certainly have gone insane if not for his discovery by Pentex. Pentex supplies Abraxas with food and a place to stay; the First Team provides him with companionship.

The transformations that continue in Abraxas have removed three levels of health permanently. He will be dead by the end of the year if his metamorphosis continues.

Jack Sardis

Position: Heavy Artillery

Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 2, Manipulation 3, Appearance 1, Perception 3, Intelligence 2, Wits 5

Abilities: Alertness 4, Athletics 3, Brawl 3, Dodge 3, Intimidation 1, Subterfuge 3, Drive 4, Firearms 5, Melee 2, Leadership 2, Repair 4, Stealth 2, Survival 3, Computer 3, Politics 2, Science 4,

Backgrounds: Allies 2, Contacts 1, Resources 1

Powers: Immunity to Delirium

Rage 0, Gnosis 0, Willpower 6

Weapons: Two Colt .45's (one clip of silver ammo each, 6 clips normal).

Image: Balding and scarred, Jack has seen the results of exploding artillery from less than two feet away. He has large burn scars over about 80 percent of his body and a smile that promises great pain to anyone who is an enemy.

Roleplaying Notes: Your only friends are the First Team members with you at any given time. At the present time, you only have two heavy handguns with silencers. You're feeling quite naked without at least a mortar cannon.

Background: Jack came away from Vietnam with a permanent attitude adjustment. He missed the sound of artillery so much that he decided the mercenary life was for him. He's been fighting ever since.

Scene Two: Day One (Run Through The Jungle)

"I love the smell of napalm in the morning. It smells like....It smells like victory!"

— Robert Duvall, *Apocalypse Now*

In this scene, the pack must trek through unfamiliar sections of the jungle in an attempt to beat the First Team to El Dorado. The jungle here is heavy with undergrowth. The location is just right for hiding the first of Samuel Haight's traps. After several hours of trekking through the woods, the



pack will run across a faint path where Haight's caravan of supplies was carried through the undergrowth. A quick glimpse at the map will show that this path leads directly towards El Dorado.

It is true that the some of the First Team and their supply caravan have come this way, but only as a deliberate ploy to drive the pack into pursuit. The only people that have actually come this way are the Stragglers, a small group of local natives (see below) hired to haul supplies and Samuel Haight. Haight has been along to assist in the scouting of this area. He has personally chosen the best areas for both placing traps and hiding the Stragglers.

Any Garou with the Heightened Senses Gift has a decent chance of recognizing the scent of Samuel Haight (Perception + Alertness, difficulty 8). If the scent is recognized (especially if the character has met Samuel Haight in *Valkenburg Foundation*), the character will regain one Rage point automatically.

Haight believes in being prepared for any contingency, so he has decided to lead any pursuing Garou from the true trail he follows. Simply leading the Garou away is not enough. Samuel Haight wants their skins; he needs to gather all the Garou skins that he can for his own sick plans to create his own tribe of Garou.

Following the path is sure to do two things: lead the pack away from their actual target and lead them right into a field. The trap is set up to maim and destroy as many of them as possible. It will also let Haight know that the Garou are on his trail.

Samuel Haight has prepared for the Garou, but because of his own twisted sense of fair play, the traps that wait ahead are not meant to be fatal. They are simply meant to slow the pursuers down and "soften them up" for the Stragglers.

Following the path, or even skirting the surrounding area, will lead the pack to a very thick area of dense growth; it is in this area that the traps wait. A very obvious trail has been hacked through here. Past the initial wall of growth, there are carefully laid claymore mines about every two yards for the next 20 yards. They are detonated by tripwires (roll Perception + Alertness, difficulty 9, to notice). To avoid an exploding mine, roll Dexterity + Dodge against a difficulty of 9. Each mine delivers seven levels of non-aggravated damage.

There are also a good number of Samuel Haight's patented silver-coated throwing spikes. The spikes are set to fall from concealed boxes hidden in the trees. Wires are on the ground beneath the boxes (Perception + Alertness, difficulty 9 to notice). When these are tripped, the contents of the box will spill onto the Garou. Roll five dice against a difficulty of the character's Dodge + 3; one spike hits per success scored. Each spike that strikes a Garou does one level of aggravated damage, but most of these should simply scatter over the area without actually striking any of the pack. They are here to simply make it harder for the pack to get through. If none of the pack has recognized Samuel Haight is running things, and if they have

met with Haight before, they should have another chance to recognize his work now.

In addition, Haight has set several simple snares in the area made of stainless steel cord with silver wires carefully woven into place. These require a Perception + Alertness roll, difficulty 9, to detect. A Dexterity + Dodge roll, difficulty 8, is required avoid one that has been triggered. There are only three of these set. The cords will cause one level of aggravated damage each turn they are in contact with a Garou's body. The easiest way to avoid damage is to simply shift into natural breed form, as silver then does no damage. Of course, the character still may not be strong enough to break free. Cutting a cord requires five levels of damage.

Haight's last surprise in the area actually comprises about 50 percent of the traps. Haight has placed what he calls "howlers" throughout the area. Howlers do nothing more than cause loud explosions followed by high pitched, piercing screeches. Those with Heightened Senses active will effectively be deafened and will likely go into a frenzy to escape the painful noise (the chance to resist a frenzy is lowered by one for this roll). Of course, going into a fox frenzy in a mine field can have messy results.

There is little likelihood of any characters being killed here, but there is a very real likelihood of being severely injured. Any of the pack that is still frenzying will run across the final trap on the other side of the dense growth: two Stragglers with assault rifles are in the trees patiently waiting for the Garou to come out. They will gain automatic initiative if any Garou come out of the traps in a frenzy. The good news for the pack is that they only have five silver bullets each. The bad news is that the two Stragglers are sharpshooters.

Six successes at jumping are needed to reach the Stragglers in the tree. There is a +2 difficulty to hit the Stragglers since they are partially concealed in the trees.

Sharp Shooting Stragglers

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

Abilities: Alertness 4, Athletics 3, Brawl 2, Dodge 3, Firearms 5, Melee 3, Repair 3, Stealth 3, Survival 4, Medicine 2

Backgrounds: Allies 1, Contacts 2

Powers: Immunity to Delirium

Weapons: H&K G3 (five silver bullets, four normal clips), combat knife, Colt .45 auto (2 normal clips)

The Stragglers have been promised a bounty of \$5,000 for each Garou they bring back to Samuel Haight, provided the pelts are mostly intact. Everybody needs extra money in these times of inflation. These guys intend to bag as many Garou as possible.

They are the only two surviving members of First Team 18.



Scene Three: Day Two (Meet New Friends)

*Cause I got a name and I got a number
I've got a job to do*

*I got a name and I got a number
and I'm comin' after you.*

— Genesis, "I'm coming after you"

By this point, the pack should have a few wounds in need of healing. Let the pack rest. When night comes, no lights will be seen in the distance; what little light that exists comes from the stars above and from the thin sliver of a crescent moon. The night is hardly restful, for there are odd sounds in the rain forest. Distant screams and faint shrieks can be heard. Odd shadows move through the deeper sections of the jungle.

When the morning comes, the jungle looks more oppressive. The trees that surround the Garou are the same, but the air feels heavier. The temperature is high enough to make breathing difficult. Clouds cover the sky and promise to bring rain in the near future. After the pack has marched for an hour or so, the rain will begin. Lightning dances across the skies, thunder shakes the ground and extremely heavy rains wash from the skies in a futile attempt to wash away the Wyrms' growing corruption.

Several hours of trudging through the mud and rain pass before much of anything happens. There is a very real danger of quicksand in the area, but the pack should have little trouble pulling their friends from the thick quagmires. None of the spots with quicksand are large enough to grab more than one Garou at a time.

As the sun is beginning to set at the end of the second day, the pack meets up with the remaining Stragglers. Unlike the previous Stragglers, this group is comprised entirely of fomori. There are four in all, and their only desire is to destroy the pack. While this group has been offered a substantial sum for intact Garou pelts, they have also been cautioned by Haight that it is more important to stop any Garou from breaking through; nothing must prevent him from getting to El Dorado. The Stragglers are almost fanatically loyal to Haight and will do their very best to kill the Garou and leave the pelts intact.

The pack may not be strong enough to do battle with this many fomori. Do not hesitate to have the Chimera switch sides immediately or to simply reduce the number of fomori opponents. In either case, the scales should be fairly evenly balanced between the fomori and the pack.

By the time the pack has finished with the fomori, the sun has finished setting. Again, the Garou should find it necessary to rest and recover. Throughout the battle, the rains continue and lightning thrashes through the tortured skies.

More Stragglers

Abigail Peabody, "Drowner"

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

Abilities: Alertness 2, Athletics 1, Brawl 4, Dodge 2, Empathy 2, Expression 2, Intimidation 1, Subterfuge 4, Drive 1, Firearms 4, Melee 2, Leadership 3, Performance (Striptease) 2, Stealth 3, Survival 3, Investigation 2, Law 1, Linguistics 4 (Portuguese, Spanish, French, German), Medicine 3, Occult 2, Politics 2, Science 3

Backgrounds: Allies 3, Contacts 2, Resources 1

Powers: Infectious Touch, Plasmic Form, Immunity to Delirium

Rage 0, Gnosis 0, Willpower 7

Weapons: .45 Colt automatic (2 clips silver bullets, 2 regular clips)

Image: Abigail is surprisingly normal in appearance. She has light brown hair and dark brown eyes. Her skin is oddly pale.

Roleplaying Notes: There is nothing that delights you more than watching a Garou slowly suffocate. Your standard method of attack is to turn into your Plasmic Form and force yourself down a Garou's throat. (This is a resisted roll of Dexterity + Brawl versus the target's Stamina + Dodge; three or more successes will successfully allow her to force herself down the Garou's throat. Damage is equivalent to Abigail's Strength and works as suffocation or drowning in the *Werewolf* rulebook. While this damage is not aggravated, the Garou cannot heal the damage until successfully breaking away from Abigail.)

When there are too many around to indulge in that simple pleasure, transform into your Plasmic form and hit as many as you can with your Infectious Touch. You laugh shrilly whenever you succeed in touching an opponent.

Background: Abigail was Kinfolk to the Garou, but she never knew it. Her parents died in a car accident at an early age and left her to go from one foster home to another. When she reached the age of nineteen, Abigail had the misfortune to attract the attention of an Odyssey research team when volunteering for college experiments to pay her tuition. Odyssey has remade Abigail and explained to her that the Garou are vile creatures that desire the death of all humans. Everything that she has seen to date, including the dismemberment of her original First Team, has convinced her that Odyssey is correct.

Her original team was First Team Number 22.

Lance White, "Fatso"

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

Abilities: Alertness 2, Athletics 1, Brawl 4, Intimidation 4, Streetwise 3, Subterfuge 4, Melee 4, Survival 3, Enigmas 2,

Investigation 4, Law 3, Linguistics 2, Medicine 3, Occult 1, Politics 2

Backgrounds: Contacts 2, Resources 2, Allies 2

Powers: Mega-Strength, Hide of the Wyrn, Mouth of the Wyrn, Stomach Pumper

Rage 0, Gnosis 0, Willpower 5

Weapons: Silver Axe

Image: Fatso lives up to his name and then some. He weighs just under 800 pounds and is buried in greasy, seeping flesh. Lance's hair has fallen out and left open sores. His skin has taken on a decidedly reddish tone with large purple streaks from the stretch marks on his skin. Fatso's breath makes sewers smell sweet in comparison.

Roleplaying Notes: Chuckle to yourself a lot, and swing at your opponents with all of your might. If you succeed in killing an opponent, dig in and chow down! Them Garou make mighty good eatin'!

Background: Lance has always been heavy was always on one diet plan or another. Then one day he found out about Iliad and what he thought was a weight reduction program. Oops!

His original team was First Team Number 36. Except for Eel, the rest of the team was destroyed in a Garou engagement.

Charles Grammercy, "Eel"

Attributes: Strength 5, Dexterity 4, Stamina 5, Charisma 0, Manipulation 1, Appearance 0, Perception 4, Intelligence 3, Wits 5

Abilities: Alertness 5, Athletics 4, Brawl 5, Dodge 4, Streetwise 4, Subterfuge 2, Drive 3, Firearms 3, Melee 4, Performance 3, Repair 1, Stealth 5, Survival 3, Enigmas 2, Investigation 4, Law 1, Linguistics 2, Medicine 2, Occult 5, Politics 2

Backgrounds: Allies 2

Powers: Extra Limbs, Body-barbs, Umbral Passage, Claws and Fangs, Hide of the Wyrn

Rage 5, Gnosis 0, Willpower 9

Weapons: Why bother?

Image: Eel is extremely gaunt in appearance with sleek black skin. His body is entirely hairless and his face rather resembles that of an eel. Virtually every joint in his body has spurs of bone erupting from the flesh. Most of these spurs leave a crust of blue scabrous material where they have erupted. The spurs are something new to Eel. He has yet to decide whether he likes them.

Roleplaying Notes: You practically purr when you talk, and you like the way you look. You are extremely grateful to Pentex and will gladly do anything for them.

Background: When the doctors told Charles Grammercy he had only a few months to live he took it very poorly. Who wouldn't? When the Iliad Project offered a slim chance of recovery, a chance to beat the thrice-damned AIDS virus that was destroying his body, Charles jumped at the chance. The chemical stew he was injected with was incredible. His entire

body felt revitalized. It was less than a week later that more serious changes started to occur. Charles is very grateful for the second chance at life... even if the life is destined to be very different from the one he once knew. Charles is willing to do anything at all for Pentex. They saved him from his worst nightmare: a slow agonizing death. Charles was always the type of man who preferred the idea of "going out in a blaze of glory."

His original team, along with Fatso, was First Team Number 36.

Meeks

Race: Chimera

Attributes: Strength 5, Dexterity 4, Stamina 5, Charisma 3, Manipulation 4, Appearance 5, Perception 6, Intelligence 3, Wits 3

Abilities: Alertness 3, Athletics 2, Brawl 3, Dodge 4, Empathy 5, Expression 5, Intimidation 5, Primal-Urge 3, Streetwise 5, Subterfuge 4, Animal Ken 5, Leadership 1, Performance 4, Stealth 5, Survival 4, Enigmas 4, Investigation 3, Linguistics 1, Medicine 2, Occult 5

Backgrounds: none

Powers: Shapeshifting, Extra Limbs (adds six dice to multiple attacks only), Claws and Fangs

Rage 0, Gnosis 2, Willpower 7

Weapons: Two large klaives.

Image: Meeks has chosen to be female and normally shows itself as an attractive woman with long blond hair and blue eyes.

Roleplaying Notes: Pick a target carefully, find the one that looks most injured amongst your enemies and shape yourself to the exact image. Apologize profusely for what you are about to do, for it hurts you to kill Garou; they have always been friendly to you in the past. This job bothers you, for you have always liked Garou, but the only way to get your mate back is to assist in the Pentex battle for the Amazon. If you ever find Robert Allred on the street, he is a dead man.

Under no circumstances will you harm a follower of the Chimera! Meeks will attempt, using facial expressions, to explain that she wishes no harm. If the tides have turned against the Garou, she will beg the Garou she attacks to play "possum"

Background: Meeks does not like Pentex. She simply has no choice in what she is doing. If a Garou were to offer assistance, she would switch sides immediately, as she has come to think of the Garou as honorable. There is no honor in Pentex, only pain. Meeks believes her mate is held by Robert Allred and feels she has no choice but to assist Pentex in their schemes. In truth, it is Elliot Meiche who held her poor mate Tobora, but he has long since destroyed him in an attempt to gain information about the Chimera race.

Arthur Barrister

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

Abilities: Alertness 2, Athletics 2, Brawl 3, Dodge 4, Intimidation 4, Streetwise 2, Subterfuge 3, Animal Ken 1, Drive 3, Firearms 3, Melee 5, Leadership 4, Performance 1, Repair 4, Stealth 4, Survival 1, Enigmas 3, Investigation 3, Law 2, Linguistics 3, Medicine 2, Politics 4, Science 3

Backgrounds: Allies 4

Powers: Eyes of the Wyrms, Webbing, Roar of the Wyrms, Immunity to Delirium, Lashing Tail

Rage 0, Gnosis 0, Willpower 4

Weapons: .45 Colt automatic

Image: His slimy skin is covered with pus-filled blisters. Of the four Team members, Arthur Barrister looks the most like a creature of the Wyrms. He has no legs and his long tail slithers across the ground. His eyes are always wide open and his mouth is filled with cilia instead of teeth.

Roleplaying Notes: Kill, Kill, Kill!

Background: Arthur Barrister was born the illegitimate son of Robert Allred, who didn't like the idea of illegitimate children or lawsuits very much. Allred had both the newborn and his mother captured by a First Team and personally delivered to Iliad. Poor Arthur has been in the hands of Pentex for the last fifteen years. Only Samuel Haight and the other *fomori* have ever shown him kindness without squirming at the thought.

He was a member of First Team Number 55, destroyed during a Garou assault.

Scene Four: Day Three (Hardships Untold And Dangers Unnumbered)

Thought it was a nightmare

Lord, it was so true

Here come the don't know walkin' slow

Devil's on the loose

Better run through the jungle...

— Credence Clearwater Revival, "Run Through The Jungle"

The first light of the morning is virtually non-existent. The storm clouds have darkened. The only hint of sunrise is a pale circle of light trying in vain to break through the clouds. The rains are now so severe that the leaves of the trees are bent down by the crushing weight of the falling water.

In the far distance, the Garou can hear a roaring rushing sound. A small creek has now become a raging river. Even the water-soaked trees are only dark silhouettes in the furious torrent of rain. Occasionally, the entire sky is briefly lit by blasts of lightning that stretch from horizon to horizon.



The map that the pack carries is wet, but readable. The path the pack has followed this far is gone. The only option is to trudge on. Gaia is maddened with pain and, in the deep untouched jungles, Gaia's pain is a very real danger. After only a few hundred yards, the pack will notice that the sound of the river is coming closer. The river will be visible soon.

The flood waters have lifted the river well beyond the banks normally here; trees have become submerged in the raging waters, and rapidly dying Glade Spirits can be seen in the depths of the trees that are lifted and hurled aside by the foam crested waters.

Any Garou brave or foolish enough to attempt swimming across the river must make no less than five successes on a Strength + Athletics roll (difficulty 7) for every 10 feet he crosses. The river is 50 feet across at its narrowest. A failure will have the Garou dragged by the waters for at least a mile, and a botch will result in the unfortunate Garou being struck by high speed debris and knocked senseless for two turns. Should the Garou have more than two consecutive botches, she will be knocked unconscious by the repeated impacts.

If there is no rope, the Garou may feel that there is no choice but to force a tree down and use it as a bridge. The trees are certainly tall enough here, but the feat of crossing the tree without falling into the river below will require a Dexterity + Athletics roll (difficulty 7). Well equipped Garou may also attempt to attach ropes to the trees to use as anchors. If the Garou are this sensible, then their difficulty is reduced to 5. If a character falls, refer to the *Werewolf* rulebook (page 196) for rules on drowning.

The pack will likely be substantially delayed by the unexpected river. Beyond the river itself, the ground starts to slowly climb upwards. The ground is not steep, but five accumulated successes on an extended Dexterity + Athletics roll (difficulty 7) is required to successfully climb up the water slicked hills. A failure will result in a slip and tumble to the foot of the hills, causing another delay in reaching El Dorado. A botch will send the character rolling and tumbling all the way down to the river where the unfortunate Garou must again climb from the waters and trek up the hill. The pack should be reminded that somewhere ahead of them, Samuel Haight and his First Team are also struggling to get to El Dorado.

Beyond the hills, there is a sheer cliff face, dropping down into a deep valley. It is here that El Dorado once existed in the physical world. The face of the cliff has many minute cracks and crevices. A good climber should have little difficulty in getting down the cliff on a clear sunny day. Today is anything but sunny. Between the winds in excess of 30 miles an hour and the torrential rainfall, the slick stone wall might as well be oiled glass.

The cliff's face is extremely steep and drops for over 200 feet. Climbing down will require a cumulative total of 20 successes on a Dexterity + Athletics roll at a difficulty of 8. For each success, the character has successfully lowered 10 feet. A botch at any time means that the character has slipped and fallen. Roll one die of damage for every 10 feet that the character falls. This is normal damage and may be soaked. Again, characters

who have brought a substantial length of rope with them should be just fine; the difficulty for descending is then reduced to 5.

The valley spans across a substantial area and looks rather like a crater from above. The forest is closely packed in the valley. In the distance, towards the center of the valley, a column of stone is visible. From the valley's floor the stone is no longer visible, blocked from view by the trees of the forest. According to the map, this stone is the pack's destination.

After descending (or falling) into the valley, the pack has one more obstacle, a Bastet of the Balam tribe. Ballengash is not used to Garou, save for the occasional Black Fury passing through his territory very politely. He will be extremely displeased by any Garou bearing a bad attitude. Ballengash holds the entire valley as his Den-Realm and has done so for the last 15 years.

Should the pack contain any members of the Black Fury tribe or show Ballengash their Black Fury fetish, he will let them pass through his territory. Should the pack be offensive in any way, especially if they are contemptuous, Ballengash will make their lives a living hell. Samuel Haight has managed to slip past the Balam while he was busy in his Den-Realm. Ballengash knows that someone passed through earlier, but does not know who it was.

Garou attempting to pass into the Umbra will find a substantial barrier in their way (Gauntlet 7). Again, the Garou should be civil or they will find themselves harried by Ballengash. Social skills will be far more useful than combat abilities. If the pack is civil, Ballengash will lead them directly to El Dorado's Realm. If the pack is offensive, Ballengash will step into his Den-Realm and skip about the characters, making sudden sneak attacks while drawing them slowly away from their target (roll Ballengash's Manipulation + Enigmas versus the Wits + Enigmas of the characters to succeed in misleading the pack).

If Ballengash decides to lead the pack away from the Dorado Realm's entrance, he will attempt to get them hopelessly lost. If he succeeds, he will then leave them alone, keeping a watchful eye. If he fails, he will start using guerrilla warfare tactics and his superior knowledge of the area. As the Den-Realm is directly linked to the Dorado Realm, Ballengash also has easy access to a large supply of silver and, if blatantly attacked, he will retaliate with silver tipped spears.

Ballengash is extremely defensive about his territory and will fight to the death against a pack that causes him grief. If the pack actually takes the time to simply discuss their problem with Ballengash, he will aid them in any way possible. Ballengash considers El Dorado to be his friend and will gladly fight to protect the mage.

Ballengash

Tribe: Balam

Age: 32

Attributes: Strength 4, Dexterity 5, Stamina 4, Charisma 3, Manipulation 5, Appearance 4, Perception 3, Intelligence 3, Wits 4

Abilities: Alertness 4, Athletics 4, Brawl 3, Dodge 3, Empathy 3, Expression 4, Intimidation 5, Primal-Urge 4, Subterfuge 1, Animal Ken 3, Melee 3, Leadership 2, Performance 4, Stealth 5, Survival 5, Enigmas 4, Investigation 2, Medicine 3, Occult 5, Rituals 3

Backgrounds: Den-Realm 3, Resources 5 (El Dorado's gold, which he constantly "borrows").

Gifts: Beastmind, Trackless Waste, Catfeet, Razor Claws, Blur of the Milky Eye, Lick Wounds, Eyes of the Cat, Sense of the Prey, Taking the Forgotten, Shriek, Walking Between Worlds

Rank: 4

Rage 6, Gnosis 9, Willpower 7

Rites: Taghairm Rite, Rite of Claiming, Rite of Binding, Rite of the Fetish, The Badger's Burrow

Fetishes: Bastet Klaive, Sanctuary Chimes

Image: In Homid form, Ballengash is dark skinned with long straight black hair and greenish-gold eyes. He dresses in a traditional style, with a ceremonial kilt and a long feather decorated cloak. The clothes have been chosen just in case anyone important will visit. While he would never admit it, he thinks of the Garou as important visitors to his area. He wears an ornate headdress made of cloth, woven with gold and adorned with feathers. In the center of the headdress is a gold jaguar's head.

In Crinos form, Ballengash is just over eight feet tall with light brown fur. The sun has bleached his fur in some places.

Roleplaying Notes: You will wait to be formally addressed by the Garou. This is only proper. They are entering your territory and should request permission. You will not speak unless spoken to, and you love to stare at the Garou intently. You like it when the Garou are nervous. Always smile before answering questions and always snarl when insulted.

Background: Ballengash has always lived in this valley. He has left only once, and even then, he returned as quickly as he could. He knows the precise location of El Dorado and has been to the Dorado Realm on numerous occasions. The Black Furies respect him and could not care less about the gold he pilfers from time to time. The gold is everywhere in the Dorado Realm and is effectively useless to the Furies.

Scene Five: Lost Or Won, The Race Is Done

With or without the assistance of Ballengash, the pack finally reaches entrance to the Dorado Realm. The Dorado Realm is well hidden and would normally require years to find. This is because the passage to the Realm is hidden fifteen feet off the floor of the valley on the side of the stone column. It appears as a hole in the stone.

The column is only 40 feet tall. The vast majority of the stone is entwined in vines, making it seem like any of the other countless trees unless a Perception + Alertness roll is made against a difficulty of 6. The entrance to El Dorado's Realm is only open at night. It can only be reached by climbing the side of the column facing Luna. Even on nights where there is no moon, the passage is there, just harder to find.

The Dorado Realm

The entrance to the Realm opens a mere foot and a half into the stone column. The Dorado Realm is extremely large—several times larger than the entire area of the valley. It is nighttime in the Dorado Realm as well, but there are no storm clouds. The air is sweet with the distant smell of cinnamon. The air is drier and cooler by at least 15 degrees. The pack will

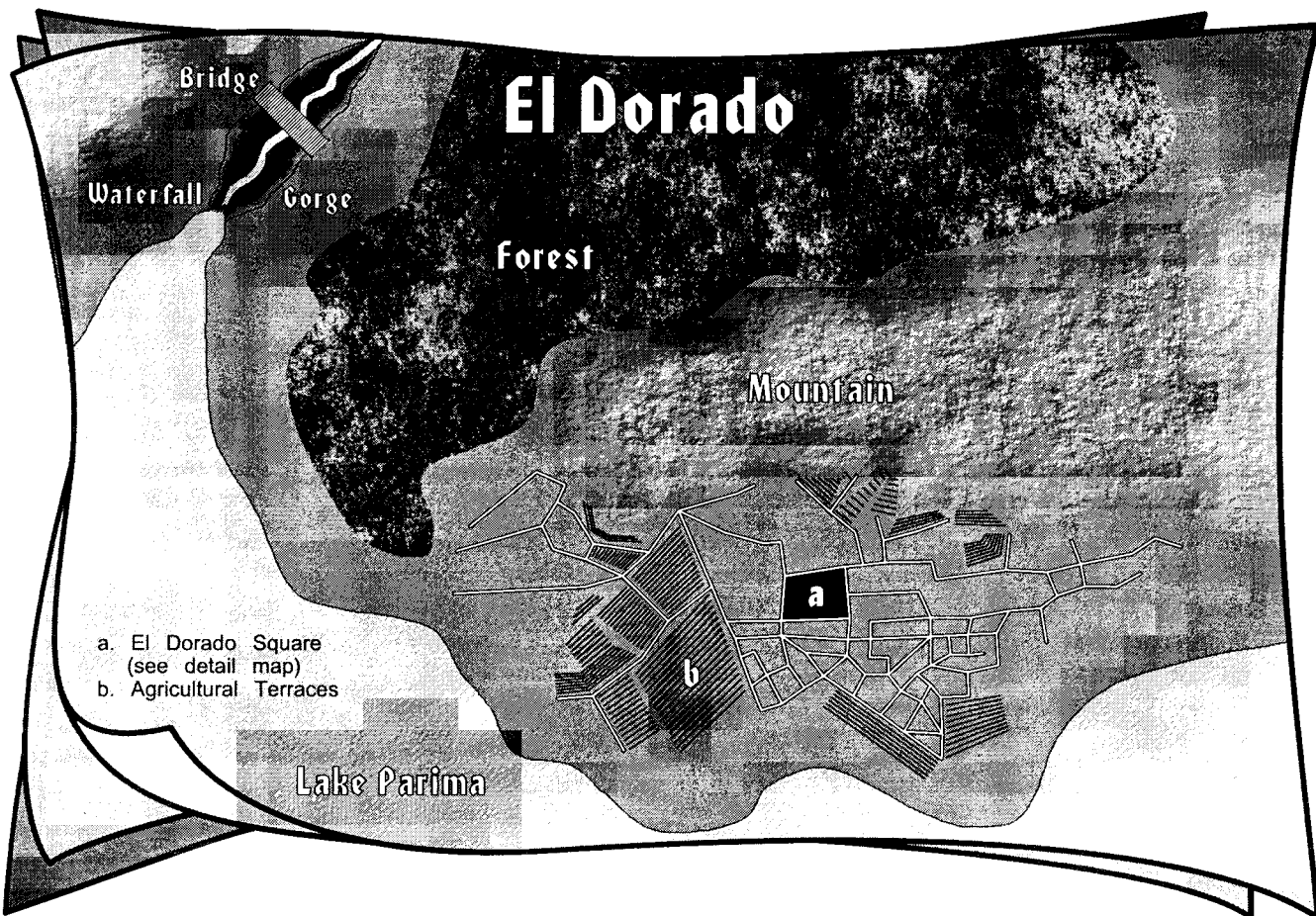
find themselves standing on a shelf of stone. A hundred yards from the entrance is a great, gaping chasm that reaches a long way towards the horizon on both sides.

Far to the left (the north), there is a primordial jungle with trees that are almost impossibly tall. It is from this direction that the wind carries the scent of cinnamon. Still a good distance away to the right (the south), but closer than the jungle, there is an immense lake. There is apparently no end to this lake. It goes on forever, as if the pack were staring at the ocean. Directly across the chasm is El Dorado, a good quarter mile or more away. It is a clear night, and the city is bathed in moonlight.

Next to this picture of idyllic paradise is one of horror. Two dead Garou corpses lie nearby in pools of their own blood. Their skins have been removed. The victims are Black Furies from the El Dorado Sept of Gold.

If the characters have met Haight before (*Valkenburg Foundation*), and still haven't recognized his scent or actions, they will definitely recognize who they are up against now. If the team has never met with Haight previously, then they should be allowed a Intelligence + Occult roll at a difficulty of 8 to recognize the trademark work of the Skinner. It is safe to assume that even if the pack has never met with Samuel Haight before, they would have a substantial chance of having heard of the fiend's actions.

All members of the pack gain an automatic point of Rage. This is a heinous crime. Any Black Fury will gain an automatic



- a. El Dorado Square
(see detail map)
- b. Agricultural Terraces

three Rage points. In the far distance, well beyond the gaping chasm, sounds of gunfire and howls of pain can be heard.

The pack must now find a way across the chasm. On the near side, a bridge can be seen hanging downwards, cut at the far end by Haight after crossing. The pack can either run the mile and a half to the deep forest, or run to the edge of Lake Parima, half a mile away, swimming a good mile or so until they can reach solid land. Either way, they will be substantially delayed.

The Chasm

The chasm before Dorado is immense, easily a thousand or more yards across. The chasm has grown steadily over the centuries, the only sign of instability in the Dorado Realm. The shifting into the Umbra of so large a mass caused minor flaws in the land transported. The chasm exists as a result of these flaws and a bridge has existed almost since the time of the original shifting.

The chasm is quite literally bottomless. Any foolish enough to attempt scaling down one side will enter a different section of the Umbra. There is no way to return from a fall into the chasm. There is only one entrance into the Dorado Realm. A character who falls or climbs down into the chasm would have to physically walk back to the main entrance of the Dorado Realm, a trek that would take months.

The Chasm has grown so large now that a waterfall on the same scale as Niagara Falls now exists where Lake Parima pours into the Chasm. Being in the Umbra, Parima is constantly renewed and in no danger of ever draining. There has never been a need to halt the water's descent.

Swimming Lake Parima

Should the pack attempt to swim Lake Parima in an attempt to get to the actual city of Dorado, they may have a few nasty surprises on their hands. A powerful undertow pulls towards the chasm. If the pack attempts to simply dive in and start swimming, they will find that the undertow is easily as strong as the river they encountered before (extended action of four rolls: Strength + Athletics or Swimming, difficulty 7; 15 successes to clear the shortest distance between the two shores). A botch means the difficulty increases to 9 as the character is pulled into a even stronger section of the undertow. A second botch means increasing the difficulty to 10, while a third botch means that the character has gone over the edge of the chasm. Three successes on a subsequent Strength + Athletics roll, difficulty 8, will allow the character to catch herself on the edge of the chasm and climb back up. She would then have to start all over again.

If the pack tries "dog-paddling" at the surface of the lake, the difficulty is only a 5 (for those in Lupus form, it is a 4). If the pack once again uses a life saving rope by tying themselves into a chain, they can make the trek across with no serious risk. The minimum time to run the required half mile and swim the necessary distance is 30 minutes.



The Forest of El Dorado

The forest of El Dorado is not just a jungle, it is a jungle in the Umbra. Long ago, when this section of the jungle was simply a part of Earth, the oddities that still reside here were known to all. The Technomancers who mapped El Dorado and his city out of existence also mapped the denizens of these woods out of existence as well. There is only one place left for these creatures- the Realm of El Dorado.

Should the Garou ask for help from the oddities, they will receive assistance. Should they ignore them, the oddities will return the favor. Should the pack foolishly decide to attack, this will also be returned in kind.

Other creatures can be seen in the jungles. Reptilian beasts scurry away when anything approaches. Boars as large as economy cars lumber in the distance. Strange monkeys with snakelike fangs watch from the trees. All of them will keep their distance from the Garou.

The trip through the jungle is relatively harmless and will take 30 to 40 minutes without assistance. The Ewaipanoma know short cuts to the city and could get them there in ten minutes.

Ewaipanoma - The Headless Men

The Ewaipanoma are "Headless Men," an unusual tribe of beings that has long been extinct in the material world, wiped out by the Wyrms-corrupted Europeans. These Europeans called them "Acephali," naming them from their own ancient legends. They feared them as cannibals and savages. While it is true that they are primarily meat eaters, they are hardly cannibals. They are only savage in their fighting techniques. Few Ewaipanoma remain in El Dorado and, in truth, are hardly "headless." Their faces are simply located in the center of their chests.

Living strictly in these woods, having little contact with humans or Garou, the Ewaipanoma are almost painfully shy. This does not, however, stop them from hunting down the gigantic boars that roam the woods, and it certainly does not stop them from protecting themselves.

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

Abilities: Alertness 2, Athletics 4, Brawl 5, Dodge 4, Empathy 4, Expression 2, Intimidation 5, Animal Ken 4, Melee 5, Stealth 3, Survival 5, Enigmas 2, Linguistics 3, Occult 2

Backgrounds: Allies 5 (El Dorado)

Powers: The Ewaipanoma may be considered to have the equivalent of Rage only for the purpose of gaining extra actions. They do not frenzy.

Rage 3, Gnosis 1, Willpower 5

Weapons: The headless men have no natural weaponry, but they carry long spears with silver tips.

Image: The Ewaipanoma are heavily muscled and gargantuan, standing just over 12 feet tall. The Ewaipanoma's thick

skin is dark brown and textured like bark. While the headless men are not in any way Wyrms-corrupted, it is always possible that, spotted one at a time, the pack may think that they are fomori. If attacked, the Ewaipanoma will call for assistance from its people and fight to the death. The headless men give and ask no quarter.

Roleplaying Notes: Never turn your back on the enemy and never surrender. If you are treated civil, you will welcome anyone you meet as a friend. Long association with the Black Furies has left you with the ability to understand and even speak with the Garou. El Dorado is your friend and protector, and you would die for him.

Scene Six: The Fall of El Dorado

She cried to the southern winds

About a love that was sure to end

Every dream in her heart was gone

Heading for a showdown...

— Electric Light Orchestra, "Showdown"

At first glimpse, the city of El Dorado is a miraculous sight. Buildings of marble and gold stand proudly against the night sky and torches light streets that are quite literally lined with gold. The amount of gold in the city of El Dorado could easily destroy the market price of gold irrevocably. Tons upon tons of gold can be seen here.

Upon closer inspection, the pack can see where large portions of the city have now fallen into disrepair. Buildings have been deserted for years and are slowly being reclaimed by the forest. At one time, the area where the pack meets with the Ewaipanoma was the edge of the city. Now, unless they have the help of the Headless Men, the area looks like nothing more than steep, inaccessible hills. In truth, there is a short-cut, but the chances of the pack locating the path are extremely slim (Perception + Alertness roll, difficulty 10 with a minimum of three successes required).

Unless the pack was successful in beating Samuel Haight to El Dorado, they will come across devastation on a level that is physically repellent. Coming into the actual city, they will find the bodies of 30 or so Native Amazonian Kinfolk, all mercifully shot down or simply torn apart by the First Team. Scattered among the remains of the Kinfolk, three Garou corpses can be found. Each Black Fury corpse has been meticulously skinned.

For once, though, things look a little advantageous to the pack. There are three First Team members out here as well, all quite dead. There is no sign of anyone else. If the Ewaipanoma or Ballengash have joined the pack, they can point the way to where El Dorado lies sleeping. Otherwise, the Garou will have to try locating the mage inside the remains of the city.

Even without help, though, the pack should have little difficulty in locating El Dorado: the sounds of battle lead deeper into the city proper, as do the signs of devastation.



Halfway to El Dorado's resting place, two Black Furies are fighting savagely against members of Haight's First Team. The Black Furies have already been injured. These First Teamers have a surprising amount of silver ammunition, much more than is typical for the Pentex troops. A great deal of that ammunition has already been spent.

Four First Team members are hiding nearby. They are the remains of First Team Number 69. Consider all members of the First Team to be down two Health Levels; the Black Furies are down four levels each. If the pack does not assist the Black Furies, they will be dead soon. This has been a bloody battle, and the Black Furies have definitely lived up to their tribal name.

The Black Fury Amazons: Klymtra and Alestro

Breed: Homid

Auspice: Galliard and Ahroun

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

Abilities: Alertness 3, Athletics 4, Archery 5, Brawl 4, Dodge 4, Empathy 3, Expression 3, Intimidation 4, Primal-Urge 4, Animal Ken 3, Etiquette 1, Melee 5 (spears), Leadership 2, Stealth 2, Survival 4, Enigmas 3, Linguistics 1, Medicine 4, Occult 4, Rituals 3

Weapons: Bow and Arrows (silver), silver tipped spears

Backgrounds: Past Life 3, Pure Breed 2, Resources 5

Gifts: Klymtra: Smell of Man, Beast Speech, Heightened Senses, Distractions, Sense of the Prey, Visceral Agony; Alestro: Persuasion, Razor Claws, Sense Wyrn, Sense Silver, Staredown, Coup de Grace

Rank: 3

Rage 6, Gnosis 8, Willpower 8

Image: The Black Furies of the Dorado Realm are as traditional as any to be found. Even in Homid form they wear very little clothing. They are almost entirely South American in appearance, a result of breeding with the natives of the Amazon.

Roleplaying Notes: Under normal circumstances, these are not very outgoing Garou. Under the present circumstances, they are grateful to any who are of assistance and busy tearing apart anything that gets in their way.

Background: The Black Furies of the Sept of Gold have been living in the Dorado Realm for centuries, leaving only when low on good breeding stock to mate with. If the natives of the closest villages could be convinced to talk, they would tell stories of the demons that came in the night and stole their men or simply forced themselves on them before leaving. The Kinfolk in El Dorado are almost entirely the victims of pillaging in local villages and are — or were — quite content with their lives. They have been treated very well, although they are still second-class citizens. These Furies are the basis for the



legendary Amazon warriors of lore, and their ancestors were responsible for the deaths of many of the Conquistadors of old.

When the time came for El Dorado to rest and learn the ways of Gaia, the Black Furies of the Amazon vowed to protect him in return for the assistance he had given countless times in the past. This is a vow they have always kept.

If the characters aid the Furies and survive, they will plead with the pack to rush to the inner square to save El Dorado before it is too late.

First Team Number 69

Anthony Blakemoor

Attributes: Strength 6, Dexterity 4, Stamina 3, Charisma 1, Manipulation 1, Appearance 0, Perception 3, Intelligence 4, Wits 3

Abilities: Alertness 2, Athletics 1, Brawl 4, Dodge 3, Intimidation 4, Streetwise 4, Subterfuge 4, Drive 3, Firearms 4, Melee 4, Leadership 3, Stealth 4, Survival 3, Investigation 2, Medicine 3, Science 3

Backgrounds: Allies 3, Contacts 3, Resources 3

Powers: Infectious Touch, Eyes of the Wyrn, Immunity to Delirium

Rage 0, Gnosis 0, Willpower 7

Weapons: .45 Colt automatic (2 clips silver bullets, 2 regular clips), two silver knives.

Image: Anthony is covered with blisters. Upon contact, the rapidly growing blisters crack and spill infection upon any who come in touch with them. His face is so blistered that only one eye opens properly.

Roleplaying Notes: You are a non-stop flurry of foul language. Insult the heritage of everyone you fight.

Background: Some people have all the luck; you've had none of it. If you'd thought a little blackmail on the side would cause you this much trouble, you'd just have given Elliot Meiche back his collection of private video tapes instead of trying to sell them.

Terry Williamson

Attributes: Strength 8, Dexterity 4, Stamina 6, Charisma 0, Manipulation 0 Appearance 0, Perception 4, Intelligence 1, Wits 5

Abilities: Alertness 2, Athletics 1, Brawl 5, Dodge 3, Intimidation 4

Backgrounds: Contacts 3

Powers: Mega-Strength, Exoskeleton, Body-barbs

Rage 0, Gnosis 0, Willpower 7

Weapons: None

Image: Terry is completely covered by a thick bony hide covered with spikes.

Roleplaying Notes: Most of Terry's mind was destroyed a long time ago, but she still knows how to fight, so she is still useful. Smile broadly, drool and take your best shot at anything your teammate tells you to destroy.

Background: When your father was dismissed from Pentex, you made it a strong point to go after the bastard that cost daddy his job. You should have never slapped Danforth Stern in the face, and you certainly should have made certain his bodyguard fomori weren't present. If you could remember any of this, you'd probably still be pissed off about the whole thing.

Danny Vanderhooten

Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 0, Manipulation 0, Appearance 0, Perception 3, Intelligence 3, Wits 4

Abilities: Alertness 3, Athletics 2, Brawl 4, Dodge 3, Melee 4, Stealth 5, Survival 3, Medicine 2, Occult 1, Politics 3, Web-Making 4

Backgrounds: Allies 3

Powers: Tail, Claws and Fangs, Webbing, Berserker Rage 5, Gnosis 0, Willpower 4

Weapons: Silver studded club.

Image: Danny's body has changed to the point where he rather resembles a large black scorpion standing on its hind legs. His skin looks deceptively hard and is only as tough as normal flesh.

Roleplaying Notes: You have the annoying tendency of trying to sing victoriously in battle. Sadly, your vocal cords no longer function properly, so all anyone hears is a series of grunts.

Background: Hey, all Danny was trying to do was get a medication that would finally cure his terminal case of acne, okay? It's not his fault! Just ask him, he'll do his best to tell you.

Dwayne Billingsley

Attributes: Strength 5, Dexterity 4, Stamina 3, Charisma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 2, Athletics 2, Brawl 3, Dodge 4, Intimidation 4, Streetwise 2, Subterfuge 3, Animal Ken 3, Drive 3, Firearms 3, Melee 5, Leadership 4, Performance 1, Repair 4, Stealth 4, Survival 1, Enigmas 3, Investigation 3, Law 2, Linguistics 3, Medicine 2, Politics 4, Science 3

Backgrounds: Allies 3

Powers: Fangs and Claws, Roar of the Wyrn, Immunity to Delirium, Extra Limbs

Rage 0, Gnosis 0, Willpower 4

Weapons: 45 Colt automatic (1 clip silver, 2 clips regular), Rocket Launcher (now empty).

Image: Dwayne has dark gray skin and seven extra limbs that resemble crab arms growing from his elbows. His face has

twelve tiny orbs in a perfect circle growing over the cavern he calls his mouth.

Roleplaying Notes: Grab 'em, bite 'em, eat 'em.

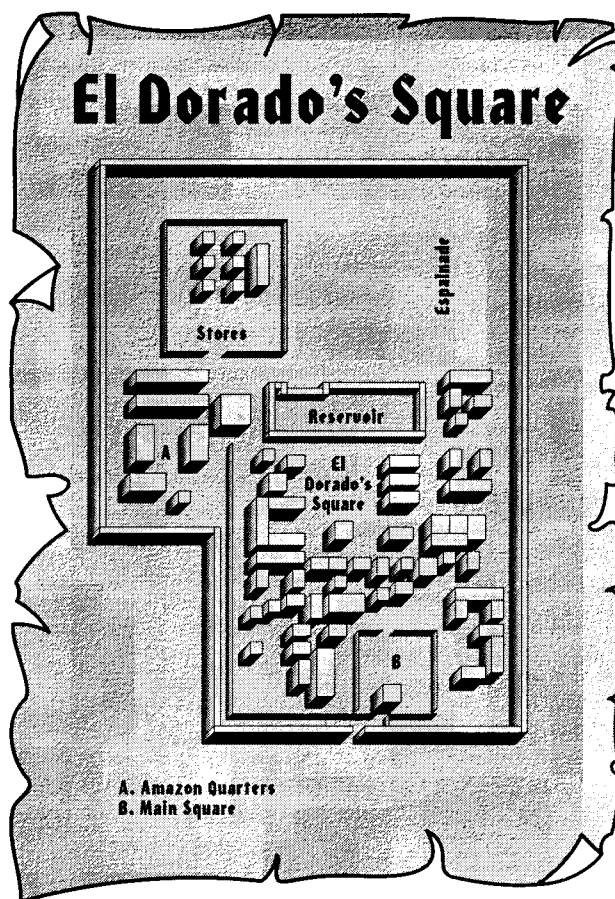
Background: Dwayne learned a important lesson too late in his life: never volunteer to be a guinea pig in place of a lifetime spent in prison. Dwayne is brought to you courtesy of the fine people at the Iliad Project.

At The Gates

The pack will likely be kept occupied for some time while helping the Black Furies, but when the fighting is done, there will be little time for anything beyond a nod of thanks. There is still Samuel Haight to deal with and, once again, Haight has a few tricks up his sleeve.

The run to El Dorado's square is short, only a few hundred yards, but the pack soon discovers that Samuel Haight is not alone. Samuel Haight has a tendency to draw the twisted and lonely to his side, and it seldom takes him long to win their loyalty. Standing outside of El Dorado's square are two vampires, one more fomori, and a Garou. They stand in front of a set of closed doors, and they are ready to do bloody combat to the death. The worst part of this, aside from the combat, is that one of the Leeches might look very familiar if the pack helped in the war against the Leeches in *Under A Blood Red Moon*.

One of the Leeches is Mary Johnson, a 10-year old Kinfolk of the Garou who was Embraced by Sabbat and believed destroyed in Chicago. The other vampire is Mary's first at-



tempt at Embracing another (she's still quite new at it). The fomori makes most of those the pack has faced so far look downright petite. The Garou is a poor soul who has been corrupted by a fomori and is easily mistaken for a Black Spiral Dancer.

All but Owl Eyes, the Garou, will attack the pack immediately. The pack and the Black Furies have a fight on their hands. Mary Johnson will immediately attack any Garou she recognizes from Chicago. She will scream accusations and condemnations at the top of her lungs and start firing. She will give them no chance to apologize or explain why they murdered her family. If she does not recognize a member of the pack, killing the closest Lupine will just have to do.

Mary Johnson

Attributes: Strength 4, Dexterity 5, Stamina 3, Charisma 4, Manipulation 3, Appearance 2, Perception 3, Intelligence 3, Wits 3

Abilities: Alertness 3, Dodge 5, Firearms 2, Stealth 2, Survival 4, Occult 1

Backgrounds: Resources 4, Allies 5

Disciplines: Fortitude 3, Presence 2, Dominate 1, Vicissitude 1 (allows her to make minor alterations in her appearance or mimic the voice of another; full details are in *The Sabbat Players Guide*).

Path of Enlightenment: none

Virtues: Conscience 2, Self Control 3, Courage 5

Willpower 10

Blood Pool: 10/1

Weapons: A serious case of guilt (to be thrown immediately at any Garou she has met in the past), an H&K G3 assault rifle, two full silver clips and a very bad attitude.

Image: Mary is a cute little moppet with curly blond hair, pretty blue eyes and an adorable pout that hides her sizable fangs. Mary is also cut in several places from the damage done to her by the Garou when they believed they had killed her. Most of the serious damage is gone, but the surface wounds are still there. Every day when Mary sleeps she has horrible nightmares about how her Kinfolk came into the house and killed her. They killed her family, too. Each day when she awakens, the wounds are back. Today she has not gotten around to curing them.

Roleplaying Notes: You hate Garou! They came into your house, they assaulted your family and tore them apart just because they were different. You know what Samuel Haight told you was right: they were resentful of your family gaining power, because with the power that you and Sam have, the Garou can no longer consider you as second class citizens. Well, here's your chance to blow the bastards to Kingdom Come. Start firing away, just like Samuel taught you to.

Background: If you have *Under A Blood Red Moon*, you already know about Mary Johnson, but just to be safe, here it goes: Mary was a 10-year old Kinfolk of the Garou when the war for Chicago was fought. She and her family allowed a Garou pack (the player characters) to stay with them and after a few days were attacked by a Sabbat pack and Embraced.



When the Garou came back to the house, they found that the entire family (except for a few missing and dead members) had become Leeches.

The chances are good that the pack killed the Kinfolk on sight, but even if they did not, other Garou certainly would have. In either case, Mary was believed dead when she wasn't. She managed to crawl away as the Garou were starting to dispose of the bodies. Having heard discussions about Pentex, she even managed to make her way to one of the Pentex offices in the weeks that followed.

Finding a young Sabbat vampire who wanted assistance, Robert Allred was all too eager to help. Allred has promised assistance in her training in exchange for Mary's loyalty to Pentex, and Mary has agreed. Having seen her family torn to shreds by Garou, Mary has developed a perverse hatred for all Garou. Then she met Samuel Haight. Haight has told Mary the truth about what he is, and Mary has come to look upon Haight with a sense of awe that borders on religious fervor. Mary will do anything for Samuel Haight, anything at all.

Richard Justice, "Juicer"

Attributes: Strength 4, Dexterity 3, Stamina 3, Charisma 3, Manipulation 2, Appearance 3, Perception 5, Intelligence 3, Wits 4

Abilities: Alertness 3, Athletics 3, Brawl 5, Dodge 5, Intimidation 4, Streetwise 3, Animal Ken 2, Drive 2,

Firearms 4, Melee 4, Leadership 2, Repair 2, Stealth 4, Survival 4, Computer 3, Medicine 2

Backgrounds: Allies 2, Resources 3

Disciplines: Fortitude 1

Weapons: H&K G3 assault rifle with no bullets left.

Path of Enlightenment: none

Conscience 1, Self Control 4, Courage 5

Willpower 6

Blood Pool: 10/1

Image: Richard is still wearing his shredded Pentex uniform. Despite his current lack of wounds, his clothes are still wet with his fresh blood. He has dark curly hair, gray eyes and big fangs in a very hungry looking mouth.

Roleplaying Notes: Until just a few minutes ago, you were dying, torn apart by one of those freaky bears with the big claws. Now you feel just fine- damn good in fact. It was that little girl's blood in your mouth that did it. But man, are you hungry. Maybe if you tackled one of the big guys coming your way you could drink him dry. Yeah, that sounds like a good idea.

Background: Richard got himself torn apart in the fighting just minutes ago. Samuel decided it would be sweet of Mary to give him the Embrace and even made sure that she licked his wounds first. He lost a lot of blood, and right now he's seconds away from a feeding frenzy.

Dominic King

Attributes: Strength 9, Dexterity 4, Stamina 4, Charisma 1, Manipulation 2, Appearance 0, Perception 4, Intelligence 3, Wits 3

Abilities: Alertness 4, Athletics 3, Brawl 5, Dodge 5, Intimidation 5, Primal-Urge 1, Subterfuge 4, Leadership 3, Survival 5, Science 3

Backgrounds: Allies 2, Resources 3

Powers: Mindblock and Sense Magic (both function as the Garou Gifts), Hand of the Earth Lord, Body-barbs, Mega-Strength, Infectious Touch, Exoskeleton, Extra Limbs, Eyes of the Wyrn

Rage 0, Gnosis 8, Willpower 9

Image: Dominic looks like a praying mantis seen under the influence of mind altering drugs. He is just under seven feet tall and has a red chitinous hide with six small arms all ending in pincers or giant serrated blades.

Roleplaying Notes: You adore Samuel Haight; you would die for Samuel Haight. Mostly, you will kill and skin Garou for Samuel Haight. After all, if not for him, you wouldn't even be here.

Background: Once upon a time, Dominic King worked for the Nolan Harker Mining and Transportation Company. He knew Samuel very well; they talked often about what they were going to do with their lives. Dominic heard all about the Garou and the plans that Samuel had for them. Samuel even offered to let Dominic in on the plans once he had enough skins, but fate took the opportunity away from him. When the two of them were inspecting one of the company's mines, fate opted

instead to have Dominic fall into a shaft that shouldn't have been there.

Samuel Haight risked great personal injury to pull Dominic's broken body from the Wyrn Hole. Then he pulled a few strings to ensure that Project Iliad came up with a way to save Dominic. The metamorphosis hurt, but when he had finally clawed his way out of the cocoon his body had built, he was a glorious killing machine. Samuel even took the whole thing one step further and made sure that Project Odyssey knew of Dominic's unique mental talents. Now Dominic is a fighting machine in more ways than one.

Owl Eyes Bane Snatcher

Breed: Metis

Auspice: Theurge

Tribe: Uktena

Attributes: Strength 5, Dexterity 3, Stamina 4, Charisma 2, Manipulation 3, Appearance 1, Perception 3, Intelligence 4, Wits 5

Abilities: Alertness 3, Athletics 2, Brawl 4, Dodge 3, Empathy 3, Expression 3, Intimidation 3, Primal-Urge 4, Subterfuge 2, Animal Ken 3, Etiquette 2, Firearms 2, Melee 4, Leadership 3, Performance 2, Stealth 4, Survival 2, Enigmas 4, Investigation 3, Law 1, Linguistics 1, Medicine 3, Occult 5, Rituals 3

Backgrounds: Past Life 4, Kinfolk 3, Allies 3, Resources 2

Gifts: Spirit Speech, Sense Magic, Sense Wyrn, Burrow, Curse of Hatred, Sight from Beyond, Spirit of the Fish, Spirit of the Bird

Rank: 3

Renown: Glory 10,000, Wisdom 20,000, Honor 14,000
Rage 8, Gnosis 6, Willpower 4

Rites: Rite of Contrition, Ritual of the Questing Stone, Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Binding, Rite of Becoming, Ritual of Summoning, Rite of the Fetish

Image: Owl Eyes is covered in patchy fur and has one ridiculously short arm. His furless sections of flesh are rapidly being covered over with hard callused scales, and the stench of the Wyrn is oozing from him. His eyes are maddened with the fight to retain control, a fight that he is rapidly losing.

Roleplaying Notes: The damnable voices won't leave you alone! You are Garou, you must honor Gaia, but the voices keep telling you otherwise. You will not attack the Garou, and if they should attack you, you will thank them and bare your throat. You want the suffering to end.

Background: Owl Eyes Bane-Snatcher always suffered for being born a metis. He had hoped that coming down to the Amazon and gaining glory would change that. So far, it has not. When Owl Eyes found the Conquistador's Sword, he knew he was doing well. When he saw Samuel Haight, he knew that there would soon be much renown for the killing of the Skinner. Samuel Haight beat him to the ground and knocked him unconscious.

When he awoke, Haight thanked him for the Conquistador's Sword and left Owl Eye's bound body to the gentle ministrations of Dominic King. That was three weeks ago. The Wyrms has started eating away at the Garou's soul. He could feel the changes occurring in his body, but he has lacked the courage to just kill himself outright. He will gladly let the pack end his suffering. Whether he can still stay his hand in combat is debatable. The Wyrms's corruption has spread through his body. He is barely capable of keeping control and has been using sheer Willpower to keep himself on Gaia's path.

The Chambers

If the pack has allied themselves with Ballengash, the Ewaipanoma or the Chimera, they will likely be in fairly good shape by the end of this battle. If the pack has opted to go it alone, there is a pretty good chance that they are suffering from heavy damages by the time this battle is finished. Either way there is still one final task: Samuel Haight must be stopped from killing El Dorado.

The next obstacle is a set of heavy gold doors. These doors are closed and have been barricaded from the inside. Opening these doors will require a Strength of 15. More than one person is needed to push these doors open. A Willpower roll to force these doors would be at a difficulty of 9.

Once inside the main room of El Dorado's lair, there is much to see. Three Black Furies lay heavily wounded. They have joined hands and are concentrating. These three Furies are older than any of the warriors the pack has seen so far. They are concentrating on summoning Wyld Spirits. All three have been wounded beyond the point of fighting, and trails of blood can be seen where two of them have crawled over to the weakest of the three.

The entire room is covered in gold and precious gems. In the very center of the room is El Dorado himself, struggling for his life against Samuel Haight. El Dorado has just awakened. He is fatigued by his sudden trip back in to his own body and is still disoriented. Confusion and pain can be seen on his face, even through the protective golden dust that covers his body. Haight is taking full advantage of the situation.

As the pack enters the room and finally sees the reason for their quest, Samuel Haight thrusts the Conquistador's Sword deep into El Dorado's heart. The mage and Haight are both briefly covered in a corona of energy. As the energy fades, El Dorado slumps forward. El Dorado is dead.

The energies continue to surround Samuel Haight. He grins triumphantly until the Conquistador's Sword in his massive hands shatters into tiny fragments. His glee quickly switches to shock and then to fury.

At this point, it is very likely that the pack will attempt to attack Samuel Haight, but they will be too late again. Haight is attacked instead by the three Wyld Spirits that have been summoned by the Black Fury elders. Even as the pack advances, three whirling maelstroms erupt around Haight, lifting him into the air and devouring him. Haight can be seen

through the rushing maelstrom of the spirit's bodies, briefly surrounded by strange energies before he is torn apart.

A Perception + Alertness roll, difficulty 10, will allow an observer to see that, in truth, Haight has used his fetish, Shedding the Spirit's Skin, to reform in another part of the Umbra. Do not let the pack members have a roll to see this unless the players state that they are looking closely to see what is happening to Haight. Samuel Haight should not be captured by the pack, nor should he be destroyed by the pack, for he will return again in future stories.

The Wyld Spirits continue whirling through the room in the opposite direction, leaving a path open to see if El Dorado is still alive. He is, but the blow was fatal. He will mumble under his breath, speaking in Incan. Everyone will be able to understand his words inside their minds. "It is over... My reign... I now fly with eagles..." El Dorado dies coughing blood from his ruptured lungs.

Scene Seven: Conductions and Catastrophes

*And now my bitter hands
Shake beneath the clouds
Of what was everything.*

— Pearl Jam, "Black"

As El Dorado dies, so dies the magic that has held the Dorado Realm stable in the Umbra. The realm has long been surrounded by spirits of the Wyld, attracted and held in the area by the Rites of the Black Furies over the centuries. Those spirits now move in, claiming the realm for their own.

The spirits do not assault the realm, but age it out of existence. The city begins to crumble. The strange and beautiful creatures that have existed here for centuries start to shrivel and wither until they are dust in a matter of seconds. The great jungles grow larger and larger, rapidly growing over the tops of buildings and rising through the streets and buildings of El Dorado. The few remaining Kinfolk, hidden in the huts that were their homes, scream in dismay as their world falls apart. The Black Furies will attempt to save the Kinfolk, as will Ballengash if he is present. The pack's help would naturally be highly appreciated.

The Black Furies lead their Kin to the widening chasm. One of the Black Fury elders, although wounded, uses her Wings of Pegasus Gift and flies to the dangling end of the cut rope bridge. She flies it back to the edge, where another elder uses her Reshape Object Gift to mend it. They then quickly file everyone across into Ballengash's Den-Realm. From there, they return to Earth.

As the pack and survivors step out of the Dorado Realm, the waters of Lake Parima can be seen swallowing the lands of El Dorado, taking everything that the mage had preserved into their depths. The once clear skies are filled with multicolored clouds and dancing explosions of lightning. The realm is gone.

Unknown to all but the most perceptive, Samuel Haight was not destroyed in the attack by the Wyld Spirits. He used his fetish to throw himself into the Umbra. There is absolutely no chance that the pack could locate him, even if they tried. Haight could literally be anywhere at all in the Umbra. The Conquistador's Sword has been destroyed, and the knowledge that Haight desired has been destroyed with it. In truth, the sword was never meant to contain the knowledge of one as powerful as El Dorado, but the fetish has granted Samuel Haight rudimentary knowledge in several Spheres of Power. Haight now understands the ways of the mages and the principles involved in using magick. What he will do with this knowledge remains to be seen in his next adventure...

As for El Dorado himself, only the Black Furies know his secret. They will not reveal that he is still alive, living reincarnated in the body of an eagle as he has done for the last few decades. He is living the dreams of Gaia. He is no longer what he was, for he is now part of Gaia's greater reality, living as one with the animal totems. Perhaps he will return one day, but it is unlikely.

Samuel Haight

*I want it all,
I want it all,
I want it all,
And I want it now!*

— Queen, "I Want It All"

Breed: Homid

Tribe: Outcast — he thinks of himself as the first of the Skin-Dancer tribe.

Auspice: Theurge

Attributes: Strength 5, Dexterity 3, Stamina 5, Charisma 5, Manipulation 5, Appearance 2, Perception 4, Intelligence 4, Wits 4

Abilities: Alertness 4, Athletics 4, Brawl 3, Dodge 4, Intimidation 5, Primal-Urge 3, Streetwise 3, Subterfuge 4, Animal Ken 3, Drive 2, Firearms 5, Melee 4, Leadership 5, Stealth 4, Survival 5, Computer 2, Enigmas 4, Investigation 4, Linguistics 3, Occult 5, Politics 4, Rituals 5

Backgrounds: Allies 5, Resources 5

Rage 8, Gnosis 8, Willpower 9

Gifts: Heightened Senses, Razor Claws, Inspiration, Curse of Aeolus, Visceral Agony, Thieving Talons of the Magpie, Bane Protector, Wyrms Hide, Blood Omen.

The first six Gifts were taken from Garou; last three Gifts were from Black Spiral Dancers (see *Book of the Wyrms*). Most Gifts were gained by using the Conquistador's Sword.

Thaumaturgy: Samuel Haight knows several Thaumaturgic paths and rituals, most of which can be found in **Vampire: The Masquerade**: Movement of Mind 3, Lure of Flames 2, Weather Control 2, Spirit Thaumaturgy 1. He also knows the following rites: the Ritual of Sacred Rebirth (see below), Donning the Mask of Shadows, Puissant Shield, and Ward against Lupine (he's still a bit leery of trying that last one, just in case).

Fetishes: Shedding the Spirit Skin (Level 5, Gnosis 7; this bizarre necklace is actually a mummified snake painted with bizarre runes. Samuel took it from a Black Spiral Dancer he killed a while back. It allows the wearer to Reform in the Umbra as if he were a spirit. The area he Reforms in is random and normally linked to an area under the dominion of the Wyrms).

The Conquistador's Sword (Level 6, Gnosis 6; This is a powerful artifact that has only recently come into Samuel Haight's possession. This sword was created centuries ago by the Technomancers as a way of assisting Pedro de Ursua in his attempts to map Amazonia. No one had counted on one of the mage's subordinates, Lope de Aguirre, to start a mutiny. Aguirre was later beheaded by the troops sent by Technomancers, but the Conquistador's Sword was never found until it was located recently by an Uktena Garou, Owl Eyes-Bane Snatcher. Owl Eyes Bane-Snatcher, a metis, was trying to win respect from his fellow troops and, in locating the sword, opened his heart to the Wyrms. Haight has since "liberated" the powerful fetish and learned how it works. Effectively, the Conquistador's Sword will steal the memories of anyone it kills and take any paths of power into itself. The paths of power can then be learned by the bearer of the sword, rather like the Thieving Talons of the Magpie, but on a permanent basis. Haight has now used this powerful fetish against several opponents and has learned several powerful Gifts. He plans to use the Conquistador's Sword against El Dorado to learn the powers of the mage).



Image: Samuel Haight is a middle aged man with hazel eyes and pure white hair. Haight is in excellent physical condition. In all his forms, Haight will maintain a white coat.

Roleplaying Notes: You have learned so much since your rebirth. You have always been a schemer, but you now realize that you were a novice. There is still so much to learn, so many ways you can shape the world to the way you want. You hate all Garou, and you will gladly kill them all. You will spare the Kinfolk, saving them from their hideous lives as Kinfolk.

Never step into a direct confrontation when you are outnumbered; that would be foolish. You have so much to correct, so much to change, and your work has only just begun. If you can kill El Dorado with the Conquistador's Sword, you can control the powers at his command!

Background: Samuel Haight was a Kinfolk of the Garou, but Haight was never satisfied with just being Kinfolk. He wanted all the powers that the Garou possess. Haight's father and his cousins, the Carney Brothers, had known the glory of being Garou, and Samuel Haight resented this. Haight tried many times to gain his father's respect in other ways, but was always something of a disappointment to his father.

Samuel Haight lived a life of near-successes: he almost made it as a professional football star, but his knee was ruined; he almost made it to the top of his class in college, but there were others who studied more; he almost made it into medical school on a full scholarship... but there were always obstacles that Samuel Haight could not quite surpass.

Samuel finally found something that he was truly good at: hunting. Sam hunted big game the world over, stalking and killing every type of dangerous prey that could be imagined. At the same time, Samuel Haight started learning about the world away from other Kinfolk. He uncovered secrets of the other supernatural powers that existed. Samuel's fascination with the occult even led him into battle with a vampire of the Tremere clan, a vampire he assaulted and eventually managed to kill. Samuel drank the vampire's blood when he left, having learned in his travels that the blood of vampires was healing and life-extending. He also took all the vampire's books of magic and, through trial and error, he started teaching himself the dark art of Thaumaturgy.

As Samuel Haight traveled the world, learning more of the Thaumaturgic arts and hunting more and more exotic creatures. He found a ritual that changed his life. The Ritual of Sacred Rebirth, found in the possession of a dark cult in India, taught Samuel that he could take control of all aspects of his life. With the ritual, Samuel Haight could become a Garou himself—if he was willing to pay the price. Samuel Haight had to have the skins of five Garou to change himself. It took years of effort, but Samuel finally achieved his goal only a short time ago using the skins of lunatic Garou from the Valkenburg Foundation.

With these skins of slaughtered Garou, Samuel Haight enacted the ritual to become a werewolf himself. But, in the process, he became a pawn of the Wyrn. Chased by other Garou, Samuel Haight used his powerful fetish, Shedding the Spirit Skin, and escaped into the Umbra. While he had





escaped his pursuers, he could not escape the results of his own pride. Samuel saw that his actions had made a Wyrn-hole of his home and that he himself was horribly corrupt. He could no longer hide the magnitude of his actions from himself.

The shock of seeing the Banes attracted by his actions and the sheer magnitude of how far he had fallen from the ways of the Garou temporarily drove Samuel Haight insane. He used his fetish again and disappeared far into the Umbra. There he found the lair of Ischen, a powerful Wyrn minion. The creature desired a way back to the material plane and felt that Samuel Haight's fetish was a perfect way to ensure its escape. The unintentional intervention of several Sabbat vampires foiled the creature's attempts, allowing Samuel Haight to escape back into the material world. (See the *Sabbat Storyteller's Handbook*.)

Samuel Haight had long worked for Pentex before his "rebirth" and saw no reason not to return to his previous employers upon coming home. He soon attracted the attention of Robert Allred, one of the Pentex Board of Directors. Like Haight, Allred was a Kinfolk of the Garou who grew tired of being considered a second class citizen by some of the more arrogant Garou. He saw a kindred spirit in Samuel Haight and was very impressed by what Haight had managed to achieve. The two men soon became, if not good friends, then comrades-in-arms. Haight has promised to use the Ritual of Sacred Rebirth on Allred, turning him into Garou as well. He needs Garou pelts, and so Allred has sent him to the Amazon with carte blanche, desperate for the promise of power Haight holds.

But Haight is not being hasty in living up to his promise, for he knows that it is the only bargaining tool he holds. He plans to hold it as long as possible.

There are many more among the Kinfolk that loathe the Garou, resenting everything the Garou believe and all that has been denied them by the whim of fate. Allred and Haight have already set plans in motion for creating a tribe of their own: a tribe of "Skin-Dancers" to liberate the Kinfolk and destroy the Garou.

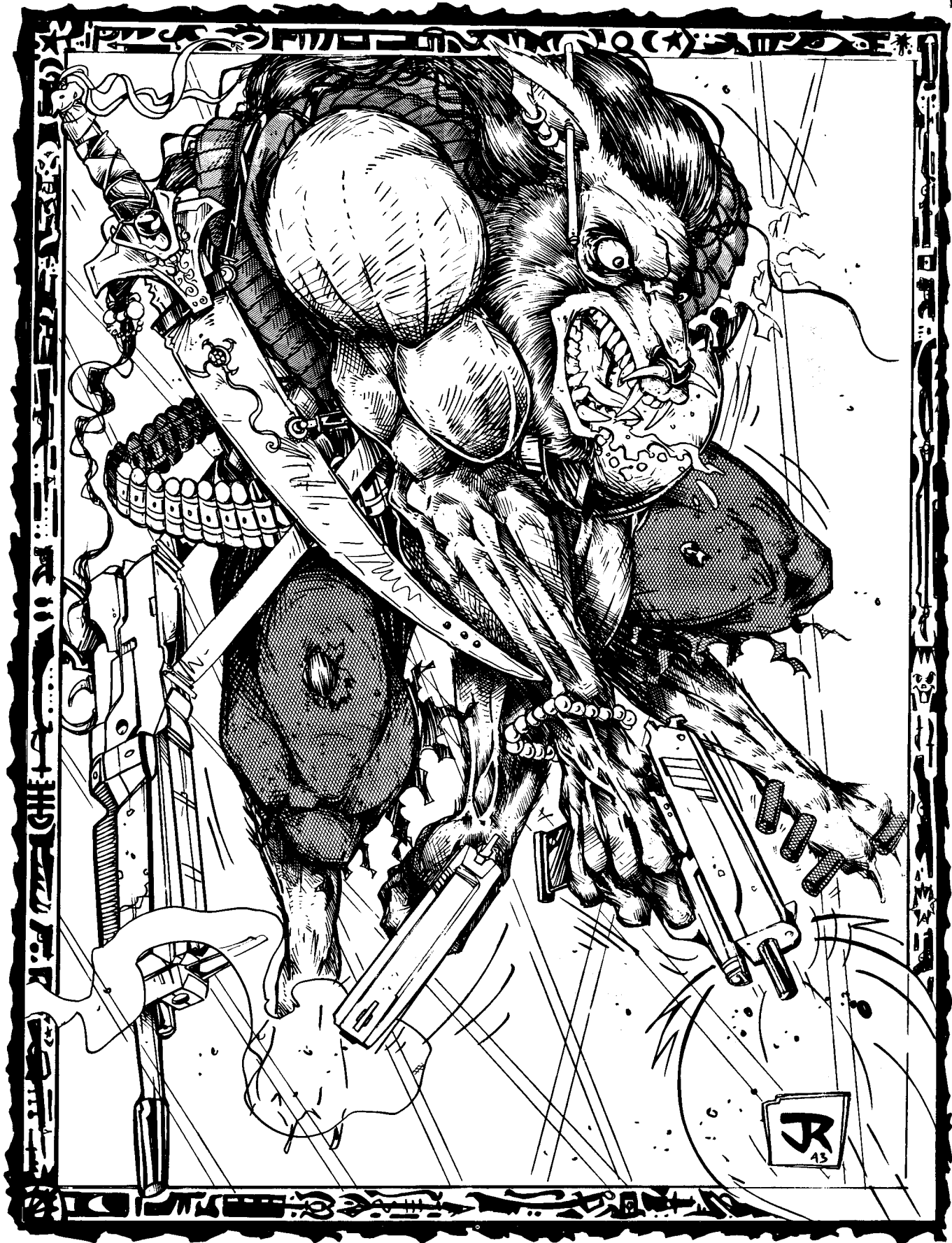
While in the Amazon, Samuel Haight has met with several problems. The local heads of Pentex have grown resentful of the power effectively given to Haight by Allred and the amount of authority this newcomer has been granted. Even more, they resent Haight having access to so much silver; while the rest of the First Teams have to cut through wave after wave of bureaucratic red tape, Haight has been using his connections in the mining operations of Pentex to get all the silver he could possibly need. Haight was the Director of Operations for a division of Pentex, the Nolan-Harker Mining and Transportation Company, for over five years before he used the Ritual of Sacred Rebirth on himself. As a result of his time in a position of some authority, Samuel became good friends with several of the more important people in the mining divisions of Pentex. His connections include Harold & Harold, the company in direct charge of issuing silver ammunition to the troops in the Amazon assault.

The local heads of Pentex have deliberately done all that they could to delay shipments of equipment to Haight and to

insure that the troops he is given are some of the weakest. Many of the stragglers left over from devastated First Teams were essentially handed over to Haight to make his life more complicated. What none of the executives counted on was Haight's powerful charismatic affect on all of the Stragglers and on Mary Johnson. Most of them have come to look at Haight as a sort of messiah, a messenger of the new ways. Mary Johnson, also a Kinfolk before her embrace by vampires, looks at Haight as she would a father, having been orphaned even

before the war for Chicago. Haight has had no hesitation in manipulating those feelings to his own end, constantly taking Mary's blood to restock his dwindling supplies — all the while being careful of the Blood Bond — and supporting Mary in her efforts to learn more about her vampiric powers. Most of the Stragglers would die for Haight, convinced that he would manage to even bring them back from the dead.

While Samuel was locked in Ischen's domain, he learned several new tricks from his host. He has also learned several new Gifts from Robert Allred. He has continued to drink the blood of Leeches, slowing his aging substantially and adding to his own natural strength.



Appendix: Weapons and Equipment

The war in the Amazon is fought on three levels: conventional, tribal and spiritual. The following is a list of statistics for weapons used in the conflict. Storytellers are urged to expand this list as they see fit, although it should be noted that some weapons would not be used often due to their gross destructive power or high visibility. It would not be wise for Pentex to shell a known Garou stronghold with a battery of howitzers — this would bring about unwanted attention for all those involved and would not make for good press.

These are the conventional weapons that are most likely to be in use on both sides of the Amazon conflict. The Storyteller may use any of the other weapons found on the chart in this chapter, but discretion is advised. This is a secret war that neither side wishes to publicize. The integrity of the Veil must remain intact and Pentex has no desire for the world to discover and understand its sinister plots.

Archaic Weapons

There are many tribal weapons the Garou use in the Amazon in addition to conventional weaponry. Among these are the typical spears, clubs, bows and slings detailed in the *Werewolf Players Guide*. Another weapon used often in the Amazon is the blowgun.

Blowgun

This weapon fires a sharp projectile propelled by breathing through a slender tube. The damage is minimal, so the projectile is dipped in poison. The most common poison employed

is curare (see *Poisons*), which causes muscle paralysis and quick death.

Use of a blowgun requires a Dexterity + Athletics roll against a difficulty of 8. The range is generally 20 yards, although extremely long blowguns will increase this distance.

Fetish Weapons

The war in the Amazon is a sacred conflict to the Garou. The horrors committed in the South American jungles epitomize everything that the Garou have dedicated themselves to prevent. The battle is indeed a warning of the Apocalypse.

Each of the Thirteen Tribes has a weapon it holds sacred, a weapon of such legendary power that it has become a symbol of the tribe and its ways. For many generations, these weapons were not used in conflict, but were instead under the protection of a guardian appointed by the owning tribe. The war has changed this. Today, these weapons are wielded with rage and vengeance in the Amazon, both as a powerful means to put a stop to the onslaught of the enemy and as a symbol of pride and history for the individual tribes.

These weapons are usually entrusted to the elder warrior of each tribe. This Garou has earned the right to wield such a weapon for further glory of the tribe. A description of each of the sacred tribal weapons follows.

Among these weapons are swords, bows, slings, staves, daggers and spears. Many of these weapons have spiritual properties at the discretion of the storyteller. The use of spirits

has become a subject of great debate in the Amazon conflict as it has begun to upset the spiritual balance of the entire area.

Black Furies

Axe of the Matriarch: The Black Furies created this weapon to be a symbol of feminine power and authority. It is a six foot long, two-handed axe with roses carved along the entire length of the haft.

When wielded in combat by a Black Fury, the axe screams a blood-curdling cry as it cuts the air. It silences upon impact. The axe steals virility from its male victims to feed its wielder: for every point of damage inflicted (not soaked), the victim loses a dot of Strength. This Strength is added to the wielder's Willpower points for the duration of the battle. The damage delivered by this weapon is also aggravated.

Needless to say, men quake in fear when this weapon is on the field.

Bone Gnawers

The Bone Gnawers have no special weapon in this war. They are a tribe of misfits, vagabonds and rejects who have never possessed a weapon of glory. This by no means makes them a useless ally in the war. Since the conflict began, the Bone Gnawers have been collecting and hoarding weapons of all makes and designs to be used by their Tribe and its allies. One never knows what a Bone Gnawer in the Amazon will turn up with next.

Children of Gaia

The Children have no special weapon in the war, for they are here to promote peace. Instead, they have one of their greatest fetishes with them.

Chalice of Renewal: This ancient golden cup shines with the glow of the sun. It is said to have once contained the tears Gaia wept for Her children, the dead young cubs who were raised again by Her to become the Children of Gaia. For one night only, once every third new moon, the cup is mysteriously filled with salty water. Any who drink a draught of this water are instantly cured of any physical wounds or diseases. This is a minor power compared with the true purpose of the chalice. The drinker will also experience a delirious night where she is gifted with a vision from Gaia Herself.

This vision can take any form, and the Storyteller is encouraged to add details of the character's life to the visions, but the following traits always appear in a vision of renewal: a sense of overwhelming loss, as if the drinker was a mother looking upon her dead children; a sense of renewed hope as the sun dawns in the east and spreads warmth to the world; and a sense of joyous victory as life returns to the world, as if the drinker herself caused the life to grow by will alone. These are the experiences of Gaia from long ago.

The drinker will awaken from his delirium upon the dawn and will possess one point of True Faith in Gaia. The character will be able to call upon this Faith to turn vampires (see *Vampire: The Masquerade*) and may sometimes be granted

miracles. The *Vampire* supplement *Hunters Hunted* has details on using True Faith. Gaia's miracles will all be nature oriented.

Fianna

Sword of Fionn: This is the most prized possession of the Fianna. Stories are told about the sword being used by Fionn MacCumhal, legendary Garou Kinfolk. Fionn was a hero of Eire and pursued many adventures with his mercenary band, the Fianna, who took their name from this Garou tribe.

Legend holds that when this blade is used in battle, it summons the spirits of not only Fionn MacCumhal, but all those who fought by his side, to join in the fray once more. When the blade is unsheathed, the surrounding area comes alive with hundreds of shadows. They will constantly mock and torment all the enemies of the Fianna and their allies.

These shadowy warriors will fight for the Fianna, mirroring the actions of the present warriors. Add two dice to each Fianna's attack Pool and subtract two from each opponent's Dice Pools due to the distraction. Many enemies have been known to flee the battlefield to escape the spectres, their minds unable to cope with such a sight.

The sword also adds four dice to all damage rolls due to its keen edge and well-balanced weight.

Get of Fenris

Fist of Thor: This is a spiked steel gauntlet. Each link is beautifully engraved with scenes of a wolf pack hunting a stag



under the light of a full moon. It is said that Thor himself was inspired by the courage and bloodthirst of Jorgen Fists-of-Thunder, the legendary Get of Fenris warrior, and rewarded him with this gauntlet.

When used in battle, the Fist of Thor delivers four extra dice of damage for every successful attack and the Clap of Thunder Gift. This thunder is heard with every blow struck.

Glass Walkers

Laying Down the Law: This is a regular looking L.A.W. rocket. There is a major difference, however, between the legendary weapon and its normal cousins: a spirit of judicious vengeance inhabits this technological wonder. It never runs out of rockets nor does it need to be reloaded — just aim and fire. Each rocket will seek out an enemy deserving of its judgment. The punishment is detonation. Use the regular statistics for a L.A.W. rocket (see *Heavy Weapons*, below), except with a bonus of three dice to the attack Pool. If it is aimed at an innocent (usually a non-Wyrm being), the rocket will veer off and hit the closest guilty party — which could be the user!

Red Talons

The Red Talons have no “weapon” in the war, but instead possess a powerful spirit ally. This being takes the form of a tattoo engraved upon the greatest hero of the tribe. If the hero dies, the tattoo disappears from her body and reappears on the next rightful heir. The spirit is from a primordial realm of raw nature and is a vicious predator known simply as the Hunter. It lends its bearer an extra four dice to tracking Dice Pools, two dice to Stealth (stalking), three dice to Intimidation and two dice to Rake and Bite maneuvers.

Shadow Lords

The Black Bow: This bow was created by the Shadow Lords as a weapon of assassination. Its sole purpose is to eliminate its intended victim quietly and unerringly. The bow and string are completely black. The bow is made of unknown wood of the smoothest texture.

This weapon always strikes its target, although it does no extra damage. The Black Bow is the favored weapon on many of the Garou's search and destroy missions through the Amazon jungles and also a means of eliminating specific Pentex officials.

Silent Striders

The Whispering Crystal: This crystal ball was given to the Silent Striders by their Gypsy Kinfolk back in the dark recesses of time. It appears to be a very plain crystal ball. Looks are deceiving.

When employed, the Whispering Crystal becomes a powerful tool for determining future events. Its user can see so clearly into the future as to point out troop strengths, weaponry used by opposing forces and the location of ambushes. This vision extends about 24 hours into the future. There is a dark

side to this artifact. Because it can see so clearly what is to come, those who look into the crystal will see who is to live and who is to die in the future. Because of this, it is widely feared by other tribes and holds an ominous reputation even among the Silent Striders themselves.

Silver Fangs

Sceptre of the Impergium: This beautifully ornate sceptre, intricately carved with scenes of an old world forest, is a weapon of power for the Silver Fangs. This rod is rumored to be truly ancient, a relic of the Impergium. It is typically carried by the high marshal of a Silver Fang war party.

When this weapon is used on an enemy, the effects are the same as the Delirium against one of human kind, except that everyone is affected with a minus two modifier on the effects chart (see pg. 201 of *Werewolf*). This effect extends to all creatures — none are immune. This weapon is just as effective when used against a Bane spirit as it is against a Pentex employee. The sceptre affects all enemies within a 25 foot radius.

The Children of Gaia warn against the use of this weapon, for they claim it is cursed. They say the Delirium is a curse against the Garou for the arrogance of their actions during the Impergium; this sceptre represents that curse, and to still use it will bring doom upon the Garou.

The Sceptre of the Delirium is approximately five feet in length with a circumference of about four inches. It is capped by a dull gray spiked ball similar to the head of a mace.

Stargazers

Orb of the Umbra: This Stargazer artifact has been considered a blessing by other tribes when it has been used in battle. The item is perfectly spherical with no blemishes. It constantly draws and reflects even the faintest ambient light around it; the internal colors are constantly in flux.

When this item is brought into use, it acts as a portal to the Umbra, forcibly drawing in all Bane spirits within a 50 foot radius. All Banes within this area of effect must make a successful Gnosis resistance roll to avoid this fate. Those Banes who are unsuccessful are unable to return to the battlefield.

Uktena

Wand of Ashes: This artifact of the Uktena is a potent bringer of flame. It was created for the express purpose of destroying Kindred and has succeeded brilliantly. It is rumored that the wand was forged from the lava fires of Mount Vesuvius as it destroyed Pompeii.

The Wand of Ashes delivers a gout of flame and inflicts two wounds with a difficulty of 8 to resist. The only restriction is line-of-sight. The Storyteller should be warned: the Wand of Ashes can be just as deadly to Garou as it is to Kindred.

The wand appears as a gnarled and charred piece of wood about 15 inches in length with no special markings of any kind.

Wendigo

Buffalo Spear: This Wendigo artifact was created long before the white man ever discovered the new world and has been the symbol of Wendigo pride for generations. The Buffalo Spear is nearly six feet in length with a broad, blunt head and a shaft wrapped entirely in buffalo hides. The spear is very heavy, but not unwieldy.

When thrown, the Buffalo Spear nearly always strikes its intended target. The wielder receives five extra dice to her attack Pool. When this weapon hits an enemy, it does two extra dice of damage due to its weight. The weapon is primitive, but formidable, not unlike the Wendigo themselves.

Black Spiral Dancers

Spiral Boomerang: These black, intricately-carved boomerangs are forged in the Pit of Malfeas by twisted metis Black Spiral weaponsmiths. These are horrible weapons indeed, for each one is the home of one to ten Banes waiting patiently for their time to come.

When a Garou is struck by a Spiral Boomerang, she is "pushed" sideways into the Umbra unless a successful Gnosis resistance roll is made. Once in the Umbra, the Banes are released from the weapon and instantly attack the Garou victim. If the Garou is victorious, she may step out of the Umbra at will; if not, the Banes will carry the bested Garou warrior to whatever black depths of the Umbra the Bane

considers home. This could mean a quick death — or slow torture. Justifiably, this weapon is feared by all Garou.

Silver Weaponry

Pentex has fought werewolves many times before and is ready for an extended conflict with the furry beasts. Harold & Harold Mining is responsible for most Pentex silver reserves. Mining operations all over the world dig up silver for shipping to the Amazon. In addition, Pentex's various subsidiary companies buy silver in the world's market, always careful that the massive purchases can never be traced to one company.

The DFG HQ has extensive handloading facilities where silver is made into bullets and handed out to troops. The HQ also has a group of silversmiths who can make sturdy silver coated knives. These are handed out as standard issue. The silver is first melted into forms designed to get past most customs barriers: tent poles of silver that look like aluminum, hurricane fencing, and so on; all these items would be expected in a jungle compound. Shipments are transported to the port in Manaus, where they are stored in warehouses until they can be secretly transported to the HQ.

Pentex, like many companies, often strangles itself in red tape. The First Teams have to fight to get the proper ammunition requisition. Bribery and favors influence the supply clerks. Any First Teamer who loses his knife in the jungle could wait months before he is issued another.

So far, the teams have been provided with enough to keep them alive, but they cannot accomplish too much without the valuable silver. Instead, Pentex is pumping up funding on Project Iliad to provide troops with proper "natural" weaponry that does not require costly shipping.

Guns

Heavy Pistols

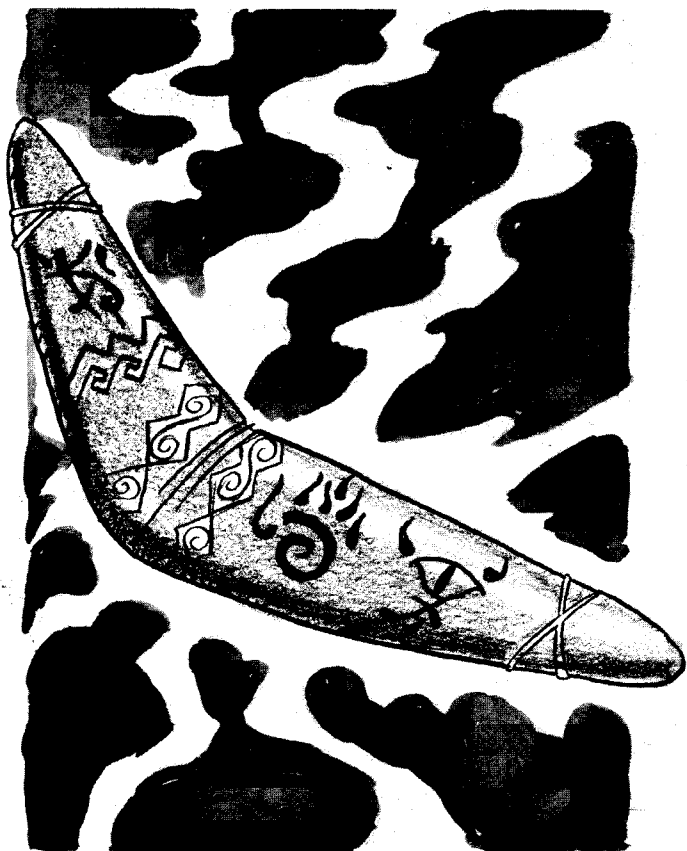
M1911: A mainstay of the U.S. Army for years, this gun was replaced in 1985, but many are still in use. It is also a popular model in civilian markets.

Desert Eagle .50 AE: This huge pistol has found little acceptance among those who would really use it in combat, but it is still popular with armchair soldiers. Made in Israel, this pistol has great stopping power and can also be found in .357 and .44 magnum calibers.

Submachine Guns

Ingram MAC-10: Perhaps one of the easiest weapons in the world to operate and maintain, the MAC-10 has found a place in the hearts of everyone from terrorists to housewives. The MAC-10 fires a standard 9mm round and its light weight and concealability make it even more endearing.

Uzi 9mm: The most common submachinegun on the market today, the Uzi is widely accepted and easy to acquire. Yet another in the family of weapons that fire the common



Firearms Chart

Name	Caliber	Difficulty	Damage	Rate	Clip	Conceal	Range
Heavy Pistols							
M1911	.45	1	1	1	1	J	30
Desert Eagle	.50AE	8	7	1	7	J	30
Submachine Guns							
Ingram MAC-10 *	9mm	3	3	30	30	T	25
Uzi *	9mm	6	4	21	25/32	T	50
Heckler & Koch MP-5 *	9mm	7	4	21	30	T	40
Heckler & Koch MP-5 *	10mm	6	5	15	30	T	45
Thompson M1928 *	.45 ACP	6	5	15	20/100 T	50	
Assault Rifles							
M16 *	223	1	1	20	20/30	N	200
AK-47 *	7.62x39mm	7	8	10	30	N	250
Heckler & Koch G3 *	7.62mm	6	6	10	20		300
Pump-Action Shotguns							
Ithaca M37 (Stakeout)	12 gauge	6	2	1	5	T	15
Automatic Shotguns							
Fianchi Law 12	12 gauge	7	3	3	8	T	20
SPAS 12	12 gauge	6	8	3	8	N	20
Remington 1100	12 gauge	6	8	3	8	N	20
USAS 12 *	12 gauge	7	8	6	10/20	N	20

Difficulty: The difficulty to hit a target at close range.

Damage: The base damage done on a successful hit.

Rate: The maximum number of bullets a gun can fire in a turn.

Capacity: The number of bullets the gun can hold.

Concealment: P = can be hidden in a pocket; J = can be hidden in a jacket; T = can be hidden in a trenchcoat; N = cannot be hidden on one's person.

Range: Maximum range is double this listing, but anything above the listed range is considered a long-range shot.

* indicates the gun is capable of three-round bursts

9mm round, it can be found in any walk of life, especially criminal lives, earning it a spot in many nightly news broadcasts.

Heckler & Koch MP-5: This popular German-made submachine gun is a mainstay of SWAT teams, counterterrorist forces like England's SAS and even some U.S. Special Operations troops. The MP-5 is arguably the best SMG currently on the open market, known for its reliability and fast handling. There is also a more concealable model — the MP-5K.

This weapon of choice is probably one of the most trustworthy and well constructed weapons on the market although, along with many other automatic weapons, it is banned in the United States. This 9mm submachinegun is a trusted friend to many European counter-terrorist groups due to its fast action and unerring reliability.

Thompson M1928: The Thompson M1928 is the classic Tommy gun of gangster movie fame. It is an especially heavy submachine gun, and becomes even heavier with the addition of its well-known 100-round drum.

Assault Rifles

M-16A1, M-16A2: This 5.56mm weapon is used by many military groups around the world and is the mainstay of the U.S. Army. The M-16A1 is a lightweight and dependable combat rifle which can be used as an automatic or semi-automatic weapon with the flick of a switch. It is also constructed so that an M203 40mm grenade launcher can be mounted on the underside of the barrel. The M-16A2 is much the same, with the exception that it is only capable of a three-round burst and, due to the barrel construction, is unable to support the grenade launcher.

M203: This rifle-mounted grenade launcher fires a 40mm round to a maximum effective range of 450 meters. The munitions available for this weapon vary greatly and include high explosive, incendiary and shotgun rounds, as well as various riot gases. It is a very effective weapon for use against unarmored vehicles and small troop units.



AK-47: The AK-47 is quite common in Third World countries and is now becoming popular in the United States. Once the main weapon of the Soviet Union, it was replaced by the AK-74.

Heckler and Koch G3: A state-of-the-art combat rifle. This German made assault rifle is a favorite of special operations groups and anti-terrorist forces around the world. Using a standard Nato 7.62mm round, it is versatile, reliable and easy to maintain.

Shotguns

Ithica M37: This shotgun is a mainstay of anti-drug units and riot control squads. Its 12 gauge format makes it quite formidable. The weapon is quite concealable in the stakeout version: the stock is removed to make room for a pistol grip and the barrel is shortened considerably.

Fianchi Law 12: This Italian-made shotgun is very expensive and generally comes with intricate detail work to make it look more attractive.

SPAS-12: A military weapon, the SPAS-12 has been adopted in Europe.

Remington 1100: This American-made shotgun is popular with both hunters and police in the United States.

USAS 12: The USAS is a full-auto shotgun. Its appearance is that of a very large M-16. Now being purchased by SWAT teams inside the United States, it was tested by Special Forces during the invasion of Panama.

Ammunition

A wide variety of ammunition is available to all who use firearms, but the differences between most types are usually quite minor. The exceptions to this rule follow.

Armor-piercing

Armor-piercing or "cop-killer" bullets gained infamy in the 1980s, and these deadly little fellows are still prevalent. The most famous type is the so-called Teflon-coated bullet, but this is by no means the only one. Hardened steel and tungsten carbide also have their uses. These bullets do not have the same sort of impact area that regular slugs do. Armored vests used against them will provide one less die of armor, but the guns will do one less die of damage.

Garou who carry guns will use these bullets against Pentex First Teams, but Pentex has found that the manstoppers (see below) work better against the lightly-armored Garou.

Manstoppers

The opposite of armor-piercing bullets, manstoppers are designed to have an even greater impact area. They generally widen or fragment when they hit their target, causing damage over a wider area. These include hollow-point rounds (which flatten when they hit), glazier rounds (which fragment) and homemade rounds (which are made by carving an "x" on the slug). These bullets cause an extra die of damage when they hit, but armor provides double its usual protection.

Incendiary

Incendiary rounds are especially repulsive to Garou because they inflict aggravated wounds. They are rarely used with small arms. The most common form is the Dragonsbreath shotgun shell. This phosphorus shell turns a shotgun into a mini-flamethrower for a turn, spraying a spout of fire up to 20 feet. It hits like a regular shotgun, but inflicts two aggravated wounds (difficulty 7 to resist) and may cause nearby Garou to check their Rage. Multiple use of Dragonsbreath rounds can seriously damage the integrity of a shotgun barrel, so Storytellers should take full advantage of botched Firearms rolls.

Drugs

Not all bullets are designed to kill their targets. Many types of nonlethal ammunition have been created. Each has its own purpose.

Commonly used to capture animals, tranquilizer darts are usually fired out of large, single-shot rifles. They do eight dice of damage to humans and Garou. This damage is not applied to Health Levels. Each level of damage subtracts one die from the victim's Dice Pools. Additionally, if the target takes more damage than he has Stamina (or Stamina + Rage for Garou), he passes out for one hour for every point of damage beyond Stamina.

Other kinds of drugs can also be fired from these guns; the Storyteller is encouraged to create interesting Pentex manufactured pharmaceuticals.

Heavy Weapons

Few who have not witnessed the effects of high explosives and heavy weapons understand their destructive power. To illustrate the damage ratings in the sections that follow, here are some examples:

- A homemade black powder bomb weighing 10 pounds will make a crater 10 feet deep by 20 feet around (possibly larger than the room in which you are now sitting). Ordnance dropped by aircraft use a higher grade of explosive and weigh from 50 to 1000 lbs.
- One medium-sized artillery shell landing in the center of a block of brownstone rowhouses would level half the block and shatter every window for five blocks. An artillery barrage consists of hundreds of such shells.
- .50 caliber machine gun bullets will retain lethal force after passing completely through a stone house. Such machine guns commonly fire 600 rounds per minute.

Grenades

Fragmentation Grenades

A fragmentation grenade has a damage Pool of 12 dice at ground zero (such as in a character's hand). For every yard between the grenade explosion and the character, reduce the damage Pool by one die.

Example: A 12 die fragmentation grenade detonates 5 yards away from a character. The damage Pool is 12-5, or 7 dice of damage.

Weight: .6 lbs **Size:** A 6" x 4" cylinder

Smoke Grenades and Tear Gas Grenades

Smoke grenades emit a dense cloud of white or colored smoke. Tear gas grenades emit a cloud of irritating gas. There is no blast from these grenades. The smoke is released through holes in the canister. The cloud will fill a 10 yard by 10 yard area in one minute and will last 10 minutes in still air.

The Shadow Lords have discovered that smoke grenades are very good at covering their melee attacks. Pentex usually harms as many of their own troops while firing into the smoke as they do Garou.

Weight: .6 lbs **Size:** A 7" x 5" cylinder

White Phosphorus

White phosphorus grenades generate a temperature of 2700° F when they explode. A WP grenade has a Pool of 12 dice at its point of detonation. Reduce the Dice Pool by one for every two yards between the character and the grenade. This is aggravated damage because of the burning, although Garou

can try to soak the damage. WP grenades will ignite most common materials that are even slightly flammable.

Weight: .6 lbs **Size:** A 7" x 3" cylinder

Explosives

Explosives are rated in terms of Blast Power. Every point of an explosive's Blast Power is worth one die per pound of the explosive. Each listing also states what will detonate the substance and whether it will burn without exploding.

Blasting Powder

This modern gunpowder is used in commercially sold small-arms ammunition. It is also called "smokeless powder" (because it does not smoke as black powder does). Frequently sold under the brand name "Pyrodex," it is legal to purchase in small quantities.

Pentex has a lot of this around. They manufacture most of their own ammunition in the Amazon to prevent nosy journalists from noticing huge ammunition purchases.

Blast Power: 2 **Detonator:** Flame or Heat **Burn:** Yes. Blast powder will typically only explode when it is encased under pressure.

Nitroglycerine

Nitroglycerine is an oily, clear liquid that can be easily made in a home workshop. It is very unstable and quite powerful. Nitro is unpopular for both these reasons. Rules for the detonation of liquid nitroglycerin are left up to the Storyteller. Be capricious; nitro is unpredictable. Nitro may be "safety-packed" by a character trained in the handling of explosives. Such a process significantly reduces the danger.

Blast Power: 3 **Detonator:** Varies; usually reacts to movement and changes in temperature. **Burn:** No, although the chances of exploding decrease if the substance is not encased under pressure.

Nitrocellulose (Gun Cotton)

Nitrocellulose (gun cotton) is manufactured by soaking cotton (cellulose) in nitroglycerine (nitro). This stabilizes the nitroglycerin.

Blast Power: 3 **Detonator:** Extremes of Heat, Impact **Burn:** Yes, at low temperatures it even makes an excellent fuse.

Dynamite

Dynamite, also called TNT, is nitroglycerin stabilized in charcoal or another absorbent. Dynamite that goes through changes of temperature over a fairly long period of time will "sweat" pure nitroglycerine crystals. Dynamite in this state appears shiny, not waxy as it normal does.

Dynamite can be found in many construction sites throughout the Amazon, where it is used to blow away huge trees that won't go down any other way.

Blast Power: 3 **Detonator:** Fulminating Primer (which can also be used as an emergency flare), **Heat Burn:** No. If you set dynamite on fire, it will explode.

Plastique (C-4)

Plastique (plastic explosive) is manufactured in varying strengths. It is similar to modeling clay in consistency, and is extremely stable. Most military explosives are plastique.

Blast Power: 1-20 **Detonator:** Primer or Electrical Charge **Burn:** Yes (but why would you want to burn it?)

Primacord

Also called instant fuse, primacord is an explosive manufactured in string form. It is used to detonate widely separated explosives at the same time. It can also be used as a "main charge" by an expert.

Blast Power: .5 **Detonator:** Primer Only, Open Flame **Burn:** No

Napalm

Napalm is jellied gasoline. When it burns, it tends to cling to its target. Napalm will continue to burn underwater. The only way to remove burning napalm is to scrape it off, invariably removing the skin as well. All damage done by napalm is aggravated. Roll one die to see how much of the body is covered by napalm (the Storyteller may modify this roll as she sees fit). Roll that many dice of damage every turn for 10 turns. Napalm can be made in home laboratories and placed in glass bottles for throwing.

Napalm bombs will have a Blast Power of 6-12 to spread the napalm out. Modern jets drop napalm canisters without explosives, as they rely on the speed of the jet to spread the napalm when the canister ruptures.

Pentex is being very careful with this stuff. They have only used it twice in the Amazon, as it is very noticable to any outside observer. They will only use it to quickly defoliate an area if they have no other choice.

Blast Power: 0 (unless used in a napalm bomb) **Detonator:** Open Flame **Burn:** Yes, it is supposed to burn without explosive force.

Support Weapons

Support weapons provide heavy or sustained firepower and require a separate Skill of either Heavy Weapons or Artillery

to use (Complementary Skills for these are listed in *Vampire Player's Guide*). Machine guns are the only exception to this; they require the Firearms Skill.

Firing any tripod-based weapon without a tripod requires a minimum Strength of six.

.30 Caliber Machine Gun: This weapon is often found on vehicles or as a squad support weapon among Third World armies. It comes with a bipod; ammunition is belt-fed.

.50 Cal Machinegun: According to the Geneva Convention, this weapon is only to be used against equipment, not personnel, due to its grisly effects. (The Geneva Convention, however, classifies uniforms and boots as equipment....) This is a powerful weapon used for assaults against heavy equipment and as a means of suppressive fire. This weapon is often found on vehicles or as a squad support weapon. It comes with a tripod; ammunition is belt-fed.

M-79 Grenade Launcher: The M-79 grenade launcher looks and operates like a stubby shotgun with a two-inch barrel. The grenades explode on impact. There is no magazine to this weapon. After each shot, the weapon must be reloaded.

Flamethrower: A backpack carries tanks of napalm with a hose connecting to a rifle-like launcher. The flamethrower weighs 50 pounds with all three tanks, but only one tank is needed. Each tank is good for five minutes of constant spraying.

LAW: LAW stands for Light Antitank Weapon. The LAW is a disposable, one-shot rocket and launcher. The launcher is a tube about two and a half feet long and about four inches in diameter. The rocket is about 14 inches long.

The LAW produces "backblast" when fired. Flames and rocket exhaust emit from the rear of the firing tube. Because of the backblast, there is a two-yard danger zone directly behind any such weapon. Anyone in the danger zone when the weapon is fired suffers four dice of aggravated damage from the flames.

Artillery

Indirect-fire weapons like mortars send their projectiles in an arc, rather than line-of-sight like a gun. Because of this, no mortar can be fired inside a building. Mortar shells fall vertically onto their targets and do damage like explosives, losing one die of damage for every yard from ground zero. The smallest mortars fire grenade-sized shells. Large mortars break down into three-man portable loads (consisting of the barrel and the two halves of the baseplate). Some large mortars are towed on small trailers.

Support Weapons Chart

Name	Difficulty	Damage	Range	Rate	Capacity	Weight
.30 Caliber Machine Gun	5	6	800 yards	21	100	25 lbs
.50 Caliber Machine Gun	7	8	1000 yards	30	200	40 lbs
M-79 Grenade Launcher	6	6	400 yards	1	1	6 lbs
Flamethrower	6	napalm	60 yards	1	Special	Varies
LAW	7	12	200 yards	1	1	5 lbs

Artillery Chart

Type	Difficulty	Damage	Min/Max Range	Weight	Ammo
Small Mortar	12	25/1320 yards	50 lbs	5 lbs	
Large Mortar	9	24	600 yards/two miles	660 lbs	1.5 lbs

Wheeled Vehicle Chart

Vehicle	Safe Speed	Max Speed	Maneuver	Brake Factor
	60	80	4/8 (off road)	
Small Truck	70	110	5-8	3-5
Tractor-Trailer	70	110	4-8	3-5

Mortars are extremely rare in the Amazon conflict, but Pentex will occasionally use them to lob a few shells toward where they believe Garou are gathered. If questioned about the explosions by any "outsiders" (such as the media), they will claim it was simply a pre-scheduled detonation of hard-to-remove stumps during clear-cutting. They will then produce all the correct documentation to prove it.

Small Mortar: Breaks down into barrel and baseplate, each 25 pounds.

Large Mortar: Splits into three nearly equal pieces.

Vehicles

Wheeled Vehicles

A new statistic for vehicles, the Brake Factor, is multiplied by the current speed (in miles per hour) to figure stopping distance in feet. At speeds below 25 mph, do not use the Brake Factor. Instead, assume any vehicle can stop within a distance equal to its own length.

Jeep: Jeeps have exceptional off-road mobility.

Truck: Small trucks are no longer than 15 feet, large trucks can be up to 28 feet long, and tractor-trailers measure up to 60 feet long. Note that the normal "dry van" hauled by 18-wheelers cannot be opened from the inside.

Boats

Boats have, instead of a Brake Factor, a listed amount by which it can decelerate each turn.

All speeds on the following chart are measured in knots. (1 knot per hour equals approximately 1.15 mph.)

Pirogue: A native Amazonian boat, well-suited for maneuvering the waterways of the rainforest. The boat is wider than a canoe and has a flatter keel.

Johnboat: A johnboat is a flat-bottomed fishing boat with a small electric motor.

Small Powerboat: This group includes ski boats.

Aircraft

Stall is the minimum speed for an aircraft. Stall x 100 is the minimum length of runway (in yards) the plane requires to land. Note also that flying at night is considerably more

Boat Chart

Type	Cruise	Maximum	Maneuver	Deceleration	Passengers
	Strength	2 x Strength	Dexterity	1/2 x Strength	2
Pirogue	Strength +2	3 x Strength	6	2 x Strength	3
Rowboat	Strength +3	3 x Strength		2 x Strength	4-6
Johnboat	8	10	7	3	2
Small Powerboat	30	50	5	Dexterity	4

Aircraft Chart

Aircraft	Stall	Cruise	Maximum	Maneuver	Passengers
Small Prop	80	110	170	5	
Medium Prop	90	180	230	4	8-20
Large Prop	130	270	380		50
Lear Jet	100	350	450	4	8-20
Large Helicopter	0	150	240	6	30

Military Aircraft Chart

Aircraft	Crew	Range	Stall	Safe	Maximum	Maneuver	Deceleration	Armor
AH-64 Apache	2	450	0	180	300	9	20	6/9

difficult than flying by day, though a pilot may take a specialty of Instrument Flying if she has a skill of 4 or 5 in Pilot. All speeds on both Aircraft Charts are in miles per hour.

Parachutes: A parachute takes 30 minutes for a skilled person to pack, and one full turn to put on. A normal one-person parachute can support 600 pounds in an emergency, but everyone relying on it will have to make a Dexterity roll (difficulty depends on terrain) to avoid injury upon landing.

Military Aircraft

UH-60A (Blackhawk): A U.S. Army general utility helicopter, used for troop transport and resupply. It can be armed with .30 caliber machine guns which fire from the sides of the vehicle. It can carry 11 passengers. Pentex has purchased some of these for First Team transports.

AH-64 Apache: The current U.S. Army attack helicopter. It can land on a 15 degree slope. It is equipped with a radio and can be sealed against radiation, biological weapons and chemi-

cal attacks. It is armed with a 30mm chain gun, four rocket launchers or 16 TOW missiles and two 2.75" rocket pods. It carries no passengers.

Drugs and Poisons

Drug and poison listings include a vector (a means of entering the system), sensory information on how to detect the toxin, and an effect, which is normally a loss of Health Levels and any specific effects. Also listed are the means of protection and antidotes for the substance.

Chemical weapons such as mustard gas were used against troops for the first time in WWI. These horrible weapons have earned a morbid reputation in the history of warfare and a healthy fear from soldiers of all nations. They come in many forms, each with its own fatal effects. A partial listing of chemical weapons follows.

Ayahuasca

Vector: Imbided

Sensory: Awful tasting liquid.

Effects: Powerful hallucinogen. It is used by native doctors as a curative for many ills, especially spiritually caused diseases. An *ayahuasquero* or *curandero*, a plant medicine doctor, is said to be able to take this drug and actually see the sickness in a person. A person taking this drug will become a friend of the forest. She can then see at night, not be bothered by insects and walk the jungle with ease. While on this drug, the user is guarded by the spirit of ayahuasca.

Protection: Don't drink it. Someone who wishes to take ayahuasca must convince a curandero to make it for her.

Curare

Vector: Injected.

Sensory: Reddish, brown gum.

Effects: Skeletal muscle relaxant. Curare is used by Amazonian Indians as an arrow or dart poison. The poison is carried in a hollow cane sealed on both ends with fur. The arrow is then inserted into the cane and dipped into the gummy substance. The word is derived from a native word, *woorari*, meaning "poison." Each turn after the poison enters the bloodstream, the victim loses one level of Dexterity until he can no longer move (zero dots). He will then lose one Health Level per turn until dead from paralysis.

Protection: Curare is usually injected with an arrow or blowdart. Armor or tough skin can prevent the arrow from



penetrating. It was once rumored that garlic applied to the wound may heal the poison, but this actually requires a garlic plant whose spirit has been awoken. A Garou may spend two points of Rage to purge the poison from her body, or the Resist Toxin Gift will nullify the effects.

Blood Agent

Vector: Contact/Inhaled

Sensory: Colorless and odorless in a gaseous form

Effects: Coma and death. It attacks the white blood cells and cripples their ability to carry oxygen throughout the body. A victim will slowly asphyxiate over about six hours. Symptoms for this weapon are nausea, vomiting, blue fingernails and toenails, a gradually increasing numbing of the extremities, shortness of breath and loss of bowel control. There is no cure or antidote. This agent is commonly mixed with an acidic substance which can destroy the filters in many military-issue protective masks, thus insuring a painful demise to any who are unlucky enough to be caught in an effected area. This is the worst fear of many soldiers.

This weapon attacks the Physical Attributes, beginning with Strength and then attacking Dexterity and Stamina at the rate of one dot per turn until death occurs (when the victim is reduced to zero in all Attributes). Although this weapon is incredibly lethal to humans, a Garou may use the Resist Toxin Gift to nullify the effects of the chemical.

Protection: NBC (Nuclear, Biological and Chemical) or M.O.P.P. (Mission Oriented Protective Posture) suit. **WARNING:** Leave the area immediately! The acidic chemicals in this agent will eat through filters and protective masks within 10 minutes.

Tear Gas

Vector: Contact/Inhaled

Sensory: Colorless (frequently mixed with smoke), distinct odor

Effects: Coughing, gagging, severe irritation of the eyes and mucus membranes. Subtract two dice from all Dice Pools until clear of the gas cloud for 10 minutes.

Protection: A gas mask will protect fully, scuba mask or goggles will protect the eyes, and breathing through a wet cloth will protect the lungs. The Resist Toxin Gift will negate the effects of tear gas.

Mustard Gas

Vector: Contact/Inhaled

Sensory: Faintly yellowish, distinctive odor

Effect: Caustic; causes blisters to exposed flesh. If inhaled, blistering inside the lungs may prove fatal. Subtract one Health Level per turn the skin is exposed to the gas. Victims lose two Health Levels per turn of breathing the gas.

Protection: Full-skin coverage and a gas mask are necessary for any protection. Ordinary clothing will protect for one turn only. The Resist Toxin Gift will negate the effects of this gas.





Nerve Agent (Sarin)

Vector: Contact/Inhaled

Sensory: Colorless, odorless

Effect: Highly concentrated nerve gas inflicts one Health Level per turn; this **cannot** be soaked. At a low concentration, it inflicts one Health Level per minute with the same restriction. At a trace concentration, it inflicts one Health Level per hour.

Nerve gas causes nausea and disorientation, followed by death. It is important to realize that the lethal effects of Sarin occur at a concentration of 10 - 100 parts per million and that the effects are **always** lethal. (Chances of nonlethal but still symptom-inducing exposure are less than 1 in 10,000).

Protection: Sealed NBC or M.O.P.P. gear

Antidote: Atropine Injection Kit (hypodermic needles with antroprine; must be administered before symptoms begin. Atropine taken without exposure to Sarin becomes a toxin). There are rumors that Pentex has engineered this poison so that antroprine will only give the victim three to four more hours of life. The Resist Toxin Gift will negate the effects of the gas.

NOTE: It may be possible to protect oneself from Sarin by sealing a room in a high place. Israel used this approach to

protect its population during the 1991 Gulf War, but the effectiveness was not tested (there were no gas attacks).

Atropine

Vector: Injected

Sensory: Odorless, colorless liquid

Effect: Over a period of (Stamina + 3) hours, victims suffer nausea, cramps, vomiting, disorientation and congested breathing before they die.

Antidote: Blood transfusion, hospital care.

Chemical Protection

M.O.P.P. Suit

The M.O.P.P. suit, or Mission Oriented Protective Posture suit, is lead-lined and designed to cover the entire body with the exception of the head. It is used as a means of protection in a chemical environment. The suit comes in a basic olive drab green, although newer versions are in a camouflage pattern to provide greater protection from visual sightings in a wooded environment.

The suit protects the wearer from the effects of chemical and biological weapons with a shield of lead sewn into the inside of

the suit, preventing the agent from coming in contact with the skin. The suit only provides complete protection when used in conjunction with the M17A1 protection mask. The mask uses filters to trap the harmful agents and prevent them from being introduced into the respiratory system. Some chemical agents, however, are mixed with acidic agents that, although non-toxic, have a corrosive effect on the filters of the mask, thus destroying them and rendering the mask useless.

The M.O.P.P. suit is a common item in most of the world's armies due to the popularity of chemical weapons on the battlefield. In the United States, Great Britain, Germany and other highly developed nations, it is considered basic issue and no soldier is ever without one.

Security Systems

Pentex's security systems are audiovisual, involving cameras, closed-circuit televisions and microphones. Often the mikes are tuned to pick up certain sounds (breaking glass, voices, etc.)

These security systems are based on sensors and come in two types: on/off and perception-based.

On/Off sensors do not require a roll to detect something. They either trigger or they do not. For example, a window breakage sensor will go off only if the window is broken. An

electric eye will go off only if the light beam is broken. There is no roll for these sensors. The Storyteller must have the players describe their actions very carefully. The sensors must respond accordingly.

Perception-based sensors have a Perception Attribute used in the same manner as a character's attribute. For example, a thermal sensor might have a Perception rating of 8. The sensor will roll eight dice against a difficulty rating of six to detect a character and trigger an alarm.

Security Systems

<u>Sensors</u>	<u>Perception</u>
Microwave Sensor	8
Motion Sensors	6
Barrier	Strength
Window	1
Door (wood)	
Door (metal)	5
Door (steel)	
Wall (cement)	9
Bulkhead	15
<p>Perception: The Dice Pool used to detect intruders.</p> <p>Strength: The Dice Pool (see the Strength Chart in Werewolf) required to break through the barrier.</p>	



Appendix Two: Totems and Tactical Storytelling

All the following totems are local to the tropical rainforests of South America. Some of them extend their powers up to Mexico, but it is rare to find their children north of the Rio Grande.

Each of these totems is wise in the ways of the jungle. In addition to the benefits listed below, they will grant their outsider children the wisdom to navigate the confusing rainforest. This does not negate any normal modifiers. It simply allows a northern Garou to understand the jungle as well as she does her pine forests or southern swamps. Without this lore, it will be much harder for her to travel or track through the rainforest. The Storyteller should add extra difficulties to such actions for any Garou not allied to local totems.

Allying with these totems will usually require a quest of some sort. The Storyteller should feel free to come up with imaginative adventures for the characters who wish to search for these totems.

Totems of War

Anaconda

Background Cost: 5

Anaconda is the lurking hunter of the jungle, slithering from the trees above or through the water below to suddenly leap at her prey. She does not use poison to take down her enemies, but instead relies on her constriction and terrible bite. She squeezes her enemies near to death and then sinks her fangs in.

Characters with this totem gain two dice in Brawl for any grappling or overbearing maneuvers. They also gain one die of damage in bite attacks. She also gives them Stealth 3 for sneaking up on enemies or hiding from them (so that they can set up for the kill, of course).

Anaconda is not popular with Garou, for they believe her tactics are those of the Wyrms. The native Uktena know better.

Ban: Anaconda has few restrictions, but she asks that her children not harm any snakes.

Jaguar

Background Cost: 7

Jaguar is the king of the rainforest, the supreme predator of the Amazon. *El Tigre*, as the Spanish call him, is a powerful and deadly hunter; many defer to him. He is also allied with the Balam tribe of the werecats, who can assume his form.

Jaguar's children gain one die in Strength, one die in Dexterity and one die to claw damage.

Ban: Children of Jaguar must kill any who destroy the rainforest. This would seemingly make Jaguar an ally of the Garou, but Jaguar believes the Garou harm the forest: any Garou who allies with Jaguar must fight his own kind.

Panthesilea

Background Cost: 9

It is thought that Panthesilea may once have been the spirit of one of the first Black Furies to ever set foot in the Amazon Basin. In time, the collective spirit of the Amazon has continu-

ally reinforced the power of Panthesilea, and she has grown to represent the Amazon's beauty, mystery, and fierce vitality.

Panthesilea is perhaps one of the most difficult of the Amazonian totems to contact, and she rarely chooses an entire pack. When she does manifest, she tends to focus on one member of her chosen pack and totally possess that person, speaking to the pack directly and taking a hand in the business she feels needs to be done. That pack member immediately develops an effective Pure Breed score of 5 for the duration of his possession. This Incarna's commands are exceedingly hard to ignore. This possession, unfortunately, causes madness in all but the most strong-willed of Garou: make a Willpower roll, difficulty 9; unless three successes are scored, lose one point of Willpower per possession. Her consciousness is vast and complicated, reflecting the diversity and wilderness that is the Amazon.

The possessed packmember has a Leadership of 7, a Melee skill of 5, and a Brawl talent of 7. Panthesilea often directs the activities of the pack with her talents, organizing them into an elite fighting force.

The rest of the pack gains the Silent Strider Gift of Attunement. Also, any animal native to the Amazon will never harm one of Panthesilea's children. Those packs she chooses gain instant alliance with all of the native Uktena, Bastet and Mokolé in the area: they all instinctively know someone touched by the Jungle Warrior.

Panthesilea is concerned with the longevity and vivacity of both the spiritual and physical life of the Amazon: currently

she is involved with trying to stop the mass-production of fetishes and talens. This production results in many of the Amazonian nature spirits being sucked away.

Ban: Panthesilea will often give her children missions to undertake. If they do not follow her orders in such things, she leaves them. The nature of the missions are usually to right the balance of the ecosystem, but the specifics are up to the Storyteller.

Totem of Respect

Harpy Eagle

Background Cost: 6

Harpy is a huge bird and lords over the highest canopy of the rainforest. From her vantage point, she can see much that endangers the forest, but she can rarely see details, for the thick canopy hides the world below. It is said that Harpy understands the big picture but misses the small details.

Harpy gives her children the Spirit of the Bird Gift and Intimidation 2. In addition, they receive 100 Honor upon allying with her.

Ban: Harpy asks her children to protect the trees. They must prevent the deforestation of the Amazon.

Totem of Wisdom

Toad

Background Cost: 6

Toad is a very strange totem. He is lord of many medicines and poisons, and can concoct on his back anything from hallucinogens to deadly toxins. He can also provide healing elixirs.

Children of the Toad gain Medicine 3. With the right materials, they can concoct many strange elixirs (Storyteller's discretion). They also gain the Resist Toxin and Venom Gifts. However, toad demands a price for his powers...

Ban: Toad's children are ugly: lose two points from Appearance. They also must not harm toads.

Totem of Cunning

Coatimundi

Background Cost: 4

Coatimundi is the most curious totem in the jungle. Related to Raccoon, he has his nose in everything and is always breaking things. But he knows his way around like few others and gives his lore and secrets to his children.

Children of Coatimundi gain Subterfuge 3, Stealth 2 and Area Knowledge (Amazon) 3. However, as a totem of cunning, he is without honor. His children lose 25 honor every time they gain renown.

Ban: Coatimundi's children must not scold or harm pests, such as Coatimundis, mice and curious monkeys. They must always give a beggar something for his troubles (his children are quite popular with Bone Gnawers).



The Tactical Storytelling Method

For a Storyteller, sometimes running a war can be hell. How do you arbitrate the background action? When battles take place, who wins and who loses? This is a Storytelling game — in other words, the needs of the story dictate the plot. This can sometimes seem forced. The players may feel the Storyteller is not being fair in his rulings.

One way around this is the Tactical Method of Storytelling. This little system was introduced in the *Vampire* supplement *Anarch Cookbook*. It is a method by which group conflicts can be resolved in a simple manner with the same type of dice rolling that goes on in regular person-to-person combat.

There are two different ways this system can be used. In the first method, the Storyteller resolves what will happen in these battles by himself. Group character sheets and some dice-rolling are used to find the outcome. This is sort of like solo wargaming. For this, it is best if the Storyteller makes all the rolls and figures the results before the game, when the players come into the action. This will require adjusting the results, though, to match any player action that could change the predetermined outcome.

In the second method, the players take one or more groups and run them against the Storyteller's groups. It is not recommended that they use their character's pack as a group in this method. This robs the game of its unique roleplaying potential. Character packs are meant to resolve things while roleplaying, not by simply rolling dice. This method should instead be used to resolve large-scale battles between Garou Wargs and Pentex platoons.

Groups have much the same statistics that characters do: names, Abilities, Backgrounds and, optionally, Natures and Demeanors. Instead of the full range of Attributes, groups only have Physical, Social and Mental stats. Groups also have weapons and powers. They do not have Rage, Gnosis or Willpower, although there are optional rules for these as well.

Each group involved in the war should be written up by the Storyteller. Actions can then be resolved between these groups with simple dice rolls. The results are introduced as background information.

Certain equipment can add to a group's attack Pool. Claws and Fangs add one die to Brawl Dice Pools, while small Klaives add one die to Melee Dice Pools and large Klaives add two. Normally, pistols add one die, rifles add two, and shotguns and submachine guns add three, but unless the bullets are silver, Garou can regenerate this damage. All silver weapons add one die when used against Garou groups.

Groups also have Powers. These represent certain Gifts, fetishes or fomori powers which will have an effect on group-level combat.

Garou groups will have two physical stats. One is for their natural forms, even if there is a mix of forms, such as homid and lupus Garou together. The other stat is for their Crinos form, their war form. Garou in this latter mode automatically "regenerate" one enemy success against them per turn (as shown in the example), unless the damage was aggravated (claws, silver, fire, etc.).

Combat between groups is resolved through resisted dice rolls. In the case of two or more groups attacking one group, the single group must split its Dice Pool to be able to attack both of the other groups.

The results of combat between groups still requires Storyteller interpretation. The outcome is defined by a set number of successes that need to be achieved by one of the groups. The group that first achieves that many successes wins. It is up to the Storyteller to interpret how they win. In a city game, the police will rarely shoot to kill; if they win, they will have successfully subdued and arrested the group. In the Amazon war, however, platoons are more ruthless. In this case, the Storyteller can decide that each success kills one member of the opposing group. This way, they can lose the fight and still cause casualties.

Sample Groups

The Savage Gristle Pack: Number: 5; Nature: Bravo, Demeanor: Bravo; Attributes: Physical 3/6, Social 1, Mental 2; Abilities: Brawl 4, Intimidation 4, Primal-Urge (tracking) 3, Stealth 2, Area Knowledge (Amazon) 1. Backgrounds: Allies 2 (other packs), Rage 4. Weapons: Claws and Fangs. Powers: Elemental Gift (the elements can be commanded to attack foes; for instance, the Gift could turn the ground to mud to slow enemy movement).

First Team Number 31: Number: 5; Nature: Fanatic, Demeanor: Bravo; Attributes: Physical 3, Social 1, Mental 2; Abilities: Brawl 1, Intimidation 3, Subterfuge 3, Firearms 3, Melee 1, Demolitions 1, Stealth 3. Backgrounds: Allies (other teams) 2. Weapons: Uzis (+3 firearms, but no silver bullets), knives (+1 Melee). Powers: Toxic Touch (all Brawl attacks are aggravated).



Example of Tactical Resolution

While the player character pack sneaks into the Pentex Laboratories, the Savage Gristle Pack is assigned the job of keeping the First Team guards busy outside. Both Savage Gristle and the First Team are NPC groups. The Storyteller decides that she wants to run the actual story of the player characters' own attack using roleplaying, but will use the Tactical Method for the other attack.

She chooses one of the players (or lets them choose from among themselves) to run the Savage Gristle Pack while she takes the First Team. She will "cut" back and forth between the two actions throughout the story.

The Storyteller decides that a total of five successes are required for one side to win (each success represents an enemy kill). She first rolls initiative for the two groups, giving the player an extra two dice for surprise, and declares that if the player wins, he can have an unresisted attack. They each roll their group's Mental + Alertness against a six difficulty; the First Team wins with two successes. The attack is thus a resisted roll as usual.

First Team Number 31 attacks with their guns (Physical 3 + Firearms 3, plus three dice for their Uzis = 9 dice) and are resisted by the Savage Gristle's claws (Physical 6 + Brawl 4, plus one for their claws = 11). The difficulty for both sides is set at six. The First Team gets five successes, while the Garou get two, leaving the First Team with three successes.

The Storyteller sums up the turn: the Garou charged from the jungle, but Pentex was not taken by surprise. They pulled out their guns and began firing. The Garou took casualties, cut down by the heavy fire.

The Storyteller then decides to return to regular play for a while, roleplaying the player pack in their adventures. A little while later, when he comes to a good cliffhanger moment, she decides to switch the scene back to the Tactical action going on outside the labs.

At the start of the second turn, the Garou regenerate the damage they took last turn. Since the bullets used were not silver, they regenerate one damage success. The First Team now only has two successes over the Garou, rather than three.

This turn, the First Team gets two more successes, while the Garou get five, leaving the Garou with three successes. The First Team still has a total of two successes from last turn.

Again, the Storyteller sums up the action: the bullets did not keep the Garou down for long; they leaped into the fray again, barely wounded. Pentex faltered and the werewolves valiantly raked their foes.

Later in the adventure, the Storyteller gets around to the third turn. First the Garou regenerate another of the First Team's successes, leaving the team with only one now, while the Garou have three. This time, the First Team gains two successes and the Garou get four; this leaves the Garou with two successes this turn. Added to their running total, they have five successes — the number required to win.

The Storyteller sums up: the Garou tear once again into their foes and decimate them. The First Team is left to rot on the field of battle.

Alternatives

Willpower is a trait that represents a very individual characteristic. However, particularly tight-nit groups can sometimes have a Willpower score, especially under the influence of the Strength of Will Ahroun Gift. They can then use this to resist certain Mental or Social attacks (see *Other Tactical Situations*, below).

As for Rage: if a tight-nit group is united in their anger, then they may get a Rage score. Get of Fenris packs are likely to have Rage as a group. Whenever a group suffers a bad loss, the Storyteller should get them to check their Rage with a normal frenzy roll. If they get four or more successes, they frenzy: they are all dragged into a chain-reaction of Rage taken to the boiling point. In battle, it is most often a berserker frenzy. This will cause the Garou to attack with their simplest weaponry (usually claws) until their enemy is dead. During a frenzy, they gain one die to their attack Pool. However, if an enemy used a wildly successful Intimidation attack on the Garou, then a fox frenzy may be the result. In this case, the Garou flee the field. In this system, Rage cannot be spent for extra actions.

As for Gnosis, if the group is fighting a horde of Banes in the Umbra, they can be assigned a Gnosis trait for use as a Dice Pool in Binding Rites or other spirit magics at the Storyteller's discretion.

Remember, all these traits are usually very individualistic. It is rare to find a group that can average out enough to have a score in these traits. Use Willpower, Rage and Gnosis with discretion.

Other Tactical Situations

Group situations outside of war can also be resolved with this system, giving groups extended actions. For example, the Shadow Lords have to make an extended action roll of Social + Subterfuge (or Intimidation) to convince the Get of Fenris to side with them against the sept leader.

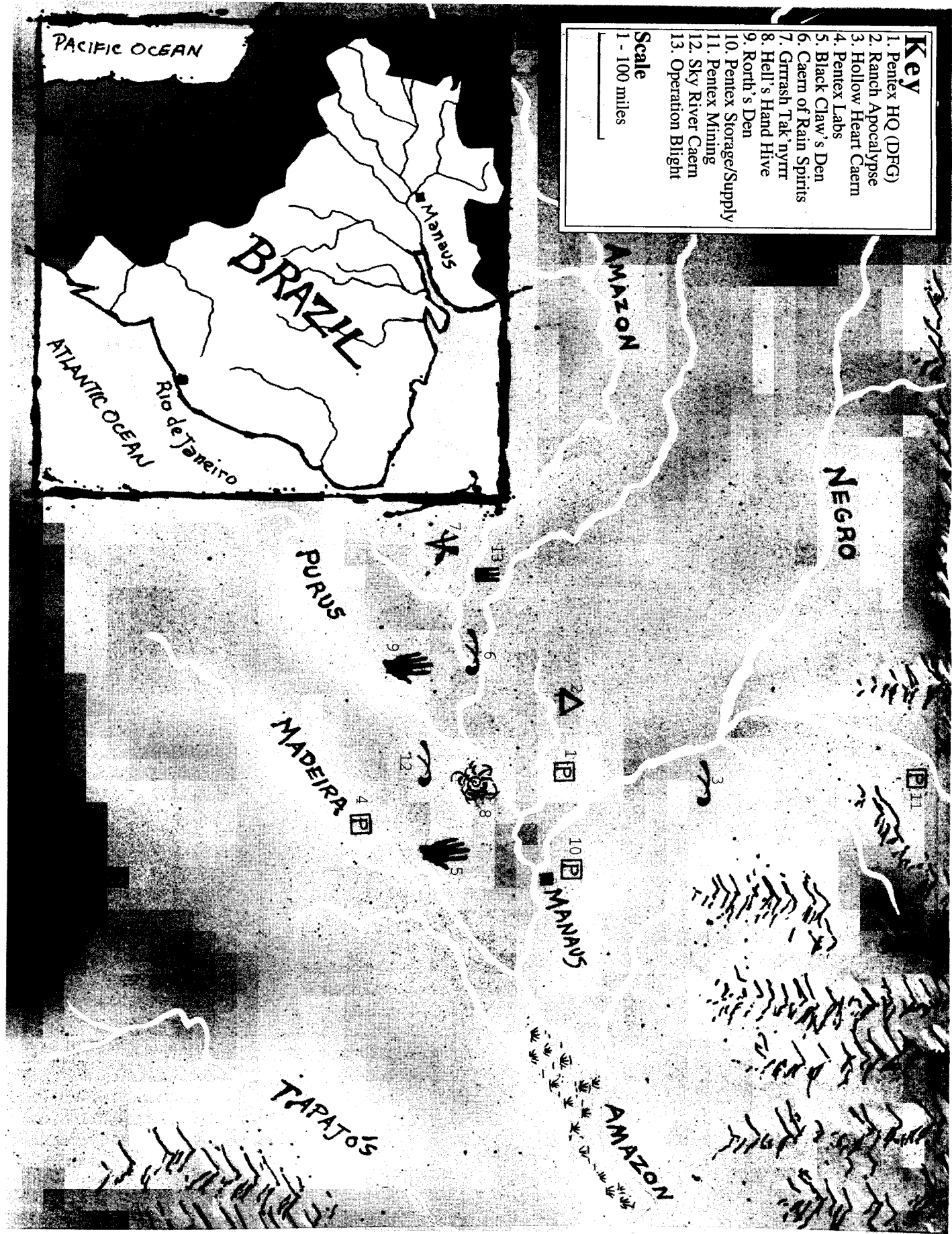
While combat actions can be resolved in short turns (perhaps five or ten minutes each), Social or Mental actions will usually require longer. In the above example, it may take weeks

per roll to convince the Get that the Shadow Lords' advice is sound, or it could take months.

Final Advice

The Storyteller should never let this system intrude on roleplaying. It is used with background actions, not the primary story action. If the results clash with the story, then the Storyteller should feel free to change them or ignore them. The rules are meant to complement the game, not overcome it.

Remember that, above all, **Werewolf** is a Storytelling game. If this system fouls the play or slows up the game, ditch it. It is presented here simply as one method for arbitrating group interactions. Don't get hung up on these rules and don't panic if they don't work right for your style of gaming.



Key

1. Pentex HQ (DFG)
2. Ranch Apocalypse
3. Hollow Heart Caern
4. Pentex Labs
5. Black Claw's Den
6. Caern of Rain Spirits
7. Grrrash Tak nyrr
8. Hell's Hand Hive
9. Rorth's Den
10. Pentex Storage/Supply
11. Pentex Mining
12. Sky River Caern
13. Operation Blight

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Gangrel



Malkavian



Nosferatu



Toreador



Tremere



Ventrue

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Werewolf Temporary Tattoos

Inserted into this book is a sheet of temporary transfer tattoos of Garou pictograms, including:

- One for each of the 13 tribes.
- Renown marks: two each for Glory, Honor and Wisdom.

These represent two different grades: merit and high valor (the pictograms with the side marks are for high valor).

See the chart in the *Werewolf Players Guide* to identify the Garou pictograms.

Use these tattoos as you please. They are meant to be fun, so have fun with them. The Storyteller can hand them out as rewards for good roleplaying or when a player succeeds extremely well in the game.

They are meant to be props, just like music, lighting and costumes can be props for roleplaying. If you find the idea of a

gaming tattoo to be an affront to your dignity, don't use them — it's that simple. Don't take life too seriously.

How to Apply Your Tattoo

1. Moisten the area you want tattooed with water (not too wet or the ink will smear; not too dry or it won't stick).
2. Place tattoo face down and press on slightly moistened area for a few seconds.
3. Lift up, and now you are tattooed.
4. Washes off with soap and water.

NOTE: Although the tattoo is printed using safe, non-toxic vegetable FDA regulated colors, they are not recommended for sensitive skin. Do not place near eyes or take internally.

A Note From the White Wolf Environmental Action Committee



Wolf Kills Still Planned in Alaska!

That's the big news here with the EAC. You may have heard about Alaska's attempt last November to begin aerial shooting of wolves. Their excuse was that wolves were harming the caribou population — even though evidence and environmental studies stated otherwise. The fact was that Alaska wanted more caribou available for hunting. Well, the plan was stopped after massive boycotting by people from all over. The incident made the national news. In early 1993, Governor Hickel declared that the plan would be halted and no more wolf control programs would be instituted this year.

He's gone back on his word. Alaska has yet another plan to kill wolves. Aerial shooting will commence in October unless the state officials can again be convinced that what they are doing is wrong. Anyone can now buy a \$15 license to kill a wolf. All the plans they have concocted up to now are not based on any evidence that wolves are harming the caribou population. Don't just take our word for it — look into this issue yourselves. If you care about the dwindling wolf populations of the world, then you must make your voice heard on this issue.

For more information, write to:

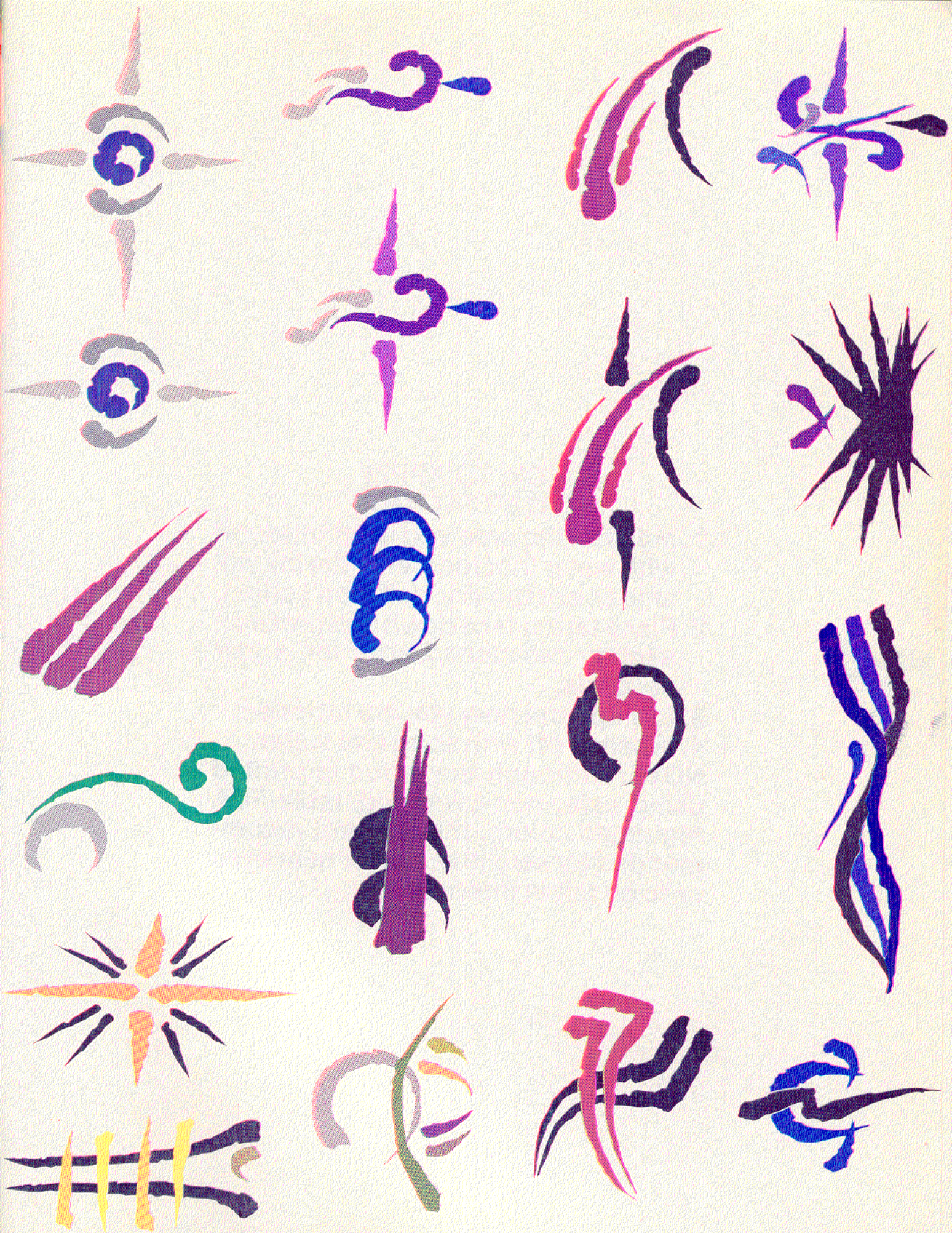
Friends of Animals
National Headquarters
P.O. Box 1244
Norwalk, CT 06856

Also, you can write, call or fax the Governor at:

Walter J. Hickel, Governor
State of Alaska
P.O. Box 110001
Juneau, AK 99811-0001
(907)465-3500, FAX 463-3454

You can write us at the Environmental Action Committee and we'll be glad to send you what information we have on this issue:

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- 1. Moisten the area you want tattooed with water (not too wet or the ink will smear, not too dry, or it won't stick).**
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RAGE ACROSS

The Amazon

The Greatest Threat

The Wyrms have made their move — Pentex Incorporated is behind the destruction of the Amazon Rain Forest. Bulldozers tear down ancient trees, leaving scorched wastelands behind. Factories vomit balefire into the rivers, poisoning Gaia's bloodstream. Banes screech through the jungle, maiming the spirits and Umbral glens. The hungry maw of the Wyrms opens wide to devour its feast...

The Greatest Sacrifice

...but the Wyrms choke on the bitter rage of the Garou. The warriors of Gaia are here to end the corruption, destroy the defilers and take back the Earth. The Amazon War has begun, the greatest battle yet for the body and soul of Gaia. In their darkest hour, the Garou must succeed before the Dark Foe destroys everything.

Rage Across the Amazon is a chronicle setting for Werewolf. It includes:

- The heroes and villains of the War, from the mighty Garou Golgol Fangs-First to Pentex's Samuel Haight, the Garou Skinner.
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