

The background of the poster is a dark, moody illustration. On the left, a large, close-up profile of a werewolf's face is visible, with its eyes closed and a somber expression. A stone tablet, similar to the one in the movie 'The Ten Commandments', is positioned diagonally across the center-right. The tablet has a weathered, ancient appearance. The title 'WEREWOLF' is written in large, bold, red letters with a black outline, and 'THE APOCALYPSE' is in smaller, brown letters below it. The entire title is framed by a jagged, branch-like border. The words 'STORYTELLERS SCREEN' are written in white, serif capital letters below the title. The poster is decorated with numerous yellow, triangular spikes along the top, bottom, and right edges, resembling a spiked collar or a fence. In the bottom right corner, there is a small, rectangular label with the text 'DIT ERL 177' inside it.

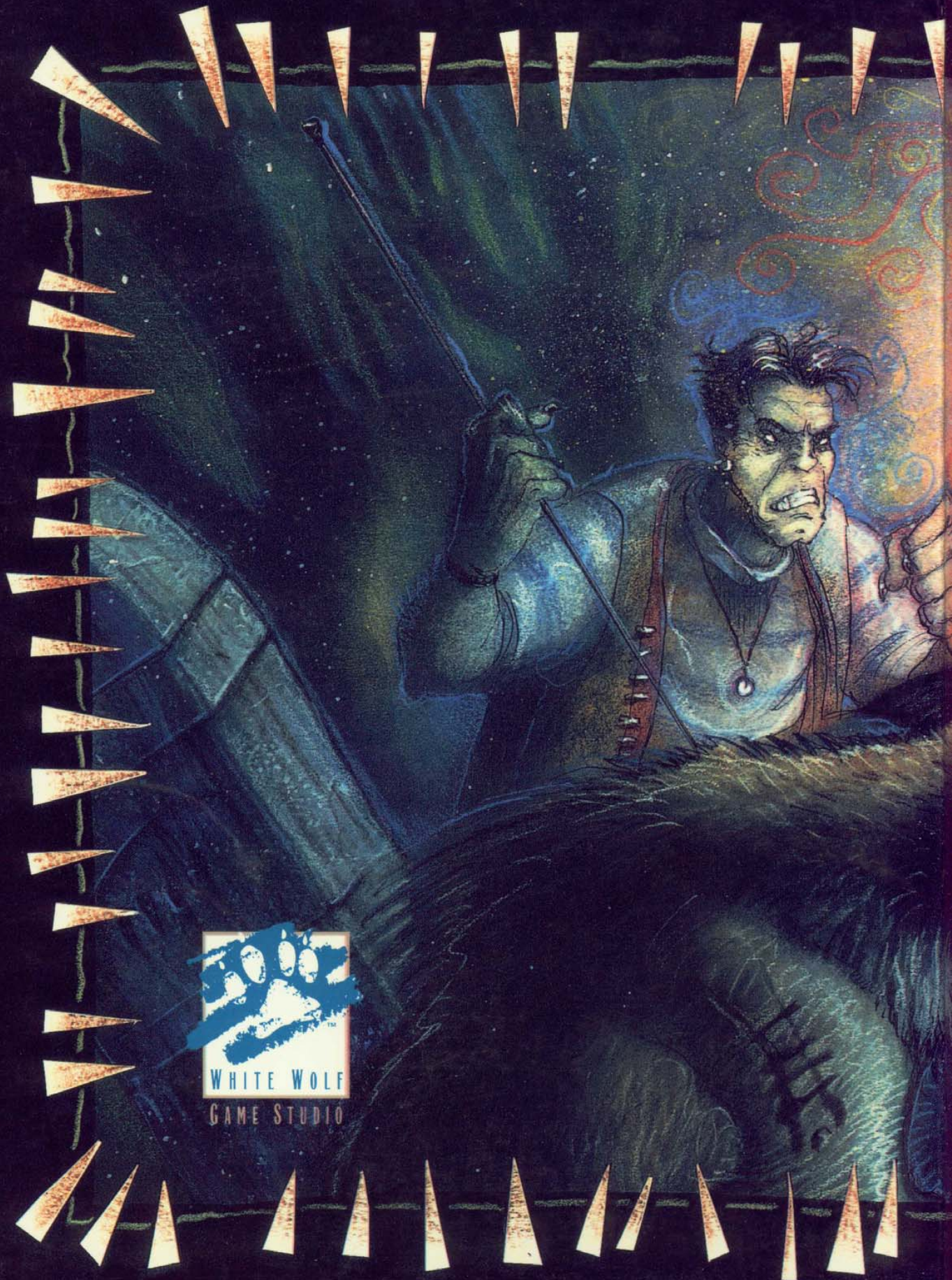
WEREWOLF

THE APOCALYPSE

STORYTELLERS SCREEN







WHITE WOLF
GAME STUDIO

Rating

x	Abysmal
•	Poor
••	Average
•••	Good
••••	Exceptional
•••••	Superb

Difficulties

Difficulties

3	Easy
4	Routine
5	Straightforward
6	Standard
7	Challenging
8	Difficult
9	Extremely Difficult

Degrees of Success

One Success	Marginal
Two Successes	Moderate
Three Successes	Complete
Four Successes	Exceptional
Five Successes	Phenomenal

Experience Chart

Trait	Cost
Attribute	current rating x 4
Ability	current rating x 2
New Ability	3
Gift	Level of Gift x 3
Gift from other breed/auspice/tribe	Level of Gift x 5
Rage	current rating
Gnosis	current rating x 2
Willpower	current rating

Gauntlet

Area	Typical Gauntlet
Science lab	9
Inner city	8
Most places	7
Rural countryside	6
Deep wilderness	5
Typical active caern	4
Powerful caern	3
The greatest caerns	2

Stepping Sideways

Successes	Shift Time
Botch	"Caught"
0	Failure; may not try again for another hour
One	5 minutes
Two	30 seconds
Three +	Instant

Combat Summary Chart

Stage One: Initiative

• Roll Wits + Initiative (difficulty 4). The winner declares her action last (after she has heard everyone else's actions) and performs it first.

• Declare Dice Pool division if performing multiple actions.

• Declare any Rage point expenditures (maximum of character's Dexterity rating).

Stage Two: Attack

• For firearms combat, roll Dexterity + Firearms.

• For melee (with weapons) combat, roll Dexterity + Melee.

• For hand-to-hand (without weapons) combat, roll Dexterity + Brawl.

• Dodge: roll Dexterity + Dodge. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's successes.

Stage Three: Resolution

• Roll damage, determined by weapon or maneuver (difficulty 6).

• Soak damage: roll Stamina (difficulty 6).

General Complications

• **Changing Actions:** The difficulty increases by one.

• **Immobilization:** The difficulty to hit an immobilized target is decreased by two.

• **Stunning:** When Health Level damage exceeds Stamina rating, the target is stunned and cannot act next turn (a Rage point will counter the effect).

Spirit Combat Table

Stage One: Initiative

• As above. Spirits roll Willpower for initiative.

Stage Two: Attack

• Roll Willpower (difficulty 6) unless a Charm is being used (refer to the Charm description)

• Dodge: Willpower (difficulty 6), or split Willpower Dice Pool between attack and dodge.

Stage Three: Resolution

• Roll Rage (difficulty 6); one Health Level of aggravated damage is inflicted per success (Garou can soak this with a Gnosis roll, difficulty 6); one Power point per success is lost if the target is a spirit.

• Soak damage: spirits cannot soak damage.

Difficulty for Rage Rolls

Difficulty	Moon Phase
8	New
7	Crescent
6	Half
5	Gibbous
4	Full

If the Garou is in Crinos form, the difficulty is decreased by one.

Brawling Chart

Maneuver	Roll	Difficulty	Damage	Actions
Bite	Dex + Brawl	5	Strength +1†	1
Body Slam	Dex + Brawl	7	Special	1
Claw	Dex + Brawl	6	Strength +2†	1
Grapple	Dex + Brawl	6	Strength	1
Kick	Dex + Brawl	7	Strength +1	1
Punch	Dex + Brawl	6	Strength	1
Special Maneuvers*				
Evasive Act.	Wits + Dodge	6	none	1
Fur Gnarl	Dex + Brawl	8	Str +1 + Special†	2
Hamstring	Dex + Brawl	8	Str + Special†	1
Jaw Lock	Dex + Brawl	6	Special	1
Leaping Rake	Dex + Brawl	8	Strength +2†	2
Taunt	Man. + Exp.	Opp. Wits +4	none	1

† These maneuvers do aggravated damage.

* These maneuvers cannot be used by a character in frenzy.

Health Levels

Bruised	
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	



Melee Weapons Table

Weapon	Difficulty	Damage	Conceal
Sap	4	Strength	P
Club	4	Strength +1	T
Knife	4	Strength +1	J
Foil	5	Strength +3	T
Saber	6	Strength +4	T
Axe	7	Strength +5	N
Klaive	6	Strength +2*	J
Grand Klaive	7	Strength +4*	T

* This is a silver weapon; Garou cannot soak this damage

Firefight Complications

Complication	Difficulty	Dice
Changing action	+1	—
Immobilization	-2	—
Long range	+1	—
Point-blank	4	—
Lying flat	+1	—
Behind pole	+2	—
Behind wall	+3	—
Only head exposed	+4	—
Movement	+1	—
Aiming	—	+ Perception (1/turn)
Scope	—	+2
Specific area of target	+2	—
Multiple shots	+1/extra shot	
Full-auto	+3	+10
Three-round burst	+1	+3
Spray	5 +1/yard	+10

Armor

Class	Armor Rating	Penalty
Class One (reinforced clothing)	1	0
Class Two (armor T-shirt)	2	0
Class Three (vest)	3	1
Class Four (flak jacket)	4	1
Class Five (full suit)	6	2

Movement Rates Chart

Movement Distance (yards per turn)

	Homid	Glabro	Crinos*	Hispo	Lupus
Walk	7	7	7 (9)	10	14
Jog	12 + Dex	12 + Dex	12 (14) + Dex	x 1.5	x 2
Run	20 + Dex x 3	20 + Dex x 3	20 (22) + Dex x 3	x 1.5	x 2

* Number in parentheses applies when quadrupedal

x = Multipliers are applied to Homid movement rates

Firearms Chart

Type Example	Difficulty	Damage	Range	Rate	Clip	Concealment
Revolver, Lt. SW M640 (.38 Special)	6	4	12	3	6	P
Revolver, Hvy. Colt Anaconda (.44 magnum)	7	6	35	2	6	J
Pistol, Lt. Glock-17 (9mm)	7	4	20	4	17+1	P
Pistol, Hvy. Sig P220 (.45 ACP)	8	5	30	3	7+1	J
Rifle Remington M-700 (.30-06)	8	8	200	1	5+1	N
SMG, Small* Ingram Mac-10 (9mm)	7	4	25	3	30+1	J
SMG, Large* UZI (9mm)	6	4	50	3	32+1	T
Assault Rifle* Steyr-Aug (5.56mm)	7	7	150	3	42+1	N
Shotgun Ithaca M-37 (12-gauge)	6	8	20	1	5+1	T
Shotgun, Semi-auto Fianchi Law-12 (12 gauge)	7	8	20	3	8+1	T
Crossbow**	7	5	20	1	1	T

Range: This is the practical range of the gun in yards. A character may fire on a target at up to double the listed range; however, this is considered a long-range shot.

Rate: The maximum number of bullets or three-round bursts the gun can fire in a single turn. The rate does not apply to full-auto or spray fire.

Clip: The number of bullets that can be held in one clip or in the barrel. The +1 indicates a bullet can be held in the chamber, making the gun ready to fire.

Concealment: P = can be hidden in a pocket; J = can be hidden inside a jacket; T = can be hidden inside a trenchcoat; N = cannot be hidden on one's person at all.

* indicates the gun is capable of three-round bursts, full-auto fire and sprays.

** The crossbow is listed to accommodate those characters who wish to use one to stake vampires. However, unlike a firearm, it does not add attack successes to the damage Dice Pool. Additionally, a crossbow takes five turns to reload.

Dodging

Difficulty	Terrain
2	By moving back half a step, the character is back under full cover.
4	Full cover within diving distance (one yard)
6	Full cover within running distance (three yards)
7	Partial cover within running distance (three yards)
8	Flat and featureless, no cover (the character dives to the ground)

Cover Difficulties

Cover	Difficulty
Lying flat	+1
Behind pole	+2
Behind wall	+3
Only head exposed	+4



4598 STONEGATE IND. BLVD.
STONE MTN., GA 30083
U.S.A.

Delirium Chart

Willpower	% of Population	Reaction
1	10%	Catatonic Fear: This individual is the hapless recipient of a large dose of ancestral memory; sight of the Garou causes the unfortunate soul to collapse into a fetal ball and whimper.
2	20%	Panic: Just get away! The person moves as far away from the Garou as his feet can carry him — gibbering, screaming, and ignoring obstacles such as plate-glass windows and 30-story drops.
3	18%	Disbelief: The person refuses to accept the reality of the Garou, attributing the wolf-man to stress, neurosis, hallucinogens or the like. "This just isn't happening, man! I must be going insane! (giggles hysterically) No way, man — you ain't real — stay back — stay back —"
4	15%	Berserk: In blind, frenzied fear, the human takes some sort of action — any sort of action. She might run down the street breaking windows, or might actually leap upon the Garou, tearing with her fingernails at "the monster."
5	13%	Terror: Very afraid — not quite so bad as total panic, but the human will run screaming from the Garou. He will still act rationally — the human will stop to get in a car if he has one, lock doors behind him, etc.
6	10%	Conciliatory: The person, though doing her best to remain calm and placate the beast, is on the verge of collapse: "Okay, okay, I — I'll do whatever you say, just don't hurt me, please!" She will try to do anything she possibly can to avoid getting hurt.
7	7%	Controlled Fear: Maybe this person was in 'Nam or was a cop in the projects. She will keep a calm demeanor (although she is still terrified) and react in a rational manner, fighting or fleeing as appropriate.
8	5%	Curiosity: This individual might be the stereotypical absent-minded researcher, or just a loon who thinks the Garou is Bigfoot's love child via Elvis's clone, but in any event he will be fascinated rather than frightened, even going so far as to study the Garou (at a safe distance). This sort is often the most likely to rationalize things later on.
9	1.5%	Bloodlust: Perhaps this gentleman's great-great-many-times-removed-grandfather was a tribal chieftain who actually killed a Crinos in the distant past. Regardless, his reaction is anger rather than fear: "Ain't never met no critter as couldn't be brung down by me an' Miss Kitty here (strokes Remington affectionately). I aim to get me one'a them there skins in front a my fireplace — real men ain't scared'a no damn pit bull."
10	0.5%	No Reaction/Blasé: This person either has nerves of steel or a brain of Jell-O. For whatever bizarre reason, this individual displays no reaction to the Garou's appearance whatsoever. If spoken to, she responds, politely and casually. Why?

Feats of Strength

Dice Pool	Feats	Lift
1	Crush a beer can	40 lbs.
2	Break a chair	100 lbs.
3	Break down a wooden door	250 lbs.
4	Break a 2" x 4"	400 lbs.
5	Break open a metal fire door	650 lbs.
6	Throw a motorcycle	800 lbs.
7	Flip over a small car	900 lbs.
8	Break a three-inch lead pipe	1000 lbs.
9	Punch through a cement wall	1200 lbs.
10	Rip open a steel drum	1500 lbs.
11	Punch through 1" sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Throw a car	4000 lbs.
14	Throw a van	5000 lbs.
15	Throw a truck	6000 lbs.

Jumping

Roll: Strength + Athletics

Difficulty: 3 (varies)

Type of Jump	Feet per Success				
	Homid	Glabro	Crinos	Hispo	Lupus
Vertical (up)	2	3	4	5	4
Horizontal (across)	4	4	5	6	7

Falling Damage

Distance (in feet)	Injury
5	One Health Level
10	Two Health Levels
20	Three Health Levels
30	Four Health Levels
40	Five Health Levels
50	Six Health Levels
60	Seven Health Levels
...and so on, to a maximum of 10 Health Levels.	

Fire Damage

Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen Burner (third-degree burns)
9	Heat of a chemical fire
10	Molten metal
Wounds	Size of Fire
One	Torch; part of body burned
Two	Bonfire; half of body burned
Three	Raging Inferno; all of body burned

Three Werewolf Stories

By James Moore

The following stories are designed to fit into the Storyteller's ongoing chronicle. All city locations — and even the location of the pack's caern — should be decided by the Storyteller. Names and locations are given in the stories for ease of use, but if the material presented works better with alterations, the Storyteller should not hesitate to change what is needed. While the stories are complete and ready for use, space constraints have necessitated limiting the information presented for many of the secondary characters. Storytellers should feel free to provide this information themselves.

Battle Maps: All of the adventures presented here come complete with battle maps, for use with either miniatures or cardboard standups. Please consult the miniatures rules in the *Werewolf* rulebook (pp. 247-249). Each battle map presents specific physical challenges for the characters, and special emphasis will be placed on these challenges.

Non-player Character Traits: Each encountered person has a Health Level chart. These charts are designed to be checked off as the NPC loses each Health Level, beginning with "OK" and continuing to "Incapacitated."



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Story One: Camera Shy

Stop the presses!

— Any overzealous newspaper editor

Plot Outline

A local contact informs one of the characters that there will be photographs of “a strange herd of creatures, possibly a whole tribe of Bigfoots” in the next issue of *The Nation's Pulse*, a locally published “news magazine” with national distribution. There is a very real threat that someone has taken photographs of the sept's moot, held only a few days before. Worse still, the tabloid is being printed by Bane-ridden machinery capable of weakening the Veil.

With no other information available, the characters must risk open exposure in order to capture the photographs. The informant has no idea who the photographer is, nor any knowledge about the layout of the newspaper's offices. Above all else, the Garou must use secrecy to achieve their goals. Here is a story where wits, not claws, are needed to win the day.

Theme

The theme of “Camera Shy” is responsibility. Photographs of werewolves are appearing in newspapers, and the Veil may be compromised. The characters discover the

potential leak, and it is their responsibility to discover what is really going on.

Mood

The mood of “Camera Shy” is one of urgency and caution. The pack must enter the offices of the local newspaper and try to retrieve the photographs and negatives of the werewolf pictures. Let's reemphasize that: into the offices of the newspaper, a place with many reporters and many photographers, and probably a few security guards. The pack must stop the werewolf photographs from being published, but they must also avoid confrontation. Worst of all, the newspaper's offices are in the heart of the city.

Battle Map Challenge

The combat challenge in “Camera Shy” comes from close quarters. The hallways in the tabloid's offices are only one yard wide (one hex). A Garou in Crinos, Hispo, or possibly Lupus form (depending on exact build) is simply not going to be capable of moving freely in the hallways. Leaping in these forms is effectively impossible.

Crinos or Hispo cannot even walk the hallways side by side; they must move in “single file” formation. Attempts to traverse the corridors in any other way will increase difficulty numbers substantially. Even in Homid form, Garou in this area cannot stand in the same hex without some form of penalty. As a rule of thumb, any activity involving motion suffers a difficulty increase as follows: Homid +1, Glabro +2, Crinos +4, Hispo +3, and Lupus +1.

Additionally, the rooms all have low ceilings — only seven feet in height, with doorways that are six feet in height. Most forms are unaffected, but Crinos (and perhaps Glabro) suffer problems when running about (+1 to all Dexterity difficulties).

Scene One: Informer

A werewolf's Contact, or even one of her Kinfolk that just happens to know someone at the paper, tells her about the pictures scheduled to appear in the next issue of *The Nation's Pulse*. The paper is already hyping the pictures, with radio spots and even a large advertisement about the four-page spread of exclusive photos.

The following information can be gathered by the pack if they peruse the tabloid or question their informer:

- The photographer's name is Tom Detweiler. He previously received a Pulitzer Prize nomination for a portfolio of powerful photos documenting Desert Storm. He always retains the rights to his material, and frequently releases his pictures to syndication. His agreement with *The Nation's Pulse* allows the tabloid first dibs on any local news photos. If the pictures and negatives are not seized by the pack immediately, there is a very real threat of national exposure; Detweiler's name carries some clout in journalistic circles.

Detweiller is a local resident, but his address and phone number are unlisted. The only possibility of gathering more information on the man is actually to go to the newspaper offices. The informant can provide absolutely no more information about Detweiller.

- The latest issue of *The Nation's Pulse* gave special thanks to Margaret Agatha Henderson, a woman who recently passed away, leaving most of her fortune to various animal shelters and to the paper. Mrs. Henderson also donated a very large and somewhat antiquated news press to *The Nation's Pulse*, adding a message in her will: "I leave this press to *The Nation's Pulse*, the only paper in our great nation that is bold enough to tell the truth." Since the last issue's headline clearly stated that a grotesquely large woman on the cover, the one with the photographically touched-up bear cub in her arms, had just given birth to "Elvis' Martian Love Child," it is fairly safe to assume that the late Mrs. Henderson was a bit...eccentric.

In the event that the pack has no informants or simply does not read the newspaper, one of the sept's elders will send the characters on the mission. The elder will strongly advise the pack to go after regular business hours, to avoid unwanted attention.

The sept's elders can also provide the following information: A metis of the Glass Walker tribe recently investigated the newspaper. He was never seen again. He did, however, make a phone call to one of the sept's elders. The call was cut short, ending in the sound of gunfire. Most assume that he was killed while at the tabloid's offices. He had just enough time to explain that the recently inherited press was actually a gift to the paper from Pentex, the new owner of *The Nation's Pulse*. He explained that the presses are actually a gigantic fetish, one designed to reduce the effects of the Delirium. Everyone who reads the paper will actually be more inclined to believe the pictures are real, whether they are or not.

Scene Two: Eyewitness News

The pack's next steps are: to retrieve the photographs and negatives before they can be published, and to destroy the presses. As stated above, this task must be handled carefully; any blatant use of Garou talents will likely cause many more problems. Above all else, the pack must be subtle. The newspaper is located in an old, two-story warehouse building. Employees set their own hours, and there are usually at least a few workers on the premises at any given time of the day or night. There are also security guards. Half a dozen Crinos tearing through the offices will certainly be noticed.

The first floor holds the design and layout offices of the newspaper (in the front of the building), and the presses themselves (in the rear). The presses occupy approximately two-thirds of the first floor.

The second floor is used primarily as storage and is accessible only through a door that leads from the reception area. A security door connects the two floors; it is locked after regular business hours. Use the Strength Chart on pg.

212 of the rulebook to determine whether or not a character can force entry; the Strength required is 5. Because of the area's high crime rate, the original owners had all of the windows on the second floor bricked in; there is no entryway from the second floor.

The Nation's Pulse is located in a rather dismal section of the city and has only two accessible entrances. The front entrance is not locked, but a guard sits at the receptionist's desk after 6:00 p.m.

The only other point of entry is located at the back of the warehouse, where the presses themselves are located. Two sliding warehouse doors, closed but not locked at the present time, open onto loading docks. This is where trucks arrive early in the morning (about 4:00 a.m.) to retrieve the newly printed papers. (This section is not detailed on the battle map.)

The Gauntlet rating here is 8. The Penumbra-scape here is filled with an unholy noise — the screeching of the presses, which constantly attracts new Banes. A huge, amorphous blob — a Bane — can be seen where the presses are located in the physical world. It sits perched atop the presses, its tentacles buried in the paper-feeds. (See *The Press Bane*, below.)

The presses begin running at 12:00 midnight, printing copies of the story and pictures of the "Bigfoot Family" — which are, indeed, pictures of Garou in Crinos form. Life will be considerably harder for the pack should these photos see print.



Security

Barrier	Strength
Second floor security door	5
Lifting loading doors (from outside)	3
Breaking loading doors	6
Sneaking (Dex + Stealth roll)	Difficulty
Front offices (before midnight)	7
Front offices (after midnight)	5
Press room (before midnight)	6
Press room (after midnight)	4

The Guards

Physical: Strength 5, Dexterity 3, Stamina 6

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Athletics 2, Brawl 3, Dodge 2, Intimidation 3

Skills: Etiquette 1, Firearms 3, Melee 2, Stealth 2

Knowledges: Law 1

Fomor Powers: Immunity to the Delirium, Heightened Strength and Stamina

Willpower: 6

Health Levels:

Guard #1 (Reception area): OK, -1, -1, -2, -2, -5, Incapacitated

Guard #2 (Office B): OK, -1, -1, -2, -2, -5, Incapacitated

Guard #3 (Office B): OK, -1, -1, -2, -2, -5, Incapacitated

Guard #4 (Press room): OK, -1, -1, -2, -2, -5, Incapacitated

Equipment: Light revolvers, billy clubs

The General Staff

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 2, Intelligence 3, Wits 1

Talents: Alertness 2, Expression 1

Skills: Etiquette 2

Knowledges: Investigation 1, Law 1

Willpower: 6

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

Bruce Donaldson

(See "Office D")

Physical: Strength 3, Dexterity 4, Stamina 2

Social: Charisma 2, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Alertness 2, Athletics 2, Brawl 1, Dodge 4, Intimidation 1, Streetwise 4, Subterfuge 3

Skills: Drive 3, Etiquette 2, Firearms 1, Melee 1, Stealth 4

Knowledges: Computer 1, Investigation 5, Law 1, Linguistics 1



M.B. KOSTELIN '11

Backgrounds: Contacts 5

Willpower 9

Powers: Immunity to the Delirium — unknown to Donaldson, he is Kinfolk.

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

The Umbra

Gauntlet Rating: 8

The Press Bane

Willpower 7, **Rage** 10, **Gnosis** 8, **Power** 45

Charms: Reform, Weaken Delirium (Power cost: 7 per issue; this Charm reduces the effects of the Delirium on all people who read *The Nation's Pulse*, subtracting one for every issue read. *The Nation's Pulse* is being used as an experiment for the effectiveness of this Bane; if it succeeds, Pentex plans to move the Bane to one of its more reputable magazines.)

The Press Bane is very powerful in its own right, but is also a very distinct coward. Any attempt to attack the Bane will force it to Reform elsewhere, abandoning the press for good.

Who's Who in the Office

(See the "Camera Shy" battle map)

Security Guards

There are several people in the front offices, mostly those responsible for ensuring that the next issue comes out in a presentable fashion. There are also a surprising number of security guards present, more than would normally be expected in offices such as these. However, the guards all look fairly bored and tend to neglect their appointed duties.

To sneak past any of the guards, players must roll Dexterity + Stealth (difficulty 7). If spotted by the guards, werewolves in Homid or Glabro form will be stopped and questioned. Any Crinos, Hispo or Lupus will be shot on sight. The guards all work for a security company separate from the paper.

The Sentinel Security Service is a subsidiary of Pentex, and all security agents are hired for their ability to do their job better than most. To ensure that its guards are always prepared, Sentinel Security gives them regular checkups and booster shots of mega-vitamins. These shots have increased the guards' strength and rendered them immune to the Delirium. If they receive too many more of these, they may become fomori.

The guards are courteous and generally friendly to the people at the newspapers, but they are also well trained and will not hesitate to stop an intruder, with the use of lethal force if necessary. Quick-thinking Garou can prevent bloodshed simply by stating that they work as freelance reporters or photographers at the paper. The guards have only recently been hired and are not familiar with all the paper's employees. However, stammering or the inability to answer simple questions is all it takes to trigger the guards' suspicions.

The guards are not tainted enough to be detectable by Sense Wyrn or Scent of the True Form, although Sense the Unnatural will reveal that they have some mild supernatural powers.

Front Offices

The offices in the front of the building are all occupied. Some are being used by writers trying to meet their next deadline; others are being used by the staff assembling the paper. There are six offices total, not including the receptionist's desk in the foyer. If the Garou enter after 6:00 p.m., the receptionist's desk is occupied by a guard rather than the receptionist.

- **Office A:** The first office on the left past the foyer is being used by three men laying out the sports section of the paper. All three are tired, and none of them will pay any attention to people passing the office. They will notice anyone entering the room, but will merely nod and ignore them if the characters do not confront them. So far as these

three are concerned, there is a security staff that will stop anyone who isn't supposed to be there.

- **Office B:** This office is being used by two of the security guards as a break room. They are effectively off duty at the moment and will ignore the pack unless the pack confronts them. The pack may find it necessary to confront the guards, however, for this room is also the file room for photographs. Several file cabinets contain a variety of strange and generally doctored photographs. However, the photographs sought by the pack are not in this room.

- **Office C:** This office is actually a darkroom. A red light glows above the door. Inside, a photographer is developing his film. Any attempts to enter this room are met with a harsh: "Do you mind?! I'm workin' in here!" This is indeed the room where the photographic negatives can be found. The photographer, a thin man in his 20s, can easily be intimidated by any show of force. He will help the pack retrieve the negatives if he is threatened.

- **Office D:** This office is being used by staff reporter Bruce Donaldson. He is writing a feature on the birth of a four-headed cow. Donaldson is bored to tears, and he has no useful information. Should the pack be abusive, he will verbally assault them and then leave them alone. If the pack threatens him, he will immediately attempt to call security. He can be easily placated with an apology, but will demand to know who the pack members are and what they want in the paper's offices. He will even go so far as to attempt to follow the pack. He has been sniffing around for a good story for some time. He is also the reporter who wrote the story on the "Bigfoot Family."

- **Office E:** This office holds the microfiche library for the paper. Two researchers are here doing their best to gather more information. They are far too busy to bother with the pack. Should the pack ask any questions, the researchers will curtly point the Garou in the direction of what they need.

- **Office F:** This office holds four people, who are laying out the main section of the newspaper. They are very busy and will ignore the pack unless the pack has decided to approach the office before midnight. The paper they are currently assembling is of importance only if the pack arrives before the presses have started. If the presses have not yet started, then the vital photos are actually being laid out in this room.

If the characters approach after midnight, they see a stack of photos set to the side while the people in the room begin the preliminary layout for the next issue. The stack of photos includes the pictures they seek. Should the pack fail or botch an attempt to take the photos discreetly, the employees alert security immediately. The security staff in turn notifies police. The characters could easily end up surrounded by police if they are not very careful.



The Press Room

(Not all of this room is detailed on the battle map.)

Clever characters could manage to stop the presses with little difficulty. The huge machines are all connected to one set of power cables, which in turn leads to a very large fusebox in the corner (Perception + Alertness, difficulty 6, to notice the fusebox). Characters using stealth (Dexterity + Stealth, difficulty 6/4 before/after midnight) should be able to avoid notice in the noisy press room if they do not get too violent while dismantling the fusebox. If the press operators discover a Garou tampering with the fusebox, they immediately alert the guards.

Any attempt to use physical strength against the press is likely to result in the loss of a limb or two — the press moves at incredible speeds and will likely crush to death anyone that manages to bypass the safety guards.

When the press is at work (midnight onward), the noise level causes the press operators to wear protective ear covering. The size of the press makes it possible for even a Crinos to sneak past the few workers without too much difficulty.

Characters with Heightened Senses will suffer near the presses — the noise is actually amplified by the Bane inside the machinery. Garou using this Gift must make a Stamina roll (difficulty 8) to avoid being temporarily deafened. Success on this roll means the character must subtract two from all hearing Perception Dice Pools for the duration of

the scene. Failure causes the character to subtract four for the rest of the night; a botch renders the character deaf for the duration of the night.

Wrap-Up and Complications

In the end, the pack should succeed in its mission, but carelessness while so doing could endanger the Veil in an even worse way. If the pack causes too much grief at the offices of the paper, the paper's reporters will do their best to discover just who or what entered their building and stole their photos. Additionally, Tom Detweiler will take the loss of his precious photos personally and will do his best to discover the perpetrator of the theft.

The press can be a serious foe to cross paths with, and any attempts to take the pictures by force will quickly prove just how serious an enemy the press can become. The paper will spare no effort to locate the creatures that took their property. News people will smell that a story is theirs for the taking, and they will do their very best to take it.

Renown

If the characters succeed, each gains one point of Wisdom. If the Storyteller considers their tactics particularly clever, he may opt to award them two points each. The Press Bane is considered an average minion of the Wyrms, because it will run rather than fight.

Story Two: Sneak Thief

Theme

"Sneak Thief" is a story of betrayal, one that should cause the pack to realize just how tenuous the friendship and camaraderie of the Garou can be. The story's theme is simply to be wary of strangers bearing gifts.

Mood

The mood of "Sneak Thief" is rage. Ooragant, the story's villain, is a Black Spiral Dancer and a traitor to boot. His crimes against the sept cannot go unavenged.

Battle Map Challenge

The construction site battle map is hazardous in several respects. The ground is wet (increasing difficulties in movement and balance), and the area is strewn with dangerous piles of haphazardly stacked construction material.

For example, large stacks of girders litter the area. Players might decide to stand on these piles, the better to gain a vantage point while looking for Ooragant. Any attempt to climb these small mountains could trigger an avalanche of heavy steel girders. Characters should roll Dexterity + Athletics (difficulty 8) to climb. Failure means the girders have slipped from under the character, causing him to lose the rest of his actions that turn. A botch means the character falls and is buried under several hundred pounds of steel. This inflicts five Health Levels of damage (can be soaked) and pins the character underneath the debris. It requires a Strength of 5 and an entire action to remove the girders (the character may not split his Dice Pool during this action).

Other Garou might decide to use the girders as weapons. They are bulky and unwieldy, increasing difficulties by two when used as clubs or spears.

Other physical challenges are detailed throughout the adventure.

Historical Background

Eight months ago, while at a moot, the Garou of the sept were surprised by a newcomer, one without name or Rank. He was a homid and had been a ronin for over three years. This ronin explained that he had turned his back on his previous pack because he was maladjusted to life as a Garou. After almost three years of fighting Gaia's battles, he had grown weary of the continuous fights, grown tired of living on the periphery of humanity, and decided that he needed time alone. In short, he fell victim to Harano.

After relating his tale, the ronin humbly asked to be allowed to join the sept, claiming he had finally accepted his place in the grand scheme of things.

The sept has long since accepted this stranger. For six months he has fought with the sept, defending it with such ferocity that he was awarded with the name "Screams-As-He-Kills."

The ronin with no name is in fact a Black Spiral Dancer. Originally an Uktena, he used forbidden rituals of power to fight the Wyrms, but was corrupted by the very forces he tried to vanquish. His name is Ooragant, and he is a Rank Three Dancer.

Ooragant hides this fact by wearing a powerful fetish: The Face of Innocence. The Face of Innocence is a facial tattoo depicting the symbol of Gaia. Bound into the ink is a Puppeteer Bane, a spirit that can conceal all traces of Wyrms corruption. Once activated, the Bane will prevent even the Gift: Sense Wyrms from working.

Ooragant concocted a scheme to steal all that he can from the sept, and to kill the sept's elders if possible. The plan called for him to gain the trust of the sept, and so he has spent a long time with the sept before making his move. Now he has recruited other Black Spiral Dancers to assist him in implementing the plan's final stages.

Scene One: Murder Most Foul

Ooragant has waited and befriended as many of the sept as he could. Now the time has come. Ooragant waits until





nightfall to make his move. It is up to you, the Storyteller, to decide just how many of the sept's leaders Ooragant manages to kill, if any. At the very least, he manages to steal one of the most powerful fetishes of the sept (perhaps even its Pathstone, the item that allows Moon Bridges to be opened). The sept leader and possibly the caern warder should at least be injured and unable to guide the sept.

Unguided, the sept flies into a rage. Ahroun run from the caern on a mad hunt after Ooragant, not waiting for aid from Ragabash or ritualists. Everyone splits up, scattering in all directions. A few keep their heads and stay behind to guard the caern and wounded ones. These calm Garou ask the pack to search for Ooragant; they suspect the rest are too frenzied to find the cunning Black Spiral. The pack is sent out and is the first to catch Ooragant's scent (the others have rallied in the wrong direction after an Ahroun called for them, sure he found the trail).

Ooragant has spent six months planning his escape route and has made certain that his fellow Black Spiral Dancers are ready to assist him. He has learned the lay of the land and long ago picked a point to rendezvous with the rest of his true packmates. The agreed-upon place is at a new construction site a fair distance from the caern, a site where the new West Pointe Mall is under construction. The mall will be one of the largest ever built, and the site is already overflowing with construction materials.

Getting there is hardly a problem for Ooragant; he has plotted the easiest way through the heart of the woods. The

terrain is fairly rough, but not dangerously so, and there is a small stream between the sept and the mall's future site.

Chasing after Ooragant requires Perception + Primal-Urge rolls (difficulty 7). However, once characters cross the stream, the difficulty increases to 9. The pack needs 10 successes, in three or fewer rolls, to find Ooragant before he can fully hide (two before the stream, one after). If they fail to track him, an Intelligence + Investigation or Enigmas roll (difficulty 6) allows a character to realize that the mall site must be his destination, for little else in the area would be of interest to a Black Spiral Dancer. The pack can go to the mall site, but Ooragant will be firmly entrenched by then.

If a member of the pack has the Gift: Sense of the Prey (Level Two Ragabash) or uses the Ritual of the Questing Stone, the characters will be led straight to the construction site.

Scene Two: West Pointe Mall

The mall is hidden behind nine-foot-high wooden fences. The fences are covered with signs that announce the opening date of the site sometime later in the year. Plans for the West Pointe Mall have been under way for awhile now. To date, however, the many hours spent at the site have yielded little save a large, muddy hole and several hundred yards of concrete tubing buried in the ground.

- **Tubes:** Each tube is five feet in circumference and can easily be used as a hiding place, assuming a werewolf is in Homid or Lupus form (Glabro, Hispo and Crinos forms are simply too stocky to fit easily through the openings).

- **Girders:** Large steel girders are stacked in piles and held together by thin steel bands. These piles range in height from four-foot mounds to dangerously unstable stacks towering 12 feet or higher into the air.

- **Foundation:** The foundation of the mall has not been completed. It is a deep, wide pit in the ground awaiting concrete filling. For now, the walls and ground are wet mud. The pit is 15 feet deep.

- **Equipment:** Very little in the area could actually be used in hand-to-hand combat, but any Garou with a background in construction would find the heavy machinery easy enough to operate (Dexterity + Drive with a specialty in heavy equipment; difficulty 6). Ooragant has a history of working in heavy construction and can use the equipment.

There is one forklift and one dump truck. While all of the machinery is awkward to maneuver at any speed (difficulty raises to 7 or even 8 for fast maneuvers), the forklift has an effective Strength of 7 for the purpose of doing damage, and the dump truck has an effective Strength of 8 for the same purpose. These vehicles cannot cause aggravated damage.

Anyone taking cover behind the heavy equipment receives an additional three dice to soak rolls and cover bonuses, particularly against ranged attacks.

Certain Glass Walker Gifts (Power Surge, Control Simple or Complex Machines) can be used to control or neutralize the heavy equipment.

• **Slippery When Wet:** The area, well saturated from the recent rains, is slippery and treacherous at best. All attempts to run or leap require a Dexterity + Athletics roll (difficulty 6) in order to avoid slipping.

The foundation is filled with a few inches of water; underlying silt makes traction almost impossible. Jumping or climbing rolls have difficulties of 7, and no fewer than five successes are needed to climb out of the foundation pit. Anyone falling into the foundation must make a Dexterity + Athletics roll (difficulty 5) or take two Health Levels falling damage (pre-soak).

The Cubby Holes

Two locations on the battle map are marked by dark circles. These enter into small tunnels leading to the main Black Spiral Dancer Pit some 10 miles away. Both are fairly well concealed, and characters must declare that they are looking for such hatchways to be allowed a Perception + Alertness roll (difficulty 8) to spot them.

These holes are set with traps and will collapse if the right steps are not made by the Garou who enters. The collapse of a tunnel takes place some 50 feet in, and drops over three tons of dirt on anything in the tunnel between the entrance and 80 feet. Seven Health Levels of non-aggravated damage is delivered (characters can soak this).

Getting out of a collapsed hole would likely require several Garou to dig the character(s) out unless the pinned Garou has the metis Gift: Burrow.

The Umbra

The Penumbra-scape is a barren wasteland, crawling with a few Pattern Spiders. They are more than ready to protect their newly claimed territory. They are working to ensure that the new building exists in the Penumbra as well as the physical world — a task which requires them to weave their Pattern Web here.

The Gauntlet at the construction site is 6.

Ooragant's Plan

Because of the late hour, there are no humans on the site. Unfortunately for Ooragant, his partners are late.

Ooragant is not intent on killing his pursuers at this time; he is far more interested in not being killed. He will do his best to hide among the large piles of construction materials and avoid con-

frontation until his Black Spiral Dancer packmates arrive at the construction site.

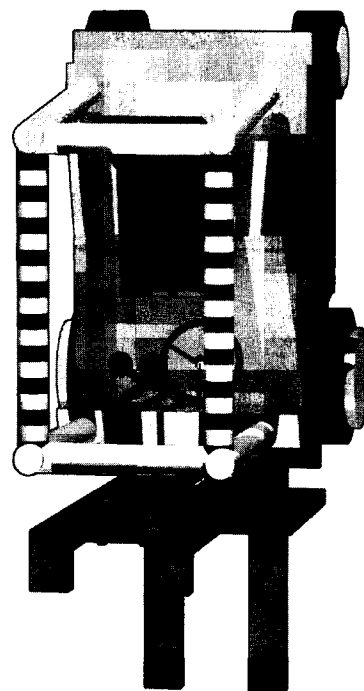
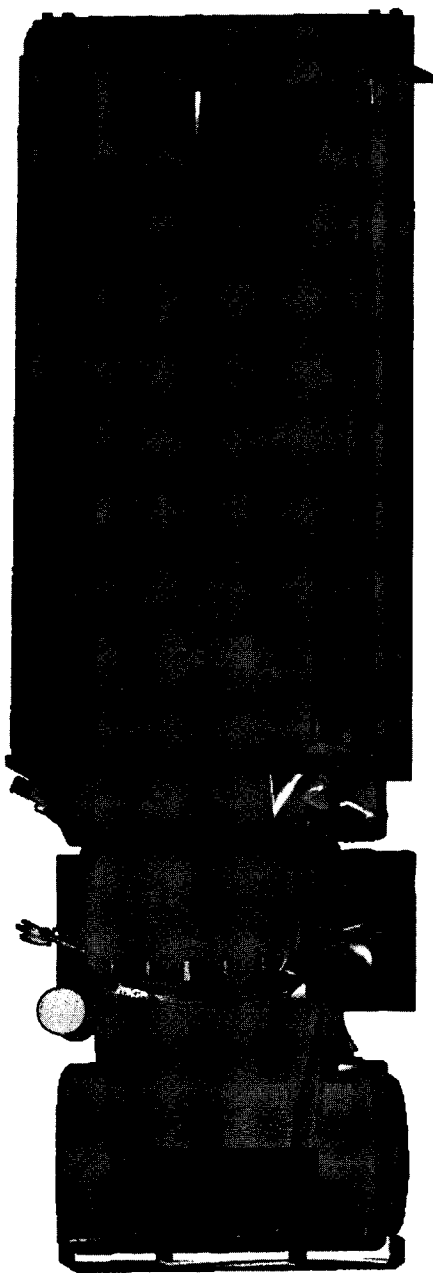
After five turns, Ooragant's packmates (two fewer than the characters) will show themselves, stepping from the Umbra ready to fight. The most important thing to Ooragant's packmates is that Ooragant be allowed to escape. His capture would ensure the failure of all their schemes against the sept. If Ooragant escapes, he will return to his Hive and deliver secrets of the sept's caern (weak points, number of guards, etc.). The caern will be in grave danger.

Packmates

The characters have the advantage of numbers, but the Dancers have the advantage of familiarity with the terrain (either give them bonuses to the obstacle rolls or don't make them roll at all). In the last six months, Ooragant's pack has hardly been idle. Encounters with Garou have whittled down the pack's numbers. The Dancers have been anticipating Ooragant's return for some time now.

Renown

Ooragant is considered a strong minion of the Wyrms for the purpose of awarding Glory Renown (see the chart on pp. 190-193 of the *Werewolf* rulebook). His packmates are average minions. Regaining the sept's fetish (or Pathstone, if that's what was taken) will gain the characters one Glory point and two Honor points each.



Photocopy this page and cut out these vehicles for use with the battle map.

Ooragant

Breed: Homid

Auspice: Ragabash

Tribe: Black Spiral Dancers

Physical: Strength 4 (6/8/7/5), Dexterity 3 (3/4/5/5), Stamina 3 (5/6/6/5)

Social: Charisma 4, Manipulation 5 (4/2/2/2), Appearance 4 (3/0/4/4)

Mental: Perception 3, Intelligence 4, Wits 5

Talents: Alertness 3, Athletics 4, Brawl 3, Dodge 5, Empathy 2, Expression 3, Intimidation 1, Primal-Urge 1, Subterfuge 5, Survival 3

Skills: Drive 3, Etiquette 2, Firearms 1, Melee 3, Leadership 2, Performance 3, Repair 1, Stealth 4

Knowledges: Computer 1, Enigmas 2, Linguistics 2, Medicine 3, Occult 1, Rituals 3

Backgrounds: Contacts 4, Kinfolk 2

Gifts: (1) Blur of the Milky Eye, Persuasion, Scent of Running Water, Smell of Man; (2) Ears of the Bat, Staredown

Rank: 3

Rage 6, Gnosis 8, Willpower 6

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

Rites: Talisman Dedication, Rite of Contrition, Rite of Spirit Awakening, Rite of the Fetish, Rite of Summoning

Fetishes: Face of Innocence (Level 5, Gnosis 6; this facial tattoo fetish allows Ooragant to appear entirely uncorrupted by the Wyrms and makes it possible for him to move amongst the Garou without fear of detection. A Puppeteer Bane is bound into it (yes, bound into the tattoo ink — into Ooragant's face!); this Bane can hide the taint of the Wyrms.

Image: Ooragant is actually quite handsome, with long, dark hair and eyes that sparkle. He is slightly above average in height, but is also quite thin, built more like a runner than a weightlifter. He normally wears blue jeans and a leather vest with a small medicine bag.

Roleplaying Notes: You are very friendly, always willing to go that extra mile for a friend, or even for those you pretend are your friends. You love a good joke, and what better joke than to fool a whole sept? Nothing is beyond the scope of how far you will go to convince the Garou you are still with them.

Background: Ooragant was once of the Uktena, but was easily corrupted to the Black Spiral after he suffered Harano. He has no regrets about his decision.

Black Spiral Dancer Packmates

Breed: Metis

Auspice: Ahroun

Tribe: Black Spiral Dancers

Physical: Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 4 (6/7/7/6)

Social: Charisma 2, Manipulation 2 (0/0/0/0), Appearance 0 (0/0/0/0)

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 4, Brawl 2, Dodge 2, Empathy 1, Expression 3, Intimidation 3, Primal-Urge 2, Subterfuge 3

Skills: Firearms 1, Leadership 1, Melee 4, Performance 1, Repair 2, Stealth 3, Survival 4

Knowledges: Medicine 1, Occult 3, Rituals 2

Backgrounds: None

Gifts: (1) Razor Claws, Sense Wyrms, The Falling Touch

Rank: 1

Rage 8, Gnosis 4, Willpower 5

Health Levels:

Black Spiral Dancer #1: OK, -1, -1, -2, -2, -5, Incapacitated

Black Spiral Dancer #2: OK, -1, -1, -2, -2, -5, Incapacitated

Black Spiral Dancer #3: OK, -1, -1, -2, -2, -5, Incapacitated

Image: Deformed, vile werewolves. They are all gibberingly insane.

Roleplaying Notes: Hoot, holler and laugh at the pack as you try to lure them into dangerous obstacles and kill them.

Background: They are all fiercely loyal to Ooragant, whom they consider a hero for his "exile" among the Garou. They will die so that he may escape.

There are fewer Black Spiral Dancers than members of the character pack: the ratio is approximately one Dancer for every two characters. A pack of five characters will face three Dancers.

Umbra

Gauntlet Rating: 6

Pattern Spiders

Willpower 6, Rage 4, Gnosis 6, Power 25

Charms: Calcify, Solidify Reality

These "bugs" roam about the grounds, ensuring that construction proceeds correctly. They will attack anything that gets in their way. There are five of them.

Story Three: Treasures of the Past

Theme

The theme of "Treasures of the Past" is remembrance. A large collection of Native American artifacts has recently been uncovered, and among the artifacts are several items of potential power. These items are now in the hands of humans, but they belong to the Garou.

Mood

"Treasures of the Past" is meant to evoke feelings of loss and feelings of hope. The sense of loss stems from the relics themselves, for they are the remnants of a vanished culture. There is hope, however, for the ancient relics may allow modern Garou to battle the Wyrms more effectively. Additionally, these relics may teach the Garou about the lost Croatan tribe; both the Uktena and the Wendigo would desperately like to acquire any item that belonged to their dead brethren.

Battle Map Challenge

The challenges in "Treasures of the Past" stem from the numerous alarms and from the four fomor guards. Additionally, the area is filled with fragile fragments of the past, and Garou will likely want to be very careful about unnecessary breakage. Lastly, the surveillance cameras, which are linked to the security monitors, pose a very real danger to the Veil.

Motion detectors are marked on the map as dark triangles along the bases of the display cases and walls. Anyone crossing the path of one risks setting it off (see the *Security* sidebar).

Scene One: Anticipation

The first part of the story takes the form of several news briefs about the excavation on Roanoke Island. Archaeologists at Roanoke have discovered deeply buried ruins believed to predate even the first English settlement in the New World. The archaeologists theorize that an ancient tribe of Indians once dwelt on the island. Careful digging has procured several startlingly preserved artifacts. The best finds are a spear and a painted stone, both of which were found buried with the skeletal remains of a young male. This information should be provided by the Storyteller in the form of a news story, either in print or overheard on the radio.

Several days later, an even larger find is discovered only a few hundred yards from the first excavation site. The find includes three more remarkably well-preserved skeletons and several crude weapons apparently made specifically for doing battle. Each weapon has unusual runes carved into its surface. Photographs of the weapons are published in the newspaper. Any Garou viewing the photos will recognize the pictograms for Gaia and the Wyrms, as well as a few that mean nothing to

modern Garou. It is remotely possible that an Uktena or Wendigo would recognize one of the "mystery" pictograms as that of the Croatan tribe. The most unusual item in the entire collection is a large crystal flawlessly carved into a representation of a wolf's skull. The items are in nearly perfect condition, and archaeologists expect that the relics will reveal much about natives that once inhabited Roanoke.

Many elder Garou are nervous about the discovery, fearing that humans will learn too much about the Garou. Reports come later of a failed attempt by a Wendigo pack to seize the artifacts; the pack only discovered later that the entire collection had been moved before they arrived at the supposed storage facility.

Some time later, announcements are made that the collection will be going on a nationwide tour, stopping at several museums, the first of which is in the city closest to the pack's sept. If any member of the pack is from the Wendigo or Uktena tribe, her desire to retrieve these artifacts is effectively guaranteed. If however, there are no members of the Pure One tribes in the pack, the characters will be asked by the caern's elders to capture the artifacts.

In any event, these artifacts represent a huge find; even other Garou know very little about the Croatan. What the humans see as simply another link to the past should be considered a major discovery by Garou who remember their past with reverence.

Scene Two: Casing the Museum

Characters with any common sense whatsoever are going to want to see the artifacts before trying to take them. The best way to do so is simply to visit the American Heritage Museum, where the Roanoke Collection is now on display.

The Building: The building is three stories. The Roanoke Collection is on the third floor, while the first and second floors display small exhibits of Southern crafts and African-American history. The only entrances into the building are the main doors (large double doors with reinforced glass), four emergency exits (one on each corner), one large loading door (sliding, corrugated steel) in the rear of the building, and one locked access door next to the loading door. The only windows are three small office windows on the second floor in the rear face of the building, and one large window on the second floor in the front face of the building. A skylight on the roof allows access to the third floor.

On the third floor (where the exhibit is housed), there is one main entrance to the room (up the stairs from the second floor). There are also four fire exits leading to stairs that allow access to all levels and exit onto the first-floor street.

The second half of the first floor (toward the rear) is a warehouse/loading area, with a small loading dock, sliding door and an access door opening onto the alley. A small

room off to the side holds the circuit breakers and emergency generator (to run the security alarms). Anyone seeking to shut down the electronic security must take out the circuit box and the generator (cutting the lines will work, but the saboteur risks electrocution).

The Collection: The collection has made the news, and there is a waiting line to see the unusual artifacts, but the line moves quickly. Someone in line makes snide comments about how he expected more for his admittance fee, and about how small the collection really is. Most are simply fascinated by the skeletal remains and the very lifelike crystal skull.

A close examination of these articles will lead the pack to believe that nearly every item, including the skeletal bones, is imbued with power in one form or another. Several cases around the room contain various parts of the collection. Each piece is identified by what the archaeologists believe the item was used for.

The artifacts are stored in glass cases, and several guards are present. A Perception + Alertness roll (difficulty 7) reveals several inactive electronic eyes and motion sensors in various spots around the room. In addition, there is a pivoting video camera in each of the room's four corners (above the exits). This is a high-security area.

Obviously, attempting to take the items by force will only lead to a great deal of trouble, but a few of the pack might opt to sneak in later in the evening. The American Heritage Museum closes at 7:00 p.m., but, as signs posted around the museum point out, the security force is on duty 24 hours a day.

The night guards are all fomori. There are four guards on the late-night roster. The guards look perfectly normal, but Garou who use Sense Wyrms, Sense the Unnatural or Scent of the True Form readily detect them as fomori.

Security

Sensors	Perception	
Motion sensors	6	
Cameras: *		
Front door and main hall	9	
Collection room	6	
Barriers	Strength	
Front, fire and rear access doors	5	
Rear sliding door	6	
Skylight	5	
Showcases	6	
Locks **	Diff.	Successes
Front, fire and rear access doors	8	10
Rear sliding door	N/A (bolted inside)	
Showcases	7	7

* The guards must make Perception rolls also, difficulty 5 (their chance of glancing at the monitor).

** A character must make a Dexterity + Repair roll to pick a lock. He must have proper equipment; otherwise, the difficulty is increased by three (maximum 10).

The Fomor Guards

All the guards have the following Attributes, Abilities, Willpower and equipment:

Physical: Strength 4, Dexterity 3, Stamina 5

Social: Charisma 1, Manipulation 2, Appearance 3

Mental: Perception 5, Intelligence 3, Wits 2

Talents: Alertness 2, Athletics 2, Brawl 3, Dodge 2, Intimidation 3, Melee 3, Stealth 2

Skills: Etiquette 2, Firearms 3

Knowledges: Law 1

Willpower: 6

Equipment: Heavy revolvers with one extra clip

The fomor powers given below can be found in the Werewolf rulebook on pp. 251-252.

Guard #1

Powers: Claws and Fangs, Hide of the Wyrms (+3 to soak dice), Immunity to Delirium

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

Guard #2

Powers: Eyes of the Wyrms, Immunity to Delirium, Mega-Strength (add +4 to Strength)

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

Guard #3

Powers: Fungal Touch, Immunity to Delirium

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

Guard #4

Powers: Berserker, Claws and Fangs, Immunity to Delirium, Voice of the Wyrms

Rage: 5

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

Umbra

Gauntlet Rating: 6

Scraglings

Willpower: 6, **Rage:** 9, **Gnosis:** 4, **Power:** 20

Charms: Incite Frenzy (difficulty is target's Willpower +2), Materialize, Possession

Scraglings are smaller, weaker versions of Scrag — although they are still terrors. They, like Scrag, resemble monstrous beasts and run on all fours. The Scraglings will not waste Power to Materialize here; they will wait for Garou to enter the Penumbra.

Scene Three: Break-in

The pack is strongly advised not to try for the items during the day; so doing would pose a danger to the Veil. Characters should try to break in at night. This scene covers this option. The Storyteller is on his own if they try it any other way.

To reach the exhibit at night, the pack must bypass the security systems within the museum. This is much easier said than done. The doors of the American Heritage Museum are all locked from within and have cameras trained on them at all times. The fire exit stairwells do not have cameras and are unwatched, but the doors leading from the stairwells are locked from the stair side (they must be broken down to get through them).

The best method for circumventing the doors is to step into the Umbra and slip past; the Gauntlet rating is 6. Any other means of entry may set off silent alarms and notify the guards of the pack's presence. The alarms are motion sensors (see the Security Chart).

Pack members who try sneaking in through the skylight on the roof will find that it is strictly decorative. It has been sealed shut since the museum's opening. Forcing open the skylight is a noisy process and will alert the two guards posted in the room. The skylight is made from acrylic and steel, and is not designed to be opened. Breaking the skylight requires a Strength of 5.

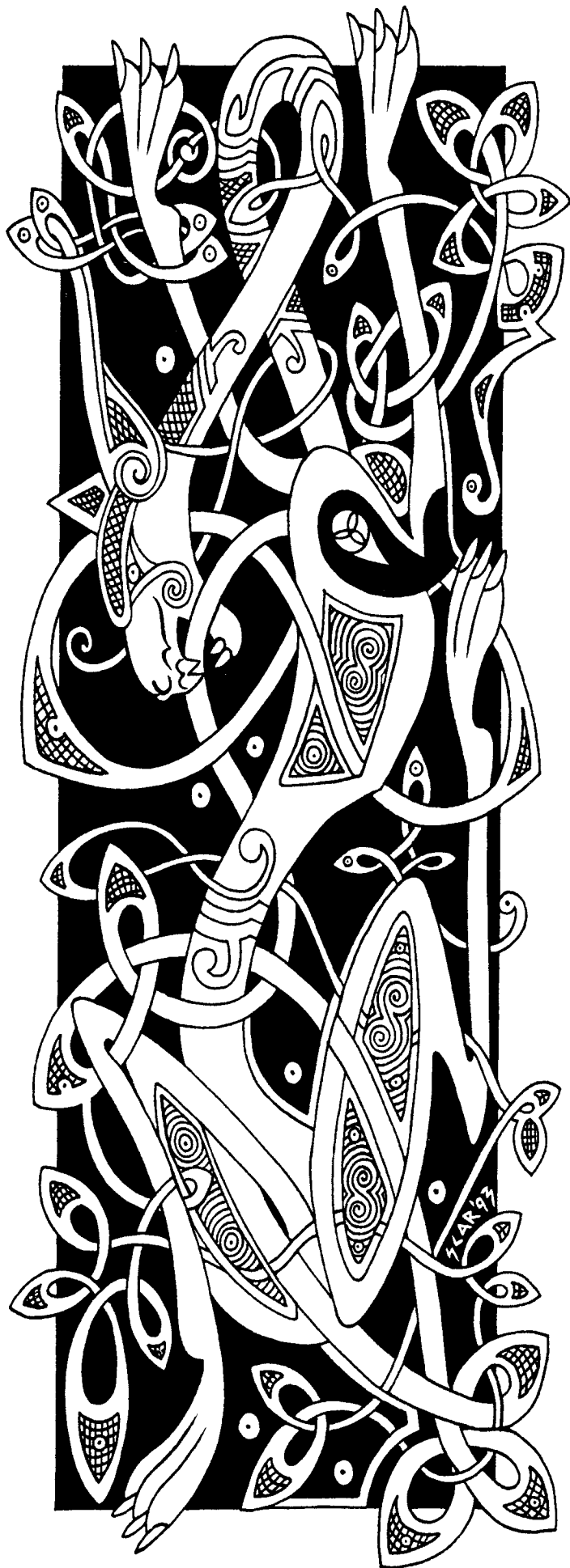
The motion detectors and electric eyes will notify the guards unless the pack members can effectively sneak past them without being spotted. Escaping the notice of these machines requires a *Dexterity + Stealth* roll (difficulty 4). However, the character must first make a successful *Perception + Alertness* roll (difficulty 8) to spot the sensors in the first place. If characters state that they are looking for security devices, the difficulty to spot them is reduced by three.

The guards are supposedly watching all of the American Heritage Museum, but in truth they have been assigned specifically to the Roanoke Collection. At any given point, two guards will be in the room, waiting for the other two to finish their rounds and relieve them for 15 minutes. The guards stand near the main stairs.

Fortunately, the guards are bored and talk to each other about anything and everything. The guards are busily discussing politics and have become quite heated in their argument.

The last obstacles to be bypassed are the hard acrylic cases surrounding all of the Roanoke treasures. These cases are almost impenetrable and are locked in place with heavy metal bolts that slide into the acrylic and are padlocked in place beneath the wooden bases. A Strength of 6 is needed to force open the cases, and the alarms placed on these cases notify not only the guards, but the police department also. The alarms activate only if the case is forcibly lifted from its base. The police arrive in five minutes.

The Main Hall: The main hall is filled with posters, a gift shop, a water fountain and fire extinguishers. A small door off to the left leads to the guards' break room. The other two guards are likely here, slurping coffee and eating



donuts instead of walking their rounds. Video monitors are also here; the guards occasionally glance at them.

The Umbra

The Penumbra-scape is a dark reflection of the American Heritage Museum. The halls are barren except for a few items, most of them historical objects which participated in such momentous events that they left an Umbral trace.

All of the fetishes in the collection (see below) glow with pale, silvery auras. The spear, the stone and the wolf skull glow as brightly as a full moon. The only signs of Bane activity in this area are the fomor guards, who are revealed in all their corrupted glory for any character who chooses to Peek at them. They are covered with ichorous, pus-filled sores and gaping blisters; their limbs are withered and gnarled, and their faces are the pale, bloated masks of drowned men. This view will give a character insight into their nature, but he cannot affect them from the Umbra unless he has a Gift that allows him to do so.

The odds are strongly against the pack obtaining the fetishes unnoticed. The best option would probably be to sneak through the Umbra. This too has dangers, for two Scraglings, smaller versions of Scraggs, have made a home in the American Heritage Museum, attracted by the same artifacts the pack now seeks.

The Roanoke Collection

Within the collection are several fetishes: the four skeletons of the Croatan, the spear and stone, and the Crystal Skull. All of these items do indeed have some form of power within them. The other three weapons are all capable of causing aggravated damage, but otherwise seem to be nothing remarkable: predecessors to the Fang Dagger.

Though it would take many hours of research to confirm, the fetishes are not Croatan in origin, but Uktena. True, some of the pictograms have been forgotten, but they were once in wide use among the Pure Ones. The craftsmanship is indeed Croatan in nature, but in the elder days the Uktena and the Croatan shared the same area.

Honor dictates that these artifacts be returned to the Uktena, but some packs may want to keep them. The pack does not have to return the fetishes to the Uktena, but if it does, each of its members gains Honor Renown (see below), and Uktena elders will owe the pack a favor, to be returned in the future when the pack needs their aid.

• The Spear of Aranakol:

Level 5, Gnosis 8

The Spear of Aranakol is a powerful fetish once used by the Uktena to ward off Banes. This fetish inflicts aggravated damage. The spear has special powers against Banes, allowing them to be attacked when possessing someone on the physical plane. The possessed person is stabbed by the spear, but is not hurt at all; instead, the Bane takes the damage. The fetish holder must activate the spear and roll Dexterity + Melee (difficulty 6) for this power to work. Damage is Strength +3.

• The Fist of Aranakol:

Level 3, Gnosis 8

The Fist of Aranakol is a red stone that weighs a full pound and is attached to a thick rope. It is held in the hand and whirled on the rope during combat, worn around the waist when not being used as a weapon. The Fist allows the bearer to use the Gift: Sense Wyrms. It also inflicts aggravated damage on minions of the Wyrms (Dexterity + Melee, difficulty 7; Strength +1 damage).

• The Crystal Skull:

Level 5, Gnosis 10

The history of the Crystal Skull is long lost, but the powers of the skull are many, and all of them are bad. The Crystal Skull is a prison for a powerful Bane: Shrawktoori the Reaver. The Reaver came to Roanoke Island with the first European settlers and immediately set out to cause as much damage as possible while opening a pathway to Malfeas. Fortunately, Croatan and Uktena were there to fight it. Many a Garou died painfully in the battle. At last, however, the Reaver was captured and imprisoned within the skull of Wyrms-Striker, a Croatan Theurge destroyed by the Reaver when it first appeared. The Reaver still seeks to break free.

The fetish has the following Gifts to bestow: Sight from Beyond, Feral Lobotomy, Mindspeak, Dreamspeaker, Icy Chill of Despair, and Mindblock.

Shrawktoori can hide its influence from most Garou, but those who gain five or more successes with Sense Wyrms will know not to trust the thing. Each time a character uses the powers of the Skull, Shrawktoori may attempt a Gnosis roll (difficulty 9). Twenty-five cumulative successes allow Shrawktoori to possess and corrupt the user. The possessed Garou will immediately attempt to free the Bane from his crystalline prison.

Shrawktoori's Traits are as follows:

Willpower 8, Rage 9, Gnosis 7, Power 50

Charms: Airt Sense, Possession, Reform

• The Bones:

Level 2, Gnosis 5

The bones of the skeletons are imbued with magical energy. Whenever a Wyrms creature comes within 25 yards of them, they will begin to rattle and shake. The skeletons do not have to be intact to do this; even two bones will bang themselves against each other. The bones are dormant now, but if a Garou were to attune herself to them in the museum, they would begin to rattle violently, as the presence of the fomor guards and Scraggs sets them off.

Renown

If the fetishes are retrieved, the characters gain one Glory point and one Honor point each. If the pack returns the fetishes to the Uktena, each member gains two extra Honor points. The fomori are considered average minions of the Wyrms for Glory Renown purposes. Refer to the Renown Chart on pp. 190-193 of the Werewolf rulebook.



SUMMER 1997

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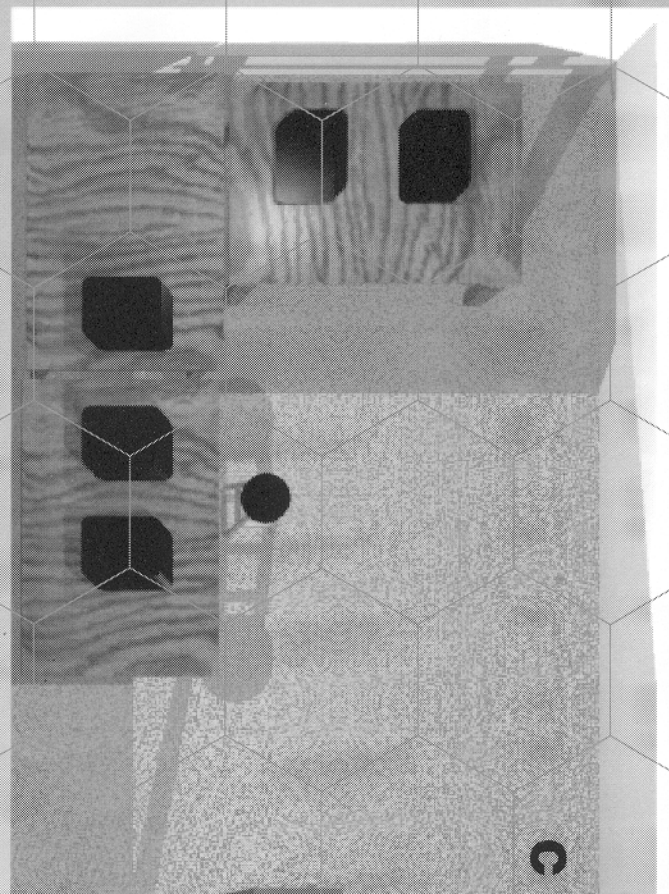
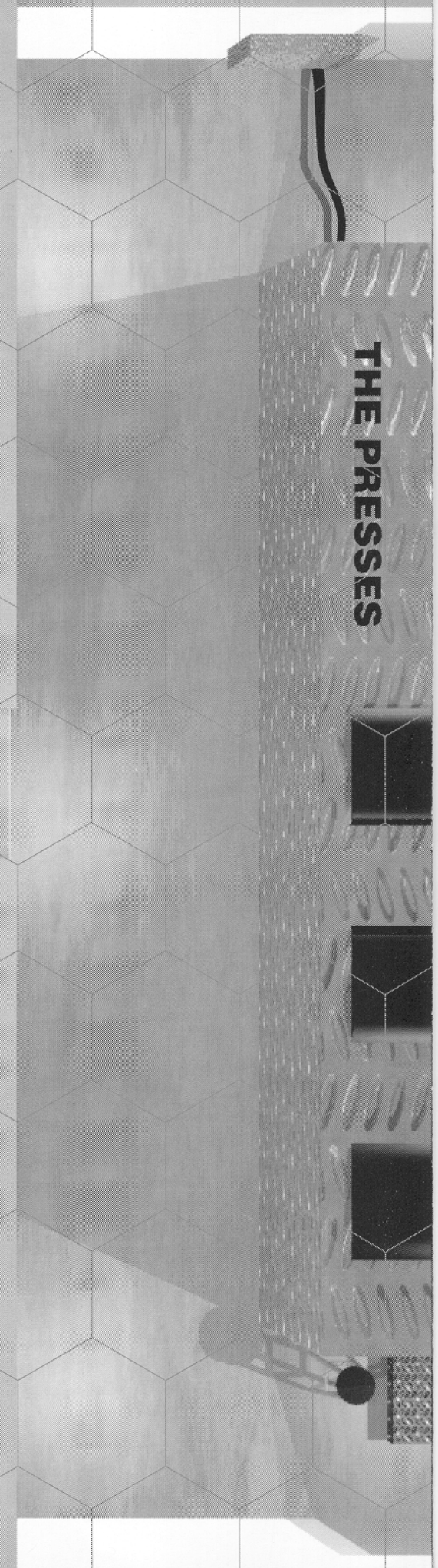


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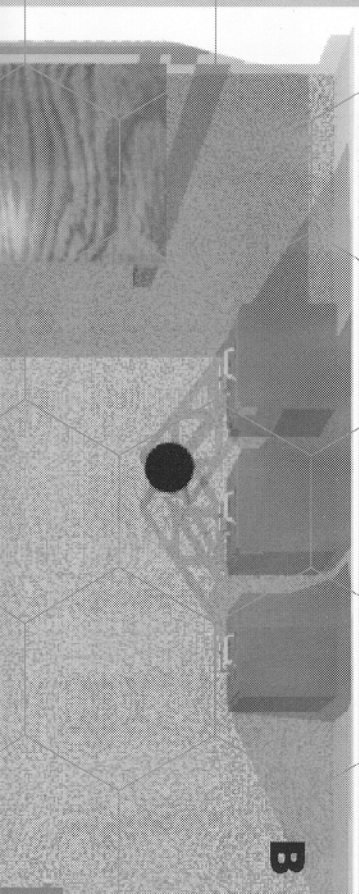
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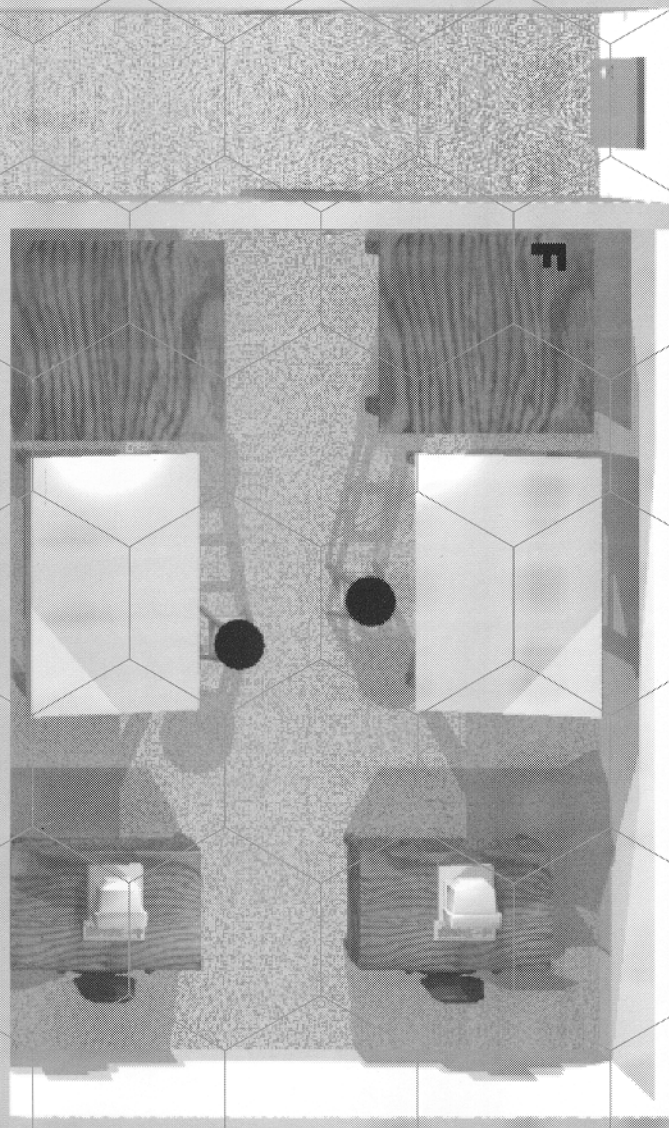
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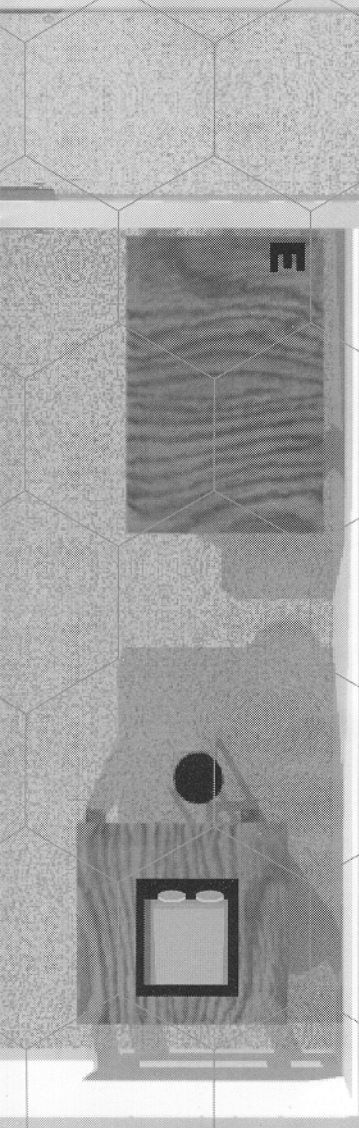
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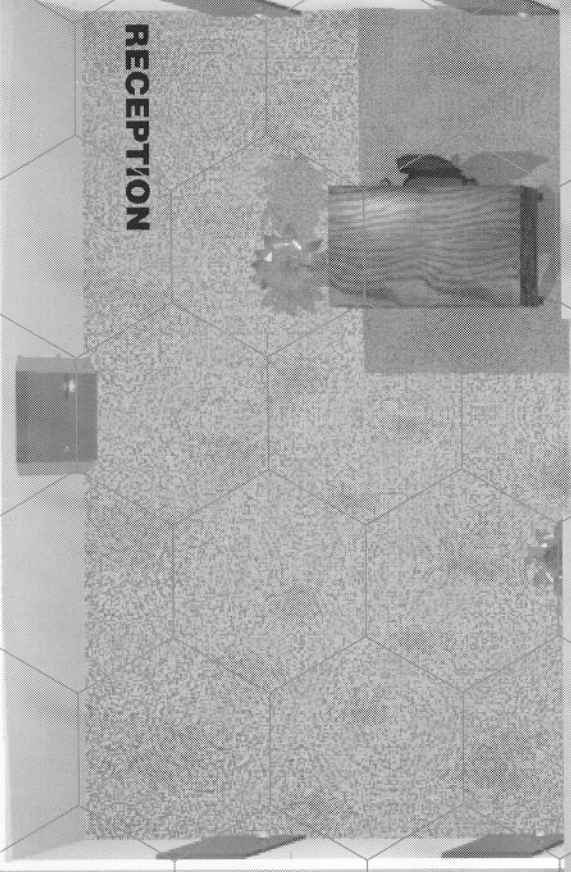
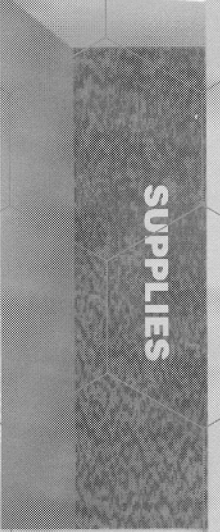
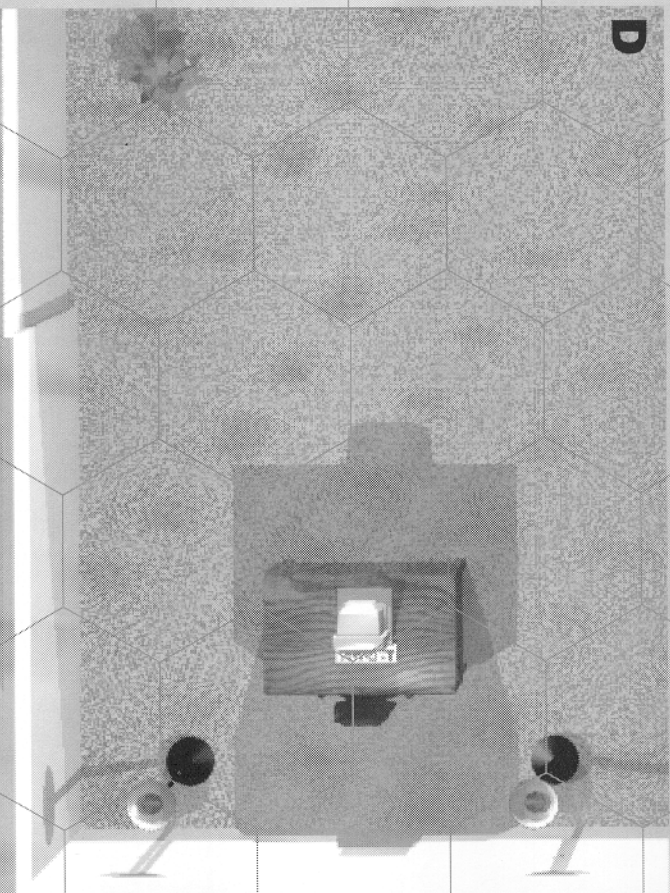
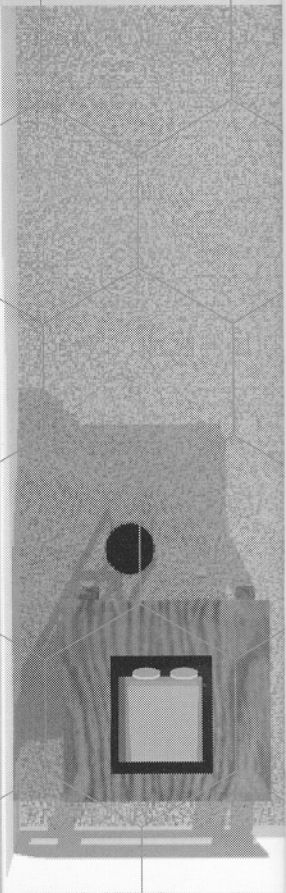
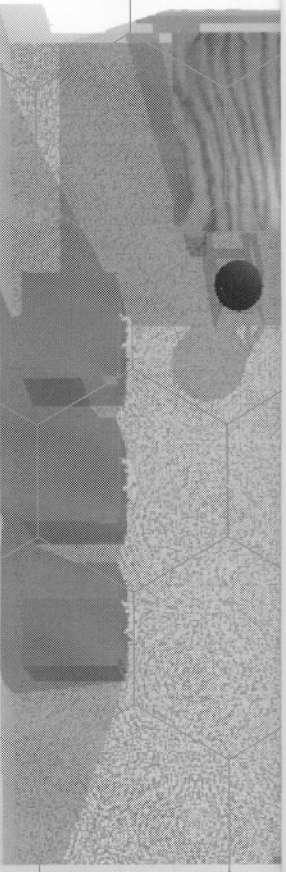
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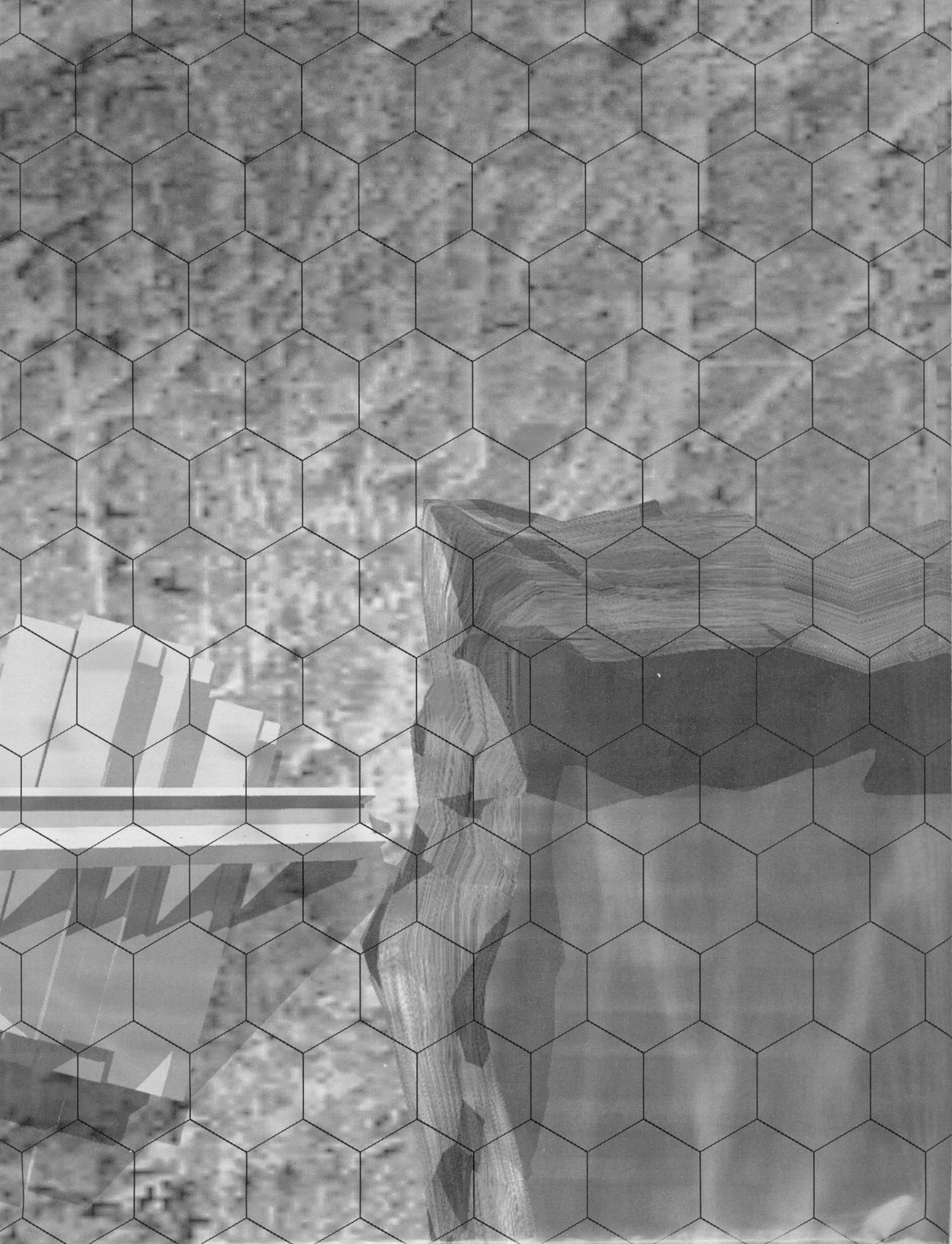
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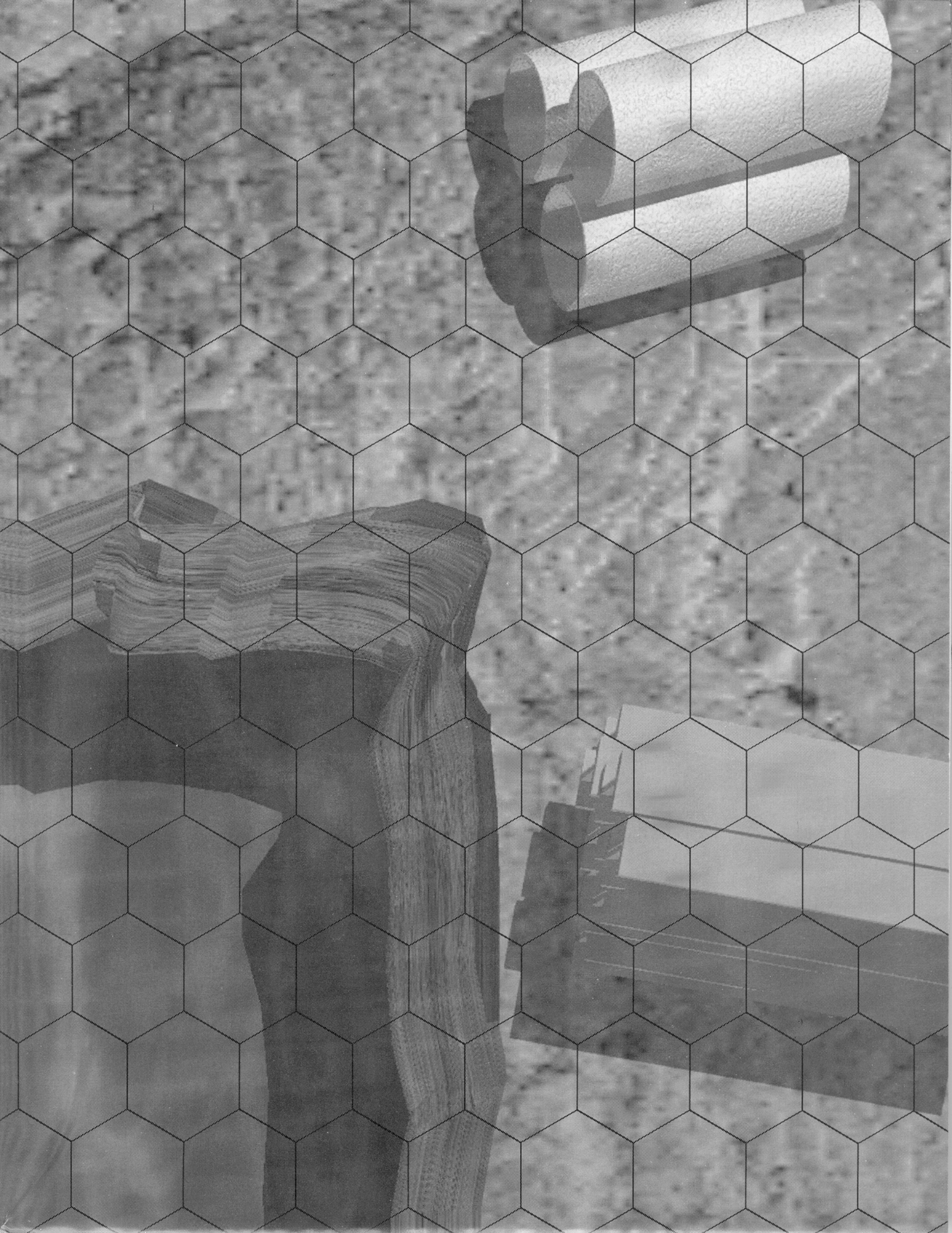


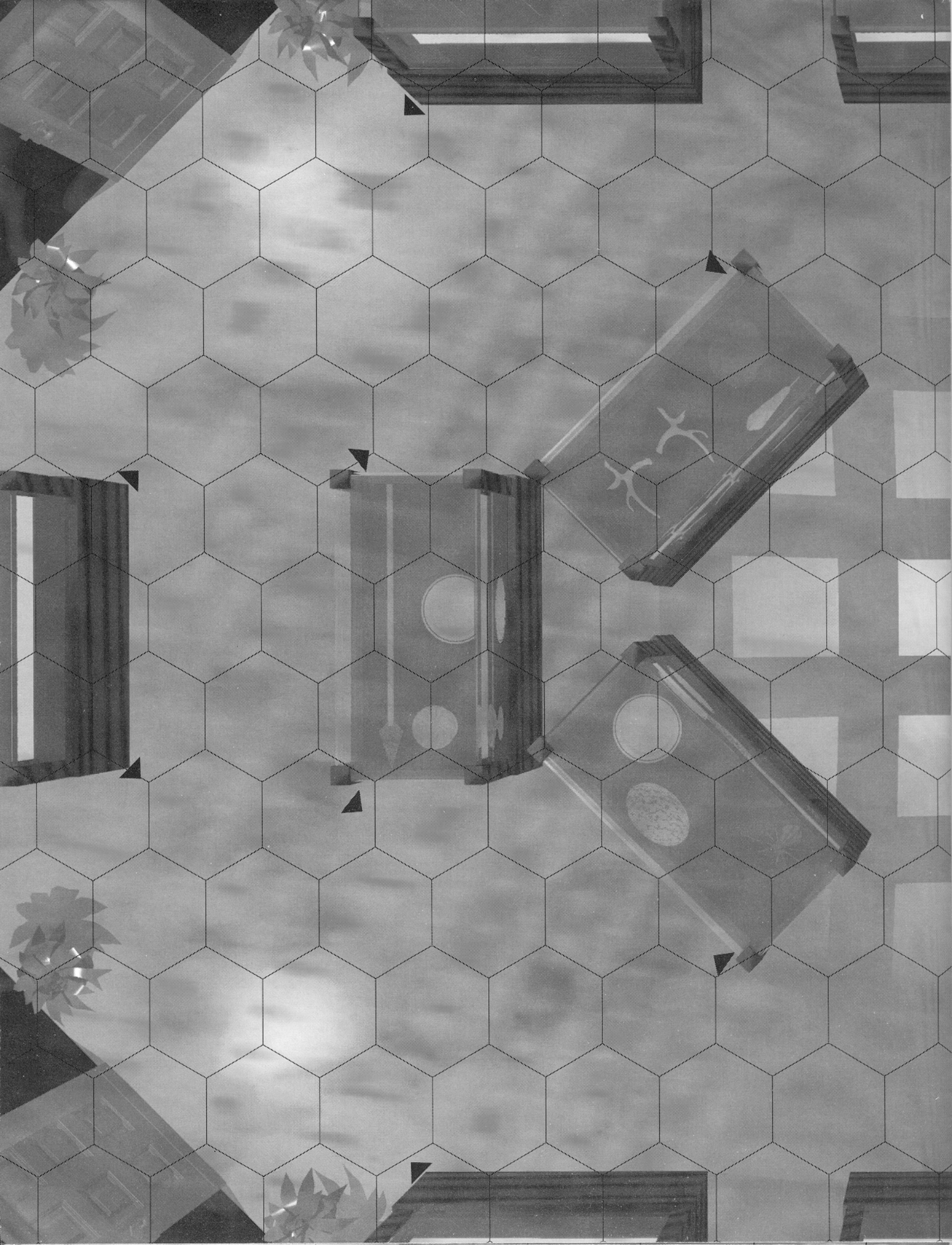


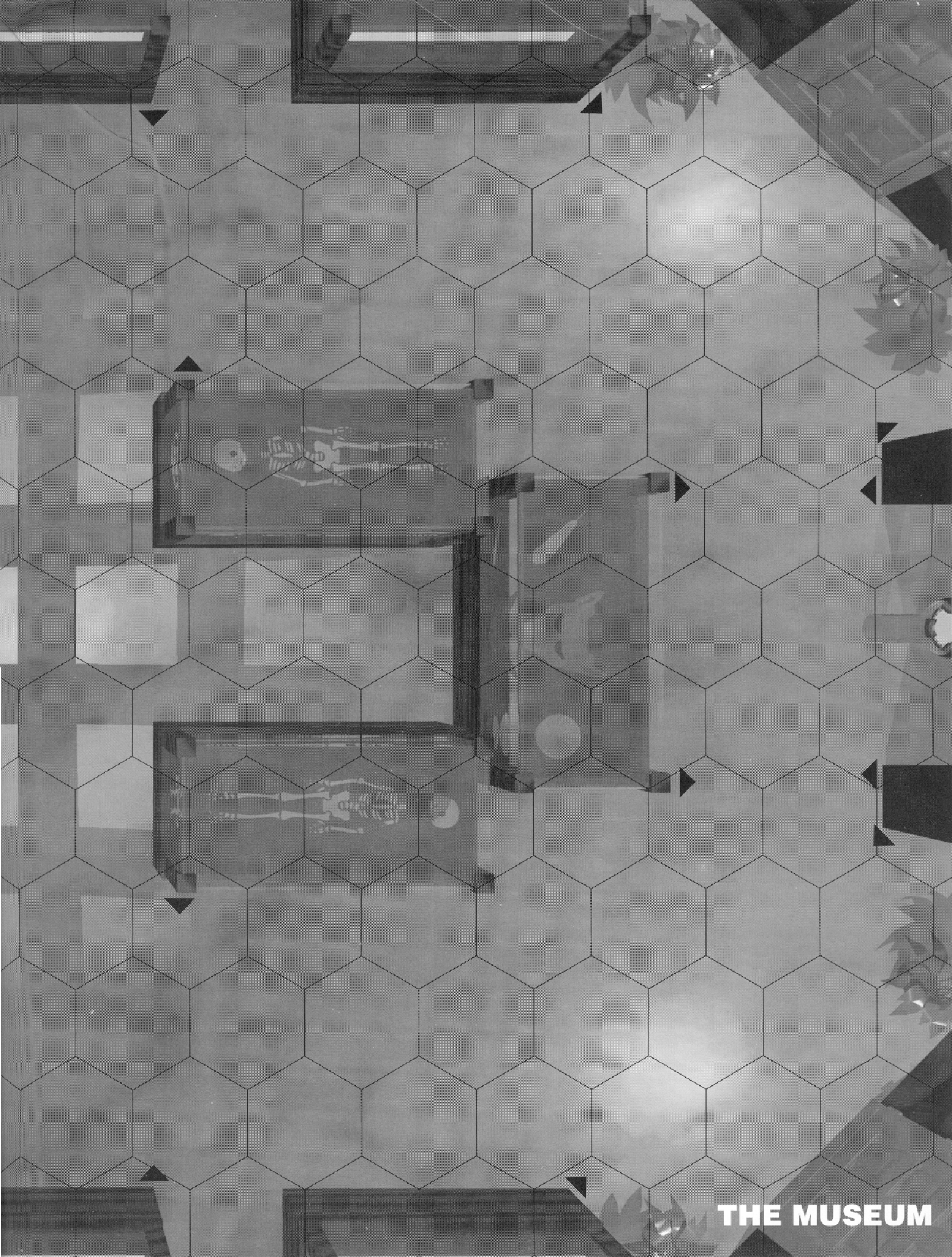
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